



FIRST APPEAL - NICOLAJ JENSEN

The following document is the appeal in regard Nicolaj "Wizik" Jensen (herein "**Nicolaj Jensen**" and hereafter "**Jensen**") his lifetime suspension from League of Legends ("**LCS**"), a product by Riot Games U.S. Services, LLC, a limited liability company duly formed under the laws of Delaware and whose principal offices are located at 2450 Broadway, Santa Monica, CA 90404 (herein "**Riot Games**" and hereafter "**Riot**").
The appeal was written and assembled by Olivier Debeuf ("**Software Security Consultant**" for Riot)

Following is the case published by Riot as motivation leading towards Jensen his permanent suspension from the League of Legends competition, also his access to the product offered by Riot. Further the appeal shall be based on the facts and evidence provided with this ruling.

League of Legends Competition Ruling

Effective Date:

Suspension (the “**Effective Date**”)
January 23, 2013

Facts

Recently, Riot completed an investigation into the account histories of the players on teams which are scheduled to compete in the upcoming League of Legends Championship Series (“**LCS**”) European Qualifier.

The investigation has confirmed a number of facts in the player history of Nicolaj Jensen (“**Jensen**”), including a consistent pattern of in-game verbal abuse, offensive behavior and negative attitude which require immediate action.

Jensen’s Veigodx account has been punished by Tribunal three times, including as recently as January 9, 2013. In fewer than three months since the creation of this account, the Veigodx account has established a consistent record of in-game harassment, abuse, and poor behavior:

58.8% of reports against Veigodx were for Offensive Language, Verbal Abuse, and Negative Attitude.

Worse, however, are the violations in Jensen’s game play history:

On multiple occasions, he has publicly and unapologetically admitted to engaging in a series of DDOS attacks against high-Elo players.

Here is one example:

File can be found at the end of the document, as attachment 1.

Jensen has been permanently banned twice before. In August of 2012, a majority of players on the Tribunal voted to perm ban Wizikx, a previous Jensen account. After reviewing the facts, the Riot player behavior team upheld the ban. Another Jensen account, Wizikodex, was perm banned in December 2012 for similar behavior.

As a result of this player’s history of DDOS activity, abusive behavior and poor sportsmanship, the player behavior team has issued a lifetime ban on Jensen. His Veigodx account has been perm banned and all future accounts will be perm banned on sight.

Relevant Rules

The Summoner’s Code establishes the standards of behavior for all League of Legends players.

This document in its state at Effective Date can be found at the end of the document as attachment 2.

Analysis

Jensen has consistently disregarded the letter and spirit of the Summoner’s Code. His disrespect for the rules of the game is unacceptable for any player, especially a high-profile eSports competitor who has a regular opportunity to lead the community by example.

Ruling

Jensen has violated the Summoner’s Code in a persistent and remorseless fashion.

Ruling:

- Ineligible to compete in the LCS Season Three European Qualifier in Warsaw, January 25-27, 2013.
- Ineligible to compete in the LCS indefinitely; this suspension shall commence immediately.
- Ineligible to compete in any Riot-affiliated League of Legends tournaments indefinitely; this suspension shall commence immediately.

EXHIBIT A
ACKNOWLEDGEMENT OF VIOLATIONS

Riot: *"The investigation has confirmed a number of facts in the player history of Nicolaj Jensen ("**Jensen**"), including a consistent pattern of in-game verbal abuse, offensive behavior and negative attitude which require immediate action.*

*Jensen's Veigodx account has been punished by Tribunal three times, including as recently as January 9, 2013. In fewer than three months since the creation of this account, the Veigodx account has established a consistent record of in-game harassment, abuse, and poor behavior:
58.8% of reports against Veigodx were for Offensive Language, Verbal Abuse, and Negative Attitude."*

Hereafter follows **Nicolaj Jensen** his personal statement in regard the violations of "The Summoner's Code" (attachment 2)

I have made a lot of mistakes in the past, the worst was definitely my behavior when I played this game. I was a toxic player, I had a lot of issues with being calm and composed in games, I was rude and unacceptably offensive towards other players. Maybe it was my age, maybe it was my character at the time, the influence of people that surrounded me in the game, but I think I was emotionally immature. I was unable to respect other players in a proper manner and it cost me dearly. My behavior at the time was and is inexcusable, I deserved the penalty and the consequences that were inevitably attached to the countless violations I committed.

