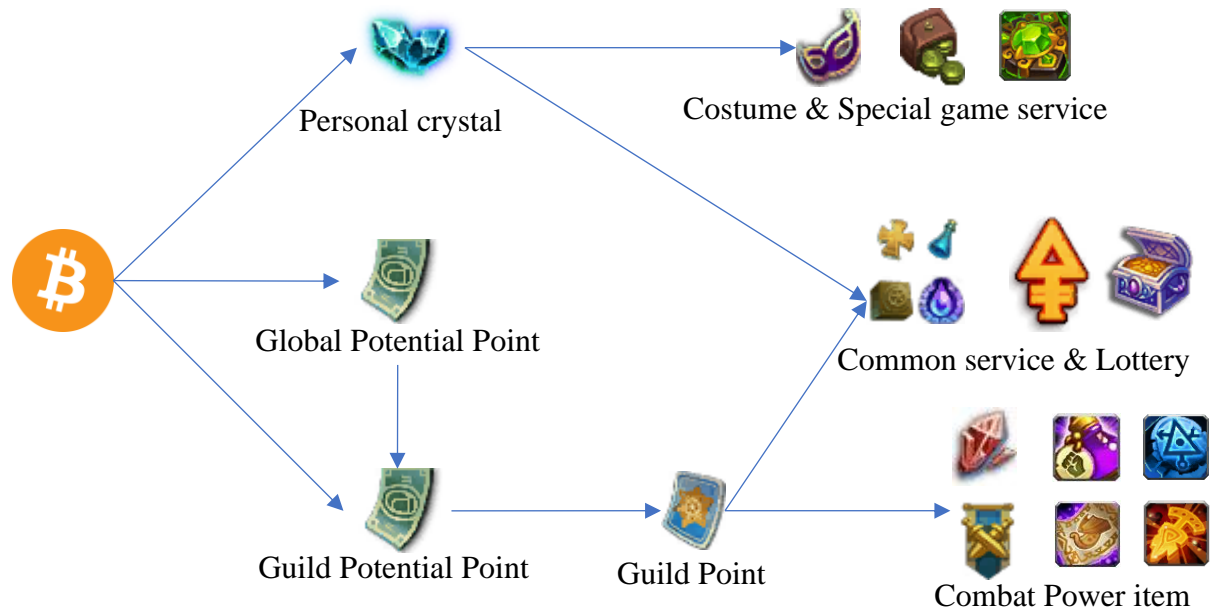# 1.   Status

Overall server status is Close beta testing, and it's will be transition to Open Beta Testing soon. Unless hitting fatal problem, we are planning to end testing, proceed to release in 21 January 2025.

- Game status is enjoyable.
    - o Game service is running under production configuration, with highest performance.
    - o Map cache is created Game service starting time greatly reduced. Pathfinding and auto move is running perfectly with shortest path. Mage can use Flash without teleport to middle air or underground.
    - o Spell are tested and run normally, but a small text is still Russian, and some texts are poorly translated.
- Coordinator status is usable
    - o Common user cache has not been setup.
    - o Many features are tested, but not full test. Certain error may show up.
    - o Sanction and Voting especially not tested well.
- Updater status is OK. Player can have automatic download and installation.
- Infinium Bridge is OK. Planning to make mini app to view item link before release.
- As the status is barely configured for level 70, we are planning to set level cap to 50 and make this server is initial server. Later server can have more time to configured and will have level cap of 70 while player can bring certain service unlock like mount or jeweler unlocked slot to that server. And when that server ends, some bonus in premium crystal is rewarded for player in initial server.
- On beta testing time, we are planning to add a small feature as reward for joining the Test: dice with Anniversary Coin. This feature will allow player to spend Anniversary Coin to have random reward such as Beta Test Reward Code which can be used to gain Magic Crystal and Potential Point in Testing time. In rare case, the reward can be Release Reward Code, which can be used when server goes under release. The Release Reward Code contains service or cosmetic item, such as Water of Death, Core Storage, Magpie Feather, Master Goblin - 7 Days, Free Trader's Bag, Log extension by 2 additional quests, Permit of the Master Artisan. Note that Release Reward Code state will be reset to Not Used when release, meaning they can be used twice, in both Beta Test phase and Release phase.
- Registration is running properly. All account registrations are permanent. After talk to InfiniumWTBot, the account is created and never be wipe. This does not apply to Avatar and Guild which will be wipe on Release, require avatar recreate and guild chat relink.

2. Configuration

2.1. Potential Point

In short, the potential point is generated as newly crystal enter the system. The point is spread to server wide, not for the user with original crystal. More crystal means more bonus, up to 3x of original value. The point will later can be consumed on Guild Shop.

