

The OODYSSEY: MIDVALE

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WHO'S ONLINE

We have 1 guest online

SYNDICATE

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Item Dupes and Player Bans

 Written by [Senatious](#)

Saturday, 30 June 2007

Due to the unfortunate act of a handful of players exploiting a bug that caused items to be replicated, a wave of bans has swept the Midvale community. This has the effect of causing our ban list to be over three times as large as it normally is, so if you're wondering why the server is so low on players lately, that would be the reason. We are still attempting to decide on a proper way to go about removing the duped items from the economy.

A total item wipe is out of the question, but some items may well need to be wiped or else the in-game economy will be continue to suffer from oversaturation. I would like to suggest to any player who has bought an undroppable weapon to find some proof of its ownership, mainly in the form of an e-mail receipt. It is not necessary to send it yet, but keep it in hand. I have a current a list of all players with undroppable weapons on their characters, and if I can find out precisely which were duped and which are legit, they may not even need to be wiped. But please try to find it.

In other news, you may notice or may have noticed a certain lack of additions lately. But worry not, this is due to some very big changes that will prevail before too long.

Arcticite Weapons and Clerics

 Written by [Senatious](#)

Saturday, 02 June 2007

Arcticite weapons have undergone several changes. First, the base damage on all Lv. 1 Arcticite weapons has been set at 29. Second, many of the bonuses on the weaker weapons have been improved. To see the bonuses for each Level, type /arcwep ingame. Lastly, upgrading them is now far cheaper. It costs 10,000 gold and 5 arcticite chunks to improve to level 2, and 20,000 gold and 12 arcticite chunks to improve to level 3. Hex Blademaster has also been weakened a fair degree and is thus quite a bit easier to kill.

Weapon Balancing

 Written by [Senatious](#)

Friday, 18 May 2007

Due to many constructive and valuable opinions on the matter, Midvale has undergone weapon balancing, flattening the damage on many weapons into more reasonable ranges. Please note that these changes ARE NOT SET IN STONE. This is a first draft, and likely to change based on feedback. If you have an opinion, please share it constructively in our forums. For a complete list of the changes, click Read More, below.

Last Updated (Friday, 18 May 2007)

[Read more...](#)

POLLS

How is movement now?

- Still as bad as ever!
- Better than it was, but still not too good.
- Pretty good, still could use a few improvements.
- I have no real issues with it anymore.

RECENT FORUM TOPICS

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- [Help & Support Forum : Wont let me log...](#) (2) by [Rolled](#)
- [Off Topic : READ LOL](#) (16) by [Method](#)
- [General Discussion : Sen, Please Loo...](#) (1) by [Senatious](#)
- [Player vs Player : Dallas' "Attemp...](#) (13) by [Hardcore](#)

Secondly, Clerics are undergoing some balancing, so please share your opinions [here](#).

Last Updated (Saturday, 02 June 2007)

More...

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