SYNTAX STATE ROLEPLAY

FIVE M ROLEPLAY PROJECT

USER AGREEMENT

Version 1.0 — Effective Date: 12 August 2026

This User Agreement establishes the terms under which players may access and use Syntax State Roleplay, its FiveM server, website, Discord/community resources, and related project services.

Important: Syntax State Roleplay is a community/gameplay project. This document is intended as a project user agreement and does not replace applicable law, platform terms, or the terms of service of FiveM, Rockstar Games, Discord, or other third-party services.

Article 1. General Provisions

1.1 This document is the User Agreement of the Syntax State Roleplay project (hereinafter referred to as “Syntax State Roleplay”, “Syntax State RP”, “Project”, “we”, “us”, or “the Project”).

1.2 By joining, registering, connecting to, or otherwise using any Syntax State Roleplay service, the User confirms that they have read, understood, and agreed to this Agreement and the applicable Project Rules.

1.3 This Agreement governs the relationship between Syntax State Roleplay and each person who accesses or uses the Project (hereinafter referred to as the “User”).

1.4 The Project may update this Agreement, server rules, community rules, or related policies when necessary. Updated versions may be published through the Project’s official communication channels.

1.5 Continued use of the Project after an update constitutes acceptance of the updated terms, subject to applicable law.

Article 2. Definitions

2.1 User — any person who accesses, connects to, registers with, or otherwise participates in Syntax State Roleplay.

2.2 Player Account — the account/profile or player data used to access the Project and its systems.

2.3 Server — the Syntax State Roleplay FiveM roleplay environment and its associated gameplay infrastructure.

2.4 Project Rules — the rules governing roleplay, player conduct, factions, staff conduct, punishments, economy, Discord/community activity, and other areas published by Syntax State Roleplay.

2.5 Project Services — the FiveM server, website, Discord/community resources, applications, support systems, store/donation services, and other official Project resources.

2.6 Virtual Items — in-game money, vehicles, properties, items, ranks, cosmetics, perks, credits, or other digital features provided within the Project.

Article 3. Official Project Resources

3.1 Official resources should be identified and published by the Syntax State Roleplay management team.

3.2 Replace the following placeholders with your official links before publishing this document:

- Website: [SYNTAX STATE RP WEBSITE]
- Discord: [OFFICIAL DISCORD INVITE]
- FiveM Server Connection: [SERVER CONNECT/IP]
- Support/Ticket System: [SUPPORT LINK]
- Store/Donation Page: [STORE LINK]

3.3 Users should rely on official Project channels for announcements, rule changes, support information, and staff communications.

Article 4. Acceptance and Eligibility

4.1 The User must review this Agreement and the applicable Project Rules before using the Project.

4.2 By using the Project, the User agrees to comply with the rules of Syntax State Roleplay and the applicable terms of third-party platforms used to access the Project.

4.3 Users are responsible for complying with applicable age requirements and laws governing their use of FiveM, GTA V, Discord, and related services.

Article 5. Subject of the Agreement

5.1 Subject to this Agreement and the Project Rules, Syntax State Roleplay grants the User a limited, revocable, non-exclusive permission to participate in the Project’s roleplay environment.

5.2 Participation is provided for entertainment and community roleplay purposes. Access to particular jobs, factions, properties, vehicles, ranks, items, or other features may be restricted by Project Rules or administrative decisions.

5.3 The Project may add, remove, rebalance, reset, or modify gameplay features, economy values, inventories, progression systems, or other content when reasonably necessary for administration, development, security, or gameplay balance.

Article 6. Account and Character Permissions

6.1 Project accounts, characters, inventories, virtual currency, properties, vehicles, ranks, and other digital game data are not treated as personal property outside the Project and do not create ownership rights in the underlying software or server infrastructure.

6.2 Users must protect their login credentials and must not intentionally share access in a manner prohibited by Project Rules.

6.3 The Project may suspend, restrict, reset, remove, or terminate access where a User violates this Agreement, Project Rules, security requirements, or applicable platform rules.

6.4 Administrative action may include warnings, kicks, temporary bans, permanent bans, character resets, asset removal, economy wipes, faction restrictions, or other proportionate measures permitted by Project Rules.

Article 7. Rules of Conduct

7.1 Users are responsible for their own communications, roleplay actions, uploads, names, profiles, and other content made available through Project resources.

7.2 Users must not intentionally exploit bugs, use unauthorized cheats, inject malicious software, manipulate server resources, abuse vulnerabilities, or interfere with normal server operation.

7.3 Harassment, threats, targeted abuse, discrimination, doxxing, malicious impersonation, fraudulent activity, or other prohibited conduct may result in disciplinary action under the Project Rules.

7.4 Roleplay mechanics such as RDM, VDM, metagaming, powergaming, combat logging, fail roleplay, exploiting, and other prohibited conduct shall be governed by the current Syntax State Roleplay rulebook.

Article 8. Rights and Obligations of the Parties

8.1 The User has the right to:

a) Participate in the Project subject to the Agreement and Project Rules.

b) Use available gameplay features in accordance with the applicable rules.

c) Contact official support channels regarding technical, administrative, or rule-related concerns.

d) Appeal eligible punishments through the official appeal process, where such a process is provided.

8.2 The User is obligated to:

a) Follow this Agreement and all current Project Rules.

b) Follow reasonable instructions from authorized Project staff.

c) Avoid exploiting bugs, security weaknesses, or unintended mechanics.

d) Avoid attempting to compromise, overload, disrupt, or gain unauthorized access to Project systems.

e) Provide accurate information when required for legitimate support, moderation, or administrative procedures.

f) Respect other members of the community and use official channels appropriately.

