



VALHALLA
GAMING

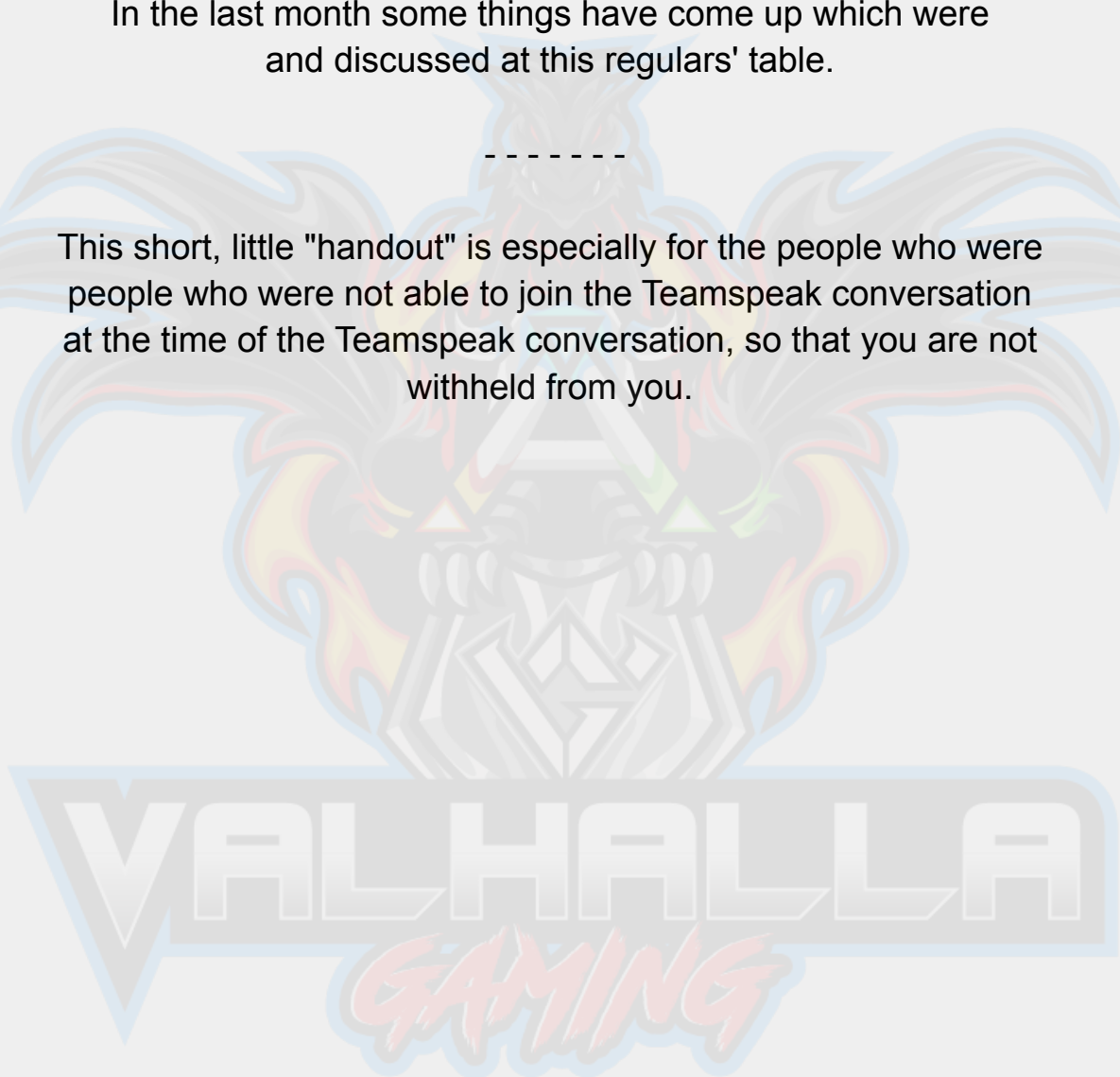
Community Crunch
#6

Prologue

Today, 10.04.2021 at 6:00 pm, we held our
meanwhile sixth
community meeting took place in Teamspeak.

In the last month some things have come up which were
and discussed at this regulars' table.

This short, little "handout" is especially for the people who were
people who were not able to join the Teamspeak conversation
at the time of the Teamspeak conversation, so that you are not
withheld from you.



Topics

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Team changes



Crystal Isles

We have good news for you! During the last weeks we have been running the map Crystal Isles on one of our test servers! During this time, our admins often flew through the map and especially looked for "instant death" and "dino-empty" zones. The admins didn't notice anything like that, which should be clear to everyone, since the map was taken up by Wildcard, many of the creatures that were spawned on Crystal at the time of the mod map are missing. But the map is playable in any case.

But always keep in mind that we are talking about an arkmap here, which means that it can always happen that the map is bugged and so-called "instant-death" zones appear.

But as of today we can announce that Crystal Isles will be a permanent part of our cluster as of 10.04.21. This means that we now have ALL wildcard maps in our repertoire.

Rotations Map

An idea that has been discussed for a long time is a so-called rotation map. This is a map that appears in the cluster for about 4 weeks, where you can play around a bit and then it is removed again.

