



Community
Crunch
#3

Prologue

First of all we wish you all a Happy New Year, we hope you all had a good start to the new year.

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The New Year starts with us directly times with a Community Crunch.

On 2.01.2021 this also took place at 7 pm.

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In advance, a thank you to you that you have all appeared so numerous and have all behaved so super.

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This short, little "handout" is especially for those people who were not able to participate at the time of the Teamspeak conversation.

at the time of the Teamspeak conversation, so that you don't withheld from you.



Topics

Team change

Situation of the server

Presentation of the concept

Team advertising



Team change

Before we start with what has happened in the upper level, we would like to welcome the dear **Claudi** as *admin*, **Unknown User** as *supporter* and **Ani** as *supporter*.

In the upper level "squad" there have been some changes in the meantime.

As already written in December, Blinded has left the team for personal and professional reasons. Both **Celina** and **Crazycat** have resigned from their owner positions, but will remain as *technical admins* of the cluster.

The new *owner* position is occupied by **Loki**.

On the whole, nothing changes for you in this respect, this should only serve as a small information, so that you know who your contact persons are.



Situation of the server

First of all, everything written below was discussed during the community crunch. Shortly after the crunch was over, events came to a head and some organizational changes were made. But more about that you can find in the current news.

First of all, let me tell you that we struggled for a long time with the following decisions to create a coherent concept that should satisfy all parties. Due to steadily decreasing player numbers, we have come up with a concept that we would like to present to you today.

This concept includes that we make two clusters instead of one big cluster, which are separated from each other. This would be a longlive cluster and a season cluster. On the following pages you will find more detailed information about the two clusters.



Presentation of the concept

The "Longlive" Cluster

As the name of the cluster says, these are our servers, which are not wiped. The idea was to have 5 maps + a trade map + an extra boss map (there will be an extra section for the trade and boss map). This would have meant that we would have gotten the most played maps into the cluster, some again for it not.

The maps:

Ragnarok
The Center
Valguero
Fjördur
Extinction

Maps that are omitted:

The Island
Aberration
Genesis
Scorched Earth

The mods would not change much.

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To compensate for the loss of Genesis and Aberration, the mutation pulses for X-Dinos and Abberant Dinos would be released in the Mutator. Or get the dinos on Fjördur, as this map will still get a big update in the near future where various X-Dinos will be added in. Aberrant dinos are already available on the map anyway.

Other setting changes:

- The tribedinelimit is set to 200 (relief for the server in general)
- In the Soul Terminal ALL automations are unlocked, so there are less dinos standing around outside from the start
- Structures no longer decay, dinos have a decay timer of 35 days.

Rule change:

Because the buildings don't have a decay timer anymore, there MUST be at least 1 dino in Base (it's enough if it's a dodo.) This dino is an indicator for us, how long the person in question will be out. As soon as there is no dino left in Base, the Base will be torn down by a team member.



The "Season" Cluster

How should it be different, this will be our new Season Cluster. A season will always last 3-4 months and after that the cluster will be wiped. **The idea is to be able to play almost all wildcard maps** (we are still undecided about Crystal Island) + trade map, + boss map.

Special features of the cluster:

- With each season different season goals are targeted (e.g. something like kill the alpha dragon on the bossmap, or raise a certain dino in a certain value).
- The people who reach the season goal get special rewards, which can be transferred to the longlive server. Place 1-3 get things extra.
- Regular transfer map opening, where players have the possibility to transfer dinos, items or the character (except moddinosaurs and -items) to the longlive servers. Whether every 2 weeks or 1x a month is still up for discussion. In the last two weeks of each Season the travel borders will remain open.
- Each season has a different modpack concept.
- Points earned during the season (by being online, voting or donating) can be transferred to the longlive cluster at the end of the season or left on the season cluster and taken to the next season.

The first Season will start with the two Steampunk Mods and will also include the Upgrade Station in a slimmed down version.

Duration of the first Season 4 months.

Start of the season: no later than the end of February was targeted.



The "Trade Map"

One change that is yet to arrive will affect the much loved TC Vault mod.

The TC Vault will disappear from all maps. On a small extramap we will build a small marketplace with a few public TC Vaults where players can travel to exchange their points for Arcbars and invest them in goods from the TC Vault.

The "Bossmap"

We have spared no expense and effort. We commissioned a mod from a very capable modder team, which should allow us to start all boss fights on a separate map (similar to a transmitter or obelisk).

Since the mod is currently still in the "early stage" of development, we can unfortunately not yet give you more information.



Team advertising

On the last pages you could already read what a huge project the whole thing will be.

For exactly this reason we are now dependent on your cooperation. If there are still people among you who would like to be a supporter on our cluster, please do us all a favor and contact us.

Your tasks as a supporter will be something like:

- answering questions
- tear down bases that have expired
- Work on tickets
- Work through the report channel
- If you are a team player, able to take criticism, have an open ear for player questions, maybe have some experience in this field (not necessarily required and not necessarily in Ark), then we are looking for you.

Feedback

If you have any ideas about mods we should include in a season, please post them in our Discord feedback channel, so everyone can see what ideas you have in mind.

The event team still accepts event suggestions. Contact persons for this are Claudi and Brummbär.



Addendum

During our crunch there was already an outcry, because some maps on the "Longlive" servers would fall out, because we wanted to move to other root servers, which are less powerful.

Well, to our surprise, shortly after the end of the crunch, some donations came in, which will allow us to keep the "Longlive" server in its full extent, i.e. with all current maps.

Nevertheless, we are still dependent on donations, so that everything can continue as usual.

Here is our last news, which we have published in this regard:

We have received a lot of support for the server costs for the Longlive Cluster. We think we can keep the Longlive Cluster with ALL maps if we get some more money. The goal is to let you know soon that thanks to the donations the Longlive Cluster will be maintained for at least the next 6 months.

After that we will either make a new call for support or, if not enough money comes in, the small solution as discussed in the community crunch. At the moment everything looks like it will be possible to keep the old cluster exactly as it is now. (Except Primal Fear, the mod will bring any server to its knees).

Thanks for your support, please all help out with a few euros if possible.



Epilogue

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

We hope we didn't shock you too much with our future plans.

With kind regards



Your

Team

