



**VALHALLA**  
**GAMING**

Community  
Crunch  
#2

# Prologue

Today on 12.12.2020 at 6am took place our second  
Community meeting took place in Teamspeak.

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The server exists for almost 4 months now and  
and in the last time some things have come up, which  
have been  
were addressed and discussed in this regulars' table.

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This short, small "handout" is especially meant for the  
people  
who were not able to participate at the time of the  
Teamspeak conversatio, so that these informations are  
not withheld from you.



# Topics

New team member

The last Ark Patch

Server situation

Loot / Report

Events

3rd Map Eternal Fear

General Feedback

Team reinforcement



# New Team Member

We welcome a new team member to the Valhalla family, the lovely Yuty will now take care of your needs under our banner. With her sunny disposition, she is guaranteed to bring a smile to your Ark-ridden everyday life. But in case of an emergency she stays cool and supports you with words and deeds.

You can find her on Discord under the name Yuty#3925, but most of the time you can find her in Voice on our TS if you want to talk to her.



# The latest Ark update

Tonight we were all spontaneously surprised by an Ark update from Wildcard. Well, no matter, download the 300mb, start Ark, continue playing... But not this time. This update caused massive errors on all official and private servers.

All structures that were built in caves were removed. For this very reason, when we became aware of the bug, we had taken all servers offline immediately to avoid any major damage.

Our only salvation was to wait for a hotfix from Wildcard that would fix this bug again and reload an old savegame. To be exact, the last savegame before the servers restarted because of the update. This means a rollback of about 4h for all players.

Although we couldn't do anything for this mistake, we still want to apologize to you that this rollback had to be. But there were only two possibilities... either let everything continue like this and many will just lose everything, or we replay older savegames, where everyone will be on the same level again at the end, but some will have lost 4h of game time.

We have decided for the second, because that was the smartest and politically correct solution.





# Server situation

As you have surely noticed, last week the server did not run as smoothly as it normally should. Here from us a small explanation why this is so, or could be.

Last week the laggs and extremely high ping spikes are definitely due to an infrastructural change on the part of our root provider, which was completed yesterday.

Another reason, and here the speculations start, could have been the Turkey Trial event, which has been deactivated since yesterday. We all know only too well that Ark events always hit the server performance extremely fast and often lead to over spawns of various dinos.

We will continue to monitor the next few days and see how we can get everything under control.



# Loot / Report

As you can read in the title above, this is about the whole loot situation of expired bases.

In principle, we have absolutely no problem if you "open" bases that have expired and then loot them. However, the Valhalla team has the following request for you: If you have discovered a base that has expired and has been looted, please send us a screenshot in the Report Channel in Discord where you can see the name of the tribe and on which coordinates it is located, write us which map it is and if there is still a teleporter, the name of it, so that we can completely tear down the base in a timely manner.

Always keep in mind that the server performance increases with every base that is demolished. And this is the be-all and end-all for a pleasant game flow.



# Events

On the topic of events, we also got feedback from the community today so that we know how to proceed.

The majority of the players present were interested in events, but they should rather take place in the evening hours at 9 pm. Also a rotation by events will take place, was "fixed". Approximately every 4 weeks an event should take place.

There will be a small change from now on, regarding events. We will announce the events in the future in time and the time is then determined by players clicking on a reaction. This will show us at what time we can expect the most players at the event and we can plan better with that.

Furthermore you can still bombard Brummbär and Claudi with event suggestions. Your Discord PNs must be on fire. The more ideas come in, the more events you can make.





# **The 3rd Eternal Fear Map**

Some time ago it was announced in our news that we plan to add a third Eternal/Primal Fear map to the cluster, but instead of just taking the decision ourselves, we leave it to you to decide which map it will be in the end.

For this purpose, a new channel has been created today in the Eternal Fear section of Discord, where you can post map suggestions until 12/18. The team will then sit down and choose 3-4 maps, put them in a poll and YOU can vote on which map it will be.

Come up with some nice maps, but be aware that maps that are difficult from a technical point of view, Eternal/Primal Fear will be sorted out by us.



# General feedback

The community was asked to give feedback during this crunch.

The points that came up during the conversation, we will briefly list, but first a little info. In the Discord we have created another channel under the tab Server Infos, it is simply called Feedback. You are welcome to give us your opinion there, but from time to time you are also welcome to leave something positive ;)

Here is some feedback, which was mentioned in the Crunch:

- Extend a rule so that it is understandable for everyone. (don't steal dino DNA - means: don't steal eggs)

- possibly put up more admin teleporters, like on Raggi to the spots (feel free to send us spots where public teleporters should be added. We discuss then teamintern about it)

- Gachas produce only garbage. Maybe we have to keep an eye on this, since the Turkey Trial event ended yesterday.

- Forgetting the Vault on Fjördur was addressed (was directly forwarded to the responsible office).

- Times on Raggi look because of frog overspawn ... (possibly set dino limits)

- on Fjördur we also need a gigahearth to make the nanny. You can transfer this from other maps to Fjördur.

-deco mods once addressed

We rather chose three smaller deco mods at that time, so that the server load doesn't go too high (everybody knows that deco mods can load extremely).

Especially since we had chosen these three mods because we checked how often they are updated, how is the mod support, what is the "worst case" in an update.



# Team reinforcement

Due to a given occasion we are currently looking for supporters again, who would like to support our team.

There are not many conditions, but you have to fulfill a few.

- completed 18 years of age
- A little bit of Ark know-how (after all, you have to be able to answer player questions)
- politeness, be nice to others
- you have to be a good team player
- ability to take criticism should be given

If you meet all of the above requirements, don't hesitate to contact us.

There are a lot of possibilities, either via PN, via our ticket function or if you like in the voice.



# Epilogue

In this sense the Valhalla team thanks you for the the lively attendance at our second regulars' table.  
It was a very interesting and informative evening.

With kind regards



Your

Team

