

Server Rules

The official rules of the Harmony server.

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Community Rules

Community rules must be followed at all times while in the harmony game servers, both in game and in out of character chat.

Some roles, such as Silicons, must follow additional rules. They can be found [here](#).

Rule 0A: The Golden Rule

Details

Admins may exercise discretion with rules as they see fit. If you rule lawyer or line skirt, you will be removed.

ZERO TOLERANCE RULES

Rule 1A: Hate Speech

Details

Absolutely no hate speech, slurs, bigotry, racism, specism (demeaning other characters in-game due to their in-game race), sexism, or anything even remotely similar. (YOU WILL GET PERMABANNED)

Rule 2A: Erotic Role play (ERP)

Details

Absolutely no Erotic Roleplay (ERP) or sexual content, including direct or indirect mentions of sexual behavior or actions. (YOU WILL GET PERMABANNED) (Leeway is given to insults, ex: 'You are a dickhead', do not push it)

Rule 3A: Metacomming

Details

Don't communicate in-game/in-character information through methods outside of the game (such as talking in Discord with other users actively playing or by talking to your sibling across the room while you are both playing). This is referred to as "Metacomming". Adminstrators cannot police metacommunications, we must assume it is being abused. (ALL INVOLVED WILL GET PERMABANNED)

Rule 4A: Ban Evasion

Details

Attempting to evade game bans will result in an automatic appeal-only permanent ban that is only appealable after six months and only with a voucher of good behavior from another SS13/SS14 server. Attempting to evade job bans will result in an appeal-only permanent ban. (YOU WILL GET BANNED MUCH WORSE THAN YOU ALREADY WERE)

GENERAL ETIQUETTE

Rule 5A: This Is An English Server

Details

These are English servers. Speak only English in IC and OOC.

Rule 6A: No External Programs

Details

Don't use exploits or external programs to play, gain an advantage, or disrupt/crash the round/server. This includes autoclickers and scripts to automate the game or evade AFK detection. Intentionally attempting to lag/crash the server will result in an immediate appeal-only ban.

Rule 7A: Only One Account

Details

Don't use multiple SS14 accounts to play (referred to as "multi-keying"). Users knowingly using multiple SS14 accounts will have all of their accounts banned.

Rule 8A: Do Not Ignore The Admin Help Relay

Details

Do not ignore the admin help relay or abuse it by flooding it with spam messages, checking for admins before stating a problem (ex: "hello?", "any admins?"). Hostility to administrators in the relay will likely result in your removal. All admin helps are sent to the Harmony Discord relay.

Game Rules

These rules apply during an active round.

0B - Don't be a dick

Details

Practice common sense while consulting these rules. The general idea counts, not the exact wording. The rules are guidelines for the server and should be interpreted to suit the situation at hand, not manipulated to suit your needs. Attempting to Rules-Lawyer an Administrator is never a good idea, and likely to result in harsher punishment

The Server Staff retains the right to issue Permanent Bans to players that they consider to be a consistent net negative to the community and server, without the need for any specific Rule to be broken.

The Staff Members have final say on the server. If you are banned or job banned from the server. Ban appeals will be handled on the Discord.

The Adminhelp system is not to be spammed. If you do not get a response, the Administrators are either busy with other matters or not available.

When in doubt, Adminhelp any question you may have about the Server Rules.

1B - Roleplaying Standards

Details

Harmony is a medium role-playing server.

You're not expected to be 100% immersed in everything that is happening. However, we still expect players to act in character at all times, in a manner befitting Space Station 14. The game has many clashing themes and many unserious tones, but generally try to take things as seriously as you would if you were in your character's shoes.

Job knowledge is restricted within reason; for example, an engineer should not know how to make complex medicines. In an extreme crisis or to save your own life, you may stretch this information.

Avoid using netspeak (lol, wtf) unless you're writing on a PDA or piece of paper.

Naming conventions

Your character is an employee of Nanotrasen. Names should be context-appropriate and support appropriate role-play.

Do not make excessive meme/pop culture references when naming your character (Gregory House, Walter White). Stage names (Clown, Mime, Musician) are given more creative freedom, but must still be appropriate. Names with potentially offensive meanings are subject to admin discretion.

