



MARDI GRAS RP

THE CULTURE OF NEW ORLEANS. THE STORY IS YOURS.

ADMIN MANUAL

Authority, fairness, economy protection, and staff accountability

INTERNAL STAFF EDITION

Inside This Guide

Authority, fairness, economy protection, and staff accountability

- ✦ 1. The Admin Standard
- ✦ 2. Money, Items, Vehicles, and Property
- ✦ 3. Proper Refund and Compensation Procedure
- ✦ 4. Limits on Admin Powers
- ✦ 5. Roleplay Boundaries and Metagaming
- ✦ 6. Fairness, Conduct, and Community Protection
- ✦ 7. Streamers, Guests, and Special Events
- ✦ 8. Enforcement and Staff Accountability
- ✦ 9. Incident Log Template

CITY STANDARD

Stability. Authentic New Orleans culture. A Black and LGBTQ+ welcoming community. Sleek presentation. Strong roleplay.

1. The Admin Standard

An administrator is a caretaker of the city, not a ruler over its players. Admin access exists to protect fair roleplay, solve problems, support the community, and keep Mardi Gras RP stable.

- Serve the community with patience, fairness, and professionalism.
- Protect the city economy, player trust, and the integrity of every storyline.
- Use the least amount of admin power necessary to solve the problem.
- Stay neutral. Personal relationships, popularity, donations, and follower counts do not change the rules.
- Remember the mission: authentic New Orleans culture, strong storytelling, and a Black and LGBTQ+ welcoming community.

THE GOLDEN RULE

If an action would look unfair in a public clip, do not do it. Pause, document it, and ask Management.

2. Money, Items, Vehicles, and Property

The economy belongs to the entire community. Unauthorized money or item creation damages every legitimate job, business, and storyline.

- Never give yourself, a friend, a partner, a crew member, or a favored player money, items, weapons, vehicles, property, job ranks, gang ranks, or business advantages.
- Never use admin tools to skip progression, repay personal debts, fund a storyline, create event prizes, or make a player like you.
- Do not approve a refund because someone says they lost something. Require reasonable evidence and a ticket record.
- Refund only the exact verified loss. Never round up, add a courtesy bonus, or replace an item with a more valuable version.
- No admin may create currency, rare items, vehicles, ownership, or major prizes without written Owner or Management approval.
- Event rewards must be approved before the event, documented, limited, and distributed consistently.
- Testing must occur in an approved test environment or on an identified test character. Test assets may never enter the live economy.

ZERO-TOLERANCE ECONOMY ABUSE

Spawning money or assets for yourself or another player, selling admin favors, hiding a transaction, or altering logs may result in immediate removal from staff.

3. Proper Refund and Compensation Procedure

1. Open or locate the support ticket. Never handle a material refund only through voice chat or direct messages.

2. Confirm the player identity, character, approximate time, and claimed loss.
3. Review available logs, screenshots, clips, and staff observations.
4. Decide whether the loss came from a verified server error. Normal roleplay losses are not refundable.
5. Record what is being restored and why. Obtain Management approval whenever the action involves money, property, a vehicle, a weapon, a business, or another high-impact asset.
6. Restore only the verified amount or exact item, then close the ticket with a short factual note.

NOTE: If evidence is unclear, do not guess. Escalate the ticket. Protecting the economy is more important than closing a ticket quickly.

4. Limits on Admin Powers

Power	Allowed	Not Allowed
Teleport / Noclip	Responding to a ticket, approved event work, or technical inspection.	Travel convenience, spying, escaping RP, or helping friends.
Revive / Heal	Verified bug, approved event reset, or staff-directed correction.	Avoiding medical RP, saving a friend, or undoing fair consequences.
Spectate	Active report, safety concern, or documented investigation.	Watching private RP for entertainment or gathering character knowledge.
Kick / Ban	Rule enforcement supported by evidence and the staff matrix.	Anger, embarrassment, retaliation, personal conflict, or criticism.
Announcements	Approved operational messages, emergencies, and scheduled events.	Personal promotion, arguments, jokes at a player's expense, or storyline manipulation.
Permissions	Approved role setup documented by Management.	Granting friends access or bypassing the application process.

5. Roleplay Boundaries and Metagaming

- Admin knowledge is not character knowledge. Information seen in tickets, logs, spectate, Discord, or streams cannot be used in roleplay.
- Do not intervene in an active scene unless there is an immediate safety issue, severe rule break, or technical failure that cannot wait.
- Move disputes out of character and away from the scene. Keep staff language calm and factual.
- If your character, friend, family, business, or gang is involved, disclose the conflict and recuse yourself whenever possible.
- Never force another player to continue sexual, romantic, torture, humiliation, or other intense roleplay after consent has been withdrawn.
- Do not use staff powers to steer elections, government decisions, criminal outcomes, rival businesses, or character relationships.

6. Fairness, Conduct, and Community Protection

- No discrimination, slurs, targeted harassment, retaliation, favoritism, or selective enforcement.

- Do not argue with players in public channels. Give the ruling, explain the next step, and move the discussion to the proper ticket or appeal channel.
- Protect confidential information, including tickets, reports, account identifiers, private messages, staff discussions, and personal information.
- Never threaten to expose, embarrass, blacklist, or punish a player for reporting staff behavior.
- Staff may not accept money, gifts, subscriptions, favors, or outside compensation in exchange for an in-city benefit or staff action.
- Staff behavior on Discord, streams, and social media may be reviewed when it harms the safety or credibility of the community.

7. Streamers, Guests, and Special Events

Guests should feel welcomed, but no guest is entitled to a rigged outcome. The goal is strong organic roleplay, not staff-created favoritism.

- Do not reveal a guest's location, plans, private messages, or staff coordination.
- Do not swarm, force scenes, manufacture conflict, or repeatedly insert your character for camera time.
- Do not use a stream to locate, track, or gain information about any player.
- Approved welcome gifts and event resources must be logged in advance and offered according to the event plan.
- If a system breaks, help discreetly, preserve the scene when possible, and document any compensation afterward.

8. Enforcement and Staff Accountability

Level	Examples	Typical Response
Coaching	First minor process mistake, unclear note, poor communication.	Private coaching and documented correction.
Formal Warning	Repeated mistakes, public arguing, careless tool use, failure to document.	Written warning, retraining, or temporary limits.
Suspension	Serious favoritism, repeated misconduct, confidentiality breach, improper punishment.	Immediate access suspension pending review.
Removal	Economy abuse, selling favors, retaliation, discrimination, doxxing, evidence tampering, deliberate concealment.	Immediate removal and possible community ban.

NOTE: Management may adjust the response based on severity, pattern, intent, harm, honesty, and cooperation. Admin access may be paused at any time while a report is reviewed.

9. Incident Log Template

- ☐ Date and time
- ☐ Staff member

- ☐ Player and character names
- ☐ Ticket or report number
- ☐ What happened
- ☐ Evidence reviewed
- ☐ Action taken
- ☐ Money or assets changed, if any
- ☐ Approving manager
- ☐ Follow-up needed

BEFORE YOU ACT

Is it necessary? Is it fair? Is it documented? Would I make the same decision for a stranger? If any answer is no, stop and escalate.