

Armageddon MUD General Discussion Board

General => General Discussion => Topic started by: Delirium on February 27, 2023, 01:40:18 PM

Title: **Delirium's response**

Post by: **Delirium** on **February 27, 2023, 01:40:18 PM**

I left because Shaloonsh is a manipulative predator who focuses on love-bombing and charming words to hide his bad behavior, who regularly acted unnecessarily snarky, high-handed or mean-spirited in public channels (aka discord, wish responses), who gave non-apology apologies that were clearly engineered to make him look good for "making it right" while still insulting me in the same breath, and who has preyed on, lied to, cheated on, and/or manipulated multiple women I know, including me. When I was new to Armageddon he flirted with me a lot, but fortunately for me I never took it seriously, but he still managed to prey on me by taking a picture during an APM-- and despite my explicit protest and LACK of permission to keep said picture-- he spread it around to his buddies to wank off to. He applied favoritism and found ways to force himself into player characters' lives via staff or "resource pc" plots (or, alternatively, obviously shut you out) and if he has a grudge against you it will go poorly and you'll be left with a "why was that necessary" feeling (knowing he played Kitanius explains a lot).

I tried to let so many things slide because he was "popular" and I could tell it would go badly for me if I protested, but I finally had enough, and I suffered for speaking up.

When I said I was done with his behavior and it would stop or I no longer wanted anything to do with him, Shabago defended him (by calling me vicious, et al), then Halaster did not take me seriously when I spoke to him about my concerns, and so I copy-pasted the conversation into a request. The response to that, and to my carefully worded posts on the GDB, made it obvious that staff had no interest in punishing repeated bad actors as long as they're charismatic and creative. **I kept my previous public comments anonymous but it has become obvious to me that silence is complicity and allows this sort of behavior to perpetuate.**

I am not returning and will not return because staff proved beyond a doubt that they're willing to shelter bad actors and sexual predators, not to mention have never once genuinely apologized to me for any of the times they treated me like a faceless commodity instead of a living, breathing person who was pouring her heart and soul into this roleplaying game. That S&S "voluntarily stepped down" instead of being forcefully removed is a weak response to years of abusive and predatory behavior, and while it is good that they are (supposedly) gone, it does not solve the problem that allowed this situation and others like it to flourish: as long as complaints are dealt with behind closed doors, and as long as subsequent discussions are kept private from the player making them (giving them no chance to further defend themselves), these kinds of situations will happen again.

Their removal is a step in the right direction but "voluntary removal" to allow a predator and his enabler to save face is hardly an acknowledgement of wrongdoing and nowhere near reparation to those who were wronged.

Taking a strong stand and making real changes to the actual structure of staff/player relations so that this cannot happen again would be an actual start to putting out the utter dumpster fire that has become staff/player relations in ArmageddonMUD. Start by examining the iron curtain and how "privacy" protects bad actors.

Yeah, they put in a lot of creative work. Yeah, it was fun when it was fun. Yeah, they could be charming.

That's how they got away with it for so fucking long.

Actions speak louder than words. Repairing trust takes repeated proof that the right actions are being taken, as well as actually taking a stand rather than the path of least resistance and/or embarrassment.

Title: **Re: Delirium's response**

Post by: **Halaster** on **February 27, 2023, 01:57:07 PM**

Rule #7:

Keep posts on-topic. Derailing a thread or posting off-topic is not allowed. Talking about moderation actions or attempting to revive moderated posts or threads is not allowed.

I have split this off to its own thread.

Title: **Re: Delirium's response**

Post by: **Pariah** on **February 27, 2023, 02:01:53 PM**

Okay, so I went to the shadow board and read the whole Bebop post.

Holy shit, I had no idea, I only saw the basic version of her rants she's posted here cause again I don't really go there.

(<https://media2.giphy.com/media/3ohs7Ys9J8XyFVheg0/giphy.gif?cid=ecf05e47fvntqf3574v2yp55cfje1bef9y0bop4a373680mm&rid=giphy.gif&ct=g>)

I was responding just to apparently a fraction of the shit that was going on. I don't know how

the authorities haven't been involved or a menacing charge or something.

Now I get why you guys were going so ballistic about this.

Title: **Re: Delirium's response**

Post by: **Tranquil** on **February 27, 2023, 02:06:58 PM**

Seriously don't get why people are kowtowing to 'Looonsh's departure. You'll get a whole bunch of people coming back, or atleast interested in coming back, with him gone. He was an antagonist to a LARGE amount of people who have quit or have just silently endured him.

