

Flagging

Since it's important to us that all participants at *The Grimm Auction* have agreed to play with one another, we will be running several "flagging processes."

Some of you may have tried this before, while for others it's completely new — so let's go through the *what, why, who, and how*.

What is 'flagging'?

Flagging is a tool sometimes used in LARPs to enhance players' sense of safety and security — and ultimately, their overall experience. It's especially relevant in emotionally intense scenarios, where things can quickly become uncomfortable if you already have concerns about another player.

Roleplaying is a game, and for us, it's important that you leave *The Grimm Auction* with a smile and an awesome experience — even if you've gone through some wild scenes.

Even though it's a gritty game, it must be safe, and we need to be able to trust one another. We need to be confident that no one means actual harm to others (you're, of course, welcome to wish pain upon others *in-game* — that's part of the story).

Why flagging?

For *The Grimm Auction*, we've chosen to run a flagging process because we're aiming for a good amount of misery and emotional intensity. That makes it our responsibility to ensure that your experience is safe and responsible.

Who?

Only the organizers will see the flags you set.

If you feel the need to elaborate, you're welcome to send us an email — but ultimately, the most important thing to know is: **we respect ALL flags.**

No one will ever be told which flags they received, how many, or from whom. If you do not get to participate because you were flagged, you will not be told.

How does flagging work?

The flagging-process runs for a defined period.

You will receive an email, with a list of all registered players in the lottery. You **MUST** go through this list and assess each name. If you are unsure if a name on the list is a person you have concerns about (like people with identical or recently-chosen names) you are welcome to ask the organizers for more details.

If you go through the list and don't feel the need to flag anyone, you don't have to do anything. If we don't hear from you, we interpret that as you feeling safe with everyone on the list.

In our flagging process, you only have two flag types to choose from: Red and Black.

We use your flags in the casting process to ensure a good experience for all. There is no maximum to how many flags you may set.

And because The Grimm Auction is a game where anyone can end up together, and therefore need to be able to play with each other, we have chosen not to have a 'yellow flag' which usually means you don't want close pre-written relations with the person. If you have a very specific concern, like someone not playing your parent, or perhaps you Claimed Human, you are welcome to write to us during the flagging period.

For **red flags**, no explanation is needed — we assume it's based on a personal reason. For **black flags** — which results in a person being banned from the scenario — we do require an explanation. You only need to share what you're comfortable with, but we need enough information to determine whether the player poses a risk to the event as a whole or whether it stems from a personal conflict. If we assess that the person doesn't pose a danger to the player group, we reserve the right to downgrade a black flag to a red one.

Either way, you will **under no circumstances** be playing alongside someone you've flagged — regardless of which flag you used.

Red Flag	Black Flag
Used to mark a player you personally do not want to roleplay with.	Used to mark a player you believe poses a risk not only to you but also to others' safety.
Used to indicate that if this person receives a spot for the scenario, you do not wish to participate.	Used to indicate that you believe this person will be unsafe to let participate in <i>The Grimm Auction</i> .

How we do the casting-lottery

During the casting-lottery, we draw players one by one. If you've given someone a red flag and **you** are drawn before them, **they** will not be included. If **they** are drawn first, **you** will not be included. If someone has received a **black flag** they are removed from the lottery entirely.

The flagging process runs until a defined deadline. We will NOT chase you for answers. If you forget to flag, we cannot account for your preferences. It is YOUR responsibility to flag — if you have any questions about the process, feel free to email us.

Reserve List, and the possibility of more flagging rounds:

2nd and possibly 3rd rounds of flagging exist to ensure that new additions to the crew or the reserve-list do not pose problems for the main participants. Players already on the confirmed cast list cannot be removed just because someone on the reserve list flags them. Instead, it's a chance for reserve and crew members to make sure they feel safe with the current cast — and for current cast members to flag potential new additions if needed.

Thanks for reading! We hope this makes you feel well-equipped to assess your potential co-players and to set the flags you feel are necessary and get back to us accordingly.

Finally, we want to emphasize that everyone is different.

People have different thresholds — If you feel unsafe about a person, but perhaps feels bad for them or their friends, flag them. Flagging is an anonymous process for your safety.

We want you to keep going until you're done with the list, because this process is about YOU having a safe experience.

The most important to us, is that when we enter The Crystal Palace, everyone, both crew and players, has agreed to play with each other.