

INVASION3042 RULE BOOK VERSION 1.0

Last Updated: August 5th 2011

Let it be known that the administration apologizes for the length of this. We ask that everyone please read through and understand the intent of these rules. They have been created to cover the long list of things people have tried to get around or to protect the integrity of the game and its community, see elastic clause(Section 5)

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-SECTION 1-

**GAME STAFF
&**

ORGANIZATION CHART (VER. 1.0)

GAME STAFF

The Admin Team: Roland, McDookie, SnowFox and Haggar
They're in charge of the game and coding. (Remember, if a player needs to contact them put in a ticket, please do not pm them on the forums or in chat unless requested.)

Tickets: McDookie, SnowFox, Roland and Redneck
They're in charge of answering and addressing tickets.

Missions: Sledder and Highlander
They are the makers of missions.

Programmers: Kim, Ve, CrushU, JimShew, Redneck and Reload
They're responsible for programming what the Admins want.

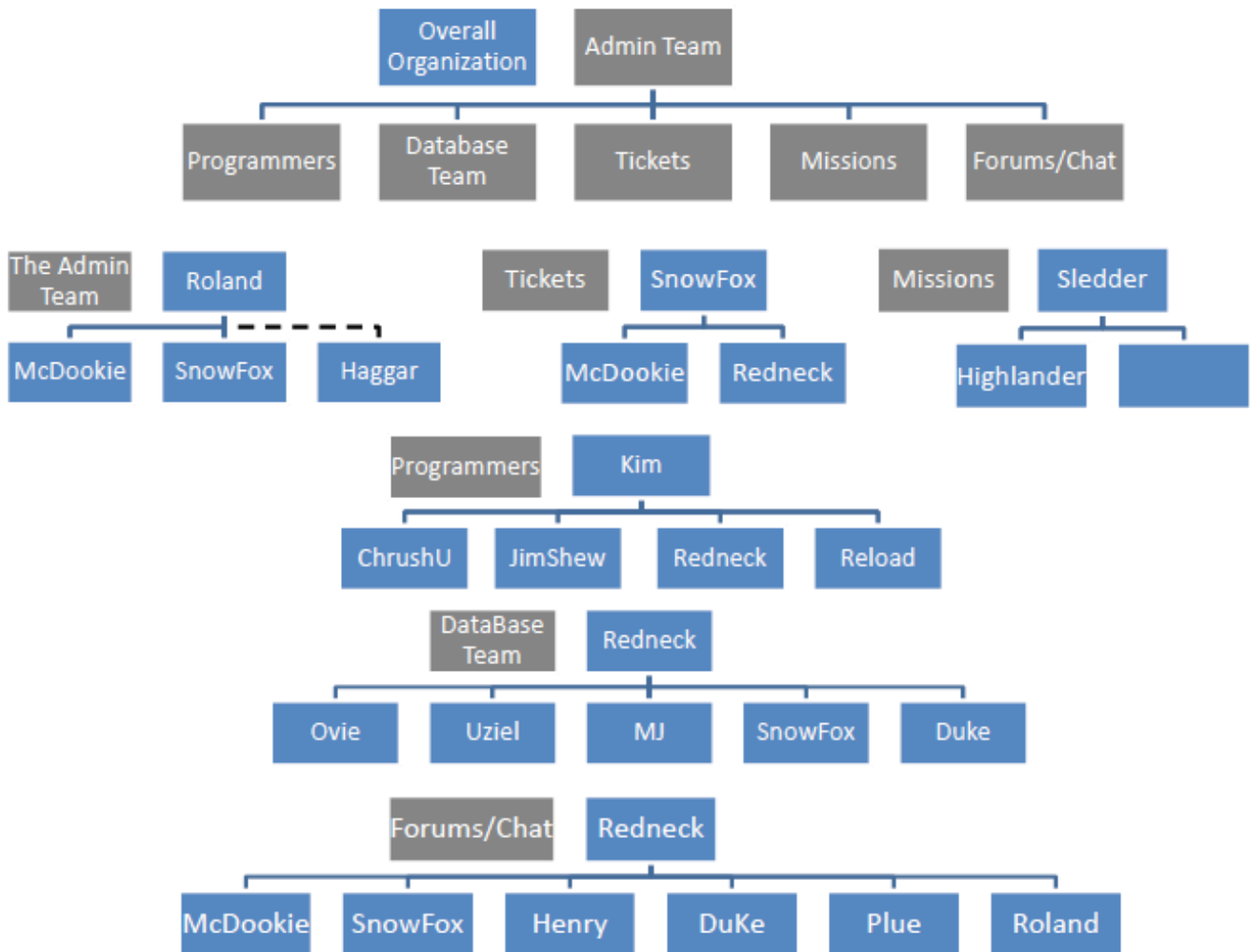
DataBase Team: Redneck, Ovie, Uziel, MJ, SnowFox, Duke and Vega
They input data, run and organize the DataBase and put in new mechs.

