



Flyff Universe Developer Q&A

October - November 2022 Questions

Thank you all for submitting so many questions! We do apologize for the delay in answering as there were many questions to filter through and answer while finding the time between working on the coming expansion.

If your specific question did not make it, it is likely that it's because another similar question was included 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. *When can we expect to see the Autumn Expansion?*

Firstly, we apologize for the delay on the release of this expansion! However, it is going to include some new features that were not included in the original roadmap which has extended the development phase, but we think players will appreciate these new features. We did receive feedback after the announcement of the expansion to not release new content too quickly so we preferred to take our time and add more into it rather than rush the previously announced content.

We are happy to say that development is almost complete and we are deep in the testing phase of each feature now. If all goes according to plan, you can expect to see some exciting previews throughout the next week, and more news to come!

You can also expect to see a long document detailing everything about the expansion patch similar to the one we released for the summer expansion some time before release.

To give a little more information on the expansions, here is a short list of the things we are working on besides what you've already seen on the roadmap, some of which have not been announced yet!

*Enhanced graphics engine
Dungeon instance system, which will be also used on the existing group quests
Upgrade pity system
Forsaken Tower daily challenges
New boss and dungeon mechanics
Optional Master quests
Boss loot distribution rolling
Secondary stat page
And more!*

2. *Will the game one day be more accessible in terms of upgrades of stuff and/or jewelry?*

It is not planned to change the existing upgrade probabilities of items, however probabilities for future systems such as piercing could always be more forgiving.

The coming expansion will also introduce an upgrade pity system to help those who are very unlucky while upgrading their items, guaranteeing a success after a set amount of failures.

3. *Why did you launch Flyff Universe with so little content, aren't you ultimately afraid to make a browser-based Flyff PC?*

From our point of view, an MMORPG needs to be in constant development, so it is better to add content periodically rather than having all the content of the game out, don't worry, we still have many cards up our sleeves. The game is likely to take a different direction than Flyff PC for most future content.

4. *How exactly is EXP distributed? If the Party is set to Level or Contri. What changes? What is the actual precise formula for EXP distribution in both settings? From Base Exp a mob yields, over EXP penalties due to being overleveled, to the amount of leechers and active/passive flags. What is the exact formula for exp distribution?*

Since we can't really give a simple answer to this on this QnA as the calculation for this is quite long, a developer will add the full calculation to the source code of *flyffulator* in the future, which can be found here:

<https://github.com/Frostiae/Flyffulator/tree/refactor/damage-calculator>

5. *Have you planned an auction house to reduce the number of stores in capitals?*

We are not closed to the idea of adding an auction house system, but it is not in our immediate plans and has not been given consideration yet.

We do understand however that an auction house is a controversial feature because of many players' love for the traditional private shop system, as well as the fear of price fixing with an auction house.

6. *Are any new class(s) being considered?*

Yes, we do plan on adding new classes in future expansions, but it will not be anytime soon.

7. *Is the return of Coral Island planned?*

It is possible that Coral Island will return, but in a different way from Flyff PC, maybe similar to how Azria was implemented.

8. *Hi, can you add daily quests or something to do about the game? We get bored..*

The new expansion is focused on sideways development, meaning that it's supposed to give you more things to do besides the regular grinding and leveling!

9. *Is it possible to stack items from different events, we're lacking in inventory space*

Unfortunately, this is not possible. Without getting into technical terms, objects have different properties that are unique to them, stacking them would require them to have the same, which is not the case.

10. *What do you have planned for the PK? I find it not interesting*

With the new PK rework coming in this expansion, we focused on incentives to get on the PK channel, as well as reducing possible ways of abusing the system. You can expect to see differences in the Karma system as well as rewards for PKing!

11. *Why are Pang's buffs level-limited ?*

The Pang buff is only there to help get started in the game, it's a small boost to start your adventure.

