Player SOPs

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Joining the Server

Processes to help players who are joining the server.

Community and Player Interactions

DMs with Staff Members

If any player wishes to have a private conversation with a Staff Member, they should use the **Support Ticket** channel to **Start a Conversation** and then ping the staff member in there.

Adults may DM a staff member directly if required, but it is encouraged that even those be maintained through the in-server Support System.

Children (18 and under) absolutely are not allowed to have private conversations with non-family adult members of the community, including staff members.

Other staff members who are observing a DM conversation between staff and a community member should NOT interact with the conversation unless absolutely needed or that person is called into the DM channel. Treat this like a DM between two people, but where the rest of the staff team can observe the conversation for transparency and safety reasons.

Travel

Travel

□□ High Speed Rail (HS Rail)

Build ultra-fast railways across the world using HS Rails!

□□ How to Build a High Speed Track

1. **Create a High Speed Rail.**
   - Place a **Powered Rail on top of an Emerald Block** — this marks it as a High Speed Rail.
   - **Important:** The Emerald Block does **not** power the rail! You still need to power it using a Redstone Torch, Lever, or another method.
2. **Build a Launcher Stretch.**
   You need at least **16 High Speed Rails in a row** (each powered and placed on Emerald Blocks) to reach full speed.
3. **Maintain Speed.**
   Once you're at top speed, place **1 High Speed Rail every 30 blocks** (on powered Emerald Blocks) to stay fast!

□□ Slowing Down (for Turns, Hills, or Stops)

- **Use Normal Powered Rails**
  Just a few regular Powered Rails will slow your cart back to normal speed.
  (Do this before turns or slopes — fast carts can crash on curves!)
- **Emergency Brakes**
  Place an **Unpowered Rail on Soul Sand** to create a quick emergency stop.

□□ Tips & Warnings

- **Slow down** before sharp turns or elevation changes.
- Use **straight, level tracks** for best performance.
- Ideal for **long-distance travel**, **player hubs**, and **transport lines**.

Nations, Lands, Ownership, and Wars

Nations, Lands, Ownership, and Wars

Lands Overview

□□ Lighthouse Lands System Overview

The **Lands** plugin lets every player or group form their own **Land**, grow it into a **Town**, unite into **Nations**, and even engage in friendly **Wars**.
It replaces our old claim system with a deeper, community-driven system of politics, protection, and progression.

⚒ Claiming Land

- Players can claim land in the **Overworld, Nether, and End**.
- Use `/lands create <name>` to start your first land.
  - Cost: **£32** (includes 1 chunk).
  - Each extra chunk costs **£1**, increasing slightly each time you claim.
- Claims should be adjacently connected to your existing land.
- You can use **claim blocks or a selection tool** to claim chunks easily.
- You'll get basic tools when you first join to help with claiming.

□□ Economy & Upkeep

- Each land has its own **bank** (`/lands deposit` / `/lands balance`).
- Upkeep and taxes run **once a week (Sundays at 11 PM ET)**.
- **Taxes:** Up to £12 per area. Members who can't pay are automatically untrusted.
- **Inactive owners** (offline too long) may lose ownership after several weeks.

□□ Land Features

- You can:

    - **Set a spawn** for teleporting home.
    - **Trust players** to build and manage land with `/lands trust`.
    - **Create sub-areas** to rent or sell to others.
    - **Keep inventory** on death inside your land.
    - Use `/lands chat` for private group chat.
- Land storage, teleport, and flight are all enabled.
- Visual borders show ownership using colored particles.

□□ Land Growth (Levels)

Lands grow stronger the more active and populated they become:

Level	Title	Requirements	Benefits
1	**Settlement**	New land	10 claim chunks
2	**Village**	3 members, 30 chunks, £480 bank	+1 claim
3	**Town**	6 members, 50 chunks, £1920 bank	+2 claims
4	**Province**	12 members, 100 chunks, £9600 bank	+4 claims
5	**Land**	24 members, 200 chunks, £23040 bank	+8 claims

□□ Nations

- Nations unite multiple lands under one banner.
- Create one with `/nations create <name>` for **£3200** (requires a level 3+ (i.e. Town or higher) capital).
- Nations pay **£0.1 per chunk upkeep** and can tax their member lands.
- Levels:
    - **Federation → Nation → Empire**
- Higher levels unlock potion-like **nation effects** (Speed, Jump Boost, etc.) and more total claims.

⚔ Wars

- Wars are enabled! (Opt-in)

- Lands and nations can **declare war** on others.
- Both sides must **accept** the war before it starts.
- The war starts 24 hours after it's accepted, to give the challenged time to prepare
- Each team earns points by:
  - Player kills (+1)
  - Capturing enemy flags (+5)
- First to reach the point goal wins (minimum 35 pts).
- **Capture flags** can unclaim enemy chunks if held for 10 minutes.
  - Capture flags can only be placed while the defending player is online
- **War shields** protect new or recently attacked lands for several days.

