

VPN / TOR

Community request

One of the most controversial topics is the usage of VPN/TOR to hide IPs and run multi-accounts in the game worlds. Our Development Team explained to the participants of the Legends on Tour 2019 Summit the reasons why blocking VPN / TOR won't solve the issue and would actually create even more issues to regular players.

Developer feedback

We do not block VPNs and TOR on purpose. For many players in countries like Iran and China using a VPN is the only possibility to access our game and **we do not want to block them**. This applies also to many mobile phone users as some network providers force proxies for mobile http traffic without telling their clients. In the second case, they might not even be aware that they are using such a connection type.

Even if we decided that we wanted to block them, it's very difficult to do so from a technical point of view. TOR, in particular, was designed to bypass internet restrictions in countries where governments didn't want their citizens to have free access to the internet. TOR's „exit nodes“ do change every minute. Some of the biggest companies and governments tried to block TOR, but everything they did not succeed 100%.

We are aware that technologies like VPN and TOR are misused by some players to cover multi-accounting on a big scale. **We are aware of this problem and we need to address this problem.** Blocking Tor/VPNs is for sure not a feasible solution.

TOR is used because it's a very easy way but it's by far not the only way. Even if we were able to block TOR successfully, all cheaters would just switch to the second easiest solution and so on.

Please read our Customer Service notes to have a look at the improvements we are working on to fight people that misuse TOR/VPN access.