



# TRAVIAN LEGENDS

**AMBASSADOR  
PROGRAM**

## **WORKSHOP #8 TRIBES & GENERAL BALANCING Apr. 14th 2021**

### **Travian Team**

- Brian - Product Owner
- Jake - Game Design
- Laure – Customer Service Manager
- Pepper - Community Communications Manager
- Froz – Game Specialist
- Liudmila – Content Creator
- Minke - Community Management Team Lead
- Cécile - Head of Community Management and Customer Service

### **Community Managers**

- ThomasGB - Anglosphere / France
- Fotini - Balkans
- Stellamini - Nordics
- Spud - Lusobrasileiro

### **Ambassadors**

- Jelena - Balkans Ambassador
- Nyx - Nordics Ambassador
- SkyShepard - France Ambassador
- Demix\_IT - Italy Ambassador
- WdwndSpecialist - Anglosphere Ambassador
- Wishmaster - International COM Ambassador

## General Information

Based on the Ambassadors' increased interest in the 5 tribes, a workshop to discuss Tribe Balancing was agreed and planned with the Travian: Legends team. A lot of feedback regarding what is currently working (or not working) was gathered by the Ambassadors within the communities, as well as ideas on how to improve balancing.

While doing so, several general balancing topics were also collected and brought up to the game team by Ambassadors.

Here are the results of the discussions.

## Ambassador Workshop #8 - General Balancing

To sort out general balancing topics and ideas, our consolidated organization technique was followed.

### To do:

- **Travian: Legends 4.6:** 1st adventure gives the horse to all players - this change will be implemented on all new servers starting after May 1st!
- **Travian: Legends 4.6:** Experience from adventures became insignificant. - the game team is aware of this balancing issue. Experience gained through the task system will be adjusted.

### Will be considered by Game Design:

- **Monetization:** Silver adventures are not balanced with the current prices in auctions - this is a complex topic. Increasing or adding sources of silver will also increase prices in the auction house. This topic needs further research on how to improve the economical balance.
- **Annual Special:** The Confusion artefact is too strong in the Annual Special - although this artefact is weak in World Wonder servers, it's a powerful defense technique in Annual Specials. A decrease of its effect could be considered for a future Annual Special.

### Needs further data:

- **Travian: Legends 4.6:** Animals should give fewer resources - the overall community feeling is that animals give too many resources and that oases are unbalanced when compared to each other. The game team is planning on having a closer look into data. The usability of the hero resources in any village could also be looked into in a way to balance this system. We however need more 4.6 data before we consider balancing changes.

- **End Game** World Wonder player defense is slightly overpowered - the amount of defense protecting the World Wonder sometimes doesn't leave much chance for the competition. This is particularly oriented towards popular servers (tournament included). We need to look into further data about this topic, especially regarding regional servers. We also discussed the idea of additional building plans that would boost the construction time of the WW and could affect how many targets are defended by alliances and therefore affect how much defense is present in the WW village.

**Will not do:**

- **End Game** Daily quests difficulty and rewards should be adjusted in function of server age - this is a complex balancing topic that we decided to not prioritize at the moment.

## **Ambassador Workshop #8 - Tribe Balancing**

This segment of the workshop started with an introduction about Tribe Balancing conducted by Jake, our Game Designer.

The most important learning was that Tribe Balancing is not about equalizing tribes. It's about making sure each tribe has something it excels at and that its specializations are on par with other tribes' specializations. It's a very complex topic, since nerfing one tribe might simply make another tribe become the number 1 used tribe for a specific type of gameplay. It would only mean switching the perception from the community and not actually balancing the game.

The talk started with the Egyptian tribe, their defense power and the waterworks.

However, as this discussion was very important to determine where the issues lie, we did not rush it and did not finish.

## **Ambassador Workshop #8 - What's next?**

The next workshop will also be entirely dedicated to tribe balancing.

Before the workshop, we will work together with the ambassadors to compare tribes, since each tribe has both advantages and disadvantages. It is important that we agree on what these characteristics are before we start discussing changes (minor or major).

The topic will be discussed once again during **Workshop #9** - Tribe Balancing, which will most likely take place in May.