
Item Suggestions

Posted by Richie - 2008/10/24 03:35

Here you can put some item suggestions that can later be purchased.

Be as specific as you want. That includes:

Name
Price
Image
Use(?)

Re:Item Suggestions

Posted by Richie - 2008/10/24 03:43

Here's a few

1. "Thank you, Captain Obvious!" card. (1\$)
 2. Capes
 2. Masks
 3. Tool Belts
 4. Boots
 5. I'm tired
-

Re:Item Suggestions

Posted by beppino - 2008/10/24 05:40

supersuit - to train better
walkman to learn lessons by night
pacman pill - powers up in fight
gun - to shoot other heroes :-P

of course having objects will also allow heroes to steal them.

Re:Item Suggestions

Posted by Niki - 2008/10/24 08:19

No item suggestion for now... but...

I really hope shooting others won't have health losses, nor that stealing items have health losses :P

We have too much of that going on already ;)

Maybe we should have a skill to steal?

And that only bad ones can steal? And a good one can find out who it was with investigation and give the thief a health loss (

Re:Item Suggestions

Posted by beppino - 2008/10/24 11:53

Niki, that's exactly what I was thinking at :-)

I want to add objects and actions that go beyond the traditional use of skills... to give more possible actions and interactions.

Actually it's going to be a long work, by now I added one single test object :-)

Re:Item Suggestions

Posted by taised - 2008/10/27 09:21

beppino wrote:
by now I added one single test object :-)

Which one?

The "sprciufo slaying sword"?

Re:Item Suggestions

Posted by taised - 2008/10/27 09:21

beppino wrote:
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Which one?

The "sprciufo slaying sword"?

Re:Item Suggestions

Posted by beppino - 2008/10/27 19:43

<http://www.herogame.org/content/view/132/124/> :-)

Re:Item Suggestions

Posted by Niki - 2008/10/28 10:06

Whoa! Those items are really powerful! Does the 20% mean like... +20% to the skill? Or like 20% of the amount you'd get?

Niki

Re:Item Suggestions

Posted by beppino - 2008/10/28 12:00

The second one of course... :-)

Re:Item Suggestions

Posted by Carlo_big - 2008/10/28 15:50

taised wrote:
beppino wrote:
by now I added one single test object :-)

Which one?

The "sprciufu slaying sword"?

Yeah sure! That's what i eat on breakfast... a cup of milk and some "sprciufu slaying swords".. :laugh:

IT'S ALL USELESS AGAINST ME AND THE POWER OF MY TEAM!!!!

also the v76 changes... MUAHAAHA!!!! :laugh: :laugh: :laugh: (i apologize for all this spam but... you know...:P)

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Re:Item Suggestions

Posted by taised - 2008/10/28 17:21

Why there are 2 prices under each object in the bazar?

What's the difference between suit and walkman?

What is the validity of an object?

Objects that have affect to the fan club, have an effect propotional to their cost or not?

Why there is nothing about objects on the rules?

Why there are so many questions without answers? :P

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Re:Item Suggestions

Posted by SuperMungo - 2008/10/31 09:47

I got this message today:

2008-10-31: Good! They have published a comics strip about me. They also gave me 500\$. (Comics stand)

But I didn't get 500. I got only 160 since yesterday.

Is the message wrong or the money?

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Re:Item Suggestions

Posted by taised - 2008/10/31 09:52

I hadn't got this message at all, and i'm in the strip!

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Re:Item Suggestions

Posted by Niki - 2008/10/31 15:28

I got that message as well, but I have only +50!

Niki

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Re:Item Suggestions

Posted by taised - 2008/11/01 16:36

Vacuum cleaner: Can be used once against a Hero to hoover him and slightly reduce all his skills belonging to the Air element.

It's not exactly the "sprciufu slaying sword" i was looking for, but is something similar :P

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Re:Item Suggestions

Posted by beppino - 2008/11/02 02:31

Debugged Thanks!

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