



adeptgamer.com

Open Beta

Monday 16th September 2019

17:00 [5 PM] CET+1 / CEST

Use this link to figure out your own timezone's opening time (Not Sponsored):

<https://savvytime.com/converter/bst>

AdeptGamer presents a new era for Dragonica and DragonSaga fans.

A dedicated team of ambitious individuals have worked closely together to recreate the past experiences of longtime Dragonica / DragonSaga fans and infuse them with new exciting ones.

We have created a private server based off chapter 5 source code and expanded upon it with our own vision.

we are finally releasing our Open Beta.

The purpose / Intent of this Open Beta is to firstly open our doors to our playerbase and start building up our community while also giving us an opportunity to take in player feedback and adjust the game as needed to prepare it for its final release.

Many things are subject to change as the beta progresses and evolves.

All players who participate in the beta test and reach level 60+ on at least one character in their account will be eligible for the [Beta Reward Package]

Your progress will be wiped at the end of Beta!

Server Regions:

Beta Server : NA

Release Server: FR/EU

What can you expect to see during the Open Beta?

Quest Adjustments:

Due to the removal of F6 and F7 as well as other reasons, most quests have been revised in terms of EXP, difficulty and connectivity and readability.

- **General**

Hero quests below Lv. 20 (for JobChange) give a lot of EXP now.

Hero quests above Lv. 20 reward at least 5% EXP for the required level to accept the quest. In addition, F1 quests reward 10%, F5 quests 20% and dungeon quests (killing the boss) 30%. The final Elga quest rewards 50%. Every F5 quest rewards some weapon and armor dust depending in what level range the quest is.

Since F6 and F7 are disabled it's recommended that you do as many hero quests as possible (there might be more rewards coming to them). You do not have to do all of them, only the ones listed below, so choose your pace.

- **JobChanges**

All JobChange quests are now marked pink like you know it from JobChange quests. So you do not get confused (not like on other servers) which quests you have to do for getting jobchanged (just do the pink ones!).

The first JobChange has been moved to Farell (with quests sub Lv. 20 as prerequisite). For this purpose, Farrell has been nerfed significantly and the quests also reward Lv. 20 armor (wearable for the base classes) to help progression. Quests sub 20 reward a lot of EXP (way more than vanilla), making them the best way to lead you towards the JobChange.

For the second JobChange you simply have to continue the questline after Farell. That means you have to do Hookah, Alvida, Graveyard with Lavalon at the end. Fairly straight forward. Drakans will be sent to Kazeura to receive their promotion.

The third JobChange is starting as you know it in Vartika Hill @ Hel Krouzer. However, there is one difference. You can now also choose the PVE path (apart from Achievement and PVP). Then you just go on your way and do the rest.

The journal will be updated at some point with those changes and there might be a forum thread with the quests listed.

Enchant:

_____ Okay, here is a big one. We will list the changes and explain them below.

- The enchant limit has been raised to +25 (with a later increase to +30).
- Overall enchant success rates have been increased.
- All medals that gave additional success rates have been removed (including CS)
- There are milestones enchants at +5, +10, +15, +20, +25, +29 that reward a little bit more base damage to the weapon and have a 100% success rate in enchanting. However, the weapon enchant dust costs are massively higher (at +20 you could say you are doing $870\text{dust}/20\text{req} = 43.5$ attempts at once).
- Between +16 and +20, there are no additional dust costs (16/17/18/19/870)... apart from the milestone.
- You can now use regular enchant scrolls between +16 and +20.
- Enchant runes will be reworked
- SoulCraft runes will be reworked
- Availability of souls will be looked at. During beta we will enable an easy way to obtain them.

Overall, +20 weapons are easier to obtain, which is going to be a necessity at later stages of the game. However, if you really want to push your weapon to the limit (especially since we do not have 15* attack rings), you can do that and invest time in it. The reward is really good. Changing enchant like this is supposed to feel more rewarding. Higher level weapons should experience an even better boost due to the additional base damage (which is in %) that it will obtain at milestone enchants.

- Enchants that give % base damage, also have their base damage applied to their Minimum base, not only their maximum base, making weapons have a much smaller damage gap. Comparison:



Dungeon Tiers:

Dungeons are often neglected on other servers, making them content that isn't practically used. Therefore, dungeons have a direct and indirect bigger use on our servers. We want to amplify their use and adjust difficulty to make Dragon Saga a team and cooperative game again which still can be solo'd if desired. In the future, a dungeon misc exchange system might be added to Lava/Aram/Bone/Drakos/Elga.

