

E&D statement

We undertake to offer an environment that is inclusive, supportive and considerate to our fellow human beings. In particular, but not exclusively, an environment that does not discriminate against people on the basis of OC characteristics such as disability, gender, sexuality, ethnicity or religion.

We recognise that some groups of people may have additional barriers to participating comfortably or equally in LRP, and will take steps, wherever possible, to reduce those barriers.

We undertake to make, as much as is possible, substantial and meaningful parts of the game accessible to attendees with disabilities and/or health needs

We undertake to create an LRP environment that respects personal space boundaries.

We undertake to warn, in broad terms, about game topics and themes which some people might find distressing, in order that people can make a decision about whether the game is suitable for them.

We welcome feedback from attendees and potential attendees about equality and diversity issues and undertake to consider any issues raised fairly.

OOO Rules / Social Contract

We want our games to be respectful and accessible to as many people as possible, with a game that runs on an OC spirit of co-operation. In order to do that, we aim to minimise the risk of harm and unwanted stress to players and crew and ask all participants to be aware of and respectful towards other persons involved in the game.

By attending one of our games, you expressly agree to abide by the rules of respect and co-operation (the social contract) outlined here. These rules also apply to online or other forums of interaction where the game is discussed. We cannot promise a wholly safe space but we hope to create an environment in which people are free to enjoy themselves without others feeling threatened on an OC level.

Players who violate the terms of the social contract will be gently reminded, warned, or requested to leave depending on the nature of the transgression.

Genuinely careless slip ups will be brought to your attention out of character by a member of the ref team, and you will be reminded of the rules of the social contract.

Persistent 'slip ups', overstepping the boundaries of physical roleplay, use of directly insulting terms or the discussion of sexual abuses (as outlined below) will result in a warning. You will only receive one warning.

We reserve the right to request you leave the game, and/or to ban you from further games, if your behaviour persists beyond the first warning, or is considered serious enough to pose a risk to other people on site.

Players and crew may bring concerns about another person's behaviour (or indeed anything else) to the core organiser team. If an illegal activity is alleged, the police could be called if the person on the receiving end wants to do so.

It is never okay to use 'It was IC', 'I was just joking', 'we're mates' or 'I was drunk' as excuses for behaviour that violates the social contract.

Co-operation

Although players will be able to engage other players in vigorous character vs character actions, out of character all people attending the game have some basic social obligations.

Do not cheat – the rules, social and mechanical, exist to create a fair setting with opportunities for all players to be involved. Cheating is an unfair activity, which includes not taking your hits, making use of OC information, and taking advantage of mistakes or errors in the rules. In the latter case, please bring it to the game team's attention.

Stay IC – We encourage players to remain in character at all times unless there is a matter of OC welfare involved.

Help OC where you can – carrying a box, hanging a drape, gathering up rubbish or spent nerf darts, tidying up (your own) rubbish or stacking plates are all examples of helpful things you could do without detracting from your playing experience. If everyone did a bit of this, it makes everything run smoother and the game better for everyone.

Be respectful – in particular remember a) that just because you or someone else is okay with something, doesn't mean everyone either is or ought to be and b) don't argue with the refs in play.

Smoking – don't block doorways while smoking, do clean up your butts, and do be prepared to move away if asked to by someone bothered by the smoke. Only 'theatrical' cigarettes or non-vapour producing alternatives can be used indoors.

Alcohol - Players are welcome to enjoy alcohol in a responsible way, but you must not fight or otherwise engage in physical roleplay whilst drunk. If the referees feel you are too intoxicated to play safely and respectfully, you will be warned and may be expected to leave play until sober.

Illegal drugs – Do not bring these to the game. You will be asked to leave, and the police called. This rule exists to protect the organisation, the site, other players and crew and the reputation of LRP as a whole.

*Airsoft weapons/live blades*¹ - Do not bring these to the game. You will be asked to leave if you do. This rule exists to protect the organisation, the site, other players and crew and the reputation of LRP as a whole.

Keep us informed – we cannot consider the impact a plot or other part of the game might have on you as an attendee, if we don't know about your particular situation. As an attendee you undertake to let us know about something that might impact on your game in advance and what your particular needs are. We cannot necessarily resolve or eliminate the difficulty but if we know in advance we can discuss it with you.

¹ We won't throw you off site if you realise you have left a scalpel blade or craft knife in your stuff by mistake. Keep it safely stowed away in an out of character space, ideally in a car.

