

# C-Tek Code of Conduct

C-Tek is a production of Branching Worlds, LLC. Our objective is to provide our customers with a great experience, where all attendees feel safe enough to immerse themselves in the world we've created and enjoy themselves.

This Code of Conduct exists to ensure that all attendees are fully aware of what behavior is expected by all members of our Live Action Role-Play (LARP) community, as they interact with each other, our staff, our vendors, and other individuals who may be in the venue. Furthermore, this document outlines consequences of behavior that is in violation of our policy. Please be sure to read this Code of Conduct and understand how it applies to you.

## The players come before the game

This is the most important part in this entire document. Every other code and law of conduct at C-Tek springs from this one:

### **Treat everyone with kindness and respect.**

By the time we all deal with the real world and our individual challenges in life and at times have to fight to get to the things we love to do, we can be really frustrated, especially if the story in the LARP you paid for isn't going your way, or if things just are not clicking that night.

It's OK to step out. Take a break. Go out of character to talk about your frustrations. Talk to a staff member if you need to vent. If you feel that you need to leave, please do so, but please contact us the next day to talk about what went wrong, and we'll work with you to try to fix it for our next event.

If you treat everyone with the best of intentions, and assume everyone approaching you also has the best of intentions, we can resolve any conflict that happens to arise.

Do not, for any reason, be a jerk to anyone. Do not ruin anyone else's experience.

## In-Character Conflict

C-Tek is designed very specifically to build tension and dramatic roleplay by having a hot and active Character vs Character (CvC) environment. The point of this isn't so that CvC is constantly engaged in. The point is that there is always the possibility that things can "pop off" and your PC will be required to defend themselves if they want to preserve their existence.

Which leads to the second concept, right behind the first...

You have paid for and consented to being an active player in a story environment that is designed to give you agency and also the ability to use that agency against other players.

**Your entry into the LARP means you are giving consent for your PC to be engaged in all types of CvC where you will not have control of the consequences beyond the rules of the game.**

This is done to simulate the dangers present in a deadly futuristic world, so you can immerse yourself in an environment that feels incredibly dangerous, because anything can happen at any time.

Because of this, C-Tek is going to require you to monitor yourself and literally be your own referees in this game. This is going to require a level of maturity and sportspersonship that is likely above and beyond any requirement you have ever experienced.

Remember that everyone is attending this event to have a good time. While CvC is an expected part of C-Tek, do not, under any circumstances, deliberately ruin someone else's experience. If you instigate CvC with someone, it is your responsibility to check in with them at some point. You're highly encouraged to do this before you engage in combat with a fellow PC but you're required to do it afterwards, preferably after some time has passed. If they are not okay with what happened for any reason, listen to them and flag a staff member if needed.

**We need you to be next level in your conduct, in order for this LARP to work.**

The only way we can do that is together and by being the best version of ourselves.

If you have a bad experience, or believe you are being treated unfairly, please stop, go out of character, and talk to a staff member about what they can do to mitigate any issues that arise.

## Check-In System

Our game deals with adult themes, which can sometimes lead to intense moments in roleplay. While we do enjoy putting our characters through compellingly difficult experiences, we want to make certain that the players behind those characters are respected as players. If someone is acting upset, angry, or otherwise going through something intense, we encourage the other players involved in the roleplay to check in with them.

To avoid breaking the scene, we have an established procedure for non-verbal check-in, as follows:



Player 1 flashes the **“OK” symbol** — with the thumb and index finger touching in an “o” and the other three fingers extended upward — to another player and establishes eye contact. This gesture means “Are you okay?”



Player 2 responds to the signal with one of three responses:

**Thumbs-up**, which means “Doing fine, no need for follow-up.”



**Thumbs-down**, which means “I am not okay.” Player 1 should respond immediately, either backing off of the intense roleplay in-character (for instance, a character in the midst of a screaming match could elect to storm out rather than

continuing the fight), and/or by going out of game to address the issue with the other player.



**Flat hand**, which means “I am not sure.” Player 1 should proceed cautiously, and definitely avoid escalating the situation any further. It would be appropriate to check in more frequently as the scene continues, or to go quickly out of game to clarify with the other player what triggers they should avoid.

Additionally, a player could proactively flash the “Thumbs Up” signal when displaying strong emotions, taking a break alone, or role-playing choking or a seizure, for example, to let approaching others know this was role-play.

Of course, it's always appropriate to go out of game and check in if you're not sure someone is OK, or to go out of game yourself if you are not OK and need a break.

If combat breaks out during an intense scene, the combat is to be resolved first, with the parties checking in with each other and staff immediately after the combat ends, in order to address any issues and make sure the drama stays as much in the game as possible.

## Diversity and Inclusion

Branching Worlds is dedicated to providing a safe and welcoming atmosphere to all those who wish to participate and abide by our policies.

We require respect for all people regardless of ethnicity, gender, gender expression, national origin, socioeconomic background, legal status, physical ability, religious beliefs, political affiliations, or sexual orientation. We do not tolerate harassment or bullying from any source for any reason.

Furthermore, we will not tolerate those who advocate for or show any support or symbolism for any hate group, current or historical. C-Tek is a private event and we reserve the right to refuse service to anyone. Branching Worlds LLC staff will use our own judgment to identify and remove anyone we suspect of being a member or supporter of any hate group from our events.