Of course, no huge bases should be built on such a map, as it is rather intended for exploring something new, possibly also trying out the additional dinos on the map. Keep in mind, however, that dinos that are from the map itself (e.g. the Monoloodingalongosaurus from Ebenus Astrum) cannot be traversed away from the map.

To find out which map we will add as the first rotation map in the cluster, a poll has been started, which you can view in the Discord in the #poll channel and where you can also cast your vote.

Rotation map start: 17.04.21 approx. 8pm

Mod changes

As you will have noticed over the last few days, a mod has been removed from the server - the HG admin tools. We had been using them to make the work of our supporters a little easier and to allow them to do various things without being marked as admins. Unfortunately, things didn't work out quite as we had hoped, so this mod has been removed.

Today during maintenance a new mod will be added, it is the Simple Spawners Mod. This has no effect on you for the time being, but can be used by us to start an "OSD and Element-Vein" weekend on another map than Extinction, to spawn a "Worldboss" or other fun things that the admin team can prepare with it!

Wild Dino Kills

Since the admins have been getting more and more requests lately, we're pulling the ripcord now.

Wild Dino kills will no longer be done manually! The only exception is the map Extinction (because the Gachas like to spawn behind the rock walls) and an overspawn situation (like the Coels during the Christmas event).

If you absolutely need an alpha, you can now go the classic way and kill hundreds of e.g. basilisks to force an alpha spawn.

Gacha rule

Since there are always questions about our Gacha rule, this was discussed again in the Crunch!

The old rule remains, but will be reworded to remove ambiguities:

Per card & tribe a total of 6 gachas are allowed to produce **AND** breed.

Scanner situation

Recently we took away the possibility to use the hand scanner of the S+. This had the following background:

Level 1 players could build the Omnitool and then go directly on the "Direct Search" for the best dinos. The complete aspect of searching for dinos was thus cancelled out, as the scan function could be used to display the quadrant in which the desired dino was located.

See the **NEWS** from 04.04.21:

Change Tek Transmitter / Omni Tool

Searching for special dinos and then HAVING special dinos is one of the basic game principles in ARK. If every player from level 1 has a "Dino Finder", then the game as a whole loses and the Tek Transmitter completely loses its value as "High End Game" content.

Therefore, only tribes that have earned the Tek Transmitter itself should be able to use a DinoScann of the Tek Transmitter. Therefore, the DinoScanner on the Omni Tool is generally locked, as it can also be used by level 1 players.

Shop Overhaul

In the next two weeks we will get together as a team and change the TC Vault a bit. Different prices, new items, different structuring.

There will be extra ranks for our voters.

That means, for example: you have voted 31 times in the month, so you get the gold rank,

In the TC Vault, an extra tab will now be available for you, where you can buy items at different prices, unique shop items for your rank.

But always keep in mind, you can still only get the BEST from the bosses on the Galactic Warden Map.

Animal shelter

There's not much to say, so I'll post the news here, which was written by our admin Yuty:

Animal Shelter Valhalla

As of today, the new animal shelter is open on the marketplace map. Animals that have been reported and are not missing will be handed in there by our admins and supporters.

All players can adopt animals. In return, you bring food or resources for the animal shelter. What exactly is required is determined individually and the animals are always neutered!

*If you are interested in an animal, please write to me by PN via Discord and I will tell you what you can give me for one or more specific animals :3
Currently there are not many animals, but from experience this will change quickly.*

Galactic Warden

Sooner than we thought, we were able to announce that our boss map, the Galactic Warden, is now in phase two. Phase 2 includes 3 new bosses that have been added to the map. These are the Overseer+ Vordungeon, Rockwell AND the Crystal Queen.

Unfortunately there are still minor bugs that will be fixed in the near future (currently you get Fatal Crash messages as soon as the videos start at Rockwell and Overseer). As soon as these bugs are fixed, we will make the tributes needed for the Crystal Queen travelable.

Changes in the team

Due to past incidents, we have sat down with the entire team and revised the entire team hierarchy!

We would like to welcome Meradion and IrrerSnake as new members of the Admin Team. After a 3 month trial period as Supporter, both have been promoted to the rank of Admin.

Waru is completely new in the team, he will take care of events (he is the builder of the fishing event) but also do support for the players.

CEO

★ Loki

Game Administrator

★ Crazycat

★ Celina

Super Gamemaster

★ Claudi

Game Master

★ Aliha

★ Yuty

★ Eywa

★ Mad Snake

★ Meradion

Master Chief Supporter

★ Unknown User

Supporter

★ Overdose/ Waru

Event Manager

★ Claudi

Event Architect

★ Overdose/Waru

Legend Team Ranks

CEO: The boss of the company! He has the last word

Game Administrators: Take care of the technical issues! Have decision-making power

Super Gamemaster: May wield the ban hammer, mediator between the players / team members.

Game Master: May issue temporary bans, longer bans must be clarified with the higher ranks.

Master Chief Supporter: Teacher for new supporters, he gives them a short instruction.

Supporter: Supports the Admins to the best of their ability.

Event Manager: Takes care of the planning of the events, when they are held and builds own events.

Event Architect: Builds mainly events, mostly smaller ones that can be activated from time to time.

In addition to their ranks, all team members will continue to take care of tickets, reports and the support of you players.

Epilogue

With this in mind, the Valhalla Team would like to thank you for
for the lively attendance at our sixth regulars' table.
It was a very interesting and enlightening evening.

With best regards



