SCP: Secret Laboratory
Community Server Guidelines

Effective date: June 27th, 2025

Definitions

D.1. 'Central Servers': Servers controlled and provided by Northwood Studios, which, amongst other things, authenticate players to Game Servers and offer the Verified List.

D.2. 'Community Resource': Any form of social media or site that is associated with a Verified Server. This can include a server's chat platform (such as Discord, Steam Forums, QQ, VK.com, or Telegram);
A YouTube/TikTok channel of a community or its website/donation page.

D.3. 'IT Infrastructure': The machine on which the server is hosted and any other IT resource associated with a Verified Server or Community Resource.

D.4. 'Modification': Any change made to the Game Server other than adjusting configuration files or startup arguments. Plugins, mods, server-specific settings, and admin tools fall under this definition.

D.5. 'Northwood Studios', 'Studio': The developer behind SCP: Secret Laboratory ('Game'), a legal entity registered and located in Poland — 'Hubert Moszka Northwood' (NIP: 6972375104) ul. Bohaterów Westerplatte 10/7, 64-100, Leszno.

    D.5.1. When we say 'Northwood,' 'we,' 'us,' and 'our' in this agreement, we are referring to Hubert Moszka Northwood, its subsidiaries, and its related companies.

    D.5.2. 'Studio Staff': Members of Northwood Studios.

    D.5.3. 'Safety & Compliance': The team within Northwood Studios, under the Security Department, which is tasked with enforcing the CSG and SCP: SL's EULA.

    D.5.4. 'Senior Management': (Assistant) Department Directors, COO, and CEO of Northwood Studios.

D.6. 'Remote Admin': The in-game staff panel, used in SCP: Secret Laboratory.

D.7. 'Server Owner': The owner of a Game Server, which is the person that enters this agreement.

    D.7.1. When we say 'you' or 'your,' we mean you as the Server Owner. If you're accessing our services on behalf of a legal entity (like your employer), you agree that you have the authority to bind that entity to these terms, and "you" and "your" will refer to that entity.

    D.7.2. 'Server Staff': Personnel designated by the Server Owner to moderate, monitor, or manage the Game Server/Community Resource (or perform any similar/equivalent activities).

D.8. 'Verified List': The publicly available server list of SCP: Secret Laboratory, which can be accessed in-game and through servers.scpslgame.com. Controlled and provided by Northwood Studios.

1. The Agreement

1.1. This agreement ('CSG') outlines what Northwood Studios expects from you as a host ('Server Owner'), any staff that assist you on the server ('Server Staff'), your SCP: SL Server ('Game Server'), and IT Infrastructure associated with your Game Server. This agreement is accepted when you perform verification of your server and accept the terms of this agreement.

1.2. The service ('Service') collects data about your Server and displays said data to players of the Game. The minimum requirement to utilise the Service is to have a publicly available Server.

1.3. Northwood Studios has no liability to you or any of your players for actions taken on your servers. You are responsible for making sure that your server and the conduct of your staff comply with the Game's EULA (store.steampowered.com/eula/700330_eula_0) and local laws/regulations. You are also responsible for managing any third parties using your servers.

1.4. If you want to have a CSG rule clarified, you may contact safety.compliance@scpslgame.com.

2. Termination of the Agreement

2.1. Northwood Studios has no obligations to keep a Game Server on the Verified list.
We reserve the right to revoke your server from the Verified List at all times, at our discretion.
   2.1.1. If technically possible, the Server Owner will be informed about such decisions by the Studio.
2.2. A Server Owner can terminate the agreement by using the '!terminate' command in the server console or by sending an email to safety.compliance@scpslgame.com.
2.3. Verifying redundant Game Servers to flood the Verified Server List is strictly prohibited.
   2.3.1. Servers used for closed testing (developer servers) should be hidden from the server list by using the '!private' command in the server console. This can be reversed by using '!public'.

3. Staff Requirements and Server Permissions

3.1. Appointing someone else (including an alternate/fake account) as Server Owner, while this person is not the real Server Owner, will result in the removal of the Verified Server status.
3.2. No globally banned user can act as a Server Owner or Server Staff.
3.3. You are not allowed to give all players any administrative permissions without a reason (this includes any "free admin"/"everyone is admin" servers).

4. Required Server Configurations

4.1. A server must be accessible to all players within the specified region without requiring any additional software (such as a VPN/proxy).
4.2. Server Info must contain the following:
   4.2.1. **The Server Rules for your server.**
      a. Rules must be written in English, unless the server is dedicated to non-English speakers. Make sure to clearly indicate the intended language/region for which the server is hosted.
      b. If your server has no rules, clearly state this in your Server Name or Server Info.
      c. Any rules that are on an external website must be easily accessible (does not require creating an account, having to pay, downloading a file, verifying an email address, etc.).
   4.2.2. **A contact method for players**, which can be a 'Community Resource' or contact email. Server Staff are obligated to reply to requests made through this contact method within 14 days.

