VALHALLA
GAMING

Community
Crunch
#1

Prolog

Today (28.08.2020) at 8pm we had our first community meeting on our Teamspeak Server.

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Our Server runs now for about 2 weeks and since that date, we had some issues going on that we want to talk about at this monthly meeting.

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This short, small "handheld" is especially for the people that could not attend the Teamspeak meeting
for whatever reasons, so we can share all the infos with you.

Topics

the whole Serversituation

SoS Mod

Insulting / misbehavior

Maps in the near Future

PvP Map

Events

Disputes

Disregard of rules

Our Team

Serverowner:
Celina
Crazycat
Blinded

Admins:
Deathy
Käptn Affe
Loki

Supporter:
Saintlone
Pakkun
Sergio87

Hardware changes

Our new "Monster"

AMD Ryzen 9 3900X (max. 24x 4,6 Ghz)
bis zu 128 GB Ram
two SSD NVMe HDD in Raid

On Saturday, the 29th of August 2020 at 8:00 am we will shut down all Servers and prepare them for the move to our new Rootserver.

This will be the last Worldsave for the actual Save Game.

We did some small stresstests with Ingame-Spawns beforehand. More tests will occur, when all Savegames are uploaded and the servers are ready for going live.

If players will find some minor or major issues, feel free to report them to our Admin-/ Ownerteam please.

SoS-Mod

We have decided for some reasons to get rid of the Sos-Mod with the Start of our new Root Server.

Overall was this Mod kind of "overpowered" for our Server. Many items from this mod were locked anyway, one part of it was in the loottable from the Bosses on the Eventmap.
Only a very small amount of structures and items was available for you to build and craft anyway.

We have a replacement for the Boss Loot-Items, so you can go die..… uuhm… Boss farming right away when the servers go live.

To prevent any loss of items, please put all inventory items in s+ or vanilla Structures, before the Sos-Structures will be deleted.

Event

We will start the "Ark Summer Event" on Monday (31th of August 2020) for about two weeks as compensation for deleting the Sos-Mod.
You can collect and craft a bunch of cool Chibis for yourself. In addition, this event also includes a color event, where you can see quite unusual color combinations on wild dinos.

Event will start from 31.08.2020 and ends at 14.09.2020

Some minor changes:
Tribe Dino Limit will be raised up from 200 to 300.
The strukture Limits of 10500 remains for the time being!

Insulting / misbehavior

The subject of insults and / or accusations of cheating can be found in every community, in every game, at any time. Action is taken against this here.

The last few days, team members have repeatedly heard that with certain actions, we would "cheat" things in our favor.
This is one of the worst accusations that can be made against us team members.

Our logs are public for EVERY owner, admin AND supporter at any time. Even if we HAVE to use a "cheat code" to provide smooth support, these actions must be noted in a separate support log where we have to justify ourselves.

If someone continues with these allegations both in-game, as well as in Voice Channels or Discord Text Channels, will be warned once.
A further offense of this kind would result in exclusion from our community, because this is disturbing our peaceful Community and something we don't want to have here.

However, if you have a reasonable suspicion that one of the admins or supporters is "cheating", please contact another admin or owner immediately so that he can check on it.

Disputes

Should disputes arise among you, make sure that you can also substantiate various things with screenshots. Otherwise try to settle your dispute with the other person as good as possible. Thank you.

Maps

With the move to our new Root Server, a new map will be added to our cluster, the long-awaited Map: **The Center !!!!**

In the course of the next week we will add another map: **Scorched Earth**, because it was already desired by a lot of our Community Members.

The Topic Crystal Isles:

We discussed it down to the smallest detail with our team whether we should take the map into the cluster or not. We have to inform you that we unanimously decided against it.

This decision has several very important reasons:

- The map brings no added value to our Cluster.

- The map is still full serious Errors (from holes in the mesh to being catapulted up to the Maps ceiling / respawns and insta kills for no reasons, etc)

- The load of the Crystal Isles Map on the cluster is roughly equivalent to 5 Ragnarok Maps (if you want to calculate it exactly, use a The Island Map as a "benchmark", for example 1x Ragnarok = 3x The Island..
  Compared to Crystal Isles, which counts for 5 times Ragnarok, it would be like the Map "The Island" would run 15x times at the same time.)

PvP

There will be no open PvP Map. But if two Tribes want to claim the "Alpha Tribe"- title, they need to fight this out in a Pvp "Tribe-War".

The reigning champions need to defend their Base and the challenger needs to get an Item from their Base. These Tribe-Wars will occur on our Eventmap.

__Epilog__

The whole Valhalla Team would like to thank you all for attending at our first monthly meeting aka "the Stammtisch"
It was a very interesting and informative evening.

Best regards,

Your Team