[gammasynth]

CODE OF ETHICS

Gammasynth is a software and video game company based in Texas, United States.

This document, *The Gammasynth Code of Ethics*, contains articles meant to be used or referenced as guidelines, for operations revolving around the development of software, or video games.

Gammasynth is the name of a Company that Submits to God, Glory be to Him, The Most High, so our guidelines for operation and morality will be based from study of the Religion of Submission to God.

We then use Reason, may our Lord, God, bestow His Grace upon us, to lay these foundational guidelines; in respect to potential (reasonably foreseeable) problems, or problematic areas of works, that we, or those that work with us, or those that witness our works, or those that may be impacted by our works, may *or preferably may not* get near to, during the manufacture, distribution, and possible consumption of our works; May it be so.

The following articles outline our intentions related to how we should operate ethically as individuals related to the company, but more specifically upon how we should operate ethically as an entity within the industry, and within the world, in the Sight of our Lord, God.

The reason for attempting to establish these guidelines is Fear of God.

Article 1 | Ethical Business Practice

1) **<u>Money is not the motive</u>**;

We aim to create quality products, which should provide something beneficial to the user;
And not to create products meant to only earn a profit at any cost.

1a) A game should only be made and maintained by our company if it adheres to our
Code of Ethics in entirety and is a fitting staple to our brand's image and collection, never
because it is simply good for potential profit.

1b) If another publisher, or game studio, or company of any kind, commissions, endorses, or
hires our studio to do work on a piece of software for their product, the software/product in
entirety needs to adhere to the entirety of our Code of Ethics.

Article 1-C | Downloadable Content Practices

1c) Downloadable Content (DLC) is only allowable under specific conditions.

    1c.1) Purchasable (Paid; Not-Free) Downloadable Content that is a "decorative pack" is allowable if it only contains decorative content that is purely aesthetic and for visual purposes.

        1c.1.a) A decorative addition, such as a "redesign" of a base game object, added by a paid DLC is not eligible to change any functionality to differ from the original base game object.

        1c.1.b) A decorative addition, such as a new game object for aesthetic purposes only, added by a paid DLC is not eligible to create new game functionality to grant a player advantages that differs from, or that is unavailable in the base game.

        1c.1.c) A decorative addition should clearly identify itself in it's purchasable or downloadable marketplace with words such as "Decorative" or "Aesthetic", for the name of the pack or content, so that users are made aware of its intention of being only decorative non-functional content without confusion.

    1c.2) DLCs that add playable and/or functional content to a game are allowable under specific conditions.

        1c.2.a) A DLC that adds playable and/or functional content in a fully cooperative multiplayer, or singleplayer game has no restrictions, other than that listed in 1c.2.c.

        1c.2.b) A DLC that adds playable and/or functional content in a game that has the capacity for competitive multiplayer, may not allow players to use the DLC functionality in servers or levels with players who do not have the ability to also use that same DLC functionality.

        1c.2.c) The cost of a functionality-adding DLC, and total cost of all functionality-adding DLCs, for a game, should not exceed the cost price tag of the unaltered base game in any marketplace.

    1c.3) A game that is released on mobile platforms, such as mobile phones, or web platforms, such as HTML and browser-based platforms, is not eligible for DLC addition packs of any kind, as they may have the capacity for In-App Purchases, instead.

Article 1-D | In-App Purchase Practices

1d) In-App Purchases (IAP) are only eligible for mobile-based platforms, such as mobile phones, and web-based platforms, such as HTML and browser-based, under specific conditions.

1d.1) IAPs are only eligible for games that are free-to-play, and do not have a price tag on the base game software, unless the IAP only contains decorative content, in which case the decorative IAP would need to adhere to the same rules applied to decorative DLC listed in 1c.1.

1d.2) An IAP that unlocks new playable characters, or new playable content such as levels, in order to extend the playability and replayability of a game, is allowable.

1d.3) An IAP that provides new content or functionality to a user, in a game that has the capacity for competitive multiplayer, should not give the user an unfair and unbalanced advantage over other users that do not also own or use that same IAP.

1d.4) A game should not be designed to prevent users from progressing through the game, or hinder the user, or use any other sort of coercion methods in order to provoke a user towards purchasing and obtaining an IAP.

1d.5) An IAP should clearly inform the user what they would be purchasing before the purchase if made, as to avoid similarity to gambling, things like "loot-box" IAPs are unacceptable.

Article 1-E | Community-Based Giveaway Practices

1e) Games that have a price-tag cost on the base-game title (not including any DLCs or IAPs) should have a community-based giveaway system in place, if more than 100 copies of the title have already been sold.

    1e.1) After the first 100 copies of a game have been sold, there should be a ratio in place of free claimable copies, so that every additional x copies sold grants y number of free claimable copies.

