

## Three Golden Larp Rules

- 1) Play with each other - not against each other.  
Cooperative gaming includes rules like “Play To Lift”, general fairness and an open OC-communication. Keep in mind that everyone wants to have fun and deserves a good time at the game.
- 2) Use your tools.  
Calibration setups, workshops and general rulesets are made to support the game and the people that are playing it.
- 3) Communicate your needs and respect those of others.  
Everyone has weaknesses, past traumas, ... you name it. While a few are visible, others are not. Make them known whenever needed, and respect the boundaries of your fellow gamers.

## Three Golden Discord Rules

### 1) Keep it civil.

Etiquette - and rules that are pretty much alike - do exist and apply for everyone.

### 2) Keep it clear.

Use emojis to convey if you're joking. Make sure sarcastic or ironic comments can be understood as such. The tone of text can easily be misunderstood without further hints on what you want to say, so take misunderstandings into account and resolve them on a civil basis.

### 3) Keep it on topic.

This server is using the channel names to give you an outline for the topics acceptable in a conversation. Please stay on topic (at least roughly) and change channels if you want to discuss other stuff. That applies to advertisements as well.

## Three Golden Mod Rules and The Moderator's Handbook

- 1) Any and every rule on the server applies to you as well.  
Your Mod status serves the purpose of reinforcing those rules, so you're the person that is the example to live and chat by.
- 2) The mods are a team.  
Communicate if you have a bad feeling with someone. Tell your fellow mods if you delete spam or unfit messages. That way, unproportional punishments can be avoided and "strange" users can be singled out in time.
- 3) Step aside in time.  
You just came from an infuriating talk with your boss, and now someone is joking about ties - and you're livid? Take a deep breath, take a quick snack break and tell your fellow mods about the post if you still think it's not okay. Mods cannot act on personal urges, as they're the ones providing a fair and supportive environment.

## The Moderator's Handbook

- 1) Think, act, communicate:  
Think about what is happening, and apply rules.  
Act if you need to. Spam links etc. need to be stopped right on the spot, no discussions.  
Communicate what you did and why to keep the team informed.
- 2) Be as invisible as possible.  
A mod team ideally never needs to use their privileges. Spam, account hacking etc. makes it necessary to have a team, and it's good to make sure users know that the mods are listening in. Still, a mod should never boast their status. This will not only attract "Can I be mod???" users. It will also create a visible leverage for a power struggle, for users that enjoy that type of conflict.
- 3) Never mod your own issue:  
If a user is (for example) harassing you, another mod should step in and take care of it. Feel free to communicate the issue in an intern channel, but don't mod it yourself. This will reinforce the power of the mod team, and avoid

accusations against one mod team member.

4) Share your knowledge as a team:

If you know about a method to avoid being hacked - talk about it in-team and tell your users! (Applies to a lot of situations outside of hacking...)

While not everyone might take your advice, it might reduce victim numbers, and help your users to report issues.

5) Make sure you don't have off times.

The team should roughly know the active times of their chat, and have a mod present if possible. Nothing is worse than an issue not resolved because the whole team thinks "someone else will take care of it".