

## Ideas for New Quest and Changes in Quests

8/8/2023

Hi Everyone

This is a summary from this conversation on “Ideas for New Quests.”

While this was to be about suggestions for “New Quests” in addition to the “please no more” requests, we’ve had suggestions for other changes. I’ve divided this into 3 parts: New Quest Ideas & Liked Quests; Limit or Discontinue Quests; and finally Other Suggestions.

I have edited out the commentary and tried to keep it to the basic description of the idea.

It was surprising to me how few new ideas were presented.

Please do not hesitate to correct me if I have not represented your idea accurately.

### ❖ New Quest Ideas & Liked Quests

#### ➤ More

- Place a trade offer
- Give Neighborly Help
- Use specific Enchantments or Spells

#### ➤ Quests with more options:

- Accept a trade offer from the Trader or from the Wholesaler

#### ➤ New Ideas

- Pick up production from 3 different types of factories
- Balance spending quests (coins, supplies, goods) with quests that increase harvesting of these items.
- Use Troop Instants
- Move buildings
- Upgrade roads

### ❖ Limit or Discontinue Quests

#### ➤ Provide options for quests that include **permanent cost increase**:

- Complete Provinces
- Scout Provinces
- Complete ? Encounters
- Donate in the Magic Academy to the Cauldron
- Complete a Technology

#### ➤ Provide options for quests that are based in a weekly event: The Spire, The Tournament, the Cauldron. (If these quests occur when these events are not available the player is stuck.)

#### ➤ Limit - Buying KP, both repeatedly through an event or in large quantities (This suggestion was repeated by many)

#### ➤ Limit using Enchantments and Spells (see above for wanting more. )

The problem may be in how many in any one quest or how often they occur. Receiving this quest even every third or fourth quest can be a burden.

## ❖ Other Suggestions

- What works for smaller cities may not work for larger and vice versa.
  - Scouting is easier and quicker for smaller cities than for larger cities. (By chapter 10 scouting already takes over 24 hours.)
  - Researching Technologies difficulties is also based on city size.
- Providing the option of different types of troops as rewards: Barrack, Training Grounds, Mercenaries.
  - Perhaps the reward would be a Tome with different types of Troops.
- The Event Quests can force a player to make changes in their cities that they either didn't want to or are not ready to make.
  - The quests do not match with the needs of a city.
  - The Event Quests dictate the pace of the city's growth as well as asset allocation.
  - The Quests feel like chores
- Have an option to “opt out” of an event. Where there is no Event icon for prizes, event currency does not drop down and the quests are hidden.