

# **Kurva Gaming Roleplay Rules**

## **Acceptable Excuses**

- Someone closes 4 or more doors on you or a teammate (25 second time limit)
- If a D-class or scientist was teaming with an SCP leading to team deaths, NTF/MTF or Chaos Insurgency are allowed to kill them because they are a threat to the team
- Seeing someone else team kill without reason or cause
- If a teammate takes your card or items in 914 or after you escape, you're allowed to team kill them for jeopardizing your chance of survival
- If a Chaos/NTF member kills a detained scientist/D-class respectively, that member is allowed to be team killed within 25 seconds of the original kill.
- If someone uncuffs a detained D-class/scientist to let them become the opposing team (within 25 second time limit)
- If someone steals dropped items when you escape (25 second time limit)
- If someone drops a weapon for the opposite class and the player in the opposite class begins to shoot at the original person's team, the one who gave them the weapon is allowed to be team killed. Ex: Guard gives D-class a gun and the D-class begins shooting other guards and scientists, the guard who armed them is allowed to be teamkilled.

## **Unacceptable Excuses**

- You can not team kill anyone you dislike, IE: annoying, high pitch voice, don't follow orders, shooting at an SCP which you were friends with, bad-mouthing you or other people
- Killed you in a previous life, IE: NTF/MTF killing a D-class and you spawn in as NTF and kill that guard.
- If someone is known to team kill in-game, you can't team kill them before they team-kill you. Report them in #scp-player-reporting in the Kurva Discord <https://discord.gg/kurva>

*Keep in mind that the staff has the final say. If they feel it is not justified, you will be warned or banned. These rules are subject to change at any time to the staff's discretion.*