

# Behaviour policy

The most important aspect of our group is that our players are able to enjoy our games. Negative behaviours can cause games to become tense, and as a result, less fun.

Some behaviours are so extreme that they will result in instant dismissal from the group. These include, but are not limited to:

- Racism, sexism, homophobia, transphobia and other forms of bigotry
- Bullying and harassment
- Making threats
- Quitting mid-game without explanation (note: in case of connection problems, please message us in the following days)

However, there are other negative behaviours which we may slip into occasionally. We encourage everyone to be actively mindful of the way their behaviour may affect others, and try to limit these behaviours as far as possible. These behaviours include:

## **Negative social cues:**

- Do: treat players with respect at all times; inform the storyteller if someone has made you feel uncomfortable
- Do not: shout at someone; be sarcastic; insult players; disrespect their views or plays; feign anger or sadness; be aggressive

## **Talking over people:**

- Do: wait until the accusation and defence has run to give pertinent information; be conscious of how much public airtime you use
- Do not: interrupt nominations; interject to cut someone off whilst they are talking;

## **Leaving players out:**

- Do: be inclusive
- Do not: tell players not to chat with other players; deliberately avoid someone (note: even players who are confirmed evil may appreciate you asking how their day went!)
- Note that it is okay to prioritise some chats over others, but try to make people feel welcome

## **Throwing the game:**

- Do: play to the best of your ability

- Do not: deliberately lose the game so that a new game can start

**Backseat storytelling:**

- Do: accept that the storyteller makes the judgement calls; speak/message privately with the storyteller to express any concerns
- Do not: publicly tell the storyteller how to handle a situation; talk over the storyteller

**Lying about game mechanics:**

- Do: be an ambassador for the game and correct other players' misunderstandings on how their character works (even if it isn't in your best interest!)
- Do not: intentionally mislead players on how the game, or characters within the game, work

Storytellers will privately speak with players who repeatedly or egregiously exhibit these behaviours before any other action is taken. Storytellers will also step in to reduce overtalking where necessary.

If the behaviour of another player has led you to feel uncomfortable, feel free to contact your storytellers either during or after the game to discuss the matter.

**A reminder - accuse kindly and die with dignity!**