

Greetings. I've come up with an idea lately, and I believe it's a good idea as long as it's well executed.

I'm pretty sure that the idea has already been brought up to debate, though I believe I've figured out some ways to actually make it practical in CR.

The idea is, basically, trading legendary cards with other players, possibly by a trade search engine, or in the clan itself (I haven't decided yet).

I know, I know, there are so many possible issues and it'll be difficult to balance. Though I believe that I can cover most of the balance issues. Those are some possible balance issues that might come along with such a system:

1. Supercell doesn't really get any profit out of it, why would they implement such a thing?

Answer: Well, I think that trading legendary cards might need a fee to it. 150 or 200 gems might do the trick. You may tell me that it's too much and the price should be lower, but think about it! If it had been 50 gems for say, why would people pay for it? Supercell won't get any profit. Also, when you think about it, 50 gems would be a really small price to get your princess, or your log to level 3, and only to give up on one miner, or one ice wizard, which are both 2/4 to upgrade, and you don't really need them at this point.

2. That looks extremely unbalanced! People would just give the one spare legendary they get after upgrading it, (eg. 1/2, 1/4 etc) for free legendaries!

Answer: That's pretty easy to fix, just make them untradeable at that state. If you have for say a 1/2 miner and you want to trade it for a log, or a princess, it'll just disappear from your cards, and the traded card will appear. And if it's 1/4 or 1/10 etc, either make them untradeable or lower them a level, while giving a refund.

3. That still looks very unbalanced! There will definitely be people who sell their miners for sparkies, and you can just max out your miner for the small cost of a couple of gems!

Answer: That is also easily fixed – just put trades on cooldown after you traded once. Maybe for a week, maybe two. I believe it'll give people experience with the legendaries they like and enjoy playing, for the cost of some gems, and the ice wizard they got, that they don't really want.

4. And how about if people plan on trading and leave their legendaries at 5/4 or 3/2 etc?

Answer: Emmm... It doesn't really matter. If you upgrade a 5/4 legendary it won't be 1/10, but 2/10. So the legendary count remains the same.

5. Well that looks pretty practical doesn't it? Too bad Supercell will never actually read this thread. Sigh...

Answer: Indeed...

Well although I'm pretty certain that no Supercell employees will read this thread, and even if they do, they won't take it seriously, probably due to my terrible English and lack of formality. Pardon me, English isn't my main language. If anyone notices any misspellings or poor grammar, let me know and I'll correct it, because unfortunately I am not able to find any by myself.