Membership Guidelines
v. 2.1
Introduction

Welcome to Dystopia Rising. We are a network of communities. We are a neighborhood of individual communities of people who come together because we share a common hobby, and it doesn't matter what our day-to-day life is like, it doesn't matter what our day-to-day 'social standing' and responsibilities are. Here, we are all gamers. Regardless of race, religion, philosophy, gender, sexuality, political background, or any other categorization that can be used to describe a person, here we are all gamers.

We come together to share a hobby that we love. We come together to revel in a community of our peers who will treat us as one of their own.

This is a written guide outlining what we hope is commonplace and common sense for the kind of people we would want to be members of our community. We understand, however, that as the community grows it becomes easier for the original message to be lost. We would love to assume that every person who joins the community understands the difference between right and wrong, the difference between socially acceptable and socially harmful, and how to create a healthy and inclusive community for everyone-- friend or potential friend.

But for better or worse, we all come from different backgrounds with different levels of exposure. As the community grows and as we all interact within the national and international network of games, we need to have guidelines for basic instructions on how we should act. These aren't guidelines to try and control you, or to force you to think a certain way, but instead are a guide to provide the bottom line for communication and interaction which focuses on understanding, respect, and clarity.

We are not going to give you instructions on how to act away from Dystopia Rising Network events or how to act when not using Dystopia Rising Network means of communication. We are not here to govern your day-to-day life. As much as we hope that our community members are caring and understanding people who look to do what is right by one another no matter the circumstances, it is not our place to tell you how to do that. The base of Dystopia Rising is that we come together to be together. This handbook will help outline how best we can all live up to that.
Structure of Network

The Dystopia Rising Network is a network of independently owned businesses which operate within a general community and network guideline. Each individual Dystopia Rising Network branch (branch for short) is responsible for all aspects of local operation. These individual businesses are given a guideline for the number of events they can host, the volume of experience points that can be given out per event, as well as a rules guideline that they agree to follow.

Individual Branches are only available to individuals with current Network memberships. Please read more about Network Membership in the section entitled "Membership."

Individual branches are owned by one to three people who take on the title of “Director.” These directors oversee the standards, operation, and filing of the individual branch in accordance to Federal, State, and Organizational guidelines. Each branch is responsible to ensure the safety of its members, the needs of their local community, the operation of their local business, and the full legal responsibility of their business for all events that they host. At an event, the local director has authority within Network contract guidelines.

Individual branches provide a network of team members that are either Full Operations or Partial Operations team members. Full team members are players who have undertaken a degree of responsibility for their local branch and spend their NPC time at performing various tasks. Partial Team members are experienced individuals that oversee and assist with the continued operation of events, but, do not have the full authority and responsibility allowed to Full team members.

All players spend their NPC time on behalf of the local branch, and not the Dystopia Rising Network as a whole. Players are assigned to an individual branch for bookkeeping, membership details, and organizational ease. Branches are defined by the living area of a player, or the location at which a player is most commonly going to be in attendance to local branch events. Individual branches are organized so that the local business, the directors that own it, and the team of players in the roles of Storyteller and Marshal NPC for each branch can see to the community and event needs of the players. The directors of each branch have a support network provided by the parent organization, which will assist the branches and directors by answering game and event related questions to the best of their abilities.
Membership

Membership allows you a membership number and package provided directly by the Dystopia Rising LARP Network. All branches within the Network have agreed that only active members, in good standing, of the Dystopia Rising LARP Network can participate in any branch events.

Membership must be renewed yearly based on the date that the membership is initially purchased. Players that have a lapsed account will not be able to accrue experience points for their characters, will not be able to gain Assistance Points, nor access their character sheet. In addition, local games will not be able to update or change details of lapsed players character sheets until memberships are renewed.

Members may fulfill this requirement either with a Basic or Advanced Membership. Details of both options are listed below. Players should inquire with their local branch if they are interested in a Basic Membership.

