#5 - Exploiting pathfinding for safety is not allowed.

Project Zomboid is very exploitable and there are many ways to achieve invulnerability or otherwise be unkillable. The use of any such method is banned.

The commonly known "kill boxes" and "sandwich walls" (fence/crate/fence) will not be allowed. If found, these will be destroyed and a warning will be issued to the player doing it. This includes doing it for your base as well.

Here is a list of commonly used exploits as a demonstration for what is a bannable offence:

- Using a car as a barrier outside a wall or fence.
- Destroying the staircase to your upper floor so access is only via sheet rope.
- Building a bridge to avoid zombies when moving around/looting.
- Using invulnerable containers for blocking pathing such as Composters.
- Placing containers next to an invulnerable wall (i.e. a crate behind a map-made metal fence) in order to lure in zombies.
- Using wooden wall frames to confuse zombie pathing.
- Using any seat or situation to be out of reach e.g. "god seats"
    - Doing this during an event will result in a no-warning kick from the server by admins.

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