



Camp Beyond: Safety Tools

1. **The X Card:** The Adventure Guide (AG) places a card inscribed with a big X on the center of their table. If a player touches or picks up the X-Card during a scene in a roleplaying game session, the AG stops or skips over the scene, no questions asked.
2. **Stop and Rewind:** During Roleplay if two players (or the AG and a player) feel like they can redo an interaction better, the player can tap the REDO card. This is at the discretion of the AG. (There are lessons learned in failure but also lessons learned in understanding how and why an interaction went wrong and trying again.)
3. **Stars and Wishes:** A tool designed to be positive and affirming, a way for players and AGs to give constructive feedback to each other post-game without feeling "called out." When a player gives a "Star" to someone else, they describe a moment in the game they really appreciated - good roleplaying, a clever tactic, considerate behavior, etc. When a player shares a "Wish" with the rest of the table, they describe something they'd like to see more of in future games.
4. **Open Door:** A camper can leave the table if they need to take a moment if the scenario has caused them stress/or frustration.