DeathStarBattle
Moderator Rules

Version 4.00

----Revision Notes----

Contents

1 General Guidelines

1.1 Introduction

Welcome to Death Star Battle Staff! As an Operator, or Op, you will be responsible for the wellbeing of the DSB zone. Moderators are the front line of DSB Staff as the watchers, the policemen, and the role models of the Subspace community. While you are moderating, you represent the whole of DSB Staff. Being able to fulfill all of these requirements can be a daunting task; losing your temper or simply having a bad day can often lead to situations you would not normally get into. Aside from using common sense, there are a few general guidelines that you should note to improve the overall good image of an operator.

Your goal as a moderator is to provide a safe, fun, and relaxing environment for the players. While moderating, you will teach and encourage players to follow the rules, help Senior Staff foster and develop the community, and help create a fun place where people want to come back every day for the rest of their lives. Banning players should be viewed as a last resort. You will find that you actually ban more players than Senior Staff does; this is not because they do not work – they actually receive all the worst offenders – it is because every time you ban a player it sends them to another zone. Whenever possible, try and teach new players how to play, which rules to follow, and what Subspace/Continuum etiquette is. There will be times when banning a player is required and you will encounter this every day. Before banning them, double check with yourself and make sure you have done everything that can possibly be done to make sure that this player is beyond salvation, while following protocol at the same time.

The owner of DSB is **Liito**
Head Sysop is Ent
Staff Sysop is Abruzzi
DSBe Sysop is Greenish
League Sysop is Dakrn
Server Administrator is Argyle

1.2 Language, Temperament, and Professional Conduct

As a member of Staff, a certain amount of civility is expected from you, both in public and in staff chats. Profanity and racial comments are prohibited in public channels. Using profanity, especially while interacting with players, conveys a poor image of the moderator. A moderator should always present an image of being in control as well as calm, or else risk losing the respect of players and colleagues. If you are on your Op> name or on your regular player name, professionalism comes first.

The players are here to blow off steam and have fun. Sometimes, a player may become abusive and get under your skin. This is where you, the patient moderator, need to keep cool and calm. Keep your focus. If you want to vent, vent your frustration in the staff chat. We have all been there, and most likely you'll receive sympathy from other staffers.

Note: In DSB Staff chats, you do not have severe language limitations. However, please respect the wishes and feelings of other members within the chat channels. If a moderator asks you to

stop cursing or "complaining," please do so. The moderator chat channel is an excellent area to blow off steam. Just keep in mind that it is shared by others.

All Staff members are expected to act professionally and take responsibility for their actions. This includes refraining from moderating while under the influence of alcohol or other drugs. Being drunk will not be an acceptable excuse for making mistakes or abusing powers. It is up to you to use good judgment when deciding whether or not you are capable of performing your duties. When in doubt, untag and play on your normal name. Even when you are not on your moderator name, you are expected to act in a civil manner. Players will know you as an authority figure and look up to you, and you should always set a good example and present a good image of DSB.

1.3 Confidential Information

As a Staff member, you will hear many interesting things, ranging from gossip to very personal information of players. Always follow this rule of thumb: never pass confidential information on to the player community without approval from a SMod or Sysop. What is said in staff chats, staff e-mail groups, and during official staff business, stays with staff. The same applies when you leave staff.

1.4 Abuse of Power

As a member of Staff, you must never abuse your given powers under any situations. Abuse of power includes, but is not limited to, consciously violating protocols set forth in this manual. Your granted powers are used to enforce the rules of this zone. If you suspect that another moderator is possibly using a command in a way not intended to be used, you should contact a Staff SMod (Angelu$, Beer Hunter, Tembest). For major abuse problems or abuse problems that involve SMods, contact the Staff Sysop (Abruzzi), or if the Staff Sysop is not available, contact the Head Sysop (Ent).

1.5 Personal Opinion

A moderator may express a personal opinion, but must always make sure it is clear to the players that it is only a personal opinion and not the opinion of DSB Staff. This goes for all mediums – in game, and out of game. When expressing personal opinions, keep in mind that you do represent DSB Staff, and keep in mind that what you say can have a profound impact on the image of DSB Staff as a whole.

1.6 Out of Game Behavior

Even out of game, you are accountable for your actions. You should never post on public forums under a moderator alias. On the DSB forum, only SMods and Sysops are allowed to make official statements about rules, server information, and decisions or actions related to DSB Staff. Please feel free to interact with players on the board, but do so using your player nick. Some players have a disclaimer in their signature reminding players that their opinions are their own and not that of DSB Staff. You may wish to do this also.

