

## **Feedback – Test Your Potential**

Players considered the Gold web event a good initiative, mainly because it gave purpose to accumulated gold and allowed participation without requiring diamonds. The community found the format accessible and enjoyable, but the weekly collection limit was seen as a problem that stalled progression. Another point raised was that the rewards felt weak and repetitive, with only the main skin standing out.

The fact that the event was directly integrated into the in-game event tab was highly praised, as it was considered more convenient and avoided issues with redirection to external pages.

Regarding the spin mechanism, players enjoyed the proposal, comparing it to a “slot machine” style—dynamic, addictive, and fun—but they pointed out that the gold cost was high and there was too much item repetition, which reduced interest. They emphasized that this type of mechanic is only positive when free or tied to gold, and should not be applied to diamond events.

Finally, most players prefer Trend Stuff-style events instead of Gold Special Royales, as Royales are seen as predictable and lacking excitement. However, players requested that future events bring more appealing rewards, such as older Gold Royale skins or new, impactful items to generate greater hype.

### **1 – Did players enjoy the Gold-focused web event?**

- Yes, overall it was well received, as it gave purpose to accumulated gold and allowed everyone to participate without relying on diamonds.
- Many found the event fun and accessible, though frustration arose with the weekly collection limit that stalled progression.
- Some described the rewards as “weak,” since apart from the main skin and one or two items, the rest felt repetitive or disposable.

### **2 – What did players think of web events integrated into the in-game event tab?**

- 100% positive feedback: players highlighted that it is more practical, faster, and avoids bugs compared to redirection to external sites.
- This format makes participation easier and increases engagement, as players do not need to leave the game.

### **3 – How did players feel about the spin mechanism in a DAU/free event?**

- The spin system was considered fun and addictive, compared to slot machines/gambling games.
- Many enjoyed the dynamic of forming trios and the element of luck.
- Reported issues: high spin cost in gold and excessive item repetition, which reduced enthusiasm after a few attempts.
- Important note: players emphasized that this mechanic is acceptable when tied to gold, but should not be applied to diamond events.

### **4 – Do players prefer Gold events such as Trend Stuff or Gold Special Royales (like the 8th Anniversary)?**

- The majority prefers Trend Stuff-style events, as they are more dynamic, engaging, and less predictable than traditional Royales.
- Gold Royales were described as “predictable and lacking excitement,” as they quickly exhaust themselves and then lose relevance.
- That said, some suggested Gold events could be more attractive if they included better skins, older Gold Royale items, or a wider variety of rewards.