

# World Map and Endgame

## Mission

We want to provide a fair and interesting playing field for our players.

We want to ensure that there is enough randomness for replayability but, at the same time, that there are no game-breaking edge cases.

In addition, we want to make changes that will shorten the game world duration, offering more intense fighting with less downtime.

## Changes

### High-Quality Croppers

When generating a world map, some game settings are validated on each server.

We want to introduce a check for 125% and 150% croppers per quad.

If the amount of these high-quality croppers is too low or too high, we will re-roll the whole map.

The limitations will be:

- Minimum per quad
  - 15 high-quality croppers for 401x401 size map.
  - 60 high-quality croppers for 801x801 size map.
- Maximum per quad
  - 25 high-quality croppers for 401x401 size map.
  - 100 high-quality croppers for 801x801 size map.

We won't check for overlapping oasis in these croppers. This means that technically it is possible that a few 15c won't have their full bonus applied because their oases are already occupied by a different 15c.

This is still approved as a valid reason of conflict and battle.

### 18c

We introduce 18c which will be placed ONLY in the grey zone. Around 4 – 7 will spawn there and it will be up to the strongest players to conquer them.

With minus three population-giving resource fields, the Natarian attacks will be harder to tank.

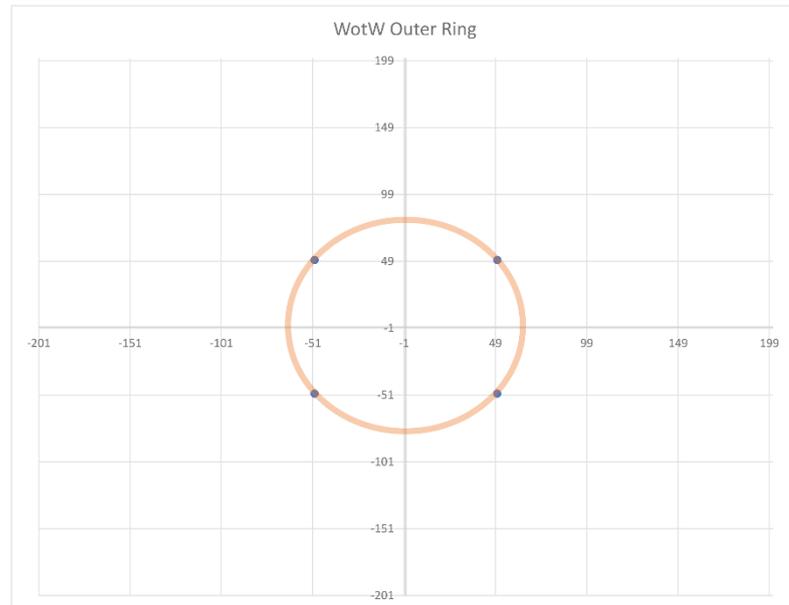
### Wonder of the World

Currently, all Wonder of the World Villages (short: WotW-Villages) are placed and heavily defended at world creation. Players have more than enough time to conquer them and create their needed infrastructure around those positions.

As those positions are static on every game world, we were told that the introduction of the following changes would be a huge improvement of the game:

- World Wonders are spawned 30 days before the spawn of Construction Plans.

- World Wonders are spawned randomly on two different circles around the center of the map.
  - One ring will be in the Grey Zone.
  - One ring will be outside the Grey zone. Currently the WotW spawn on a fix position (ex. 50|-50 for the small map and 100|-100 for the big map), with this change they will spawn randomly on the ring generated on the same radius of previous WotW. See the example below here [↓](#)



- The number of WotW-Villages per ring is still under discussion
  - Currently in discussion inner ring: 9 WotW-Villages
  - Currently in discussion outer ring: 4 WotW-Villages

### Construction Plans

Currently, one construction plan is needed in the WotW-Account, and another one is needed once the WotW reaches level 50.

To encourage the fight over Construction plans, we want to introduce an additional effect to the Construction Plans.

Each activated construction plan after the second (within the alliance of the WotW-Owner) will decrease building time of WotW by 10 % multiplicatively.

- 3 active Construction Plans: total of 10 % build time reduction
- 4 active Construction Plans: total of 19 % build time reduction
- 5 active Construction Plans: total of 27 % build time reduction
- 6 active Construction Plans: total of 34 % build time reduction
- ...

To encourage and reward successful fights, we also want to break a Travian: Legends' tradition.

Normally changes to building speed factors do not update already queued entries. When you queue to train troops in your level 20 barracks, they train in that speed, even when your barracks is damaged to level 2.

When you lose or gain a Construction Plan, the build time of your WotW in construction will be updated.

*Example:*

*Your current level WoTW has 12 hours left to complete the current level. One of your alliance members suddenly has an active construction plan, reducing the build time by 10 %. With 12 hours left, that time is reduced by 72 minutes.*

## Conclusion

We want to make sure the game is fun, even when it is your 15<sup>th</sup> year of playing. To spice things up, we want to change how the Wonder of the World spawn.

Instead of fighting for a central point of the quad, a bigger area needs to be secured. With the additional effect of the construction plans, there will be something more to fight for. In addition, this will speed up the whole game server. Making sure that enough high-quality croppers are available ensures fun game worlds for all quads, while adding 18c gives even another level to fight for.