

## Current Rules on Nodeka

Written by Serenity

Tuesday, 08 January 2008 00:12 - Last Updated Monday, 18 May 2009 23:11

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The following is a list of the current rules we ask that you follow while playing Nodeka. Should you have any questions, or disputes regarding these rules, feel free to email a Nodeka staff member, whose e-mail addresses can be found in 'help email'.

### Mortal Rules:

0. Always be respectful of Nodeka and the Nodeka staff. This is not simply a guideline; it is a strict rule. Any disrespect towards any Nodeka staff member will merit an instant freeze of your character, and is sufficient grounds for character deletion.

We understand that you will not always agree with the decisions made by the Nodeka staff. Mature discourse is allowed and encouraged, but disrespect will not be tolerated, be it within or outside of the game.

Any issues or complaints may be filed via e-mail with a staff member who is involved with mortal affairs, such as the Chief Guard (see 'display staff'). Do not direct such correspondence to Nijlo, as he will no longer be involved with mortal affairs.

We do respect and appreciate our players, and we work hard to create a positive environment in which you can play and be heard. However, we will not tolerate defamatory activity. Cyber defamation, cyber libel and cyber slander are illegal, and we will take all necessary steps to prevent it, up to and including legal action.

1. Character selling and trading is illegal on Nodeka. Any characters caught attempting to sell or trade their character will be zapped. Any characters found later to have purchased a character from another player will be zapped. As passwords can never be changed, character buying is a serious risk to the buyer as the seller will always know the original password. Short answer: don't do it.

Exchanging in-game platinum for an in-game donation is perfectly legal. If you are buying a donation from another character, ensure you donate to Nodeka under the character's name to steer clear of any potential punishment. If a player is caught buying a donation from another player and paying that player to his or her personal account, both players will

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be punished.

Buying a donation from another player is fair game. However, donations are the life-blood of Nodeka and circumventing donations entirely from Nodeka is hurtful to all of Nodeka and cannot be allowed if Nodeka is to stay afloat.

As such, any trading of in-game Nodeka goods (platinum, equipment, etc.) for non-game goods (US dollars, computer equipment, plane tickets, etc.) is illegal. Both the buyer and seller of these situations will be punished accordingly.

Trying to work around this rule by both parties agreeing the transfers are "gifts" is simply a way to cheat the system and is flagged as selling in-game goods for non-game goods.

2. No spam: meaning, repeating the same message over and over again through public (or private) channels, putting away equipment, multiple player killing, etc. For the most part, spam is incredibly annoying and distracting. If you persist in spamming Nodeka, consider yourself lucky if you only get a warning.
3. No advertising for other MUDs on Nodeka. In addition, we ask that you respect other MUDs and not globally advertise for Nodeka on them. If you wish to tell your friends about Nodeka on other MUDs, please do it through private channels.
4. No multi-playing: Nodeka prevents this internally. However, if you play from a network with only one IP address and can validate this, you may be allowed to have multiple characters log in from that address. This privilege is given in a per basis fashion.

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5. No botting. See help bot for more information on this topic. Botting characters are dealt with automatically by Nodeka.
  
6. Bug Abuse: if you discover a bug, it is very important that you report it immediately. If you do not, and are caught abusing the bug, you will be punished most severely, ranging anywhere from freezing to deletion of your character.
  
7. Nodeka aids: the Nodeka aids (immortals, guards, mentors) work very hard keeping Nodeka together and growing for you. As such, they are to be treated with courtesy and respect. If you treat a Nodeka aid poorly, you can expect the same treatment to be returned to you.
  
8. Players which have not been logged in for more than six months may be deleted. Although we generally try to give at least 12 months inactive time before deleting old characters, our minimum time for deleting unused characters is six months. It is your responsibility to keep your characters active. There will be no reimbursements for characters lost due to inactivity.
  
9. No misleading players over the newbie channel who ask questions over the newbie channel. This rule applies specifically to the newbie channel, and no other channels.

If you reply to a newbie channel question over the newbie channel in a misleading manner, you can be punished. The severity of punishment is in direct relation to the level of misdirection which the player who responded to the newbie channel question offers.

10. Offensive language of any kind is NOT allowed on any channel in Nodeka. This includes vulgarity, racial slurs, sexual slurs or harassment, and any other type of intentionally offensive language. Certain ubiquitous internet abbreviations, such as "omfg" or "wtf", are allowed and will not be considered offensive.

This rule covers all channels of communication, public or private. The ONLY exception is between consenting individuals via the private "tell" command. Keep in mind that "consenting" is a non-disputable requirement;

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if there is any argument as to whether consent was present, then consent was NOT present. Also keep in mind that this exception only covers offensive language under rule #10. Disrespect to any staff member (see rule #0) is illegal regardless of the channel of communication.

Clan chat and group chat are currently NOT exempt from this rule.

This rule also covers the flame channel. The flame channel is no longer open to unpoliced language; for the time being, we are treating it as any other public channel.

11. < [guards](#) > and < [mentors](#) > have deemed themselves as third party arbiters.

These characters can be trusted sources of handling item sales and anything related to Nodeka where an unbiased third party is needed. An example of an arbitrator's name is as follows:

< [mentor](#) > Eru

If an arbiter does not follow through on any arbitration, a complete log should be sent to one of the Nodeka staff members and that arbiter will be permanently deleted and site-banned from Nodeka. Both parties involved in the failed arbitration will be reverted back to their original status before the arbitration.

Only guards and mentors whose names show up in the "who" list in colored brackets should be used as third party arbiters. Examples of such players are seen below:

< [mentor](#) > Eru  
< [guard](#) > Klosus

Any players caught impersonating a guard or mentor will be punished, up to character deletion.

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12. Do not give out answers to quest riddles over global channels. If you wish to give someone a hint to a riddle or an answer to a riddle, please do so via a private message (tell). However, it is strongly suggested you do not give out answers to quest riddles in any form (via public or private communication).
  
13. Do not intentionally try to abuse player's clients. While we do not protect players who may be abused by their client due to their own lack of knowledge on how to use their client, we will punish players who are actively trying to abuse players' clients in very obvious and/or malicious ways.

Examples are: using any form of communication to trigger client responses (e.g. rem all, drop all, quit).

using player set strings (such as clan hall room names or descriptions, player names or descriptions, etc.) to trigger client responses.

The punishment for intentional and malicious client abuse will be determined by the severity of action. Furthermore, the player(s) who are abused may or may not be reimbursed for their loss. Each case will be handled individually. Note: if the players who are abusing clients are doing so in an intentional and extremely malicious way, the punishment will be extremely severe (e.g. character zap and permanent site-ban).

Please keep in mind that you are responsible for your client's behavior at all times. However, certain abuses such as clan hall room names and descriptions cannot be overcome by clients and would require special Nodeka code which would break the consistent theme of the game. Therefore these client abuses must be corrected by the clan hall creators.

Players failing to correct client abuse after being notified of the behavior (malicious or not) will also be punished. If a client abuse occurs which is accidental and benign, the player will be requested to correct the behavior and may be released without punishment. However, if

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the players refuses to correct the client abuse, he or she will be dealt with as if the client abuse was malicious.

Rule set updated February 11 2008 - Rules are correct at time of posting but are subject to change and update.

Use 'help rules' ingame to check for changes, and inform me if this article is not up to date.

Thank you,  
Serenity