

# Stronger penalties

## Community feedback

The participants of the Legends on Tour 2019 Summit mentioned that penalties are either too low or too strong depending on the domain, type of game world (Tournament vs. Standard) and rule infraction.

There are also several discrepancies between the penalties applied by the multi-hunters on different domains, which makes the system very unfair to players.

It was discussed that giving warnings for first offense multi-account is too mild for the advantage given by the infraction.

We also discussed the removal of troops in the Tournament, which is currently perceived as "game over" for the player who cheated.

## Discussion outcome

As part of setting up a new Rule Enforcement team, **we will review all the punishments currently used.**

One important objective of this new Rule Enforcement Team is **to apply the same punishments for the same rule infractions across all the domains.** We want to make sure that a Russian player gets the same punishment as a French player for the same infraction.

The rules will also be clearly defined and explained to the team through detailed training.

To follow the same punishment guidelines everywhere, we will merge the Tournament and the Standard gameworlds' punishment guidelines.

This means that the Tournament guidelines get slightly lower punishments (especially regarding the 100% troop deletion penalty) and the standard gameworlds will get higher penalties (no warnings).

**There will be only one set of guidelines across domains and game worlds.**

We agreed with the participants of the Summit that the first offense warning will no longer be used for the multi-account infraction.

Generally, Rule Enforcement only acts for proven rule violation cases.

In case something is unclear or could be regular gameplay, we give the benefit of the doubt to the player and continue monitoring until proof is present or enough time has passed to stop monitoring.

We will review and adapt the punishment for them to be smarter and match the benefit gained by the account which didn't respect the game rules.

# Public punishment guidelines

## Community feedback

The participants of the Legends on Tour 2019 Summit asked the punishment guidelines to be published on the Forum so that any player can check and understand the decisions taken by the multihunters.

## Discussion outcome

Unfortunately, revealing our punishment guidelines would go against our goals to avoid cheaters in the game.

Publishing the punishment we would apply when breaking the rules would enable players to cheat until they are sure that the punishment we will apply is lower than the benefit they received from cheating.