



Koefeldam Roleplay Handbook

A complete guide within the Koefeldam Universe

Introduction

CONTENT

Introduction	3
Getting Started in the Discord	3
Getting started in the realm.....	4
Finding a job or purpose	4
Transportation	4
Air travel.....	5
Railroads.....	5
Highways	5
Maritime.....	5
Rules & Regulations	5
How to obtain creative.....	5
Starting a nation.....	5
Available plot	5
Buying land.....	5
Fight for land	5
the united nations of koefeldam	6
<i>Country Settings Roleplay vs build</i>	6
Roleplay (Member States).....	6
Build (Observer States)	6
<i>unk court</i>	6
<i>UNK Peacekeepers</i>	6
<i>UNK Aviation</i>	7
The Guide of war.....	7
<i>Nation vs nation</i>	7
declaring war.....	7
Battle.....	8
After war	8
<i>Rebellion/ Players Vs Nations</i>	8
UNK Aviation	9
Other questions or Regards	9



INTRODUCTION

Welcome to the Koefeldam City Roleplay. Although nowadays it is no longer a city. The world still operates under the heart of Koefeldam and it's history. In the Koefeldam universe you are able to play as you'd like, taking any job you wish as long as you see means to make money or enjoyment from it.

The Koefeldam Universe can be complicated. And that is why we have made this complete guide. This guide will help you through the game as a player, nation leader or staff member. In order to have a transparent staff base we wish to have all the handbooks in this file. Allowing anyone to review it freely.

We try to keep this guide as simple as possible. As no one wants to read an entire book when playing a game. So feel free to just read the getting started parts and for other questions you can always refer back to this guide.

GETTING STARTED IN THE DISCORD

Welcome to Koefeldam. Before we can begin you have to join the discord.

<https://discord.com/invite/Rz5WfVnz4X>

May something ever happen to this link. Visit our website <https://koefeldam.com> to see the link on our website.

Once entering the Discord we ask you kindly you read all the rules. After that you can choose to join a nation within Koefeldam. It is important to choose a nation as citizenship is required. And whilst you can change your

citizenship any time. You can only be one citizen at the same time. You can choose your citizenship on our website under 'Nations List' or via [Nations List - Koefeldam](#).

After that, every nation has their own immigration procedure. You will notice you have become a citizen when your role has updated in the main discord.

Unable to join a nation? No worries. Within 7 days you will be assigned a citizenship via 'birth' within the Roleplay. A nation leader or their representative might inform you but it's best to keep an eye on your roles within the main discord server.

GETTING STARTED IN THE REALM

When joining the realm. You should spawn at 0,0. If not no worries. Just get yourself to 0,0 as that is the main spawn.

If you are at the spawn you can choose to go to your new nation. Every nation of course has a different location. And it is best to see their discord where each nation will have a channel explaining how to get from spawn to their nation.

Some might be far and some nearby. You can best use the fast travel option found in the helicopter by spawn which brings you to the Koefeldam International Airport. From there you can fast travel to almost any nation within Koefeldam. For some nations, you might need to use the train system which can be found by entering the world and following the signs to the Metro/Train Station. The station you wish to find is Grand Station where you can connect to almost every train line. You can learn more about train and airport at our section "Transportation"

FINDING A JOB OR PURPOSE

Every player can do whatever they please, as long as it is permitted in that nation. The only rule we have is that you must have fun, and of course not break the rules. Most players will become builders, soldiers, or businessmen selling resources they mine, grow or produce.

The choice is yours, and if you do not have any idea we recommend you to contact your government. As they will often have open job vacancies for new players.

TRANSPORTATION

The Koefeldam universe is very big. Travelling can sometimes be difficult. Within Koefeldam there are 4 main types of transport:

- Air Travel (Plane or Helicopter fast travel for medium/long distance)
- Railroad (short/medium distance)
- Highway (short/medium distance. horse or donkey required)
- Maritime (long distance, boat required)

We recommend you visit [Maps - Koefeldam](#) to see the world map, airport maps, highway map, rail map and the satellite map for maritime routes.