12. *When will the Merge of the Aries server happen?*

We understand your concern about the Áries server, which is why we are working on its merge. We do not have any dates yet but it is still a work in progress.

13. Is there a plan to add a class change? For example, switching from Blade to Knight?

No, there are no plans to add class changes at this time.

14. Do you deal with bots? I keep sending reports and I always see the same bots?

Of course, bots are a high priority. However, as we hope you can appreciate there are lots to deal with daily. We are doing our utmost to eliminate this problem. Eliminating bots is not an overnight task, and is something many games struggle with.

15. When you mention new dungeons, do you mean the forsaken tower?

No, and we're not talking about Flyff PC dungeons either. These are brand new dungeons, with lots of new challenges! You can expect to see the Forsaken Tower in some form though, although not exactly the same purpose as Flyff PC.

16. Are pets locked for level 60 and 80 guild siege?

Yes. Pets are not allowed in level 60 and 80 guild siege.

17. Will there be a level synchronization system, so that you can go with your level 140 character in e.g. level 80 dungeons?

No, but the dungeon system will work in a different way than Flyff PC. Therefore, we have the possibility to add a "high level" mode to the dungeons if we need to later, all without interfering with the level or statistics of the character.

18. How balanced will the new improvements be? Can you still play as a team or with the changes the game is evolving to only player?

It is obvious that perfect and definitive balance does not exist, which is why we constantly work to offer you the best Flyff experience. On the contrary, the new dungeons will encourage you to play as a team, but will likely also be possible to solo at certain levels or difficulties.

19. Do the new dungeons come with additional new equipment (weapons/sets/jewelry/etc.)?

No, the dungeons of the new expansion will not bring new equipment. They'll get the new weapon piercing cards amongst some other rewards.

20. When will you introduce new events for late game? People who already reach lv140 literally don't have anything left to do. And please make Flyff universe more entertaining, not just grind, buy new equipment, grind and the boring cycle repeats. Hope you listen to community

We hope that the new expansion will bring lots of new content to the game that you can enjoy between the regular grind for levels.

21. Will there be a blessing of pet tamer? Or chance of a pet tamer ? To be able to reroll pet stats?

No, we do not have any plans to introduce these items.

22. Are you planning to release the 3rd job? If yes, when? If yes, would the skills be changed for balancing purposes? If not, sad.

We could be releasing some version of third jobs in a future expansion, or introducing some of the third job skills over time.

23. Can the drops from dungeons be bound to a party to actually involve players other than buying gear from players, it's killing the game by people not doing content and driving prices up and up. These new items shouldn't be more than max jewelry so people who spent a ton on it still have BIS 20 stats or have the current ones to be traded into the new items with a drop from the bosses that's low %.

We don't plan to lock dungeon drops to the party running the dungeon, farming for items and selling them to other players is a big part of the game and important for the economy. However, there are no "new items" as mentioned in your question in the new dungeons. We will not be releasing new jewelry in this expansion.

24. Will the new dungeons be Guild Dungeons? Or Party Based? For example you can invite another player even if you are in a different guild to do the new dungeon. Do the new dungeons have a queue system? So the other players can participate, especially those that don't have a guild or just started playing Flyff so they can engage with people and can be invited or make their own guild.

The new dungeons will be solo or party based, and instanced. There will be no queue system, since it won't be required. Different players and parties can enter their own instance of the dungeon at the same time. This will also apply to the existing dungeons like Clockworks.

25. Will the Power Dice 8 have more utility?

Dice 8 will be used in the new weapon and shield piercing system, so you can expect that to be another sink and utility for them.

26. Is there any way to make some money with multiclients? like the Collector field? ^^

We do not have any plans to implement the collector field from Flyff PC, at least not in the same way or in the near future.

