Gun Game Admin Guide (JA)

Congratulations on being handpicked to join the gun game admin team. With your new tags comes all the responsibility of a mature well-mannered admin who can not only look after the server when playing but also take care of out of game matters and effectively communicate with the players, other admin and Senior Admin. You have been promoted because of your activity in the server as well as the drive and passion you have. You are now a representative for Gun Game and the DTK community as a whole.

This is a guide for junior admins designed specifically to help you within server #4 GGDM. In this guide will be all the information you need to be the best admin you can and we advise you save this document to your computer for future reference in case it is needed or should questions arise.

Admin conduct

Becoming an admin means that the rules MUST be followed at all times without deviation. We as admin set the example we want the players to follow. You must treat all players, other admins, senior admins, staff and council with respect. Please refer to following points:

- Abusing admin power WILL NOT be tolerated

- You have to be mindful of what you say over mic, in chat and through private messages

- You must treat players equally and fairly no matter your personal feelings towards them and be capable of making decisions objectively without bias.

- Please keep in game and forum names to something simple and try not to change too often, players need to be able to find you if they have concerns or questions.

- Communication is important! Please add the other admins for this server on to your steam chat and ensure you have been invited to out Private steam admin chat group. DtK staff may also friend you on steam.
  (any issues reach out to [SA] TassieDevil or any of our Server #4 GGDM admin team)

- Admins are required to spend a minimum of 5 hrs per weeks playing ingame.

  To check your hours while ingame type **/my_status** in chat
  Or go to the following website and sign in with your steam login details,
  https://dtkbans.com/adminactivity/main.php

  It is well understood in DTK that 'Life' comes first, however...
  If for any reason you feel you cannot meet your required minimum hours, you need to make use of the [Admin Leave/Inactivity Thread] which is there for that specific purpose. If you feel your reason for your expected absence is too personal, send Council, Staff or your server SA a Private Message on the forum so that they at least know why you're not around.

  Please note, the admin leave/inactivity thread is used for giving PRIOR notice of absence, meaning you need to give the heads up.. If you cannot access the forum, you should contact another Admin (Preferably other JA's of your server, SA, Staff, Council) to put in a notification on the thread on your behalf.

  Unless there is a plausible explanation via the Admin Leave thread or a PM to the Senior

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Admin, Staff or Council, continued lack of presence on the server from the JA's could result in demotion.

Admin Communications

We mainly use a private group on steam to communicate between GGDM Server#4 admins.
You should have already been invited into this private group, (Gun Game Admin Private Chat)

When you are in-game and suspect a player may be breaking the rules but are not 100% sure, please post in this private group to notify other GGDM admin of your suspicions.
If you ever ban a player please post in this private group to notify other GGDM admins of the ban.
(eg: Player1 has been banned for 30min due to continual team killing)

For longer bans and repeat offenders there is a place on the forums we post, this helps keep all dtk admins and staff up to date on troublesome players.
https://www.dying2kill.com.au/showthread.php/29195-GGDM-Watchlist-Communications?p=400133&viewfull=1#post400133

The 2nd Steam chat group you may use (DTK CS.S Servers Admin Chat) is used to share information between all DTK counter strike source admins, staff and council.
If you notice a technical use with the server this is a great place to bring it to the attention of staff and council so it can be investigated and fixed.

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Admin Structure

The admin structure is as follows:

JA – SA – STAFF – COUNCIL

If there is a question to be asked, then the first place you can go is to a fellow JA. If this is not answered then you should always go and ask your senior admin (TassieDevil). If you have a problem with another admin, you should always try and sort this out with the admin themselves first, if you cannot come to an agreement or deflate the situation you can then go to your senior admin. Please do not bring up any such problems in game either over mic or in chat. These personal issues need to be kept out of the server. If a problem arises in the server, messaging the person to let them know you can talk in private is the best way to deal with this.

Each admin is expected to join in with the following:

- Map rotation changes

- Events throughout the year

- Source ban communications (bans, protests etc.)

