

Pirate Destiny Sim Rules

GENERAL COMMUNITY NO-NO'S

NO harassment of any kind of any resident or visitor is ever permitted
NO discrimination or hate speech is ever permitted. This includes profiles.
NO commercial use of land without permission
NO modern vehicles or objects
NO flying machines, steampunk gadgets, steamships, balloons, airships, etc.
NO clubs, casinos, or gambling
NO sex in public.
NO Age-sex play
NO arguing OOC in group chat
NO OOC profanity
NO modern weapons
NO spyware, no chat spyware
NO talking body parts, please set talking attachments to silent.
NO fantasy, futuristic, modern, ancient, nekos, furrries, or Gor.
NO cannons above 10 meters measured from the water.

RENTAL GUIDELINES

PIRATES DESTINY takes pride in the individuality and settings of its sims, and must approve all sim builds and changes. This is to protect the uniqueness of your sim and your efforts on it.

You must be a member of appropriate group and wear the tag when rezzing objects.
To prevent auto-return of your objects, they must be rezzed using the correct group.

ADMINS may eject and reclaim the land from anyone who fails to pay their tier on time or grievously violates LL or sim rules.

PIRATES DESTINY is not responsible for the loss of inventory items due to SL quirks or any other act of Linden Labs.

Residents of PIRATES DESTINY including tenants, residents, and vendors agree to the terms of the covenant and any changes that the management make to the covenant.

Management reserves the right to make changes to the covenant at any time.

Rental of a parcel, home, business or sim means the tenant is subject to all PIRATES DESTINY guidelines and standards.

BUILDING GUIDELINES

No Cannons on structures over 20 meters from standard water height.
All non Pirates Destiny structures must be approved.
No modern buildings or structures and none over 2 stories tall.