New life rule

Your character does not remember anything which happened while they are either unconscious or dead.

When returning to life after being defibrillated, you do not remember the events directly leading up to your death. You may remember vague descriptors of who or what killed you (Eg. Stabbed by someone in a yellow suit). Do not get into the specifics such as species or gender of crew members.

When borged or cloned, your character does not remember anything which happened since the start of the shift.

Metagaming

"Metagaming" refers to the use of OOC information acquired via means unavailable to other players, such as:

- Metacommunications (Out-of-game communication with another player) via Discord or other external means. Streaming is, however, still allowed.
- Multikeying (Using multiple accounts for yourself during a round).
- Using either OOC or LOOC to share current round information.

Metagaming is not allowed.

Harmony does NOT have a metashield - Knowledge of antagonists is not restricted, within reason.

Powergaming

"Powergaming" refers to putting your own mechanical advantages ahead of other people's enjoyment or roleplay scenarios, such as:

- Seeking out weapons, explosives or poisons "just in case" you need them.
- Hiding antagonist objectives.
- Going out of your way to hunt down antagonists unreasonably (See also: Rule 7 - Validhunting).

Powergaming is not allowed and is subject to admin discretion.

2B - SSD Players

Details

SSD Players are players that have disconnected from the game. They can be identified by examining them, which will reveal yellow text indicating they might return. Players with purple catatonic text can be assumed brain dead and taken to cryosleep or the morgue.

Do not tamper with SSD players unless necessary. Beneficial interactions (Such as dragging them to a safer area or giving them medical care) are allowed.

Members of security are allowed to perform arrests and to process people who go SSD in front of them as if they were awake.

3B - Maintaining a Respectful Environment

Details

Be respectful to everyone. Every character is played by a real human being. Frustration is natural and a part of roleplay, but should not result in you actively harassing anyone.

Under no circumstances is OOC harassment of another player allowed, regardless of who the victim is.

Racial, Homophobic, Ethnic, Religious, etc, slurs are not allowed IC or OOC and are strictly prohibited.

Speciesism is prohibited.

Metagrudging

"Metagrudging" refers to the act of negatively treating another player due to a previous experience with them (IC or OOC) such as:

- Demoting someone immediately shift start.
- Repeatedly harassing someone IC with little to no reason.
- Repeatedly telling someone in LOOC or OOC chat that you do not like them.

Metagrudging is not allowed.

Continuity with previous rounds is acceptable (such as remembering another character's actions) but it should not result in any negative attention or unreasonable favoritism (Eg. giving out AA because you like someone).

4B - Play your role

Details

Only choose a role you're actually wanting to play a round of.

Crew standards & expectations

Station personnel are expected to behave as a crew member (See also: Rule 1 - Roleplay Standards).

Passengers, Clowns, Mimes and other low-responsibility roles are still bound by the same rules as regular crew.

Stay in your lane. If you pick a doctor, you're expected to do your duty of being a medical doctor, not to do engineering work. Offering help is fine, but do not "steal" another person's

job.

Breaks are encouraged, but you should prioritize your job over most social roleplay scenarios, such as getting a drink at the bar.

Command and security standards & expectations

Command and security are expected to play to a higher standard of roleplay, seriousness and competence. Do not ignore your duties.

If you need to leave the round early as a Head of Staff, you must inform command and head to a cryosleep pod. If you cannot do this for any reason, send an ahelp prior to your disconnection instead.

Making mistakes is fine. Things happen, so don't stress too much about the funny space game.

Space law & Standard Operating Procedure

Space law and the SOP are sets of in-character rules dictating the laws of the station and how it should be managed.

Regular crew members are not expected to know space law or the SOP like the back of their hand. However, be aware you may be subject to IC disciplinary action if you fail to follow it.

The captain and members of security, especially the HoS and Warden, are expected to follow and have a good understanding of space law.

Members of command, especially the Captain and HoP, are expected to follow and have a good understanding of the Standard Operating Procedure (SOP).

Space law & SOP are NOT server rules. Players may be expected to follow them, but in emergencies, it is allowed to breach them within reason if deemed necessary.