        1e.1.example) For every five copies of sold titles, 1 free title is available to be claimed by a user, via minimal restriction system, such as phone number verification.

Article 2 | Compliance to The Way

2) All products produced and/or published by Gammasynth are required to be in compliance with The Way; We are not responsible for what users do with our works, but we are responsible for what we choose to work on, and for what we choose to put our name near to.

Articles 2-A, 2-B, 2-C | Claims Against Submission to God

2a) Depictions of religious figures, such as God, *false gods*, Angels, or Prophets of God, or anyone near to any Prophets of God, by way of visual representation, or by conceptual articulation within a work, is completely forbidden; Unless it is simply a Righteous attempt to transmit Truth from an Authorized Source.

2b) Depictions, or sanctification of the cross from Christian culture, in any work, by way of visual representation, or by conceptual articulation within a work, is completely forbidden; As to be careful as to not spread misinformation; And also, not every 'cross' or plus-shaped design is a "Christian cross", as quadrants and lines are very useful.

2c) Depictions of magic, sorcery, wizardry, or '*devil-worship*', in any game, by way of visual representation, or by conceptual articulation within the game, is completely forbidden.

    2c.1) An item, such as a weapon or armor, or a character, in a game that may seem "mystical" or "otherworldly" can be acceptable, as long as it isn't deemed to be "magical" or having inexplicable "magical" properties or powers by intention of its developer.

    2c.2) If an object, or concept, in a game, is deemed to have the ability to be explained using some sort of science-based reasoning, whether that explanation is readily available or not, there is not a need to consider it a piece of magic, or magical.

    2c.3) If an object, or concept, or character, is used and represented with the intention of glorifying some kind of magic, or idea of magic, it is not acceptable and should be rejected fully.

Articles 2-D, 2-E, 2-F | Nudity and Sexual Themes

2d) Depictions of full human nudity, in any work, by way of visual representation, or by clear conceptual articulation within the game, is typically forbidden.

    2d.1) If a manner of mentioning the private part of a human character of a game is needed to convey information, or entertain the user with humor, within a game, subtlety should be used so that a younger possible audience member may not be clearly informed about the sexual organs and sexual aspects of a human from our products, even if the game is given a mature audience rating and warnings.

    2d.2) If a work requires visual representations of human characters, in which the characters are "nude", there should be no representation of the sexual organs of the characters whatsoever under any circumstance, unless there is a dire need for it such as medical education, and otherwise, there should be masking or distortions of these areas if the characters are fully nude, including the breasts of female characters; the stomach and thighs of all characters should also be covered (clothed) for best practices in these situations.

    2d.3) In reiteration of 2d.2, with high importance, it is best to fully avoid the representation of nudity completely, and to cover the breasts and entire torsos of female characters, and to visually cover the butts, waist areas, pelvic areas, and the stomach to the knees of all characters that are represented visually or by clear conceptual articulation, with clothing.

2e) If a game requires the representation or simulation of breeding between humans, <u>the act of sex and conception should not at all be visually represented under any circumstances</u> even if subtle, and even if not explicitly explained to the user, there should be a system of marriage between the characters in place mechanically, so that the breeding does not seem to appear to the user to be at random, so that the game does not promote rampant fornication as a means of human reproduction, and a man should not have more than four wives.

2f) A game should not promote promiscuity, such as detailing a fictional characters sexual history, or signify, promote, or simulate dating or sexual behavior between two characters.

Articles 2-G, 2-H, 2-I, 2-J | Music

2g) The use of music, and sounds of musical instruments, in any game, is highly problematic;
    It is best to avoid involving music, in entirety, as much as possible, within a work;
    And instead of music, balance the work upon other reasonable exhibitions.

> 2g.1) A game can contain sounds to convey meaning, such as atmospheric noises, and
> sound effects, even if these sounds are created using an instrument of some kind.

> 2g.2) The use of synthesizers is more favorable for the creation of sounds, rather than
> using the sounds made by physical real world musical instruments, as to avoid
> glorifying their use to the user.

> 2g.3) If an atmospheric noise, or sound effect, has a melody, this can be acceptable as
> long as it is not clearly an attempt to solely portray a musical event to the user.

2h) The promotion of real world music within a work is not acceptable.

2i) In-game objects and items that represent real world musical instruments should be avoided,
    as to not glorify and promote the act of using musical instruments.

2j) Rhythm games, can be acceptable, as long as they are not made with the intention of being
    paired with real world music in generality, or to teach the user musical concepts.
    Helping a user to train their reaction time can be very beneficial.

Articles 2-K, 2-L, 2-M, 2-N | Morality

2k) Gambling, such as the use of a currency item spent to receive a chance of winning more currency than what was spent, is completely forbidden.

