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Basic Information and Expectations

Please note that this is a condensed version of our help files, created for easy reference on our website. It is not intended to be distributed outside of use for Akashatmux. Use the command "news" in game to find reference to the most recent updates of all help files available.

Players

Players are here to enjoy themselves in interacting with other adults. Players are expected to be adults and as such, be capable of polite and courteous treatment of one another at all times. Rude, discourteous treatment of your fellow players absolutely will not be tolerated.

Players may expect to play without fear of being harassed by a fellow player or staff member. If a player feels harassed, please contact staff immediately. (@mail *staff) (see +help harassment)

They may rest assured not to be spied upon by players or staff. If spying is an IC method of information gathering, OOC permission must be gained by ALL parties involved. Should an incident occur, please mail staff immediately (@mail *staff)

Any player may remove themselves from an IC situation making them uncomfortable. The use of a safe word is encouraged in such event, and players of slave characters have even a command at their disposition, (+safe/sub) to take them to a safe room. No criticism or harassment will be tolerated from others when a player removed themselves in such case.

Players are encouraged to gain higher rankings and to build their dwellings on Akashatmux, being understood that their creation may not be removed from the grid, were the player to leave the game. It is, however, perfectly acceptable to @decompile your work to use it elsemu*. When wishing to roleplay out of theme, players are encouraged to do so in their private dwellings or in the OOC area at their disposition. On the grid, IC roleplay takes precedence over OOC play.

Staff are at the player's disposition to assist them courteously, but players must realize that staffing is done on a volunteer basis and that the staff are just as deserving of courtesy and respect.

Players have the right to be treated fairly and equally, independent of the IC position of their PC.

Players have the right to privacy in terms of personal information and the alts they have, if you reveal the alts of others you will find your own alts allowances being decreased radically.

Players are expected to be able to recognize the difference between players and their characters, between IC and OOC. There are many game formats where such distinctions are not so clear. This is not one of them - learn to recognize the difference. A word on jealous fits - not tolerated in short. If someone you like is playing with others, or multi-scening then you are certainly welcome to ask them politely not to, and they are certainly welcome to agree or decline as they wish. You both are certainly welcome to stop playing with one another. But at NO time is anyone entitled to rant and rave like an abusive idiot and still expect to continue playing here.

Staff

Staff are encouraged to enjoy themselves on the game and to keep abreast of the IC events.

Staff aren't expected to be perfect. The first rule is to respect all players equally, and to try being equanimous. However, Staff are human beings, and subject to make mistakes. Players shouldn't harass them if such were to occur. If a Staffer feels harassed, they should delegate the issue to another staffer.

Staff should never lie to players nor to other staff. If they don't want to answer a question, simply say so. For example, Staff have the right to keep their alts as a secret, so they may enjoy the fruits of their labors anonymously. It is strictly forbidden to spy on other players, and entering private or OOC areas while dark is not allowed. Furthermore, powers granted to Staff are tools for them to perform their duty, and may not use them to violate the privacy of others, while noting that rule-breaching players do not have any privacy when it comes to investigating the nature of their offence. Entering private dwellings or summoning a player must always be preceded by a paged warning, unless a complaint is lodged, requesting assistance.

If a Staff's alt is involved in a problematic situation, that Staff should revoke itself and ask another Staffer to deal with the issue.

Creating a Character

Read THEME information to learn about the game and decide what kind of character you would like to create before you begin.