□□ Player Perks

- Players earn small progression bonuses the longer they play (e.g., extra claims over time).
- `/lands wild` teleports you to a random location (£32, 10 min cooldown).
- `/lands unstuck` teleports you out of glitched spots (1 h cooldown).
- You keep your inventory if you die inside your own land.

□□ Extras

- Lands play sounds for actions like claiming, teleporting, or leveling up.
- The `/toplands` leaderboard ranks the richest lands.
- Particle colors show who owns or trusts a claim:
  - □□ Green – Your land
  - □□ Yellow – Trusted in land
  - □□ Red – Untrusted area
  - □□ Green Tint – Wilderness

□□ Getting Started

1. `/lands create <name>` — start your land.
2. `/lands claim` — claim your first area.
3. `/lands trust <player>` — invite friends.
4. `/lands deposit <amount>` — fund your land bank.
5. Grow your land into a town, then join or found a nation!

Lands documentation: https://wiki.incredibleplugins.com/lands/players/basics/start

Wars

⚔ War Requirements and Rules

The **Lands War System** allows players, lands, and nations to challenge one another in structured PvP conflicts.
The following outlines the requirements for declaring a war, being declared upon, and key rules surrounding the process.

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1. Attacker Requirements

To **declare a war**, the attacking land or nation must meet all of the following conditions:

Requirement	Description
Minimum Trusted Players	The attacking land must have **at least one trusted member**.
Land Age	The land must be **at least 2 days old**.
Minimum Balance	The land must have **£1,600 or more** in its land bank.
Eligible Days	War declarations can be made **Monday through Friday**.
Eligible Hours	Declarations are allowed **at any hour of the day**.
Preparation Period	After declaring war, there is a **1-day preparation period** before combat begins.
Mutual Consent	The defender must **accept** the declaration before the war officially starts.
Online Requirement	Currently disabled; attackers can declare even if no defender is online.

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2. Defender Requirements

To **be declared upon**, the defending land or nation must meet the following conditions:

Requirement	Description
Minimum Trusted Players	The defending land must have **at least one trusted member**.
Land Age	The land must be **at least 7 days old**.
Minimum Balance	The land must have **£800 or more** in its land bank to be a valid war target.
Nation Membership	If part of a nation, the nation’s balance and settings may determine eligibility instead.

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3. Declaration Process

1. The attacker issues a declaration with `/wars declare <land>`.
2. The defender receives a notification and must **accept** the war to begin hostilities.
3. If no response is given within **5 days**, the declaration expires automatically.
4. After acceptance, both sides have **24 hours of preparation time** before combat starts.
5. The server broadcasts the declaration and start of the war to all players.

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4. War Shields

Certain lands and nations are automatically protected from being attacked:

- **Newly created** lands/nations have a **7-day war shield**.
- **Surrendered** lands/nations receive a **10-day shield**.
- **Voluntary surrender before combat** grants a **1-day shield**.
- **All participants** receive a **7-day shield** after any war concludes.

During an active war shield, the protected land or nation **cannot be attacked or declared upon**.

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5. Victory Conditions

- Each team earns points through combat and objectives.
  - **+1 point per player kill**
  - **+5 points for capturing a flag**
- The team that reaches the required point total first wins.
  - Minimum win threshold: **35 points**.
- Upon surrender or defeat, the losing side pays a **tribute** to the victors (up to 50% of the loser’s land balance).

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6. Additional Notes

- Wars are **enabled for both lands and nations** (not nation-only).
- Friendly fire among teammates is **allowed** but does **not** grant war points.
- Capturing enemy land through flag placement is enabled; holding the flag for **10 minutes** captures the chunk.
- All major events (declaration, start, victory, surrender) are broadcast to the entire server.

War Strategy & Commands

⚔ War Strategy & Commands

The **Lands War System** allows player-run Lands and Nations to engage in fair, organized PvP battles for territory, prestige, or tribute.
This guide explains the essential commands, combat mechanics, and strategic systems that come into play once a war has been declared.

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1. Core War Commands

Command	Description
`/wars declare <target>`	Declare war on another Land or Nation. The defender must accept before the war begins.
`/wars accept <attacker>`	Accept an incoming war declaration. The 24-hour preparation period then begins.
`/wars deny <attacker>`	Reject or ignore an unwanted declaration.
`/wars info`	Displays active wars, your team’s points, objectives, and timers.
`/wars top`	Shows the current leaderboard for wars and top combatants.
`/wars surrender`	Ends the war early, paying tribute to the other side.
`/wars tribute`	Displays the tribute amount that would be paid if your side surrendered.
`/wars capture`	Opens your war menu, including the recipe for capture flags.

