

TERMS OF USE

Last Updated: August 9, 2026

1. GENERAL PROVISIONS

1.1. These Terms of Use ("Terms") govern access to and use of the services provided by Mirage Roleplay, including gta5mirage.com, the Mirage Forum, the Mirage Launcher, Mirage Roleplay game servers, account systems, and associated services.

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1.2. By accessing or using the Services, users agree to comply with these Terms and all applicable Mirage rules.

2. REQUIREMENTS

2.1. Use of certain Mirage services may require compatible third-party software and accounts, including a legitimate compatible PC version of Grand Theft Auto V, FiveM, required Rockstar services, an internet connection, and compatible hardware/software.

2.2. Users are responsible for complying with the applicable terms and age requirements of third-party services and software they use.

3. ACCOUNTS AND CREDENTIAL SECURITY

3.1. Certain Services require a Mirage account. Users are responsible for maintaining the security of their credentials and must not knowingly provide their password or account access to unauthorized persons.

3.2. Mirage stores passwords only in hashed form and does not intentionally store readable plain-text passwords.

3.3. Mirage may implement technical measures intended to detect unauthorized account use, account sharing, and ban evasion.

4. FORUM AND GAME ACCOUNTS

4.1. Mirage Forum accounts and Mirage game accounts are separate systems. Registration on the Forum does not automatically create a game account or grant any particular game rank, character, item, permission, or server access.

5. MIRAGE RULES

5.1. Users must comply with all applicable Mirage server, Forum, community, and administrative rules. Mirage may issue reasonable instructions necessary to maintain fair gameplay, community safety, server security, technical stability, and orderly moderation.

6. PROHIBITED CONDUCT

- cheating or unauthorized manipulation
- deliberate exploitation of serious bugs
- ban evasion
- unauthorized account sharing
- attempts to bypass Anti-Cheat or security systems
- attacks against Mirage infrastructure
- unauthorized access to accounts or data
- interference with service availability
- distribution of malware
- automated abuse
- other conduct prohibited by applicable law or Mirage rules

7. ANTI-CHEAT AND SECURITY

7.1. Mirage may use Maddie Mirage Anti-Cheat and other security systems to analyze relevant technical and gameplay information for cheating, manipulation, exploitation, account sharing, unauthorized access, and ban evasion.

7.2. Mirage may capture screenshots of the running game during Anti-Cheat events. Additional information regarding data processing is provided in the Privacy Policy.

7.3. Persistent IP records intentionally stored by Mirage for account or security purposes are stored in encrypted form. Passwords are stored only as hashes. Users must not attempt to defeat, decrypt, tamper with, bypass, or abuse these security mechanisms.

8. USER-GENERATED CONTENT

8.1. Users may submit Forum posts, threads, images, profile pictures, banners, biographies, signatures, and other content. Users remain responsible for content they submit and must have the rights and permissions necessary to publish it.

8.2. Users must not submit unlawful content, content that unlawfully infringes third-party rights, malware, or content intended to compromise Mirage or other users.

9. LICENSE FOR USER CONTENT

9.1. By uploading or publishing content through Mirage, the user grants Mirage the rights reasonably necessary to host, store, reproduce, technically process, display, moderate, secure, and operate that content as part of the relevant Service.

9.2. Mirage does not acquire ownership of a user's original content solely because it was uploaded to the Services.

10. CONTENT MODERATION

10.1. Mirage may review, restrict, move, hide, or remove content where reasonably necessary to enforce rules, comply with legal requirements, protect third-party rights, prevent spam or abuse, maintain security, or maintain Forum structure.

11. SANCTIONS

11.1. Depending on the circumstances and severity of a violation, Mirage may impose warnings, content removal, feature restrictions, mutes, kicks, administrative jail, temporary bans, or permanent bans.

11.2. Mirage may preserve relevant sanction, evidence, audit, and security information where necessary for sanctions, appeals, complaints, repeated-abuse prevention, and ban-evasion prevention.

12. VIRTUAL CONTENT

12.1. Mirage contains virtual characters, currency, items, vehicles, properties, businesses, ranks, jobs, progression, and other game assets. Unless explicitly stated otherwise, such virtual content does not represent legal tender or a real-world bank balance.

