

WESTERN POST

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🍷 A REVIEW OF OKTOBERFEST 🍷

Oktoberfest is in full swing, and the Western Post sent our favorite reporter down to the fair to sample the delicious dishes and gain the inside scoop for our readers. Much like last year, we wandered among the stands with food we were uncertain about (Christopher wouldn't tell us what meat he gave us, but it was delicious), we headed to the big tables where we found the usual dishes of bratwurst and sauerkraut. What was of more interest were the prizes, as most of the desirable ones were brand-new.

In addition to the common buffs and medals, there were 5 new sets to be won, many with a jolly nautical theme. The Captain's set, as we covered before, is a well-built set for attacks and is steadily growing in popularity, not just among duelers, but among all classes for the high stats it offers on attacks. Surprisingly to many, the Schwarzwald's set has proven to be even faster than baker and locomotive sets. This new speed set gives speed % bonus with fewer pieces (much like miller) and can be worn in combination with items like the old referee whistle and deputy chef's shoes to provide greater speeds. The

Schwarzwald's calf (riding animal) has emerged as the preeminent fastest animal in the game.

There was also something entirely new: for the first time ever, the fair organisers freely told you the odds of getting any given prize. These changes were brought about by the advent of new laws in various European countries, dictating that gaming companies need to give accurate data on loot boxes in-game. Many in the community have undoubtedly disagreed with the values, so we carried out an investigation. The data collated by TWCalc, a third party website closely corresponds with the values in-game. It must be remembered that average values represent halfway down a bell curve, Player luck can lie anywhere along it from the median to the extremes. So, keep on playing and you and Mistress Fortune will eventually cross paths!

- fossil1999

Upcoming quests for the month of October.

Every issue, we will publish a list of upcoming quests for the coming month, for your convenience.

THE WRIGHT BROTHERS

12 OCT-30 NOV

(COMPLETE THE FIRST QUEST IN ALLOTTED TIME)

GIANT OF THE OCEAN

14 OCT-15 NOV

(COMPLETE ENTIRE QUESTLINE IN ALLOTTED TIME)

GIANT OF THE LAND

14 OCT-15 NOV

(COMPLETE ENTIRE QUESTLINE IN ALLOTTED TIME)

THE FIRST COWGIRL

16 OCT-12 NOV

(COMPLETE ENTIRE QUESTLINE IN ALLOTTED TIME)

THE HEADLESS HORSEMAN

25 OCT-30 NOV

(COMPLETE ENTIRE QUESTLINE IN ALLOTTED TIME)

HALLOWEEN

27 OCT -1 NOV

(COMPLETE ENTIRE QUESTLINE IN ALLOTTED TIME)

THE THREE-DAY FIESTA

27 OCT-14 NOV

(COMPLETE ENTIRE QUESTLINE IN ALLOTTED TIME)

WESTERN NIGHTMARE

28 OCT-22 NOV

(COMPLETE ENTIRE QUESTLINE IN ALLOTTED TIME)



👉 Recent Events - New World Incoming!

The first batch of FF changes have been introduced on the regular servers. These come in two main forms, distance and structure bonus changes. The effects of distance on hit chance are now more pronounced than before, encouraging smarter movement in battles. The structure bonuses have evolved from fixed values to skill-based percentage ones. Players who are better skilled will be rewarded with higher stats on towers, walls and buildings. Further changes including to the damage and resistance formula have been kept on hold, pending further testing and consideration.

Following the trend set by previous years, a new world is on the cards towards the end of the year. This world will open in October, shortly before the Day of the Dead event.

A contest has been initiated to look for the name of the new world. All players are invited to post their unique and interesting ideas for the chance of winning 200 nuggets, the only condition being that the name starts with "K".

- Harsha..



Talk with Waupee

WP REPORTER: Hello Waupee, are you busy right now?

WAUPEE: Yes, in fact. I was about to go to the festival. But you can come with me if you like!

WP REPORTER: Thank you. What interests you most about this year's Oktoberfest?

WAUPEE: The food, certainly. Particularly items such as... what is it named again? "sauerkraut"? My tribe has no food like that, so it is very interesting.

WP REPORTER: ah, ok. Are you going to try anything new today?

WAUPEE: Yes, there is this new food named "Spatzl"! I am going to try some.

WP REPORTER: Spaetzle? They have Spaetzle now? Right now?
Runs ahead, leaving Waupee behind...

~ fossil1999

A JUMP IN THE PAST: POKER!

Poker was one of the things that I actually learnt from this game.

But alas, it was rolled back in its infancy after it was released across worlds. It mimicked everything one would have at a real club, there were tables to join, hands to double down on, and much more. And not to forget, a chat feature was there, specially dedicated towards this minigame. [The wiki page for Poker is still active.](#)

As one can see, it is replete with features, from doubling down, to bidding and folding, with all of this within the game itself. It just adds up to the whole feeling of the West, walking in one night into the club, feeling all lucky, and going home a millionaire. Alas, this feature didn't last long, majorly because:

1. One could not play with real in-game cash. It was all separate virtual money.
2. This took away people's motivation to play Poker in the first place, and hence

didn't receive so much traction.

