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PvP Combat Chiến đấu PvP

by SUPERManager 20 Aug 2013

PvP Combat Chiến đấu PvP

* **Battle Grounds Khu vực Trận chiến**
* Level Bracket PvP – Giới hạn mức PvP  
  In TwelveSky2 WSP, PvP Battle Grounds are split among different level brackets. When a character is eligible for a specific level bracket, a notification message will appear in the System Messages window. This notification will occur every minute for the 10 minutes prior to the Zone opening.
* Trong TwelveSky2 WSP, Khu vực trận chiến được phân ra khung mức độ khác nhau. Khi một nhân vật có đủ điều kiện cho một khung mức độ cụ thể, một tin nhắn thông báo sẽ xuất hiện trong cửa sổ tin nhắn hệ thống.Thông báo này sẽ được hiện lên trước khi mở cửa khu vực liên tục trong vòng 10 phút.
* **Battle Grounds** Once the Zone opens, you have 3 minutes to travel to the Battle Zone.
* Travel to Battle Grounds takes place through the Guard Captain NPC.
* After 3 minutes elapse, no more travel into the zone is allowed.
* Once the Zone closes, players are granted 1 minute to prepare before the Battle begins.
* There are three different types of Battles:
  + Annihilation: All other Faction members must DIE
  + Holy Stone Destruction: The other 2 Faction Holy Stones must be destroyed.
  + Zone Capture: Faction must hold a formation for a set time period

| **Zone Name** | **Level Range** | **Battle Goal** |
| --- | --- | --- |
| Bui Di Grounds | Level 10 - 19 | Annihilation |
| Destati Grounds | Level 20 - 29 | Holy Stone Destruction |
| Saotsi Grounds | Level 30 - 39 | Zone Capture |
| Xing Dio Grounds | Level 40 - 49 | Annihilation |
| Finasy Grounds | Level 50 - 59 | Holy Stone Destruction |
| Ye Kan Grounds | Level 60 - 69 | Zone Capture |
| Lena Tsou Grounds | Level 70 - 79 | Annihilation |
| Haibo Grounds | Level 80 - 89 | Holy Stone Destruction |
| Tulang Grounds | Level 90 - 99 | Zone Capture |

DUEL SYSTEM The Duel system allows players of the same faction to battle one another. Because dueling is a friendly contest, the defeated character does not respawn at their nearest spawn location, but rather they respawn where they fell.

DUEL SYSTEM Hệ thống kép cho người chơi của phe cùng chiến đấu với nhau. Bởi vì đấu tay đôi là một cuộc tranh đua thân thiện, nhân vật bị thua không hồi phục tại trận chiến. Mà họ hồi phục ở thị trấn nơi mà họ sinh ra.

* Shift+Click another character.
* Select "Duel" from the character menu.
* Players must agree on the terms of the duel: Pills and Tablets allowed or prohibited.
* Once begun, the character names of the participants will change.
* Last one standing wins the battle!



HOLY STONE BATTLE

* **Capturing Faction Stones – Phe chiếm giữ đá**  
  Each Faction has a Faction Stone in their maps. This stone grants benefits to other Factions if captured, so it must be protected during invasion!
* Trong bản đồ của mỗi phe đều có đá. Trong trường hợp phe khác chiếm giữ được đá thì lợi ích sẽ thuộc về phe đó, vì vậy nó phải được bảo vệ trong cuộc chiến đấu!
  + Capturing and retrieving Faction Stones is allowed every day from 8PM to 9PM.
  + No standard or mission battles will be held during this time.
  + Capturing a Faction Stone grants benefits:
  + 1 Faction Stone increases 10% Damage, if it is from another Faction.
  + 1 Faction Stone increases 10% Faction’s Treasury accumulation.
  + Punishment for loss of Faction Stone
  + Master Level and above players lose 10% Damage to Monsters
* 
* **Guardian Shield Lá chắn bảo vệ**  
  Guardian Shields defend Faction Zones from invasion. Invading Factions must destroy "all Guardians in the Shield in order to move into the next zone".
* Lá chắn bảo vệ phòng thủ cho phe phái trong các cuộc chiến. Phe xâm lược phải phá hủy “ Tất cả những tấm chắn bảo vệ để di chuyển vào khu vực tiếp theo”

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