



# Flyff Universe Developer Q&A

December '22 - January '23 Questions

*If your specific question did not make it, it is likely that it's because another similar question was included or answered in a previous Q&A, and we tried our best not to include duplicate questions and answers.*

*Feel free to continue sending questions and we will answer them in the next Q&A!*

<https://galalab.survey.fm/flyff-universe-questions-for-developers>



# Gala Lab

1. *First of all, thanks for sharing the previous answers . Basically - Flyff is one of the remaining games that doesn't have an automatic system which is what I do like about. Question is since we're playing on a Web-based platform - do you have plans to integrate any or digital currency such as crypto ?*

There is an ongoing project to implement something of the sort, although as we mentioned before it will be a completely separate service than the regular Flyff Universe. We do not currently have any timeline on the progress of this service though!

2. *Hey - Thanks for bringing back such a great game to us! Anyways -I'm not sure if this was answered from your previous QnA. I just want to know myself if you have plans to add Rebirth Feature - specially for 140 Max LvL . It could be more exciting having that feature - Rebirth can add additional stat/skill points and of course - player can only get the same class after rebirth or the rebirth bonus will be reset. :)*

We do not currently have any plans to add a rebirth system to the game, however that's not to say we are not willing to explore it in the future. If there is enough desire for a rebirth system, we will begin to consider it!

3. *Why haven't there been any class buffs/nerfs for a long time?*

After some feedback, we prefer to perform more testing on balance related changes as very frequent balance changes impact the time investment players put into their builds quite heavily.

4. *To prevent RMT transactions of Characters, will there be a scroll of job change in the future?*

No, we do not currently have any plans to add a scroll of job change.

5. *Will you consider allowing ftool/ macros since people are using it and aren't getting banned since day 1?*

Instead of allowing macros, we have plans to create our own equipment switching system that will be equally accessible to all players.

6. *Is it possible to add a voice chat in game ?*

We do not currently have any plans to add voice chat to the game. However, we have voice channels available in Discord.

7. *Is it possible to have a raid party with more than 8 people? Thank you*

It's currently not possible, but we could consider expanding the party limits in the future!

8. *Can we expect to have raid bosses ( like in WoW ) if yes can we expect it to not be as laggy as Halloween world boss which was horrible.*

You can expect some kind of raid bosses in the future inside dungeons and content alike. These kinds of fights would not be as laggy, as the Halloween event was server-wide, which these kinds of raid bosses would not be in the future.

As for another server-wide fight similar to the Halloween event, we would like to improve the system first and fix previous mistakes before attempting it a second time, but we would definitely like to do it again!

9. *Are there any plans for the Symbols of Shade? They've been in the game since the beginning with no purpose.*

Symbols of Shade (or similar) will start to see some use in the coming expansions or perhaps events in the future.

10. *Hi , I came up with a suggestion. Is it possible to add a way for us to know how much exp we earn EACH kill? and also EXP per min ? You could add a setting option to enable/disable it. Would it be a good idea? Is my suggestion good?*

It's not currently possible, but that is definitely something we can look into adding in the future. Your suggestion is good!

11. *When will there be any update (new dungeons etc.) that's not cash shop related?*

Yes, there are plenty of new features in the coming expansion that are not related to the cash shop at all.

12. *Could you add a new rarity above Unique (Legendary), which consists of very special weapons, armor, etc. ... With Special Effects which give certain interactions with Stats, Skills or other things. Such as giving a Stat which increases Maximum Attack Speed (more than 100%) or maybe giving e.g. "Merkaba Hanzelrusha triggers 2 times, instead of once"? Things similar to the Diablo 3 Legendary System*

Special weapon tiers with their own unique visual effects is definitely something we are exploring and would like to add soon. As for weapons that trigger special events, we do not currently have any plans for this, but it can definitely be considered and is an interesting idea!

13. *Hello is there any new mechanic that would benefit active RM's on dungeon rather than just an alt RM for extra resu? Example having Dungeon Boss Aggro on Alt RMs hiding on the deepest corner if the main DPS dies. This would stop people soloing dungeons instead of doing it as a party, the main purpose of raid is to do it with other people.*

Yes, with the addition of *Barrier of Life*, Ringmaster's new skill, it will provide them with more utility to keep players alive during dungeon runs, and could definitely play well with some of the new mechanics coming.

14. *How much is the minimum use of accounts per ip that a user can use at the same time?*

There is no minimum. There is no maximum either.

15. *Do you have any plans to implement Guild Houses?*

Absolutely, Guild Houses are a feature we will be working on for one of the coming expansions, although they could differ from how you may be used to them on PC Flyff.