Membership Eligibility

Membership eligibility is open to the following:

- Any individual that is at least 18 years of age.
- Any child that is between the ages of 14-18 that has a signed parental waiver. Children are not recommended to attend Dystopia Rising events, given the adult nature of many story topics. A branch may allow a child under the age of 14 with the supervision of a legal guardian who has previously attended events. This is at the discretion of the local branch owners.
- Any individual that does not have a history of criminal conviction relating to Homicide, Sex Crimes, or Hate Crimes.
- Any individual that agrees to abide by the Terms of Service provided.
- As a member of Dystopia Rising you agrees to indemnify the franchisee and Dystopia Rising for any claims associated with a violation of the terms of membership, including false statements regarding their compliance with the terms of membership, or false statements regarding their criminal history.
- As a member you agree to the use of your likeness on the website or promotional materials.
Membership Pay Options and Benefits

Option 1: Basic Membership - $0
- Basic membership is awarded automatically to a player once they attend their first Dystopia Rising weekend event. There are no costs associated with this option and it remains active for six months. This option renews every six months, once a player attends another event.
- Players with this membership will be provided a copy of the membership handbook and the community guidelines. If you are not provided a copy by your local branch, one can be either requested via your local director or downloaded for free from www.DystopiaRising.com.
- Players with this level of membership may have 2 active characters in the database, attend events, earn build and enjoy all benefits of a member in good standing within the community.

Option 2: Advanced Membership - $30
- The Advanced Membership is paid for by the player and can be purchased on the main website: www.DystopiaRising.com. Membership is active for one (1) year, starting the date of purchase. Multiple years may be purchased at once.
- The player is awarded 2 build on each of their characters upon purchase (a $60 value, see below). This 2 build will be awarded to each of their active characters in the month that they purchase the membership. If a second or a third character is created after that month, the build will be awarded to that character the month it is created. This build is a one-time amount and is not counted separately during a re-roll, or roll over to a new character.
- With an Advanced Membership, the player has the option of having their characters based in different games, as they choose. The standard 6 month waiting period of transfer is all that applies.
- A player with an Advanced Membership will be allowed to have a third active character in the system! This third character falls under all the same guidelines, build structure and play ability as any other character. The player can be registered for events and earn XP with their other characters. However, the player will only be able to portray, learn skills and get check in skills for 2 characters at any given game.
- Starting around the end of 2015, players with an Advanced Membership will be able to set up a log-in to the national database. With this, they will be able to view their character sheet and build log in the downtime between events.

Database and Membership Number

One of the advantages that individual branches receive as a part of the Dystopia Rising LARP Network is access to a global character Database. As new members join the Network, a player number is assigned to the new player that allows directors to track a character’s growth as well as a player’s membership status. This player number is a tool which allows games to easily take care of the game and community needs of the individual players. The Database is accessible to all branch directors that are active and current members of the Dystopia Rising Network. In the instance that a game closes, moves, or for some reason ceases to exist, all players that are registered to that branch will be allowed to choose what new home branch they would like their character based out of. Characters and players will default to the closest branch to their location if they do not make a choice.
Community and Safer Space

The Dystopia Rising LARP Network Community is based around the concept of inclusiveness and a welcoming environment. We are an organization that enjoys a shared hobby and with that, a desire to have a caring community free of drama or judgment. With that it is our responsibility in all DR related places to uphold a policy of safer space.

“Safer Space” is an essential part of every anti-oppression-centric group. Safe(r) spaces are a visible presence of allies that can help to shape a culture that is accepting of all people, regardless of sexual orientation, gender identity/ expression, or any other difference.

We choose to say “Safer” Space rather than “safe space” because we acknowledge that no space is entirely “safe” for everyone. We believe that Safe(r) Spaces are inviting, engaging, and supportive environments in which all people feel comfortable behaving genuinely. It is important that Dystopia Rising organizers and players listen carefully to raised experiences and act on what they hear.

