

V.A.L.U.E. 2024 CODE OF CONDUCT

RESPECT OTHERS

This is a cooperative game and you are all trying to have fun together. Respect your neighbour whether it is GM/DM or player in all aspects from origin to sexuality, culture and body type.

Theft or aggressive behaviour is not tolerated. Aggressive behaviour includes threats of or actual physical aggression, using racial, gender, or cultural slurs and otherwise harassing others.

RESPECT THE GAME

Respect the rules and the effort of DM/GMs and Players. Don't intentionally try to derail the game, attack other characters (without consent), destroy plot important items.

Follow the DMs lead, avoid prolonged arguing with the DM or other players over rules. Avoid excessive cross-talk that is not relevant to the adventure being played.

Discourage others from using social media to bully, shame, or intimidate other participants.

Avoid phone conversations at the table. If you must take a call, please excuse yourself from the table until your call is completed.

COMMUNICATE BOUNDARIES

If you have a personal boundary, such as a trigger (something that will upset you, or make you very uncomfortable) please tell the DM beforehand. If something triggers or offends you during the game communicate with the DM/GM either private or openly. Don't suffer in silence.

RESPECT BOUNDARIES

If you have a character with difficult and problematic aspects such as Body Horror, Abuse (both physical and mental), Racist, Cannibalism, ect. Tell the table beforehand and understand that the character might not be accepted on the table.

If you see problems at your table don't hesitate to reach out to the DM/GM or other DM/GMs.

THE DM/GM IS NOT YOUR ENEMY

The DM/GM is playing the antagonist but is not your antagonist. Allow everyone to have fun.

COOPERATE WITH EVERYONE ELSE

Be considerate, pay attention to others and allow them to shine as well. Make sure that the atmosphere is comfortable even if the game is tense.

CIVIL DISCUSSION

That safety doesn't end at the gaming table, or with formal safety tools. We ask when in our spaces you consider your words and their impact

CONSEQUENCES

Breaking of these rules can lead to a temporary or a total ban. DM/GMs are also empowered to ban people from their tables if they feel uncomfortable with them.

FOR DM/GMs:

YOU ARE EMPOWERED

If someone breaks these or your table rules, you are able to act. Request the offending party to stop their behaviour. If they don't comply/are aggressive or else you are empowered to ask them to leave. If you are unsure ask an experienced DM/GM or write in the DM chat on Discord.

Just because another DM/GM did allow something doesn't mean that you have to do the same. For example: Allow Homebrew, certain interactions, certain character quirks.

ENSURE SAFETY

You can run the adventure you want but if it has problematic and dark themes, give a short content warning and warn players of the content again before you start.

Explain and incorporate some form of tools for safe play (e.g. X-Card, Lines & Veils, etc) into your game

Respect player autonomy and practice regular check-ins to affirm enthusiastic agreement of game development