16. *Hi, I've been a player since 2007. I know people have asked this already through discord chats, but can we consider 7 active siege players inside the siege arena and maybe a rework on the siege map to be a little bit bigger to accommodate changes on player count if possible.*

We do have some exciting changes and additions to the guild siege map, including additional arenas coming in the next expansion!

*17. First, I would like to thank the developers and all the flyff universe staff for all your hard work. I hope you won't get tired of developing new features and enhancing the existing ones. My question is related to fashions as it is one of the releases I am looking forward to every maintenance. Aside from the speed fashions, will you be releasing new fashion designs? The non speed fash was like a re-release from flyff pc but looking forward to new and more creative designs in the future.*

We are currently working on expanding our fashion production and hope to see some more frequent and new designs in the future, which may not all be speed fashion sets.

*18. What I love about this game, and why I keep coming back to it, is the great customization of the characters. And having almost all costumes from Flyff PC is something I greatly enjoy. However I noticed none of the "Traditional" sets (Like Traditional Taiwan/Thailand/Chile...) are added yet to the game. Are there plans to add them in the future?*

Yes, you can expect to see those fashion sets in the shop some time in the future.

*19. Hi! It might be a bit late but I just want to ask if you are considering opening a server for AU/NZ players? As siege times for SEA servers are too late for us and Rhisis has high ping. Thanks!*

We do not have any immediate plans to launch a server in AU/NZ, unfortunately. If you are having trouble with latency on other servers, you can try some VPN solutions such as ExitLag, which may help.

*20. About upcoming weapon piercing, will two-handed weapon piercing success rate from 5 to 10 is the same as from 0 to 5 of a one-handed weapon? If not, is this unfair for classes without an offhand weapon or a shield?*

Not exactly. Instead, the success rate for both 0 and 1 are the same, 2 and 3, 4 and 5, and so on. Instead of the success rate decreasing after each successful piercing, it will reduce after every second successful piercing (for two handed weapons). This means the success rate at 9 piercings on a two handed weapon is the same as the success rate at 4 piercings on a one handed weapon, for example.

*21. Controversial question that many would love to be put to rest. If I Element my suit the same element as a mob will it increase the mobs chances of missing on me. For example, Fire weapon on fire mob= miss, miss, miss.*

No, the element on your suit does not interact with the monster's chances of missing hits on you. It only affects damage and defense.

*22. What is the Lore relevant language/translation? Japanese, English, Korean, Because some translations might differ in Lore. If there is no real answer to this could you just say its "this" translation, because you're the Official Developers of the game.*

The original lore of Flyff is Korean, although any new lore you may see in the coming expansion and the ones after will be originally English.

*23. Are there any plans for an official wiki, either by you or through a community volunteer program?*

No, we don't have any plans to create an official wiki right now. There is a community-made wiki though, which is available in-game through the start menu > helper.

24. It's evident that drops from masquerpets have different odds depending on your, and the masquerpets', level. What is the calculation applied to this?

The penalties for drop rate based on level difference is as follows:

Amount of levels above the target monster	Drop rate factor
0 - 1	100%
2 - 3	80%
4 - 6	60%
7 - 9	30%
10+	10%

The drop rate factor if you are **below** the monster is always 100%, as long as the gap is less than 16 levels. If you are 16 levels below or more, the drop rate factor is **0%**.

25. Hello, is there any chance in the future to make glow effect on shields?

Not currently, but we could consider adding the ability to apply visual glows to your shields.

26. Hello, I jus want to ask if the karma points will be reset for the coming updates? I don't know if its true i just saw someone post on Facebook page that it will reset.

Yes, it's true.



*27. Do you have any plan in the future to have another event where guild can customize their Guild Logo? Example, if a guild wins on Guild Siege for nth time consecutively.*

There definitely could be more events in the future that allow participating or winning guilds to customize their logos. Keep an eye out for guild events in the future!

*28. Can you please change the PK system so that the Karma Points get deducted automatically. There are many illegal farming bots running around and if you kill them you get punished with Karma Points. (Originally German)*

The PK system is going to be completely reworked with the coming expansion, so expect more news about that soon!

*29. I want the Maid fashion. I think I had it on PC flyff. (Originally Japanese)*

You can expect the Maid fashion set to be released in the cash shop at some point in the future, so keep an eye out!

*30. Will Dungeons from the original Flyff Gold be coming to this version? (Wilds/ Animus/ Kalgas/ Ankou/etc.)*

The original Flyff dungeons may not be added exactly how they were, but you can expect to see an essence of them in the future, modified to fit Flyff Universe better.

31. How about the Guild Housing System and maybe Couple Systems?

The Guild Housing system will definitely make a return in the future, with some much needed additions and tweaks!

We do not currently have any plans to add the original Couple system.