Participants have different communication styles, personalities and opinions, and come from diverse gender, racial, ethnic and socio-economic backgrounds. To foster this kind of temporary community space, people must respect others and actively look out for the well-being of all those attending this camp. Supporting the most vulnerable members of our community is one of our goals. This is why we define safe(r) space as a space that is encouraging for people who have been made uncomfortable at other events due to racism, sexism, physical and sexual assault, etc.

Dystopia Rising has a ZERO TOLERANCE POLICY for harassment of any kind, including but not limited to: stalking, intimidation, offensive verbal comments, physical assault and/or battery, harassing or non-consensual photography or recording, bathroom policing, inappropriate physical contact, unwelcome physical attention in relation to, but not limited to: race, color, national origin, gender, gender identity, gender presentation, sexual orientation, age, body size, physical ability or restrictions, appearance, religion, citizenship, pregnancy.
Dystopia Rising is a place where Ableism, Ageism, Bi erasure/Monosexism, Cissexism/Cis-supremecy, Dyadism, Hetero-sexism, Mental illness-shaming, Multiplicity hate, Racism, Sexism/Misogyny, Slut-shaming, and Transphobia have no place. Our goal is to have a gaming community where everyone is welcome, everyone is equal, and everyone is treated with respect. In the instance that you witness someone acting in a way that goes against the spirit of our community, we encourage that you take the following steps:

- Approach the individual in a non-combative nature and calmly discuss the issue. Try not to use accusatory language. Do not have the conversation in front of others or in such a way as to potentially embarrass the individual.
- If you do not feel comfortable approaching the individual, please approach a team member in authority of the hosting branch for the event you are attending.
- In the instance that an incident is an obvious and grievous breach of our community goals, immediately involve a team member.
- It is our wish to address these incidents at the time they occur, to best address those involved. If for some reason that is not possible, we ask that the issue be brought to the local director’s attention as soon as possible. Whenever possible, anonymity will be maintained. If you are approached about your actions being against the spirit of our community, we ask that you follow three 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, if your actions are causing distress to others it takes almost no effort to discontinue what you are doing.
  - Involve a team member if the interaction starts causing conflict. Find a team member in authority of the hosting branch for the event you are attending if you cannot come to a reasonable, calm agreement. If you feel that your interaction may escalate into an argument, immediately get a team member involved.
  - If an issue continues or repeats, you will be asked to leave the current event and will be issued a violation or ban compensatory with the offending incident. If an issue is of a grievous enough nature to warrant a violation or ban immediately, all build earned that event (including purchased and/or converted) will be lost and it will be at the discretion of the local director to also include a removal of past build, character playability or awarded Assistance Points (AP).

**Official events must be available to all members of good standing.**

If there is a Dystopia Rising LARP Network event that is hosted by a branch or by the Network as a whole, then that event must be available to all Network members of good standing. If an individual has received corrective actions or does not have a current membership, then that individual is not allowed to attend Dystopia Rising LARP Network events.
Corrective Actions

A Corrective Action occurs when a player is in need of a reprimand for actions that are detrimental to the well-being or safety of the local community and/or the well-being and safety of the national neighborhood of communities. This can range in severity from a simple verbal reminder of how things should work all the way to removing a player from a game entirely.

The intention of a corrective action is always that the player understand how their actions were harmful to themselves, others or the community as a whole so that they can improve. Corrective actions are never intended as a punishment. Even if a person is no longer allowed at a branch it is with the sincere hopes that they find a constructive and positive outlet in a new community.

To be clear, neither your local branch owners nor Dystopia Rising LLC. are making any calls on illegal actions other than our ability to refuse service based on those actions. If any illegal activity is uncovered, you are strongly advised to contact the proper authorities to deal with that situation. In extreme circumstances, it is within the rights of a branch owner to report illegal activity to the authorities.

All local branches are individual, stand-alone companies and are obligated to follow all local and state laws. The below process is written as guidelines for managing issues that arise in the community. This is not intended to be an all-encompassing list of potential offenses and the local Directors have the responsibility to manage corrective actions as appropriate for the offense.

