

Tournament 2019

Mission

We want to provide a stable and challenging experience for the best of the best Travian: Legends players.

We want to support the leads of predefined teams to recruit and motivate players to join the tournament experience.

➔ *When talking about **Tournament Servers**, we mean all **Qualification Servers** and the **Finals Server**.*

Qualification Requirements

To get an entry key for the Tournament, players will need to participate in the Qualification Server of their domain.

One entry key is given to players who at server end will have:

- at least 10 villages,
- a Top 100 position of Offence Rank,
- a Top 100 position of Defence Rank.

Five entry keys are given to players who at server end will have:

- a "Wonder of the World" village,
- a Top 10 position of Offence Rank,
- a Top 10 position of Defence Rank.

Wildcards keys will stay heavily limited.

Settings

Tribes

For the first time ever, the Tournament servers will feature Egyptians and Huns.

Confederacies

The limitation of only being able to support alliance and confederacy members with troops and resources will be enabled on Tournament servers.

World Map Size

The world map stays in its big size, 801x801.

Embassy

At level 3, you can form an alliance, which immediately can have up to 60 members.

Merchant

Players dropping out of beginners' protection need 200 pop instead of 40 pop to send resources "one-way". You can still use the offers in the Marketplace.

Conclusion

We want our players to have varied game experiences, and as such want to shake things a bit up. At the same time, we don't risk the game experience by adding heavily discussed features to the mix.