Concept (news concept)

Any concept will be accepted, with the exception of: Furry - Anthro - Anime - Popular media based

1. Were beings that do not speak in animal form are welcome as are actual animal characters that do not speak. Furrries and anthros are not. See [news weres](#), and [news animals](#).
2. We do NOT allow bipedal anthro forms as a rule, and the main aim of this is to avoid furrries. Winged humanoid forms are allowed, as are demons, and satyrs, and minotaurs. Otherwise, nothing that is some mix of half human and half animal but walking around in bipedal form will be allowed. This means no humanoids with cat ears, whiskers, and a cat tail only, for example.
3. It is not our aim to deny half forms that fall in line with more traditional mythologic based creatures, so they may be allowed with PRIOR STAFF APPROVAL. A mythic half form in this context means literally that the top half of your character from the waist up is humanoid, and the bottom half is that of a more than bipedal creature. three legs or more, or a reptilian or fish-like tail as a lower half would be allowed. Thus - centaurs, minotaurs & satyrs (which are bipedal but quite obviously not furrries), nagas, mermaids and the like are fine. A cute little 2-legged human fellow with only fuzzy ears and whiskers and a puffy tail is not.
4. In regards to anime - combinations of vivid color hair, doe/almond eyes, and/or an obviously Japanese derived name will result in your character concept being denied. Japanese origin characters are welcome, anime is not.
5. Characters directly derived from popular fiction/tv/movies/comic books to the point of obvious 'photocopying' are frowned upon and your character concept may be denied as unoriginal. Apart for these banned concepts, you can be whatever you wish, providing you make it believable.

Names

Please note these rules regarding names :

1. No foul language in the name.

2. Please do not use two word names. There is an attribute you can set in your +finger to allow for a surname. &fullname me=Firstname Lastname. Please use that instead. They cause too many problems with sending mail and pages, and often aliases have not been made available in the past for such names. Thus they are no longer allowed.
3. If your chosen name is too close to an existing name (for example - just shy one letter), then we may ask you to alter the name to avoid confusion in pages or @mails. For example, if there is a Thalia already and you choose Talia, we may ask you to alter your name.
4. Do not name and describe your character as a direct knock off from popular fiction/tv/movies/comic books. Names may be allowed that overlap those in popular media but they will be declined if the character is both named and described so as to be a direct unoriginal copy.

Chargen

To make it through chargen you need only to read the instructions on each room that you walk through and follow them. You will need to use the command **look** to repeat the room description as needed. Then use the "exits" listed along the bottom of the screen to navigate into the next room. Each room has exits listed at the bottom of the description that generally look like **North <N>**, **Bedroom **, or **+agree**, etc. You type the <alias> listed in the brackets after the names such as **N** or **B**, or the listed command to move into the next room. If you cannot leave a room then read the room description again to make sure you have followed all the instructions. If in doubt ask your questions on newbie channel (nn <message>).

See [news beginners](#) or **+beginner** in game to get help with some of the most basic commands for navigation.

Alts

Here at Akashat each player is allowed five alts, to explore whatever it is they want to experience. Bear in mind, though, that this is a /privilege/. Being allowed to have five alts does not give a player the license to go out and act like a jerk, only to ditch that particular alt and make another, giving them anonymity with a new anonymous character.

Nor do we allow interaction between two alts of a same player in the same scene unless OOC consent has been garnered by those involved with the alts. There is too much potential for abuse both ICly and OOCly if players were allowed to pile alts into a scene with others without making them aware the same

player was controlling all. If you do not wish to reveal your alts, keep them separated one from the other(s) and out of the same public rooms.

Abuse of this policy, will quickly gain the attention of staff and that player will soon find their alt allowance being dwindled to two, then one and then none. On the other hand, if a player has already five alts, and has a well designed concept for another one, please, do contact staff who will try their best to accommodate your wish.

Ageplay (news ageplay)

Age play is not tolerated here in any way, shape, or form. Suspected instances of it should be logged and reported immediately and they will be handled with extreme prejudice. Your character should in no way look, act, speak, or wear clothing that suggests they are a child or even are adult acting as a child.

Age play should not be solicited here, or even partaken of in private. If you are unsure, then err on the side of caution and do not ask, do, or describe it, because we *will* err on the side of sitebanning over it every single time. To be clear this is one of those instances that will get you banned with merely strong enough suspicion of the activity. We are that serious about the intolerance for it on this game. It is entirely unwelcome here.