- Forum communications

- General server use and control

- Making demo's

- Admin meetings

- HOF nominations

- Admin applications

Things you may also be asked to do:

- Server vs server league contest

- Admin application and induction

- Mentoring new admin

- Submission of tickets for server improvements

- Reviewing demos

- Taking notes for admin meetings

- Monitoring admin activity in the private gg Forum

- HOF Inductees (if Zarco is otherwise busy or away)

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DtK Admin Rewards Program

~~The Admin Rewards Program rewards admins that have good activity on their respective server.~~
~~Admins are expected to spend at least 5-7 hours each week on the server they are admin on, any~~
~~admin that meets this expectation for 5 consecutive weeks will be rewarded with a month's access~~
~~to the DtK Store.~~
~~-Any missed weeks will reset the 5 week period.~~
~~-This doesn't change anything for admins that are active, as they are doing what they usually do but~~
~~get rewards.~~
~~-For other admins, hopefully it provides an incentive to improve and maintain their activity.~~

Forum Guide

Upon receiving admin, you will be given access to the private forums.
 The Private Discussion forum is the place for all admins to communicate with each other and to look for any general admin-specific information.

All server-related matters that are unsuitable for the public, need to be posted in your relevant server's section. For example, if you need to make a post or make a thread for #4 GGDM, you will need to post in the 'Server Discussions' private forum section. Then you will need to go into '#4 GGDM Discussion'

Anything that is in the private section on the forums needs to remain private. You cannot discuss private matters to other players either in private message or in server through chat or mic. You may only discuss this with other admin, staff or council.

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How to record a demo

Being able to record a demo is absolutely crucial. This can be done through the CS:S console. Make sure console is enabled in your 'Game Settings' (Console key is ~)
 Type in record and add demo name and it will record a demo in your POV. Type in stop to stop your recording of the demo. (example "record Playerdemo123")

You can find your recorded demos in this folder: (If this varies, just search for your 'cstrike' folder
 Steam\SteamApps\common\Counter-Strike Source\cstrike

A basic website to use to upload your demos can be mediafire.com, feel free to use whichever file host/sharing service you prefer.

Another option is to get the demo files from http://dtkdemos.com/public/GungameDM/ which allow you to check from any players POV.

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Commands to help review a demo

To view a demo, download the demo and type in **_demoui_** in the console, alternatively you can press Shift and F2 to load the **demoui**.
 Click the load button and find the location of the demo you wish to view.

or alternatively type into console "**_demoui_**" or "**demoui2** (not recommended)"

sv_cheats 1
- use this to enable server-side cheats (your PC being the "server" in this instance)

r_drawothermodels 2
- this will draw models that are not within direct view of the player (allows you to see through materials)

mat_wireframe 1 1/2/3/4
- there are instances where using this will allow you to see through more materials, and may be helpful in catching vision assistance.

Using the above commands--either on their own or in combination--can help Administrators see what a player may see if they are using some type of vision assistance (commonly referred to as "walling").

r_drawparticles 1
- helps to see through smoke change back to 0 and see the difference.

sv_showimpacts 1?
- can help identify no recoil/no spread hacks.

sv_showlagcompensation "0"
- show lag compensated hitboxes whenever a player is lag compensated.

sv_showplayerhitboxes "0"
- show lag compensated hitboxes for the specified player index whenever a player fires.

When reviewing a demo the crosshair of the suspect player may not align with the player they are shooting at, use these commands if you suspect they're using an aimbot, they will show and players hitbox in relation to the shooters crosshair.

sv_showimpacts 1?
- can help identify no recoil/no spread hacks.

sv_showlagcompensation "0"
- show lag compensated hitboxes whenever a player is lag compensated.

sv_showplayerhitboxes "0"
- show lag compensated hitboxes for the specified player index whenever a player fires.

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Cheating v Not Cheating, Proof v Evidence

The true goal of reviewing demos (for the purposes of this guide) is to help determine if there are grounds to ban a player (read: sufficient evidence to make a case against someone). When we--as Administrators--are making a case against someone, there is potential collateral damage and other community blowback to be mindful of. If you falsely accuse a community member, donator, or friend, you may offend someone to the point where they pack up their business and go play/donate/member someplace else. Alternatively, if you make a weak case against someone who is cheating, and the ban is appealed due to lack of evidence, you've allowed this negative presence to remain in your community. The takeaway here is to make certain you gather quality bits of evidence that you or your fellow Administrators can use to ban real cheaters--or to help disprove "hackusations" of legitimate players.

Scenario:
A player is accused of cheating. A demo recorded. His friends rally against the admin to say "He doesn't cheat! I've played with him forever!". These things can, and most likely will happen. A good strategy is to record and review demos before banning players. Doing this may seem somewhat obvious, but if you take the time to do the research ahead of time you may save yourself the effort of banning a player just to determine (or have another Admin determine) they aren't cheating, and then be forced to unban them. These extra steps can create a more hostile environment than needed, so doing the legwork ahead of time is often times a great approach.

