

SWG LEGENDS THE COMMUNITY TRANSMISSION

APRIL 2019
ISSUE #3

Greetings Legends!

It's our first **Community Transmission** of 2019! It always surprises us how quickly the time flies by within our bustling galaxy of scum and villainy.

The SWG:Legends team has been very busy over the last few months. It wouldn't be a juicy Community Transmission article without us discussing some of those topics, would it? It's beyond comprehension that **SWG:Legends** is now 3 years old and we still have our incredible community right behind, supporting us.

As we do with every transmission, at the very end of the article we'll answer the questions that many of you have submitted to us via our forum and social media platforms. As always, we can't answer all of them, but we have tried to answer as many as possible.

A big thank you for playing **SWG:Legends**, we hope you enjoy reading through this community transmission.

The SWG:Legends Team



Community Roundup

One of the things we try really hard and put a lot of energy into is making the game and project as interactive and fun as possible. Let's have a recap.

More recently we've had our Ewok Festival of Love celebration. Not everyone enjoys the flamboyant celebrations of the festival but the feedback we've had this year from the Mister Hate encounter has been really positive, It's good to see that you are all enjoying the rewards we added this year.

Several of our project contributors made assets for The Ewok Festival of Love and we also want to publicly thank them here for their hard work and contributions.

The 3rd Anniversary of SWG:Legends saw us add a brand new in-game collection that rewarded with players with a replica birthday cake and SWG:Legends Fireworks. Porcellus was very satisfied with the assistance provided retrieving the slices of stolen cake.



In addition to this, we hosted a Double Everything to allow you to gain that XP just that little bit faster! We hope you enjoyed the celebration. A lot of players asked us why we excluded Double Heroic tokens, let's clear that up. We decided to exclude this within the bonus after looking at feedback and some of the statistics of the average prices of Heroic Jewelry; We saw a trend that when we host a Double period, the value of the prices crash drastically when we host this bonus for a week or more at a time. Moving forwards it will be hosted for much shorter durations at times we think are suitable.

We've had several community hosted events happening more recently, a broad mixture of events such as PvP events hosted by Moonstar, a PvE droid encounter hosted by Kavilap and many more! There are many upcoming events and be sure to keep an eye on the [Community News](#) section of the SWG:Legends forum for updates!

Making your mark on the Galactic Civil War

One of our designers named Echu is hosting an extraordinary community contest. He is giving you the chance to design your own weapon that could potentially end up going into the game in the future during our Empire/Remembrance Day celebrations 2019. If you are interested you can find more information right [here!](#)



(Example model created by community member: Jolldarigon)

Seeing Through The Clouds

We haven't teased much of what you can expect when taking your first steps through the iconic Cloud City of Bespin, until now that is. The development team is working hard recreating one of the most legendary locations within the Star Wars galaxy! While adventuring on Cloud City, you can expect to visit the most memorable places, including the Carbon Freeze Room, the Ugnaught Scrap Room, and landing pads for where the Millennium Falcon escaped Cloud City. We are introducing brand new Story Arcs for both Rebellion and Imperial players alike.

Besides the open-world portion of Cloud City, we are also including a "Slice in Time" Heroic of Cloud City to put you right in the action of Leia, Lando, and Chewbacca's Escape from Cloud City, with different objectives for both Imperial and Rebel players. New rewards will be available for players, including the long-awaited Cloud City player house as well as Lobot's Headwear.

It only seems fair that we tease you a little bit. Here is one of the first looks of the development progress on Bespin. Our content designers & developers have done an outstanding job so far at bringing to life one of the most unique and important locations in Star Wars lore. The images below speak for themselves!





May The 4th Draws Near

We are all here because we have one mutual thing in common, Star Wars Galaxies and our love of Star Wars! On May 4th we will be celebrating our passion for Star Wars by hosting various in-game events & celebrations, perhaps even a giveaway or two!

If you manage to /MindTrick us then perhaps we can be encouraged to give you a full weekend duration of Double Everything (Including Heroic Tokens?!) Starting from May 3rd until May 5th?

Stay tuned to the forums and our social media channels for more updates.