Sharing Information about your character OOCly

Players are encouraged to use the +finger, +info, and +kinks to give other players information about characters OOCly. Use +help finger, +help info, and +help kinks to get more information on how to use these tools.

Language (news language)

We ask that you keep cursing and foul language out of your finger, kinks, info, and description. We also ask that you refrain from using such on the public channels and bboards. It is a sex mux, and whatever terms you like can be used referencing your character's intimate body parts. However, the language ban on OOC communication is just that - on OOC communication. It takes very little encouragement for juvenile morons to lay waste to any sort of conversation, or OOC interaction with nothing more than the routine run of the mill base language and a fat glob of netspeak. So we ask that you keep such to yourself and make an effort to keep the OOC communication channels, bboards, and information seeking methods (+info, +kinks, +finger) curse word/foul language free. Thanks.

URLs

Because like everyone else, we have no control over eventual pop-ups or external links that might lead to porn web sites, and staff is not willing to test all such links themselves for approval - URLs aren't allowed to be publicly displayed. That includes +finger, +info etc, on a PC setup, and bboards and channels.

Three exceptions:

1. We accept the URL pointing to a character's bio and pictures on Akashat's website.
2. We accept the URL pointing to a webpage a player has made to promote his in-game business, /AFTER/ it has been cleared by staff and linked on Akashat's website.
3. Since we maintain a livejournal community for Akashat at livejournal.com, /AFTER/ you have an approved, linked character page in that community then you are welcome to display a link to livejournal.com and your character's journal.

Getting Around the Grid

Zoning (News Zoning)

The IC grid is open to all players, regardless of their class or concept. We do understand that some players might enjoy public exposure of their fantasies while others are reluctant to be exposed to such. Hence we have designed two distinct zones on the grid, *Restricted* and *Open*.

Restricted: Restricted means that no violence and no sex may be RP'd in the restricted public rooms. If you are in a restricted zone you are expected to conform to the restrictions, and if you do not, then YOU are expected to modify your posing or leave the area. The exit leading into a restricted room is clearly marked 'Restricted' and by passing through, you OOC consent to refrain from playing hard kinks and other sexual situations.

Restricted: Dream Landing, Market Square, the tavern room of the Golden Griffon, and of course the Holding Pen in the Slaves Market.

Open: Open means that anything goes in these rooms within the limits of the game's rules. By entering non marked rooms, you OOC consent to potentially be exposed to hardcore public sex and/or violence. When in an open area, if you object to what is being posed then YOU pose out or simply leave. No one has the right to ask consenting people in an open area to stop posing anything that they are allowed to by game rules.

THAT IS WHAT THE OPEN AREAS ARE FOR !!!!!

If you can't hang with the hard kinks that might be posed in them, then STAY OUT OF THEM !

Open: Everything but Dream Landing, Market Square the Tavern of the Golden Griffon and the Holding Pen in the Slaves Market.

Business owners have the right to mark their business as restricted or leave them open. By the same token, private dwellings are considered to be the domain of the owner in that regard. To mark a room as 'restricted', simply type: &restricted here=1.

Locations (news locations)

There is a command that will list the location and description of most every publicly available building on the grid. +locations You can use +where to get a listing of where characters are currently located on the grid and whether the rooms are public or private, and whether they are zoned open or not. The most commonly used area to congregate by far is the Market Square - simply enter the grid and walk south until you arrive. Dreamer's Square is listed on +locations and is another area that is open zoned and favored as a public area. Also try +locate, +who, and , when in a room with multiple characters, +who/here .

Housing (news housing)

To see the list of apartments or houses on the grid and any available vacancies use the command +renters. Also see news building

Unfindable (news unfindable)

Akashat is more than a game, we are a community of friends, and we're all adults, and here for the same reason more or less. Hence:

1. A PC can only set themselves Unfindable if they are so ICly. Which means if they are hiding from authority or such. In which case, they are also -heavily- restricting their RP as they ICly shouldn't appear in public rooms (just common sense).
2. A room should never be set unfindable. There is no reason as :
 - a. the +where is OOC info.
 - b. no one may enter your room if you don't invite them.
 - c. you're free to lock the entrance to said room.

