
TRAVIAN: LEGENDS ON TOUR 2018

TOURNAMENT WORKSHOP NOTES

NATIONS

- The players addressed mixed opinions about the national format
- Some said they liked the nations and that “Turks play against Russians etc.”
- Some said that they don’t see Travian as nation vs. nation at all. The 2017 winners consider themselves an alliance (DACIA) not Romanians
- There is a lot of mixed Teams and no real national teams
- For some players it is more about teamplay in alliances than representing nations. Some nations are just too large compared to others to consider fair competition between nations.
- The problem of too much nationalism and prejudices came up
- The wish to put more teams in the focus was addressed
- Some players mentioned that they got to know many players from different regions during the tournament and they started playing classic server on other domains than their usual after the tournament, because they stuck together with their tournament teammates

REASONS WHY A PLAYER JOINS THE TOURNAMENT

- It’s the greatest challenge
- The largest number of players on one server
- Were invited by another player
- It is more complex than classic Travian
- It is a familiar atmosphere, as many players know each other
- Only the strongest survive the TT
- 2x speed version is attractive to players
- There are multiple ways to play the server
- You can also use the TT to train for classic server (learn from the best)
- Fun to play with other nation. Improves one skill by playing with and against other nations.

NEGATIVE / WHY PLAYERS DON’T JOIN

- One thing players may also won’t like about TT is, that the Meta is too big. Some confeds consist of 1000+ players.
- Language barrier was a point of discussion
- Players mentioned amount cheaters and multi accounts on the TT servers is too high. Kills the spirit of competition.
- In some communities, there is also some bad blood towards good players not playing on the TT

- Lack of competent leadership, many alliances quit. Not enough leaders. No ability to coordinate. Not willing to sacrifice more time.
 - o Leaders not agreeing with each other
 - o Time investment/Pressure of leadership
 - o New Teams come to the game and met with unexpected change in strategy that the tournament brings
- There was also a lack of knowledge about the game, especially the TT named by players
- Members of German pre-made alliances normally do not participate in Tournament.

WISHES / IMPROVEMENTS

- Adjust the prize pool -> more prizes with more emotional value for players
- Putting more „clubs“ or „teams“ in the spotlight, not countries
- 2x speed server seems to be popular for classic Travian
- Players would like to see more coverage about the TT
- Players want to get more overview what's going on and more statistics, what's happening on the server
- Players expressed that the summer months for the start of the tournament are not perfect, they would like to have it start in the winter months

GAINING/ONBOARDING NEW PLAYERS WORKSHOP NOTES

- TG should improve the tips and tricks on their content pieces
- There should be the Tutorials back on the Forum
- Guides can help new players
- The Quests should be extended in the game to further help players through their first round
- Established players should „trust“ more newbie players (maybe a bit more educating needed)
- Links to Guides should be shared
- Different roles in alliances should be explained more in detail to new players
- A help chat in-game could help new players
- Alliance Leaders / Alliances can help new players a lot – More Communication from new players is needed
- A new player could offer resource support to surrounding experienced players to learn
- „Teaching“ can be a good thing to be addressed to existing players

GREATEST MOTIVATION TO PLAY THE GAME?

- The Teamplay is a big factor for them
- The social gameplay
- It was also named, that sacrificing for the team can also be a rewarding experience
- The game gives a unique environment to explore and play with diplomacy.

IDEAS FOR IMPROVING THE GAME ON MARKETING SIDE

- Delivering faster information and more upfront

- The sever scheduling can be optimized (speedserver in summer e.g.)
- More honest communication would increase customer loyalty (communication more often about deleting bots etc.)