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2. Capture Flags

Crafting a Flag

A capture flag must be **crafted** using the following recipe:

Slot Layout	Items
Row 1	Air, Red Stained Glass Pane, Air
Row 2	Air, Beacon, Air
Row 3	Iron Block, Iron Block, Iron Block

Using a Flag

- Flags can be placed only by **members with the `MANAGE_WAR` role flag**.
- Each team may have up to **3 capture flags** active at once.
- Once placed, invaders must **hold the flag for 10 minutes** to capture the area.
- A captured chunk becomes **unclaimed by the enemy**. (Your config currently does *not* auto-claim it for the attacker.)
- Flags can only be placed every **10 minutes** per team.

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3. Scoring & Victory

Action	Points Awarded
Player Kill	+1 point
Capture Flag Held	+5 points
Destroy Enemy Flag	+3 points
Explode Enemy Flag	+5 points

Victory Condition:
The team with the fewest members sets the point multiplier.

- Required points = *Smallest team size* × *5*
- Minimum total points to win = **35**

4. Surrender & Tribute

- **Surrender is always available** (`force: true`).
- If the defenders surrender: they pay **up to 50% of their land balance** to the attackers.
- If the attackers surrender: they pay a **£1,600 tribute** to the defenders.
- Tribute is taken from the land's **bank account**, or from the owner if no bank exists.
- After surrender, both sides receive a **temporary war shield** (10 days by default).

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5. War Shields & Protection

Shield Type	Duration	Applies When
New Land/Nation	7 days	Automatically granted on creation.
Voluntary Surrender (Pre-War)	1 day	When surrendering before combat begins.
Post-War	7 days	After any war ends, for both sides.
Surrender During War	10 days	When surrendering mid-battle.

While a shield is active, that Land or Nation **cannot be attacked or declared upon**.

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6. Combat Behavior

- **Friendly fire** among teammates is allowed but does not count toward war points.
- **Combat tags:** players who attack are tagged for 15 seconds and cannot teleport or fly until the timer ends.
- **Flight** is automatically disabled during combat.
- **Keep inventory:** disabled during wars (configured separately from land keep-inventory rules).
- **Invader permissions:** During war, attackers can perform limited actions in enemy territory:
  - Pick up items
  - Attack players
  - Enter lands
  - Harvest crops
  - Place or break utility blocks (Ladders, Vines, Scaffolding)

7. Strategic Tips

1. **Prepare your land bank.** Ensure you can pay upkeep and any potential tribute.
2. **Build defensively.** Fortify your main areas, and avoid keeping valuables near borders.
3. **Coordinate your team.** Trusted members can help defend flags and rebuild after attacks.
4. **Time your declarations.** Wars can only be declared Monday–Friday, so plan assaults accordingly.
5. **Use your shield wisely.** A few peaceful days can make the difference between rebuilding or ruin.
6. **Join a nation.** Nations can pool resources, defenses, and manpower to deter enemy attacks.

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8. War Lifecycle Overview

Stage	Duration	Description
Declaration	Instant	Attacker declares war. Defender receives notification.
Acceptance Window	5 days	Defender must accept; otherwise, the declaration expires.
Preparation	1 day	Both sides prepare before combat begins.
Active War	Up to 36 hours	Battle period where points are earned.
Resolution	—	War ends when one side reaches the point goal, surrenders, or time expires.
Post-War Shield	7–10 days	Both sides protected from further declarations.

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9. End-of-War Outcomes

Outcome	Result

Victory	Winning land receives tribute (50% of loser’s balance).
Defeat	Losing land pays tribute and enters shielded cooldown.
Surrender	Loser immediately pays tribute and ends war early.
Draw (Timeout)	No tribute exchanged; both sides receive shields.

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10. Summary

War in **Lands** is designed to be **strategic, fair, and balanced**, encouraging teamwork and diplomacy as much as combat.
Players should plan their declarations carefully, coordinate with allies, and maintain their economy to ensure their land’s survival and success.

War Quick-Reference Guide

⚔ War Quick-Reference

How to Start a War

- Your **land must be 2+ days old**, have **£1600+**, and **1+ trusted member**.
- Type `/wars declare <land>` (Mon–Fri only).
- Defender must **accept** before it begins.
- 1-day prep period, then battle starts.

Winning & Scoring

- +1 point per kill
- +5 points per captured flag
- First to **35+ points** wins.

Capture Flags

- Craft in `/wars capture` menu.
- Hold flag for **10 minutes** to capture enemy chunk.
- You can place up to **3 flags** at a time.

Surrender & Tribute

- `/wars surrender` ends the war early.
- Loser pays up to **50%** of balance (£1600 if attackers surrender).
- Both sides get a **shield** afterward (7–10 days).

Other Rules

- Flight & teleport disabled in combat.
- Friendly fire allowed, no points gained.
- Wars last up to **36 hours**.

Pro Tip:
Keep funds ready, defend your flags, and use your **war shield** time to rebuild or plan your next move!