

WESTERN POST

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START OF THE HOLIDAY SEASON!



Hello and welcome to our Christmas issue. Yet another year has come and gone by, and although this year has been particularly challenging for many of us all over the world, it's time to look ahead into the future and hope for the best. In this month's issue we bring a series of articles on Christmas events, both in-game and in the real old west back in the 1800s. We are also glad to announce a series of special contests with great rewards, be sure to check them out as well.

For the forthcoming year, in 2021, a series of new changes are coming, most particularly, **THE INCREASE OF THE LEVEL CAP FROM LEVEL 150 TO 200.** Brand new collections called the **Wild West Collections** will be introduced in the game along with a series of new achievements in various categories of the game, giving you the chance to unlock more parts of Lincoln's set.

Stay tuned for more, and be sure to make full use of the special work bonuses that will be applied at the end of the year!



Upcoming quests for the month of December:

LITTLE THINGS - OLD BRUSH

1 DEC-6 DEC

(COMPLETE QUEST IN ALLOTTED TIME)

LITTLE THINGS - FILLED SHOES

7 DEC

(COMPLETE QUEST IN ALLOTTED TIME, AFTER DOING PREVIOUS QUEST)

A HOLIDAY HOT POTATO GAME

6 DEC-6 JAN

(COMPLETE ENTIRE QUEST LINE IN ALLOTTED TIME)

DOUBLE TROUBLE (NEW!)

16 DEC-7 JAN

(COMPLETE ENTIRE QUEST LINE IN ALLOTTED TIME)

SANTA'S COMPANION

18 DEC - 31 DEC

(COMPLETE THE FIRST PART IN ALLOTTED TIME, SECOND PART CAN ONLY BE DONE ON JAN 7TH)

THE ONE WITHOUT THE NAME

18 DEC-9 JAN

(COMPLETE ENTIRE QUEST LINE IN ALLOTTED TIME)

MAGIC WORLD

20 DEC-9 JAN

(COMPLETE ENTIRE QUEST LINE IN ALLOTTED TIME)

LITTLE THINGS - AUDACIOUS THIEF

24 DEC-26 DEC

(COMPLETE QUEST IN ALLOTTED TIME)

LITTLE THINGS - FIRE WOOD

DEC (LEVEL 12 REQUIRED)

(COMPLETE QUEST IN ALLOTTED TIME)

A HOLIDAY SPOOK

2 DEC-7 JAN

(COMPLETE QUEST IN ALLOTTED TIME)

CHRISTMAS SPIRIT

2 DEC-7 JAN

(COMPLETE FIRST QUEST IN ALLOTTED TIME)

CHRISTMAS

6 DEC-27 DEC

(COMPLETE ENTIRE QUEST LINE IN ALLOTTED TIME)

DED MOROZ

20 DEC-31 DEC

(COMPLETE ENTIRE QUEST LINE IN ALLOTTED TIME)

NEW YEAR'S EVE

31 DEC-13 JAN

(COMPLETE ENTIRE QUEST LINE IN ALLOTTED TIME)



A peek at the past: Christmas Events from 2012 to 2020

Tired of being groggy on missing out on massive sets during the whole year, like Highlander, Captain and Day of the Dead sets like Musical Cowgirl? - Be sulky no more, Innogames is here with their Christmas offerings. Finally, it's that time of the year we all have been eagerly waiting for. It's as if we have been transported back to our childhood waiting pensively for our gifts to come in. Having butterflies in our stomach when we are opening it. Thinking about all the quazillion possibilities that could be inside. And the dopamine rush when you hit gold! There are only few joys in life better than that. But let's turn the clock 8 years back, when Innogames first developed this gold-mine known as 'Christmas Tombola' and see how the event has changed over the years. Be ready for some massive nostalgia hits.

The day is December 18th, 2012, the whole world is worried and paranoid about the Mayan 2012 'Dooms Day' prediction. And in comes Innogames as a savior, relieving us of all the doomsday anxiety and making this small world of ours all the more exciting. Just when people had started to get tired of wearing these new pants and belts, Inno brought in something amazing: A matching cloth-set that actually looked decent if not great. They came in with 3 new sets - Natty Bumppo, Allen Quatermain and Chingachgook's set. Hands down, Allen Quatermain's shirt is one of the most fashionable and simple clothing piece I have seen in the game, of course beaten only by our Pink Ballet Tutu. But aside from the set being super cool to look at, they had some amazing bonuses when compared to the clothing items that existed at that point of time in game. Natty Bumppo was the first clothing set to give fort-fighting bonus. It made fort fighters go nuts, goodbye Brown Tie and Blue Pistol Belt, and welcome new friends.