27. Firstly, congratulations on restoring Flyff to an excellent state - a lot of the decisions made in development, i.e. changes to systems, skills and items - both CS and in-game - were exceptional, and have made Flyff an enjoyable game to play... but not for long. I am sure you track the numbers internally, but the drop-off of players post-60 must be alarming to you. With that in mind, do you have any plans to flatten the exp curve post-60 and offer more meaningful milestones (i.e. more sets and weapon choices, skills, or anything) to encourage players to continue on their adventure? or do you wish for players to be bound to profitable exp amps and party scrolls, else kill the same masquerpet for days on end to scrape a level?

Thank you for the kind words, and we're glad you enjoy the game.

We don't plan to flatten the exp curve past level 60 or introduce new equipment in between those levels, however over time and over each expansion, we hope that the content we add will be an exciting pull for players to push towards the max level and beyond. We understand that there is a need for side content besides leveling, and we are working hard on adding these kinds of features with this coming expansion!

28. Why fire element is not glowing like water so unfair

We will review the elemental glows for some specific weapons, thank you!

29. Are you going to release new armor sets or weapons overpowering newly released bloody, obsidian and 135 sets, on each of the new dungeons?

No, the new dungeons do not have any new equipment.

30. Is there any new PvP content? Like match making between 3 players against other 3? Or 5v5? Which could be done within any time of the day? That would be really fun!

That would be fun! We definitely have plans to introduce lots of new PvP systems in the future, so please give us time.

31. What is keeping the developers from making a queueing system for raid bosses (clockworks, meteos, etc?) The current system promotes use of autoclickers just to have that advantage of "best click wins". So is this the direction that Flyff Universe wants to go with?

We opted to go for an instance system for all dungeons instead so that multiple groups can enjoy them at the same time. However developing these kinds of features takes time, and just because a feature is not here now is not an indication of the direction we are taking!

32. For PK channel "Higher Incentives" is that for EXP or Drop rate? It's good if there's a slight change for drop rate. But if it's exp it is not ideal since a lot of players including me experienced few players owning ch4 way back in Darkon 3 Dessert from Chimera to Popcrank.

Not directly. Participating in the PK channel can earn you a ticket to an area where EXP gains are higher than normal. There are also various cosmetic rewards for the PK system that will be coming over time.

33. *Is there going to be a server merge between Glaphan and Mia in the near future? I think our population in MIA went down a lot in the past months.*

No, we don't feel the need to merge those two servers at this time.

34. *Its not really a question but a suggestion. Maybe you can do a Guild War/Siege that has objectives like to destroy enemies base and use like the size of flarine map and the location of base is in top and bottom. And they like need to destroy like 3 tower before they get to the enemy's main tower like in the Wilds dungeon. Also building a castle for their base uses penya and they can add like monsters to protect it and to upgrade their towers hp/def its gonna be another penya sink. I think its a good idea so every job can be helpful in pvp cause honestly pvp is very limited in flyff and all about kills and i thought this would be great for having this dynamics guild war/siege.*

Some kind of tower or base defense PvP system is definitely a good idea, and we will be exploring it further in the future!

35. *What does more slots for two handed weapons mean? ("Next major update")*

It means that two handed weapons will be able to pierce more cards than one handed weapons and shields, to make up for the missing cards from not having an offhand weapon or a shield.

One handed weapons and shields will allow up to 5 piercing slots, while two handed weapons will allow up to 10.

36. *Why does it go straight to level 140 instead of having a Master to HERO level?*

Because there was a poll pre-release where the majority of players disliked the original master system where you were required to re-do the grind. We will however introduce optional master quests with this expansion, for cosmetic purposes.

37. Will there be a point where exp gain will be permanently increased? Only very ambitious players are able to reach high levels right now and I know that a major crowd stopped playing around level 70 where the grind just gets ridiculous. Not to mention the grind past 100+ where you will be questioning your whole life. I would really appreciate it if higher level content would be available for casual players, too. There are 100 other ways to keep high level players playing. Maybe exp below 120 can be permanently increased like the x2 exp event after the update.