Forum/Chat Moderators: Eggy(Manager) Redneck(Manager), McDookie, SnowFox, Henry, Duke, Plue, Roland and Sledder
They are responsible for moderating the forums and chat.

Admin Complaint Chat room: #Church
If a player wants to speak with us on FORUM/CHAT RELATED ISSUES ONLY please come in there and speak with us. We only ask that players do not loiter in the room. It is a room to come to if and only if you have an issue. For game related issues open a ticket.

ORGANIZATION CHART (VER. 1.0)

Invasion3042 Organizational Chart Version: 1.0



-SECTION 2-

**PLAYER CONDUCT
&
SPIRIT OF THE GAME CLAUSE
&
COMBAT CONDUCT**

PLAYER CONDUCT

The rules identified in the sections below have been established to ensure that each member of the Player Base has a fundamental right to fair play and a positive gaming experience while playing Invasion 3042. Player is expected to uphold a certain level of maturity while engaging with another Player and/or Players.

- Players are to accept the authority of the Admins, Forum and Chat Moderators. On the Forums their names are in Red and Green. Players will follow any instructions given by those in authority. Authorized Staff/Personal may include but not limited to: Admins and Forum/Chat moderators.
- Players will not harass game personnel, game patrons or community members. This includes but not limited to: being sexually explicit, harmful, threatening, abusive, defamatory, obscene, hateful, racially, religiously or ethnically offensive in either language or content. *Please see section on *Toxic**
- Players will follow the game rules posted and not violate nor encourage others to violate any game rules, local laws, state laws, national laws or international laws or regulations.
- Cheating in any form or fashion is forbidden. Any player knowingly or intentionally found to be cheating will either have their Empire/Forum Account heavily fined, Deleted or Banned. If a player knows someone is cheating and fail to report it than you are liable for the same punishment as the player cheating.
 - It is in violation of the rules to publicly accuse someone of cheating or harass anyone who has had accusations brought forth against them. The proper course of action is to open a private ticket and contact one of the admins immediately with evidence and be ready to give a detailed explanation of the situation's circumstances.

SPIRIT OF THE GAME CLAUSE

Any player found to be abusing a game mechanic or using any game mechanics for a purpose other than what it was originally intended for will be liable to punishment levied by the admins, said punishment to be dictated by the severity of the abuse of a game mechanic. "Just because you can do something doesn't mean you should." All players are expected to have a set of high moral standards and abide by what is considered right and wrong. If a player feels they have discovered a possible flaw in a game mechanic or a way to abuse a game mechanic the player is required to ticket it immediately and not disclose any information to other parties on how to replicate or abuse a system.

COMBAT CONDUCT

This game caters to numerous playing styles and aspects, one of these is combat. This major aspect of BattleTech™ is one of the key fundamentals which makes this game so fun. So with that in mind, Players join this game knowing and accepting combat happens and whether you are the attacker or defender there is a certain etiquette and maturity level expected when it does come to combat in the community.

This game thrives on it's community, however if the player base or members of the player base indulges in the use of tactics which are questionable or unbecoming of a gamer a fine of points may be issued to those pilots and will increase over time if detrimental tactics are not changed.