    2k.1) Simulated gambling, where real currency is not involved, in which a user is spending a virtual currency within the game to attempt to receive randomly chosen items, should be avoided, due to it's similarity to gambling in nature.

    2k.2) The use of random number generation in a game mechanic or system does not make that system gambling by nature.

    2k.3) The representation and promotion of gambling, and places where gambling occurs and is promoted, should be avoided, as to not be involved in said promotion.

2l) The representation and promotion of use of alcohol and narcotics is highly problematic.

    2l.1) A character should never be represented as engaging in, talking about, making use of, or selling/giving/trading any kind of narcotic, unless it is portrayed as something that causes or has caused harm.

    2l.2) The use or representation of narcotics and/or alcohol should never, under any circumstance, be represented to be as something glorified.

    2l.3) In-game items that can heal or buff a character, should be designed with caution, for example, a vague nondescript bottle of "pills" should not be something that is a positively used "healing" item, with no harmful side effects, and no harm when using the item excessively.
We should be careful to inform our audiences with realistic expectations and act with caution regarding dangerous subjects as such. The same concept applies with random nondescript "syringes" that can be found on the ground randomly within a game.

2m) The use of vulgar and obscene language is not advisable and should be avoided, and a warning should be given to the user before they are exposed to it.

2n) The promotion of immorality, obscenity, trickery, deception, evil, unnecessary violence and unnecessary murder is not acceptable; We should not put forth works that provoke or endorse the user to behave in bad ways; But we are not responsible for their choices.
If there is a case where one of these traits are able to be present in the operation of one of our works, it may be acceptable; But we should not be misguiding or promoting a user to act in bad ways.

Article 2-O | Drawing and Modeling Creatures

2o) Drawing 2D sprites or making 3D models of humanoid or animal-like (generally: living creature-like, excluding plants) will be referred to in this article formally as "making characters".

Making characters is to be avoided with extreme precaution, and should not be practiced unless it meets a qualifying listed condition:

2o.1) Silhouettes, or general undetailed shapes, or outlines of characters can be acceptable.

2o.2) If the character is intended to stimulate creative fantasy in a possibly younger observer, and has the capacity to inspire playful practices in the observer such as simulated nurturing, husbandry, medical assistance, scientific study, management, or other useful education or skill, the character can possibly be acceptable.

2o.3) If a character can be made to be used to accomplish a necessary purpose, or reasonably solve a problem or potential problem, and there is not a simpler or easier way to achieve the same result without making a character, the character can possibly be acceptable.

2o.4) When deciding that a character should be made in a work, with precaution, one should avoid creating details of the character's face that naturally biologically occur, such as the eyes, nose, mouth, and all other facial parts, unless necessary.

Article 3 | Propaganda

3) All products produced and/or published by our studio should not endorse, promote, or propagate propaganda or political ideals that uphold or normalize imperialist, zionist, racist, or sexualized themes or values; Nor should the product intend to influence any person(s) towards any specific political ideology or leaning, unless it is unintended.

   3a) No representation of any real world country invading, going to war against, bringing 'freedom' to, or enacting oppression unto, another real world country, should ever be present by visual representation or by conceptual articulation within a work.

   3b) No representation of any real world race, culture, ethnicity, or nationality, being of a higher status or rank or importance than another real world race, culture, ethnicity, or nationality should ever be present by visual representation or by conceptual articulation within the game.

   3c) No representation of mistreatment of a person or fictional character due to their real world gender, race, nationality, ethnicity, or skin tone should ever be present by visual representation or by conceptual articulation within the game.

   3d) No representation of a person or fictional character having a 'sexual orientation', or *artificial gender*, should ever be present by clear unquestionable visual representation or by clear unquestionable conceptual articulation within the game.

   3e) No product should be designed with the intention of it having a political influence on any persons.

      3e.1) No product should ever be designed with the intention of it having an influence on changing the outcome of a political event, such as convincing users of the product to vote for one law or representative over another.

      3e.2) No product should ever be designed with the intention of it having an influence on its users that unquestionably prompts the user to do something harmful or dangerous, to themselves, other people, creatures, or the environment.

Article 4 | Individual Integrity

4) Individuals working for or with the company should treat others, that may or may not also work for or with the company, with respect, integrity, honesty, patience, and good intentions, as to keep a healthy positive working environment, but also to maintain a good representation of the company to others.

   4a) Explicit racism and racist behavior is not acceptable.

   4b) Explicit sexual themed conversations and statements, sexual harassment, and conversations and statements about sexual orientation in the working environment, or in public representation with the game studio, is not acceptable.

   4c) Treating someone poorly because of their religion, gender, disability, race, nationality, sexuality is not acceptable; Though it is advised to stay far in distance from 'sexual' people.

Peace be upon the reader, and the Mercy of God.