

Pushing Protection Changes

Wording:

- When talking about **allies** and **alliances**, **confederacies** are **included**.
- When talking about **raided resources**, **bounty** of both **attack** and **raid** are meant.

Mission

We want to change our rules to remove some game mechanics which leave room for multi accounts, toxic behaviour and violations.

Config Changes coming soon

The following changes will be put in place in the upcoming weeks.

The aim is to disallow exporting resources willingly from accounts until 200 population (before it was 40). This way more resources need to be spent to upgrade potential Multi-Accounts, effectively reducing the amount of resources they can send away.

One suggestion was to block marketplace until settling of second village, but we keep in mind players who want to support others of their team / alliance to settle faster before they settle their own second.

Possible additional changes

Alliance Conquering & General Raiding

We want players not to leave their alliance for chief their own villages for strategic reasons. To achieve this, we want to allow chiefs to lower loyalty even within alliance villages.

To avoid that plants or spies conquer hammer villages as a move of backstabbing, we add a feature that players can mark their own village as “No, I won’t listen to alliance chiefs”. This enables protection for players if necessary and wanted.

Also, we want to remove the difference between raiding an alliance member and raiding anyone else. To achieve this, we will expand a limit to how many resources can be raided to all accounts. According to the participants of the Legends on Tour 2019 Summit this will increase teamwork, as multiple players need to raid a target to maximise bounty.

Additionally, losses suffered in raids and attacks against a player are added to his limit, so that players who fight can raid to make up for their losses.

Making the whole thing simpler

To reduce the number of rules, we want to simplify connection types.

Current Definition

- **Type 1:** Players who do not fall in Type 2 or Type 3.
- **Type 2:** Players have been sitters recently or have used the same network (IP).
- **Type 3:** Players are currently sitters or used the same PC recently.

Simpler Definition

- **Type 1:** Players who do not fall in Type 2.
- **Type 2:** Players used the same PC recently.
 - All limitations of former Type 3 are applied to the new Type 2.

First, we removed Sitter of the equation. Sitters are regular players and can interact regularly with their sitted accounts.

Second, we removed the “same IP” flagging, as it is not reliable (e.g. Bulk IP Providers), and easy to circumvent (VPN, Tor). With the bigger picture of “don’t make players cheat” we remove that limitation.

Conclusion

With simpler rules, we hope that players will stick to them easier. Also, we hope we remove some grey area in the rules which created confusion between players and HQ.