

CODE DUELLO

1.

Upon the occurrence of an injustice, both sides must pick *Seconds* to help de-escalate the situation.

2.

Upon an unsuccessful de-escalation, a time and place will be chosen that both sides agree to. Duelists and their *Seconds* will attend.

3.

The Challenged gets to pick the weapons - dueling pistols (Roblox), wheels of chance (Discord) or bushes (Gaal). If pistols or bushes, then both Duelists shall lower their health to 0.5 and stand back to back, holding their weapon. Their *Seconds* will stand a few metres away and watch for infractions and the breaking of rules. However, if a wheel of chance is chosen, both are given a 50% chance.

4.

In the event of a wheel of chance duel on Discord, someone previously agreed upon will spin the wheel. If no agreement can be made, the Ministry of Services shall appoint one. Whoever the wheel does not land on is considered the loser and is considered to have been killed.

5.

In the event of a Roblox or Gaal duel, upon the command of someone previously agreed upon, both Duelists will slow walk five steps each direction, so that they are roughly ten steps away. This process may be improved by the addition of furniture items to show where each Duelist shall stop. If no agreement can be made regarding the referee, the Ministry of Services shall appoint one.

6.

Upon reaching their final step, both Duelists shall immediately turn against one another. They can run forward and backward to try to score a hit with their bush on their opponent but it is forbidden to dodge the bush by the process of moving up or down.

7.

It is acceptable for both Duelists to throw their bush away from their opponent as an act of protest against the duel or as a sign of good will to their opponent.

8.

Should one Duelist kill the other and they themselves live, the duel is won in their favour. Should neither Duelist kill one another, they may mutually agree to end the duel. Should one Duelist not accept, the duel will continue another round. Should both Duelists be killed and neither live, the duel shall end in a loss for both parties.