

Command: Found - Active

Syntax: FOUND <familyname> with <playername>

Syntax Example: FOUND Fox WITH Emily Explanation: When two players want to start a family, there are two ways of doing it. The first way is by simply typing FOUND <familyname> WITH <playername> . The person who founds the family will become Head of the Family.

Command: FAMILY - Active Shows your family organization.

Command: RELATIONS - Active Shows your relation to other family members.

Command: Family Marital - Active Shows your relations by way of marriage.

Command: Transfer Syntax: TRANSFER <familyname> FAMILY <name>

Syntax Example: TRANSFER Anderson FAMILY Jack

Explanation: When a head of family or household no longer wants to be such, they can transfer the torch on to someone else within the family. This person cannot be adopted or have married into the family. They have to either of been born or introduced into the family.

Command: Allow

Syntax: ALLOW <BRANCH HEAD or ALL> INCLUDE or DISOWN or ADOPT or KEY or STONE or ALL

Syntax Example: ALLOW JOE INCLUDE or ALLOW ALL INCLUDE

Explanation: Allow is used by the Head of the Family to set what permissions the Head of Household rank will have. They can set specific permissions to specific HOH, or they can set all branch heads to all commands. The other commands are explained below.

Command: Relate - Active

Syntax: RELATE <playername>

Syntax Example: RELATE Lori

Variation: RELATE Lori TO Joe

Explanation: Relate allows a Branch Head or Head of the Family to bring someone into the family. The player must be identified as to their relationship to the Head of Family. A player must be of the same race as the Head of the Family to be related into a family.

Command: Disown - Active

Syntax: DISOWN PLAYERNAME

Syntax Example: DISOWN JOE

Explanation: If a player has done something that displeases the Head of the Family or Branch Head, they could be disowned. Branch Heads can only disown people from their own branches if the HOF has given the permissions to allow that. The Head of the Family can disown anyone from any branch, even the Branch Head. If a Branch Head is disowned, The spouse of the branch head or one of the children must be named head of that branch. Family members can also disown themselves if they so choose by using the same syntax. In this case, they themselves must name who will be the head of their branch. Once disowned, a person may not be brought back into a family by anyone but the Head of the Family.

Command: Disband

Syntax: DISBAND FAMILYNAME

Syntax Example: DISBAND LEGREGOR

Explanation: Disband allows the Head of the Family to disband the family entirely. The Head of the Family can disband the family at any time, however all Branch Heads, starting with the largest branch and moving on will be offered to take over as Head of the Family before the family is totally disbanded.

Command: Divorce Syntax: Divorce <spouse name> Syntax Example: Divorce Jack This will allow a player to divorce their spouse. Both parties do not need to agree to the divorce. There is no split of assets or children supported by the game, so players will have to work these things out amongst themselves.

Command: Resign

Syntax: RESIGN

Syntax Example: RESIGN

Explanation: The resign command allows the Head of the Family or Branch Head to resign from their position. Resignation requires that the person has an heir or names someone as heir who will take over his or her position. All permissions transfer to the heir.

Command: Heir

Syntax: NAME HEIR PLAYER FAMILY or BRANCHNAME

Syntax Example: NAME HEIR JOE LEGREGOR or NAME HEIR JOE FRANK

Explanation: The heir command allows Branch Head and the Head of the Family to name an heir. Should they die (for good), or not log in for more than 2 months without putting a hold on their account, their heir will automatically be named and have full charge of the Branch or Family.