

EXCALIBUR CON PLAYER AND GAME LEADER CODE OF CONDUCT

1. *Code of conduct.* Excalibur Con will not tolerate discrimination, racism, sexism, toxic behavior, or anything that makes others feel lesser for who they are, intended or otherwise. Players and Game Leaders are expected to be respectful and supportive to everyone involved.
2. Content can be R-rated in nature, and Excalibur Con requires the use of safety tools at every session, specifically **Lines, Veils, and the X-card.**

Lines are not to be crossed - they cover content which will not be permitted in-game under any circumstances.

Veils represent content that, while it may occur, must be addressed minimally through “fade-to-black” moments without graphic or detailed descriptions. Veiled content can include excessive violence, gore, romantic interactions, phobias, trauma, and emotionally intense scenarios.

Players are invited to share their Lines and Veils privately with the Game Leader before the game starts, and the Game Leader will communicate these limits clearly to all participants at the beginning of the session. If discomfort arises unexpectedly during the game, participants should notify the Game Leader privately or during a scheduled break.

The X-Card is a tool provided to immediately edit out any in-game content that causes discomfort. As gameplay can be improvisational, uncomfortable situations may arise unintentionally. To utilize the X-card, simply tap or lift it from its position at the center of the table; no explanation is required. The Game Leader will promptly move past the discomforting content. Players can also request a break to privately discuss any issues with the Game Leader.

To be absolutely clear, themes, scenarios, or encounters involving extreme violence and/or explicit sexual content are never appropriate for Excalibur Con. Common sense must guide all gaming activities. Content acceptable in private settings among consenting adults may not be suitable at a public gaming convention. Violations of these guidelines breach our Attendee and Code of Conduct policies and can lead to immediate expulsion without refund and a permanent ban from all future Excalibur Con events.

3. *Fairness.* Game Leaders must remain impartial, refraining from showing favoritism toward specific players or decisions. They will endeavor to maintain a balanced game environment equally accessible and challenging to all participants. Players should also actively support their fellow participants, particularly those new to the event or struggling to integrate with a group. Building a richly diverse and exciting game takes everyone's effort and cooperation.
4. *Player-versus-player conflict.* While competition and disagreement may naturally occur, direct conflict between players is strictly prohibited unless specifically and clearly foreshadowed by the Game Leader. Excalibur Con emphasizes collaboration, community-building, and mutual support. Players must not undermine or sabotage one another. Conflicts should primarily exist within the game's external adventure environments.

Excalibur Con reserves the right to immediately remove players or Game Leaders who fail to adhere to this Code of Conduct.