1.7 Moderator's Image

Your moderator nick must at all times remain in the DSB STAFF squad, and must wear the DSB Staff banner. This is to make moderators easily identifiable to the public and other moderators, and to present a unified and professional staff image to the public. Moderator names that are not in the proper squad and do not display the proper banner could be imposters and may be targeted

with appropriate action by real moderators (see section 4.13 for the proper way to handle staff impersonaters).

2   Moderator Procedures

2.1 Introduction

This section describes procedures for moderators to follow for normal daily moderation. These are to ensure the smooth day-to-day operations of DSB. They are also to ensure consistency, accountability, and ease of moderation for all moderators.

2.2 Logging On

The following are standard steps you should always follow when you log into the zone on your Op> name (also known as tagging):

1. **Start a log file.** You should come up with a naming scheme for your logs so you can easily tell when the log is from. The log is to protect you from players who accuse you of abusing your powers or acting inappropriately. The log also may be requested by Senior Staff to help decide the proper action to take when dealing with a potential cheater or troublemaker. Examples of naming schemes include:
   Example: ?log July41800 or 04.07.1800.txt for July 4th, 1800.
   Example: ?log Sept200600 or 20.09.0600.txt for September the 20th, 0600.
2. Send an arena message notifying the public that you have logged on. For example, *arena Hi DSB! –Abruzzi
3. Say Hello in the staff chat, to notify other moderators that you have logged on.
4. Check that the bots are online. They are DSB-BOT and Come Kill Me. If they are not in the public arena, contact a SMod or Sysop as soon as possible.
5. Perform a *listban to check for any *kill timers still running. If a *kill timer exists and is over the set time limit, remove it by typing *removeban <Ban Number>. Mention it to a Staff SMod, either in chat or through a ?message.
6. Log into the tklogger by private messaging !tklogger to DSB-BOT. This is to aid you in finding potential teamkillers.
7. Type ?obscene to disable the obscenity filter, if it's not disabled by default. A;termatove;u. ise Esc+i.

You may find it helpful to set some of these things as login macros. A login macro is something that the Continuum client automatically performs every time you log on. For example, setting ?obscene;:DSB-BOT:!tklogger; as your login macro will automatically disable the obscenity filter and enable the tklogger every time you log in.

2.3 Arena Messages

Always tag your *arena messages with your name. For example, *arena %5 Hi dSb –Ent. Whenever you need to do an *arena message, use a sound. Sounds to use are: 1, 2, 5, 7, 19, 20, 21, and 22.

2.4 Staff Chat Channel

You need to be in the Staff chat regardless of whether you are on your Op> name or your player name. The Staff chat is in the zone's settings, which means that you can only view the chat and interact with Staff members when you are on your Op name or your official player name (which has to be put on a special list to view the chat).

IMPORTANT: After successfully completing your Op examination, your new Op> nick and your regular player name will have powers. However, under no circumstances are you to use * commands while on your player name. The server logs that record * commands are checked for misuse. Using * commands on your player name is grounds for termination as a moderator.

2.5 Responding to Help Messages

It is the duty of moderators to monitor and respond to all ?help messages from Pub, Duel, and Prac arenas. When you see a ?help message:

- **Indicate in the Staff chat that you are on the case.** This ensures that not more than one moderator responds to the same ?help message.
- Private message the player who sent the ?help message and ask what is the problem. If their initial ?help message was vague, politely ask them to be more specific in the future.

This manual contains procedures to handle most problems. Once the problem has been resolved, indicate the resolution in the staff chat as well.

Sometimes, players make extraneous or unnecessary ?help messages. Usually it will be as a joke, and that is usually not a problem. However, the ?help messaging system should not be abused, and if a player abuses uses it abusively or too frequently, you may follow the procedures laid out in section 4.7 Spam.

2.6 Being Away From Keyboard

A moderator cannot be AFK while in a public arena. If you need to step out for a brief period of time (around 5-10 minutes), then go to the #master arena. The #master arena is a private arena where only moderators are allowed. When you go AFK in the #master arena, set an away message by using the command ?away followed by an explanation of where you are. Also, notify the DSB Staff chat channel of your AFK status. If you plan on being AFK for more than 30 minutes, then you should log off and return when you are able to moderate again.

2.7 Even Teams

Very soon, our DSB-BOT will automatically make sure that teams in pub are even. For now, you have to do this yourself.

You must consistently monitor the state of the teams in pub to ensure that no team greatly outnumbers another. If one team gains a great numerical advantage over another, you must work to resolve the matter. What a "great numerical advantage" means highly depends on the situation. For example, 4v2 is a lot different than 12v10. Use your best judgment to determine the proper course of action. A general rule of thumb is, for a pub with 14 or fewer players playing, a difference of two or more between team sizes is significant, while for a pub with greater than 14 players playing, a difference of at least three players between team sizes is usually required to be considered significant.