I will not try justify my behavior in the past, I have no proper explanation for what I did at the time, I don't know what possessed me.

It only hit me when Riot suspended me from the game as a person, instead as "just an account". It hit me like lightning, I had no idea how bad I had sickened the community I actually loved playing with until I had all the facts laid out in front of me.

I wanted to undo what I had done, but time is a cruel master, I cannot turn back time and take back the things I said, even though there is nothing I want to do more. The only thing I can do at this point is strive towards being a good person in the present and future, being an example for the community in and outside of the game.

I have tried incredibly hard to change, sometimes it's hard, I cannot deny that, but I am strong of will.

Proudly, I can say that I haven't been negative or offensive towards anyone ever since that day. You guys know I've been playing, and you have been, even if it doesn't turn out to have done anything officially, giving me a chance to redeem myself, even if you don't unban me, I know that I've changed and that is already a big step for me personally, I'm proud of how far I've come.

I hope, I really hope with all my heart that past grievances can remain in the past and you are willing to give me one last chance. I have squandered many, I cannot and will not deny that, but it's this ONE chance that counts for me, this one last chance for me to prove to you and to the community that people can and will change given time and guidance.

I have positively connected with a lot of the players that are currently in the LCS and they acknowledge that I have changed, I know it's not much but it's a start for me. When people reach out to me for advice on whatever subject, I try to help them to the best of my capacities.

I will not forget that you gave me the chance to redeem myself personally, even if you deny the chance for me to redeem myself towards the community and towards you.

I thank you with all my heart for your consideration, it means the world to me.

Nicolaj Jensen

EXHIBIT B
CONTRADICTION OF FACTS

Hereafter Riot will be quoted on the facts it published and refuted accordingly.

Fact 1

Riot: *"Jensen has been permanently banned twice before. In August of 2012, a majority of players on the Tribunal voted to perm ban Wizikx, a previous Jensen account. After reviewing the facts, the Riot player behavior team upheld the ban. Another Jensen account, Wizikodex, was perm banned in December 2012 for similar behavior."*

The first account mentioned in this fact "**Wizikx**"

- The account in question was not owned, created or played on by Jensen, in fact the owner of the account is another person who currently goes by the name of (CJ) Hymr.

It is not acceptable that false facts are used in a ruling this impactful. We ask for IP-address logs that suggest the account named "Wizikx" **at the effective date of its suspension and since its creation** belonged to Jensen, these may be censored to the extent that Riot deems necessary, but make it clear who the user and owner of the account is.

Fact 2

Riot: *"Worse, however, are the violations in Jensen's game play history: On multiple occasions, he has publicly and unapologetically admitted to engaging in a series of DDOS attacks against high-Elo players."*

Jensen never admitted to these accusations. Nor is there any proof that suggests he did otherwise. This fact is merely based on the file (attachment 1) Riot provided in its ruling.

It is unacceptable in the current situation, that accusations of this severity can be based on subjective interpretation and speculation. There is no evidence that suggests Jensen committed DDOS attacks at any point in time which would be considered valid in any other circumstance.

Evidence of DDOS attacks should contain the following:

1. Log files belonging to the affected party's hardware, be it a Router, Server or Modem
2. Log files including the IP-addresses flooding the hardware with packets, depending on the method (UDP or SSYN)
3. Information, provided and disclosed by the respective Internet Service Provider or data center in regard to the IP-addresses mentioned in point 2, mainly the registered owner of the server and/or computer sending out the packets or the remote command which initiates the attack.
4. Log files provided by Riot, in which it becomes apparent that the alleged victims (herein mentioned as "high-Elo players"), become victim of DDOS attacks while being in the same session as Jensen, only applicable if the above requirements are met

The evidence we ask for is only reasonable. Cyber crime court cases require much more elaborate casework than this, and the accusations made by Riot fall under the jurisdiction of the European Cyber Crime department.

