
THE COMMISSIONER'S CREED

A BIG SISTER

GULLIVER MINECRAFT SERVER

GUIDEBOOK

by Ciabatta

You are a Commissioner!

For generations, spanning across countless worlds beyond our own, the order of things has always remained the same: the ever-present division of player and admin. No middle ground or shades of gray,... only the helpless, lowly player trapped in a never ending life-and-death struggle to scrape an existence, all the while resentful of the almighty and all-seeing gods, taunting and laughing from the comfort of unlimited power and immortality. The player would pour immeasurable effort into making an honest and decent living on a server, only to risk having it taken away on a bored whim of those no longer capable of appreciating mortal life and effort. And there would be nothing that this tragic player could do about it, always pressed under the cold iron boot of unquestionable authority. The player could only accept his fate in a cruel world, so eager to treat him as vermin – ironically, by those so drunk with power, they would fail to realize how vermin-like they had become themselves. Such was the pitiful existence of players long gone, in servers long dead and forgotten after imploding under the crushing weight of their own injustices.

But on our Server there is no such imbalance, and you are living testament to that!

Righter of rights, judge of justice, and tapper of talents... You have been unwieldy in preserving the pride of your fellow Players by proving yourself an equal (in value and merit) to the godly Staff. And yet you also honour and respect the Staff, and earn a reciprocal respect as a trusted colleague rather than an overbearing braggart who forgets himself and yearns only for power. In so doing, you -- and the mighty Deputies -- have the privilege of bridging the divide, and creating balance where none existed.

Rejoice in the fact that you are the living embodiment of the Players' hopes and dreams! You wield a power comparable to the Staff – making you a demi-god in your own right – and yet you command respect through humility, dedication and a fortitude of spirit, having never chosen to abandon your authority or lament your predicament! You smash all preconceptions of helplessness, and rally the Players to embrace their Server life not as a cruel and thankless hell, but as a daily celebration of humanity's best! You are a hero of the citizenry! A champion of the people! An inspiration for a better future!

A rest-assured that we in the Staff support you wholeheartedly! We trust you as much as we would our own, and we do not let differences in Game Modes detract from our mutual admiration and respect! We desire your assistance in managing the server, with the tact and subtlety that only a Player could understand! We value your input during whitelisting and internal parliamentary votes! We yearn for your frequent participation on our Forum! And we want your company and friendship to help us improve our Server... and ourselves... in ways we could never have envisioned!

Welcome, commissioner! Your Server awaits you!

To help you in your new-found duty to what essentially is a Survival Moderator position, 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 way of this most prestigious position. Thank you for volunteering your time and energy to become a fellow Guardian of the Server!

Rights

1. With the exceptions of #4, #7, #8, #11, #14 and #16, you have the right to carry over all rights from your Deputy's Creed.
2. You have the right to access all available teleportation commands without scrutiny.
3. You have the right to access the give command, allowing you to summon any (and as many) items as you need for your projects. This is to compensate for the lack of Creative Mode.
4. You have the right to access enchanting commands (if available), and to offer (or sell) their usage as a service to Players.
5. You have the right to ban unruly players, so long as you have exhausted all non-lethal and lethal disciplinary measures first.
6. You have the right to de-whitelist players (if available), if you are unsure about #5 and wish to consult with the rest of the staff first before committing to a banning procedure.
7. You have the right to overpowered (so called "OP") weapons, gear and buffs. There technically isn't a limit to attribute strength, but please avoid exceeding a factor of 100 for any attributes, to avoid unforeseen issues if these items are lost or stolen, and also to avoid general tackiness.
8. You have the same rights as Moderators to refuse help requests from other Moderators and Commissioners, but bear in mind that repeated abuse of this right is frowned upon and could call into question your level of teamwork.
9. You have the right to request a copy of the Server.log on-demand.
10. You have the right to choose up to two Deputies (aka, Deput Constables) to assist you with your needs. Please be sure to make the request on the Staff Announcement thread on the Forum, so a Moderator or Owner can process the request for you.
11. You have the right to participate in the whitelist application review process – either by processing an app review yourself, or providing valuable feedback and comments – so long as you follow the Staff Application Review Guide (to be provided to you on request).
12. You have the right to participate in off-game communication with the staff -- either by email, private message or Steam (but not Skype) -- so long as you follow common courtesy guidelines. As with Moderators, bad communication practices can reflect badly on your role.
13. If #11 is exercised frequently to the point you can maintain direct communication with all Moderators and Owners, then you have the right to vote in our parliamentary elections to choose new Commissioners and Moderators. You can still vote with only incomplete communication, but your vote will not be weighed the same way as someone who takes his/her staff position more seriously.
14. You are entitled 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.

Responsibilities

1. Please be knowledgeable of all Rights and Responsibilities detailed in all published Creeds, so as to become a subject matter expert for players seeking advice or Staff members forgetting themselves.
2. Please refrain from asking for a Moderator position, as you are essentially a Moderator, albeit in Survival mode.
3. Observe the same rules of conduct as Moderators, and 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 worse.
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 above. Banning Owners is forbidden, and you may get a tempban on your first offense or a permaban with repeated offenses
6. Do not snivel, whine or complain over the loss of an "OP" item, unless it is for playful purposes only. You have access to the Give command and other powers that can far deprive you of any sense of danger, so avoid creating scenes that are unbecoming of someone in your position of power.
7. Prior to being made a Commissioner, do not snivel, whine or beg to be promoted to this position by random Moderators, as this shows impatience and immaturity which are two traits that run counter to our expectations of you. You must wait until an Owner or Field Moderator officially promote you into the position.
8. Although you have the right to refuse the help of a Moderator or Commissioner, please avoid refusing the help of an Owner without a valid reason, as this will be looked down upon.
9. Although you are not required to engage in off-game communications, we encourage you to do so to maintain close ties with the Staff and enhance our sense of trust in you. This is also a prerequisite to participate in parliamentary votes.
10. You must be prepared to communicate with Staff and Deputies in-game, as communication is crucial to our Server's success. Fear or shyness are no excuse for ignoring a question from a Commissioner, Moderator or Owner, and in fact would have made it difficult or impossible to promote you to this rank to begin with. Repeated infractions will be looked down upon, and could call into question your qualifications for this position.
11. You are required to read Ciabatta's blog repeatedly for news, and to use the Forum as a public communication tool. Failure to do either will also be looked down upon, and could call into question your qualifications for this position.
12. 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 6 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 will have to start anew as a Veteran.
13. 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 will have to start anew as a Veteran.