Examples of such tactics are: Excessive camping, Running timers, Harassing players beyond friendly banter or Setting battles to late hours of the night/early morning with full knowledge the opposing faction is unable to field players at the time.

Excessive camping: *When a player with a ratio of two(2) or more units which out weight, out-gun and out-Armour the opponents One(1)unit remain out of LOS(Line of Sight) and is sitting in a hole.*

Example of excessive camping: if Player A has 10 Direwolves vs Player B who has 3 Awesomes, yet Player A sits and camps in a hole for a long period of time stalling fights for when AI kicks in.

Note: Please remember the nature of the defender is to defend and the attacker to attack!

COMBAT CONDUCT CONTINUED.

To reduce issues of combat conduct and reduce any possible interference in game events or politics, the administration suggests to players a few steps to take to prevent such behavior or tactics from occurring:

Talk: Players should Talk with their opponent. They may be your opponent but they are members of the community and here to enjoy the game. A good way to discuss things is through IRC, the Forums or HPG. Simply communicating with someone may resolve a issue, be open minded if there is a complaint about your tactics. Keeping a civil tone is extremely important when players want something changed! If a player gives leeway to another player or obliges to another players request, this action will help to forge a good relationship between opponents for a more enjoyable game play experience.

Accept: Players will win some and players will lose some. To ensure players enjoy and are having fun players need to remember: Having the sole outlook that winning equals fun is not always healthy. Next time try and think about what you did wrong in combat and what you could have changed in the situation. Maybe the RNG gods hated you today, maybe your mech selection was not suitable for the hex size of the battle map or did not have enough ECMs or AMS mechs.

Resolve: Sort out the situation amongst yourselves! Trust us(The admins) players don't want us getting involved in a dispute which can and should be resolved by players. Sort it out yourselves and don't let it blow out of proportion.

Lastly for play conduct: This is the internet... In real life players can generally play who they want and are able to avoid immature tactics and people, So while on Invasion3042 players are held to a simple standard:

“Don't bring anything to the game that you would get punched in the face for, if your opponent was sitting across from you.”

Cancellation of operations/Resetting invasion battles:

If an Invasion needs to be canceled or individual invasion battles reset due to a genuine bugged or error, ticket it immediately while providing screen shots if possible and bring it to the Admins attention. Depending on the conditions and situation of the operation, numerous paths of action may be taken by the Admins after consulting with the parties involved.

•Note to the playerbase: Players need to do everything in their power to accommodate the bugged side if admin intervention is not immediate.

- Two simply examples which can be done;
 - 1) putting the fight on hold(i.e. not moving or firing.),
 - 2) If one mech is bugged and unusable than the other side will keep one of their mechs of equal BV back until the fight is decided.

-SECTION 3-

**PUNISHMENT FOR VIOLATIONS
&
TOXIC PLAYERS
&
PETITIONS FOR BAN REMOVAL**

PUNISHMENT FOR VIOLATIONS

IMPORTANT NOTE: For violations of Player Conduct, Spirit of the Game Clause or Game Rules. The Severity is determined by the admins, not every instance of a violation in the rules requires the same punishment. The admin rule of thumb is: if a player has previously violated rules before the punishment will be more severe.

The traditional Punishments:

- Warning.*
- Warning+Fining.*
- Banning from Chat/Forums.
- Fining.*
- Perma Ban from Chat/Forums(Next step is always banning from the game.)
- Chucking a players military(on AI) against 500k Pirates.
- Banning from game.

*-(In some cases a along with the player, their faction leader may also be fined!)

Note: The administration holds the rights to diverge from the traditional punishments when they see fit and to pursue more specialized or exotic punishments if needed.

Examples and Punishments:

•Operating Multiple Empires/Invasion3042 Accounts will always result in the deletion of the empires in violation. 1 Player. 1 Empire. Simple as that. If the player is a repeat offender Punishment will elevate to a game ban.

•Abusing or exploiting a bug is punishable by Heavy fines or depending on the severity deletion of the empire in violation.

•Offensive/Vulgar language used in Game/Chat/Forums will result in the players empire being fined. Hate mail will result in the players empire's points being wiped and placed in the negative and or banned.