This was the first ever tambola in the west, and people were going bonkers about it. It was good times for everyone, fort-fighters, workers and duelers. And even the world market was alive, and so many active deals going on surrounding these new sets. I remember getting Chingachgook's breast plate for a bargain \$20,000 in Arizona, and reaping a \$300,000 profit on it, which set the stone for my future trails. So, that's the first point, it super-charged the game like nothing before.

Secondly, it paved the way for more such tambolas, and a lot many tweaks followed suit, but tambolas have for sure become an integral part of the game

now, and we have various types of it. I remember, this one year when I was getting bored of the game I used to only logon during the Tambola events and ended up staying for longer than I had intended to. And inno also reaped a lot from tambolas, it is a gold mine for them. After the 2012 Christmas Tambola, where we had three fixed sets up for grabs, 2013 was a whole new ball game.

CHRISTMAS BAGS! That's crazy balls. And you could buy as many as you want, and not wait for your turn, of course given that you can afford it. But Christmas bags with no cooldown, meant players going bat**** crazy on them. Like a kid ripping through their presents. Now that I am using so many similes comparing it to a christmas kid, I can see how much christmassy inno has managed to make this event ! But yeah, coming back to 2013 tambola, introduction of 'bags' which could have any of the past sets. Boom what an idea, simple but so elegant! Whoever suggested this on The West team should really be getting a raise. And they weren't lazy to just include bags containing past year's sets, they also had a dedicated winter set, and I remember the hustle people were doing just to get their hands on the winter horse and the winter bauble. And besides bags, they even introduced chests containing whole sets for a large fee. The only downside and rage among the players was that we could only use cash and nuggets to buy these, and bonds were neglected again. A whole year worth of bonds for nothing :(

Post-2013, the event remained more or less the same, with only major inclusion being, that bonds could be used now, and different types of bags depending on the year, making it favorable for players as well, so as to not end up with Allen Quatermain set. (PS: I still like that shirt though) . Oh, and the introduction of grinch, who would give out random bags every other day, which was like a nice present. But up until 2019 this is how the Christmas event was. But hohoho 2020 is different from all the other years, it has been a rollercoaster ride so far for me, hope you all are doing great. But yeah, 2020 has been a tough year in general and this new initiative by Innogames sure looks amazing for 2020. They have introduced new Christmas sweets, which give some really cool bonuses, and more than that they look so tasty. It is mouth watering, every time I see it, especially the Christmas gingerbread house. Hats

off to the designers. So, these Christmas sweets with great bonuses is one gift from Innogames, but there are more.

Second, is the usual bags that we have every year, can be bought through bonds, nuggets or cash. But the sets exclude the Day of the Dead 2020 set like J. Cortina, since it was too near the event. Aside from that, the Christmas Set this year, gives a big praying bonus with luck, which has sent the rumor mill running on what the effects of praying are in this game. If you get the set, and try out some work or actions, I would be intrigued to listen to your theories. The wildest one I heard was, while wearing your praying set, you get rare items from chests.

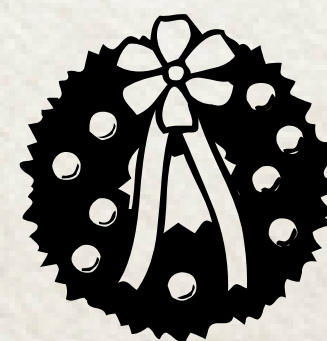
Lastly, they have introduced not one, not two, but three new quest lines for you this time around! And some awesome rewards and achievements can be achieved on completing those. And that's not it, there are gifts which can drop randomly on jobs, and you can get various rewards like - bond letters from them. Woohoo ! More bags. Also those gifts contain a few items required for the quest line, like the previous events. So yeah, this Christmas, Santa has really arrived at The West.

