

Oases Changes

Goal

In the Legends on Tour 2019 Summit we discussed many topics that could fit or overlap in different categories. The purpose of this document is summarizing them.

Early Game Oases

Multi-accounts are generated in order to have an easily disposable Hero to clean oasis.

In addition, Nature Troops in Oases are counterintuitively strong, which confuses new players a lot. To address both topics we want to change how Nature Troops spawn in the early phase of the game:

- When generating oases at world creation, we will decrease Nature Troops to a level that will allow players to defeat them with a low-level hero and some troops.
 - This will still be random which means not all oases will be easy.
- During the first three days of a Game World, re-spawn of nature troops will be halted. Once an oasis is cleared, it can be farmed without hassle.

Both changes should allow new players to participate in the raiding game easier, while also reducing the benefit of creating multi-accounts.

Still this change will not solve the issue completely but at least it will address it.

Conclusion

We hope to remove one of the reasons behind multi-accounts, without removing a reason for legit team play.