- **Farrell**
Adjusted HP and attack to make him beatable for JC.
- **Endairon/Water Temple**
The water temple is now its own instance (meaning you can't meet other players there). The quests for getting the weapons have been shortened in their requirements. Don't forget you get lots of EXP doing the questline and obtaining the weapon.
- **Anukus/Graveyard**
The sets were adjusted to have a little bit more PVP stats.
- **Lavalon**
Well, have fun! 600k HP (it was initially 1.2m). The weapons now offer bonus stats and might be buffed damage wise in the future.
- **Anakai/Ryvius/Aram/RedFox**
Untouched, Magichenge weapon offers extra stats. Eye recipe can be obtained through the freemium system.
- **Bone Dragon**
This is where it really starts. Rare and Hero mode have been removed. (there is only normal mode now). Normal mode features rare mobs and 6m HP Bone Dragon (with damage nerfed). Set parts now drop from Bone Dragon, but can also be built with recipes. The recipes have also been changed. Bone Dragon drops White Dragon Bone (common), Crystal Dragon Bone (rare, one for each part, 3 for the weapon), Diamond Dragon Bone (very rare, 1 for weapon). Set stats have been changed.
- **Drakos/Paris**
All mobs HPs (including boss) have been increased. Paris in both forms has about 20m HP each now. Rare and Hero removed. Same changes as Bone Dragon. New Recipes, new miscs obtainable at boss. Weapons are also made through rare item dropped by Paris. Weapon special options added. Sets changed.
- **Elga**
Mostly just HP changes. Sets have been left untouched. Weapons have special stats. Essence of Black Claw Nest now is part of some recipes. You should do Elga with at least 4 people (until +30 is enabled and you have such a weap).

Drakans:

Drakans are now available at character creation (No level 20 pre-req)

They will follow human pre-20 progression and will start at level 1.

This also means you have to do the same quests as Drakan like Humans to reach JobChange.

Production System/Elements:

Fully Disabled. [Future Rework Planned]

Galaxia:

Has been removed [possible future revision]

Monster Cards

Monster Cards are not obtainable (wanted board disabled) until we implement another way to obtain them.

F6/F7:

F6 + F7 Have been disabled due to imbalances and p2w mechanics. [Will be repurposed]

Character Boosting:

~~We are implementing an in-game method to boost characters on your account once one of them has reached at least level 60 or higher, this will not be available at the start of beta but will be patched in during the beta. It will be done via a quest and account sharing a specific item to complete another quest on a seperate account, boosting will let you jump a new character to level 20.~~

Costumes:

Costumes are costumes (No more stat bonuses)

[New system to slot in stats to costumes planned].

More to balancing due to the lack of stats below.

Borderless Window Mode:

Say GoodBye To Alt+Tab Issues.

Security:

We have modified our encryption to break public unpacking tools.

We have made the server check DSS exchanges so you can no longer use this to give yourself items.

Mainstream dupe methods have been prevented for example Market Duping / Gold Duping. More exploits will be prevented as we become aware of them.

Freemium:

Freemium is our take on free 2 play mechanics, rewarding gameplay with necessities and bonuses.

- **Bounty Boards**

Each dungeon has its own BountyBoard that will give players daily/weekly quests they can do themed around each specific dungeon , this quests will reward bounty tokens that can be exchanged for various cash related items. The bounty quests are level limited so at some point you won't be able to do the early dungeon quests as for example Lv. 60.

- **Cosmetic Catalogue:**

A new section has been added to the cash shop called Cosmetic Catalogue, this section uses a new currency named CC , you will be able to obtain CC at a later date in-game via using Cosmetic Coupons. The costume items found within this section are "Freemium".

Beta Reward Package (1 per account that has level 60+ character):

- 1x Exclusive Beta Medal (Non-Beta Variant will be available at release)
- 20x Regular Insurance Scrolls
- 10x Reinforced Insurance Scrolls
- 150x Weapon Enchant Dust / Armor Enchant Dust
- 1x Exclusive Beta Pet
- 1x Exclusive Beta Back Costume
- One characters name / appearance / gender will be reserved and carried over to release, this will be based on highest level + highest playtime.

MyHome Towns:

The foundation of myhome towns has been added to the server currently you can purchase your own physical myhome in one of these towns via the auction system but the features to customise the outside exterior of the houses is currently unavailable instead you will see static homes.