We don't have any plans currently to permanently increase the exp gain, but we will continue to periodically give exp boost events like we have in the past, and maybe different ways to level besides the normal grind.

38. Buying Penya in gcash?

Better not!

39. Hello Devs! I'm a player since the launch of the game, also been spending quite an amount on it. I would like to ask, with the progression of gears and weapon piercing cards. In the new initiative from this particular raised pet, Angel with Critical Chance. How would you balance this particular raised pet? As progression goes on weapon piercing cards might gives critical chance and gears might give a higher critical chance as the game progresses. Players who vested so much into making a perfect Angel critical chance pet, will find it redundant at the end of the day. I would wonder will there be any balance to this? Some idea I could think of is, if critical chance is above 100%, it will not be nullified, however turned it to additional critical damage which some other game model uses. Or introduction of critical resist to the monsters in this game. Thank you for your time, hope to get an answer soon.

Thank you for the question! Your concern is understandable and we will always keep things like this in mind when introducing new stats as to not add too much power creep to the game.

40. Are there plans for the 3rd job class to have 2 branching classes? And will we ever see puppeteer as a 5th playable 1st job and is there a chance for other potential 1st/2nd jobs in the future?

The puppeteer class could definitely be added in a future expansion!

41. Are we gonna get something like the old Azria? In the sense that is a premium area with no reds and 2x exp. That was fun and still gives you guys cash. I think it is better than the piercing on weapons and shields. Especially because the AoE areas are so congested. Kinda lame ngl. Kinda pointless to be tanky to be able to tank whole spawns when you are sharing the spot and thus can't even attempt to tank the whole thing.

We don't think the majority will appreciate a premium leveling area, however we may introduce new leveling areas in the future that are accessible to all players, with more space such as a ticketed area like old Azria.

42. Do you have a marketing team who does advertising and endorsements?

Yes. Something a lot of players seem to misunderstand is thinking there are no advertisements if they don't see any; Advertisements are not meant to be shown for people already related to the game!

43. When will the client be available on a computer? That way, it's easier to log in.

We do have plans to introduce an official client in the future, but we do not have a time frame yet.

44. Please introduce payment with mobile phone bill

Please check with XSolla or PayPal, however we do have more payment methods coming in the future.

45. Will Flyff Universe ever consider adding non-combat skills to the game? These could include farming, cooking and fishing. Would player-owned housing ever happen? It would be nice to be able to own a home and decorate it with the ability to invite friends over and chill. And my last question, would Flyff Universe ever consider having players representing towns? E.g. player-run council? Cheers!

Thanks for your question! We can definitely consider adding mechanics like those to the game. We do have plans to reintroduce the housing system but with many improvements and changes that we think a lot of players will enjoy.

We need some more elaboration on your last question, but it does sound interesting!

46. Why is there no content creator program that provides a win-win situation for Gala Lab and the creators?

It's just about the time it would take! Some kind of partnered creator program or something like Twitch drops for in-game items is definitely something we would like to explore when we have the time.

47. Why are the EU-Servers not merging even though the players peaks are so much lower as SEA servers for example?

We don't feel the need to merge EU and US servers at all at this time.

48. Are there any efforts on improving the position lag issues? It's an absolute mess when flying, but even on the ground it's extremely bad. You cannot assume that someone

standing next to you is actually next to you. Trying to line up for a screenshot is essentially impossible. This is really bad, what's being done to address this?

Without getting too technical, the downside of having much better cheat avoidance than Flyff PC is the position lag issues. We definitely will work on improving the synchronization, but it will take time.

49. Whether the content of V18 and V19 will appear later

You can expect to see the V18 and V19 content in some form in the future, but not necessarily the same way they were in Flyff PC.

50. Dear Flyff Universe development: I love this game very much, I like to explore the content of the game. But I still have many things I don't understand, So i often read Flyff Universe Wiki, But there is no content in the latest version on Wikipedia. I hope the Flyff Universe Wiki can be updated in a timely manner. Thank you very much.

