

Catan Online World

Changes to the Metagame for the 3rd Game Period

Reform of the Barbarian Attack

The barbarian attack in its present form has increasingly elicited criticism (also in the last survey) because a certain number of cities lose even though they have showed a high degree of commitment. In addition, people criticized the information in the context of the barbarian attack as not transparent enough. We now have planned the following changes for the 3rd game period:

1. Personal danger value: A citizen may buy personal protection against the barbarians.
2. Danger value of the city: If the city reaches a certain danger value, it is safe, independently from its position in the ranking list.

1. Personal Danger Value

Up to now, all citizens suffered losses in case the city was attacked, no matter how many donations they had made. This will be changed now, and a personal protection will be established. Citizens who donate a lot will thus also be protected by the City Guard, even though the city is overrun by the barbarians.

Each citizen (whether active or not) has a personal danger value. The higher a citizen's personal culture value - including house level, clothing level, garden, and pet - the more donations to the City Guard he/she must make until the next barbarian attack, to be protected in case the overall city defense is not sufficient. This means that although the city loses the struggle against the barbarians, the citizens' personal possessions remain untouched if they have made the required donations prior to the barbarian attack. If the city wins, however, personal protection is not needed.

$$\text{Personal danger value} = \frac{\text{Personal culture points}}{\text{Personal donations to the City Guard}}$$

Depending on the barbarian attack, a certain danger value applies now, below which a player is safe:

| | Less than / Equal to |
|----------------------|----------------------|
| 1st Barbarian Attack | 18 |
| 2nd Barbarian Attack | 20 |
| 3rd Barbarian Attack | 22 |

Example: A citizen with house level 5, clothing level 4, and 3 trees in the garden (total culture value: 73) needs to make 5 donations to the City Guard to be safe.

In the player's own house and in the Hostel, an indicator will be included that shows how many donations still need to be made to obtain personal protection.

2. Danger Value of the City

There is still a ranking list of the cities for the danger value, the crucial difference being that now - just as in the context of personal safety - there's also a danger value for the city below which it is safe (safety zone).

The danger values below which the city is safe correspond to the values for personal protection (18, 20, 22).

The big difference between this and the old system is that now, all cities have a chance to fend off the barbarians. As before, the damage done to cities that don't reach the danger value required for safety corresponds to their position in the list. In this context, it may very well be possible that cities above the safety zone are also spared by the barbarians; however, there's always the risk of being outpaced by another city in the last moment. A city can only be safe if it succeeds to make its danger value drop below the required value.

The formula to calculate the danger value of a city will be adjusted as already discussed in May. It reads as follows:

$$\text{Danger value} = \frac{\text{Culture value of city} + \text{Culture value of Active Citizens}}{\text{Protection value}}$$

$$\text{Protection value} = \frac{\text{Donations to City Guard by the citizens \& the City Wall}}{\text{Active Citizen factor}} + \frac{\text{Donations to City Guard by the Arsenal}}{50}$$

Example: When the 1st barbarian attack occurs, 4 cities managed to reach the safe zone below the danger value of 18. The rest of the cities with higher danger values are distributed among the remaining 20 places. As before, the cities on place 1-12 are also safe. The cities on place 1-12 are downgraded by one level. The house level and clothing level of each citizen in these cities is also downgraded by 1 - unless he/she makes sufficient donations to the City so that his/her personal danger value drops below 18.

Example: On the occasion of the 2nd barbarian attack, 14 cities make it into the safe zone below the danger value of 20. All other cities are distributed among the remaining 10 places. The cities on place 8-10 are downgraded by 1 level, and the cities on place 1-7 are downgraded by 2 levels.

(Total number of cities in both examples: 24)

A more extended indicator that shows how many donations the city still needs to be safe will be installed in the Town Hall. There will also be information on how far the city is ahead/behind the next closest city on the danger list.

Furthermore, the following applies:

- 1) The city's culture value is frozen at 12:00 a.m. on the day of the attack, to avoid last-minute fluctuations.
- 2) To make the process more transparent, the attack takes place at 1 p.m. CET, one hour after the distribution of donations produced by the Arsenal at 12:00 p.m. CET.

3) So far bonus donations of the City Wall were collected and transferred at 12:00 p.m. CET. Now the bonus donations of the City Wall will be directly included in the calculation of the danger value, so as to get a current readout of this value.

4) The city wall bonus counts only towards the city, not towards personal protection.

5) The barbarian danger increases as before:

| | Destroyed Expansion Levels | Downgrading of Clothing | Downgrading of House |
|----------------------|----------------------------|-------------------------|----------------------|
| 1st Barbarian Attack | 1 | 1 | 1 |
| 2nd Barbarian Attack | 2 | 2 | 2 |
| 3rd Barbarian Attack | 3 | 3 | 3 |

City of Defenders, and Hero

The hero of a city continues to be the citizen who made the most donations to the City Guard during the game period. However, the number of donations has no further effects. The title is completely symbolic.

After the 3rd barbarian attack, the city arms its hero to fight against the barbarians. If the city manages to get its danger value below **30** at the end of the game period, its hero is successful in the struggle against the barbarians.

At the end of the game period, the trophies and titles are distributed as follows:

| | |
|---|---------------|
| The city fended off <u>all</u> barbarian attacks, and its hero was also successful. | Golden statue |
| The city fended off <u>two</u> barbarian attacks, and its hero was also successful. | Silver statue |
| The city fended off <u>one</u> barbarian attack, and its hero was also successful. | Bronze statue |

Changes to the Bathhouse

To make it more attractive, the Bathhouse is slightly upgraded.

| Level | Expansion | Culture Points |
|-------|---|----------------|
| 1 | 0 | |
| 2 | + 0,075 donations for city expansion per each lost game | +10 |
| 3 | + 0,15 donations for city expansion per each lost game | +10 |

Changes to the Culture Values

The culture values for house levels and clothing levels were slightly modified.

| Level | Culture Value of Clothing | Culture Value of House |
|--------------|----------------------------------|-------------------------------|
| 1 | 0 | 0 |
| 2 | 0 | 0 |
| 3 | 9 | 5 |
| 4 | 23 | 11 |
| 5 | 40 | 20 |
| 6 | 63 | 31 |
| 7 | 89 | 45 |
| 8 | 121 | 60 |
| 9 | 158 | 79 |
| 10 | 199 | 100 |
| 11 | 246 | 123 |
| 12 | 298 | 149 |
| 13 | 355 | 178 |
| 14 | 419 | 209 |
| 15 | 488 | 244 |