This 'resource PC' nonsense also directly contradicts everything staff have said about staff policies. The fact it was allowed for him is shameful.

Yes, he wrote some docs here and there, but I find that other staff do the same thing, dare I say even better. My hope is that he doesn't come back in any capacity. Hidden or public. It'd be a good change for the MUD.

Title: **Re: Delirium's response**

Post by: **Windstorm** on **February 27, 2023, 02:07:48 PM**

I also experienced abuse of power and manipulative actions on the part of Shalooonsh. I also won't sit silent nor let anyone stand alone while I witness victim blaming. No one's contributions or charisma justify misdeeds, period.

I have no previous *nor even any ongoing malice* against him or anyone else on staff, including Shabago or Nessalin. Hoping everyone finds their way and ends up happier in the end of all this.

I love the staff and I love the game.

No one's contributions or charisma justify misdeeds, period.

That is all. Thank you.

Title: **Re: Delirium's response**

Post by: **pilgrim** on **February 27, 2023, 02:13:04 PM**

I posted in the other thread in support of Delirium but my post got deleted. I thought hers did too but I'm relieved it didn't. Arm staff have some decent members and I appreciate them.

But I want to reiterate my sentiment that the staffing changes would feel more hopeful for departed players like me if they went like: "This behavior was wrong and unacceptable and so-and-so has been removed as staff. I hope in the future that players will feel more safe in our sandbox."

Instead Bebop, the one who was brave enough to force this reaction out of Arm leadership after so many unsatisfactory responses to private requests, got banned from the game and forum. And staffers are voluntarily resigning as if they were the ones who got bullied. And people are posting "thank you"s to those staffers. This is not how you teach someone that what they did was wrong. This is how you enable a victim complex for an actual abuser.

Title: **Re: Delirium's response**

Post by: **CirclelessBard** on **February 27, 2023, 02:19:28 PM**

I would like to see staff address and write policies regarding sexual harassment as soon as possible that allow players to feel safe, and it would be good to see staff hold people accountable for engaging in the kind of behavior Shaloonsh engaged in. Additionally, it would be good if staff that were on the Discord server minimizing the situation a few hours ago accounted for their comments. It is not appropriate for staff to look at what apparently turned out to be legitimate complaints about a staff member causing real harm to other players out-of-game and say that it should not have been talked about publicly.

I also feel ashamed to see that scapegoats like banned players and former staff are still used by both staff and players to justify the current culture and climate of the game's community. It is not hard to simply stop backbiting.

I also feel ashamed to see that, while staff were able to walk away voluntarily, the player that blew the whistle on them was banned.

I genuinely do not understand why it is so hard for members of the community to treat each other with kindness and respect. It feels like people are playing the community like it's the game.

Title: **Re: Delirium's response**

Post by: **Halaster** on **February 27, 2023, 02:21:12 PM**

Quote from: pilgrim on Today at 02:13:04 PM

Instead Bebop, the one who was brave enough to force this reaction out of Arm leadership after so many unsatisfactory responses to private requests, got banned from the game and forum.

I want to be clear here. Bebop was banned for posting personal information about another player, including screenshots of private conversations, to a public venue without their consent, and for no other reason. She felt justified for breaking our rules, which I understand. But feeling justified for breaking a rule does not make you immune to the consequences of doing it.

Title: **Re: Delirium's response**

Post by: **Ender** on **February 27, 2023, 02:23:56 PM**

Quote from: Halaster on **Today** at 02:21:12 PM

Quote from: pilgrim on **Today** at 02:13:04 PM

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What other recourse did she have? It seems like every avenue she took was disregarded. As someone who's felt the same way when I brought up very similar complaints about that same staffer it's hard not to feel this is massively unfair.

Title: **Re: Delirium's response**

Post by: **betweenford** on **February 27, 2023, 02:24:11 PM**

Quote from: Halaster on **Today** at 02:21:12 PM

Quote from: pilgrim on **Today** at 02:13:04 PM

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You must surely realize how bad that looks regardless, right? Especially so to characterize that it was done for "no reason"?

Title: **Re: Delirium's response**

Post by: **Halaster** on **February 27, 2023, 02:25:42 PM**

Quote from: betweenford on **Today** at 02:24:11 PM

Quote from: Halaster on **Today** at 02:21:12 PM

Quote from: pilgrim on **Today** at 02:13:04 PM

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You must surely realize how bad that looks regardless, right? Especially so to characterize that it was done for "no reason"?

