
THE MODERATOR'S CREED

A BIG SISTER GULLIVER MINECRAFT SERVER GUIDEBOOK

by Ciabatta

You are a Moderator.

The ancient server guardians since time immemorial, you have been the subject of myth and legends. Like veritable gods to Players, you have been admired, loved and worshiped, almost as long as you have been feared, loathed and coveted. Blocks spring from your hands like endless cascades, you fly through the heavens as easily as one would stroll through the streets, and you have in your possession the power to banish anyone with the snap of a finger. How else can the common Player look at you as anything other than an object of awe and amazement?!

But therein lies the dilemma in this mythos... for indeed an object is less a deity and more an idol to be coveted, grabbed and stolen for personal gain and fortune.

Your powers are desired not for the accomplishment of fulfilling a responsibility or duty, but simply for the inherent pursuit of power itself. They are seen as a reward to those who persist in charming, bribing, bragging, nagging and coercing their way into a position of power; a prize to wrestle away from a naïve and unsuspecting Owner; a carte blanche to bully and dominate former friends who were not quite as conniving. In so doing, many will cast aside their earthly obligations, and obsess without end on a scheme to get them the Moderator prize they so yearn for.

Foolish be these pitiful Players, mired in mediocrity and an unrelenting preoccupation with their own uselessness... one that cannot be subdued without quenching their thirst on that rank they so covet. If you act like the many bigger fools before us who assuaged the concerns of such vermin with said rank, then before long the world they claim so willing to protect ends up ablaze and in ruin, its Players humiliated, creations of passion and dedication torn asunder by the whims of deviants mad with power. But be harsh and dismissive, and you inflate feelings of resentment, hatred and apathy among the population of Players, so eager to steal, destroy and bully as their only means of protest, incapable in mind and spirit to find any fault in themselves. It is this careful balance of popular opinion that a Moderator must juggle forth and preoccupy with it on a regular basis, as he or she is forced to endure the best and worst of humanity.

After all, you know best that your position is not a reward; you know full well that the mediocrities would flee and embrace the comfort and freedom of Survival play, if they only knew the horrible weight of responsibility that was required of you. You who in a prior life was human like them, and now are seen as anything but. You who once had friends who you could share adventures with, and who now glare at you with a mixture of envy and disgust. You who came here to enjoy, play and be merry, and must now be forced to toil, work and lament seemingly without pay. You who once knew the value of accomplishing great things through your own wits, and now must subsist on the cold, absent and boring reality of instant gratification. You are but a lonely, soulless shell of your former self, once loved for real, now only loved as a matter of two-faced convenience; you are begged for favours to enhance the fun of the many, but there is nothing offered to enhance your own fun.

The sad truth is, you are far from an object to be revered – you should in fact be a person to be pitied. A Player that forfeited his or her fun and humanity for a greater cause, that most now endure the consequences of his or her altruism for all eternity. You don't deserve our venom and our envy, but rather our sorrow and our sympathy, for your position is far more tragic than meets the eye.

And it is because of this inherent tragedy of a Moderator that we thank you, with all our grace and heart, for your invaluable service.

While other Players would kill and maim one another to covet the position, you focused on being the best Player you could be. While others would beg and harass the Staff for the position, you would leave them alone or perhaps even sweeten their beleaguered lives with fun, intelligent conversations. While others would brag and posture like self-centered peacocks in mating season, you would remain humble, patient and resolute in your own personal pursuits. While others would abandon their friends the moment they received even a tingling of power, you would not be one to desert your comrades in the ranks. While others made kindness and the protection of the Server conditions upon receiving their coveted rank, you were always kind and protective of our Server through your own good nature and sense of justice. Even if it meant battling the mightiest troll with mere sticks and stones, in the absence of Staff, you would do it – no one had to tell you to do it, your heart would dictate all that was needed to be just and good.

So powerful is your human spirit, that when approached to forfeit your humanity to become a Moderator, your likeliest response would be to refuse. You yourself understood as well as we do that the position is not one to be trifled with – in accepting, part of what makes you “you” must die. You are here with us not because we asked you to, but rather we begged and implored you to, for without you we could not be as powerful as we are today. It is indeed the great irony that to protect everyone, including the worst among us, we have to sacrifice the best among us to secure a wondrous and prosperous future.

Thank you, dear Moderator, for sacrificing your time, your fun and your blessed humanity to protect the peace and stability of our Server in its highest form. You gave your life so that we may all play, and you accepted that responsibility with grace, humility and nobility. Though you may no longer be human as you were, take comfort in knowing that you have transcended into a different and better kind of Player, one more mindful of the lessons learned here that can be carried over to your real physical realm. You have proven yourself a natural leader: proud, determined, and respected among others (including yourself), yet humble, caring, patient, and accepting of your own flaws and virtues. And you have been given the opportunity, however virtual, to bring about the change you want to see in the world.

Even when the Owner is gone and our Server seemingly stands on the precipice of oblivion as so many before it, it is you who will be the first to stand up and fight to preserve her legacy, and ensure our continued way of life for as long as humanly possible! And while you don't demand thanks in return, chances are you will inspire appreciation and respect in the long run – and love that is earned is the best and most lasting love there is!

We salute you, dear Moderator, not as a petty god, but as a true hero and inspiration to us all!

