

Cheating at Games

Cheating

Cheating not only ruins the game for others, but also for yourself!

There are areas within the game where someone could cheat if they wanted to, such as not taking hits or spell effects, or meta-gaming. Instances of cheating will result in sanctions being put in place, depending on the outcome of an investigation into the incident. Some sanctions may be in effect for all games and events run by MGS. We ask all players and crew to abide by the rules of the game world and make all MGS games and events an enjoyable experience for everyone.

Here are some examples of cheating, but this is not an exhaustive list.

Not Taking Your Hits

Your character will have a certain number of hit points associated with them, before their character is dying. Do not take more hits than you have. It's cheating.

Not Tearing Resource/SPELL Cards

A lot of LARP games have elements that require the tearing of cards before skills can be used, and MGS games will be no different. The tearing (or handing in) of cards when a skill is used in order to 'have more uses' of skills such as magic/spells or other abilities is cheating.

Using More Magic / Abilities Than You Have

Pay attention to the rules of the game you are playing in regards to magic, and do not use more instances of magical use than you have.

Using more magic than you have can unbalance the game.

Stashing Resources

If a game has a set number of resources you can carry/pick up, etc then do not gather more than your fair share. This includes 'stashing' resources in hidden locations in camp or other game areas for easy use later.

Hoarding resources takes game away from other players and breaks the spirit of the game.

Use of Out of Character (OOC) Information

You may be in a situation where 'you' know more than your character does, about a plot line or incident in the game; perhaps through an NPC, or other such means. Do not use this OOC information to aid your character in the game you are playing. This is a breach of trust.