Before I bid adieu, here are the links for the past Christmas events for The West nerds:

- [Christmas 2020](#)
- [Christmas 2017](#)
- [Christmas 2016](#)
- [Christmas 2014](#)
- [Christmas 2013](#)
- [Christmas 2012](#)

Happy Holidays everyone, and take care.

~ Neel Shah



Interview with Legend of The West: Victor Kruger - Part I

For many of the veteran players of the game, VICTOR KRUGER needs no introduction. First as a fearless leader of The Mercenaries, then as a peerless fort fighting general and later on, as a moderator, Victor has made his mark on the game and on countless players who fought by his side over the years. The old gun from the badlands has recently returned to the game after many years in the ice. We bring to you the first of a two part interview series, where Victor sits down with us and tells us some of his stories.

1. HEY VICTOR, HOPE YOU ARE DOING GOOD. FIRST OF ALL TELL US ABOUT HOW YOUR JOURNEY IN THE WILD WEST STARTED?

I'm doing fine thanks GC lover . Hmm, so let me cast my memory back.. I was surfing at Christmas 2008 and stumbled on The West . Joined World 1 and a now legendary town called The Shadow City and there I learned to duel. Then RL got busy and I foolishly deleted. Easter 2009 I returned and World 9 was then the new world to join and that's when the mad times began. We built Wealstone, then Redlight District, and Mercenary Outpost for pure dueling. Then joined and invited the top 100 ranked duelers and high XP from World 1, 5, and 7 to fill both. This was a time when town leaders were trying to enforce rules about who you dueled what to do and how to eat your beans etc... My invite had my intentions of world domination and that I would have one rule: NO RULES, do as you will, let's paint World 9 red with blood and kill them all. They came by the dozens, some already infamous names filled those towns and helped then noobs become later names themselves. Harsha was one, hi bud... Zero Motivation (1%) Dueling and the MC was born there and World 9 was where forts began, true to my name and reputation we painted the world red, dueled all into submission and in time took every last fort and my objective was completed..Then we blew it all up and arranged to call every single fort in 24 hrs, all 42 of them. It nearly broke the servers I think. Players today have no idea what multis really are, try dealing with and defending 6 at the same time while attacking another 4, we did, and regularly at that, such was the player base in numbers back then...the logistics were hard going but it honed our gaming capabilities and strategies to adapt and overcome, it tested players and town hats to the max and I think it's why so many from there and World 10 later became infamous and the legends they are today.

2. YOU QUIT / LEFT THE GAME LONG AGO. WHAT MADE YOU RETURN TO THE WEST?

I quit when it became all about buying your way to the top and dumbing down dueling in favour of forts and questers, I logged in less, set more worlds on vacation mode as I began to lose interest. The shine had gone, duelers and good players were leaving in droves, eventually World 1 was opened to migrate from, I set Vic on vacation, walked off into the badlands and that was that. What made me return was sheer curiosity, nostalgia, the plague, but mostly to see and say hello to any old friends, adversaries or comrades still left playing. I'm very happy to say i've found all in abundance so I will be sticking around as it's a game to set and walk away from and I can hold my own pretty well even against the nugget munchers today.... mostly...

3. THW WEST HAS CHANGED A LOT THESE YEARS. CHANGES YOU LOVED AND ONES YOU WANT TO SEE?

I've liked the changes over the years, a product/game must adapt, innovate and change with the times, Inno has certainly done that for good or bad. The communications got much better, the shops now have a decent variety of gear. However, tombola gear made the town gear obsolete so what was the point?. Mostly I'd like to see the town stuff enhanced to support the non prem players. Upgraded kit should be able to be disassembled for a price, maybe a potion, item in the shop or shaman skill. What I'd like most are the dueling skills to be un-nerfed and the kits to not have ridiculous bonuses. Fort battles have become too much about the bonds and crits, lots hide and snipe. Players should be able to target anyone by setting an arrow not just on the closest sector, it would make snipers more nervous as they might get sniped as well. Fort sector grids and layouts need to be more randomised too so movement and defending becomes varied and open up the game again. This could be done by choosing, say a layout option in a fort building or by the attacker. The way it's been going for years I don't expect it to change but you never know... forts now to me are..99% predictable and mostly stale but I still go and have some fun.

