The StateSim Charter

FOR PLAYERS:

Part 1: Concept and Limitations

1. Players are responsible for the creation, maintenance, and exploration of concept for their nation. This includes the creation of the basic structure of their nation and any associated lore within a reasonable time period after having joined the Ixnay-StateSim community.
2. The "concept" for nations players create must be constrained by the outer limitations of reality; this means that larger or richer than life nations are possible in some circumstances, but nations with futuristic technological achievements, magic, or any other elements of science fiction or fantasy are forbidden.
3. After creating their nation, players are not allowed to change their overall national concept for a period of forty five days; this is to ensure that players are serious about their concept and will do their utmost to develop the lore and actions of that nation. A national concept change for the purposes of this section are broadly defined as a change to the nation so great that it would be unrecognizable or plainly different to a reasonable person, including changes to culture or religion that would require a nation's placement on the map to be changed.
4. Players are limited to one nation for the first six months of their membership within the Ixnay-StateSim community. After their initial six months, players may be granted a second, non-primary nation which is under their partial control. This grant is a privilege and not a right; these "non player character" nations will only be granted to players who have shown an extraordinary commitment to the lore of both their own nation and the community as a whole.
5. If a player exits or is removed from the community, their nation will be removed from the map. In some extraordinary circumstances, some nations may be replaced by a non-player character nation in order to maintain lore continuity.
6. As a <u>new nation,</u> players will be constrained to having a GDP per capita of $54,999 or less <u>unless</u> their population is below 30,000,000 people.

Part 2: Map Space

1. Placement on the map is <u>not </u>a right, it is a privilege commensurate with player activity and commitment to the community and its lore. Players who fail to meet their expectations can be removed from the map at any time.
2. Placement on the map will only take place once a player has reasonably explained their nation and its concept on the IxWiki. This means more than just an infobox; the idea of the player's nation must be clearly and easily understandable from the information

provided in their article.

3. Expansion on the map will be considered within the context of two metrics: tenure and existing lore. Members who have been in the Ixnay-StateSim community for less than six months should not expect to be given additional territory above their initial grant barring an extraordinary commitment to generating lore.

4. Overseas territory requests must be accompanied by both:

    a. Well-developed and reasonably explained in-character plot developments on the community's Discord in-character channels

    b. IxWiki entry for the new territory which explains at least its recent history history, how its administered, and a general overview of the characteristics of the territory. 5. The overseas territory criteria above doesn't apply to territories retroactively acquired, which means territories that the nation acquired in the in-universe past. However, territories acquired retroactively require higher quality lore development in their corresponding IxWiki article in lieu of modern day plot developments.

Part 3: Expectations and Etiquette

1. Players are expected to maintain a basic level of activity or provide a reason for which they cannot for a limited period of time. New players who are inactive for two weeks following their arrival will be removed after having been given fair warning. New players are expected to have an overview of their nation and its concept on IxWiki within a week of arrival. Players who are inactive for a long period of time without having provided an excuse shall be warned and then removed. Social commentary or general conversation in the community Discord is not considered activity.

2. It is expected that players be respectful in all out-of-character communications. 3. Players should maintain generally good grammar so all players can understand and comprehend what a player posts. The primary language in this community is English, please keep that in mind when posting in-character.

4. Players must avoid potentially hateful language at all times. This includes racist remarks, or anything that could be considered hateful language.

5. Players should avoid excessive graphic violence depiction both in- and out-of-character.

6. For the sake of organization, players should not post out-of-character remarks in in-character Discord channels or vice versa.

7. Players must take any toxic arguments outside of the community when possible. 8. A player nation cannot roleplay for, in or about another player nation or the non-player character nation of another player without their permission. Similarly, a player cannot write or adjust lore for another player's nation or non-player character nation without their consent.

9. The Ixnay-StateSim Community abides by the technology of the modern world. It is expected that players be realistic in the technology that you possess, military or

non-military.

10. Powerplaying/God Mode will not be tolerated. This means it is expected that player nations be realistic in what they do, to the best of their ability. Fairness is essential to a successful roleplay environment.

11. Metagaming is strictly prohibited. Metagaming is any strategy, action or method used in a game which transcends a prescribed ruleset, uses external factors to affect the game, or goes beyond the supposed limits or environment set by the game. It's essentially the practice of turning out-of-character knowledge and turning it into in-character knowledge with no real basis.

FOR ADMINISTRATORS:

Part 1: Makeup of Administration

1. The Community Administration is lead by two top-level executives, commonly known as "**Partners**", a Game Director and a Business Director. These positions must be filled at all times and are to be filled by Heku as Business Director and Urcea as Game Director normally.

2. The Community Administration is also made up of three **Senior Staff,** and two **Community Managers.**

3. The Community Manager and partners may appoint additional members to fill staff roles as the need arises.

Part 2: Function of Administration

1. The Community Administration works collegially in order to manage the present and future affairs of the Ixnay-StateSim community. This includes the out-of-character administration but also maintenance of quality in-character and lore developments. The Community Administration also oversees the in-character map by means of delegating it to a cartographer or cartography staff as the need presents.

2. The "partners" are responsible for the long-term planning and strategic vision for the community while sharing ultimate executive authority between themselves. The Business Director is responsible for the technical framework of the community, including the community's Discord server and IxWiki server. The Game Director is responsible for ensuring the continuity of the community's lore and maintaining standards for community lore. Both directors are responsible for maintaining the Ixnay-StateSim Charter and are also responsible for ensuring proper administration for the community. Each of these two roles are not exclusive to their holder and can be shared as the need arises.

3. The Community Manager is responsible for the day to day administration of the

community, including the community Discord and orienting new members of the community.

4. The Community Liaison is responsible for ensuring the concerns of the people are represented within the administration. This role is often tasked with giving approval for ideas within the administration but also can serve as a moderation and mediation role within the community.

5. The Community Emeritus positions are for recognition of longtime service to the community and are responsible for providing guidance and opinions on issues of concern to the community. They are also sometimes tasked with overseeing particular initiatives or events.

Part 3: Obligations and Expectations

1. The Community Administration is obligated to provide direction to the community affairs and to ensure that social and in-universe cohesion is maintained.

2. It is expected that the Administration will ensure that players have a sufficient "second chance" if they find themselves in violation of what is expected of players of this community. This won't apply to extraordinary breaches of etiquette, such as overtly racist or discriminatory language used in a hateful way.

3. Community Administration members are expected to warn players before disciplining them within the community's Discord server.

4. Community Administration members are to work collegially to determine whether or not a player is permanently removed from the community.

5. The Community Administration or its appointed cartographer is obligated give a clear explanation as to why and how a map request is denied, and is obligated to cite a specific reason within this charter for its denial.

6. The Community Administration is expected to hold town hall meetings from time-to-time in order to address grievances and concerns about the direction and administration of the community.