Another reason doing the rounds is that real in game money wasn't allowed, since it would lead to money laundering. But, I bet that issue can be fixed in modern times, with random table creation, so nothing is fixed, or if there's a private table creation to have a percentage as fees there, like we have for money transfers in the bank today. There are a multitude of ways to tackle it, and actually link it to in-game cash, and not kill the feature all together. For my part, I'm rooting for poker to make a re-entry.

Also, the second order effects of this can be massive, right from having achievements linked to it, to having quests which require you to achieve certain things in poker. And maybe, just maybe even have poker battles between towns and alliances, who knows, the possibilities are endless!

~ Neel Shah



TOWN ADVERTISEMENT

TOWN : California

ALLIANCE : Immortal Rebels

WORLD : Juárez



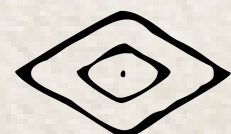
ABOUT CALIFORNIA:

Only island town in all of Juárez, Nothing beats this view! We're an all-rounder town and enjoy all aspects of the west. More importantly, we're fun and laid back with no restrictions and no drama.

FEW WORDS FROM OUR TOWN FOUNDER:

"Treat others as you want to be treated". Active players are invited to join our adventurous island town and enjoy the relaxed atmosphere in the south-west of Juárez.

If you want to join our magnificent town, send us a telegram. Our barkeeper just opened his new micro-brewery and we would love to watch a sunset or a movie with you while drinking some cold beer. It's California after all!



Interview with Legends of The West - Covert Cheetah

This month's subject for the interview is Covert Cheetah, popularly known as "CC". Well known for her close affinity with the feline species and for a deep passion for the game through over a decade of playing, CC tells us about the beginnings of her journey and introspects on all things in-between.



HEY CC, THANKS FOR TAKING THE TIME FOR THIS INTERVIEW. TELL US HOW YOU STARTED YOUR JOURNEY IN THE WILD WEST?

My 3 sons had started the alliance "Band of Brothers" on World 5. They tried to get me to play for duels, but you couldn't take the town if you ko'd them all, so I said no. Then forts came out and you could take them, so I offered to help. They let me as long as I was covert something. One of them was making a "friend" in the west, and one of the others told me about it. So Mommy Mode had something to do with me starting and I was also feeling left out, for they talked about The West a lot around the house.

CAN YOU TELL US MORE ABOUT YOUR EXPERIENCES PLAYING WITH YOUR SONS. WHAT WAS THEIR REACTION? YOUR GOOD MEMORIES AND ALSO THOSE MOMENTS THAT MADE YOU MAD AT THEM?

They were happy to have help, but wished I would do everything the way they wanted. Part of the reason a feline fits me so well. Favorite memory would have to be having my

oldest 2 help in a fort fight on WII. They were in an opposing alliance. I bribed them with tacos, so my tacos became "famous".

WHICH WAS YOUR FAVORITE WORLD AND WHY?

World II was my first and I joined the day it opened. We went different directions, alliances and dueling styles, to compare. I was in CODE (and everything else not All-Stars) and they (my sons) were All-Stars, what a competition. I fell in love with dueling, but the fort fights there were fabulous. I was in World II when they turned the lights off. She was my second girl and my only one from start to finish on a world. I think that helping to build a world gives you a bit more stake in it.

THOUGH I HAVE SEEN YOU DUELING MOST OF THE TIME, WHICH ASPECT OF THE GAME DO YOU LIKE THE MOST?

As I said I started fort fighting, then fell in love with dueling. You tend to do what you love the most, so yes dueling. But I must say it is for my friends, especially in Chaos that I am still playing. We have gotten together for long weekends through the previous few years, sadly, it didn't happen this year. We will see what next year holds.

YOU HAVE PLAYED FOR LIKE 10 YEARS NOW AND HAVE COME ACROSS MANY PLAYERS. NAME A FEW YOU MISS PLAYING WITH?

MMM a.k.a. Mountain Man Mike, Sir Bongalot, well the whole Sudden Valley crew from World II. We used to use Chatango back then and we spent a lot of time plotting, planning and just having fun together. Ah, the good ol days, pantless <smiles>. Irish Myst and the Cheyenne crew. Headpot was a kick in the ass <laughs> and fun to duel with. LumpyAss and crew were great adversaries. And who could forget Mad Hairy Boner and crew, they had some of the best names imo.

YOU LIKED DUELING WHEN THE OLD DUELING FORMULA WAS STILL IN FORCE WITH A LOT OF DIFFERENT BUILDS AND YOU ARE STILL DUELING NOW. DO YOU THINK THE WEST NEEDS ONE WORLD FOR DUELING WITH AN OLD DUELING

FORMULA AND RULES LIKE VISITING AN OPPONENT'S TOWN SALOON TO INITIATE A DUEL?