If you decide to even the teams, use the following protocol:

1. Send an arena message asking players to even up the teams using a sound.

2. Wait 30 seconds to give them a chance to comply. The situation will usually correct itself in this time.
3. Send a second arena message asking players to even up the teams, and warn them that if they don't, you will randomly switch people in 30 seconds.
4. PM !evenup to DSB-BOT. This will automatically even up the teams when players die on the larger freq. This, however, is not fool proof, since sometimes when one team dominates another, players on that team never die.

If the DSB-BOT is not online, or !evenup is not working, use the following steps instead:

5. Choose a player at random to switch from the bigger freq to the smaller freq, and private message *setfreq <Smaller Freq #> to them. Private message them telling them they were switched to even up the teams.
6. Continue step 5 until the teams are even.

You must be cautious about who you choose to switch. Some players may have prizes or be on killing sprees. You should check their bounty to see how many kills they have, and a bounty that's not a multiple of 50 usually indicates a prized ship. Send !prizes <Player Name> to DSB-BOT to see a list of bot-granted prizes. The best practice is to private message players during the 2nd 30 second wait period and ask them if they mind switching. Other techniques include jumping in a ship yourself to even up the teams, or switching your own team if you're playing on the larger team.

2.8 Illegal Ships

The DSB-BOT keeps all players in legal ships for their given frequency. Legal ships are 1,2,3,4 for Freq 0, and 5,6,7,8 for Freq 1. If the bot is down, you have to enforce these legal ships yourself. Please keep in mind that many of the players in DSB have never played without the DSB-BOT enforcing legal ships. Therefore, play the role of an educator as well as an enforcer. If the DSB-BOT is down and you see a player flying an illegal ship, you should:

1. Private message the player, and ask them to switch to a legal ship.
2. Warn the player with *warn, telling them to switch to a legal ship.
3. Switch them to a legal ship by private messaging *setship <ship number>. 1=warbird, 2=javelin, 3=spider, 4=leviathan, 5=terrier, 6=weasel, 7=Lancaster, and 8=shark.

If the player switches back to an illegal ship after you have already switched them, you should:

- Use the spec protocol.

3 Protocols For Player Problems

3.1 Introduction

This section lays out the protocols to use when dealing with player problems. These protocols must be followed exactly when used. However, before resorting to the use of one of these protocols, good practice is to PM a player who is breaking a rule and politely asking them to stop. Players will respect you for treating them as equals, and you can resolve most problems this way without having to resort to a *warn. There are some situations where you should immediately use the protocol, such as when dealing with cheaters. Use your best judgment to determine if you should use a protocol.

If the rule specifically appends a number at the end of the protocol name in parentheses, for example Gag Protocol(3), that means to perform the **Warn** step of the protocol 3 times.

For banning protocols, when a rule specifically appends a number at the end of the protocol name in brackets, for example Kill Protocol[20], that means to kill or ban for the number of minutes or days indicated.

Example: Kill Protocol(3)[30] means:
> /*warn
> /*warn
> /*warn
> /*kill 30

Example: BanG Protocol(2)[7] means:

> /*warn
> /*warn
> ?ban –e7

Here are a couple of examples of good warnings or arena messages:
> *arena Teamkilling is ILLEGAL in DSB, and will not be tolerated –Ent
> /*warn Do not teamkill, or you will be punished.

3.2 Gag Protocol

1. **Warn** the player, asking them to settle down, using /*warn.

If the player does not stop, then:

2. **Gag** the player using /*shutup.

Gags should last no longer than 10 minutes.

If the player attempts to bypass the gag by leaving and re-entering the arena, and continues their offensive actions, use the **Kill Protocol.**

3.3 Spec Protocol

1. **Warn** the player, asking them to stop their offending actions, using /*warn.

If the player ignores your warning, then:

2. **Spec** the player using /*spec

A player should not be specced for any longer than 10 minutes. The one exception is when the player was specced for lag, in which case they should be released when their lag is within the limits. While the player is in spec, you should explain the rule they broke and why they were punished. You should not release them until they acknowledge that they understand.

If a player attempts to bypass the spec by leaving and re-entering the arena, and continues their offensive actions, use the **Kill Protocol.**

3.4 Kill Protocol

1. **Warn** the player, asking them to stop their offending actions, using /*warn. Tell them they will be banned if they do not comply.

If the player ignores your warning, then:

2. **Kill** the player, using /*kill 10.

If the player returns and continues their bad behavior after their ten (10) minute ban has ended, then /*kill 20. If they continue after that, then /*kill 30, and then /*kill 60 after that. If you /*kill 60, advise a SMod or Sysop of your actions and why. You will most likely be asked to provide a log file of the incident.

