2023 New Expansion Developer's Note

Part 2

Hello Flyffers! How have you been? This is GM GYU again with even more news about the update! Following up from the piercing note from last time, I will tell you more about the new update. Today I'll tell you about 3 new features!

First off is the **Optional Master Quests**. These are optional quests that you can do from an NPC in Volkane, that let you go back to lower levels. Once you level up, the quest will be completed! Once you complete this quest, you can get a nice shiny new badge and some other cosmetics through an achievement.







In order to complete each quest, you will need to level 10 levels from the lowered level of the quest and return to the NPC. (Ex. Lv.60 -> Lv.70)

Of course, once you have completed the quest you will return to your original level so don't worry at all!

Also, if you choose to quit while you are doing the quest, you will return to your original level!! You will also return to the level you have left off if you choose to resume the quest again later. There are 6 quests in total, with the following conditions:

- 1st quest: Lv120 or above
- 2nd quest: Lv123 or above & 1st quest completed
- 3rd quest: Lv126 or above & 2nd quest completed
- 4th quest: Lv129 or above & 3rd quest completed
- 5th quest: Lv132 or above & 4th quest completed
- 6th quest: Lv135 or above & 5th quest completed

You will be able to still equip your current gear even if you return to the lowered level for the quest.

Once you receive a quest, starting with the first one, you will return to level 60, 70, 80, 90, 100, 110 respectively. Since you will get new rewards for completing the quests, the EXP rate will be half of what was required when you originally leveled up from level 60.

The second point of interest is **Multi Stat Pages**. Wasn't it cumbersome when you needed different stats for different situations? This is an update to improve that quality of life \bigcirc

This Multi Stat Page system is available once you purchase the Extended Battle Pass from the item shop.

<u>*The period of Extended Battle Pass is the date of which you have purchased the item until</u> <u>the next season of Battle Pass *</u>



The **Multi Stat Page** system is available from the Character window (Keyboard hotkey H). The stat pages can be switched using the Motion window (Keyboard hotkey O) or a quick slot button.

	Char	acter		? X
Max. HP	13833			Changing Stat Page 🛛
Max. MP	449	Max. FP	1084	
Attack	3438			This feature is only available with the
Attribute Attack	15	Attack Speed	66.5%	Extended Battle Pass.
Hit Rate	59%	Critical Chance	21%	Yes
Critical Damage	30%	🛅 Attack	21%	
Defense	4652			
Magic Defense	218	Parry	9%	
Melee Block	43%	Ranged Block	37%	
	Current S	tat Page: 1		t schsbulld s vij Fitz
Stat Points		0	()	
🔮 STR 321 253 🔳 0				
🧼 STA 83 25 🔳 0				
🤣 DEX 18 0 🔳 0				
🤤 INT 48 0 🔳 0				
	Apply	Reset		
	Detail	PVP/PK		

There is a cooldown for switching your stat page, which is 15 minutes!

Also, if you use a Re-Stat item, you will only reset the current page's stats, not both pages.

Current Stat Page: 2				
Stat Points 📔 0 🛛 🚱				
🔶 STR 15 0 🖻 0 📄				
🧼 STA 15 0 🔳 238				
🧼 dex 15 0 🔳 0				
Applynew Stats. 0				
evel" Apply Reset				
Base Detail PVP/PK				



The last point of interest for today is the **Upgrade Pity system**. To keep it simple, the success rate of an upgrade will increase as you keep on failing during your upgrades.

<u>*The Upgrade Pity system is implemented in upgrade related features such as Piercing, Gear</u> Upgrade, Accessory Upgrade, etc. <u>*</u>

While we said that the upgrade pity system will guarantee a success after a certain amount of failed attempts on the developer's Q&A, we decided to tweak the system after receiving feedback. Now, your upgrade rate will rise with each failed attempt instead. In reality, the upgrade rates are theoretically the same, but your chances of being very unlucky and failing way past the theoretical average number of attempts is much lower now!

For example, let's say there's a success rate of 2.2701% for a specific upgrade task. Every time you fail, the success rate will go up by 2.2701% and you can, in theory, reach a success rate of 100%! But that will take a lot of tries so we are sure that you will be luckier than that and succeed way earlier!

To compensate for this gradual rise in upgrade rate, of course, you will see that upgrade rates begin lower than before. However, do not be worried as it will go up every time you fail, an d the upgrade rate is still mathematically the same! It is based on a simple "Markov-Chain", dramatically lowering the standard deviation.





It's already been a month since 2023 started. We hope that all the players will enjoy the update we have been preparing. I will come back with even more news real soon! Our team wishes all players of Flyff Universe are safe and enjoy playing our game! This was GM GYU. Thank you very much!