AIR TRAVEL

Air travel is the fastest mode of travel. Allowing for players to immediately teleport to any airport in the world. Airports are very advanced with only the best nations owning these. You can go to Koefeld International Airport to fly to any airport within Koefeld at coordinates: -720 68 280

RAILROADS

Railroads are a reliable and direct mode of transportation. Players can mostly use rail travel to travel within the Kingdom of Koefeld although the rail lines also connect to nations.

HIGHWAYS

Highways give players more freedom and are very useful when having to travel to an underdeveloped nation or a nation at war with limited or destroyed infrastructure. You can get a free horse or donkey in the Kingdom of Koefeld using self service command blocks. The nearest from spawn is at coordinates: -22 69 277

MARITIME

When it comes to boats there are not real guides. The Kingdom of Koefeld has signs by coastlines and ports. Although we recommend you to use a map and draw your own route. It is highly recommended to obtain a lot of maps as you will need these on your journey. This can definitely be the most adventurous one although it is no guarantee you will reach to your destination the fastest or even at all ;).

RULES & REGULATIONS

You can find all the rules and regulations on our official website at [Rules - Koefeld](#)

HOW TO OBTAIN CREATIVE

To obtain creative. You will need to submit an application at [Builder - Koefeld](#) with the following questions:

Your sponsor nation – The nation you are in. The nation must approve and sponsor you regarding creative. So you must ask permission from your government for creative before you can apply.

Note: If you wish to start your own nation, you will not need a sponsor nation. Visit “Starting a Nation” for advice on that.

STARTING A NATION

There are several ways you can start a nation. You can either apply for an available plot, buy land from another nation or fight for land.

AVAILABLE PLOT

If there are plots available. You can apply at [Builder - Koefeld](#) indicating the plot number you wish.

BUYING LAND

You will need to negotiate with nations on your behalf and initiative to find some land available to buy. Once approved the nation leader must announce it publicly and DM the Host (Joep) to confirm the handover of the land.

FIGHT FOR LAND

This is often considered the last resort. If all plots are occupied and no nation is willing to give you land. You will need to start a revolution or military takeover against an established country. You can see the War Guide for that aspect.

THE UNITED NATIONS OF KOEFDAM

The United Nations of Koefeldam was founded in September 2016 to establish peace and stability, whilst maintaining a balanced world between the nations.

The United Nations is in charge of maintaining and establishing server laws, international trade and conflict.

COUNTRY SETTINGS ROLEPLAY VS BUILD

When becoming a nation leader, you are responsible to choose the course of your nation. You may choose one of the following paths. It is important to know that if a nation decides to change their setting. There is a 3 month cooldown.

ROLEPLAY (MEMBER STATES)

Roleplay nations are nations focused where players can roleplay and take part in society. Here players on creative are limited to 10% of the population. With a minimum of 3 players. That means the nation leader and 2 friends. If they want to have more people on creative. 4 in this case. They will need 40 citizens.

Nations on Roleplay mode will become a member state within the UNK. Which means they can suggest changes in laws, vote on policy and also wage wars. Do watch out, as it also makes your nation vulnerable to attacks from other nations or uprisings from your citizens.

BUILD (OBSERVER STATES)

In Build mode, nation leaders can peacefully build their nation without any fear of war or destruction. There is no limit to how many players can be on creative. However the nations are observer states, who will have no impact within the UNK.

UNK COURT

The UNK court is responsible for handling crimes which have been violated by both nations, organisations and individuals. The crimes violated can be RP laws of server laws. If an individual or group breaches a law which is outside RP. The supreme court has the ability to ban a player.

Only governments part of the UNK can request court cases where a ban is needed. The court fee is 100,000 Koefna.

UNK PEACEKEEPERS

The UNK peacekeepers are responsible for negotiating peace and monitoring battles between nations. During a conflict a UNK peacekeeper will be assigned to plan a date and time for each battle, and to monitor the battles to prevent any cheating. Both sides of a war can submit a request to change peacekeeper if they think there is bias or unlawful practise from the peacekeeper. However, evidence or a reasonable reason must be presented via email info@koefeldam.com

UNK AVIATION

The UNK aviation department is in charge of ensuring that airports of nations have the facilities and requirements which are needed for teleportation transportation. To see the requirements an airport must have read the section (Fast Travel/ Airports)



THE GUIDE OF WAR

In the Koefeldam Roleplay, nations are able to fight wars and conquer land. It is important to understand that we have wars between Nations, and rebels vs nations.

