The Introduction of Diablo Three New Patch 1.0.3 by Mr.lennon

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We reveal how we respond to feedback on the game, and some possible future systemic changes. Today we will be to give us some more definite information, so that we have a preliminary understanding of the 1.0.3 patch this month is about to mounting.

Compensate for items fault

The Item Level (ilvl) determines the the the of each pieces of of items of the attribute the allocation of budgetary. Falling below ilvl61 items (including ilvl61, the same as below) in the current game settings, purgatory act 1, act 2 fall ilvl62 following items fall ilvl63 the following items in the act 3 and act 4. Unfortunately, this led to two major problems: first those who think that the players of the new scene is too difficult to feel forced to use the auction house to the upgrading of equipment. The second is the low demand for certain occupations, skills and games equipment, so have a lot of the best equipment into the game economy, these players still feel that the hand can choose the strategy too little.

Also take into account the many players to brush to the top equipment, preferring to do some achieved remarkable success even extremely boring things, do not want to purgatory act 1 against the demon army. We also changed some of the design guidelines, the top equipment can fall in a variety of different places, so you can enhance the diversity of gameplay. If you prefer to challenge the elite in the act 1 strange group, rather than the three minutes of cat and mouse play in the act 4, then we hope that this patch allows you to do you want to do, while there is still chance to get the game in the best equipment.

Nephalem changes

There is no doubt that we have in mind the post-game content is to kill the elite strange stacked 5 layers Nephalem, then kill the leader. We have seen many players so that in doing so, but we missed the point, kill the leader, the players in the total also was feeling great, you want to kill something hanging 5 layers Nephalem to continue. In order to better help players achieve this goal, we modify the the layer Nephalem drop rate setting will be changed from will fall into 2 yellow will out a yellow (kill the leader is still a very big chance to drop more than a yellow equipment, just no longer will fall only). As a is exchange, that by When the O'clock you Manchurian the 5 layer Nephalem, all of the Warriors strange and rare strange heap will be additional multi-swap one Huang installed (will fall into it). This change improves the player's overall fall continue to promote the quality, but also give players a better reason to kill the leader after.

Oh yeah

Have a larger span of the difficulty in the purgatory of each difficulty. For most players, the act 1 of moderate difficulty. But the act 2 seems like an insurmountable walls. 1.0.3 patch, we will reduce the difficulty gradient to adjust the second, third and act 4 of a monster blood and injury. We feel that the act 1 is very difficult, and the following screen to remain challenging, but at the same time lower the difficulty of span. If a monk or barbarian equipment is good enough, you can test a output skills massacre of the act 1 all the monsters, they rely on a biased defense skills will also be in the act 2 of a good life. And so on the their equipment scale new heights in, the on the use of back to the original output stream mix of skills. To a certain extent, they in turn rely on the defense streaming mix of skills challenges of the act 3. The difficulty of the game naturally linked with your equipment, the enemy's ability and professional balance, and 1.0.3 of these things will change, in order to

create a more reasonable and Purgatory difficulty gradient.

Other aspects

In addition to the adjustments to some of the major systems, 1.0.3 patch contains many bug fixes, interface strengthening and auction line improvements. I hope you also like us on this patch is full of expectations. Thank you for your feedback, let us see the game!

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