Our Rates:

All of our base rates are vanilla ch5 (Exp / Gold / Drop) but our rates have been adjusted throughout quests and gameplay to compensate

Enchant dust (A/W) drop globally.

You can also buy insurance scrolls (both types) at NPC daisy for 40/100g.

Sellprices (meaning the money you get from selling items to npcs) have been multiplied by 1.5x, which means you will get faster to gold than before!

Missions give 2x EXP

No critical chance or damage cap

Increased EXP for Lava/Aram/Bone

BSQ Times:

9:00 Lv. 40-50 & Lv. 61-70 & Lv. 71-75

9:30 Lv. 75-80 & Lv. 51-60

18:00 Lv. 40-50 & Lv. 51-60 & Lv. 71-76

18:30 Lv. 61-70 & Lv. 75-80

BSQ Times will be adjusted to player suggestions.

To be changed, rewards will be increased (stand: 17th of April 2020)

What can you expect to see in the future?

Planned Changes/Features:

- **Delete mode cursor for inventory**

A new button will be added to your inventory that upon clicking will allow you to click on the items you want to delete rather than have to drag them out of the inventory.

- **Contacts (Dyeable Eyes)**

A new style type of item will be added to the game that will allow you to "Dye" your faces eye colour.

- **Larger Inventories (Scroll or Page):**

We plan to expand the users inventory beyond the current limits either via adding scrollbars to the inventory or using a page system similar to vaults.

- **All vanilla cash hair/dye/face unlocked on char create**

When creating your character you will be able to select hair styles / face styles and hair dye that previously was restricted to only the cash shop.

- **2 more character slots for total 10**

We will extend the amount of character slots you can have on your account from 8 to 10 maximum this means you will retain 4 default slots but require purchasing expanders for the remaining 6 slots.

- **Cosmetic Coupons consumable to reward CC**

You will be able to consume cosmetic coupons and they will reward your account with 1 CC to be used in the Cosmetic Catalogue

- **Add a bounty board quest icon/marker**
A unique quest identifier icon will be added to bounty board quests to display their uniqueness
- **Add fast X attacking**
The toggle for performing “macro” like x attacks with and without chain combo will be added
- **Add Costume/Cosmetic specific vault storage**
New vault storage will be made available for costumes and cosmetic items respectively these will be timed vaults
- **Make all back costumes apply the “additional inventory” ability**
Back costume items will provide players with the Extra / Additional inventory section when worn.
- **Add dyeable costume items**
These items will be premium and will change color depending on the players current set “Favourite Color” (only 1 color can be set at a time)
- **Add changeable Skin Tones**
Players will be able to set a custom skin tones via items similar to eye/hair dyes these will then adjust the players face skin tone and further modify areas of skin shown on costumes.
- **Big Wheel**
The Big Wheel will be freemium only (can not buy woodi coins) the main purpose of the Big Wheel will be a freemium way to obtain premium cash shop items like costumes / furniture / pets / mounts
The wheels loot table will be rotated monthly. (woodi coins will be obtained through gameplay)
- **Socket System for cosmetics**
A custom socket system is planned for costume items only , it would be designed in a way that you can slot in various stats/effects to your costume sets and easily swap / remove them so that you are not restricted in what costumes you wear but still get the benefits of extra stats.

What you will not find on our server?

- **Loot Box/Gacha Systems for RL money**

Instead of buying a Loot Box item with your RL money and hoping you get the item you want from it you can instead expect to pay for an item and receive that item directly, pretty absurd right?

- **Lies and Deceit**

Instead of trying to paint a picture to fit our own narrative we will be 200% honest and transparent with our playerbase, if something is too difficult for us to implement we will state so, but you will never find us claiming something possible is impossible due to our own inabilities.

- **Shady Practices**

VeryPoliteNew friends?

Wait... that's illegal.

We will not encourage our playerbase to break terms and conditions or bypass GDPR regulations for our own benefits.

- **Unjustified Censorship**

We will not censor our players for simply discussing things that do not violate our rules and guidelines, Want to talk about changes that we have made to the game and state your own opinions on it even if we don't agree with your viewpoint? YOU ABSOLUTELY CAN this is freedom of speech.

Want to talk about pvp and balances? Go ahead.

This is your space, your community and you have every right to express yourself.

- **Rude / Unhelpful / Ignorant Staff**

We take pride in our staff team and are confident enough to promise that you will not find our staff belittling you for simply asking genuine questions, if you do encounter such behaviour please report it to the admins and it will be investigated and dealt with on a case by case basis. We as a team want to provide the best and most positive experiences to our players.