4. YOU WERE THERE WHEN TW HAD NO FORTS. AND LATER ALONG WITH YOUR TOWNS (IN DIFFERENT WORLDS), YOU WENT ON TO DOMINATE THE FORT SCENE. TELL US MORE ABOUT YOUR EXPERIENCES THERE.

I can tell you a hundred stories about The West before forts, when worlds had 100k + actively playing and dueling, being dueled dozens of times a day and winning every defense. The mass game invasion by the Goonies, the great multi account Banning Purge

of 2009 the real hardcore town wars, dueling by house phone, inventing the zero (actually was 1%) motivation dueler and creating pure dueling towns, hate mail used to come in daily and became a collection competition, town wars where all 50 residents were dueled until KOed, we would camp some for weeks on end, if you left town the timer went up and could be waiting for days to get into a town again, the invention of off game chatrooms was a game changer especially in forts, the very first fort battle and wonky fort graphics were hilarious..there were rock party battles,butt naked battles, fort protection gangs. Dueling possies for hire, destroying an alliance from the inside by infiltration, stealing towns, robbing market items, shiny drop battles, the famous synchronized 100 man 4 wall jump, fast moving back and forth, developing battle strategies both for Att and Def, the massive thousand + friday/saturday dueling parties, the world wars, the hunting parties, stalking, Town mercenaries for sale, the butthurt mails, the infractions and bannings were a daily event.. famous heroic and ingenious deeds of some players and also the stupid mistakes and funny chats.. from World 1 through most worlds to the early days of Colorado, even the fort battle events put on by the moderation team.. it all happened. I can tell all those stories because I was mostly there, the instigator or had access to the information over the years and have recorded a lot for my own interest. Plus I have an excellent memory for players and deeds of the past in this game.

5. FOR MANY PLAYERS WORLD 10 WAS THEIR BEST WORLD. OTHERS REMEMBER WORLD 10 FOR FIERCE PERSONALITIES IT HAD. THEN WE HAD MC VS GC. SHARE WITH US YOUR MEMORIES FROM W10.

Sure gunny, you were there as GC, so you know.. I believe World 10 was the peak and height of The West, I was at my most active and World 9 was on fire, so many came to World 10 from there, plus we had great adversaries like IJ and GC, led by great and aggressive leaders like Miss B. Have of GC and Hellstromm.. World 10 had many legends there and more were born and made their mark or became well known too, word got out they came from all over old worlds and we invited some from other servers and they came too. The world war between MC and GC with the moderator town Infraction Junction slap in the middle had tens of thousands taking part. The alliances were massive and the dueling action was both brutal and insanely prolific. The battles there were legendary and many took place daily - 5 or 6 a day was not unusual then, dueling became a true art form and the names of

Interview with Legend of The West: Victor Kruger - Part I cont.

some have since become legendary and deservedly so... excellence and attention to detail breeds excellence in opponents and thus raised the bar ever higher. .. yes I agree World 10 was by quite some margin the very best world and player base I have had the privilege to play on and with. And of course MC won the war.. . Maybe I'll share other stories with greater detail in future WP releases, for now i'll share just one..

Infraction junction had taken our large fort Free Tibet, we attacked to get it back and a town had a lot of members banned just as the battle started ... However as they were at the battle and had signed in they got in. I had sent out a battle plan for everyone to set for the flag to fool the spies and just to soak up some heat for the rest of us onliners. The battle started, I decided the banned 16 from this town were probably set heading for the flag so I just changed the battle tactics to suit the strategy... we meat shielded and blocked our banned offliners for about 35 rds from getting up on the walls or moving sector when we were ready to mount the wall, we let them go for it, ...defenders of course panicked with a dozen flag runners and they eventually got to the flag and we won on rd 53 or 54, maybe the only time a banned player has won a battle..... and we had Free Tibet back from the moderation team, I still suspect the mods picked the banning time to stack the odds in their favour but they lost by their own actions.... that was a sweet win.

6. ONE OF YOUR OLD FRIENDS TOLD ME VIC WAS ONE HELL OF A LEADER IN FORTS BUT HIS OWN MOVEMENT WAS NOT GOOD ENOUGH AND WAS WORSE IN SWAPS. YOUR TAKE?

