**Living Gene Rules**

* **Code of Conduct (p2-3)**
* **Reporting (p3)**
* **Combat and Calls (p4)**
* **Drop that now! (p4)**
* **Please do not struggle! (p4)**
* **Stop the game/person down (p4)**
* **Weapons (p4)**
* **Non-contact rules (p5)**
* **Skill use (p5)**
* **Human skills (p5)**
* **Robot skills (p5)**

**Code of Conduct:**

The core rules for the Living Gene cover our code of conduct. We expect everyone coming to the game to abide by these rules:

1. Any references to non-consensual sex or sex with minors are not allowed, this includes OOC and after time out as well as IC.

2. We expect everyone to treat one another with respect and remember the difference between Out of Character and In Character interactions.At no point should someone be made to feel that their OOC beliefs, gender, sexuality or ethnicity is under question or attack. If at any point someone is making you feel uncomfortable you should call stop the game, or tell a ref. While Asimov’s writing did not take a progressive approach to gender roles, we are firmly on the side of gender equality, and will look profoundly unimpressed at any misogyny, roleplayed or otherwise.

3. ‘Back off’ is the Living Gene safe phrase. If in an IC situation someone says ‘Back off’ this is an instruction to OOC back off. Either that person thinks you have gone too far and made them uncomfortable in the situation, or you are invading their personal space. Ignoring this by either not stopping what you’re saying or backing off physically will be taken seriously. If somebody ignores your use of “Back off”, it is appropriate to call “STOP THE GAME” and fetch a ref.

4. For points 2 and 3 please note none of the following excuses are acceptable: “I was only joking”, “I was in-character”, “I was drunk”, “I’m his mate and he doesn’t mind”.

5. We anticipate a low or no combat event, however please don’t fight while drunk.

6. Don’t take illegal substances on the site; they will be confiscated, you will be asked to leave the site and we will call the police.

7. The Living Gene is a largely freeform game, with minimal calls. Please don’t break the above rules; don’t cheat; do — if you feel someone is cheating, fighting unsafely or making players OOC uncomfortable, speak to a ref rather than confronting them directly.

8. ‘PERSON DOWN’ is the OOC call for a First Aider; hence this should only be used for an Out of Character injury (losing your glasses counts as an OOC injury). If you hear it, please repeat it if necessary, stop any combat, drop to one knee or move away from the area if safe to do so and let the First Aiders in to deal with the situation.

9. The site rules forbid the presence of guns onsite, and noise outside after 9pm, as the site is close to other houses in the village. After 9pm nobody should be out the front of the building, and only very quiet conversation should be taking place on the back patio - if people outside become noisy the area will have to be declared entirely off-limits after 9pm.

**Reporting**  
We encourage any individual who experiences sexual harassment, harassment or prejudice of any kind to report the incident to a ref at the earliest opportunity so we can deal with the situation appropriately.

**Combat and Calls:**

While this game is intended to be low or no combat, we have a couple of calls that may be used (if you are able to use them, you will be informed prior to the game - please don't use them if you have not been told you can). These are detailed here. In the event that combat does occur, we are using a free-form system (with the exception of these calls) - please roleplay an appropriate response based on the situation and weapon used.

**"Drop that now!"** - If somebody calls "*Drop that now!*" and then places a hand on a weapon you are holding, you must release it immediately into their possession. If somebody places a hand on your arm or hand while it is holding a weapon and calls "Drop that now!" you must drop the weapon to the floor immediately.

**"Please do not struggle"** - If somebody calls "*Please do not struggle*" and then places both hands on your shoulders, back or arms (or a combination of those positions), you are restrained by them until released and should physrep struggling as appropriate (although you will not be able to break the hold without assistance)! The default physrep for this is having both hands lightly but firmly placed on your shoulders, back or arms. If both individuals involved consent OOC you may be restrained in some other fashion to which you both agree.

**“Stop the game”/”Person down”** - if there is a problem requiring first aid or somebody nearby has become uncomfortably distressed on an OOC basis, the calls *“Person down”* and/or “*Stop the game*” should be used. A ref/first aider will come as soon as possible. On hearing this, please repeat it to those around you, and stop what you are doing until a ref confirms that play may be resumed.

**Weapons**

OOC we anticipate a low or no combat event and IC this event is being held at a conference in a world populated by high-tech robots dedicated to making sure humans do not come to harm. As such, no attendees should have any weapons in their IC possession at the start of the game. If you own any larp-safe improvised weapons (rolling pins, books, doctor’s sets, etc) you would be happy to see used in the game, then we would be very happy to include them if you drop them off at the crew room prior to time in. Please contact Katherine by email if you have any queries about this.

**Non-contact rules**

These calls both involve the use of light physical contact on either arms, shoulders or back. If anyone is unhappy with this for any reason and would like to be non-contact, please let me know either in advance of the event or before time in. You will then be identified to all players and crew as non-contact at the start of the event. If interacting with a non-contact individual, for any combat or combat calls, instead of making contact with the person, you should place hands 10cm away from their shoulders, back or arm after making your call. Any weapons blows towards a non-contact individual should be prefaced with a cry of "Take that!" or other appropriate utterance to signal a blow, and then mimed in their direction, being pulled no closer than 10cm from them. You may both then proceed to roleplay appropriately.

**Skill use**

The Living Gene is being run on a largely free-form basis. As such if you encounter a situation, we encourage you to respond by roleplaying appropriately according to your character’s skillset. If you need to do something complex, or which will have repercussions, please contact a ref either in person, or using the messaging facility that will be set up on the site’s wi-fi (details to be released closer to the event).

**Human skills:**

The majority of humans on Euterpe will have a profession of some kind. While they could rely on robots to do everything, this would be excessively dull and some situations just need a human touch. As such, each human should pre-define a profession or occupation which provides you with a set of skills, and a hobby or interest providing another. For example: *Jeremy Murton is a skilled surgeon and doctor. In his spare time he likes to let off steam by practising a variety of sports including running, climbing and weightlifting!*

**Robot skills:**

On Euterpe robots will mostly be specialised for a couple of different functions. As well as this the current fad is to encourage your personal robots to develop a “hobby” or “talent” which interests them and can be displayed or talked about to your friends, family and neighbours.

Each robot should therefore predefine a “primary function”, “secondary function” and “interest”, which will provide the skill areas you are proficient with. For example: *Delia Rawling’s robot Peter primarily serves as a host to guests, occasionally does repairs around the place and has an interest in quantum mechanics. As such he is skilled in interaction with humans and understands the subtleties and nuances of social interplay (Harry Martin suddenly having a better kept lawn that Delia would cause Delia to lose social standing and suffer psychological harm) as well as being a skilled engineer, and having an excellent understanding of physics.*

Robots have an extra skillset compared to humans - this reflects both their programmable nature and role as service-providers. They are however, restrained by the Three Laws of Robotics and will be unable to carry out some game activities that are accessible to humans.