My wording wasn't clear. The only reason she was banned was the reason I gave. There's not another reason for why the ban happened. I.e. we didn't ban her because of her complaints made to staff.

Title: **Re: Delirium's response**

Post by: **Pariah** on **February 27, 2023, 02:27:35 PM**

I'm just curious, where is the rule that says you can't post private conversations?

I just looked at the forum rules and I could have missed it, but saw nothing about it.

Title: **Re: Delirium's response**

Post by: **Windstorm** on **February 27, 2023, 02:30:34 PM**

Considering the context I would personally like to be reassured Bebop's ban is temporary. I do understand she broke some rules. I understand that needs to be accounted for in some way. I also would hope this ban is (very) temporary and that her courage in standing up to whistleblow isn't held against her.

In the context of all of what she felt forced to come out about, I believe it has (very) bad optics and very much paints the game in a bad light.

Done well, I actually feel like this could be a really good turn for ArmageddonMUD in stark contrast against perceived past perceptions. But to do that you will have to actually, strongly condemn some bad actions taken.

I hope the staff will have the courage to do that, personally.

To put this in a game-centric text: your female players and people who support them are watching and listening right now. Punishing Bebop for this does not look good on ArmageddonMUD. Failing to condemn bad actions on a part of your staffer does not look good on ArmageddonMUD.

Please, do what is right for ArmageddonMUD.

Title: **Re: Delirium's response**

Post by: **kahuna** on **February 27, 2023, 02:31:07 PM**

Quote

Bebop was banned for posting personal information about another player, including screenshots of private conversations, to a public venue without their consent, and for no other reason.

Is there a policy in place for that sort of stuff? I guess it's doxing but I thought the particular names and such were redacted?

How important is it to protect someones privacy and anonymity in the Arm community? It seems to be a top priority for upper staff. Also why is it such an important issue to ya'll up there?

Title: **Re: Delirium's response**

Post by: **CirclelessBard** on **February 27, 2023, 02:31:30 PM**

Quote from: Halaster on **Today** at 02:21:12 PM

Quote from: pilgrim on **Today** at 02:13:04 PM

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In a "real-world" situation Bebop would be considered a whistleblower. Additionally, she took the effort to censor personal information. The only real giveaway as far as I can tell is exposing her hunch that Shaloonsh played Kitanius - something that seems incredibly relevant given the situation.

Title: **Re: Delirium's response**

Post by: **SodaDogARM** on **February 27, 2023, 02:31:52 PM**

Loonsh's presence was one of the main reasons I quit the game back when I did. Won't run down the list of grievances because they pale in comparison to other's posted here, but I am

glad to see some others find some closure and comfort in their departure.

Title: **Re: Delirium's response**

Post by: **Jimpka_Moss** on **February 27, 2023, 02:35:35 PM**

Quote from: Halaster on Today at 02:21:12 PM

But feeling justified for breaking a rule does not make you immune to the consequences of doing it.

This doesn't /feel/ true. It feels, and from my limited perspective appears to be, only a one way street of consequences. Actually, no, I'll amend that because my memory is fuzzy of the Nyr incident. I think there was consequences there.

Title: **Re: Delirium's response**

Post by: **Krath** on **February 27, 2023, 02:37:08 PM**

Quote from: Halaster on Today at 02:21:12 PM

Quote from: pilgrim on Today at 02:13:04 PM

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I have always been your biggest supporter Hal, however, I cannot agree with this. From what information I have seen, she was left with no other option. **She is a Victim of repeated sexual harassment/abuse from a member of our leadership team, which nothing was done about by going through the proper and outlined channels, until she became extremely vocal and public about it WITH documentation.** This is a basic human resource practice, that ensures the victim is not crying wolf or making up allegations. She should NOT be punished at all for this. If someone repeatedly sexually harassed/abused your child at a daycare, and the abuser left their job voluntarily and then you and your child were banned from the daycare permanently or even for a short timespan, how do you think that would go over for the daycare?

To hell with the rules, Seriously, she was sexually harassed and abused by a member of our staff team for YEARS!!!!

I understand this is a game, and we are all volunteers, and what you have done is essentially allowed the offending party to leave on their own terms, with no repercussions, and gave a restraining and silence order to the victim in the matter.

Title: **Re: Delirium's response**

Post by: **CirclelessBard** on **February 27, 2023, 02:38:59 PM**

Additionally, it's incredibly frustrating to read the sentence "But feeling justified for breaking a rule does not make you immune to the consequences of doing it." from a Producer, knowing that another staff member not only broke a rule but demonstrated immunity to the consequences.