Is it proof, or is it evidence?
I like to remind myself that there is no such thing as proof, at least in terms of demo review. You may have evidence that is nearly insurmountable. You may have evidence that is circumstantial (at best). A demo doesn't ever prove that someone is a cheater, it is simply your evidence in a case against them. Keep in mind that the less obvious the case is, the higher the probability that there will be an appeal. You want to have a strong case to support your position to stave off phony appeals that keep scumbags from scumbagging in your server. If you have reviewed the demo while already thinking that they are cheating, you may find evidence that only you believe to be real. Remaining unbiased, and educated, are the keys to proper demo review. Remember: everything looks suspicious when looked at with suspicion.

A good player? A cheater? A good cheater?
The higher up the skill ladder you climb, the harder it can be to differentiate between a good player and a cheater. This is why there are professional players who get away with cheating (for a time) and they do it with many thousands of players watching their matches. When you're already a significantly skilled player, the boost that aim assistance or visual assistance gives you becomes smaller and therefor less detectable to the naked eye. Only practice can make you more skilled at spotting gaps in gameplay that end up making a solid case against a player. The other side of that coin is cheaters who claim "no one can ever catch me". Of course, these guys are also wrong. Use your head, and try to remain objective when reviewing. It's important to try and leave your individual ideas and skills at the door. You may be watching a demo of a player who is less skilled than you, or maybe a player who is significantly more skilled than you are. If you're being objective, and sticking to the fundamentals of demo review, the skill gap between yourself and the player shouldn't matter. Look for the clues, look for context, and remain objective. Thinking "he wouldn't

have gone that way unless he knew someone was there" may be injecting more opinion into the case than is wise, and will ultimately cloud your judgement. An unfortunate truth, in terms of demo review, is that a high percentage of demos will be inconclusive due simply to the fact that they are not all created equal. A demo that only has the suspected player in it for one minute--but has five minutes of other players--is not effective. Inconclusive demos should be considered equal to "innocent until proven guilty". Remembering that your job [as the Reviewing Admin] is to view the information on screen without applying what you think they would have done if they were (or weren't) cheating. Look for indicators of the player's skill level, and context clues to what else is going on within the match.

Context
So much of demo review is inherently out of context. It can be very hard to discern what someone was doing at any point in the demo because you are not that person, and you are not in the situation they were in while the demo was recorded. It's very easy to think "he had no reason to look there", or "why did he check that spot?" and assume the player must have had some type of assistance in their gameplay. Without context, we cannot know why the player acted the way they did, and it arbitrary bits of information like this are little more than speculation, which shouldn't be used in your case building. What we can do, is build a list of context items to help see what kind of player we are reviewing. Once a sort of baseline has been established, it is much easier to sort of view the game through the eyes of the player you are reviewing.

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How to review a suspect player

There are a magnitude of variables when it comes to cheating. In the interest of keeping this somewhat brief, we'll focus on two very broad pieces of the cheating pie: aim assistance & vision assistance.

Demo Review with '*r_drawothermodels 2*' enabled.

Aim assistance
This is most commonly referred to as "aimbotting". There are a ton of names players will associate with cheating. You may see things like: aimlock, triggerbot, autotrigger, aimbot, etc. listed when "hackusations" are made. I wouldn't want to suggest that people don't know what they are talking about...but a lot of times these terms are used as generalizations rather than actual defining terms. It's important to understand that there are many different types of aim assistance cheats, and doing research on how they work may make it easier for you to spot. Some very basic things to look for in terms of aim assistance would be completely upside-down screens, noticeably shakey crosshairs, hitting shots on players that aren't being aimed at, and instant headshots.

Vision assistance
This is not unlike aim assistance in that it's almost universally labeled something generic when that may not be the case. Vision assistance is commonly known to be "walling" or "wallhacking" when in reality there are a plethora of ways someone could gain a visual advantage. Seeing players through walls, seeing information that is not normally visible (health, ammo, radar, etc.) is possible through the use of different methods. This doesn't mean every cheater can see every player across the map-- and indeed the Source Engine doesn't draw playermodels that far away. Thinking that every suspect can see every player may lead you down a path that won't yield great results. Instead, try looking for players reacting to information they shouldn't otherwise have. Sure, there will be instances where an unscrupulous cheater will completely follow enemies through walls with their crosshair, or shoot

at someone they couldn't normally see. These will make your life easy, because it's a quick review process. Catching a more experienced cheater will be tougher.