Levels of Corrective Action

Below are the levels of corrective action that a player may receive. Please make sure that you are fully aware of what the consequences are of these corrective actions when speaking with your Director.

**Warning**
A Warning is a gentle reminder of how to act in regards to the community standards. It could be as simple as “Check your swings” or even “We don’t talk about that topic here.”

Everyone slips up and that is fine. Warnings should be taken as strong advice and actions adjusted accordingly.

These are issued by Marshals as well as Directors.

**Violation**
A Violation is much like a Warning but here it is clear that this was an improper action and not a misunderstanding. It could be a matter of intention, previously being informed and repeating the behavior, or how the severity of it affected the other party(s).

This is still a gentle reminder but should be accompanied with a full explanation of what happened, why it is an issue and asking for an assurance that it won’t happen again.

If a Marshal is given a Violation then they cannot be a Marshal for any event for the duration of that Violation, which is to be determined by the Director from the branch they received the Violation from. This is due to Marshals only being allowed to hold that position if they are in good standing in the network. This includes Marshals given Violations at events where they are not a Marshal.

These can be issued by Marshals as well as Directors.
Removal of Marshal or freelance Position

An action which is worthy of a violation or suspension also will result in that player being removed from the position of Marshal. A violation will remove the marshal for the duration of the violation. A suspension is a full removal of the Marshal title, though a player may re-request the position. Approval or denial is in the purview of the local Directors.

A Marshal is trusted to hand out certain corrective actions and be positive members of the community who represent the game's best intentions, and writers are trusted to know what a positive play space is and create it for the players. If a Marshal is seen by the community to not be trusted or represent the ideals we hold as a community then their dismissal from this position might be necessary.

A freelancer, be it writer, crafter or other, must not be in bad standing with the network as a whole to do business. This means that someone should either have never attended an event (and therefore is not in good or bad standing) or is not currently under a corrective action.

This is given in conjunction with another corrective action.

**Suspension**

A Suspension is a player not being allowed to attend DR events, be they games or social events, for a period of time that can be durations of 3 Months, 6 Months or 1 year based on the severity of the offense.

Suspensions are not taken lightly. This action should be used if the player has exhibited a pattern of behavior that Warnings and Violations have not changed. It could also be used to demonstrate the severity of the offense.

The hope is always that this player will take this time and removal from events and officially run community functions to rethink the behaviors and actions they have taken so they can return as a better community member.

Suspensions can only be issued by Directors.

Suspensions are issued at a local level for a single branch only. If you receive a suspension you are required to contact the Directors of any other branches you wish to attend for the duration of the Suspension before attending, as it is in the local purview of the Directors if they wish to not uphold the suspension.

**Indefinite Suspension**

An Indefinite Suspension is much like a Suspension only it hinges on the player fulfilling some kind of condition before their return.

This might be an apology to the person they wronged, a conversation with the issuing Director demonstrating their understanding of the issue and a promise to not repeat it, the fulfillment of an agreed upon obligation or fulfilling a missed event payment.

This stipulation is not a punishment but a reasonable solution to a problem the player can work on.

Indefinite Suspensions can only be issued by Directors.

Suspensions are issued at a local level for your branch only. If you receive a suspension you are required to inform the Directors of any other branches you will be attending for the duration of the Suspension before attending.
Suspension Pending Investigation
This is to be given to a player who has been accused of something that if true would make them worthy of a Suspension, Indefinite Suspension or Refusal of Service.

This is to give the Director time to gather their facts, talk to all of the involved parties and make a decision while still removing a possible harmful or toxic player from an event in the meantime.

If it is seen that a player is withholding information in order to draw out the time the Suspended player is removed, they may be allowed back in play while still compiling evidence.

Suspensions Pending Investigation can only be issued by Directors.

Suspensions are issued at a local level for your branch only. If you receive a suspension you are required to inform the Directors of any other branches you will be attending for the duration of the Suspension before attending.

