



WE'RE GOING BACK TO BASICS. I.E. RETURN TO THE TYPES OF RPG'S THAT RPG-LINGS ADMIRE. So, what is it that RPG-Lings love? Mainly, I think it has to do with games which they enjoy becoming something. What I mean by this is, there are games that can generate an emotional response when you experience the wonderful game in your arms. They come to life with an enthusiasm that causes you to experience the emotions in the game. That is why, whether it is an RPG or an action game, I want to revisit the world of fantasy. This is not to say that they are all that great, but some games had a defining characteristic or history that allowed for this. In any case, I want to play a game like that again. II. WHAT MAKES A GOOD FANTASY RPG? The foundation of fantasy is a fantasy world in which you can enjoy travelling around the real world. You can freely select what is important to you in your journey, and as you progress, you can freely select what you want to do. Furthermore, to attain the essence of that fantasy world, the games must be underpinned by an easy-to-understand gameplay system in which you can aim at your desire. In addition, the protagonist should be a fully-fledged character, and that character should be a pure fantasy. Having a character who is filled with charm and is different from the player will only make the game more engaging. In short, what I am interested in is a fantasy world that has the features of an RPG, but the gameplay is easy to understand, so that the RPGs you play in your fantasies are guaranteed to be full of fun. III. THE ROAD TO "GREAT FANTASY." • Improvement Based on the Best Parts I want to continue improving the game based on the things we felt were most fun. I also want to continue making the game that can feel the emotions of RPG-Lings. • Enjoy the Gameplay The gameplay of the game is so well-balanced that it can be enjoyed by a wide variety of people. That is why I want to improve the various parts, and introduce a multitude of experience points that can be obtained from the game. • Enjoy the Fantasy World The fantasy world that you visit is large enough that you can freely choose what you wish to do. Moreover,

Elden Ring Features Key:

Ride in PVP Modes as an Alterive. Beginning with the "League" mode, the Rook, Griffin and Tyrant are the only monsters that can be encountered. They are stronger than monsters in "Easy" mode, but gain experience points as they consume your fare, and they have various affinities that they can use on you. If you are the one to consume them by receiving damage from them, you will gain experience points equivalent to the monster's size. If you consume another player instead, it will earn fewer experience points. You can use these monsters as bait to lure other players to fight you, and use their affinities as weapons to weaken them. You can also withdraw while consuming one of these monsters and leave them to their fate, earning you more rewards. There are five types of jewels in total: Red, White, Blue, Yellow and Black Jewel, and three categories of weapons: Fighting, Ranging and Armor. Each of these jewels receives experience points when monsters consume you. The five types of jewels have different levels of experience points, and the weapon grades are roughly equivalent. Red, Blue and Yellow Jewel can be consumed once, whereas Red, White, and Black Jewel cannot be consumed and must be maintained by consuming weapon Grades, and Blue Jewel can be consumed one per time. If a monster consumes a Jewel they did not consume previously, they receive only 50 percent of the experience points. When a monster consumes you and your Jewel, they generally use the consumable item that matches their type. For example, the Griffin consumes the Jewel normally associated with them, and the Rook and Tyrant consume the one associated with them for exclusive attacks.

Experience Points as Weapon and Equipment. When a monster consumes you, your character can also receive experience points. You are considered to be a weapon for them, and receive more experience points the more you are thrown out in attacks by consuming other monsters. This feature can be used to your advantage, such as by consuming the powerful monsters to receive more experience than normal. Furthermore, there are several items that have advantages, based on their magnitude. The damage dealt by a fighting grade weapon increases with experience. There are several weapons that provide a continuous and fixed amount of damage. The damage dealt by a weapon grade that is higher than this is reduced to half. The attack power of the Tyrant increases with experience points, and it can deliver powerful area-of-effect attacks.