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NCIP-7: New valuable items in 9C & World Drops

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Abstract

Motivation

NCG is a limited currency that cannot be given as a reward non-stop so the introduction of some new items that could help the players not spend NCG while they develop their characters.

All the items described below could be rewarded for any events that take place in the game (arena seasons, world bosses, guild wars, giveaways). This will not dilute the quantity of NCG available but it would increase the motivation of participating in events and they would be useful and valuable items that players could trade.

All these items could also have a very small chance of dropping while fighting stages - this is mostly to give the new players something actually of huge value that they can sell if they get

lucky. There should be a character level required before they can drop (i suggest 100) to prevent the creation of a lot of accounts that farm the first stages hoping for these.

Overall, having random drops should be a great motivation for players to use as much AP they can, even when they feel stuck. These random drops can also make the AP potions way more valuable.

Specification

Brokkr's Hammer (universal upgrade reagent)

It can be used to upgrade any item of the same level. It should exist in multiple upgrade levels itself, starting from +4 and ending on +10.

It will have to be different for each item tier (Color) but it can be used for upgrading any slot

Free upgrade token

A lot of NCG is getting burned during upgrades. Adding tradable tokens that grant you one single free upgrade could be a nice reward and also a great super rare drop.

The token should come in 3 variants, for using them for a +4, +7 or +10 upgrade.

Enchantments runes

These are detailed in their [own NCIP](#).

3rd option craft reagents

Since Mimmisbrunnr might also get reworked, the 3rd option crafts could become dependent on tradable world drops + rewards from other game modes.

Respec stone

An item that makes no sense right now but it's here for future reference for an incoming NCIP

Crystals

The new blacksmith crystals can also be given as a reward and it can also be a rare world drop.

Skin / Other cosmetics Shards

They should be limited and a player would need quite a lot to assemble a skin. Rich players can decide to buy shards and build the skin and the new players that get a lucky drop earn some easy money.

The total number of possible skins should be limited per season. After that season some new skins can be introduced.

Drop rates

We should take as reference that the average very active player can fight 3 action bars per day - so 72 fights per day and around 500 per week.

I do not think that this should be balanced for the endgame players that can use over 10 bars per day (ap pots) or for most players that probably only do 1 or 2 bars / day.

Item	Drop rate	
Enchantment runes		
Crystals		
3rd option craft reagents		
Free upgrade token		
Skin shards		
Brokkr's Hammer +4		
Brokkr's Hammer +5		
Brokkr's Hammer +6		
Brokkr's Hammer +7		
Brokkr's Hammer +8		
Brokkr's Hammer +9		
Brokkr's Hammer +10		

Rationale:

Having valuable and useful items that drop all around the game would unlock the economy a lot since low level players will finally have something to sell to the endgame ones.

Also the free upgrade token and the already made fodder would reduce the NCG burn: all players would rather give another player 90 ncg for a +4 already made fodder than spending 100 and 8 base items to craft one themselves.

Backwards Compatibility

Yes.

They are new systems that add over the game

Copyright

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Archive — Other Suggestions

Additional Suggestion from ZeroCrane: Drop Rate System

1. Progressive Drop Rate
2. Dynamic Drop Rate

Progressive drop rate means that as players progress, the drop rate of the rare items in this document will keep increasing. This incentivizes players to hit AND continue farming end-game contents because of the higher drop rates.

So let's say that stage 1's drop rate for Brokkr's Hammer is just a measly 0.01%, Stage 2 will have an increased drop rate to, say 0.011%. Stage 11 will have 0.02% drop rate, and stage 250 will have 2% drop rate. Do take note that the numbers presented here are arbitrary, and are used only to explain the scenario.

On the other hand, we can also be a bit experimental and use a much more complicated system. The **Dynamic Drop Rate** system.

What does it mean? Exactly how it's worded. The drop rate will keep changing according to a set criteria. The first criteria is **Time**, and the second, the drop of the items itself.

For example, let's assume that the Dynamic Drop Rate for Brokkr's Hammer is set to a base rate of 0.01%, and there's an Epoch every 1 hour(1 Epoch = 360 Blocks). Every time an Epoch passes without anyone getting a Brokkr's Hammer, the drop rate of the said item will increase. Let's say that the drop rate will increase by 0.01% every 1 hour that passes where absolutely no drops of Brokkr's Hammer occur. If 24 hours were to pass without any drops from the whole playerbase, the global drop rate of the item will become 0.25%.

Meanwhile, when someone obtains the item, the Dynamic Drop System could decide how to lower the drop rate in two ways. The first method is also the easiest because the Dynamic Drop System just has to reset the drop rate back to 0.01% everytime someone obtains a Brokkr's Hammer. The second way is slightly trickier because the decrease in drop rate is slower overtime. For example, Let's say that nobody obtains Brokkr's Hammer in 24 hours, but after that, someone obtains one. So the drop rate when that player gets his hammer should be 0.25%, but instead of resetting the drop rate back to 0.01% after the player obtains the hammer, it could be that the drop rate will only decrease by 10% (relative to its own percentage) each time a player gets a brokkr's hammer. In the above example, the player obtained his hammer when the drop rate was 0.25%, so if we decrease the drop rate by 10%, the drop rate for the next Epoch should become 0.225%. Meanwhile, if within an Epoch nobody obtains a hammer, the drop rate will once again go up by 0.01% (0.235% according to the above example.)

Do take note that drop rate adjustments are done on an Epoch-basis, so if the Epoch happens every 1 hour, then the drop rate adjustments will happen only once every 1 hour. What this means is that there is a possibility that the drop rate will become too high on certain times, which makes it possible for players to strategize their farming hours (imo a good idea to add more gameplay and farming strategy to the game. It makes it more fun.)

But wait, if drop rate adjustments happen only once every 1 hour (according to the whole example where this suggestion is based on), what will happen if multiple players obtain the

same item within that hour? I say decrease the drop rate according to the number of drops that happened within that Epoch. In my example, that's a 10% decrease in drop rate when a player obtains the hammer. What if we make it so that the drop rate decreases by 5% every time the hammer drops after the first one within that Epoch? So if 3 people gets the item within the same Epoch, the drop rate would be reduced by 20% on the next Epoch. If 5 people gets the same item within the same Epoch, there will be a 30% reduction in drop rate next Epoch.

If I may say my opinion on the matter, I like the idea of a dynamic drop rate very much. It's the fairest way that I can think of for both newbies and end-gamers, and at the same time, it's not heavily exploitable by multi-account farmers. The problem, however, is that since the drop rate for stages will be just the same, it'll become possible for even level 1 players to farm for the rare items. In this case, Wabbs' suggestion to add a level (or stage) requirement before the items starts to become available as drops is great. Thank you very much! =)

Oh, and I think it's possible to incorporate both the Progressive and Dynamic Drop System, although it'll be a pain in the neck to develop, probably.