Refusal of Service
Any business has the right to refuse service to any customer as long as it is not because of discrimination of race, color, religion, national origin or disability.

If a Director decides to refuse you service be aware that while this is just for the one branch, any other branch may also reserve this right.

If you are refused service at any branch you are required to tell the Director of any other branch you may be attending of this seven days before attending the event via the email provided on a branches website.

A Refusal Of Service is issued at a local level for your branch only. If you receive a Refusal Of Service you are required to inform the Directors of any other branches you will be attending before the event.
What Justifies a Corrective Action

The following is a list of things that may be justifications for a corrective action. The context and severity should be taken into account with all of these on a case-by-case basis, but the below list is a general guideline for possible reasons for a corrective action. This is not intended to be an all-encompassing list of potential offenses and the local Directors have the responsibility to manage corrective actions as appropriate for the offense.

This list is in reference to out of character actions and intentions. While likely in character actions and intentions can be taken into account as they pertain to being used against people for out of character issues, the purpose for this list is for players and not characters.

Not complying with federal or state law.
Discrimination in the form of race, gender, religion, disability, or sexual orientation.
Sexual misconduct including harassment and assault.
Threats that affect or are perceived to affect the safety, health, or well-being of another person at or pertaining to an event.
Possession of a dangerous weapon, concealed or unconcealed, at an event including social gatherings run by the franchiser. This includes all guns, explosives, or other devices which in the manner used or intended are capable of causing death or bodily injury.
Incompetence or negligence which leads to harm or harassment of another person or the community as a whole.
Possession of narcotics, alcoholic beverages or other unlawful drugs including smoking while under the legal age. This also includes attending game events and social events in which alcohol is not allowed, while under these effects, even if taken at an off-site location.
Dishonesty to a Marshal or Director about issues or while inquiring into a corrective action. This also includes misrepresenting yourself as operating in an official capacity.
Theft of any kind including the out of character theft of personal and game property.
Any Marshal, Writer or Director accepting anything of any perceived value for their influence or judgment.
Using one's position for personal gain including the use of confidential information received through one's position to obtain any favor, financial gain or social status.
Inappropriate handling or release of confidential or un-authorized documentation of IP material.
Repeated or purposeful missing of NPC, Clean Up or other community activities without a clearly communicated and approved reason.
Conviction of a felony.
Inappropriate use of language towards any Marshal, Owner, or Employee which impedes operations or interferes with the ability to maintain their function.
Failure to act safely or use safety equipment which can result in endangering self or others.
What Does Not Justify a Corrective Action

While the actions listed above are grounds for giving a corrective action, there are certain things that do not meet these criteria. While not limited to the below list these are some examples of actions that while troubling may not be used as grounds of removal or correction. This is not intended to be an all-encompassing list of potential offenses and the local Directors have the responsibility to manage corrective actions as appropriate for the offense.

Personal Dispute, related to past grudges, ending friendships or the general dislike of an individual. Romantic Relationships, relating to the ending of a partnership and the feelings associated to this. These above issues while not grounds for corrective action, may be grounds to request to not show up at events run by the owner in question or not be a Marshal or Writer. While we as a company don't believe these are worthy of removal as a network, we also ask that all parties respect that these events are the workplace for the game runners and they are required to attend. If a personal relationship makes it as such that both parties cannot be at the same location and maintain a professional relationship then we ask that the worker's desires are respected in order for them to complete their job to the best of their abilities.

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By signing below I agree that I have been provided access to this Membership Guide, that I have carefully read and reviewed this content of this document, and that I agree to abide by guidelines provided here in.

By signing I state that I understand that this is a living document that may be changed at any time without prior notice to members.

I understand it fully and I execute it voluntarily.

________________________________________________________________________
Guest Name (Printed)

________________________________________________________________________
Guest Name (Signature)

________________________________________________________________________
If under 18, Parent/Guardian Name (Printed)

________________________________________________________________________
If under 18, Parent/Guardian Name (Signature)

________________________________________________________________________
Date