

Nighttime Party Rules

Basic Rules

1. Absolutely NO CELL PHONE USAGE, PHOTOGRAPHY or recording devices of any kind, in any of the dungeon rooms (Marquis, Camelot Court, and Crown Court).
2. ALL ACTIVITY MUST BE CONSENSUAL.
3. Event safe word is RED. Expect others to react if you use it. We strongly suggest a Green, Yellow, Red safe word progression for all scenes. If you do not know what this means, please ask a Dungeon Monitor.
4. No means No. Take no for an answer with dignity and good manners.
5. Respect the space and other guests: Do not walk through a scene, do not interrupt or talk to the players, maintain a safe distance, and please do not hog the equipment.
6. Dungeon spaces are for play and observation. Social spaces are for conversations.
7. Do not touch it if it is not yours.
8. Use the marked area in Marquis for any scenes involving sharps (staples, needles, knives), so long as there is no cutting or intentional blood.
9. Clean up after yourself. This includes water and equipment.
10. No alcohol or drugs are permitted. If you appear to be under the influence of either, we will ask you to leave with no refund.
11. G-string minimum at the party (keep genitals and anus covered). You must be Street Legal if you leave the Conference Center building for any reason.
12. Smoking is only permitted outside in designated areas.

Play Rules:

1. NO fire, scat, urine, blood, or clamps on genitalia.
2. NO sexual activity at the parties. Sexual activity is defined here as: body parts or toys inside of other body parts, hand/oral to genital contact, or using toys like vibrators on genitals, either directly or indirectly.
3. Wipe down any equipment before, and most importantly after, your scene is finished. If you are not able to do this yourself, make arrangements for someone else to do it for you.
4. Short whips only (6 feet or less), and keep them subsonic whenever possible (no cracks). No intentional, repeated cracking.
5. If you see something you think is unsafe, bring it to the attention of a Dungeon Monitor. Do not interrupt the scene.

All decisions made by the Dungeon Monitors are final, and failure to abide by them will result in being ejected from the event with no refund.