- d. If it is OOC privacy you wish while in there, leave the com channels (pub off for example), and pagelock yourself momentarily.

Interacting with Others

Consent (news consent)

Consent is perhaps the most important issue on this game. Just to make it very clear, this is a consent based game. No one can make you do anything that you do not want to do. You have NO obligation to undertake any role-play at any time that you do not want to.

Your consent is vital to any role-play involving you. Consent means that when you interact with others, it is also their choice what you do with them and not just yours: this is irrespective of Noble, Citizen, or Slave status. Consent is an OOC issue of players not characters. This means your consent must be sought for every single scene you play in, and that likewise you must seek consent from everyone you play with. This rule is here to protect every player from experiencing role-play that they might find objectionable.

If you are about to initiate a scene with another player (or other players) who are not set with non-consent flags and you have not obtained consent, then you are taking the risk of getting into trouble.

There is only one situation here that goes by implied consent - Entering a public part of the grid is indicating to others that you are available for rp, so do not be offended if you receive requests from other players for consent to RP with you. Furthermore, casual, non-confrontational greeting rp in a public area is not considered to require consent, but anything more in depth does require consent to pursue (unless the players have a nonconsent flag set). You are expected to inform players politely if you do not wish to rp with them when they attempt to initiate a scene. Likewise, if you have been asked to cease attempting to interact with someone then you are expected to respect their wishes. If you have problems with someone harassing you then you should very clearly refuse to rp by @mailing them about it (cc *staff for safety).

Players abusing the consent rule purely in order to try and get other players into trouble should expect the full wrath of staff to fall upon them. Abusing the rules in order to harass will be considered to be a premeditated, malicious breach of the rules. Please note that no IC power, position, ability, or action can take precedence over the OOC Consent and Permission of players. This includes any sort of IC mind control, magic or abilities. Never assume consent, especially with those you are not familiar with.

Announcing ICA=ICC (in character actions = in character consequences) means nothing if consent has not been obtained. Discussion of the outline of expected outcomes in a tp plot especially should be reasonably thorough and include basic topics like - who, what, when, where, how, and how long an

event is expected to go on, and precisely what consequences are expected. A nebulous statement saying "I agree to consequences" is useless without the above details and invariably ends up in staff having to become involved in player arguments that could have been avoided with clear communication beforehand.

Exceptions to consent: Consent is NOT required for built in OOC game commands to be used by others upon you: examples include look, +finger, +kinks (use your common sense). However repeated use of these commands in order to spam others with the notification messages will be regarded as harassment and abuse.

If you are set with the Non-Consent flag (NC) you are indicating that others do not need your permission to start a scene with you.

1. You reserve the right to use consent to stop the scene at any time
2. This does not give you the right to start scenes with others without obtaining their consent if they are not set NC and you are. Consent is not required in public areas for routine, non-confrontational greeting rp. But by the same token do not assume that someone who has nodded back to your wave is consenting to any further in depth rp - ask if they are not set with a non-consent flag.

Consent and NPCs: This game is run by the staff. The staff made the grid, the staff made the NPC's, the staff make the theme, and the staff run plots. Players are not only welcome, but encouraged to make use of all that we provide. But don't forget that -we- are providing these things - and therefore -our- consent is needed to use them. Of course you don't need to ask permission to enter the grid. But access to the grid is contingent on following the rules. Of course you can interact with the NPC's - but if an NPC is not yours then you should not assume it consents to everything you do.