This is actually true, but in my defense I was nevertheless the top fort fighter on World 10 from day one until migration.. So if I had umm movement issues, imagine how bad the other fort fighters and their movement were? A pure duel build 1% motive player was also the worlds' top fort fighter? Unthinkable now...The main reason was I led most battles and my movement suffered due to multitasking, often I was running multiple battles in an evening, often at the same time on different worlds and we were all still very much learning in forts. I also had a tendency to favour the suicide die for the team and get bloody with it method in battle, The more bloody, the better things got, the more the excitement for the players and better the attendance for the next ones.. if we won with 2 men left standing or on rd 55, i'd try to make that happen over a fast or easy win and the forums after and chat about this or that would be literally

buzzing with excitement, I was very happy about that and so encouraged it. I will admit some of my moves would get players killed when they didn't have to die, sometimes it was intentional but again in my defense I was mostly trying to get players used to dying without fear and for the greater good or needs of the team, it wasn't uncommon for me to command people to die for the team to secure the fort win. People know all about players that hang back and won't follow orders and lose the battle because of it. I make no apologies for being a rough, bloody and often demanding battle leader, it got the job done and I think more exciting for the players, Some of them would turn up just to hear me curse and shout stuff like ALL east NOW Ruuuun NOW.. next rd ok back WEST run run runnnn you %\$*\$% MOOOOVE IT and Shoot that mods face off etc.

Players had a hard time keeping up with some of my commands but that was fine, most people seemed to like it fast paced, it made them pay attention more next time if they fell behind and got shot .. also the battles were more nail biting if it was a close run thing. If we were too strong, I would engineer a bit of needless commands that might get some killed and even it up a bit, I tried to minimize doing that though. My style was, I admit somewhat brutal but it got results far more often than not. I didn't suffer fools, would not tolerate cowards but my words of support or promise to anyone were Iron so I was reliable and guaranteed a fun battle chat. In return I got loyalty, budding fort heroes and won most battles I led.... I didn't care about players posting hits and chatting during battle that leaders now whine about. I never banned anyone from chatting either. All the better and if a command was missed, so what?.. It just made me more attentive and consider things and strategies rounds ahead and adapt as the battle evolved., everything was a challenge.. but yea I do admit I was never the best fort mover.

7. YOU WERE PART OF THE MOD TEAM ONCE. WHY DO ALL MODS END UP QUITTING THE JOB?

I can only say the moderating team are for the most part great people, who freely gave time for a game they loved. I left because of real life and the direction the game was going in terms of nugget gear, I joined the team to help and advise regarding dueling and other aspects, to make the game experience for players better. While on the other hand, Inno's ideas are mostly based around revenue and business... the two are often not that compatible, I'm sure other ex-mods would agree. I don't blame Innogames of course, profit must come first or there is no game at all for anyone.. That and

real life gets in the way, mods like everyone else are people and grow...often they have to move on for life reasons, I know I mostly did.

8. YOU PLAYED WITH MANY PLAYERS. SOME WERE IN YOUR TEAM AND I AM SURE OTHERS GAVE YOU A HARD TIME IN THE GAME. PLAYERS YOU MISS PLAYING WITH AND WOULD LOVE TO SEE THEM RETURN TO THE GAME.

Hmm, I could give a list here that would stretch into pages but i'll give some I miss in no particular order. DL, Berkie, Cheeky, The Constitution, Leonalonglegs, Realm Of Deceit, Stand&Deliver, Neo, Hans Bros, Buckskin John, Kilted-Scotsman, Lapper, Cadmium109, Bearman06, Miss B Have, OAN, Hellstromm, Kalip, Irishmyst, astro5, Gunsmoke4ever, kennyken18, AnarchyIII, MedanoI, Cro Sharpshooter, Dgorsk, Father Jack, Manfromsnowyriver are just a few. There are also many veterans and legends, respected players, friends and old adversaries from those times still around, some under different names. I count myself lucky to have known so many, to have led the early battles, created strategies, led alliances and towns with so many great players and adversaries to experience those golden times was great and to be considered one of the games better fort and dueling pioneers is not my doing so much as all those people who took part back then. We all rose to the occasion and inspired each other towards greater achievements. Coming back out of the badlands, I have received much help and welcomed by old and new players alike since my return, it is truly heartwarming and very much appreciated.

Happy to tell more about the way things were in the old WILD WEST sometime Gunny but now I have to get back to dueling some njub on a world or two... know how it is. 1% n all that.