NATION VS NATION

DECLARING WAR

In order for nations to declare war against a nation, a reason is not needed. Every nation is able to attack any nation as long as both the attacking and defending nations are on Roleplay Mode and the attacking nation is able to reach the other nation without passing an observer state, neutral land or any other without the permission of that nation. Nations who have chosen to be on build mode may not partake, or assist in wars. Neither can citizens of observer states.

For a nation to declare war, the first step is to publicly announce it in the national discord, and in the channel national announcements of the UNK discord and the channel International News in the Koefeldam Discord.

Once the message has been sent, the UNK will start selecting a peacekeeper to discuss a suitable date and time with both parties. Where they will also select the area of land which the nations will be fighting for.

If the defending nation is unable to respond within 48 hours. The attacking nation automatically wins the war. It is therefore essential for nations to always have a 2nd person in command during the absence of the leader,

which should be notified in order for the UNK to know who to contact during the absence of the leader. In order to discuss a time of battle. Nations have upto 7 days where all leaders of the involved war must agree with a date and time. Failure to do so will result in the battle occurring during the first Friday at 21:00 Central European Time (CET)/(CEST). It is important that a peacekeeper is also online. Therefore kindly ensure you plan the war in advance.

BATTLE

If the defending nation is smaller than a map sized $\frac{3}{4}$, the nation will be split in half which will be drawn by the UNK peacekeeper. It is then for the attacking nation to decide which half the nation they wish to attack.

Once a date and time has been decided, it cannot be changed unless both parties agree. If a nation leader is unable to attend battle they should have a 2nd in command be online. If the nation was unable to find someone to replace them for battle the battle is automatically lost.

If both representatives are online with their armies, the battle will begin. Both leaders of each nation will have 3 lives while soldiers have infinite lives.

If the attacking nation wins the battle, they can continue to push to start another battle to take the next area of land within the next 7 days. Again a time needs to be discussed like the previous battle.

If the attacking nation lost the battle, the defending nation gets to keep their land. They can then choose to end the war meaning the attacking nation may not attack them for 30 days. Or they can choose to become the attacking side where the roles are reversed and the war starts again with the nations switching sides.

For all rules. Please visit the website and go to our rules section for UNK rules and laws.

<https://koefeldam.com/unk-rules/>

AFTER WAR

After the war the nation who won will be in charge of the nation's land, resources and the people who wish to stay in the area won from the battle. The UNK will redraw the map as soon as possible after the war. Prisoners of war can only be held imprisoned upto 7 real life days. For a prison sentence longer than 7 days a request must be submitted to the UNK peacekeeper who was monitoring the war to see why the nation wishes to keep P.O.Ws for longer.

REBELLION/ PLAYERS VS NATIONS

It is also possible for people to confront their government and rebel against the government. Citizens are able to form a rebellion against their nation if it follows criteria:

- Members of Rebellion are citizens of the nation for at least 7 days
- Members of the Rebellion have a clear goal, leader and flag/emblem
- Over 20% of the entire population must be part of the rebellion in order to declare rebellion or, 10% of the entire population if it is a coup de etait.
- The nation they are in is on Roleplay mode.

Once the rebels managed to reach this criteria the battles will follow the same rules as wars regarding nations vs nations.

UNK AVIATION

Players in the server are able to use fast travel, through teleportation command blocks located inside airports and heliports. This form of transportation is free of charge and allows players to travel via major city hubs.

In order for nations to apply for these command blocks the nations must have an airport containing the following facilities:

- Airport building with terminal
- Runway at least 150 blocks long, 20 blocks wide
- Air traffic control tower
- Security section

With the December 2023 update heliports are also permitted. Heliports are more compact areas requiring helicopters. The maximum distance to travel is 2000 blocks in distance to another heliport. Where the following is required:

- Nation Category C
- At least one helipad
- Terminal
- Security Section

Once an airport or heliport contains all facilities and demands, the government can contact the owner Joepbic to set up command blocks in the airport to connect them to other airports.

OTHER QUESTIONS OR REGARDS

If you have any other questions, you can visit our FAQ. <https://koefdam.com/guide-faq/> Or you can request a support ticket in our official Discord channel.