You cannot attack our guards - we don't arbitrarily consent that. This isn't an issue of whether or not you will be punished ICly for it. Far from it. We don't give you consent to attack our guards without our permission. You can not embarrass or humiliate our NPCs, make them look like idiots, brutes, or attribute to them any behaviour that we find demeaning. If you don't know what is and what is not acceptable to staff - then it means you don't have consent. This seems like a very stupid thing to need to point out, but as some slaves seem to think it is ok to attack guards - it is not. Not without consent... just as you cannot attack another player without their consent.

Ancillary Consent As per +bbread 5/4, we expect all players to be cognizant of an owned slave's owner when rping with the slave and considering consequences and consent. ICly there are potential ramifications legally for an owner of a violent or disobedient slave, and ICly the slave is property with no free will. So OOCly players should stop and involve an IC owner of a slave in the consent process on anything that is not perfectly clear and allowed for.

Now in regards to all others. If you play a free character, then when someone negotiates consent for a scene with you then YOU are the only one they are required to check with. If you have IC relationships that might be affected (friend, spouse, lover, sibling, whatever) then YOU are responsible for pointing out the agreed upon consequences to your retinue of followers AND making sure that they abide by them. The other party is not expected to know or care who -all- your followers might be, they are only expected to be clear with YOU about what consequences can be expected, and planned for. Anything else that comes about is treated as an entirely separate consent for a scene negotiation.

That means, if Sally wants Bobby to try and accost her but fail - they can agree on that. And if she and Bobby agree that will be the end of it, then that is the end of it. If all Sally's friends want to go dog pile Bobby, well...they can't unless Bobby agrees happily to that conclusion, because it is not what Sally and Bobby agreed to when they conducted the scene. Just because her friends want to go have a big scene doesn't mean they can demand it - they are expected to follow her and Bobby's agreed upon outcome, or stay out of it.

You may say - "But, but, but, my character is so insanely protective that he MUST go and react this way". And this is where staff says - it's a game, and a consent based one at that. You need to be willing to make your character flexible and gloss over some things from time to time, as needed, so that everyone has fun as they agreed upon. Your IC character design or IC position NEVER trumps what other free characters consented to involve themselves in.

You may of course refuse to play with any associates that constantly ask you to have your character behave in a manner that you feel is against its IC nature. Or at the very least, if no other work around can feasibly be accomplished, you may ask or be asked to simply retconn (void) having been ICly told of the objectionable event's occurrence. see news non-consent

Non-Consent

Non-Consent: Many players have chosen to be set non-consent, and this is not a reflection of anything else here other than an agreement that scenes may be initiated with them without acquiring their consent first. It does not reflect any further.

THIS DOES NOT REMOVE ALL OF THE OBLIGATIONS OF CONSENT.

What it does mean however, is that when YOU are set Non-Consent, others do not need to seek your consent to initiate a scene or any action within a scene. It does NOT remove your right to pull out of a scene, nor to withdraw consent to anything happening in a scene. You reserve your right to pull out of a scene, were you to feel uncomfortable, or to object to something. If -you- are set non-consent, YOU still have to seek consent from those with which you interact. You may NOT assume their consent. You may NOT initiate role-play based on non-consensual grounds with another player not set NC. All it means is that others may initiate NC rp with -you-.

Complaints (news complaints)

Problems: If a problem arises, that players can't solve between themselves, then they should turn to staff. And be aware, when submitting a complaint the onus is on you to immediately obtain and provide a log of the offending incident. You should also politely indicate to 'offending' players that you are making a complaint, so that they too have an opportunity to obtain a log in order to present their side of the argument. This notification to other players should be part of the log you send to us, and an absence of such notification might hinder your case. Staff will read logs, and staff opinions will judge what rules have been broken, and by whom. Our view might be different to yours. But our call will be law.

All complaints are to be submitted to *staff @mail with a clear indication that a log has been emailed to akashat@gmail.com (and if not, then why). Complaints are NOT to be submitted to helpers, or gossiped about with other players. If you gossip about 'someone else who did something wrong' and it turns out that they did not do something wrong - then you are being libelous and the behaviour will be regarded as abusive and harassing. Don't take this risk. Staff will NOT tolerate complaints being made 'on behalf' of someone else

If you are unsure about procedures about making a complaint, ask a member of staff.