GUNNER86: Thanks for your time Victor. We will continue with our second part of the interview in our next edition.

-gunner86

An 1800s Christmas in the Old West

In the Old West in the 1800s the pioneers and cowboys on the prairie celebrated Christmas in much the same ways we do today. There was Santa Claus, presents, holiday decorations and of course the Christmas feast. The difference was seen in the humbleness of the gifts and holiday decorations. Life in the Old West on the prairie was hard and unpredictable. There were often terrible blizzards and cold December winds. The Pioneers would not forget the spirit of Christmas though. The women would begin baking for the holiday feast weeks in advance. There would be plum pudding, preserved fruits and vegetables, fresh game (if available), and maybe if their year was good, a fresh ham.

The holiday decorations were homemade from whatever natural materials were available, like pine-cones, evergreen, nuts and berries. A Christmas tree was decorated with homemade decorations as well. Homemade figures and dolls made from straw or yarn were used. Yarn, ribbon, berries, popcorn strings, paper stings, and cookie dough ornaments, such as gingerbread men were also used. The gifts were also handmade. Corn husk dolls, sachets, carved wooden toys, pillows, and embroidered items were all made with love by the family members.

The tradition of Santa Claus was popular among children on the frontier as well and a journal called "St. Nicholas" was available for children out West. This journal was published from around the early 1800's to the 1940's. It was designed for children in isolated areas and included 500 pages of stories, poetry, contests, games, and crafts. It was particularly helpful in keeping children entertained during the long winter months on the frontier.

The clever way in which the pioneer families brought holiday celebrations to the West is a sign of their wanting to make a home, no matter where they found that home to be. Making the most of a tough situation, pioneer Catherine Haun wrote in 1849, "Although very tired of tent life many of us spent Thanksgiving and Christmas in our canvas houses. I do not remember ever having had happier holiday times. For Christmas we had grizzly bear steak for which we paid \$2.50, one cabbage for \$1.00 and oh horrors, some more dried apples! And for a Christmas present the Sacramento River rose very high and flooded the whole town!"

- Excerpt from "Christmas in the Old West A Historical Scrapbook", by Sam Travers.



Christmas Contests

For this month, we will be running two contests in parallel, in celebration of Christmas and the new year. Each of the two contests has its own prizes, and one lucky player will be chosen to win the grand prize.

SANTA'S GIFTS

An inescapable part of Christmas is the presents. All of us love giving them, and receiving them. For this contest, you will need to take a photograph of a Christmas present you either received or gave away. The present must have a special meaning to it, embody the holiday spirit and showcase the joy of giving. It can be a nostalgic childhood gift that made a big difference to you personally or a gift that made a difference to the lives of people around you.

In the image you must include a slip of paper with your in-game name on it.

We have a wide selection of goodies as our prizes for this contest. Check them out here!

- 1ST - 4 MEGA CHRISTMAS BAG 2020 + CHRISTMAS CAKE CUTTER + 1 BLACK LETTER + 3 ITEMS OF CREATIVITY SET
- 2ND - 4 MEGA CHRISTMAS BAG 2019 + 1 BLACK LETTER
- 3RD - 20 NEW HOLIDAY BUFFS + 1 RED LETTER

FIRESIDE STORIES

As the year winds to a close, it's a time for stories, of events, things and people from our past. This will be a contest all about these stories. In about 250 - 500 words, write a story with the setting being the holiday season - events around Christmas and the new year. It can be a fictitious tale or a real life experience, but the underlying theme has to be all about how the holiday spirit matters and how it plays a big role in shaping and affecting people's lives.

The best stories will be awarded with nuggets and the *Creativity Set*.

- 1ST - 800 NUGGETS + 3 ITEMS OF CREATIVITY SET + RED LETTER
- 2ND - 500 NUGGETS + RED LETTER
- 3RD - 250 NUGGETS + RED LETTER

There will be a Grand Prize, a lucky player will be picked and rewarded with the *Pearly Weapon Set*. To qualify for this grand prize, simply send in entries for both contests in our forum section. The names of all players who sent in valid entries will be collected and one will be picked at random and awarded the weapon set. The contest will run from 25th December to 7th January. So, be sure to send in your entries soon!

