

Clocktower Calgary - Code of Conduct

v1.0.0

This document outlines the expectations for the behavior and decorum of club attendees, and is intended to represent the foundational ideologies of Clocktower Calgary. This document will be updated from time to time, with new versions being announced and made available on Discord.

Decisions concerning community members or the code of conduct will involve the entire leadership team. Attendees in violation of the code of conduct will be asked not to return to our games.

Core Values

- The safety and wellbeing of all community members is of utmost importance
- Welcome, celebrate, and make space for new players
- Treat others with compassion, tolerance, inclusivity, and acceptance
- Bad behavior is not tolerated
- Players are empowered to speak up if they see a problem

New Players

The quickest way to kill any community is to treat your newcomers poorly.

New players are the lifeblood of our community, and should be treated as such. Without newcomers who are interested in this hobby to keep our games going, the community would surely die out.

New players tend not to be familiar with the regulars of our club, and therefore might feel less comfortable interacting in our games. Please extend friendly and welcoming gestures to our newer players.

New players also tend to be unfamiliar with the rules of the game. This should not be seen as a gameplay tool to be leveraged, but instead an opportunity to help your peers. Before assuming a lack of knowledge about the game, ask if someone would like help with a certain character or strategy. If they say no, respect their answer.

New storytellers should also be given leniency while running games. Blood on the Clocktower is a complex game with lots of moving parts, and mistakes are common even for veteran storytellers. Please be respectful towards new storytellers, and give them space to make mistakes and learn without judgment or admonishment.

Tolerance, Inclusivity, and Acceptance

Treat others as you would like others to treat you.

Some core tenets of our community, and the greater Blood on the Clocktower community at large, are tolerance, inclusivity and acceptance. We approach our fellow humans with foremost love and acceptance. This includes (but is not limited to) race, nationality, gender expression & identity, sexual orientation, or religion.

Intolerance of others' way of life is a breach of this social contract. Intolerance itself cannot and will not be tolerated, lest we fall into the Paradox of Tolerance.
(https://en.wikipedia.org/wiki/Paradox_of_tolerance)

Everyone from all walks of life are welcome to join the community, provided they are similarly accepting towards all others around them.

Blaming & Shaming

Players should always strive to act in the best interest of their team. As long as one is acting in good faith and not actively trying to throw the game, players are allowed to engage with Blood on the Clocktower however they choose to. One of the fundamental concepts of this game is that there is no optimal gameplay strategy, and therefore no one best way to play the game. The most important principle of the game is for all players to have fun.

Shaming another player for what you perceive to be inadequate gameplay is not acceptable behavior. Blaming others for a loss is also unacceptable. Players shown to exhibit this behavior will be asked not to return to our games until they can overcome this tendency.

Instead, consider celebrating the achievements of others around you. Even if it's something small, feel open to point out the successes, or enjoyable moments of others. This creates a much more positive environment after a game, and feels good when you in turn are celebrated.

Interpersonal Conflict

In this kind of game, sometimes things can get heated, and interpersonal conflict is sure to arise. If you have a negative experience with another player, please feel empowered to discuss the issue with each other in a calm and respectful manner. If you don't feel comfortable speaking with the other person directly, please reach out to someone you trust, like your storyteller, or a member of the leadership team.

Feigning Distress

Pretending to have hurt feelings or pretending to be upset are considered to be negative social tools. For example, if a player pretends to be really annoyed, hurt, or angry at being nominated for execution, it can worsen the overall mood of the game.

It is also very important for storytellers to know whether any in-game expression of distress is genuine, so that they can act appropriately and compassionately to help resolve a situation. Accusations of bigotry, abuse, or harassment will be taken seriously. Please do not abuse that trust by pretending to be upset when you are not.

General Behaviour Expectations

When you interact with others, try to be constructive, accommodating, and lenient.

- Don't call people stupid, or dish out personally dismissive or derogatory insults.
- Don't intentionally lose the game for your team.
- Don't assume everyone is "out to get you".
- Try to add to the conversation rather than reducing it to name-calling.
- Try to leave room for people to have different opinions from you.
- Try to give others the benefit of the doubt.

If someone is engaging in the conversation in an unproductive, unpleasant way, or someone's behavior otherwise makes you uncomfortable, please reach out to the leadership team.

Blood on the Clocktower Etiquette

Storyteller Communications

Please be respectful of your storyteller. Storytelling is not easy, and your storyteller is keeping track of multiple interactions at one time.

- If your storyteller has asked for silence, it is likely for an important reason. Please pause your conversations, and direct your attention to your storyteller.
- If your storyteller has made a gameplay or mechanical decision that you are unhappy with, wait until the game has concluded to address the issue with them in a calm and respectful manner.

Private Chats

- Please do not call / text other players in the same game as you. This is regarded as cheating; all private conversations should be visibly private.
- Please do not eavesdrop on other player's private chats.

Public Chats

- This community is home to many players that speak different languages. During private chats you may speak whichever language you wish. However, during public chats we ask that you speak English so that all players may engage with what you are saying.
- You are allowed to whisper to your direct neighbors, but otherwise, all chats should be public.
- Some players are more reserved and quiet. If you find that you are speaking frequently, try taking on the role of listener for a while.

Night Phase

- During the night phase, please do not touch other players. This can be confusing for players, and difficult for storytellers to navigate.
- Please do not extend your legs while seated. This makes it difficult for the storyteller to navigate the physical game space.
- You are encouraged to chat with your fellow players during the night phase, including the current game state. However, please do not describe what is happening during the night phase. This includes the storyteller's communications, and any choices that you are making.

Personal Hygiene

All those attending in-person games are expected to practice good personal hygiene. This means:

- Do not attend a game if you are sick. Regardless of whether it is COVID-19 or otherwise, please stay home until you are feeling better.
- Please bathe and use deodorant appropriately before attending a game.

In Conclusion

The ultimate goal of this community is to provide a fun and safe space for myriad personalities to play Blood on the Clocktower. **A positive, respectful, and upbeat vibe is always more important than winning or losing.** While we may not always understand each other, we should strive to accept and accommodate each other to the best of our capabilities. All community members share in the responsibility of making this community the best it can possibly be.

To quote The Pandemonium Institute:

"Kill with grace, and die with dignity."

Thank you.

- The Clocktower Calgary Leadership Team