Personal crystal → Costume & Special game service

Global Potential Point

Guild Potential Point → Guild Point → Common service & Lottery

Combat Power item

- Apparently, with Global Potential Pool, Infinium are play-2-win, but not tradition style which separate crystal player and those doesn't have it. Paradoxically, we put both type of players in same environment, mixing them up, even lead to conflicts but still keep the balance and enjoyment. This may require great management, but Infinium has confident.
- Item Mall only hold exclusive costume and certain service item have no combat power while sharing most common service and lottery with Guild Shop. Those have combat power like combat mount and certain end-game are exclusive to Guild Shop. With price equally and the bonus easy reach 1x and max at 3x, Guild shop is superior in gaining combat power to Item Mall.
- While Water of Life and Water of Death are still having cost, there are multiple to redistribute talents and stats. Player can redistribute at trainer for free at 13th and 14th day of the month for talent and stats respectively. The plan to make Replica Service already in queue, it will give player with Vial of Condensed Water help their guildmate redistribute talent.

2.2. Increase player interactive

- To refrain spamming trade chat, we will reduce auction house registration tax. All buying chat should have to go to specific Telegram channel.
- Buying Symbol of Glory with Collector's Coin for guild loyalty in D2 Golem has been removed. Other easy way to gain guild loyalty will be removed as well. Removing

Symbol of Glory in Battle Ground are consideration as well to keep the only way to gain loyalty is through daily.

- For encourage player grouping, group have additional bonus in exp and gold:
  o Gold drop is multiplied. The base multiplier is random 1 - 5, then each level different from killer (not the avatar target), the multiplier is added 1. If multiplier is higher than 5, it will be set to 5, meaning killing higher mob while in group reward better, but not overpower. This multiplier does not trigger on solo player.
  o Exp for killing mob has multiplier. Group is $\frac{1+Group\ size}{10} * Group\ size$ while solo only have 2x. This mean at 4 player members, each player has bonus equal to solo, and at 5 players, bonus is 3x, 6 players bonus is 4.2x. Raid bonus count to group who has kill. The bonus trigger before Guild Exp Pool.
- Each user only has 1 account. Bot and third-party tools are forbidden. Each machine can only run at most 1 client.
- We are planning to forbid multiple avatar and incarnation in order to make player remember others, but this requires voting. If community agree on this, acquisition of Core Morpher will greatly easier while Omnificent Core Morpher price will decrease moderately.
- In the first week, everyone walks except those really have crystal to spend on lottery. Later on, mount will be sold on both Item Mall and Guild Shop.
- Combat mount like Manabike, Wraith, Dreadnought, Overlord Throne, Titan… will not able to deal damage to avatar while still deal damage to mob, they are killing mob in style now. Other mount skill has status effect still apply. Mystic Shell will have to pass voting to available, and it will available on both Item Mall and Guild Shop when voting pass.

2.3. Guild Experience Pool

The pool is simple mechanics that generate bonus when guild member gain exp which later can be spend on beneficial effect like bonus exp, bonus reputation, or profession skill. With the existence of the pool, there is certain configuration will be made:

- The Folio of Knowledge, Tome of Influence, Folio of Nobility, Manuscript of Knowledge, Greater Manuscript of Knowledge is removed from the game except D2 golem store for Folio of Knowledge. Manuscript of Enlightenment and Greater Manuscript of Enlightenment is available in both Item Mall and Guild shop and will not available in pool beneficial effect list.
- Experience chart has been modified, shorter exp to 30, but longer to reach max level.

3. Plan and Motivation

At first look, Infinium is a normal game server with some exquisite feature. But in the core, it is a sociation research server where the game is a catalyst where we can test many theories and configuration about the group, communication, and entertaining. Don't let the "research" or "testing" scare you, its target is society and really comfort for player. By playing, player already contribute into the research.

There are two major question comes into Infinium searching orientation:

- <u>How can we calculate 8 hours of work?</u> The problem is easy for worker with piece rate as each piece have explicit specify measurement. But when it comes with other unable to measure like education, medical, and art, the question points directly into the heart of the debate.
- <u>What is gaming exactly?</u> In many cases, somewhat griding games are no less than doing a hard work and doing favorite work can be enjoy like playing game. Therefore, can we make our work being entertain like playing game? Or even further, learning easy like playing game?

Both two question is hard to answer and will give great impact on our civilization if calibrated fully. It's not for the talking as Infinium have acquired certain clues for this calibration even the question has not fully answered:

- With the first one, we give out the Random property ranking, which used in Daily ranking feature. Surely it will not answer the question properly, but it's a good start.
- While the clues of the second question are something much different, it actually led into the interaction between player. In facts, it actually sounds reasonable. Therefore, we trying to create an environment with long grind gameplay but in group and guild. Should it suffice to make player not feel like boring and grinding, we shall see. And if things actually work, more feature for player interaction will be added.

The explanations of these clue will be summarized in Infinium Piercing Gaze for further consult. In short future, we strengthen the community by make it become a strong catalyst, give it autonomous through Sanction and Voting feature and through Infinium Community Truce. On the sanction and voting feature, we seeking Essential user which can replace administrator to manage the community so we can fall back to system development. On the truce, we will give basic idea and template for community carry it on as well as add addition tool to enforce the truce if necessary.