3.5 BanG Protocol

BanG is a high-level banning tool that is available to some moderators or Senior Operators. The command *kill works in minutes; the BanG command works in days. BanG is given to experienced moderators who prove trustworthy with given powers. Moderators, Senior Moderators (Senior Op's), Super Moderators (SMods), and System Operators (Sysops) all have access to BanG. Experienced moderators have access to the lowest BanG level, level 4. More concerning BanG and its commands can be found in section 5.6 BanG Commands.

Pay very special care when BanGing players. The function of BanG is to remove the worst of the worst from Death Star Battle. We do not want to ban everyone for small or medium faults. Like *kill, only use a BanG if the specific issue/player is clearly deserving of a long-term ban.

BanG starts with **1 day**. Repeat offenders then go to **3 days, 7 days, 15 day and 30 days**. No ban shall exceed 30 days. However, should a longer ban become necessary, it will be done on a case by case basis.

If you get to the point where you will BanG a player, first get their exact name using %tickname. This ensures that you will not mistype the name and accidentally ban the wrong player. Then switch to ticker mode, copy the full name, and use it to do a /*kill 10. This will give you time to setup the BanG using the name you copied.

There are exceptions to 30 day max ban rule, which include but are not limited to, Speed Hackers, Memory Hackers, and Engine Cheats. It is important you gather as much information as possible. Take screen shots and get /*tinfo, /*lag. Try to get other eyewitness accounts from other staff members and players.

You should always get a BanG approved by a SMod or Sysop if one is available. If none are available, use your best judgment, and notify a SMod as soon as possible of the incident. Be prepared to submit logs, and possibly screenshots, depending on the type of incident.

3.6 BanG Operator Levels

The following list displays the BanG levels for various staff positions:

Zone Owner	Level 1
Sysops & SMods	Level 2
Senior Ops	Level 3
Ops	Level 4

3.7 Teamkillers Protocol

The !punish command is a DSB-BOT command specifically designed for dealing with teamkiling. It prevents players from using ships 3,4,7,8 for a set period of time. Players cannot evade this punishment by going into spectator mode, as the clock will only run while they are playing. The DSB-BOT will track if the player attempts to change nick and apply the punishment on any nicks the player may have or creates. The punish time is in seconds, so a value of 600 corresponds to 10 minutes. The **Punish Protocol** is as follows:

1. **Warn** the player, asking them to stop teamkilling, using /*warn.

If the player does not stop teamkilling, then:

2. **Punish** the player by private messaging !punish <Player Name>:600 to DSB-BOT. This will punish the player for ten (10) minutes.

If after the first punish, the player continues teamkilling, then use the **Punish Protocol(1200).** If the player still continues teamkilling after a twenty minute punishment, use the **Punish Protocol(1800).** If the player still continues, proceed to the **Kill Protocol.**

4 Player Rules

4.1 Introduction

In order to provide an enjoyable experience for all players in Death Star Battle, certain rules must be enforced. Listed below are the most common ones. However, sometimes you will find players who don't seem to fall into any one category, or fall into a number of categories at the same time. If you are not sure which action to take, ask for advice from staff chat channel. Experienced moderators have probably dealt with the problem before.

Please note that even if a moderator says you should do "so and so" action, this might not be the proper action. Only guidance from a Senior Staff member can be taken as "law;" moderators however give advice based on previous experience or extrapolation on the given rules.

When dealing with rule breakers, you should follow a couple of rules of thumb.

- Use your best judgment in situations where an action might be illegal even though it is not explicitly stated in the rule list.
- Be tolerant with the players, as they may not be fully aware that they are breaking a rule. A moderator teaches the rules first and moderates them as a secondary function.

4.2 Teamkilling

A Teamkiller is a player who purposively kills another player of the same frequency. This includes players who attempt to teamkill but fail to actually kill their teammates, and players flying empers (ships 4 and 7) who attempt to emp their teammates. Teamkilling is the most common problem in DSB pub that you will have to deal with. Teamkillers come in all shapes and sizes. Some are chronic, known teamkillers. Others teamkill sometimes jokingly, while others will only teamkill in reprisal for being teamkilled themselves. In all circumstances, you should deal with any teamkilling you witness, regardless of who started it.

Usually, teamkillers will be brought to your attention through a ?help message. You should never automatically punish a player accused of teamkilling. Instead, you should spectate them and document teamkilling activity that you witness.

The best tool at your disposal to find teamkillers is the TKLogger. As covered in section 2.2 Logging On, you should always activate the TKLogger when you log in to DSB by PMing !tklogger to DSB-BOT. The tool will PM you every time a player kills a teammate. It's not a fool proof way to spot teamkillers, as it will only work when someone is actually killed. However it is very helpful to spot players who repeatedly kill teammates in a short period of time.