Sexuality, race, gender, disability, comfort zones and other OC characteristics

In our game world, it matters not one bit what someone's gender, sexuality or skin colour is. Derogatory, objectifying or demeaning behaviours focused on those characteristics, and other OC characteristics like disability or physical appearance, are not necessary and not wanted.

If you want to demean and insult your opponents (because we do like dry wit and a sarcastic eyebrow) stick to insulting things like in game ideology, their aptitude at their profession, or their taste in clothes. If you want to blackmail them, consider reasons of adultery, clandestine pay-offs, covered-up dodgy activities, college ideologies (and possibly lovers), nepotism, forged certificates etc.

Plot, Roleplaying and Backgrounds that relate to *sexual threats, sexual assault and sexual violence* towards adults or minors is not permitted.

Slurs based on race/skin colour, gender, sexuality or other OC characteristics are not permitted (in or out of character). This includes saying things like 'you shoot like a girl' or describing someone as a 'pansy'. Try 'you fight like a hippy' or 'I've seen more competent goats'.

Remember, our game world doesn't care about your gender or the gender of who you do it with (although they might be a worried about that dalliance with a pretty communist in your university days, or if you're cheating on your husband, or making out with your co-workers).

Living memory

As a game that occurs in a setting 'within living memory' we particularly recognise that our rules on equality might seem to erase key historical events, such as the Black Civil Rights movement and the Jewish holocaust. Therefore, we take the position that these events occurred/are occurring, and that anti-semitism and racism are features of the game world - but we will not use them as a basis for plot. PCs and NPCs should not use these as topics of discussion.

Religion

Real world religion is not considered to be an appropriate target of plot other than in the context that some groups might prevent its free expression. Fictitious religions might be utilised (for example, cults).

Seduction game

It would be very difficult to fully separate the genre away from 'interpersonal chemistry' so to speak. Humans are allowed to find each other attractive –so you can be as sexy a spy as you want to be 😊 (Because hey, some of them are daaaaaamn sexy).

As long as everyone's a consenting adult, it remains possible for characters of any gender or sexuality to attempt to use their seductive wiles to gain information or create a distraction or just because. Rules governing this are in the main rules document.

Double-entendres & innuendo

A well-played double-entendre 'attempting re-entry' or bit of innuendo 'is that a gun in your pocket' is a genre staple. However, exercise caution and concern for the potential effects of your language as it is possible to go too far and for it to become threatening or imply unwanted activity.

Physical and/or intense roleplaying

Some skills require the use of a light touch to non-intimate body areas (see the main rules for more on this). There is **never** a game reason for touching intimate areas. Normal social contact, such as tapping on a shoulder, shaking hands, bumping shoulders should present no problem in the normal context of play. Many players are happy with greater levels of physical contact than this, which is fine. Please be aware though, particularly with people that you don't know, that physical touch under other circumstances might be unwanted – for example face-touching, hugging or grabbing.

We encourage players to quietly check in with each other OC during any physically (or emotionally intense) roleplay. It is **always** okay to say 'OC-can you not' with respect to being physically contacted, and such a request must be respected. It is **always** okay to say 'OC-need a break' with respect to intense roleplay, and such a request must be respected. It is not acceptable to admonish someone who has asked you to stop.

IC pharmaceutical use / mental compulsions

The game includes themes of psychological manipulation and the use of drugs that can affect a character's volunrariness. We are aware that, for some people, the idea of being 'slipped something' or psychologically compelled to act by another person can be distressing. There are systems in place to minimise OC discomfort by relying largely on flexible roleplaying effects and on limiting actions that can take place around influenced characters. Certain flaws may make it more likely you will be affected by pharmaceuticals or compulsions so we recommend you avoid these.

IC Filming, recording and photographing

It is in the nature of spies to photograph and otherwise record things and people. By playing the game you give your consent to being filmed, recorded or photographed during time in in IC areas.

Under no circumstances must attendees be filmed, recorded or photographed in OC areas such as bathrooms, or in bedrooms where people are sleeping or changing.

Under no circumstances must any recording or image of an attendee at the game be distributed outside of the game, other than where it is by agreement with any event photographer (who should undertake to takedown any images on request), or with the consent of all parties concerned.

If sharing or tagging on social Media, we recommend that you do not tag without permission.