

# Lost & Found Studios Community Guidelines

## Introduction

Lost & Found Studios' games focus on core values of inclusivity, accessibility, and safety. Our spaces strive to maintain a culture that is accepting of all people, including those of all sexual orientations, gender identities/expressions, religions, races/ethnicities, and with any other characteristic. We believe in spaces that are inviting, engaging, and supportive, in which all people feel comfortable behaving genuinely and participating in gameplay. It is important that all Lost & Found Studios organizers, volunteers, and participants work together to maintain these guidelines. We acknowledge that participants often have different communication styles, personalities, and opinions, and come from diverse backgrounds. In order to foster the kind of community we strive for, our players must respect others and actively support the well-being of everyone involved. Our Community Guidelines are designed to guide our community members in creating the kinds of spaces we strive for. These Guidelines apply to everyone and to all types of content and interactions. They are designed to be comprehensive and followed in good faith, and actions and/or posted content that might not be considered hateful may still be addressed for violating Community Guidelines.

As events coordinated by a privately-owned company, please note that Lost & Found Studios' event organizers reserve the right to refuse entry to any participant who shows themselves to be unsafe, abusive, or otherwise detrimental to the event(s) being run or the community as a whole. This may include removal from live events and/or removal from online spaces. These choices are at the discretion of the business owners and will be made in compliance with local, state, and federal law. All community members are held to the same standards and guidelines, regardless of status or role at an event, from new player to GM. It is up to all participants to follow these guidelines and bring concerns to a GM so that appropriate action can be taken to uphold the values of our community. The consequences for violating our Community Guidelines may vary depending on the severity of the violation and the person's history with our game, and in some cases, other games. Disciplinary action that may occur from committing actions that go against our guidelines include verbal warnings, temporary or permanent removal from online spaces, removal from an event, and/or a permanent ban from the system.

## General Guidelines

1. Lost & Found Studios events are cooperative gaming environments. We believe that all players have something to offer the story.
2. Respect diverse opinions, beliefs, and points of view. Share ideas rather than judgments. Use 'I' statements as much as possible to state your reactions and experiences.

3. Assume best intent. Everyone will make unintentional mistakes. Be aware of the affects your behavior has on others and accept responsibility for it. Expect to be addressed by others if you make a mistake. Make an effort to step back, listen, and learn from those with different experiences from your own. Once a mistake has been addressed, everyone should agree to move on. Life is a learning process, and just because we may engage in a negative behavior doesn't automatically make us bad people.
4. Respect others' physical, mental, and emotional boundaries. Always ask for consent before touching someone; never assume consent. Never respond negatively IP or OOP if someone says no or needs to redirect or remove themselves from an interaction. Try to not post photos of other people without asking them and always get permission before tagging someone.
5. Respect and communicate your own physical, mental, and emotional boundaries. Stay aware of your own thoughts, feelings, and needs. Remove yourself from a scene if you don't feel comfortable - use the meta-techniques listed in the rulebook. If something doesn't feel right to you, please speak up. You may not be the only one who feels that way. If someone has posted your personal information or uploaded a photo or video of you without your consent, you can always request removal.
6. Don't assume the race, sexuality, gender, history with violence, etc. of others. Do not be offended if you are corrected or asked to dial it back. When possible, find out what pronouns people use or consider using neutral pronouns such as 'they' until you can confirm the person's pronouns. Everyone has the right to be referred to as they wish. The use of someone's personal pronouns is not optional. With that, be forgiving if a person makes a mistake and corrects themselves.
7. Respect the choices of others. We each come from different histories, backgrounds, and mentalities. It is not our job to decide what is right or wrong for other people and unless you witness someone being harmed (physically or mentally/emotionally) by someone's choices.
8. We do not support content that promotes or condones violence against individuals or groups based on race or ethnic origin, religion, disability, gender, age, nationality, veteran status, caste, sexual orientation, or gender identity, or content that incites hatred on the basis of these core characteristics. Lost & Found Studios spaces will not tolerate the support or praise of terrorism, criminal activity, or hate groups. Encouraging or urging people to embrace self-injury is abusive behavior and will be treated as such. We will also not tolerate content referencing victims or survivors of self-injury if the content targets them for attack or humor.
9. There should be no spam or soliciting at games or on online spaces. Promotion of related businesses or games may be posted on Solarean Adventures online forums with prior GM approval. Offering sexual services, buying or selling firearms between private

individuals, and buying or selling illegal or prescription drugs (even if legal in your region) are never allowed in Lost & Found Studios-affiliated spaces.