Keep in mind that in large core battles bombers can kill a lot of their own teammates without intentionally meaning to. This can be seen by watching the player and the battle around them. Reminding the player to use greater caution often solves this problem.

If you spot a teamkiller, you should first make a public *arena warning against teamkilling. For example, *arena Teamkilling is ILLEGAL! Do not do it –Ent. %1 If the teamkilling continues after your initial public warning, use the following protocol:

- **Teamkillers Protocol**

If DSB-BOT is not online, or the !punish command is otherwise unavailable, you should use the following protocol instead:

- **Spec Protocol**

4.3 Player Abuse

Player Abuse is when a player verbally assaults, harasses, or otherwise molests another player. This is obviously very subjective and there are no specific guidelines to spell out exactly what is player abuse. You must use your best judgment when deciding if something is Player Abuse. Generally, Player Abuse can be defined as the unnecessary or excessive use of insults, flames, bashes, spam, or comments directed against another player. The intent of harm does not necessarily have to be present.

You have to have thick skin when dealing with trouble players. Players will often insult and act disrespectfully towards moderators, and you must shrug it off. However, if the player persists and is excessively disrespectful towards you, you are authorized to use the below protocols as well. This includes if the player is abusing you through private messages.

Player Abuse is not cursing, using inappropriate language, or insults. However, if used in extreme amounts, all of these things can fall into the category of Player Abuse.

A player with abusive macros that are used repeatedly can be considered to be using excessive insults.

If a player is abusing another player through PM, your options for action are limited. The best bet is to suggest to the player being abused that they add the abuser onto their ?ignore list, via ?ignore <Abuser Name>.

As with most cases, politely asking the player in PM to stop their offensive actions is the best first action to take before resorting to the following protocol.

If you decide that a player is committing Player Abuse, you are authorized to use the following protocol:

- **Gag Protocol**

4.4 Racism and Sexism

Racism and sexism are strictly prohibited in Death Star Battle. Racism is defined as 'prejudice based on the expressed belief in superiority of a particular race, antagonism towards other races, and/or the use of language which has been objectively determined to be racist in nature arising from the aforementioned definitions.' Sexism is defined as 'prejudice or discrimination against people, including women, but not excluding others, because of their sex, or sexual preference, and/or the use of language which has been objectively determined to be sexist in nature arising from the aforementioned definitions.'

You should use your best judgment to decide what is racism or sexism. The image and reputation of DSB is perhaps most affected by whether our moderators allow racism in public. It is very important that you are not lax on this matter.

Usually, racist or sexist comments will come from only one or two players. It is best not to draw attention to them, and therefore for situations with only a couple of offenders, you should not

make an arena message warning them to stop. However, if more than two people are publicly saying racist statements, you should make an arena message warning them to stop. For example, *arena Racism is unacceptable in DSB. Stop immediately or you will be punished. –Ent

If you decide that someone is using racist or sexist language, you are authorized to use the following protocol:

- **Gag Protocol**

This applies to racism and sexism in languages other than English.

4.5 Player/Squad Names & Banners

Most player/squad names are fine so long as the nature of the name is not offensive. For example, 'I killed Jews in Death camps' would be an inappropriate name. Other instances include when you mix a name/squad that has the potential of being offensive, such as "White Pride", with comments stated from that player that matches the image of the name, e.g. whites are the best, and all blacks must die. In the former, "White Pride" would be acceptable, but in the latter case, you should ask the player to change the name and/or squad name. Other inappropriate names include

Banners generally fall under the same characterization as player names. However, identifying an inappropriate banner may be more difficult. For the most part, banners are acceptable so long as the banner is not offensive in nature. For example, a player wearing a Nazi banner would not be acceptable. As with player names, if a player has a banner that has 'KKK' written in it, and begins to espouse racially negative language, or any offensive language, that is not acceptable. Again it should be remembered, once the player begins to mix the perceived image, in this case a 'KKK' banner, with language that is inappropriate, that player can be kicked from the zone.

If a player has an inappropriate name, squad name, or banner, you are authorized to use the following protocol:

- **Kill Protocol**

4.6 Laggers

Lag is probably the biggest complaint you will deal with from players. However, usually this is just from frustration rather than an actual lagger. The lag of players varies greatly as our community consists of players from all over the world. Death Star Battle public arenas enforce the following lag limits:

- 300ms Current
- 300ms Average
- 2.5% S2C Packet Loss
- 2.5% C2S Packet Loss
- 6 spikes above 90ms
- You may also pm the DSB-BOT !laglimits   This will show you the most current limits.

You have several tools to determine the lag of a player. You can private message *lag to the player to get their ping and packet loss information, or *tinfo to get data into spikes and other possible issues.