12.2. Mirage may adjust game systems and virtual content for balancing, bug fixing, development, moderation, economy management, or maintenance. Users are not guaranteed that individual virtual items, balances, systems, or characteristics will remain permanently unchanged.

13. REAL-MONEY SHOP

13.1. Mirage does not currently operate a real-money shop for virtual game content. If purchases, donations, subscriptions, or comparable services are introduced in the future, additional terms may apply.

14. MIRAGE LAUNCHER

14.1. Mirage may provide proprietary Launcher software to simplify access to Mirage and distribute Launcher updates. The Launcher may depend on FiveM and other third-party software.

14.2. Users must not use the Launcher to attack Mirage systems, distribute malicious modifications, bypass security controls, obtain unauthorized access, or interfere with update infrastructure.

15. UPDATES AND MODIFICATIONS

15.1. Mirage is continuously developed and may modify, add, replace, or remove features, interfaces, game systems, balancing, server content, Launcher functionality, Forum functionality, and technical requirements.

16. AVAILABILITY

16.1. Mirage aims to provide reliable Services but does not guarantee uninterrupted availability. Services may be unavailable due to maintenance, updates, errors, hardware or network failures, cyberattacks, security measures, third-party outages, or circumstances beyond Mirage's reasonable control.

17. THIRD-PARTY SERVICES

17.1. Mirage relies on or interacts with third-party services and infrastructure, which may include FiveM, Rockstar services, Discord, YouTube, TikTok, Vercel, Cloudflare, Supabase, STRATO, and GitHub.

17.2. Mirage does not control third-party services and cannot guarantee their availability, security, or continued operation. Separate terms and privacy policies may apply.

18. IP ADDRESSES AND NETWORK SECURITY

18.1. Network connections necessarily involve an IP address. Hosting, DDoS-protection, CDN, or network providers may technically process that address to establish and protect the connection.

18.2. Where Mirage intentionally stores an IP address as a persistent game-account, Anti-Cheat, ban-prevention, or security record in its own database, Mirage stores that persistent record in encrypted form.

18.3. Users must not attempt to obtain, expose, decrypt, publish, or misuse another user's network identifiers or other protected account data.

19. ACCOUNT SUSPENSION AND TERMINATION

19.1. Mirage may suspend or terminate access where reasonably necessary due to rule violations, cheating, security risks, abuse, ban evasion, unauthorized account use, attacks against Mirage, or legal requirements.

19.2. Temporary sanctions may expire after the applicable period. Certain information relating to previous sanctions may remain stored where necessary for administration, security, or abuse prevention.

20. ACCOUNT DELETION

20.1. Users may request deletion of their Mirage account. Mirage generally applies a thirty (30) day deletion period.

20.2. Public Forum contributions may be anonymized rather than completely removed. Further details regarding deletion, backups, sanctions, encrypted persistent IP records, and retained security information are provided in the Privacy Policy.

21. INTELLECTUAL PROPERTY

21.1. Except for user-generated content and third-party materials, original Mirage software, designs, interfaces, branding, graphics, text, systems, and other original materials may be protected by intellectual-property laws.

21.2. Third-party trademarks, game assets, software, and other materials remain the property of their respective owners.

22. SECURITY OBLIGATIONS

22.1. Users must not gain unauthorized access to Mirage infrastructure, probe or exploit vulnerabilities for malicious purposes, interfere with databases, obtain other users' credentials, disrupt server availability, bypass authentication, or bypass security restrictions.

23. LIABILITY

23.1. Nothing in these Terms excludes or limits liability where such exclusion or limitation is prohibited by applicable law.

23.2. Subject to mandatory law, Mirage is not responsible for interruptions or losses caused exclusively by circumstances outside its reasonable control, including failures of third-party infrastructure.

24. PRIVACY

24.1. Processing of personal data in connection with the Services is described in the Mirage Privacy Policy and Mirage Cookie Policy. Those documents include additional information regarding hashed passwords, encrypted persistent IP records, Anti-Cheat processing, retention periods, and account deletion.

25. CHANGES AND CONTACT

25.1. Mirage may update these Terms where reasonably necessary due to new features, technical changes, security requirements, changes to the Services, or legal requirements. The current version will be published through the Mirage website.

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