THANK YOU

Finally, Before we vanish and turn into force ghosts and answer your questions about the project, we want to take a moment to thank each of you, it is a real honour for us to receive so much support from you all.

May the force be with you, always.

The SWG:Legends Team.

Trachta from the forum asks: Will we be getting more clothing and armor soon?

Answer: With our new designer team we finally are able to produce new wearables. You will see new armors soon, and also new clothing.

Dayboost from the forums asks: How Far will new content go? new areas? new Cities? New Planets? anthology film content? I'd like to know more about how far you guys can/want to go, I love the game and hope to see new things as well as old things come to fruition.

Answer: There is only one restriction for us when it comes to new content, and that is the timeline. We won't include anything from later timelines in the Star Wars universe as it wouldn't make sense. But we will include some things seen in perhaps "Solo" or "Rogue One". As you have been asking about specific new content, please have a look at our [Development Roadmap](#)

OidiumHector from the forum asks: will Jedi ever get a 6% electricity crystal?

Answer: Maybe something like this is already in-game?! Hmm.

Rigsgrid from the forum asks: Will there be a character name purge anytime soon?

Answer: This is a really common question. (We get asked this a lot!) In the close future we are hoping this will become a reality for our players. It's been a big mission for our developers to overcome however, It is nearly ready to be implemented.

Scott From Facebook: Wanted Poster: Luke, Leia, Han. Being able to learn how to speak all languages. That could be spoken, like the players who played from pre-cu.

Answer: On the wanted posters, these will be included into the game, we already have discussed various methods.

As for the languages, we haven't really looked into this. Maybe this can be brought to the Senators and discussed by them how to implement them again.

DeJeron from Facebook asks: Can all of the guises be no trade? Not just the affection one.

Answer: We are planning on removing NO-TRADE from the Guise of Ice which is available on the event currency exchange vendor. In the future it may mean we are able to remove no-trade from the other versions of the eyewear.

William from Facebook asks: Can you Make DWB a no macro zone? People farming the damn key NPCs.

Answer: We do not allow AFKing in the DWB, please report it if you do see that. However we do allow players to have other characters from their account on follow. We do not feel that disabling macros in the DWB would solve the problem of keys being farmed as most players doing this are at the keyboard. If you do find a player farming the NPC that drops the key and it

is preventing your from advancing please contact a CSR in discord or through a ticket on the forums and we will address that.

Ethan from Facebook asks: Do you have a set time for Legends to run for? How heavily is server operation based on player donations?

Answer: We are in this for the long run, We have plans for years ahead and as long as we have a community supporting the project, we will continue to dedicate our free time towards it. As for the server itself, we are pretty reliant on donations. Any donation at all is very important in the grand scheme of things.

Jen from Facebook asks: Is there anything players can do to help make your jobs easier on you? I see players complaining and asking for things all the time and that can't make your jobs easy when it comes to enjoying the game experience for yourselves.

Answer: Honestly any support is greatly appreciated by us. Support can be anything such as; a donation, sharing the word of the project on our social media channels or simply being there and present within the community and engaging with other players! We have the best community and couldn't ask for more.

Ross from Facebook asks: In the discussion of keeping it vanilla but also adding content, how much effort do you guys spend trying to keep the original game alive, against also trying to fix how broken some things were?

Answer: First of all, we never stated that we are keeping the game vanilla. We are trying to make our version a better version of the SWG we have seen when it shut down. For us, this mainly means to restore some lost content, but also to add new content, and to change some things which have not been touched by SOE (why not we don't want to speculate).

Adaria from the forums asks: Will we ever increase level cap to 100? 90 is such an odd number, 100 just sounds, looks and feels better.

Answer: That's a very good question and honestly I don't think we've ever had the discussion of raising the level cap yet. We have lots of content planned in the future but we've never discussed adding additional combat levels. The problem with such a change is that you would get five more experience points to spend and this could lead to many new issues with class balance. If such a change would be done, it would need some hefty testing and probably also class balancing.

Pirott from the forums asks: do you think you can increase the limit of the number of characters per account? for example go to 6?

Answer: There are currently no plans to increase the amount of characters per account.