REFUTING EVIDENCE (ATTACHMENT 1)



The above screenshot was used by Riot in its ruling to further accuse Jensen of DDOS attacks.

This screenshot shows a Geolocation of an IP-address, obtained through the popular chat program "Skype". In no way does this prove or serve as evidence that Jensen committed DDOS attacks towards the alleged victim in this file. It is merely the outcome of an at the time free and popular web-service. The only arguable offense in this file is that the privacy of the victim has been violated.

However, Riot uses this as evidence in its ruling, stating that this should stand as proof that Jensen did commit DDOS attacks, even though it is irrelevant.

We ask that this screenshot is removed from the ruling after the appeal has been reviewed due to its lack of relevance and sole purpose seeming to be the smearing of Jensen his public image.

EXHIBIT D
ANALYSIS OF RULING

Riot: *"As a result of this player's history of DDOS activity, abusive behavior and poor sportsmanship, the player behavior team has issued a lifetime ban on Jensen. His Veigodx account has been perm banned and all future accounts will be perm banned on sight."*

Riot: *" Jensen is:*

- Ineligible to compete in the LCS Season Three European Qualifier in Warsaw, January 25-27, 2013.*
- Ineligible to compete in the LCS indefinitely; this suspension shall commence immediately.*
- Ineligible to compete in any Riot-affiliated League of Legends tournaments indefinitely; this suspension shall commence immediately."*

APPEAL REQUEST

We acknowledge the violations of the Summoner's Code.

In other cases, with more violations(*), this has led to the ineligibility to compete in the Season 3 LCS and Riot-affiliated League of Legends tournaments in this time span.

We do not agree with the ruling concerning DDOS attacks and ask for it to be revoked.

Our request is for Nicolaj Jensen to be eligible to participate in Season 4 Riot-affiliated League of Legends tournaments and the Season 4 LCS.

This taking in to account the penalty, the ineligibility to compete in Season 3, has already been fulfilled.

Please note that all the following players were excessively more abusive than Jensen, this does not excuse Jensen his behavior and that is not my objective, I merely want to put it in perspective.

- * Simon Näslund / Rayt3ch
- * Ilyas Hartsema / mouz enVision
- * Damien Lorthios / aAa Linak
- * Christian Rivera / IWillDominate

Overview | Grid | Graph

VICTORY

Summoner's Rift

Classic

Ranked: 2335 (+12)

35:49

IP(+99) +81 +18 +81

Level 30

15:09 109 70

33/22/69 ✖ 22/33/40

| | Kills | Deaths | Assists | Items | Score | Rank |
|--------------------|---------|--------|---------|-------|-------|------|
| 18 | 6/4/19 | | 12.1k | 143 | | |
| 18 | 9/6/11 | | 14.5k | 236 | | |
| 18 | 6/5/15 | | 12.1k | 188 | | |
| 18 | 10/2/12 | | 14.5k | 237 | | |
| 14 | 2/5/12 | | 9.1k | 18 | | |
| 16 | 12/7/4 | | 13.4k | 230 | | |
| 18 wizikodex Ziggs | 3/7/7 | | 11.4k | 279 | | |
| 15 | 5/8/5 | | 9.3k | 146 | | |
| 15 | 2/4/9 | | 8.3k | 128 | | |
| 14 | 0/7/15 | | 7.8k | 13 | | |

Your Team

Redacted Level 30 Won: 109 Rating: 2335

Enemy Team

Redacted

wizikodex

Redacted

wizikodex: kk
wizikodex: onasec
wizikodex: hes afraid
wizikodex: of ddoe
wizikodex: thats why
wizikodex: he havent streamed
wizikodex: for 2 months
wizikodex: XD
Redacted lol
wizikodex: Grabbed IP address from **Redacted** was **Redacted - [IP Address]**
wizikodex: Geolocation results for **Redacted** Location: Haarlem, North Holland Area Code: Not found. Country: Netherlands
wizikodex: have fun stalking
Redacted roll gg
Redacted this wiziko..
Redacted well
Redacted gg wp

The Summoner's Code

1. Support Your Team

"[Teamwork] is the fuel that allows common people to attain uncommon results." -Andrew Carnegie

While we all carry a diverse set of individual ambitions and expectations into a game of League of Legends, once we hit the Field we're a part of a team. For better or worse, our fates are intertwined with that of our teammates. Once the game gets into full swing, you have to make a choice between being a positive force for your team, or contributing to your own demise.

