

# CUB's RSCR update proposal

Hello, this is my official proposal to currently enhance & revolutionize RSCR. My goal is to meet everyone's needs and to increase player base. I will be highlighting problem areas and how I hope to improve them. My ideas going forward will be based on revolutionizing the server into what RSC should have become. These suggestions will be implemented over time and not all at once\*



## Focus Areas

- Making current & old content relevant
- Introducing the combat spilt (Mages, Archers, Fighters)
- Removal of quests rewards and replacing with XP orbs
- Two new skills Slayer & Runecrafting
- The Gauntlet (Staking Arena)
- Lottery System
- Player controlled customization
- New Minigames
- Wilderness Changes
- VTU- Visual Touch Up
- Balances



## Making current & old content relevant

What I want to focus on in this category is making sure that previous updates that were pushed out are more rewarding and complete as well as things from classic.

- Skill capes - These capes should be more than just a cosmetic look, they are a milestone of showing that you accomplished getting the highest level in that said skill. I want the capes to interact and grant bonuses with the skill you got your 99 in.
- Weapons - In rsc there are different types of weapons, but most likely you're using a r2h or dlong or daxe as your wep of choice. I want to introduce weapon specials that will force you to choose different weps for different situations.
- Skills - There are some skills that are just useless in RSCR (agility for example), Its time to make sure that every skill in RSCR is complete and relevant to game play.
- Map Travel - Hey it takes forever to make it across this huge map, lets speed this up a bit by introducing running & teleport stones.
- Deadzones - there are some parts of the RSCR maps that are simply just a deadzone, we need to make sure we are not wasting space, introduces more npcs for more training areas.
- A.H - The auction house needs its own area, we need to choose one of the deadzones and implement it there.
- Guild update - The skilling guilds need updating, the only guilds that get used often are the fishing & mining guild. We need to make sure guilds are rewarding.
- Item sinks - We need to come up with ways for depleting items. Right now I feel there are excess of raw materials.
- Pickaxe - Making pickaxe wieldable
- Quests - Removal of unneeded quests
- Jewelry - Rings & other jewelry exist but currently do nothing, lets change that.

## Introducing the combat split

It's time to make archery and magic into its own combat field, how fair is it that a mage can get 99 def and can just roam the wilderness without any consequences. What about those lvl 77s that can hit 30s and blast you with magic for a combo of 38-40~. What is not fair is that archers cannot range when they're under attack.

- Armour - Its time to change how armour in rscr works. New magic & range enhancing armor will be introduced. Magers & rangers will no longer benefit tanky armor, they will be reliant on their own "light-weight" armor. This means that fighters will hit often & harder.
- Archers - They should still be able to shoot even when they're under attacked.

I hope that this combat split introduces more types of pking, I'm so tired of seeing r2h pking it gets old quick. This update will require loads of testing and balancing.

## Removal of quests rewards and replacing with XP orbs

It's time to update quest rewards and by that I mean getting rid of the forced \*insert skill\* xp. There will be three types of XP orbs; XP orb, Combat XP orb, and Skill XP orb. They are untradeable and once they open you will be able to choose what skill to gain the xp in.

## Two new skills Slayer & Runecrafting

TWO NEW SKILLS that I believe will boost game play, Slayer & Runecrafting.

- Runecrafting - I believe we severely need this new game play, it opens up so many opportunities such as boosting pking (rune alters in the wilderness), more game content, and active deadzones!
- Slayer - This skill speaks for itself, this skill could open up a whole new area (or creating it in a deadzone), new npcs, new items, and new players.

## The Gauntlet (Staking Arena)

Being able to duel anyone anywhere is nice and should never be gotten rid of. However I believe if we can make a capital point where players meet to put their goods on the lines and try to make it up the ladder, then I say lets do it!

- The Gauntlet - This will be a new area in RSCR for which some of the nastiest battles will take place.
- Item rewarding - Items will no longer be dropped to the ground, you will receive your item in a reward window. NOTE: this is not true if you duel anywhere OUTSIDE the gauntlet.
- Staking rules - The staking window will be overhauled and new rules will be added, also you will be able to choose what you can and cant wear.
- Staking Ladder - there will be an official staking ladder and you can see who is the king or queen of staking.
- Staking Tournaments - Tournaments will be able to happen once a month

## Lottery System

We all know by now a lottery system needs to be introduced to create a nice gold sink.

## Player controlled customization

Players should be able to make their characters more personal.

- Case sensitive usernames - Now instead of the boring "Player One" you can make "player ONE" etc.
- More colored clothes - The current select is boring and soooooo 2001.
- More character characteristics - there is more than just 4 hair styles in the world.

## New Minigames

We need to introduce some activities that will make the game more fun

- Lvl 3 survival - This has been done multiple times and is always a great hit, now it's more official and more custom areas & npcs
- Capture the flag - Need I say more?
- Lava run - RSCR has its very own volcano, can you make it down to bottom before the lava gets you?  
\*GASP\* WATCH OUT FOR THE DOOR THAT JEDI JUST PLACED! \*GASP\* HOPE YOU CAN MINE THAT ROCK FAST ENOUGH! \*FAINTS\* OMG DODGE THE GOD SPELLS COMING UP FROM THE GROUND

## Wilderness Changes

The hot topic, how do we improve the wilderness?

- New boss - Introduce another boss npc that will drop a rare item 😊
- New Skilling areas - High risk high reward skilling areas will lure those skillers into the wilderness
- Banshees - Banshees range from level 3 to 169 and drop very rewarding items, they can also appear when they sense players grouping.

## VTU- Visual Touch Up

Cleaning up game interfaces like inventory, banking, and shopping window etc. Also organizing player options that way you don't have a screen wall of options when you're right clicking a big group of players.

## Balances

This section will focus on changing and balancing the game content so things are fair but yet rewarding

Weapons & armour stats will be needed for the combat split

The combat triangle between Mages, Fighters, and Archers

In-game Item values for shop selling & alching

Thieving rewards

Quest rewards

NPC loot drop tables