
Invisibility

Posted by Niki - 2008/11/29 15:33

I don't know about you, but IMO the invisibility cloaks are becoming a problem. Firstly, they aren't that expensive. Anyone who wants can buy one; just cause there's nothing better to do. Secondly, now that everyone has cloaks, the investigation skill starts to lose its meaning (except from one or two missions).

Basically, there could be few restrictions and/or cons added to the cape.

For example:

- 1) lower the availability rate. Take it down to 7 days, or something similar instead of the current 50.
- 2) bump up the price. No one, except more advanced heroes would buy a cape of 5 grands or more. The most simple solution.
- 3) health hits. Give using the cape a small health hit (we already love the health hits, so why not make more of them? pun intended :P)
- 4) make a item usage restriction. Instead of being able to use more than 1 objects simultaneously, give us a choice. Or use the cloak, or use the no-point-to-use-if-doing-higher-skills walkman.
- 5) glory, exp or skill value limits. Speaks for itself.
- 6) casual failure. Give cloaks bad days as well! Maybe you just feel handsome, and don't want to be invisible. Make the cloak miss once in a while.

A really extreme solution would be to make up a new skill, or object.

A telescope would let you see people's hidden stuff for one or two days.

The skill Consciousness has a small percentage (maybe 20%? 30%?) of chance of showing people's stuff per day.

I know this ain't a really big issue, but thought of suggesting it, as nearly everyone (who's played more than just few days) seems to be having a cape.

Niki

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Re:Invisibility

Posted by SuperMungo - 2008/12/02 14:55

I agree!

I would prefer suggestion 1

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