



VALHALLA
GAMING

Community
Crunch
#7

Prologue

Today on 08.05.2021 at 18:00 o'clock took place our
meanwhile seventh community meeting took place in
Teamspeak.

In the last month some things have come up, which have
been were addressed and discussed in this regulars'
table.

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



Topics

Hitching Posts

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Bossmap

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Catalyzer Situation

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Season Concept

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Rotation Map

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Eggs Situation

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Permabreed



Hitching Posts

As we already told you in advance, we will deactivate the Hitching Posts in the near future.

The reasons for this are as follows:

- hitched dinos are permanently rendered (as long as a player of the tribe is online on the respective map)
- Permanently rendered dinos lead to performance drops

Element Catalyzer

We are removing the 6 catalyzer restriction that we introduced with the last community crunch.

As a compromise, however, the charge of the charge stores should be delivered via light animals, which are stored in a vivarium .

Bossmap

In the future we plan to restructure the bossmap a little bit and change the Eternal

10 players / 20 dinos fights a little bit to take the wind out of the sails and change the boss fights to 10 players / 10 dinos!

It will clearly be a bit more difficult for many tribes, but it will also be a bit more challenging to defeat our bosses on the Galactic Warden!

Rotation map

For the time being there will be no rotation map, because Genesis Part 2 is coming soon and the majority of players will stay there to explore the new content.

As soon as the hype around Genesis Part 2 has died down a bit, we will start a poll again, which will be the next rotation map.

Egg situation

Unfortunately we noticed that lately Rock Drake-, Wyvern- and Crystal Wyvern eggs are dropped more and more in the world! Please follow our rules and consume the eggs, or cook them if you don't need them.

Permanent Breeding

In the last few weeks, several bases have been spotted that have permanent dinos on permanent breeds! When going offline, please make sure that there is enough space in the Hatcherys and the Soult terminals (also Soultraps) so that hatching babies and eggs are collected and not lying around unclaimed in your base.

Season Cluster Concept

Here follows first of all a short explanation what a Season server is at all, afterwards some further important information!

A season server usually has a limited duration, the duration of this season is 3 months, after that the cluster will be shut down again. But don't panic, ALL those who want to continue playing with us have the possibility to transfer all their belongings to the Forever Cluster from two weeks before the end of the time.

By and large, this season is an exact clone of our Forever Cluster, so you don't have to get used to anything new when you "move" from the Season to the Forever Cluster.

Only in the rules and the mods the Season differs, here is a small list.

- ◆ Number of Gachas 4 (6 on the Forever)
- ◆ The CKF mod is in favor of the performance only on the trade map.
- ◆ The TC Vault gets different buyable goods every now and then
- ◆ The bosses on the Galactic Warden have to be defeated with 4 players / 6 dinos (10/10 on the Forever)
- ◆ Mutators you have unlocked 1 to mutate (3 on the Forever)
- ◆ Rockdrake and Wyvern eggs are disabled on Extinction (enabled on the Forever).

Epilogue

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

With best regards

Your



Team