## Harassment

Harassment of any type is not tolerated and will result in consequences depending on the transgression. Harassment includes but is not limited to:

- Bullying, threats, and intimidation
- Any touching without prior consent
- Repeatedly violating personal space
- Giving unwanted levels of attention to another participant
- Sexual harassment, including sexual comments directed at others, unwanted sexual advances, repeated attempts to start an unwanted relationship, demands for sexual favors, and sexual slurs

- Bigoted statements or slurs aimed at any group of people, including those defined by ethnicity, gender, gender expression, socioeconomic background, physical ability, nationality, political affiliations, or sexual orientation
- Using incorrect or inappropriate forms of address (names, nicknames, pronouns) repeatedly and deliberately
- Excessive or repeated unwanted contact or communications with a participant
- Slanderous statements meant to damage or undermine another participant
- Coordinating or calling for shaming and shunning

We take the safety of our attendees very seriously. If at any time you feel that these rules have been violated, or feel harassed, harmed, demeaned, or unsafe it is imperative that the unwelcome behavior be reported to any of the staff immediately. The same should apply if such behavior is witnessed happening to someone else. As a community, we need to stick together and look out for each other.

## Identification

If you ever have an issue that you need a C-Tek LARP Staff member to resolve, find anyone wearing a green high-vis vest or green C-TEK LARP STAFF pin and they will either assist you or find someone who can.



## Drugs, Alcohol, and Weapons

No alcohol, recreational cannabis, or other recreational drugs are permitted at C-Tek. Players or Staff who are intoxicated during setup, during or after the event or are seen consuming alcohol or engaging in recreational drug use will be removed from the event and escorted off site immediately.

We politely ask you to leave all California-legal defensive tools you may carry in real life at home or secured before you come to C-Tek.

We and the ruleset instruct you to not keep on your person or brandish any real weapons or defense on site, at any time. Blades of any kind, including utility knives, are not to be used in the RP area during the event. There are likely, at any given point, to be props, blasters and costumes designed for play flying around the site doing what they should be doing. Adding anything designed for a real life defensive purpose invites incredible danger to the mix.

Any players seen carrying or brandishing real defense tools or weapons during play will be banned from Branching Worlds LLC events and escorted off site immediately.

## Hacking and Cheating

C-Tek is pushing the limits of what is being done with technology in a LARP. It's very much an experiment, and we'd like to see it succeed. If you'd like to know more about the technology we're using to run the LARP, we'd be very happy to tell you about it. We understand that hacking is part of Cyberpunk culture, but hacking the systems we use to run the game or attempting to make the technology work in a way other than how it was designed is outside the scope of our game and will be considered cheating. If you try to break or cheat our technology, you will be removed from the event.

## Consequences

- **Warning:** In the case of a first minor incident, a warning will likely be issued. No one is entitled to a warning, but the staff may prefer to issue one.
- **Removal:** The participant is removed from the event and must leave the event site. They must receive permission before attending any other Branching Worlds events.
- **Ban:** A player is banned permanently from all Branching Worlds events.
- **Contacting Law Enforcement:** C-Tek is a private event hosted by CQB City LLC and facilitated by Branching Worlds LLC. **Neither organization will tolerate violence, illegal activity, or belligerent behavior performed on or around our game site.** In the case of an illegal action that harms a member of our community, or if someone has been asked to leave the event but will not do so, Branching Worlds LLC staff will work with our host, CQB City to contact the Stockton Police Department and have the offender removed from our event. We reserve the right to suspend play until this removal is effected.

## Ingredients List

Elements of gameplay

- Consent-based roleplay
- Fast-paced NERF blaster action
- Emotionally intense/heated roleplay
- Investigation
- Commerce and economics
- High-pressure timer-based puzzles
- Character vs character combat
- Darkness
- Frightening experiences
- Chases
- Sudden loud noises

- Flashing lights
- Blacklights
- In-character non-combat area
- Out-of-character decompression area

## Themes

- Drug use (fictionalized)
- Injury
- Character death
- Terrorism
- Nuclear war
- Fictionalized crime
- Police
- Poverty and economic disparity
- Romance and/or sex (themes only. Please do not have or simulate sex at our event)
- Oppression by paramilitary forces
- Mind control and/or hypnotism

If you have a particular theme that is not listed, but you are concerned may appear within our storyline, please let a guide or staff member know, and we will make an effort to warn you if that theme is expected to appear within a scene.

## Off-Limits Topics

We believe that certain real world problems have no place in escapist fantasy. These issues will not appear in the fictionalized worlds of Branching Worlds LLC events, and should not be referenced, directly or thematically, by any staff or player within the context of the game.

- Racism
- Religious bigotry
- Sexism
- Homophobia
- Transphobia
- Child abuse
- Child death
- Sexual harassment
- Sexual assault

These things happen enough in the real world. Please do not mention them or reference them in character. Please do not make them part of your character's story or back-story. We'll do the same.

## Thank you

We're so excited to create this world for you to play in, and we are looking forward to having you join us. If everyone follows these guidelines consistently, then everyone will have a good time. Please help us make that happen.

This COC was adapted from [Key City Steampunk's Code of Conduct](#) and [Jackalope Live Action Studios Event Policies](#)