Scripting

This is a term that isn't always used in the correct sense, but for the intents of this guide we will assume that a player who is scripting will be using a key, shortcut, or other means to trigger a third party means of handling their actions. Technical b.s. aside, lets use bhop as an example, someone who is pressing one key to perform a series of jumps and/or strafes is generally known to be "bhop scripting". If you're not largely familiar with bunnyhopping, how to do it, and what it looks like, it can be tough to spot a scripter. I've heard it said many times that "If someone is using a bhop script, they are probably using more cheats as well". While that's an unfair position to assume, as an Administrator, it's just another piece of information you can tuck away for a (rainy) review day. So how do we spot a bhop scripter? Things to note in the bhop of the individual in question would be: consistency in jumps/strafes, speed, reactions to enemies (shooting while jumping), player's overall control and handling of the game. Like most other forms of cheating out there, you may find that something just doesn't look quite right. If someone who doesn't make many shots is suddenly bhopping and landing headshots while doing it...I guess it becomes obvious that something may be up.

Education as an Admin is the key, so if you're unfamiliar with the mechanics of real bunnyhopping it may worth spend a little time in a Bhop Server, or otherwise learning the ropes. Knowing what a good bhopper looks like may help you spot the fakers out there.

Taking Notes

One of the most important things in demo review is to take copious notes. The whole process can seem a little daunting, and certainly more than a little tedious, but being a good Administrator is crucial to helping your community. When you review a demo, it's wise to have a notepad handy (either paper or on your PC) to make notes on specific times/ticks in the demo where you see something that stands out. An easy to do keep notes as you watch may be:
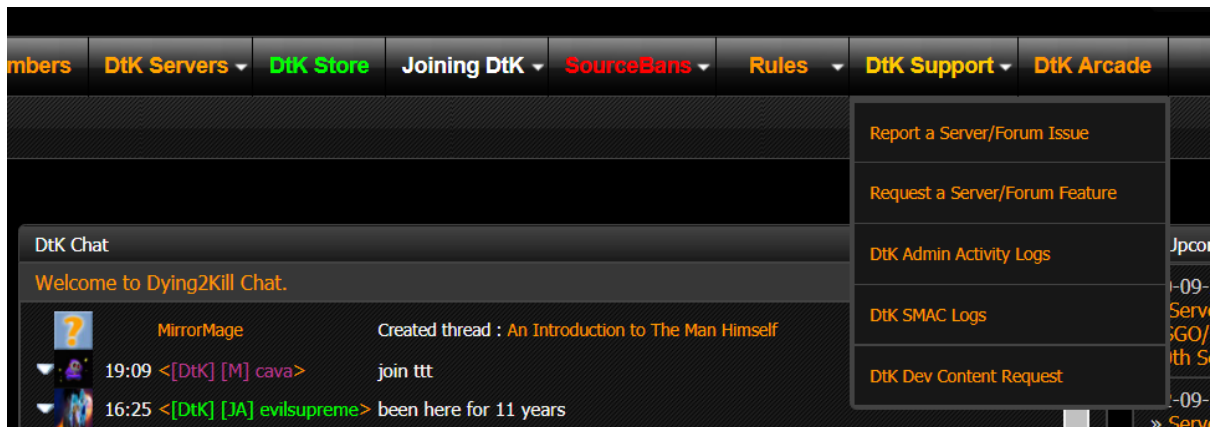
"Demo Name" || Time/Tick || Details

Just having these notes can make the review process go much quicker. It's common to watch a demo more than once, especially for more skilled cheaters. You may also need another Admin to view the demo, and having notes to compare with them can be a valuable asset.

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The DtK Support Tab

Admins will also be able to access the DtK Support tab. This can be found amongst the other tabs at the top of all the pages.

Here you will find the ticket submission system, SMAC log, Admin Activity Logs and a content request form for the DtK Development Team.

'Report a Server/Forum Issue' and 'Request a Server/Forum Feature' are the same link. This will take you to where you can submit tickets for your respective server. Anything that needs to be done for your server needs to be done through this system. This also includes any forum related things that need to be done for your server's forum section. Example, updating official rules list, updating stickied threads, etc.