DSB-BOT enforces the lag limits. You can check a player's lag by:

:DSB-BOT:!lag <Player Name>

This command is also available to players to check the lag of other players. If the bot finds that a player is over the limits, it will spec them. They will be unable to re-enter until they are under the limits and PM !lagout to DSB-BOT.

If DSB-BOT is down or the !lag command is otherwise unavailable, you should *spec a lagger you find and explain to them why they were specced. You can release them when they are back under the limits by another *spec.

Currently, the DSB-BOT does not track laggers who leave and re-enter the arena. This is a problem that is being addressed. In the meantime, when you encounter laggers who attempt to bypass their spec, you are authorized to use the following protocol:

- **Spec Protocol**

If you suspect a player of purposefully inducing lag, you should get their *lag and *tinfo information, and consult with a SMod or Sysop as soon as possible. Only a SMod or Sysop can determine if a player is using a program or otherwise inducing lag. In that case, the player is not considered a Lagger, but rather a Cheater. See section 4.12 Cheaters.

4.7 Spam

Spam is something that is obviously subjective and cannot be readily defined. Generally, a player is spamming if they are typing multiple lines of unnecessary text over a short period of time without being engaged in a conversation with anyone else. Of course, sometimes you can get two or more players involved in a conversation spewing out lots of unnecessary messages, and sometimes that can be considered spam. Use your best judgment to decide if a player is spamming public chat channels.

Spam also includes players that abuse the ?help system.

If you encounter a spammer, you should PM them and politely ask them to stop. This will solve most cases. However, if the player continues to spam, you are authorized to use the following protocol:

- **Gag Protocol**

4.8 Prac Leaving and Prac Ruining

Prac Leaving and Prac Ruining is a more recent problem that has plagued DSB. This too is subjective and hard to define, and even harder to prove. Generally, a Prac Leaver is someone who consistently leaves in the middle of pracs without arranging a sub. A Prac Ruiner is someone who purposefully tries to ruin a prac. This can be done in many ways, including but not limited to, going afk, purposefully not helping teammates, purposefully not trying and messing around, attempting to teamkill, or otherwise disrupting behavior that ruins the quality of the prac.

You should be careful when dealing with a potential Prac Leaver or Prac Ruiner. Many players have unstable connections and can drop out of a prac unintentionally. New players do not know the tactics and prac gameplay, and so can be mistakenly construed as Prac Ruiners when what they are doing is completely unintentional.

You should only deal with Prac Leavers and Prac Ruiners in response to a specific ?help message from a player in the prac that involves the offending player. You should always ask for

advice in the Staff chat, and consult with a SMod or Sysop if one is available. Many Prac Leavers and Prac Ruiners are repeat offenders, and so will be easily recognizable. Use your best judgment to decide if someone is a Prac Leaver or Prac Ruiner.

If you decide that a player is Prac Leaving or Prac Ruining, you are authorized to use the following protocol:

- **Kill Protocol**

If a player continues to offend, report the issue to a SMod or Sysop. SMods and Sysops should use the following protocol to deal with repeat offenders:

- **BanG Protocol**

4.9 Kill Feeding

Kill feeding is where a player intentionally and repeatedly lets another player kill them. This is usually done to boost killing sprees and increase the amount of prizes given to the killing player by the bot. This is another situation where it is obvious what is going on, but hard to define. You should use your best judgment when dealing with kill feeders. In the case of two or more players conspiring to boost one or more players, you should deal with all of them. In the case of one player purposefully suiciding into another player without obvious coercion from the other player, you should just deal with the suicide.

If you encounter a kill feeder, you are authorized to use the following protocol:

- **Kill Protocol**

This is an instance where you are authorized to take action against someone who is prized or on a killing spree. Do not be afraid to use the **Kill Protocol** on a prized or spreeing player who is knowingly being fed kills.

4.10   Duel Interference

To classify a player as interfering in a duel, that player must be, unknowingly or knowingly, causing adverse conditions to a dueling player. The following actions can be seen as duel interference:

- A player enters a duel box in where a duel is already in progress.
- A player shoots inside the box, from outside.
- A player shoots from inside the box, to outside the box into another adjoining box.
- Player shoots/mines/bombs players along the "tunnel" leading to the duel boxes.
- A player shoots the outside of the box with clear intent to damage ships inside (ship against the wall.)

If the player falls into the above category, or similar ones, use the following protocol:

- **Kill Protocol**

4.11   Bot Usage

"Bots" are programmed computer scripts to repeat or mimic certain actions. The use of a bot is not allowed under any circumstances, without specific approval from **Liito** or **Ent**. You will be advised via email if a bot has been permitted into DSB and the name of the bot.