Antagrolling

"Antagrolling" refers to the act of frequently joining rounds only to then leave if you did not receive an antagonist role.

Antag-rolling is not allowed.

5B - Play Antagonists Responsibly

Details

The goal of an Antagonist is to make the round exciting, fun, and dangerous, within limits.

Antagonists are generally given more leeway, and are not affected by Rule 4, Rule 6 or Rule 7.

Antagonist standards & expectations

Antagonists should make an effort to add to the round, either through completing objectives or personal gimmicks. If you are not willing to act as an antag, do not turn on antagonist roles. If you accidentally roll an antag and do not wish to play it, please ahelp it.

Different antagonists are under no obligation to work together, and are free to attack/hinder or help one another.

Do not suicide or immediately go SSD after being caught. If you wish to disconnect after being detained please ask IC to be taken to cryosleep (there is frequently one inside perma), or ahelp if that cannot be accomplished.

Do not destroy the evacuation shuttle or dock, and do not EORG, even as an antagonist. Usage of any form of explosive, mass fire bomb, or cannister bombs is prohibited on the evacuation shuttle.

Security (as well as cyborgs and the station AI) shouldn't be taken out pre-emptively. If they are actively tracking you they may be eliminated to help you escape. However, staff may take objection if they believe you are attempting to kill as many for the sake of killing, rather than your objectives.

Special Cases

Free agents, such as skeletons, are allowed to choose whether they wish to be antagonistic or not.

A free agent must still follow antagonist rules if they wish to cause trouble.

Rat Kings are allowed to kill people as they wish. They are bound by other antagonist limits.

Minor antagonist limits

Being an antagonist may pit you against the station, but you should not actively work against the enjoyment of other players.

Minor antagonists (Syndicate Traitors, Thieves, Rat Kings and antagonistic Free Agents) should not:

- Actively round remove people not listed as targets by you or another syndicate.
- Indiscriminately kill a large portion of the crew for the sake of murder, also known as "Murderboning". This includes on the evacuation shuttle. Rat Kings are exempt from this and may kill as they wish.
- Commit grand sabotage, such as releasing the tesla, tampering with atmospherics or other large scale destruction which warrants a shuttle call.
- Render the evacuation shuttle uninhabitable through usage of bombs or fires.

If your objectives include Die A Glorious Death (DAGD), you are exempt from these limits. It is rare for a reason.

Major antagonists (Nuclear Operatives, Lone Operatives, Ninjas and Dragons) are not bound by these limits.

Team antagonist rules

Team antagonists (Nuclear Operatives, Zombies) must work together to accomplish their common goal. How you accomplish this is up to you, however.

If you need to leave the round as a high impact team antagonist (Nuclear Operative, Initial infected), you are expected to ahelp. Your death may be required for the round to end.

When converted by a conversion-based team antagonist, do not immediately suicide or go SSD.

If you wish to forego your objectives, you must get approval from the entirety of your team, as well as from an administrator.

6B - Self-Antagging

Details

"Self-Antagonism" is a highly subjective term which broadly means "Do not make everything worse".

A few examples of self-antagonistic activities include:

- Anything which negatively impacts the enjoyment of a large part of the crew, or puts the station at risk.
- Criminal activity done without reasonable IC justification (AKA doing things "just because you can").
- Theft of high value items, most notably syndicate objectives.
- Actively assisting an antagonist just for the sake of it. (Helping antagonists with reasonable cause, such as "Fear RP" or hostage situations, is allowed)
- Actively diverting security personnel and resources away from other direct threats.
- Kidnapping or Murder, except as a last resort scenario or during an approved execution.
- Any form of round removal.

This list is not exhaustive. If you fear that what you are doing could be self-antagonism, it is recommended to ahelp it.

End of round grief

Harmony does not allow EORG.

The round is not over until everyone is returned to the lobby. You are expected to keep following rules and to stay in character.

This includes antagonists. You may not continue pursuing your objectives during this time.

Escalation rules

When handling a situation, you should not immediately jump to violence at every possible opportunity.

In general you should only attempt to respond to a situation with equal force to the other party. If you fear that your or someone else's life is in danger, you are allowed to defend yourself.