Article 8. Rights and Obligations of the Parties — Continued

8.3 Syntax State Roleplay may:

a) Enforce this Agreement and the Project Rules.

b) Apply disciplinary measures where violations are established or reasonably determined under the Project's moderation procedures.

c) Modify, suspend, restrict, reset, or discontinue parts of the Project where required for maintenance, development, security, or administration.

d) Remove content from official Project resources where it violates rules or creates a legitimate moderation or security concern.

e) Conduct investigations into suspected cheating, exploitation, abuse, or other rule violations using available administrative evidence.

8.4 Syntax State Roleplay will:

a) Make reasonable efforts to maintain the Project and communicate significant changes through official channels.

b) Provide available support channels for legitimate player issues.

c) Apply published rules and procedures in good faith, while retaining reasonable administrative discretion where the rules permit it.

Article 9. Server Availability and Force Majeure

9.1 The Project may experience downtime, maintenance, crashes, data loss, outages, or interruptions caused by infrastructure problems, third-party services, network failures, updates, security incidents, or other circumstances outside the reasonable control of the Project team.

9.2 Syntax State Roleplay does not guarantee uninterrupted or error-free availability of the server or associated services.

9.3 The Project may temporarily restrict access when necessary to protect players, systems, data, or the integrity of the roleplay environment.

Article 10. Donations, Store Services and Virtual Items

10.1 If Syntax State Roleplay offers optional donations or store services, any such service provides access to the digital benefits specifically described by the Project at the time of purchase.

10.2 Donations and store purchases are optional and are not required to participate in ordinary roleplay unless expressly stated otherwise.

10.3 Virtual items, credits, in-game currency, perks, vehicles, cosmetics, or similar digital benefits have no cash value outside the Project unless applicable law requires otherwise.

10.4 The Project may modify, rebalance, replace, or remove digital benefits where reasonably necessary for technical, administrative, security, or gameplay reasons, subject to applicable consumer laws and the terms presented at purchase.

10.5 Refunds, cancellations, chargebacks, and purchase disputes shall be handled according to the published store policy and applicable law. Users should not initiate fraudulent chargebacks.

Article 11. Intellectual Property and User Content

11.1 Syntax State Roleplay’s original branding, logos, website materials, custom scripts, configurations, documentation, and other original project assets remain the property of their respective rights holders.

11.2 Users must not copy, redistribute, sell, leak, or commercially exploit proprietary Project assets without authorization.

11.3 User-created content posted through Project resources must not knowingly infringe the rights of others and must comply with applicable laws and platform rules.

Article 12. Third-Party Platforms

12.1 Syntax State Roleplay may depend on third-party services including FiveM, Rockstar Games, Discord, hosting providers, payment processors, authentication services, and other infrastructure providers.

12.2 Third-party services may have their own terms, privacy policies, technical requirements, and enforcement decisions. Users are responsible for complying with those applicable terms.

12.3 Syntax State Roleplay does not control third-party service availability or decisions made independently by those providers.

Article 13. Privacy and Confidential Information

13.1 The Project may process information necessary to operate the server, provide support, enforce rules, prevent abuse, maintain security, and administer community services.

13.2 Staff and users must not intentionally publish another person’s private or confidential information without lawful authorization.

13.3 Where the Project operates a separate Privacy Policy, that policy should be read together with this Agreement.

Article 14. Security and Fair Play

14.1 Any attempt to gain unauthorized access to Project systems, databases, staff tools, administration panels, or other protected resources is prohibited.

14.2 Cheating software, unauthorized modifications, exploits, scripts, automation, or other methods intended to create an unfair advantage may result in immediate disciplinary action.

14.3 Users are encouraged to report serious vulnerabilities or exploits privately to the Project’s official staff rather than publicly distributing methods that could harm the server.

Article 15. Disciplinary Actions and Appeals

15.1 Violations may result in one or more sanctions according to the applicable Project Rules and the seriousness of the conduct.

15.2 Possible sanctions may include verbal/written warnings, kicks, temporary suspensions, permanent bans, character resets, asset removal, faction restrictions, or other measures defined by the Project.

15.3 Staff may consider the severity of the violation, prior history, evidence, impact on other users, cooperation, and other relevant circumstances.

15.4 Where an appeal system is available, the User may submit an appeal through the official channel and must provide truthful and relevant information.

15.5 Appeals do not automatically suspend an active punishment unless an authorized administrator states otherwise.

Article 16. Server Rules and Priority

16.1 This Agreement provides the general framework for use of Syntax State Roleplay.

16.2 Detailed gameplay and community requirements may be contained in separate documents such as General Rules, Roleplay Rules, Faction Rules, Staff Rules, Green Zone Rules, Ghetto Rules, Economy Rules, Event Rules, Discord Rules, and Punishment Guidelines.

16.3 Users are responsible for checking the current version of the applicable rules before participating in activities governed by those rules.

Article 17. Changes to the Project

17.1 Syntax State Roleplay may develop, update, rebalance, suspend, or discontinue features of the Project.

17.2 Major changes may be communicated through official announcements where reasonably practicable.

17.3 No provision of this Agreement requires the Project to maintain a particular gameplay feature permanently.

Article 18. Dispute Resolution

18.1 Users should first attempt to resolve Project-related disputes through the official support, ticket, or appeal process.

18.2 Users should provide relevant evidence and communicate respectfully during dispute resolution.

18.3 Nothing in this Agreement is intended to remove rights that cannot lawfully be excluded or limited under applicable law.

END OF USER AGREEMENT

Syntax State Roleplay — FiveM Roleplay Project

Official links, server connection details, store policy, privacy policy, and jurisdiction-specific legal information should be completed by the project owner/management before public release.