The following behavior characteristics can easily identify a bot:

- The way they interact with the zone. Such as a %killed or %kill messages from a player in spec mode.
- Private messages to a player will receive the same response over and over again, like an away message.
- Advertising macros over and over.

If you suspect that an unauthorized bot is being used, along with the above behavior characteristics, send a private message with the following commands to further verify a bot:

- /!help
- /!owner

Not all bots, but some, do respond to the above commands.

Once an unauthorized bot has been identified, you must alert a BanG moderator. If you are alone and do not have BanG access, you are authorized to use the following protocol:

- **Kill Protocol(0)[60]**

You should notify a SMod or Sysop as soon as possible of the incident.

If you are a BanG moderator, you are authorized to use the following protocol:

- **BanG Protocol**

You should also try to ban the owner of the bot for the same amount of time. Afterwards, you must inform a SMod or Sysop of the incident, so they can review the matter and increase the ban if necessary.

4.12 Cheaters

Rarely does DSB see a cheater. However, it does occur at times. You must keep a watchful eye for these cheaters, as well as an ear for player reports. Players accuse other players of cheating all the time, but this is rarely the case. In most situations the problem is lag, not a cheat program.

- Cheating does not include lagging.
- Cheating does include players using external software to purposively increase their lag. If you suspect a player is using an external program to intentionally create lag in Subspace, you need to report them to a SMod or Sysop, as only they are able to tell.
- Cheaters are players using external programs for: gaining extra specials, removing *kill bans, or breaking the normal settings. Cheaters also include players exploiting the bugs in the client and server software.
- Cheaters also include people exploiting bugs in the Client and server software such as fast bombing (which is only possible on older versions of subspace). Client/Server bugs include things ranging from the known duel arena invulnerability bug to invisible mine bug.

If you suspect a player of cheating, you should notify a SMod or Sysop immediately so they can deal with the situation. If none are available, notify a BanG moderator. If none are available, you should gather as much information as you can. Get their *lag and *tinfo information. You should private message *watchgreen to the player to see if they are receiving powerups from greens. Normally only proximity bombs and multi-prize (which contains proximity bombs only) can be picked up. PM !prizes <Player Name> to DSB-BOT to see what prizes the person has bought. If

any other special is being received, then the player is cheating. You should also take screenshots, if applicable, and log the incident.

If no BanG Moderators are on and you believe you are dealing with a cheater, you are authorized to use the following protocol:

- **Kill Protocol(0)[60]**

Always report this to Senior Staff at once.

If you are a BanG Moderator, you are authorized to use the following protocol:

- **BanG Protocol[7]**

Once BanGed, notify a Sysop so the BanG can be increased or turned global if required. Always comment your bans using ?bancomment #BanID BanComment.

4.13 Miscellaneous

The following are miscellaneous rules to be followed, including the proper protocol to use:

- Players impersonating a Staff member, or attempting to appear to be a staff member: **Kill Protocol(2)[5].**
- Players purposefully trying and succeeding to lag into the Death Star when it is locked: **Spec Protocol**
- Never enter private arenas, unless invited. All private arenas have # in front of their names. You can identify all active private arenas by pressing Esc+A.

5 DSB Staff Organization

5.1 Responsibilities of Groups of Staff

Death Star Battle has three equally important and separate staffing groups: Op's, Rf's, and ER's. Each of these groups has different responsibilities, somewhat different rules, and a different chain of command. You need to understand where the boundary lines are, and how to watch that line and not overstep it.

5.2 Senior Staff in DSB

The following are members of Senior Staff in DSB along with the positions that they hold.

Liito	Zone Owner
Ent	Head Sysop
Abruzzi	Sysop – Staff
Dakrn	Sysop – League
Greenish	Sysop – DSBe
Ent	Sysop – Development
Angelu$	Head SMod
Beer Hunter	Sysop – Consultant
Tembest	SMod – Staff

5.3 Op's Explained

At this point the responsibilities of a moderator should be clear. However, with the inclusion of other staff groups, a moderator sometimes doesn't know what is within their power or not. A moderator's areas of responsibilities are DSB public arenas, private arenas, duel, and elimination (not team elimination) only.

--PENDING MERGING OF OP/ER ROLES--

5.4 ER>'s Explained

The ER> plays a vital role in DSB, that being said, we cannot be on line. Out staff is small and coverage should not be assumed a 24x7 operation.