To submit a ticket, the 'Submit Ticket' button can be found below the Ticket list. Before submitting a ticket, if your server has an SA, consult with your SA first before submitting a ticket. When submitting a ticket, be sure to give as much information as possible or as needed.

SourceMod Anti-Cheat is a server-side plugin comprised of different modules to help protect the gameserver against common threats, hacks, scripts, exploits, commands, cvars, or cheats currently being used today to cause your servers harm. Anything the system detects will be shown on the 'SMAC Logs' tab.

'Admin Activity Logs' will take you to a page where you will need to sign in with your steam username and password, this page will allow you to view how many hours you have spent actively playing on the server in that week, these Activity logs are reset early Monday morning every week.

Alternatively type you can view your weekly hours by typing **/my_status** in chat.

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Admin comms

Typing in /admin will bring up the available commands that you can use.

@ <YourMessageHere>

@ Hey Everyone!

This will broadcast your message as an admin message to the entire server.

(TEAMCHAT) u instead of y then @your message here

@ Hi Guys

This will broadcast your message to admins only. Be sure to use team chat.

/cancelvote
This will cancel any votes that have been put up.

/stealth   in chat will put you in spectate mode without anyone seeing you there, this is handy for when you are doing demos and don't want the player to know you are doing a demo.

In Game Admin Commands
In game admin commands can be found by typing into chat **!admin**. This will bring up the following choices: alternatively pressing the letter P may also bring up admin control.

- Player commands

- server commands

- Voting commands

- Comm commands

- Ultimate map chooser

player commands are used for Mutes, kicks, bans, swapping players from teams if uneven or changing inappropriate names.
(warning: using the command to automatically even the teams can cause issues, please ask players to change teams before using this command)

~~Ultimate map chooser is to be used any time a map needs to be changed.~~

Staff have asked us to refrain from manually change maps through the admin menu,
If a map come on that is too big encourage players to use the rtv command within the first 30 sec to invoke a vote to change maps.
As soon as we are given the OK to use UMC you will be notified via our GGDM private steam group.

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Player controls and punishment

The following is a guideline for how to appropriately deal with players breaking rules. DO NOT deviate from the guidelines they are set to be fair to all players members and everyone in general in the server. The rules were written specifically for gun game and apply to anyone who enters our server.

Team killing on purpose

- Issue a warning and explain politely that players CAN NOT shoot through or at their own team mates because of friendly fire. Ask the player to stop.

- Following a warning, if the player does not stop you may kick the player from the server.

- Following a kick, if the player returns and continues to team kill you may issue a ban. For a first-time offence the ban is to be no longer than 4 hrs. This may increase each time you have to ban the SAME player for the SAME offence. If this happens you must collect the players information (name, Steam I.D ect) take that information into the private gun game forum and add the player to the watchlist so all other admin know they're a repeat offender. You will also need to add to this each time the player has been re banned. Only the admin who posts the player on the watch list can edit to update so you may have to edit a post you have made for another admin if they have caught the same player at a later date. Please try and stick to only one post per player for all offences.

Spamming mic/in game abuse/racist or homophobic comments

- Issue a warning and explain to the player the we either do not spam the mic/ consistently abuse other players or use homophobic and racist comments in our server. Politely let them know that this behaviour is not ok.

- Following a warning, if the player does not stop you can immediately mute them. A mute in your in-game controls can last for a full map or longer depending on the control you use.

- Mutes can be updated or added on source bans.
(new admin may not have access to this system) This means that if the player continues you may extend the ban for longer. Players do not need to be able to use the mic to play. Allowing them to use the server without voice will keep people in the server for number purposes without them bothering other people. These mutes can be extended for periods up to and in some cases above 6 months. They do not need to speak to play! Please try and mute before resorting to other punishments

- In severe cases of abuse after muting you are able to administer a ban, as above with team killing this would start as no more than 4 hours for a first time ban.

!CP Abuse

- When a player starts a !CP vote for reasons like kicking a player off the game, you must cancel the vote if you are playing also. Ask the person why they chose to use the !CP commands and remind them that it is unnecessary when an admin is already in the server. let them know that telling admin what is going on is to be done any time an admin is in the server and the !CP vote commands should not be used unless absolutely necessary.

