



# TRAVIAN LEGENDS

**AMBASSADOR  
PROGRAM**

## **WORKSHOP #10 VERSION 4.6** **Sep. 21st 2021**

### **Travian Team**

- Jake - Game Design
- Laure – Customer Service Manager
- Froz – Game Expert
- Liudmila – Community Management Content Creator
- Minke - Community Management Team Lead
- ThomasGB - Ambassadors Program Manager

### **Ambassadors**

- Jelena - Balkans Ambassador
- Nyx - Nordics Ambassador
- SkyShepard - France Ambassador
- Demix\_IT - Italy Ambassador
- Wishmaster - International COM Ambassador
- Audrius - Baltics Ambassador
- QueenBee - Hispano
- xTyrell - Germany
- Lotte - Germany

# Ambassador Workshop #10 - Version 4.6

## General Discussions

The following topics were discussed during the workshop, but we didn't manage to find clear answers. After the meeting, Travian: Legends' ambassadors contacted their Community, to get more data about these topics and not rush into conclusions. Let's check the outcome!

### **Animal Bounty**

Early 2021, thanks to the help and hard work of the Ambassadors Group, we have introduced changes to the oasis, mainly regarding animal bounty. After reading a lot of discussions about this topic on Discord, we wanted to know if reducing the reward from eliminating animals would be the way to go. The result was not really in favour, but for now, we are not closing this topic definitively.

### **Reordering the first 10 adventures with the horse in 3rd position**

During this workshop, this idea was suggested to open strategic choices at the beginning of the game: do you decide to run all three adventures as quickly as possible to get the horse? Or do you decide to raid oases with your hero on foot?

Yet again, there was not a clear result, however it was slightly in favour this time.

### **Treat animal bounty as normal bounty: animal bounty should be carried home by the hero and/or troops.**

We discussed this since we had some feedback questioning this new gaming mechanic. However, it was decided to keep it the way it is.

### **Resources from the Hero inventory can only be used in the hero's home village.**

We proposed to go back to how the hero inventory resources were working when we first introduced them. After discussions, the group decided to avoid making changes here since it brings a lot of activity for players.

### **Animals should not give off points.**

Top 10 and offensive rankings are now affected by oasis cleaning since it brings a lot of points. We discussed the idea of not taking into account animals' points in the rankings. It was happily received. Doing the same for Natars was also considered.

### **Reduce task system rewards for the 2nd village.**

This was another suggestion to reduce the number of rewards, but we struggled to find a clear answer within our different Communities so it is still open to discussion.

## What we agreed on

- Add a celebration task
- Remove residence level 12 reward - it makes more sense for it to be residence level 10

## Rejected ideas

- Animals don't provide resources after BP - or animal bounty reduces over time: it adds too much complexity that would need to be documented for players.
- Ointments use limitation or any Auction House change would impact both players who spend gold but also the ones who don't buy gold as they would also suffer from the reduced silver income from the AH. This is a system we would rather not meddle with.

## Conclusion

An interesting meeting with the ambassadors showed how difficult it is to find the good balance between all these new features. However, we managed to gather a good amount of feedback for our Game Design team to work on. It's important for the Game Design team to gather community feedback, while still keeping in mind the progression speed of the players through a game world and the competitiveness of the community.

**It is likely that some balancing changes will be put in place in the near future. These changes will be based on all the discussions we had,** so we are really appreciative of everyone who participated and shared their opinion on discord as well as our Ambassadors.