**Suicidal players: A Mannering analysis of the players of GoB**

This report shows dissatisfaction and suggestion about players considered to be toxic in Game of Bombs. Included in this category are those who act in a harmful manner by impairing the experience of a match or by being aggressive with opponents in online games. Games were observed in normal game mode, with the objective of mapping the elements common to this type of player and providing subsidies for future research on the behavior of participants of Game of Bombs.

**INTRODUCTION**

Humans live in community and are part of diverse groups in which they can share the same or equivalent interests. The Game of Bombs community has been facing a serious problem: the emergence of players who display bad behavior at high level, called toxic players. These players interfere in a negative way in the experience of the others, influencing them to act in the same way. There are no established punishments to face these elements, but it is necessary to analyze if they are enough to curb the behavior and to be definitively adopted as a solution, in order to seek methods to try to recover this share of players. In this article will be presented the actions of these players. Also will be observed the definition of what is a toxic player, its main characteristics and how it can negatively affect a match and also other people.

**TOXIC PLAYERS**

Toxic players grow gradually with the success of other Game of Bombs players, by relating them to **trolls**.

*"This internet slang was inspired by the creatures of Scandinavian mythology, which refers to a bad-looking giant who lives in caves and is petrified by being struck by the light of day."*

The connection between this myth and slang is precisely in ugly and evil behavior with the goal of reaching people who are really there to learn and perfect their techniques without harming anyone else.

This present article associates the type of behavior with a sadistic manifestation of the human being, that is, to feel pleasure when seeing other people suffering, ending with the entertainment experience of someone inside a game.



**Figure 1:** Meme trollface became famous on the internet. He represents the grace of trolling, spreading the idea.

Toxic players are named in this way by acting in a harmful way in which they participate, damaging other players, causing damage within games and even giving up good players. All those who disobey the rules of the game are considered to be toxic, okay, suicide is not considered a forbidden attitude, but we can take measures just to make the game fun and unique.

For these players to be in the minority in the games, it is necessary to study this specific public and to elaborate guidelines to be adopted by the administration for, to transform it in a regular environment.

**SOLUTION**

For the realization of this report was made a survey with players dissatisfied with the toxic players in the game. After identifying that there is no rule about the analysis of suicidal players, **I offer some suggestions to minimize this problem:**

1. When the player dies on his own, that is, even if no one has made it happen. Must decrease the coins earned during the match and put them in the game, as happens with the pumpkin when it explodes.
2. Beginner (guest) players should not score kills, as happens when we are in a team squad.
3. No medals for guest players should appear.
4. Put some benefit, like those we receive daily as a bonus, for players who die less during the month (this should be discussed in more depth).

There's not much you can do about it, but taking coins from players who die '' alone '', as we see in the chat. However, taking away players' coins, I think helps lessen that more experienced players avoid suicide. For that reason, collecting coins gives you the right to buy perckers, and that would be a good reason not to kill yourself for the purpose of harming the other.

**CONCLUSION**

Based on the analysis, one can conclude from the relevance in researching on toxic players for creating a pleasant environment in any kind of gamer community. The behaviors identified are considered undue behaviors by most players who play honestly and seek happiness in the game. These behaviors can lead to poor performance of a player or team and make many of our players give up playing, for there are many trolls.

The battle against toxic players will never end, new players and the concept of their limitations regarding social rules will always be present in all MMO games, so I ask you to take advantage of my suggestions that I put here.

The administration is obliged to introduce good behavior between old and new players, so that a harmonious environment for all can be created.

*"We know that we have a long way to go, but the data shows that we've made progress in addressing the most negative players."*

I and other Brazilians, we have problems with negative players on the BR server, they use shield and come up with the intention of losing it. And when I return to the match after my death, he takes advantage again and so on. The worst of it is that he offends players.

Regards: EudesFerreira