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BHOP on Server #4

BHOP is difficult issue on server #4 because it can be hard to shoot around someone who may be doing this in spawn or on a small map. This makes things extra tricky because we have friendly fire. Who's fault is it when you team kill someone who was hopping in front of you? This question has no simple answer. Although we don't always intend to shoot team mates this can be unavoidable at times with bhoppers in the server. This means that a player who accidentally team kills in this situation will still be sent back a gun and lose a kill from their score.

What are the rules?

DtK classifies Bhopping as a restricted practice on Server #4 GGDM.
This will only be allowed on maps that have a lot of room, (nano is too small, deagle is fine)
admins can politely ask players to refrain from bhopping on smaller maps, however admins cannot take action against bhoppers unless their bhopping is results in TKs or causing a direct disruption to other players on the server.

This is also explained in the Server #4 GGDM BHOP Clarification in the DTK public forums.
https://www.dying2kill.com.au/showthread.php/29826-Server-4-GGDM-BHOP-Clarification

If someone is bhopping on a small map (ie: nano) or the bhopping is causing TKs admins can:

- Explain the rules to the player and ask them to stop. Let them know there is a post on the forums to clear up any questions they may have and direct them to the post.

- If the player does not stop and is hindering other players this will fall under the TK rule.

BHOP Rules as Posted By [C] Squall (Boss of DtK)

"Punishing bhoppers and punishing players who get in the way are 2 different things. I don't see any issue with admins warning and then taking action against players whose bunnyhopping causes issues for other players i.e the bhopper gets in ur face causing TKing - that can be considered disruption to gameplay. However if someone is able to bhop while easy mode has been disabled and are not causing a direct disruption to other players on the server, this should not be anything that is punishable.

For instance, the mode is called GunGame, however we are not punishing players who only use knives. Similarly skills that the game actually supports should not be getting banned on the server unless it disrupts another players ability to play.

In other words, bhopping can't be banned but you can take actions if a player's bhopping causes disruptions to other players."

Source:
https://www.dying2kill.com.au/showthread.php/29391-Ggdm-4-bhop?p=401885&viewfull=1#post401885

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Sourcebans Guide

Every ban, mute and gag is logged in Sourcebans. You can unban, add bans and edit bans through Sourcebans.

NOTE:
New admins do not automatically get access to Sourcebans,
There is a probation period where you will be taught the admin process, once you have proven yourself to be a responsible admin, DTK [C] Council will issued you with your login details a few weeks/months after your promotion to JA.
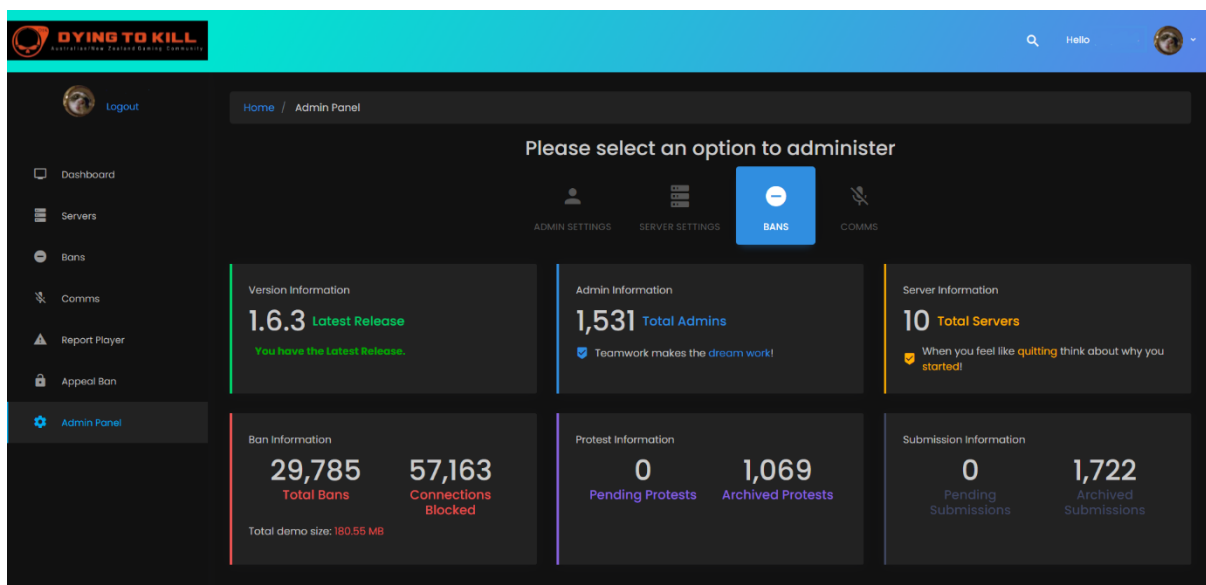
Upon entering Sourcebans, click 'LOGIN' which is on the top right.

