

Vacation Mode

Mission

We want to give players the chance to take a break from their Travian: Legends account... without making "Vacation" a tool used in strategies.

Changes

Vacation Hopping

Players are blocked from certain actions during vacation mode. Vacation Hopping happens when a player leaves the vacation mode status just for a few minutes to perform actions that are blocked during vacation mode and then goes back to it shortly after.

To decrease the exploitation of this mode, we will introduce two cooldowns:

1. Abortion-Cooldown after the start of vacation mode
2. Vacation-Cooldown after the end of vacation mode

The first cooldown prevents the usage of vacation mode to save a target for a few hours, e.g. when the account owner sees an enemy operation starting up.

The second one prevents fast vacation hopping and gives a time window for enemies to react and block that account from going to vacation.

Both cooldowns are 12 hours long.

Vacation Duration

As requested, the amount of days available for vacation will be reduced to 15 days (from 21 days).

This change will reduce the time players protect their hammers in the endgame with vacation mode.

The duration will still be dependent on the speed factor of the server, and thus will be shorter on speed servers.

Alliance Donations

During Vacation Mode no resources will be exported by the account anyhow. With that in mind, we will block the alliance donation page during Vacation Mode.

Conclusion

With these changes the vacation mode will fulfil its original purpose of allowing players to take a break from the game. This tool won't be used as a strategic tool anymore.