• If a situation becomes an admin issue, no matter what room(Even Backrooms in which we are given numerous logs from various parties of conversations) we are liable to take corrective actions. If it affects the game and its community, be warned. Rule of thumb: Play nice.

-Remember-

•While in any aspects of Invasion3042(Client/Chat/Forums) players represent not only themselves but also the group they are in. Therefore any form of perpetual: Whining, Gloating, Pouting, Complaining, Absurd Attitudes, Egos or being a PITA will not bode well in a players favor or faction's favor amongst the eyes of the community... it has happened in the past. There are many opportunities to battle and players will win some and players will lose some. Do not forget you and probably the person you are playing is a human, and they do have feelings. Invasion3042 is a game and it is meant to be fun. Do not become a PITA to the community or display a poor level of maturity, it will affect the administration and wasting our time is not wise.

TOXIC PLAYERS

The term '**Toxic**' has long been utilized amongst the community traditionally to describe players who contribute little more than hate and perpetual issues or arguments amongst the community. The new administration of the game has chosen to include the term Toxic into the rules and gives the following definition for what is considered Toxic.

•A player or group of players who are detrimental/shows absolute contempt/shows complete lack of respect/violates numerous game/chat/forum rules through their interactions to the community/specific members of the community and/or Admins.

If a player or players are found to be toxic by the game administrators they will be confronted and given the simple ultimatum: *Straighten up your act or leave the game on your own accord. Failure to do so will result in you being banned.*

PETITIONS FOR BAN REMOVAL

The following applies to bans in game:

•If a ex-player wish to petition to have their ban removed they must raise a ticket or contact an admin and request your ban to be removed. This will begin the evaluation process of the ban, the conditions in which ex-player was banned for and potential overturn. Depending on the workload of the admins this may not take precedence over other tasks. There is no guarantee a ban will ever be removed.

The following applies to bans on chat or forums:

•If you wish to have your ban on chat or the forums removed you must contact either a Moderator(Forums) or Chat Manager(IRC). If you are unable to do so, have a friend contact someone for you. Depending on the conditions in which you were banned for your ban may be removed.

-SECTION 4-

IMPORTANT FACTION LEADER RULES

IMPORTANT FACTION LEADER RULES

1) **Restarting dead factions**: Only players in good standing with the Game admins, who have played for at least 6 months, who are active primarily on IRC/TeamSpeak and the Forums may restart a dead faction. The player must also prove to the admins they have the best intentions for the faction.

2) **Faction leader positions**: Only players in good standing with the Game admins may be the Faction leader(FL/1ic/first in command of a faction). The player may not have more than Three(3) forum warnings in the past Two(2) Months. The player may not be perma banned from Chat or the Forums or have been banned from IRC or the Forums in the last Two Months.

- This rule does apply to second in command position(2ic) which is assigned by the Faction leader.
- Admins reserve the right for the health and stability of the game to remove Faction leader privileges. Faction leaders are held to the utmost standard of game play and conduct, if they fail to do so admin recourse will occur.

•If a faction leader is removed by the admins and his/her faction is at war, an admin ordered/requested no war time will be issued. With a greater responsibility being placed on the FLs they will receive more power and perks which at the writing of this rule update are still being discussed.

3) **One(1) Month Ceasefire**: If a war between factions or groups begins to interfere with day to day operations of the game, a one real life month ceasefire to all active and future operations may be called for those involved.

- The list of causes that could be attributed to the interference can be (but not limited to); Cheating, Bug Reports, Combat Issues, Player Attitudes (Bully or Toxic) or other reasons.
- There are two options available for active operation at that point;
 - 1) The end dates for the invasions are extended and battles are pushed back.
 - 2) Allow all current operations to resolve between players.
 - In all options, NO new operations are allowed to begin.
- Pirates and WarWorld are still fair game.

•If by the end of the One month ceasefire the issue(s) are not resolved it may be extended at the discretion of the Admins after a meeting with the FLs of those factions.