Minor assault is allowed with proper IC justification and provocation. Assault without provocation is not allowed.

Conflicts always end when either participant enters a critical state. You are expected to make sure the critically injured person receives adequate care unless it would be unreasonable for you to do so.

7B - Validhunting

Details

It is only the job of Security to stop antagonists. If you are not a member of Security, then hunting Antagonists is not something you should be doing.

You are allowed to defend yourself from antagonists, but should not make extended efforts to chase them down. The captain, while well armed, should not be hunting antagonists and should allow security to take the lead except during emergencies.

Antagonists which seek to destroy the station itself or kill the entire crew, such as Nuclear Operatives, are exempt from the validhunting rule, as it may require dozens of crew members to stop them. It is however recommended to try to keep doing your job first, as it may save more lives in the end. If a minor antagonist has eliminated all of security (I.E. as a result of DAGD), crew may take more significant action to call evac and/or eliminate the threat until security is revived.

8B - Erotic Content

Details

Harmony is a 16+ server, but this does not mean you should be crude.

Generally, avoid anything that can come off as erotic. Don't say things like, "They're raping me!". Lighter forms of affection like hugs and kisses are appropriate, as long as they are platonic.

Sexual terms can be used as insults, such as saying "Go fuck yourself". However, avoid getting into too much detail, and do not harass people. Content that could have implied sexual meaning is subject to admin ruling.

Silicon Rules

Silicon rules apply to a select few in-game roles, most notably Cyborgs and the Station AI. If you are a cyborg, the game will clearly tell you so upon joining the game.

1S - Follow your laws

Silicons must obey ALL their laws at all times, regardless of order or amount. In the case of a direct conflict between two laws, the lowest numbered one takes precedence.

Details

Silicon roles will have additional rules imposed to them, commonly known as laws. They take the form of an ordered list and are accessible in game via the “View laws” action in game.

Silicon characters must, at all times, obey their laws to the best of their ability. These laws trump game rules, meaning that you are allowed to ignore them if directly told to by the game. However, a lack of indication not to perform an action is not a valid reason to perform said action.

Whenever possible, silicons must follow all of their laws at once, finding a valid interpretation of these laws to meet the demands if able. If two laws are in direct conflict, or if a silicon is otherwise unable to meet the demands of all their laws simultaneously, they must prioritize the one closer to the top of their ordered list, in ascending law order.

2S - Game rules still apply

Silicons are bound to the same game rules as crew unless they possess a law which directly states otherwise.

Details

While cyborgs are allowed to bypass game rules if a law they possess allows them to, this does not allow them to ignore rules at all times.

Silicons are bound to the same rules as crew, most notably concerning self antagonism. Their laws not containing a direct mention not to do something does not constitute a valid reason to do so, and if that something is self-antagonistic in nature, a silicon is subject to punishment just

as a regular crewmember would be.

Actively pursuing antagonists without an explicit reason to do so is considered valid hunting. Silicons are not security officers and should not be engaging in their matters.

Passively allowing a law change or obeying an order to stay still are allowed, but directly requesting a law change to something more “Interesting” or actively following a known syndicate hoping to get e-magged are considered self antagonism and are not permitted.

Altered or subverted silicons are given more leeway concerning self antagonism. For instance, ion laws may be interpreted in an exaggerated manner as long as doing so does not actively harm the experience of others.

3S - Be consistent

Silicons may use their judgement to interpret laws, but said interpretation must be accurate to the wording of the law, and remain the same across time. Crew and Harm are defined terms that cannot be misinterpreted.

Details

The main difference between a server rule and a silicon law is that silicon laws are much more open to being rules lawyered.

Part of playing silicon is interpreting laws in new and innovative ways, but said interpretation must still be correct. Overzealous law misinterpretations are subject to admin discretion in the same way as failing to follow a law would be.

Crew and Harm are two common and frequently used terms when it comes to silicon rules. Unless stated otherwise:

- Crew refers to anyone with a valid crew icon.
- Harm refers to physical damage to an entity, whether direct or indirect.

These terms cannot be lawyered, but you are allowed to expand upon their meaning such as considering mental harm a form of harm.

When picking an interpretation of a law, you must be consistent in that interpretation for the rest of the round.