### Anti-Harassment Policy

Lost & Found Studios is dedicated to providing a harassment-free experience for everyone. We do not tolerate harassment of participants in any form. This code of conduct applies to all Lost & Found Studios spaces, including game events, social gatherings, and dedicated online spaces such as FB groups and Discord. Anyone who violates this code of conduct may be subject to disciplinary action up to and/or including removal from these spaces at the discretion of the GMs. Some spaces may have additional rules in place, which will be made clearly available to participants. Participants are responsible for knowing and abiding by these rules.

For the purpose of this policy, harassment includes, but is not limited to:

- Offensive and/or hateful language and comments related to gender, gender identity and expression, sexual orientation, (dis)ability, mental illness, neuro(a)typicality, physical appearance, body size/type, age, race, ethnicity, or religion.
- Unwelcome comments regarding a person's lifestyle choices and practices, including those related to food, health, parenting, and employment.
- Deliberate misgendering or use of 'dead' or rejected names.
- Unwelcome sexual attention, including gratuitous or off-topic sexual references or behavior in spaces where they're not appropriate.
- Physical contact and simulated physical contact (eg, textual descriptions like “\*hug\*” or “\*backrub\*” ) without consent or after a request to stop.
- Threats of violence or the incitement of violence towards any individual, including encouraging a person to commit suicide or to engage in self-harm.
- Deliberate intimidation.
- Stalking
- Harassing photography or recording, including logging online activity
- Sustained disruption of a discussion, resulting in a situation where one or more person(s) feels intimidated and/or silenced.
- Pattern of inappropriate social contact, such as requesting/assuming inappropriate levels of intimacy with others.
- Continued one-on-one communication after requests to cease.
- Deliberate “outing” of any aspect of a person's identity or the release of other personal information without their consent (except as necessary to protect vulnerable people from intentional abuse or self-harm).
- Any other repeated behavior that hurts, humiliates, or intimidates another person.

Lost & Found Studios prioritizes marginalized people's safety over privileged people's comfort and GMs reserve the right not to act on complaints regarding:

- Someone setting and communicating reasonable boundaries, such as “leave me alone,” “go away,” or “I’m not discussing this with you.”
- Criticizing racist, sexist, homophobic, or otherwise oppressive behavior, institutions, or assumptions.
- ‘Reverse’ -isms, including ‘reverse racism,’ ‘reverse sexism,’ and ‘cisphobia’.

### Sexual Harassment/Assault

The topic of sexual assault is specifically banned from all Lost & Found Studios and affiliated events. There is no instance in which a plot or module will touch on this topic and any use, suggestion, allusion, or threat of it during an IP or OOP interaction is forbidden within these guidelines. This does not, however, include integration of the topic into a character's backstory, as we acknowledge some players may use roleplay to explore trauma and subsequent emotions. However, these topics should still not be brought up during gameplay, discussed publicly in a Lost & Found Studios-affiliated space, or discussed privately OOP without proper trigger warnings prior to discussion. Violations of this rule will be dealt with harshly and the offender likely removed from the event, if not banned from all future events and/or Lost & Found Studios spaces, depending on the severity of the infraction.

### Consent

Consent is defined as two (or more) people deciding together to do the same thing, at the same time, in the same way with each other- whether it's physical, verbal, or sexual. It is the presence of a “yes”, and not the absence of a “no.” For the duration of an event, consent is defined as a clearly asked question followed by an enthusiastic, informed, and freely-given “yes.” Please note that consent may be reversed and withdrawn at any time and this decision must be respected.

### Conduct

When attending a Lost & Found Studios event, attendants are expected to conduct themselves in a way that best represents both the community and themselves. We have no intent to give anyone direction in regard to how they live their personal lives outside of the Lost & Found Studios community. Ultimately, we want a player base that treats one another equally and fairly, and that encourages the growth of all individuals within it.

Attendance, participation, and treatment at any Lost & Found Studios LARP event will not be restricted by race, color, sex, national origin, physical or mental disability, sexuality, gender identity, religion or experience level in the hobby. Everyone is to be treated with kindness and respect. Communications and interactions within Lost & Found Studios spaces and events must occur with courtesy and respect for all of those involved. This not only includes interacting

with one another in friendly and civil tones, but also that when we disagree with one another we do so with courtesy and respect. This also applies to community members who are volunteers, owners or other “staffed” members. Aggressive, antagonistic, or attacking interactions are not acceptable outside of consensual in-character scenarios.

All community members are expected to abide by the law. If any community members engage in illegal activity while at a Lost & Found Studios event, those members will be turned over to the local authorities in addition to having corrective and disciplinary actions handled by GMs.

