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- ["Drunken pupu" Inn](http://forum.gametribе.com/forumdisplay.php?f=13) (<http://forum.gametribе.com/forumdisplay.php?f=13>)

- [*** Developers answers! ***](http://forum.gametribе.com/showthread.php?t=11423) (<http://forum.gametribе.com/showthread.php?t=11423>)

PrimePaladin

16-10-08 06:57 PM

***** Developers answers! *****

These are the most interesting questions that were submitted within the thread, together with the answers that some members of SoftStar international staff representatives kindly shared with us during their visit!

Please, take note that the following info regards a number of forthcoming and under-development contents and as such they all are susceptible of changes at any step of the pre-release developing process.

Thanks to the guys that shared their time and info with us, they have been just great: you can trust me. We hope to receive another visit from them as soon as possible! ;)

and now... roll out and go for it!

Are there going to be guild-quests for lower and higher levels? Any chance to get an easier guild-quest, or make this one less hard? For our community its almost impossible to accomplish it.

At the moment we have three guild quests, but all of them are for high-level guild members. We might have some new lower level ones developed in the future.

Can we get mid lvl dungeons like Giantwood Manor or the dungeon in Dragons Den before we get Mount Babel?

The new maps are high level, now. We might develop some mid-level dungeon in a later phase.

Is there a chance to make slotted weapons or armor tradable?

All weapons and armors are tradable, even when they are slotted. But once these weapons or armors are equipped, they become untradeable.

Are we going to get Collington elder? Does it exist?

Sorry, we don't have a Collington elder presently.

What's up with counter skills? Are those the same skills which can be unlocked with witchdoctors skill-bug skill?

We have removed this kind of skill, so now we don't have any counter skills to be released. After updating pet riding system, there will be a new skill set for each job, in the third group of skills.

Will it be possible to level-up platinum weapons over lvl 50 in the future?

No, it will not be possible, but a new set will be released for higher levels: the Golden Weapons.

When do we get marriage quest or when we can get married in game? Will the same gender lover relationship be available again and if not, those who had that relationship already will they be able to get married?

The Marriage system will be released after the Pet Riding system, so of course you'll be able to get married. The marriage quest will be released at the same time.

About the same gender lover, nothing final has been decided presently.

What is the definitive max level planned for DOMO? 100 or 200 (heard rumours for both)? and for pets is it 100?

The max level for DOMO is level 70, but it will be reachable only in the future.

Will there be totally new towns or areas? As an example, will there be a fourth town (sprite town)? There are rumours on a fourth city... any info?

Yes, we have created a fourth city, with some new dedicated features as much as some new map and monsters. We'll give you further details when approaching the final development.

Will there be new quests like Confusion quest (more story lines for DOMO would be great)?

About Confusion quest, we created three steps for it, and the first two are presently opened. About the third, you will get it after the pet riding system.

Any clues about new classes/life quests for lvl 50+?

Sorry, we don't have it. The max level for life quest is 40, presently.

Is there any plan to add more skills group slots?

Currently we don't have any plan to add them .

Are we going to get witch-doctor?

Witch-doctor should be released after the pet riding system and the new city, but there is a serious bug about this character, which has not been solved yet. In order to provide you a better game, we will solve it before releasing this character in European version.

Are there any plans to update the Arena/Other PvP Modes within the game with more modes/game types?

Now we don't have any plan about it. But our RD team is now working on a general improvement of DOMO whole environment. About the Arena, maybe we will open guild challenge for it.

Can we expect any guild siege coming or guild war between guilds?

This is a new plan related to Taiwan DOMO, and in the future you will get guild wars too, but it will be a long development process.

When will the EU server be at full functionality as the Chinese server?

It is very unlikely to catch up with Taiwan server, because all new game content should be tested before they can be released. Even when we finish the testing, we need time to translate and merge them into the game system. Furthermore, some times the new contents, text or program, need to be fixed several times. Each time we fix them, the translation and testing phase need to be started again, so it takes a lot of time to finish it. This are the reasons why it is very hard to catch up with Taiwan server.

Are there any more large team/invasion/open PvP events coming soon?

This kind of events or actions will be hold for you (members of the tribe) by GT staff, all we can do is to help them with some items or some information if needed.

Is there any information you can give us in regards to the player communities? It seems they haven't been introduced to the other versions of DOMO either, but for a socially focused game like DOMO a feature where you can furnish your own home, invite friends for parties etc. seems very welcome and fitting. So any chance you can at least confirm that there are plans to start development of this kind of feature in the near future? Even better say something concrete about the ideas you have around it.

We have suggested it to our RD team, but is very hard to design and introduce such features within DOMO, because the structure of the game has not been thought to support it. They will try to develop other ways to introduce these features, but it appears a very difficult task.

Will the equipments (saddle) for pets be available after the release of the 3rd evolution stone and will there be anything for Love and Tada pet?