Thank you for playing! Unfortunately, the Wiki is not an official service run by Gala Lab, it is a fan made website!

51. When we get a reworked Karma System, do we get a Karma Points/Level reset for all characters in Universe ?

Yes, all Karma will reset with the new expansion.

52. Why is the cloak not showing when the character is on mount? Is it possible to show it while flying?

This was a design choice as most cloaks clip through the mount or are not animated appropriately while flying.

53. Is there a long-term roadmap for the development of the game? Since the core game of Flyff is over a decade old, what plans and events are in place to ensure an active player-base over the next several years?

We do not have a public long term roadmap. We have plans internally for many new features to keep the game fresh over time that we think players will enjoy.

54. Can it be made so monsters don't easily scatter when collecting? because the monster chasing time is too short and easy to escape

The monsters will scatter quicker if they are unable to hit you for a specific period of time. If you want monsters to chase longer, they need to hit you at least once to keep chasing.

55. Can we change the skin color of the character in the future?

We don't have any plans for this feature as it requires a large amount of development time, and is not a high priority at this moment.

56. Why is it difficult to top up fCoins with a credit card?

If you are experiencing issues topping up with your credit card, please send a ticket to the appropriate payment provider, or try to use a different one if possible.

57. Will there be a possibility to transfer a character to another server or even to another region? For example from a EU server to Asia?

No, we currently do not offer this service and don't have any plans to do so. Sorry!

58. I'm asking this as some kind of critic about the latest "World Boss" event. Why did you announce that everyone can participate if only the top 10 DPS were able to have a chance of receiving the best rewards? Why wasn't it possible for all players to receive the Clockworks weapon skins with an equal chance? Ringmasters had no chance to achieve these goals and were forced to buy it from other players.

That is an understandable concern. Healers (and tanks) actually do count towards contribution for such rewards by healing and tanking, but we have used this first world boss event as an important lesson and hope to improve the next one!

59. Are there any plans for a couple system like in Flyff PC? If so, when can we expect it to be implemented?

No, we do not have any current plans to implement the couple system, at least in the same way as Flyff PC. If the couple system were to be introduced later, there would be some differences and improvements from the original system.

60. Would it be possible to count healing and support (Ringmasters) for the progress of farming titles? Currently it's pretty hard to farm titles when playing as full support Ringmaster

We do not think that will be possible, but we will think about alternatives for supporting players to earn such rewards in the future.

61. *Would you consider implementing QoL-features like auto-consumption of HP- and MP-Refreshers? Or some kind of "quick jobchange" where it is not necessary to do the whole job quest? Or enabling the usage of upgraded accessory for level 1 characters?*

No, all of the features you listed are not in our plans.

62. *Will there be accessory sets with set bonuses in the future (like in Flyff PC)? If so, when can we expect them to be implemented and how rare will they be?*

It is possible that you will see such sets in a future vertical expansion, but they are not coming in this next one.

63. *Can we expect more options regarding permissions in the guild window? Like options for members of a certain guild rank to start the Clockworks (Iblis Leanes, Meteonyker, Red Meteonyker) fight without being the guild leader. Or extended administrative guild actions (like kicking members out of the guild) for certain guild ranks. This would be very useful.*

Good suggestion! We will consider this in a future update.