•If the FLs agree to have limited operations resume they must arrange such things between themselves and bring it to the admins attention for authorization.

•Unauthorized attacks will simply be canceled(retreat allowed) if it persists or done knowingly a fine will be issued to the Player who launched and the FL.

-SECTION 5-
INFORMATIVE RULES

ELASTIC CLAUSE

Admins and Moderators may remove any material or take action not specifically covered in these rules but that they deem inappropriate, offensive, or whatnot. This includes anything to be found in violation of game rules, which also apply here even if not already covered. This rule is typically used in conjunction with the Player Conduct, Spirit of the Game clause and Combat conduct. Please remember this game is Beta, if we see something which shouldn't be we will state it.

CONTESTED WORLDS RULE

For Faction Leaders and players. If a world is considered contested, NO new sectors or empires may be dropped or claimed on the contested world. The only way to claim a sector on a contested world is through the .d 100 role in main chat by the admins upon request by either faction leaders of a faction on the 15th and the last day of the month.

- There are no other exemptions for contested worlds anymore. If a factions worlds are full or contested send the recruits to an ally faction or boot inactive empires.
- Definition of “Contested” world – *Any world that has had an invasion operation against it in the last REAL life Month. For simplicity players my assume 1 Real life month is roughly 1 Iyear.*
- If a contested world has no sectors claimed on it and there are multiple factions fighting for control over the world, the admins offer the following:
“We will assign each faction who has had an invasion(attack&defense) on the world under the last 100 Military operations. Assign them each a number and then roll the .d (#of factions) and whichever number comes up wins the control of the world and has two real life days to drop a sector down.

ADMINING WAR TIME RULE

Occasionally a period of “No war time” may be called by the admins. During this time its essential that players do not take advantage of admin ordered/requested no war time to beef up player defenses on contested worlds, i.e. dropping new sectors and moving/changing any forces in them or existing sectors.

- All planets and sectors should remain as they were before the admin ordered peace(Frozen in time basically). When we do request time of peace, we will be watching contested worlds and battle hotspots for fluctuation in forces(BV and Mech IDs for example.) and sectors.
- The importance that this rule be followed is essential because we might be working on the database and anything off on the sector map could mean that your sector gets accidentally misplaced.

Note: This rule is for everyone where the One month ceasefire is for specific parties!

ATTACKS WHILE AI IS DOWN RULE

When AI is down, players may not launch any missions, pirate raids or recons/raids against another players. If a player has a mission, pirate raid or recon/raid against another player in progress, go ahead and finish it, but don't go launching more missions or attacks. If AI is down, jump on IRC and say so in #invasion3042 and wait until the admins say the AI is up to resume attacks.

Raiding/recons

Launch a raid, if AI goes down then by all means go ahead and finish it. However, no raid can be launched if AI is known to be down. This applies to the first or future raids. Knowingly raiding players with AI down will be punishable by the following:

- In the first instance, double any points gained will be deducted and awarded to the player raided. This will be an official warning.
- Future instances will be treated more severely. If a second instance occurs, the target will have the same recompense as before. The raider will have 5x points gained deducted from their account. In addition, the FL will have 2x any points gained deducted from their account. This will be a final warning. If a player refuses to abide by this rule, the FL may kick said player from faction and will be reimbursed for points cost.
- If a 3rd or further occasion occurs the offending account will have it's military played with by the admins.(This will either be: Deleting of units or having parts or the entirety of the player's military chucked against the 500k pirates.) If the player does not have a military then a punishment suitable for empire will be decided by the admins.

Invasions

•If AI is known to be down before a battle is due to start then the player controlling the battle should make all efforts to contact admins and opposition (including in main – which will be proof of effort. Make it good proof and not some half ass attempt.) to ensure that the the fight will be PvP if at all possible. If no reply is gained then it is acceptable to go ahead and fight the scheduled battle, though a more sporting response could also be considered.(And possibly rewarded!)

•If a scheduled battle starts and AI is down and opponents mechs are not moving, then there should be no moving for the first 5 turns, whilst every effort is made to contact opposing pilots and admins as above. After this time (or if the opponents mechs start to move) action may commence. Note, in these circumstances, a player taking over from dead AI should contact the opponent in main or message on the battle.