Jade pet?
Saddles will be ready with the release of the pet riding system. Regarding Love and Jade pet, all version of DOMO are the same, and there isn't any equipment to ride them. In other words, only metal, rock, ruby and sapphire egg pet can be mounted. In the future, the new pets that will be released will be mountable too.

When we will be able to enter the placid plain towers?

RD team is currently working on them, but it will take a while to complete the project, so you'll need a bit of patience before seeing them introduced into the game.

Is there any ETA for high lvl recipes, all 53+ sets, most of potions recipes 40/50+?

Now we have the lvl 53 sets after Dragon's Den available. Lvl 55+ recipes, should be available for players after Mount Babel release, but this is still under development.

Some onyxes are higher than 50 so will there be level 50+ mallets?

Yes, we have it, and we will provide them to you soon.

More titles or/and "actions" planned for the future (we all want funny titles ^^)?

It's likely, possibly linked with some kind of event.

Autumn

27-10-08 08:02 PM

(First Comment --> W0000000H)

Cool thank you very much for the informations :cool:

LittleAmi

27-10-08 08:13 PM

Thank you very much for the answers. <3
I'm thrilled to see that there will be new updates to be looking forward to in the future. ;]

Akumi

28-10-08 10:53 AM

I've not seen the subject before.

Glad to answer for the max level (now players can really prepare their builds =^^=)

vene

28-10-08 01:08 PM

Aww cool, answers, thx!^^
Too bad we cant ask the developers anymore.

Gairo

28-10-08 03:29 PM

awesome! finally some real answers <3

me cant wait for stuffz :Q_____

Dr Xela

28-10-08 04:01 PM

Nyah, it's very nive infos we can find here !
And I can tell the other Holy weapon are Golden, lvl 60 weapon
A exemple:



Holy Golden Saber

Description: A saber forged from gold that offers improved speed.

Weap Type: Sword (One Hand)

Durability: 3000

Level Req: 60

Physical Attack: 158 (+60)

Physical Attack: 150 (100)

Attack Speed: 2

About the new pet, we can see him in the "Festival du Jeux Video"'s video, on one topic I don't remember name...

And about the 4th city, we will be able to find armor 45-50 in it, and weapon 43-50 if I remember good ^^

The adding of mallet better the 49 is so cool <3

That infos make me crazy, I want some update *_*

ShadowTani

31-10-08 09:09 AM

Quote:

Originally Posted by **PrimePaladin** (Post 116348)

Is there any information you can give us in regards to the player communities? It seems they haven't been introduced to the other versions of DOMO either, but for a socially focused game like DOMO a feature where you can furnish your own home, invite friends for parties etc. seems very welcome and fitting. So any chance you can at least confirm that there are plans to start development of this kind of feature in the near future? Even better say something concrete about the ideas you have around it.

We have suggested it to our RD team, but is very hard to design and introduce such features within DOMO, because the structure of the game has not been thought to support it. They will try to develop other ways to introduce these features, but it appears a very difficult task.

Ah, I really hope he did suggest the player community thing to their RD. xD

And it's really not that hard to implement into the game system, you just need an entrance crystal like it's for the guild cottage for the three player community houses in each town, where the level indicates more expensive apartments with more room. So basically the foundation is already there. x3

The most complex thing would be to include the system where you can place the furniture inside the room. ^^; They got the option between a real time furnishing system like Animal Crossing etc. or a pop-up 2D overview where you drag furniture into the grids displayed, both those methods would suit DOMO, though the last one would reduce chances for bugs. They aren't that insane hard to code either (seriously I need to get employed into their RD team some day x_x).

As for everything else, designing the furniture and interaction with it (the animations) is going to be the major work, but I seriously think it's a feature worth putting that effort into. x3 Optionally they can even make it possible for us to craft some of the basic furnitures ourselves (if not all of them), so more recipes to collect. ^^

And dare I mention the whole load of new possible kash items they can try to push? They probably can offer over hundred new kash items that way like luxury furniture etc. So we players win, and they win. ^^;

Mino

31-10-08 06:57 PM

Quote:

Originally Posted by **PrimePaladin** (Post 116348)

What is the definitive max level planned for DOMO? 100 or 200 (heard rumours for both)? and for pets is it 100? The max level for DOMO is level 70, but it will be reachable only in the future.

Level 70? What about the Level 80 GMs at the halloween event?

Kurayami

31-10-08 07:30 PM

Quote:

Originally Posted by **ShadowTani** (Post 119874)

And dare I mention the whole load of new possible kash items they can try to push? They probably can offer over hundred new kash items that way like luxury furniture etc. So we players win, and they win. ^^;

I think you're playing too much gaia xDDDD

Anyway, I'd love to see that *_*

I wanna buy a home, right nao!

It would be so fun to decorate ir >3

We'd get even more quests, I guess i-i