### In-Play and Out-Of-Play Conduct

It is important to note that these guidelines are in relation to person-to-person interaction and not character-to-character interaction. We all understand that by attending a Lost & Found Studios event we accept a wide range of roleplay interactions, and while out of character actions should always be conducted with utmost care and respect for each other, conflict between characters is a part of the game. However, every player is to be treated with the same respect: All members will be treated equally, free from harassment, and not discriminated against.

Draw a line between the game world and the real world. Characters that are portrayed by players or GMs are fictitious entities and should never take priority over real people. Character actions should be defined by a combination of what the character would do AND the concepts of fair play and sportsmanlike conduct. Sometimes characters need to do, or say, things that they normally wouldn't to ensure the emotional, mental, and physical safety of the players. Players should never participate in something they do not want to for the sake of a character. Use the meta-techniques described in various Lost & Found Studios LARP Rulebooks to check-in with others and redirect scenes that may be making players uncomfortable. When we interact with other people, we must understand that certain topics may be sensitive subjects. If a topic of sensitive nature is being discussed or is the focus of an in-character interaction, the people involved should make sure that the player who is least comfortable with the scenario is at ease. A scene or interaction is never more important than the players involved. Be respectful to the boundaries and limitations of other people.

It is important to note that it is the responsibility of those who feel that their limits are being reached to express their discomfort. Be it during gameplay or during an out of character event, if a topic, word, or subject matter causes distress to an individual, we ask that that individual express this to those involved in a clear and respectful manner. As much as we want people to be aware of their actions, we also need others to point out when boundaries or limits are being approached. Additionally, what is offensive or upsetting to one person might not be to another. Unless they are made aware of the issue, they cannot change or stop it. This is not a means for individuals to remove their characters from the negative repercussions of their own actions, but a means to ensure that reasonable limitations and triggers are respected. Players should do their best to communicate their limits in an assertive and respectful way, and it is the

responsibility of others to respect the boundaries that are communicated. If you need this process to be mediated, contact a GM.

### Reporting

If you are being harassed by a member of one of Lost & Found Studios' LARPs, notice that someone else is being harassed, or have any other concerns, please contact the GMs. This code of conduct applies to Lost & Found Studios spaces, but if someone is being harassed by a member of one of our LARPs outside our spaces, we still want to know about it. We will take all good-faith reports of harassment by Lost & Found Studios players seriously. This includes harassment outside our spaces and harassment that took place at any point in time. Game runners reserve the right to exclude people from Lost & Found Studios events based on behavior outside Lost & Found Studios spaces and behavior towards people who are not participating in Lost & Found Studios events.

In order to protect employees from abuse and burnout, we reserve the right to reject any report we believe to have been made in bad faith. We will respect confidentiality requests for the purpose of protecting victims of abuse. We will not name harassment victims without their affirmative consent. Participants asked to stop any harassing behavior are expected to comply immediately. If a participant engages in harassing behavior, the game runners may take any action they deem appropriate, up to and including expulsion from all Lost & Found Studios spaces and identification of the participant as a harasser to other local gamerunners.

In the instance that you witness actions that go against the spirit of our community, we encourage you to take the following steps: If you feel comfortable doing so, approach the individual in a non-combative manner and calmly discuss the issue. Try not to use accusatory language, but do use "I" statements to express your experiences, thoughts, and feelings regarding the scenario. Do not have the conversation in front of others or in such a way as to potentially embarrass the individual. In the instance that an incident is an obvious and grievous breach of our community goals, immediately involve a GM. If you do not feel comfortable approaching the individual, please approach a GM. It is our wish to address these incidents at the time they occur, so as to best address those involved. With that, we ask that issues be brought to GM attention as soon as possible. Whenever possible, anonymity will be maintained.

If you are approached in regard to your actions being against the spirit of our community, we ask that you follow some simple steps for considering your actions:

- Listen and be open minded. Consider what is being said to you without immediately becoming defensive. It is possible that what you are doing appears differently to others than to yourself.
- Immediately stop the activity that is against the spirit of our community, even if you do not agree that your actions are unacceptable.
- Find a GM if you cannot come to a reasonable, calm agreement. If you feel that your interaction may escalate into an argument, immediately get a GM involved.

We would like to thank everyone who has been a part of making Lost & Found Studios events, and LARPing as a hobby, a place where everyone is welcome to play pretend. We believe that LARPing is not a competitive hobby, but instead one where all game runners and players can benefit from a shared experience, both out of character and in.