# In-Game Rules

The following rules apply when playing Cosmo Crafter. Their enforcement ensures a quality environment for all players and stakeholders.


- Accounts
- When attacking other players
- When trading with other players
- Using bugs, scripts, and extensions
- When communicating with other players

# Accounts

Each player owns their account.

Each account can't be played by multiple people.

Account sitting is not possible at this moment, but it's being considered.

Each player is only allowed one account per universe. Multiple accounts is forbidden.

It is forbidden to exchange accounts.

It is forbidden to sell your account in exchange for money, goods or other services.

It is forbidden to act as a Cosmo Crafter agent, our support and team is only reachable via Discord, or through other mechanisms exclusively available in-game. (No one from the team will contact you directly in-game. If we need to do so, we will email you using one of our @cosmocrafter.net emails).

# When attacking other players

It is forbidden to attack any given settlement owned by an active player more than 3 times in a 24-hour window.

This also applies to Destroy missions conducted on planets.

Spy activities and missile attacks do not fall under this rule.

The limit of attacks is upsized to 12 attacks in a 24-hour period when there's a bounty placed on a given target, in this case, the new limit applies to all the stakeholders involved in the bounty (the subscribers, the target and the issuer of the bounty).

# When trading with other players

Cosmo Crafter has made available a Trade Station that allows players to sell and buy resources, spacecrafts and defense systems, nevertheless, it is possible for players to trade between themselves (`free trading`) without recurring to the Trade Station.

This rule applies when players decide to engage in `free trading`.

It is forbidden to transport or transfer resources, spacecrafts and defense systems from a lower-ranked account to one of a higher ranking without a currency transfer, a transport or a transfer of resources, spacecrafts and defense systems worth at least 50% of the goods received.

Any other form of trade manipulation to benefit a higher-ranking account through a lower-ranked account is forbidden.

This rule also applies when establishing a Trade Agreement Treaty with another player, but on this scenario, the percentage required for the payment is only of 30% worth of the goods received.

# Using bugs, scripts, and extensions

It is forbidden to take recurrent advantage of in-game bugs for profit or the misuse of the features.

Using any other software besides the browser to interface with the game is prohibited.

The usage of scripts, or other software to automate in-game operations is forbidden.

Browser extensions that change the appearance, the experience or in any other way the game, are not allowed.

Extensions to help calculate distances, simulate space battles, or help with assessing the costs to build a specific amount of spacecrafts are most welcome and we recommend their usage.

# When communicating with other players

We strive for a community and a player-base centred on mutual respect, collaboration and tolerance.

We request all players to communicate assertively and always respecting each other's differences.

Hate-speech is not tolerated on Cosmo Crafter.

It is forbidden to threaten players, team members or any other stakeholder involved with Cosmo Crafter.
Real-life threats can lead to legal action.

Spamming players with promotional content not related to Cosmo Crafter is prohibited.