A player can not be punished if they do not know AI is down. You need to stop when you see evidence that AI is down. Once you see evidence(Main topic, People talking, Opponent units not moving, Imail, etc) and you continue to raid you're in violation of the rules. In all instances, when a player finds AI down then they should notify the admins immediately. IRC active players should post this in main chat.

-SECTION 6-

**GENERAL GAME RULES
&
CHAT RULES
&
FORUM RULES**

GENERAL GAME RULES

- 1) No Fake Wars of any kind and any place will be tolerated. i.e. no hitting a sector by an ally to lock it up so enemies can't hit it. All land transfers(Planet and sector) should be brought to the attention of the Admins for approval.
- 2) No identical empire names i.e. no two empires named 1st Davion Guards RCT: Strength of Alexander. This can cause confusion. Also no deceptive empire names if your IRC nick is not Redneck please do not name your empire "Redneck's Killers"
- 3) No accusing anyone of cheating, at anytime and anyplace(public or private chat). If you have a suspicion of cheating, open a private ticket with your evidence and contact a game admin immediately who will begin an investigation process. Be ready to give a detailed explanation of the situation's circumstances to the admins. Any player found to be trying to dispense their own version of punishment or vendetta against the party suspected of cheating will not be tolerated. Let the Admins will handle the situation.
- 4) No abusing Theft Raids on the WarWorld.
- 5) One(1) empire per player, no multiple logins, violators found to have Two(2) or more empires will have their accounts deleted, this includes baby-sitting empires. It is that simple. If multiple players use the same IP address(i.e. Live in the same house) you must ticket this to the admins.
- 6) No abusive/inappropriate empire names, including empire names directed against admins, i.e. Empire Name – Protesting Admin Actions.
- 7) Players are not allowed to keep Mechs who's weapon load outs have changed. If you have a mech like that, such as the PXH-3PL or KG-P, then you need to remove it from any combat situations and send in a help ticket with the unit ID so the admins can replace your mech with the current proper configured mech.
- 8) No storing items on the private market. (empire to empire private markets) It is not there for your personal storage to avoid warehouse fees. Items will be removed after being there for 30 RL days.
- 9) No joining a faction and then looting their house markets and quitting the faction to join another, offenders will be deleted and all items returned to that house, so don't be stupid.
- 10) You will not exploit any bugs in Invasion3042 and you will not communicate the existence of any such exploitable bug (bugs that grant the user unnatural or unintended benefits in game), either directly or through public posting, to any other user of Invasion3042. You will promptly report any such bug via the bug ticket system(<http://www.invasion3042.com/i/tickets>).

GENERAL GAME RULES CONTINUED.

11) Battles over phase 250 will be manually ended by the admins whenever they log on, by placing all remaining units in a single hex and letting them battle it out. It is NOT automatically won by the defender. Warning to parties who stall a battle all the way out to 250 phases or the max phases set for the fight... Don't.

12) You will follow the instructions of authorized personnel while in Invasion3042, on the Official Invasion3042 Forums, or in the Invasion3042 chatroom.

13) Spying: if any player is caught spying through empires and passing on faction/empire information and or other sensitive information you will be deleted and banned. Quite simple really, this goes way against the spirit of the game. If you are caught receiving Spy information and you do not report it to a game admin you also will be deleted and banned.

14) You are to be respectful and in no violation of any rules while using the in game Communicate systems in game. This includes but not limited to Battle messages and the HPG systems.

15) You may not Spam mail other factions in an attempt to steal/take active players, If you wish to attempt to recruit active members of another faction you may only do so once the player has approached you about it! Use the 'Game Wide' HPG setting and send out a mail with your wish to recruit active veterans from the games community. This rule does not apply to those in Safe House or Safe Clan, they are fair game.

16) If Multiple bans on the forums, in chat, or warnings and fines are issued to player accounts/empire. Yet they show complete lack of any attempts to correct the issues such as behavior or their actions which are disruptive to the community and in violation of numerous rules: you will become permanently banned on the grounds of being Toxic to the game and its community.

