



Community Code of Conduct

- **Be respectful and kind to each other.** We're here to help one another grow.
- **NO discriminatory language or content is permitted**, be it direct or through implication.
- **Keep explicit language and content to a minimum** during events to help maintain a professional and family-friendly environment.
- **Be constructive, kind, and attentive when giving or receiving feedback.** Help build a strong community by building strong games and even stronger conversations.
- **Respect the rules of the Event Host while events are taking place.** Be kind to them! Running an event and coordinating designers and playtesters is hard work.
- **We reserve the right to deny a game be playtested at any event, at any time.** We will do our best to notify you prior to an event, however in many cases we cannot assess a game until engaging with it. A game may be denied for the following reasons:
 - It has heavy adult or inappropriate content that hasn't been vetted by an event host.
 - It is already published (we ONLY playtest unpublished games or expansions).
 - Any other reason the event host feels like your game is not a good fit for the event.

Not following our core community rules may result in further action being taken, such as no longer being able to participate at **any** of our events and community spaces. If you have questions or concerns, you can reach out to the Event Host before/during/after any given event and they can provide guidance, or you can email us at daniel@breakmygame.com

Playtesting Rules & Guidelines

Designers:

- **Give more than you take.** The best way to get feedback on your game, grow in the game design community, build relationships, and become a better designer is to invest your time in others and their own journey! This can be through playtesting games of other designers at events, giving feedback, and listening in on their own struggles and triumphs.
- **Give playtesters “the spiel!”** If possible, provide potential playtesters with your game’s quick pitch, rough play time, potential audience, age range, and player count. Help them understand the big picture of your game so they can give the best feedback possible.
- **Let playtesters know what feedback you’re looking for.** This helps keep the feedback portion of playtesting organized and lets playtesters know what to focus on. You can introduce this before/during/after gameplay, but generally without this you are less likely to get what you need from playtesters.
- **We have a soft-cap of playtime per game of 90 minutes. This includes rules learning, play, and feedback.** You *might* get more time but expect to have a 90 minute session for your game. If you have a game that runs longer than this, you can always cut it short to match the soft-cap (don’t feel like you have to experience a full game for great feedback!) If you need more than 90 minutes, talk with the Event Host to see if they can make it happen. No promises, though!
- **We do our best to get your submitted game playtested but, even then, it still may not happen.** Any number of factors can influence this, such as the number of participating designers and playtesters, games, and venue restrictions. If you’re unable to get your game played at an event, we’ll do our best to get your game played at the next event.
- **Be respectful, courteous, and understanding when observing gameplay and feedback.** Feel free to clarify what you're looking for and have a conversation about gameplay/feedback but . . .
- **DON'T argue with playtesters.** This doesn't help anyone! Sometimes you'll get feedback that isn't helpful for you. That's okay! Getting feedback doesn't mean you have to apply it to your game. Offer thanks for the input and carry on.
- **Let us know about more complex needs beforehand or at the start of the event.** Unguided playtests (*playtesters learn from a rulebook*), recording a playtest through video camera or microphone, or anything else that might be outside of a guided playtest (*playtesters learn from the designer*) session should be discussed with and approved by the Event Host.

- **If someone says or does something harmful during your time at an event, please let the Event Host know or contact us directly at daniel@breakmygame.com**

Playtesters

- **Thanks for playtesting games made by others!** Not sure what to play? The Event Host helps coordinate the event and can help you find a game that works for you.
- **Feel free to ask questions or share any relevant information during a playtest.** This helps the designer help you! They want you to experience the game, and that means making sure you're as comfortable as possible when participating.
- **When giving feedback, be honest, but kind and respectful.** Feedback can involve harsh truths sometimes, however this is not an opportunity to condescend the game or designer. Do your best to offer feedback that gives the designer opportunities to iterate, improve, and advance them toward their goals. Be gentle and compassionate. Consider sharing something you liked about the game, such as a memorable moment.
- **If you don't feel comfortable continuing or are unable to continue a game, you don't have to!** Let the designer and Event Host know what's going on if possible so they can help coordinate effectively.
- **If someone says or does something harmful during your time at an event, please let the Event Host know or contact us directly at daniel@breakmygame.com**