

# Kingmaker's Rise - Game Rules

## 1. General Gameplay Rules

### 1.1 Account Creation and Usage

- **One Account per Player:** Each player is allowed to create **one account** per **IP address** and **device**. **Multi-accounting** (creating multiple accounts to exploit the game mechanics) is strictly prohibited.
- **Accurate Information:** Players must provide **accurate** and **truthful** information when creating an account. Fake or misleading account information will lead to penalties.
- **Account Sharing:** Sharing accounts is **discouraged**. Players are responsible for their own accounts and all activity conducted through them.
- **Age Requirements:** Players must be at least **13 years old** to play **Kingmaker's Rise**. If under 18, players must have **parental consent**.

### 1.2 Account Suspension and Termination

- **Suspension:** Accounts may be temporarily suspended for minor violations (e.g., inappropriate behavior in chat, exploitation of minor bugs, etc.).
  - **Permanent Ban:** **Severe violations** (e.g., **cheating, fraud, multi-accounting**) may result in **permanent bans**. Any account that is permanently banned will lose all **progress, resources, and purchases**.
  - **Appeals:** Players may **appeal** any suspensions or bans by contacting **game support**. Admins will review the case and provide a final decision.
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## 2. Code of Conduct and Behavior

### 2.1 Fair Play

- **No Cheating:** The use of **third-party programs, bots, scripts, or hacks** to gain an unfair advantage is strictly prohibited.
- **Exploiting Bugs:** If you discover a **bug** or **glitch**, do not exploit it for personal gain. You must report any bugs to **game support** for investigation.
- **Respect for Other Players:** Treat all players with respect. **Toxic behavior, harassment, or abusive language** will not be tolerated. Players found violating this rule may face penalties.

## 2.2 Toxic Behavior and Harassment

- **Harassment:** Threatening, bullying, or engaging in **unwanted attention** (e.g., spamming messages, stalking) is strictly prohibited. Players engaging in such activities will be **suspended or banned**.
- **Offensive Language:** Racism, sexism, homophobia, hate speech, and discriminatory language are prohibited. Players using offensive language will be **warned** and may be banned if behavior continues.

## 2.3 Inappropriate Content

- **Nudity and Sexual Content:** Any **nudity, sexual conduct, or explicit content** is prohibited. This includes inappropriate usernames, avatars, or images.
  - **Offensive and Inflammatory Content:** Content that is **offensive, violent, or discriminatory** will be flagged and removed. Accounts that post such content will face suspension.
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# 3. Combat and Warfare Rules

## 3.1 Combat Mechanics

- **Battle System:** Battles are based on **troop composition, unit stats, and strategic choices**. **Siege weapons** are required for **castle destruction**.
- **Fielding Troops:** Players may **field** their **troops** to defend their kingdom or **attack** others. **Defensive bonuses** will be reduced if a defender fields troops.

- **Victory and Defeat:** Players win battles by either **destroying the enemy's troops** or **capturing their castle**. If the **attacker** destroys the defender's **castle**, the **war** is won.

## 3.2 War Declarations

- **War Declaration Wait Period:** A player must wait for an **8-hour grace period** after declaring war before combat begins. During this time, both players can **scout** and adjust their **battle formations**.
- **Scouting:** Scouting is allowed during the grace period and allows players to gather information about enemy **troop composition** and **defensive strength**.
- **War Outcome:** War results are determined by:
  - **Unconditional Victory:** If the attacker wins **completely** (100% of the rewards).
  - **Partial Victory:** If the attacker wins but with **casualties** (75% of the rewards minus dead troops' resources).
  - **Pyrrhic Victory:** If the attacker wins at great cost (50% of the rewards minus dead troops' resources).
  - **Defender's Victory:** If the attacker fails to destroy the defender's castle within the war period.

## 3.3 Siege Mechanics

- **Siege Units:** **Siege units** (e.g., **Trebuchets**, **Ballistae**) are required to break through enemy **castles**. **Siege units** cannot be used in normal combat.
  - **Castle Defense:** The defender may choose to **field troops** and engage in **offensive combat**. If the defender chooses not to field troops, they rely on **fortifications** and **siege defenses**.
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# 4. Resource Management

## 4.1 Resource Gathering

- **Resource Types:** Players can gather **wood, iron, gold, stone**, and other resources through **buildings** (e.g., **lumber mills, mines**).
- **Resource Limits:** There are no **resource limits** for storage, but excessive accumulation without usage may lead to **strategic disadvantages**.
- **Resource Usage:** Resources are spent on **building structures, training troops, upgrading the kingdom**, and **participating in wars**.