Being a good team player begins at champion select. Be open minded when considering the needs of your team. If you're the last one to pick, try to fill a niche in your team that hasn't already been filled. If everyone's picked and something stands out as a deficiency in your team composition, try asking for another player to fill the gap, or change roles to embrace that responsibility yourself. Remember, that by taking on a role you don't normally play, you'll learn more about unfamiliar champions and increase your own skill level.

Once you get in game, try to keep an open line of communication. Warn your teammates if someone is missing from your lane, or if something is placing them in immediate danger. If they're not paying attention to chat you can always try pinging the map. Just remember that one ping is enough! Also, remember that you have to be there to contribute, so don't leave the game or go AFK! Encourage players who are having trouble, and congratulate those who are playing well. And most of all, if you're having a bad game don't take it out on your team!

2. Drive Constructive Feedback

"When you confront a problem you begin to solve it." -Rudy Giuliani

Player feedback is an important force in the decision making process of Riot Games. If you want to make your voice heard, taking the time to let us know how you're feeling about the game is a good place to start. When you give feedback, make sure you take a holistic approach. If you only give negative feedback, you may find that the changes you influence detract from what you initially enjoyed. Moreover, people are simply more likely to listen if you present yourself in a calm, well thought out manner.

That being said, don't be afraid to tell us if you feel strongly, and why. Try to be straightforward, specific, and always try to make your feedback direct and concise. For instance, saying something along the lines of:

"I used to love playing Katarina because her skills give her high mobility in lane, but with the latest nerfs to Death Lotus, I no longer feel like I have a strong enough presence in team fights to be viable. I don't think that I'm going to be playing Kat in the future unless she undergoes some revisions."

Is a much better way of expressing your dismay at a patch than beginning with an irate tirade, then asking for changes to be reverted or attempting to force an alternate solution. Remember that we're listening and making changes every couple of weeks, so, with a little patience, you may find that your issues will work themselves out.

3. Facilitate Civil Discussion

"To disagree, one doesn't have to be disagreeable." -Barry Goldwater

As we mentioned earlier, we want you to give feedback, but being part of the community doesn't stop there. Whether you're in chat, in a game, or on the forums, there are plenty of people to meet, and plenty of topics to discuss. Whether you're discussing game balance and champion viability, trying to form a premade team, or just want to express your affection for the legendary and infamous Gentleman Cho'gath, we encourage you to share your thoughts with other players.

When you choose to participate in a discussion with the rest of the player base, always try to be receptive to another player's point of view. If you keep an open mind, you'd be surprised what valuable information you can glean from your fellow players. Also, be mindful of how you present your point of view. If a player feels strongly on a subject, don't get caught up trying to have the last word. Just state your side and exit the conversation gracefully rather than give them the opportunity to pick a fight.

4. Enjoy Yourself, but not at Anyone Else's Expense

"Short is the joy that guilty pleasure brings." -Euripides

Making games is our business, so it should come as no surprise that we want you to have a lot of fun. We want you to get excited, to have tension-filled moments, and to celebrate your success. This doesn't mean that we're okay with you ruining anybody else's day.

Remember, taking a jab at your friend in the middle of the game is a lot different than making a glib remark at a complete stranger. Someone who is unfamiliar with what you consider playful may take your comment as an attack and react unfavorably. If two players on a team start fighting, good communication and teamwork become nearly impossible. Once communication breaks down, the likelihood of victory is drastically diminished. It isn't uncommon for simple, good natured teasing to spiral out of control into a loss, so do yourself a favor and don't run the risk of sabotaging your own success.

