

## Yugen Saga Comprehensive Rules for Players

Revision: Jul 14, 2022

**Warning:** These rules are enforced on a case by case basis at the discretion of the Game Master's. If a player is found to have broken any rule at a more severe level, alternative punishment can be enforced. These rules can change at any time and it is the responsibility of each player to stay up to date on the rules, even if an announcement regarding a change is not given. Ignorance of the rules is NOT an excuse for prohibited behavior.

**Appeals:** Any appeals pertaining to punishment as a result of accused rule breaking should be directed to support@yugensaga.com. Any and all questions regarding punishment not directed to the correct location will be ignored. Continued spamming to the incorrect place can result in harsher actions.

Any and all punishment handed down from a Game Master is considered final. Reversal of this decision is done on a case by case basis at the discretion of the Game Master.

### Section A - Third Party Software

Definition - A third party software is a program created or developed by a different company than this game.

1. Any software that allows a player to perform actions that they would not otherwise be able to perform is strictly prohibited unless otherwise allowed in these rules. See Section A, Line 5 for a list of programs allowed.
2. Any software that allows a player to perform more than 1 action with 1 click of a button is strictly prohibited.
3. Any software that enhances, increases, or decreases the speed or movement of a player past its intended speed or movement is strictly prohibited.
4. Any program that Game Master's deem to give an unfair advantage to a player.
5. Allowed third party software -
  - a. Key Remapping software
  - b. Software that increases the performance of a computer.
6. As always, if there is a question as to whether a certain software is allowed please forward all questions to the email listed under the "Appeals" section. Punishment as to a softwares legality is left up to the discretion of the Game Masters unless otherwise allowed in this document.

### Section B - Social Behavior

Definition - Social behavior is any behavior that is considered to be social in nature. This applies to typing in game, actual interactions with other players without typing such as blocking a person in with the intent to kill them.

1. Attempting to, or actually avoiding censored or filtered language is prohibited.
  - a. Example: Any word that when typed shows up with star symbols is a censored word. Any attempt to use numbers, symbols, or other letters as an attempt to say the word without it being censored is prohibited.
2. Any attempt to “lure” or otherwise bring NPCs, enemies, bosses, or mobs to a player with the intent to get them killed is prohibited.
  - a. This is to be decided on a case to case basis. Intent is hard to prove, but if the surrounding actions by the player tend to show that their intent was to kill another, can result in punishment.
3. Use of player bodies to block or otherwise make areas impassable for others is prohibited.
4. Use of player bodies to block another player in, with the intent of getting them killed is prohibited.
5. Any behavior that is considered to be higher than a PG-13 rating will result in a warning from a staff member. Continued performance of this behavior will result in additional punishment.
6. Harassment - Any behavior considered to be harassment is prohibited. Harassment is defined as a course of conduct which annoys, threatens, intimidates, alarms, or puts a person in fear of their safety.
  - a. Threats of real violence will be severely punished.
  - b. Harassment does NOT include continued killing of players in player vs. player environments.
  - c. If a player continues to Harass you despite repeated attempts to ask them to stop, you can block them via in-game chat. If that player continues to make characters to bypass this block, that behavior is prohibited.
7. Using Broadcast channels to discuss personal life is allowed with restrictions.
  - a. Talking about any topic that is not considered PG-13 is prohibited in broadcast chat. Non PG-13 topics include but are not limited to:
    - i. Drugs
    - ii. Alcohol
    - iii. Sex
    - iv. Depictions of violence not limited to game actions
8. Using the Broadcast channel to argue or otherwise insult another player can result in loss of ability to use that channel.
9. Character Names that are not PG-13 in nature are not allowed. If a staff member determines your name is outside of what is allowed, you will be asked to change it. These decisions are final and not up for review unless a staff member allows it.
10. The naming and chat rules are not all inclusive. Any determination by a staff member that a word or words are not allowed is final.
11. Kill-Stealing - Kill stealing is an action by a player against an enemy or group of enemies that another party is killing, with the intent to deprive the original group of the experience

points for getting the kills. Intentionally following around players and “stealing” players aggroed mobs is considered harassment and will be punished as such.

- a. Bosses do not fall under this rule and any actions on a boss are not considered kill stealing.
- b. If a player aggroes an entire room of mobs, taking some of them for your own benefit is not against the rules. Everyone has a right to train in certain spots. This will be judged on a case by case basis. If you are doing it to annoy or harass another group, this is considered illegal.

### **Section C - Exploiting**

Definition - Taking advantage of the game in a way that allows you to derive an advantage that was not intended.

1. Although taking advantage of enemy movement to derive a benefit is allowed, doing it to an extreme level is prohibited and can result in punishment. This is judged on a case by case basis and can result in rollbacks, temporary jailing, or harsher punishment.
2. Any error in the code, or map creation that you continue to exploit will result in harsher punishment.
3. Even if a player reports the issue, continued exploiting of it can result in action by staff.
4. Any item that is functioning as it was not intended should be unequipped and reported to the staff as soon as possible. Continued use of any item that is not functioning as intended is prohibited.
5. Receiving of items that you would not have otherwise had access to is prohibited. This includes receiving items from staff members outside of events or special circumstances. If a staff member approaches you and offers to give you items for payment or for any reason, you need to report this to another staff member as soon as possible. Failure to report this behavior can result in punishment.
  - a. This covers knowledge of others receiving special treatment by staff. If you are aware of this behavior and do not report it, that falls under this section.

### **Section D - Item Shop & Real World Transactions**

Definition - The item shop is a store created where players may purchase in-game currency with real world currency to receive an item(s) or services in game as compensation.

Real World Transactions - Are transactions in which any currency not in game is exchanged for services or items in game.

1. All purchases from the item shop are non-refundable.
2. Any attempt to refund purchases after paid will result in an immediate IP or account ban.
  - a. If the refund was in error, you may pay the amount back and receive the currency to get unbanned.
  - b. Continued refunding will result in a permanent ban.

3. All transactions which involve real world currency, outside of any intended in-game services(such as the item shop) , are strictly prohibited.
  - a. This includes but is not limited to the sale of in game items for real world currency, leaching of another player for real world currency.

### **Section E - Special Behavior**

Definition - This section is to outline key changes between the rules of Illutia and Yugen Saga. This section is to highlight the changes for all returning players.

1. Multiboxing is not prohibited. Multiboxing is the creation of another account and playing both accounts at the same time.
  - a. Use of a program to allow you to copy movements between the accounts, or perform actions on the second account are prohibited. Rules regarding third party software are highlighted in Section A.
2. Character Sharing is not prohibited.
  - a. Any loss of items as a result of character sharing in any way is not the responsibility of staff. You have a responsibility to protect your account information, and any loss of items as a result of that information being known by others is not the responsibility of the staff. Requests for returning of items lost due to this will be ignored.
3. Away from Keyboard Leeching or training IS PROHIBITED.
  - a. If you need to walk away to do something for a short period, that is ok. Longer periods are not. The general rule of thumb is if it is going to take more than 3 minutes, leave the group or go to another map.