IC Violence (news violence)

Violence is an inevitable part of rp for many players. Conflicts often extend to the point of blows, some characters, perhaps, are more attuned to violence, and, of course, BDSM often includes elements of violence in punishment, though that is by no means required. However, at the same time, Akashat is a consent based mush, with many different people telling many different stories. We recognize that conflict RP can be very enjoyable, but we also recognize that conflict RP can be disruptive because of its nature. Many different stories can be being told in a public space at once, but a single violent story can drown out the others. Sometimes, that might be enjoyable and fun, but sometimes it can be simply disruptive.

To that end, we are equipping the players of Akashat to make that distinction. We cannot and will not police every public area on the grid for violence - as stated above, it does have its place. However, hopefully these tools will allow everyone's stories to co-exist.

First, see news zoning, in restricted public places, violence should be avoided (if -anyone- other than the two characters involved might have to pose ducking its violence) and if a single person objects, the scene will have to happen in a different location. OOC always trumps IC considerations, always. It is up to the individual players to decide what they consider distasteful and communicate this objection to the room, but it is up to the offending players to relocate their play without further ado.

Please note that there are some public areas set up for more hardcore behaviour, be it violence or sex. In those areas and in private areas of the mush, uninvolved players do not have a right stop the scene or ask for it to be moved, instead they should simply leave the area. However, normal consent rules DO apply, any character can always leave the scene - always. Please read 'news consent' for more details.

Secondly, please do note that there are always potential IC foils for violence within the city itself. For example, the main Squares are well guarded by alert, trained guards. A brawl in there could be quickly broken up. It is permissible for players to pose these guards, but please note we do not give consent to have them killed or seriously hurt. If you'd like to play out a scene that might result in that, please contact a Guard Commander or staff. With regards to the technology of weaponry, please take a look at the news technology file. Guns and sophisticated weaponry are simply not available in Akashat, more than that, they simply don't work. As always, if you have any problems with the people not respecting your OOC rights or have any questions or concerns with the rules, please contact staff immediately.

Fights (news fights)

There are no stats here, and you are allowed relatively free form characters. Because of that realize that we do not consider anyone's made up bunch of pixel powers to be any stronger and more guaranteed of success than anyone else's - regardless of race or stated abilities.

The success or fail of any action should be considered to be equal between players regardless of listed character attributes. A simple human may well indeed defeat a powerful mage or vampire, if no other way than by sheer blind luck. see also [news rpstyle](#).

NO arguments about whose twinkling is more believable than another's will be given an ear. You are expected to reach OOC consent on the outcome of an altercation before it gets started with the understanding that all characters are considered equal in power regardless of how many spells and strengths they list - or don't. Pre-fight agreement on the outcome, and consequences is preferred here.

If both players wish a 'surprise' ending, then it is suggested that a single +roll be used, with the highest roll awarding that player the 'win' in the altercation and the ending can then be posed accordingly.

No one can demand a 'rolled outcome' over a consented ended because an equally consented ending is always given precedence. And if no agreement can be reached then our decision as staff will -always- be to retconn any actions leading up to the disputed altercation.

There is one thematic exception here to "all powers or lack thereof are equal". That is as regards the in game pecking order listed in [news hiearchy2](#) :

1. Titania and Oberon.

2. The Triumvirat. Equal powers to each, if different ones.
3. House of Lords as a whole body
4. City guards/army
5. Private guards of the rulers, slave market.
6. Nobles
7. Citizen
8. Slaves

PLEASE NOTE : If your character initiates an attack against someone higher on that list then thematically they will be considered to be assured of failing ultimately UNLESS you gain consent otherwise to begin with. This applies to NPCs as well as Player Characters.

