



Code of Conduct

This document shares our expectations for members of the Causeway community.



v0.1



This document is a work in progress! You can give us feedback about it at the end.

Things to Embrace

A Community of Learning

Your peers are learning the game, the devs are learning the game, and as a community: we are excited to learn about each-other! New players and new thinking are very welcome here.

Lots of our learning is informal, and can be as much about people as it is about gameplay.

We value having a good attitude and a good ear, over having a good point.

Taking the Initiative

The feeling of friends playing together is what we strive for: and it always starts with one player making themselves available, or inviting others to participate. We warmly encourage this behaviour!

We also love seeing players offer to mentor a new player, acknowledge the good things around them, or speak out against poor conduct.

The reward for acting early is to get a conversation moving, and learn from how others respond. Being first does not entitle anyone to anything!

Polite Invitations

Each teammate should be respected as equal, and free to seek victory and learn in their own way.

If you have a plan in mind, the best way to bring your team on board is to make it fun *for them*. Put them at the center of it, let them have a say, and be open to things twisting

and changing!

Causeway should give you the tools to make working together fun. Make use of them!

Don't take it personally if you find other players aren't interested. Everyone has their own ideas, and days where they want to do different things.

Polite Rejections

Sometimes you may not agree with the plans or ideas of other players, or are focused on something else. That's okay — though we encourage hearing them out.

When you decline or change your mind, we encourage you to be polite, and contribute something of your own thoughts so at least your team knows what's up.

A message like "I think we should go top" or "I am going top" will help the team more than "that's a bad idea" or "not happening".

Mindful Communication

A diverse and international community plays this game. Everyone has different standards for what's okay, and we ask you to join us in occupying a courteous middle-ground.

Try to speak calmly and clearly, tone down the swearing, and keep any unsavoury jokes for friends you know will enjoy them.

While we are a Community of Learning: our spaces are not suitable for discussion about politics or religion, as it is beyond our scope to offer moderation.

Things to Remember

Causeway is Growing

Your developers have limited resources, and there will be growing pains. Sometimes, things will get worse before they get better.

We appreciate your patience as we work to listen, learn, and improve.

If you feel we need a steer in the right direction: please make contact through a suitable channel, or request that a channel be opened. Do keep it constructive!

Uncovering bugs and exploits can be fun, but once found they should be reported. Do not use them outside matches specifically for testing the issue.

Games may be Recorded

We allow and encourage players to record gameplay to their local machine, as this can help us improve the game. You should assume that matches and communications are being recorded.

If you have a regular streaming setup, please use a separate install of your software to avoid risk of live streaming, and ensure recordings are stored in a safe and private location.

Do not use recordings for anything without asking the devs for permission first.

Things to Avoid

Making it Personal

If you bring up or comment on someone's personal traits and a report gets involved, it will **never** favour you.

Therefore: avoid commenting on anyone's nationality, creed, religion, body type, gender, sexuality, disability, etc., and avoid mocking or shaming language of this type.

Play with anybody, welcome everybody, and enjoy the game among fellow humans.

Toxic Behaviour

Everybody has habits, and in online gaming 'toxic behaviour' is one that many players pick up.

We know toxic behaviour will surface in Causeway — '*old habits die hard*' as they say. When it does, we expect that for most players: a gentle reminder, or hearing "not cool" from another player, should be enough that someone can take their own best steps to keep it under control.

We value everyone's equal place in learning the game. If a comment seems to diminish the effort of another player, suggests dominance or superiority, or seeks to provoke or disrespect: we don't like it here.

If you have to follow with "just kidding", don't say it at all.

Harassment

Whether intentional or not, some behaviour patterns worsen the experience for other players. The game and our community spaces enable you to do many things; this does not mean we are cool with all of them.

If someone asks you to discontinue, respect their choice. In this community, it is your responsibility to stop, **not** the other person's responsibility to use a technology to prevent you.

We consider any communication that is predatory, threatening, intimidating, lewd, demeaning, derogatory, invasive of privacy, or abusive as harassment. This also includes doxxing, impersonation, griefing, throwing, and unwelcome after-game messages.

An unwelcome pattern of *any* behaviour can be considered harassment.

Breaching our Terms of Service

We have clear rules to ensure everyone can play fair, in safety, and that we can run a sustainable business.

You can review our Terms on our website.

Finally...

We have Limits

While we are a Community of Learning, our scope isn't everything and our patience isn't endless.

If a player's conduct seems to us to be out of alignment with this Code, we may withdraw account access on a temporary or ongoing basis.

We are happy to work on improving the Code, but there is no lawyering us on the spirit of it. If you're not sure, ask first!



This document can be viewed at any time from within the game by checking the menu.

Feedback on this Document

- Here is the [anonymous survey](#).
 - In the first half, you will see some opinions. Vote to agree, disagree, or skip!
 - In the second half, you will see **pairs** of opinions. Pick the opinion to which *the developers should pay more attention*.
 - At the end, you can **add opinions** for future participants to vote on.
- You can also share your thoughts in our discord in the [#causeway-suggestions](#) channel.