5. Build Relationships

"No man is an island..." -John Donne

League of Legends is a team game, and, as such, familiarity and rapport with the other competitors with whom you play is going to be a big part of your success. With that in mind, it would behoove you to adopt a cordial demeanor and attempt to make friends. If you have fun playing with another player, make use of the end of game lobby to thank that player for the game and send a friend request. The more friendly players that you have at your disposal, the better your chances are of getting a good, friendly game. Also, if you have friends who you think might be a good fit for the game and community, don't hesitate to shoot them an invite. Not only will you earn yourself some awesome swag, you'll have more friends you can call upon when you're having trouble flying solo.

Use the tools at your disposal to try and build a circle of other players of a similar skill level. If you have a relationship with a group of players that you trust, you are much more likely to get good feedback on how you're playing, receive support when learning a new champion, and just have a good time overall.

6. Show Humility in Victory, and Grace in Defeat

"To be humble to superiors is duty, to equals is courtesy, to inferiors is nobility." -Benjamin Franklin

Having a great game is one of the biggest joys that League of Legends can bring you. But always bear in mind that when you're relishing that landslide victory there is someone on the receiving end that is probably ripping their hair out. While it's alright to celebrate, make sure that you keep any gloating (or any other mode of self-indulgence) out of all chat. Instead, thank your opponents for the game. After all, despite their best efforts, they just made you a very happy person.

Moreover, if you've just lost, avoid pointing any fingers or deploying excuses. Even if you had a great game, it's not alright to blame your team. You had five opponents in that game, and - seeing as you just lost - chances are that they had something to do with it. We all know that losing can be frustrating, particularly if it's a close game or one that's completely one sided, but nobody likes a sore loser. Instead, thank your opponents for the game, and take a moment at the end of game screen to ask what you could have done better. If you're polite, you might pick up a few pointers that can help you counter your opponent's strategy in the future.

7. Be Resolute, not Indignant

"It is easier to find men who will volunteer to die, than to find those who are willing to endure pain with patience." - Julius Caesar

Intrinsic to the idea of competition is the notion that, when our pride is on the line, emotions tend to run high. Every person that we encounter is going to carry a different set of circumstances with them into the game, and therefore is going to have a different level of tolerance for frustration. If you end up in a game with an abusive player, don't lower yourself to their level. Instead, politely ask them to calm down. And remember, even if you're having a bad game, quitting or going AFK just ruins the game for the rest of the players. If someone's really starting to bother you, the mute and ignore commands are always there to resolve the situation.

And remember, while nobody likes being insulted, it pays to take a moment to consider the circumstances. Remember that this is a competitive game, and, more often than not, the other player is just venting their frustration. Try not to take it personally. Everyone has a breaking point and everyone rages sometimes. At some point you may find yourself in the other person's shoes.

8. Leave No Newbie Behind!

"Be an opener of doors for such as come after thee." -Ralph Waldo Emerson

We all started somewhere, and if we're going to do justice to the people who helped us move up the ladder, we have to start by paying homage to our roots. If you see a player having a bad game, or who clearly doesn't grasp the fundamentals of the genre, try offering some constructive advice. If you do so in a civil and friendly manner, it's likely that they will be receptive. Oftentimes they'll be downright grateful that somebody took the time to let them know how to improve instead of yelling at them.

Never get frustrated by an inexperienced player's performance. At some point, you were just as green as they were, even if it was the day that you downloaded the League of Legends client. Have a little patience, and try and help the player step up to a level where both of you can enjoy the game. At the same time, don't be discouraged if they aren't receptive. Some small percentage of players will get hung up on the notion that they don't need anybody's help, and, no matter how politely you try to lend a hand, they won't want to hear it. That's no reason to give up on the rest of them!

9. Lead by Example

"Leadership is practiced not so much in words as in attitude and in actions." -Harold S. Geneen

If you share our vision of a game where players exercise good sportsmanship, help each other improve and form lasting friendships, you've got to start living the dream before anybody everybody else is willing to do so. It's all well and good to say you're on board for the revolution, but if you don't first make yourself a paragon of model behavior, no one is going to be fooled. Nobody's asking you to be perfect, but we do want you to, whenever possible, strive to uphold the same standards of behavior that you expect everyone else to maintain. So, remember! Stay positive, remain calm, and keep to the code!