Town raids were a LOT of fun. It made you keep an eye on your town. But I must add chasing, running around the map and ducking into hotels was a whole another kind of fun. I remember my trusty donkey brought me home with not much health after a dueling spree. Dashing from town hotel to town hotel, hoping no one got me in between. We made it. Yes I still duel when I feel like it. I am not sure if a dueling world would go down well or not. Sometimes the memories are better than trying to recreate the past.

I would like to sign off by saying it was a lot of fun doing the interview, gunner. It brought back a lot of memories.

CC

~ gunner86

LETTERS TO THE EDITOR

*Starting with this issue, we hope to bring to you the voices of our readers, on a wide variety of issues.
If you feel you have something that needs to be said and heard, please write to us.*

Dear Editor,

We finally have some positive Fort Battle changes in The-West. I almost can't believe it. These changes may not contribute to the original goal of the developers to bring under control the massive damage being dealt these days, and I'm sad to see that defenders still decide to bail inside the fort on round 1, but that is understandable to be honest - it's the only winning defence tactic I've seen so far.

I'm incredibly disappointed that we're currently running a tombola with another damage set, with no accompanying tank or resistance set. One hand of the company

acts to reduce the damage gap, while another acts to increase it.

I know some people are disappointed right now, they wanted more on damage reduction, and are feeling like quitting. If this is you, I implore you to take a break from Tombola Simulator for a couple of months instead - especially with DotD approaching. When you come back, there's a good chance further measures to actually reduce the damage gap will be under way and announced, as Diggo already had a formula in the works for that. Although by then we might all be level 200 and dealing even more damage. It really depends on decisions, which are taken at a level out of the community's hands.

The future of Forts is still uncertain, but Inno has shown a desire to help the situation for the first time in over 5 years. I really hope your readers can be positive and patient about our game's future.

Lots of love,
lulumcnoob

Dear Editor,

I threw in the towel. It is ironic that I have (at least for the time being) quit adventures because of quitting. Let me explain.

I have played in over 400 adventures so far. I'm nothing close to the best, or even close to the 20th best. I typically only play during events for the currency and a chance to pass the time during 1-hour long bond daily tasks. Until a few days ago, I had more positive feelings about them than negative, amidst the majority of players who seem to not like them. But, that has changed. Why? Lobby quitting.

It's not a "stat" like rage quitting, but it is an incredibly (negatively) impactful

function in the game. Anyone, once in the initial 60 second lobby, after accepting to play, when it's time to choose your skills can simply "opt out" and make the wait for a match go on for another 5, 10 or even 60 minutes before another match starts. Why so long? The number of matches relates to the number of folks queued and wanting to play, which sadly is often very small. As it stands now, however, I think us players have too much power over the enjoyment/ability of other players to even get a match. Now, I do understand that there are some players who are either cruel or inappropriate in some way to others in team chat. Here is my proposal: I say the ignore function should allow a player to not have to ever be on the same team or even face the ignored player in a match. Is that cowardly? Maybe so, or

maybe it is maturity, or maybe it allows you to move on with your game playing life and be happy in The West. But it will prevent the baggage some players take into matches from affecting other, non-involved players.

Please make it so that folks cannot "lobby quit" once they have clicked the "I'm Ready" button, and ruin this experience for adventure seekers. And please allow for the ignore feature to carry over into adventures. At first it may make getting an adventure tougher, but in the end, good will come of it, to what is really a fun part of The West adventures.

- Ranger-Schwartz

THE WEST LOTTO: THE 2020 EDITION

Hello and welcome to our latest version of The West Lotto!

As the veteran players among you will remember, we held the lotto in several different iterations down the years. This month, we're bringing back the Lotto, most of the things are similar - you bid some amount of money for the chance to win a number of prizes, along with some new features.

THE FORMAT

To participate, simply send a support ticket with the title "The West Lotto 2020" and in the ticket, mention the number of bids you will be making, followed by the rewards in the order of your preference, with the one you prefer the most coming first, followed by the rest in decreasing order of preference.

Each bid will cost \$15,000 in-game cash, and each player will be allowed to put in a maximum of 30 bids. The total number of bids you make determines how many times your name is put into the pot - essentially, the more bids you make, the greater your odds of winning a reward.

For example:

Player X bids 20 times at a total cost of \$300,000. His name goes into the pot a total of 20 times

Player S bids 5 times at a total cost of \$75,000. Her name goes into the pot a total of 5 times

The lotto will run from 11th to 20th of October. After this period, we will collect all the bids and do a drawing. The player who's picked first will have the first choice on the rewards. Based on the list submitted earlier, they will get the first reward of their choice. After this, another player's name is drawn and if his/her's first reward of choice has already been given away, this player will get the second reward in their list. This process will continue until all 5 rewards have been won. Please note, that players, in the eventuality they play on multiple worlds can only send one entry in total and each player taking part can only win one prize, once a player has won, their names will be removed from the pot for any subsequent draws.

So, be sure to place in your bids and get a chance to win!

Our Reward Pool



WESTERN FRIDAY DERBY SHOES



RECIPE: PRODUCE A CASTILLO CHEESE



RED MAGIC HAT



LUCILLE'S KNIFE



JAMES DOLAN'S TRADE MUSKET