Examples:

Joe and Bob have an rp session going on where it becomes evident that a fight is emerging. Preferably they pause and consider the following options :

1. They both OOC consent to Joe being the winner, and both OOC consent on what consequences are involved, if any, on the outcome of the fight for both parties. All is well. They proceed to pose away.
2. Neither agree OOCly on who should be the winner, given their uber-powers. Or perhaps they simply prefer a chance outcome. They roll dice (+roll) just once, to determine who will be the winner at the end of the fight. (see 1 above for consequences). All is well.
3. One or both do not wish to roll. They cannot OOC consent to an outcome or consequences. There is no fight. They instead conclude the rp scene in a more benign fashion. All is well.

Joe and Bob have an rp session going where it becomes evident that a fight is emerging. They do not stop to negotiate the above basics. They get stymied in the middle after a couple of hours of grand rp and start to argue. Then chances are it will resolve as follows :

1. They both get mad and never speak to one another again, ranting about how stupid and unbelievably twinkly the other is.
2. They call in staff. We listen and then point out [ansi(hw,news consent)] and [ansi(hw,news fights)], and announce all the rp that has anything to do with leading up to the fight is null and void.

Roleplay Style (news rpstyle)

Everyone has their own style of RP, however, we wish to offer a few advices on what styles aren't acceptable on this game: metapose, powerpose and twinkling.

Metapose

Metaposers are also often referred to as thought poses, or narrative poses. Please be aware that in a strict sense - information imparted via thought is not useable for response ICly by another character unless they are IC mind readers. Bear in mind that while anyone may use them from time to time, heavy use is considered bad form. Information should ideally be put into play in an IC fashion, otherwise there was little point in its use. Take the time to convey by word or action the same thing you are having your character uselessly 'think' or narrate about and make the pose richer in a useful IC way.

Show me a metapose or character narration that you think is invaluable and I bet I can show you another way that the same could have been posed by word or action and entered into actual interactive IC use. If people are curious or you feel they might like to know of some motivations for your character then discuss that OOCly by all means. But invariably, providing OOC information in an IC pose tends to cause arguments over time when others use it ICly without necessarily having intended harm.

There is one time that metaposing will have you potentially land on the bad side of staff - and that concerns using thought poses to fire insults at a character. That is childish and poor form, and will be considered OOC immaturity or simple rping immaturity. If you wish your character to insult someone then have them do so openly and ICly so that it can be ICly responded to, and if you the player wish to OOCly insult someone then do so via OOC or page and not with an IC pose. The latter might be followed by an energetic talk with staff, and the former as well if you didn't get OOC consent to insult.

Metaposed insults will have you on the short path to the door never to return.

Power pose

Basically a power pose is one that poses for another character, removes options of response from another player, and/or assumes the success of any action that you pose. Power poses can be big or little, but regardless any player has the right to decline a power pose directed at them. Just because you announce that your character leaps across the room in super ninja mode and knocks them to the ground and starts raping the other character does NOT mean they have to accept that pose. A few helpful suggestions:

1. If two people agree OOCly to let one another powerpose the other then hooray its all well and good and many people that do play often together do exactly that. But it is never a

good idea to do so to people you do not play with routinely without having checked with them first.

2. It is best not to pose touching another character as an outright successful action, especially if you do not know them. You should indicate that you intend to.
3. Never pose another character's actions or reactions for them.
4. Do not pose on the assumption that your actions that directly affect another character, however large or small, are going to be successful.
5. Just because you provided a character a choice does not necessarily mean you haven't powerposed them.

Bad examples :

1. John walks in and grabs Mary in a tight hug and plants a kiss on her cheek.
2. Bob runs in and lands a punch right on Joe's nose, knocking him flat on his rump.
3. Marly wriggles her fingers at Lily and instantly gives the poor waif a make over and new clothes.
4. Mark kisses Julia soundly and she melds against him, grinding for more.
5. Robert the Fantastic grabs Bob in a neck lock and chokes him to death unless he falls to his knees begging.