Title: **Re: Delirium's response**

Post by: **Windstorm** on **February 27, 2023, 02:40:02 PM**

Quote from: Krath on Today at 02:37:08 PM

Quote from: Halaster on Today at 02:21:12 PM

Quote from: pilgrim on Today at 02:13:04 PM

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Title: **Re: Delirium's response**

Post by: **Qzzrbl** on **February 27, 2023, 02:41:30 PM**

Quote from: Ender on Today at 02:23:56 PM

Quote from: Halaster on Today at 02:21:12 PM

Quote from: pilgrim on Today at 02:13:04 PM

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What other recourse did she have? It seems like every avenue she took was disregarded. As someone who's felt the same way when I brought up very similar complaints about that same staffer it's hard not to feel this is massively unfair.

Honestly.

That a problem has to fester until it boils over into this sort of territory before anything gets done about it is downright ludicrous.

Does anybody really have faith that there would have been any resolution if Bebop had kicked this along the request tool pipeline?

Title: **Re: Delirium's response**

Post by: **Ender** on **February 27, 2023, 02:41:42 PM**

The main problem is that if players use the current allowed system to air grievances they have ZERO power to create change. This incident makes evident the only way to affect change is to break the rules.

If a staff member mistreats a player the only way they can handle it by the rules is to submit a complaint that at BEST gets handled in secrecy by a staff member that likely has a vested interest in not losing a staff member and at WORST is handled by and tainted by the offending staffer. Players have to trust in the integrity of the staff to handle complaints. I had no choice but to leave Armageddon when it was made clear to me that staff did not and would not take my concerns seriously.

I tried to play by the rules and put in a complaint request after dealing with YEARS of terrible behavior against my wife and myself that had pushed me to a breaking point. I tried to politely explain my position and give examples as to how I thought communication could

improve and relations could improve. I made a simple ask to have Shaloonsh not deal with Delirium or me as he had mistreated both of us to the point I wanted nothing further to do with him.

The response I got was "You as a player are not allowed to defend another player" and then both my character and my wife's character were stored in the same response. In the same breath I was told I was respected while not a single one of my concerns was addressed and not a single one of my suggestions was entertained.

I was simply shown the door and to add insult to injury had my character stored so that if I ever changed my mind I would have to beg to come back.

This is not how you show respect to a player. This is not how you deal with clearly upset players. I completely understand why Bebop felt she had to go public the way that she did, because the system as it stood was broken and it felt like there was no other way to be heard.

Title: **Re: Delirium's response**

Post by: **Brytta Léofa** on **February 27, 2023, 02:46:46 PM**

Quote from: Halaster on **Today** at 02:21:12 PM

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Hal, that's not a rule listed here: <https://armageddon.org/help/view/Rules>. (Maybe it's a GDB rule? but none of this involved the GDB.) Hope I'm being pedantic, not obtuse.

Title: **Re: Delirium's response**

Post by: **Jimpka_Moss** on **February 27, 2023, 02:49:45 PM**

Quote from: Ender on **Today** at 02:41:42 PM

This incident makes evident the only way to affect change is to break the rules.

As someone who has had to steal to feed myself and my family at points... I thought this was just how the world /works/, yeah? Nothing changes and people die, unless you break some rules.. yeah?

The more power and comfort you have in your life, the less this will feel true.

Title: **Re: Delirium's response**

Post by: **Reiloth** on **February 27, 2023, 03:04:03 PM**

Woof.

This is a lot to take in and process. I had just read Bebop's PDF from a link on reddit.com/r/MUD and now this.

I'll have to think about this more before posting anything that helps further the discussion, but I have spoken with Delirium at length about both her grievances with Staff, and previous predatory practices of Shaloonsh.

I do think Staff should come out with a statement against Shaloonsh's behavior, and not obfuscate behind a voluntary resignation.

This is a pretty grievous abuse of power and breaking of trust. It will take a lot of mending bridges for Staff to recover from this.

It may be worth scheduling another Player/Staff meeting.

Title: **Re: Delirium's response**

Post by: **valeria** on **February 27, 2023, 03:05:05 PM**

I'm with Krath. I'm pretty disappointed that Bebop going through the appropriate channels, particularly with the information that she clearly had, was apparently handwaved until she needed to engage in whistleblowing elsewhere. The result appears to be a lot of defensiveness. I realize that defensiveness is pretty normal when a bad thing happens and gets called out, and you feel attacked individually or as an organization, but defensiveness is not a good long-term strategy.

