

# Marriage

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## Overview

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In order to be able to marry another player, you must first have a ring. You are then able to propose to the one you love most, this will unlock a few benefits, and the ring will be transferred to your spouse's inventory. In order to divorce, your marriage must be at least 7 days old.

## Commands

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The commands for this section can be found [here](#)

## The Proposal

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After a ring has been chosen, you can propose to someone using the [Propose Command](#), this will prompt you for ring selection.

The person you've proposed to will receive an event and have the option to Accept or Deny your proposal. Once the proposal has been accepted, the marriage status is applied to both players.

# Divorce

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You can divorce your partner by using the [Command](#). The ring will not be returned, and if you live in your spouses property you will be moved to your Shack. No vault balance will be split, this is to be decided by the players.

## Benefits

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One of the major benefits of marriage, is the ability to share properties with your partner. Either player can move into a property owned or rented by their spouse. The owner of the property has the ability to kick their spouse out of that property. Spouses cannot access vaults, unless vault sharing is enabled.

If vault sharing is enabled, both players will be able to access the property vault, and withdraw and deposit into it. The owner of the property can decide whether or not to share the vault with their spouse, by default the vault is not shared.

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