To help you with your responsibilities, this new list of Rights and Responsibilities has been compiled for you to serve as a daily aid and guidebook, and enlighten you in the ways of our highest position available. Thank you for volunteering your time and energy to become a fellow Guardian of the Server!

Rights

1. With the exceptions of #10, #12, #13 and #14, you have the right to carry over all rights from your Commissioner's Creed.
2. You have the right to be Opped on our Server, and access all commands available to you, with only some minor server-based exceptions reserved for Owners and Field Moderators.
3. You have the right to use Command Blocks, and modify or maintain existing ones if it is for peaceful purposes.
4. You have the right to refuse requests from Players, as Players should be able to contact Deputies and Commissioners for help first and foremost. While you are free to be helpful, do not foster an atmosphere whereby you end up becoming a butler to Players, as that is unfair to everyone including yourself.
5. In addition to the Server.log, you have the right to request a copy of map portions free and on-demand, provided the request is within reason. Full map downloads cannot be provided at this time, except to Field Moderators.
6. You have the right to choose up to four Deputies to assist you with your needs. Please be sure to make the request on the Staff Announcement thread on the Forum, so the Staff is aware of your selection.
7. You have the right to direct-whitelist a close friend, family member or loved one onto our Server without a whitelist application, so long as you make note of this on either of our application threads (to ensure we are aware of the person's unregistered entry).
8. You have the right to prank, so long as it is intentionally non-lethal. You also have the right to create lethal games and competitions, so long as these are clarified as such, and allow the player the right to preserve his/her items securely during the duration of play.
9. You have the right to a leave of absence from your post for vacation, studies, illness, bereavement or other purposes. Prior warning if at all possible (either privately to a single Staff member or publicly via the Staff Announcement thread) is appreciated, but we will understand if this is not always an option. Contrary to popular belief, you are not actually required to log into our Server every day – simply keeping in touch, or perhaps participating in off-game activities (such as Dynmap monitoring or Guide reviewing), should suffice.
10. You have the right to receive free technical, educational, emotional, psychological and leadership help or training upon request, provided we have the qualifications to offer it. Should this not be possible, observe Rule #9 as a means to seek off-game help from qualified professionals.
11. You have the right to direct unfiltered and unfettered communication with the Server Owner, provided you observe common courtesy guidelines.
12. You have the right to be the first to know of any Server or ownership changes, provided you supply the Owners with a means of fast, direct, and private communication, and provided you do not disseminate the information when specifically told not to.

Responsibilities

1. You must be knowledgeable of all Rights and Responsibilities detailed in all published Creeds, so as to become a subject matter expert for all scenarios.
2. You must maintain direct communication with the Server Owners via email, private message and/or Steam only (no Skype!). We will not enlist anti-social or shy Moderators, as this runs contrary to our expectations of the position, nor will we burden existing Moderators, Commissioners or Owners with non-universal methods of communication (e.g., Skype).
3. Do not abuse your powers frequently or disproportionately. You are all technically dangerous entities, and any extended abuse of power (as far as destructive, obscene or frightening behaviour) could be seen as a threat to the server, resulting in immediate demotion or termination.
4. You can kick or ban consenting Moderators or Commissioners as part of a game, but refrain from doing this without warning or reason as this will be considered an abuse of power per #3.
5. You may kick the Owner on occasion for playful reasons, but repeated use of that privilege may invoke #3. Banning the Owner is forbidden, and can lead to immediate demotion or termination.
6. Avoid refusing the help of an Owner without a valid reason, as this will be looked down upon.
7. Avoid tampering with the Scoreboard money supply, if this right is available to you. We have means to restore it, and this will simply be seen as a breach of #3 above.
8. Avoid intentionally or unintentionally sabotaging command blocks, as this will be a breach of #3.
9. Avoid overly-dramatic criminal investigations that can scare or deter other players – subtlety is the best approach when dealing with these investigations.
10. You are required to engage in off-game communications; do not accept this position if you are easily flustered by communications from the Owner.
11. You must participate in parliamentary votes for Moderators and Commissioners – failure to vote will simply be translated as an “abstain” vote.
12. You must be prepared to communicate with Staff in-game, as communication is crucial to our Server's success – if you have an issue with another Staff member that impedes this responsibility, please address it with the Owner.
13. You are required to read Ciabatta's blog repeatedly for news, and to use the Forum as a public communication tool.
14. You are primarily responsible for equipping your own Deputies, unless otherwise excused.
15. You are required to assist the Owners with a number of technical responsibilities, such as whitelist application reviews, Safety Deposit Box assignment, Redstone Contraption construction, and so forth. If you cannot perform these activities, please give the Owner a valid reason (such as scheduling concerns). Laziness is not a well-looked upon excuse, so avoid this whenever possible.
16. Barring an official leave of absence as described in your Rights, you are only entitled to an unexcused absence (or idling) period of no more than 3 months. If you do not return or communicate with anyone in the Staff during that time, then your post will be deemed abandoned and purged from the staff roster. You will not qualify for automatic reinstatement after the fact, and must start anew as a Veteran.
17. If you willingly resign from your post, you will lose your position and will not qualify for automatic reinstatement after the fact should you change your mind. You must start anew as a Veteran.