64. *What are the different rates for pet upgrades? We currently know the best level rate, but not intermediaries. Thanks*

For E tier pets:		
Sacrificial Tier	Level 1 %	Level 2 %
E	70	30
D	60	40
C	50	50

B	40	60
A	30	70
S	20	80

For D tier pets:

Sacrificial Tier	Level 1 %	Level 2 %	Level 3 %
D	57	25	18
C	35	47	18
B	25	50	25
A	23	45	32
S	20	35	45

For C tier pets:

Sacrificial Tier	Level 1 %	Level 2 %	Level 3 %	Level 4 %
C	45	31	18	6
B	31	45	18	6
A	18	28	45	9
S	15	27	43	15

For B tier pets:

Sacrificial Tier	Level 1 %	Level 2 %	Level 3 %	Level 4 %	Level 5 %
B	40	28	18	10	4
A	28	35	18	13	6
S	18	25	33	15	9

For A tier pets:

Sacrificial Tier	Level 1 %	Level 2 %	Level 3 %	Level 4 %	Level 5 %	Level 6 %	Level 7 %
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A	35	23	17	12	7	4	2		
S	11	15	26	25	14	6	3		
For S tier pets:									
Sacrific ial Tier	Level 1 %	Level 2 %	Level 3 %	Level 4 %	Level 5 %	Level 6 %	Level 7 %	Level 8 %	Level 9 %
S	27	21	17	13	9	6	4	2	1

65. Is Psykeeper in this game really balanced? We feel left out in terms of gameplay / playstyle on higher level specially in Azria. Elementors became more reliable to facetank than Psykeepers. Also the 1v1 capabilities of Psykeepers are quite underwhelming.

We gave Psykeepers a great tool which is Psychic Square without a cooldown. In Flyff PC this skill has a large cooldown so could not be used for gathering the way it can here.

While risky, Psykeeper can currently lure monsters faster than any other class with this skill. Maximum Crisis has a chance to stun the enemies, so using the right build / equipment, you can even tank, and Maximum Crisis will offset some of the taken damage by stunning a certain amount of monsters.

66. Why does an Elementor has no chance against Full STA Classes? I dont say that Elementors make bad Damage, but they cant 1v1 a full STA Class with a full INT build. It feels like there should be a fix. Maybe buff 1v1 Skills or something. Would be nice if this could be a point to look for. Also it feels like the upgrading is still too expensive, because whenever im nearly maxed out you guys add new stuff what makes its just useless. I get it that u want to make money, but its just pointless for casual gamers. You will just lose the playerbase.

While Elementors 1v1 skills aren't great damaging skills, the final stage AoE spells with large cooldowns can deal a lot of damage. (Meteo Shower for instance) You can chain these AoEs together to stun the enemy and deal devastating damage.

We do however believe their 1v1 skills are a little bit lacking, and will look into a solution for this.

67. Why does the Assist skill Burstcrack have such a long cast animation? This should be fixed for AOE Billposters to have another viable build.

Thank you for the feedback. We agree with this, and will increase the animation speed of this skill.

68. Is there a way to make the Attack speed faster? The current Attack Speed is too slow.. also why 75% on block rate limit?

Different classes have different Attack Speeds for their auto attacks. You have some classes who hit very fast, like the Billposter class, but their general damage will usually be lower. This is why you will see Knights hitting very high damage numbers, but their attack speed is much slower than most other classes. If we sped up the attack Speed of Knight and kept their balancing the same, their DPS would skyrocket. We already increased the attack speed of Yo-Yo's as they really were too slow compared to other weapons. The only other slow attacking classes are Ranger & Blade. Ranger has huge utility capabilities and massive range. Blade's second auto attack animation has a damage modifier on it, allowing for huge damage when combined with critical damage modifiers. If we speed their attack animations up, they would need rebalancing as their DPS would be way too high.

The Block cap was also present in PC Flyff, which this game is based on. If players feel like the cap should be changed, we can definitely make a poll about it!

69. Do you have any plans on nerfing tanks? I observed that 4/5 players are mobbers (players who kill multiple masquerpets at the same time), making it for us 1v1 players so hard to grind/leveling up. Please answer my question and come up with a solution. Thank you very much.

A couple of months ago, we introduced EXP and drop buffs to 1v1 leveling. The experience and drop rate increase is currently 20% for monsters level 30 and increases gradually to reach 35% for monsters level 120+. This setting can be adjusted later according to player feedback.

