

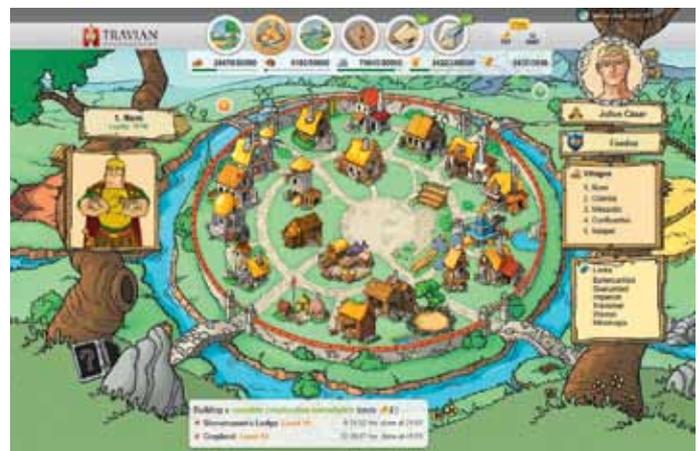


TRAVIAN: THE CONQUERING HERO OF BROWSER GAMES

How do you make a classic even more visually appealing, just plain better, or even more accessible? The browser game *Travian* is a prime example of how you can improve on even a masterpiece with careful attention to detail.

Travian is a genuine phenomenon. What began as a self-written game in 2004 is now enjoyed by millions of players around the world. Now Travian Games has completely revamped this perennial favorite - and packed even more fun into it. “The principle of the game has been tried and tested, and remains popular: The gamer establishes a Roman, Gallic or Germanic village“, as Eckart Foos, Product Director Travian Games explains it. “The goal is to use skill and tactics to develop a tiny, sleepy hamlet into a powerful empire – until a player is the first to build a World Wonder.”

Travian can be played free of charge in any of the well-known browsers, but for a few pieces of gold, premium customers can enjoy additional game features. Those



New, enhanced graphics give the player all the information he needs: All relevant data are instantly available at the startscreen.

who want to fully savor the different facets of the game will spend around 20 – 30 minutes daily playing it. The real challenges start once the player has spent some time playing: Entering into and maintaining diplomatic relations, negotiating trade cooperations and ensuring that the villages are supplied with enough goods require quite a bit of the gamer’s attention and skill.

Several aspects of *Travian* have been re-designed, but at the same time great care was taken to update the original while preserving the typical *Travian* charm. The graphics are not only more detailed, more colorful and varied, but also optimize the game by providing all relevant information quickly and clearly. For example, thousands of villages run by real players are waiting for action both near your settlement and some distance away. The new multi-zoom map reveals more complex and detailed information; it is easier for the commanding officer to plan pillaging forays or diplomatic missions. The wide-ranging, varied illustrations give the player more feedback on successfully executed adventures, changes in a village or battle victories.

A new community has also found its way into *Travian* : The computer-controlled Natar nation defends its lands with raw determination. “The Natars can be vanquished using skill and clever tactics”, says Eckart Foos, “then they produce raw materials for the player. But you also have to keep an eye on the situation, because other players would like nothing more than to capture these villages, too.”

The hero system in *Travian* has also been completely re-designed. Hundreds of individual challenges and tasks now await the player. Eckart Foos feels that it is an exciting addition, as “the hero can now be customized.



Questing is essential for advanced players: it's a great way to find better equipment for „The Hero“. This is very important in *Travian 4*

Quest rewards can be equipped on different parts of the hero's body or sold in the Auction House. That way he can become still more powerful and imposing, and can assert his leadership role.”

Countless minor and major improvements have also been included in *Travian* – many of the suggestions came out of the unbelievably dedicated community. Thus navigation has been reduced to a few clicks; names, races or alliances are now directly visible; attacks can be repeated with a push of a button. Other changes can be experienced best simply by playing *Travian*.

TRAVIAN FACTS

Publisher: Travian Games GmbH
Developer: Travian Games GmbH
Type: Free to play browsergame
Genre: Building strategy game
Online since: February 2011

For further information see:

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