4.3. **A valid email address of the Server Owner** must be set, through which the owner can be contacted by Studio Staff. The Server Owner is obligated to respond to mail from Northwood Studios within 72 hours of receiving the mail, or longer if specified in the mail. If a configuration described within this paragraph (Required Server Configurations) is incorrect, a server owner must reply within 48 hours.
4.4. Geoblocking is allowed as long as any blocked user is informed about this in English (in the kick message) and the intended country/region is specified in the Server Name (such as '[EU ONLY]').
4.5. Do not copy the Game Server name, Server Info, or other configurations of another verified server.

5. Modding and Anti-Cheat

5.1.   Servers using any Modifications must correctly report their status to Central Servers through the use of SCP: Secret Laboratory's 'modded' flag.

5.2.   If the server's Modifications are strictly used in ways that do not impact gameplay and do not make significant changes to the UI, you can additionally set the 'transparently modded' flag. Examples of transparent modifications are: admin tools; automated timed broadcasts/hints for tips, message of the day or other administrative utilities.

   5.2.1.   You can keep using the 'transparently modded' flag during occasional short events organised and supervised by Server Staff, regardless of the Modifications used for these events.

5.3.   You must respect global bans issued by Northwood and any Anti-Cheat solution that is in use. Do not allow any user with an active 'Global Ban' to access your server.

5.4.   It is permitted to modify the native server-side Anti-Cheat solution to prevent false-positives caused by Modifications or bugs in the Game. However, it should be modified as little as possible, while still efficiently blocking cheaters.

5.5.   Do not manipulate or otherwise interfere with SCP: Secret Laboratory's native monetisation systems. Community Servers are welcome to monetise their experience to support the expenses of their server, but you may not do so by using (or restricting players from using) anything sold or otherwise offered by Northwood Studios.

5.6.   Data reported to Central Servers (such as the amount of online players) must be accurate.

5.7.   Do not flood, clear or obstruct (in any way) the game console and/or text-based remote admin.

5.8.   You may use a proxy or forward players to other servers so long as the target Game Server is also verified (you can hide the target Game Server from the Server List by using '!private').

   5.8.1.   Your server must provide a Game Console command '.gsh' that displays the target servers of a Hub server, which can be used by the Studio Staff outlined in [7. Northwood Studios Activities](#).

   5.8.2.   Do not proxy/forward connections without permission from the target Server Owner.

6. Community Conduct

6.1.   Treat the players and communities of SCP: Secret Laboratory with respect.

6.2.   Do not harm your players through loud noises or epilepsy-inducing visuals on the Game Server.

6.3.   Adult-only content (pornography, eroticism, and excessively vulgar content) is not allowed under any circumstances.

6.4.   It is forbidden to promote, condone, incite, or otherwise be involved in illegal/harmful activities. Relevant examples are: hate speech, violent extremism, (D)DOS'ing, utilising cheats, and raiding.

6.5.   Do not include any political, ideological or religious remarks in your Server Name or Server Info.

6.6.   You may not advertise products or services in the Server Name, but you may state an invite code/link to your Community Resource(s). Other advertisements may be included in your Server Info.

6.7.   A Server Owner and their staff are responsible for keeping their Verified Server free of cheaters.

6.8.   It is prohibited to distribute content that is exclusive to Northwood Studios' [Patreon](#) Supporters.

6.9.   You may not incorrectly imply a special relation with Northwood Studios, its staff, or its partners. Use of the term 'official' is reserved for Official Server Hosts as determined by Northwood Studios.

6.10. The distribution of cheats, malware, or any potentially harmful software is strictly forbidden.

7. Northwood Studios Activities

7.1. Northwood Studios engages in a variety of activities to assist servers during outages of the Central Servers, investigate violations of this agreement (CSG), and combat violations of the game's EULA (such as the use of cheats). For these purposes, select members of Studio Staff retain certain permissions on all Verified Servers.

7.2. Safety & Compliance Team Members, Studio Senior Management, and other select Studio Staff must be able to:

    7.2.1. Join any Verified Server regardless of an issued server ban, whitelist, geoblocking, and/or any other access restriction (such as a restriction imposed by a Modification).

    7.2.2. Use the remote admin panel on every Verified Server.

7.3. Northwood Studios Managers can join any server that has reached its player cap.

7.4. Blocking or restricting any permission associated with a Global Badge is not allowed.

7.5. Server Staff may not interfere with the duties of Studio Staff.
Examples include: disabling their 'Overwatch' mode; obstructing an investigation by a member of the Safety & Compliance Team.

8. Privacy

8.1. A Server Owner and their Staff must respect the privacy of any user that has connected to the Game Server, and are responsible for keeping their IT Infrastructure secure and compliant with local privacy laws and regulations.

8.2. IP addresses of players, the secret part of the authentication token, and the preauthentication token, must be treated as confidential data and never be disclosed publicly.

8.3. Server Staff, the Game Server and its Modifications must respect the Do Not Track (DNT), an opt-out from any data processing that is not needed for gameplay or server security purposes. It is forbidden to kick, ban, or otherwise punish players for using any of the described opt-outs.

8.4. Server Staff may not expose any hidden Global badges.