

CODE OF CONDUCT – CHAIN OF ALLIANCE

Commit to Cooperation and friendship

Chain of Alliance (“**CoA**”) is a multiplayer decentralized, role-playing and strategy game, where the players battle each other and the AI in turn-based strategy matches, created and operated by Chromaway AB, Sweden (“**Chromaway**”).

We are creating a friendly and fair community. Fairness means that CoA is free from cheating, misuse of game systems, and all forms of harassment and behavior that prevent any player from having fun and play

In case you or any other player consistently fails to uphold this commitment to cooperation, friendship and fairness and does not refrain from cheating, misuse, or harassment Chromaway will take action to protect the rest of the community and encourage that player to reform their behavior. As such, our warnings and penalties aim to address the specifics of disruptive behavior rather than being overly punitive or restrictive.

BEHAVIOR EXPECTATIONS

To foster an environment that lives up to the values above, we expect every member of the community to commit to the following behaviors:

RESPECT THE PLAYERS

Enable other gamers to perform their best by treating them with dignity, trust and respect.

We expect and encourage you to:

- Treat others as they wish to be treated. If you don't know, ask.
- Be aware of and respect individual differences and experiences. CoA is a global community.
- Stop using a term if someone asks you not to use it—even if you don't think it's offensive. Not everyone shares the same understanding of your meaning or intent.
- Own up to poor word choice and move forward. Everyone makes mistakes.
- Communication channels are a shared space. Keep the community focused on coordination and cooperation.

It is not allowed to:

- Use abusive language, slurs, or any forms of hate speech.
- Make jokes about people.
- Make threats of any kind, not even as a “joke”.
- Expect others to “toughen up” to tolerate your language.
- Spam channels.

PROTECT YOURSELF AND OTHER PLAYERS

Use your own good judgment to build the community you want to play in.

We expect and encourage you to:

- Set the standard for good behavior by exemplifying the values and expectations set forth here. Encourage others to do the same.
- Use language filters, mutes, opt-out tools to protect yourself if communication channels become harmful and report to Chromaway any breaches of the Code of Conduct.
- Step in to support other players who are being attacked and report the attackers to Chromaway.

It is not allowed to:

- Call for mass reports. One report is enough.
- Let another player bring you down to their level. Mute and report them instead.

BE YOUR OWN DEFENSE

You are responsible with your account, devices, personal information, and conduct.

We expect and encourage you to:

- Use strong passwords and keep all your devices secure.
- Let us know as soon as possible if you think your account has been hacked here.
- Make sure you thoroughly trust and understand any third-party tool or program you use before you activate it.
- Log off when you get up from a computer, especially if it's not yours.

It is not allowed to:

- Run third-party programs that interfere with gameplay.
- Let friends play on your account. Accounts have a one-person limit.
- Share personal information with strangers—yours or anyone else's.
- Doxxing is not allowed.
- Impersonate anyone. That includes community figures and anyone else.
- Misuse external information to disrupt a game or get an advantage.

BEHAVIORS THE COMMUNITY REJECTS

- Offensive language, hateful speech, sexual harassment.
- Cheating through ie third party exploits, hacks, bug abuse, account sharing, account boosting
- Offensive or inappropriate usernames
- Intentional feeding, in-game harassment, sabotage
- Threats such as to physical harm, emotional abuse, doxxing, bullying

CONSEQUENCES

If you violate the expectations described here, we may restrict your privileges, delete your user account or access to features in our games. Restrictions serve to shield the community from future disruption, and provide an opportunity to reflect on the behavior that led to the restriction. We strive to restrict based on the disruption caused, and to avoid action that is needlessly punitive or harsh.

Consequences for violating the Code of Conduct can include (but are not limited to):

- Loss of the ability to use in-game communication systems and assets such as NFT's.
- Restricted access to social systems and features
- Removal of rewards or content found to be obtained inappropriately
- Temporary or indefinite suspension