



Site Rules

v. December 2023

Thanks for checking this out.

Posting

When you're logged in, find the "+" link at the top of the page. Your post is automatically in the Actual Play category and must conform to its requirements (see below). If you want to post without this category, use the Contact form to ask me about it.

The software terms *Category* and *Tags* sets the Topics and Titles for your post, respectively. If it's easier for you, don't add anything to them and I'll fill in the information. The draft page includes instructions to set block formats for images, lists, videos, and many other options. You can import files and images into the body text of a post, preferably sized "medium." If you know a leading image you'd like to use, include it at the start of the post and I'll format it properly.

You can work on a post in Draft form, and I'm happy to help you with formatting. I don't look at drafts without your permission, so you'll need to contact me. Once it's published, you can't edit or delete anything. If you made some mistake, reply again to say so and fix it. If you absolutely cannot bear to see the error, notify me through the Contact form.

You may post in any language you find most comfortable. You can provide a translation into English as an attachment, or contact me so that I can do it.

Content for Actual Play

This means that you refer to real-life actual play experiences from table-top role-playing.

- Any and every role-playing game is eligible for discussion.
- Any amount of play: thirty years or thirty seconds, long ago in the past or just last night, whatever you want.
- It does *not* mean that you must include a recording or exhaustive description of play.

The precise purpose of your post is up to you, but any of the following improves its quality and aids future discussion.

- Whether you've played this title a lot or a little.
- Your authentic view of the experience: good, or mostly good except for one bit, or terrible, or what? Did you like it?
- The social context: a group you've known and played with for years? A convention one-shot with strangers? Or what?
- What happened in the game: "the fiction" or even "the story" or "in-game," however you prefer to phrase it. Who the characters were, where they were, what they did, and what happened.
 - Don't write it *as* a story, recasting it into fanfic or a script. Talk about play in your own voice.
 - Any data-type information, e.g., character sheets, are best as attachments instead of text in the post.
- What you and the other people did, as procedures.
 - You don't have to thumbs-up or thumbs-down, you don't have to recommend or not, you don't have to be complete.

The only metric for a good post is how well the discussion proceeds, now or later. The goal is for someone – preferably including you – to come away with an enriched notion of anything about role-playing.

Commenting and replying

The nesting is built to organize conversations.

- Begin a comment stream with the *big* “Reply” prompt at the bottom of the original post.
- Submit a reply to a comment or to other replies by clicking the *little* “Reply” prompt to the original comment in that stream; it will be nested at the right level underneath it.
- Use ordinary language to be clear whom you’re responding to, when necessary.

If you submitted a comment into the wrong place, notify me through the Contact form.

When you present critique or disagreement, set yourself a high bar for the interest and value of what you’re saying – you’re expected to make the conversation better, not worse.

- Make it clear whether you’re *demonstrating a different view of your own* or *disagreeing with the accuracy of the view you’re commenting on*.

When someone disagrees with you, review what you actually wrote.

- If it’s mistaken, or needs revision, own up to it.
- If the disagreement seems productive, take the conversation in the right direction.
- If you’re not sure what they mean or how it relates, say so nicely enough so they try again.
- If they’re taking it in a bad direction, then notify me using the Contact button and let me handle it.

In all cases, once you’ve stated what you want and mean to say, then quit trying to convince the other person. Do nothing. Let the contrasting views stand as they are.

Moderation

This isn’t a public site. It is owned and moderated by me. I read everything and I expect basic civility far above typical internet standards. You can help by avoiding certain phrases and their associated habits of thought, like these:

- “To be honest” – typically an indicator that anything but is about to arrive.
- “Only” or “just” – think about what your sentence would be like without them – usually it will entail taking a more genuine responsibility for what you mean.
- “So you’re saying” – do not presume to speak for others.
- “It’s interesting that you say ...” “You’re clearly an intelligent person ...” – these are code for calling someone prejudiced, stupid, or something else insulting.
- “You need to understand” or “You don’t understand” – do not presume to speak for others’ understanding.

I address willful stupidity, provocation, false politeness, passive-aggression, stubbornness, and discourtesy toward persons directly and immediately. I will moderate out in the open, in a reply.

- Do not strike back and do not apologize or self-abase. Carry on, merely better.
- If I judge you to be a bad actor I’ll remove you without warning. As of this writing it’s been two people, one post out of 814, and one comment out of 6,259. Let’s keep it that way.
- I will never remove content at *your* request.
- My judgment as moderator is final. If you don’t like it, then go away and don’t come back.

That’s it!

If you have any questions, use the Contact button.