Frankly, I didn't realize what the whole thing was about in that other thread about sexual harassment. I barely read the GDB, much less other things, but if this came out at my HR team at work, there would be a lot of apologies, transparency, and a hard look at new policies about how complaints are handled.

Having the top of the staff-team pyramid being so male top-heavy is almost certainly not helping the situation. You might consider some DEI as part of whatever new policies you (hopefully) enact and share with the playerbase. I realize you can only deal with the applicants you have, but if your applicants are self-selecting from a certain pool, that can be an indication of a culture problem.

I'm providing an article about callouts and defensiveness here (<https://everydayfeminism.com/2017/05/allies-say-this-instead-defensive/>). I hope that current staff will read it and think about it.

Title: **Re: Delirium's response**

Post by: **Reiloth** on **February 27, 2023, 03:05:32 PM**

Quote from: Brytta Léofa on **Today** at 02:46:46 PM

Quote from: Halaster on **Today** at 02:21:12 PM

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Hal, that's not a rule listed here: <https://armageddon.org/help/view/Rules>. (Maybe it's a GDB rule? but none of this involved the GDB.) Hope I'm being pedantic, not obtuse.

I don't think it's pedantic or obtuse -- It should be clearly stated in the rules of the game if the punishment is being banned from playing the game.

Title: **Re: Delirium's response**

Post by: **Reiloth** on **February 27, 2023, 03:14:32 PM**

Quote from: valeria on **Today** at 03:05:05 PM

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I'm providing an article about callouts and defensiveness here (<https://everydayfeminism.com/2017/05/allies-say-this-instead-defensive/>). I hope that current staff will read it and think about it.

Completely agree. Having Adhira and Sanvean as part of the Pyramid I think helped significantly when dealing with these issues. This is (hopefully) easily achievable. Hell, invite Valeria.

I don't think the Producer(s) of the game need to cut their teeth with Storytelling. Creative positions have nothing to do with administrative positions.

Title: **Re: Delirium's response**

Post by: **Jarvis** on **February 27, 2023, 03:24:48 PM**

Quote from: Reiloth on Today at 03:04:03 PM

It may be worth scheduling another Player/Staff meeting.

This is a good idea

Title: **Re: Delirium's response**

Post by: **Riev** on **February 27, 2023, 03:29:35 PM**

I just want to bring up the idea, again, of some sort of Player Advocate. Someone who has no staff powers, no say over plots or requests, but whose job it is to be a go-between with staff and players.

Because, if nothing else? It seems like staff are no longer capable of policing themselves with the playerbase's safety in mind.

I don't know what is true, and what isn't, but it sounds like "More than a few people have the same issues with the same person. I think maybe we should keep an eye on them." was the least that could be done.

Title: **Re: Delirium's response**

Post by: **Windstorm** on **February 27, 2023, 03:40:06 PM**

Quote from: Riev on Today at 03:29:35 PM

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I don't know what is true, and what isn't, but it sounds like "More than a few people have the same issues with the same person. I think maybe we should keep an eye on them." was the least that could be done.

This is a fantastic idea and I entirely agree with it. Someone who can interface with the staff, see complaints, and be looked to to hold staff accountable would be very welcome.

If there's a time for meaningful change that can help improve the player-staff divide, it's now. This can all be turned into a positive thing for the community and I hope it's taken advantage of in that way.

Title: **Re: Delirium's response**

Post by: **Pariah** on **February 27, 2023, 03:46:30 PM**

Quote from: Riev on Today at 03:29:35 PM

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I don't know what is true, and what isn't, but it sounds like "More than a few people have the same issues with the same person. I think maybe we should keep an eye on them." was the least that could be done.

I too think this would be great, but how would it ever have any real power.

Say you're the dude in this position and the Bebop situation comes to light and you immchat or whatever they have to various people and they do nothing?

For that position to work, you'd need it to have some real firepower behind it, some ability to discipline the immortals. I don't think they will ever give out that power personally.

Otherwise you just gotta fancy position that has no real power, like a puppet king.

Title: **Re: Delirium's response**

Post by: **Riev** on **February 27, 2023, 03:56:12 PM**

Admittedly, there is that and the issue of "how do you get someone in that position"? They have to be trusted by the playerbase, so it becomes a popularity contest. How do you depose? Who watches the watchers? Staff have to approve of the person as well, and that kind of defeats the purpose.

But yes, the person would have to have SOME effectiveness, which staff will never allow. Not "hurr cuz staff", but because they cannot have someone else questioning their decisions. Least of all, a player that "doesn't know how hard it is".

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