17) Have fun, this is a GAME. That's a order!

CHAT RULES

18) No Swearing - THIS CHANNEL IS SUPPOSED TO BE PG-13 - a single cuss word (minus the F-bomb) is okay on occasion - it does slip - but please refrain from cussing up a storm. Peoples' children do play this game (hard to believe right?). Kicks / Bans based on the number - and frequency of violations.

19) No accusations of any kind of any game admins being biased towards one faction/player or anything else will be tolerated this goes for Public chat and private chat if logs from multiple parties are provided. Also no comments about who should be an op or who shouldn't. Take it up with a manager of main in PM. If it is seen in main chat, you will be kicked and banned. (Sarcasm or "Joking" will not be tolerated either)

20) Do not insult other players on a PERSONAL level. It is okay to talk a bit of smack about the game... but do not get personal.

21) Listen to the commands of the OPs(@) / HOPs(%) - they are the ones that run the channel. If you have a problem with what one is saying, take it to somebody above them, a Manager. Similarly, if you disagree with an op's bans/judgment, take it to PM.

22) No behavior to disrupt the channel, no flooding links - none of that trash. If it is disrupting, chances are we do not want you to do it. If you question yourself if its disruptive, don't post it. Chat ops make the call on whether or not something is disruptive. If you have a problem with an Op's judgment, take it to PM or to a Manager.

23) Get banned in game - Get banned in chat. Simple concept. Cannot ban a player based on what another player feels is not in the rules.

24) No ranting - even while following the other rules, you may still present a hostile environment. No anti-ANYONE rants. YOU will be warned when you are out of line. From there the OP is directed to give you a time-out. 24H after the first warning. Progressing the ban upwards from there. This has been a serious problem in chat and it must be eliminated. When the argument gets out of hand it is the players job to stop, or the OP is expected to take action.

25) Multiple Bans will progressively be longer for the same offense. Don't expect the same time ban each time. Eventually they will become permanent.

FORUMS RULES

26) Posts found to be in violation of the forum rules will have appropriate action taken, and the user will be warned. That being said, don't freak out if you get a warning. Unless you are stockpiling them, then you may wish to freak out.

27) Users who accumulate numerous warnings may have their posting privileges and/or account suspended at the discretion of the moderators.

28) BE NICE! If something offends you, then be the better man!

29) No smurf accounts! You are only permitted One(1) account on the message boards, anyone found to violate this rule will have the accounts deleted. (A smurf account is one which you use to post under a name no one recognizes or to get around a ban, etc.) If you are asked to provide verification that you are NOT using a smurf account, failure to respond will be ground for permanent banning from these forums. Furthermore, unless express and explicit permission is given in advance, posting from primarily proxy addresses/servers is grounds for permanent banning from these forums.

30) Exception to the multiple forum accounts rule: If you wish to post Role-Playing posts in the HPG forums anonymously, you may create an anonymous account for this, but as soon as this privilege is abused, it will go away. Some people do not like to post as themselves, whether it be from shyness, embarrassment, or fear they will be criticized, and we want to encourage people to post their stories here.

31) No flaming! While on the forums, do not make personal attacks on other users(commonly called flaming). Be respectful of other users in your posts. Name calling is a good example of this, but not nearly the only type of flaming. Calling someone retarded or saying they have a retarded opinion are good ways to spark these flame wars. Saying they are stupid or don't know what they're talking about are other examples. Again, BE NICE! Explain why their opinion/idea, whatever is wrong, offer a counter idea.

32) Language: No swearing, PERIOD. This includes when you quote someone. Furthermore, do not try to bypass the censors. Do not PM people or admin and use offensive language directed at someone.

33) No trolling. Just don't do it. If you don't know what it is, trolling is posting with the intent to annoy/aggravate/anger/upset other users.

34) No disruptive posting. This includes, but is not limited to, spamming. Unless on the Spam Thread on the off topic area.

FORUM RULES CONTINUED.

35) No disruptive posting. This includes, but is not limited to, spamming. Unless on the Spam Thread on the off topic area.

