

Update 5/18/2009: Rule Changes

Written by Serenity

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- **IMPORTANT:** 'help rules' has been updated, with changes to rules #0 and rule #10. What follows below is a simple summary; all players will be expected to read the actual rule updates and follow them. (To see Nodeka's current set of rules, type 'help rules' within the game.)
- Rule #0 has been updated in several ways, including the severity of the offense and an explanation of where correspondence should be directed. Our core staff is nothing more than a bunch of good people, contributing their time and effort towards the implementation of an enjoyable game system for everyone. While the majority of our players have remained respectful and constructive in every respect, we can no longer tolerate the disruptive actions of the few who insist on belittling the staff and toeing the line at every opportunity. As such, we will be strictly enforcing rule #0 to ensure that the environment remains constructive and safe for both the players and the staff.
- Rule #10 has been updated to disallow offensive language of any kind on any channel in Nodeka, be it public or private. Obviously, trash-talk and taunting will happen; however, as with any public establishment, visitors to Nodeka will be expected to maintain a certain level of civil decency for the good of the environment.
- I'd like to sincerely thank all of the players for their understanding and cooperation. Change is always a bit of a pain. However, at this point, we need to solidly define the boundaries of our environment. Doing so will allow us to progress without constantly being set back by those who insist on effecting spiteful or unconstructive agendas (as evidenced by some of the recent petty, and illegal, activity that has distracted the staff and players from Nodeka's forward progress).

As outlined in rule #0, please direct any concerns or correspondence to a staff member who is involved with mortal affairs. Note that Nijlo will no longer be involved with mortal affairs.

Thanks again, folks. - Whim