Better :

1. John walks in with a big smile and throws his arms wide as he approached Mary obviously intending to catch her in a big hug. *Now John did not assume on the success of his action and Mary can pose whatever she likes - including stopping the hug because she is angry...or has a cold...
2. Bob runs in with a scowl on his face and draws back his fist as he nears Joe, aiming a forceful punch for the man's nose. *Now its up to Joe whether he sees it coming and avoids it entirely, or partially gets it and it should always be up to JOE to pose what happens IF he gets successfully punched.
3. Marly wriggles her fingers at Lily and casts a instant make over spell at the poor waif that could restyle her hair and nails and provide her a new set of clothing. *Silly sure, but it's the same for any magic spell, combat or otherwise - pose its cast and tell them what its effects - might- be and then it is up to the other player whether or not it is successful and to what degree.
4. Mark kisses Julia soundly. *Never pose another character's physical, mental, emotional reactions for them. They are for the other character to pose, not for you to script.

5. Robert the Fantastic tries to wrap Bob in a choking neck hold, while growling, "You'll fall on your knees and beg forgiveness, or die." *That makes it entirely up to Bob to pose whether the action is successful or not and makes it clear ICly what Robert is after as well.

Twinking

Twinking is not allowed, frowned upon, and grounds for removal from the game after three strikes. There are many definitions. For our purposes twinking will be defined in two ways

1. Not being true to your character's stated abilities
- 2) Playing a "super" character. Do not make up abilities for your character on the fly.

It is encouraged to set those in +info for clarity as no one should be using your OOC info in an IC fashion anyway. A "super" character is one that can do everything better than anyone else - is faster, stronger, smarter, more skilled, always right, and has no weaknesses. In other words entirely unbelievable. If you never lose, always duck every punch, always win every game of chance - then likely you may be a super character. They are generally universally boring as well as incredibly annoying.

If you get noted as a twink repeatedly you may be called to reason by staff, once, twice, then asked to leave. Bear in mind there is no stat system on this game - so you may as well at least discuss the basic outcome of any fight that arises with the other player OOCly. If you cannot agree on the end outcome OOCly, then you can bet that trying to 'outpose' one another will get nowhere fast.

Puppets (news puppets)

Puppets are objects you can use to RP, a tool to enhance some scenes, and should represent living beings, not objects such as a collar or a piece of furniture. They are simple objects created with the @create <name> command, then ask a Wizard to @set <name>=puppet.

There are a few rules concerning the use of puppets on AkashatMUX

1. Only objects described as living beings (or undead) should be set puppets.
2. Puppets should NEVER be set DARK
3. Puppets should be brought 'home' when their owner disconnects.
4. Puppets should be properly described, and have some pertinent info set (short-desc)
5. Puppets may not be used to impersonate another PC.

Underage Players

Children are absolutely NOT welcome here. This mux is a place for adults to explore their sexuality in a creative environment and thus, ONLY adults are allowed here. If you are underage and you are reading this, disconnect now! You are not welcome here. If you suspect a player is not of age to be on this game please notify *staff so we can take appropriate steps to remove them from this environment. The bottom line is: If a child truly wishes to gain access to this place, they will, despite any precautions we take. So that is why we need the help of all our players when dealing with this matter. If any of you find out that a player on this mu* is in fact a minor: Tell staff immediately! We will take immediate action.

Rude; discourteous or impolite, esp. in a deliberate way. That is the basic definition, and that leaves a lot of room for interpretation. Our interpretation is as follows: We will not tolerate players that are incapable of behaving with courtesy and respect toward others OOCly, nor will we tolerate players whom repeatedly amuse themselves by creating OOC drama storms that we get called in to clean up.

The moral of this rule is - err on the side of caution regarding behavior that is rude or designed to create OOC conflict, because if we are asked to judge we will tend to do so with extreme prejudice towards keeping a calm, safe, adult OOC environment to play in above all else.