36) No off topic posting. Make sure to make your posts in the correct section of the forums. -If you accidentally post a thread in the wrong section, please edit it's title and content to read "PLEASE DELETE"

37) Do not make posts on the forums complaining about a forum post/thread being deleted/locked or a ban being issued in chat. This will merely result in your account on the forums being banned for 72 hours.

38) If a thread/post is locked or deleted, do not make a new thread/post about the thread/post that was deleted or locked. If it is locked or deleted, it was for a reason, so do NOT try to bring it back up by reposting in any way, shape, or form. This includes posting to discuss said thread. Violation of any part of this rule will result in a 72 hour ban being placed on your account. The only time it is okay to break this is if the moderators specifically contact you and say you can repost your thread.

39) If we don't like it, we will take action. Our word is final. Suck it up and deal with it. Don't argue with the moderators, and don't make forum posts whining about your post being modded. You will merely be modded again and have another warning added.

40) Be constructive in your posts and courteous of others opinions! That's a order!

If you have questions, feel free to pm any forum moderator, game admin, or chat op.

Forum/Chat Moderators: Eggy(Manager) Redneck(Manager), McDookie,Roland SnowFox, Duke, Henry, Plue, and Sledder

The Admin Team: Roland, McDookie, SnowFox and Haggar

-SECTION 7-

LEGAL

This section deals with rules in place everywhere and can have real life consequences.

Violation of these rules is grounds for an immediate ban for a period of time determined by the admins.

LEGAL

- 1) You may not impersonate any Invasion3042 Staff or administrators, past or present, including any Customer Support personnel. For that matter, do not impersonate anyone.
- 2) While playing Invasion3042, you must respect the rights of others and their rights to play and enjoy the game. To this end, you may not PERSONALLY defraud, harass, threaten, or cause distress and/or unwanted attention to other players.
- 3) You may not organize nor be a member of any guilds or groups within Invasion3042 that are based on, or espouse, any racist, sexist, anti-religious, anti-ethnic, anti-gay, or other hate-mongering philosophies.
- 4) You may not use/post or link any sexually explicit, harmful, threatening, abusive, defamatory, obscene, hateful, racially, religiously or ethnically offensive language/imagery or content. This applies to Chat, Forums, Game Chat or any Game sponsored areas.
- 5) While playing the game your activity's in the game or use of the game's systems must not violate any local, state, national or international laws or regulations.
- 6) No illegal activities. This includes, but is not limited to: upload/transmit/arrange/request or provide for the exchange or transfer of any pirated software, illegal software(such as ROMs, cracks,hacks, music downloads, etc.), or any copyrighted content that you do not own all rights to(unless you have the express written permission of the author or copyright holder.)while on Invasion3042 Game, the official Invasion3042 Web site(IE: forums), while in the Invasion3042 chatroom or Invasion3042 TeamSpeak.
- 7) Content: Keep it clean. (No drug talk, of any kind period.) This includes but not limited to in the client, IRC, TeamSpeak and the forums. Rule of thumb: If you have to ask, don't post it- KIDS do play this game!
- 8) You will not attempt to interfere with, hack into, or decipher any transmissions to or from the servers running Invasion3042.
- 9) You may not modify any part of the Invasion3042 Client, Server, Paypal or any part of the official Invasion3042 Web Page located at <http://www.invasion3042.com/>
- 10) You will not create, use or provide any server emulator or other site where Invasion3042 may be played, and you will not post or distribute any utilities, emulators or other software tools related to Invasion3042 without the express written permission of Invasion3042.

LEGAL CONTINUED.

11) You are not allowed to use Third Party Programs which interfere with Invasion3042 while playing Invasion3042.

12) You may not market, promote, advertise, or solicit within the Invasion3042 game or on the official Invasion3042 Web site. This falls under the disruption category and will not be tolerated. This includes great big signature blocks with a different game in it. This is considered advertising. Discussing other games, including web based ones, is of course welcome in the Off Topic forum.

13) You may not give false information or intentionally hide any information when registering for your Invasion3042 account.