--PENDING MERGING OF OP/ER ROLES--

Moderator Commands

5.5 Moderator Commands

*arena = Send message to this arena with sound
*kill [minutes] = sent privately, kicks player off (for specified minutes optionally)
*shutup = sent privately, prevents person from being able to talk (watch out, if you do this to yourself, you can't undo unless you exit game and re-enter)
*spec = sent privately, forces specified player into spec mode (locks him there too)
*setfreq # = sent privately, sets players frequency to # (0-1)
*setship # = sent privately, sets players ship to #, can't do to higher level (1 - 8) (version 1.34.2 or higher)
*locate (name) = if player is in zone, tells you which arena (version 1.34.2 or higher)
*watchgreen = As long as that player stays in that arena, you can see every green he gets (priv) (version 1.34.5 or higher)
*lag = Will show player's Ploss and Ping (version 1.34.5 or higher, .6 and higher have weapon ploss also)
*warn [Text] = Sent privately, will msg player with a predetermined mod sound in red text with the format: Moderator Warning: [Message] - (Mod Name) (version 1.34.10 or higher)
*tinfo = Sent privately, display's player's time history information (version 1.34.12pr2 or higher)
*watchdamage = Sent privately, toggles viewing player's damage information (version 1.34.12pr4 or higher) [Continuum .37]

Moderators have access to more commands, most cannot or are not allowed to be used.

For a full list of moderator commands (even ones that can not be used) please refer to http://www.shanky.com/server/commands.html

5.6 BanG Commands

?blogin (pw) = Logs into bang, if successful, will display access level
?bpassword (pw) = Changes your bang password (4+)
?notify = Toggles if you want to receive login attempts from banned players (4+)
?bantext = Displays ban text shown to banned players who enter the zone (4+)
?ban (command) (name) = Adds ban to player, with extra commands if listed. (4+)
Commands:
    -e# = Changes day count of ban, each level has max different, default = 7 (4+)
    -a# = Changes access remove. Can only # be your level or lower, default = 4 (4+)
    -c = Removes the id# for the ban (such as if they randomize mID) (4+)
    -k = Doesn't kick player off the instant ban takes place (4+)
?listban (command) #(id) (count)= Displays last 10 (or the last count number) bans, unless command or id. If id, will show only that ban (4+)
    -* = List network ban (4+)
    -d = List more details, only 3+ level sees IP# (4+)
    For ID show, needs to be ?listban #5
?changeban (if network, -*) (id) (command) = Changes ban. Uses same commands as ?ban (4+)
?liftban (if network, -*) (id) = Removes ban (4+) Can't edit/lift ban of higher access level
?bancomment (if network, -*) (banid) (text) = Adds comment to ban (4+)

?banfree (if network or command) (name) = Adds player to banfree list (4+)
?listbanfree (if network, -*) (count) = List last 10 (or count) banfrees (4+)
?removebanfree (if network, -*) (name) = Removes player from banfree (4+)

The above BanG commands are list for only level 4 access.

For a full list of BanG commands (even ones that can not be used) please refer to
http://www.shanky.com/server/commands.html

5.7 Bot Commands

We have a whole range of bots in DSB, but you will mainly use the DSB-BOT's and come kill me (CKM) in pub. Come kill me is the alias bot of the zone. The following commands can be used:

CKM:

!seen <name>= when did ckm see them last?

DSB-BOT:

Moderator only commands:

!punish playername:X where X is the time in seconds.
!tkstats playername
!tklogger   toggles on/off the private msg feature   DSB-BOT> !question !vote #   DSB-
!evenup

Available to everyone:

!afklist - gives a list of with long everyone in spectator mode has been away from keyboard
!lag <name> - Check lag of a player.
!laglimits   - Display lag limits.
!lagout   - Request bot to recheck your lag if you've been specced.
!myfreq # - Changes your freq to #.
!freqlimit - View current maximum number of players in a private freq.
!givepoints <playername>:<points> will give this player points from your prize points
!stats (displays your round stats
!buy - list of prizes available, !buy <Prize> to buy it!
!wtf - will answer your question on what's going on.
!topsprees - displays top 10 sprees
!top10 - displays top 10 highest rated
!SGauge - use to set on the streak gauge for only 10 seconds.
!prizes / !prizes <player> - displays your or the player's bought prizes!
!deposit <x> - deposits x prize points to your bank!
!withdraw <x> - withdraws x prize points from your bank!
!peebreak   - bot warps you after 10 seconds to Safety Zone so you could go on break!
!ch playername:x   - challenges playername to a duel to 5 for x prize points
!a/!accept , !r/!reject - accepts or rejects a duel!
!bet playername:amount   -   !yes to accept the bet !no to reject
!flagradar # - 1-6 to turn it on and just /!flagradar to turn it off again. 1=Large top left, 2=Large top right, 3=Large bottom right, 4=Small top right, 5=Small top right, 6=Small top right

There are other bot commands that you have access to, like the radioad command, but you are under no circumstances to use these commands. Bots are not toys!