## 4.2 Trade and Economy

- **In-Game Trading:** Players can **buy, sell, and trade** resources with other players. Prices are set by the market, and players can establish **trade agreements** with others.
- **Market Restrictions:** **Exploiting** the market or manipulating prices by creating multiple accounts is **prohibited**.

## 4.3 Resource Theft

- **Raiding and Plundering:** If you lose a battle, the **winning player** may **raid** up to **25%** of your **resources** and **10% of your personal bank**.
- **War Bank Theft:** If the attacker wins a war, they can **raid 1% of the player's alliance bank** and **0.5% of the alliance's vault**.

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# 5. Diplomatic Relations and Alliances

## 5.1 Alliance Formation

- **Creating Alliances:** Players can form **alliances** with other players, establishing **diplomatic relations** and sharing resources or troops.
- **Alliance Projects:** Alliances can work together on **projects** that provide **bonus resources, military improvements, or defensive bonuses**.

## 5.2 Diplomacy

- **War Declarations Between Alliances:** Alliances can declare war on other alliances, but they must follow a **cooldown period** and respect the **grace period** before combat begins.
  - **Non-Aggression Pacts:** Alliances can form **peace agreements** that prevent mutual conflict for a defined period.
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## 6. Prohibited Conduct

### 6.1 Multi-Accounting

- **Multi-Account Detection: Multi-accounting** (creating and controlling multiple accounts for unfair advantages) is strictly prohibited.
- **Punishment for Violations:** If players are found to be multi-accounting, all accounts involved will be **locked** and **reviewed** by admins.

### 6.2 Cheating and Exploiting

- **Exploiting Bugs or Glitches:** Players who **exploit bugs** or **glitches** for personal gain will face severe penalties, including **permanent bans**.
- **Automated Bots and Scripts:** Using **third-party scripts**, **bots**, or other software to **automate gameplay** is **prohibited**.

### 6.3 Offensive Behavior

- **Toxic Behavior:** **Harassment**, **spamming**, **trolling**, or **threatening other players** will result in **temporary suspensions** or **permanent bans**.
  - **Inappropriate Language:** Players may not use offensive, discriminatory, or abusive language (including **racism**, **sexism**, **hate speech**).
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## 7. Penalties and Enforcement

## 7.1 Penalty System

- **Warning:** For minor infractions, players will receive a **warning** and be notified of the violation.
- **Temporary Suspension:** For repeated violations, players may face **temporary suspensions** from the game.
- **Permanent Ban:** **Severe violations** (e.g., **cheating**, **multi-accounting**, **abusive behavior**) will result in a **permanent ban** and loss of account data.

## 7.2 Reporting Violations

- Players can **report violations** of the game's rules via the **support portal** or **contact forms**. Admins will review the reports and take appropriate action.
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# 8. Legal Disclosures

## 8.1 Governing Law

- These **Terms of Service** are governed by the laws of **[Your Country]**, and any legal disputes shall be resolved in the courts of **[Your Country]**.

## 8.2 Arbitration and Dispute Resolution

- Any disputes related to these **Terms of Service** will be resolved through **binding arbitration**, not litigation, except where required by law.

## 8.3 Intellectual Property

- All game content, including but not limited to **artwork**, **sound**, **code**, and **game mechanics**, is the property of the game developers and protected by intellectual property laws.
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## 9. Miscellaneous

### 9.1 Updates and Changes

- We reserve the right to **update**, **modify**, or **change** these rules at any time. Changes will be posted here, and your continued use of the game indicates your acceptance of the new rules.

### 9.2 Severability

- If any provision of these Game Rules is deemed **invalid** or **unenforceable**, the remaining provisions will continue in full force and effect.
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## 10. Contact Information

For any questions or concerns regarding these **Game Rules**, please contact us at:

- **Email:** [kingmakersrise@gmail.com](mailto:kingmakersrise@gmail.com)
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## Acknowledgment

By using or accessing **Kingmaker's Rise**, you acknowledge that you have read, understood, and agreed to abide by these **Game Rules**.