Your username should be your forum username.

For new admins that have recently joined DtK, you will have a random password given to you instead of the email address as your password.

If you are having trouble logging in, contact Council.

Once you have logged in, there should be a new tab labelled 'Admin Panel'

This is the main hub for all admin related matters. The important things to take note are the 'Protest Information' and the 'Submission Information' as that will tell you if there are any pending matters to deal with.

The tab that you will be using is the 'Bans' tab.
Do not worry about 'Admin Settings' and 'Server Settings'

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The Ban Management tab brings you to the page that is in the screenshot above.
The tabs on the left hand side are ones that you will need to familiarise yourself with.

'Add Ban' tab allows you to ban someone through Sourcebans without having to ban someone whilst on the server.
Make sure you fill out the relevant details. In most cases, do not worry about IP Address.
Having the correct steam ID is absolutely crucial.
Use http://steamidfinder.com/ if you do not have someone's steam ID but you know of their steam profile. Looking through DtK HLStatsX will help you find someone's profile and ID.
For any bans that require a demo, do not use the 'Upload a demo' button, upload the demo through other means such as Mediafire, then post the demo link in the comments section of the relevant ban.

'Group ban' tab allows you to ban all members of a steam group. You generally won't be using it. If a steam group needs to be banned for whichever reason, contact Council (squall).

'Ban protests' allows you to view any pending protests. If an active protest is relevant to your server then be sure to act upon it. If you did not inflict the punishment on the protester, allow for the admin that did to sort it out first.

'Ban submissions' allows you to view any pending ban submissions that have been submitted by the community. If an active submission is relevant to your server then be sure to act upon it. Communicate with other admins of your server, including your SA, if you are unsure about ban lengths or any other issues that may arise.

'Ban list' brings you to the ban list. There are a few new options that are available to you.

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Ban Details	
Player	nick
Steam ID	STEAM_0:1:189067592
Steam3 ID	[U:1:378135185]
Steam Community	76561198338400913
IP address	45.248.77.156
Invoked on	17-09-21 14:08
Banlength	Permanent
Expires on	*Not applicable.*
Reason	[SourceSleuth] Duplicate account
Banned by Admin	CONSOLE
Banned from	▶|DTK|#5 DUST2 DM 100TICK
Total Bans	No previous bans
Blocked (4)	nick, nick, nick, nick
Comments	None

> ⚔ Block Comms
> λ No Demos
> 🗩 Add Comment
> 👥 Show Groups
> ✏ Edit Details
> 🗑 Unban

If you click on a ban from the ban list, you will be given a list of options on the right hand side.

The 3 most common options you will be using are 'Add Comment', 'Edit Details' and 'Unban'.

'Add Comment' allows you the option to add any necessary comments about a ban, this also gives you the opportunity to post the demo link.

'Edit Details' can be necessary to edit ban length or ban reason.

'Unban' if the player needs to be unbanned.

There are a few rules for bans between admins and servers. We don't ever remove another admins ban unless you have been asked to by an SA or STAFF member. If yourself or a player has a problem with a ban or any punishment given they have the option to go to the admin who gave it directly and sort it out with them, they may also put in a ban protest or in severe cases escalate to speaking with the server SA. If you are asked by your SA or STAFF to remove a ban you must do this as soon as possible.

If you have any questions or need help with anything do not hesitate to ask another admin [JA] your senior admin [SA] or staff [S] we would all be glad to assist.

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GGDM#4 Admins (18-06-2023)

Admin	SourceBans Web Access
SA: TassieDevil	JA_Web
JA: Chocolate Buddha	JA_Web
JA: Jamie Luke	JA_Web
JA: Mbalz Izairy	---
JA: Mircan123	JA_Web
JA: Squat	JA_Web
JA: ZaRcO	JA_Web
JA: miZpOpinZ	---
JA: DirtyDeeds	JA_Web
JA: Gunnerman2	---
JA: Tish Tosh Ahoy	JA_Web