

# LAST OASIS CODE OF CONDUCT

Please note that this Code of Conduct is subject to change at any time. We reserve the right to take action on accounts we feel compromise the integrity of Last Oasis and the experience the community has within the game and official game-adjacent spaces.

If you've had action taken on your account that you have questions about, please contact **conduct@donkey.team**

Bugs and cheaters can be reported through **Jira Service Desk**. Please note, you need to provide video evidence of any cheating: <http://feedback.lastoasis.gg/>

Technical Support Tickets can be filed through **Zendesk**: <https://lastoasis.zendesk.com/>

By playing Last Oasis, you agree to follow our Code of Conduct.

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## Cheating

There is a zero-tolerance policy when it comes to cheating. Your entire clan can be banned if a single person is found to be cheating. Discussions of cheats/hacks/exploits in official Last Oasis channels are not permitted. You can read more on our post about it [on Steam](#).

**Exploits:** If you find an exploit, please report it as a bug through <http://feedback.lastoasis.gg/>

Abusing any known exploits could lead to a temporary ban on your account.

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## Hate Speech

Donkey Crew does not tolerate any kind of hate speech, racial and/or religious intolerance.

Any Player or Clan that try to act as a hate group or are founded solely to exclude, harass players based on their gender, age, disability, race, religion, nationality, political beliefs, ethnic origin, religion, sexual orientation or sexual identity will not be tolerated.

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## Threats, Harassment, & Stream Sniping

Usernames, Clan names, Private Server names and Walker names should be appropriate. Anything deemed inappropriate will be changed or removed and/or could result in a ban.

Death threats, rape threats or any continued harassment of any kind carried out over voice or in-game chat will result in a ban or temp ban from the game.

Provable aggressive, targeted stream-sniping will also result in a ban or temp ban from the game.

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## **Private Servers**

Private server names should comply with this Code of Conduct. Owners/administrators of private servers shall be responsible for moderating those spaces accordingly to the present Code of Conduct. Donkey Crew shall not be responsible for players' behavior within private servers.

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## **Monetary Transactions**

Monetary transactions in game and official game-adjacent spaces are forbidden. If a player is reported for attempting to and/or executing exchanges of real-world currency for in-game items, action may be taken on their account.

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## **False Reports**

If a user is found to be abusing the player report tool by submitting claims that are found to be false, action may be taken against their account.