

<p>任务系统</p> <p>《烈火战神》的任务系统无疑是一大亮点。无论从各方面来看，任务系统在这个游戏之中都几乎毫无破绽。从全面性而言，它拥有自动寻路，拥有可接任务系统提示，拥有任务追踪栏目且支持地图寻路，还可以直接转送到达目标地。从任务内容而言，它不仅仅有采集，送信，杀怪的任务，还有一些千奇百怪的任务形式。如此强大便捷的任务综合系统更显人性化。</p> <p>如果说上述内容，还不足以完全体现出它的特色的话，那么赋有一定搞笑成分在内的配音效果和剧情动画，就完全将任务的亮点呈现出来了。游戏中，关键的任务 NPC 都拥有对话内容。而搞笑的成分也非常高。而剧情动画，每一个的制作水平都相对较高，非常华丽，让玩家热血沸腾。</p> <p>玩家初次建号进入游戏，屏幕中央会出现一个任务指引的美女欢迎界面，携带游戏第一个主线任务，玩家点击“开始游戏”接受任务，欢迎界面消失。</p> <p>自动寻路到受理 NPC 处提交任务。</p> <p>任务界面：任务的类型大致可分为“主线、支线、行会、日常、跑环”等。</p> <p>游戏中，关键的任务 NPC（如剧情任务）都拥有对话内容。而搞笑的成分也非常高。</p> <p>剧情类任务表现 表现方式： （1）、玩家接受任务后，将玩家传入副本地图，同时屏幕将以电影模式显示，用文字的形式对话以及参与战斗</p>	<p>Quest system</p> <p>The quest system of "Blazing-Fire Warlord" is a real highlight of the game. No matter how you look at it, this quest system is nearly perfect in its execution. In terms of comprehensiveness, it features automatic navigation, system notifications when quests are available, a quest tracking menu as well as map-based navigation support which even allows for direct transport to the chosen destination. From a quest content perspective, the game offers collection quests, courier quests and monster killing, in addition to several other amazing and fantastic quest types. The power, convenience and speed of this comprehensive quest interface serve to further enhance its user-friendliness.</p> <p>If the above-mentioned is still not enough to fully demonstrate what makes the interface special, then there are also the humorous sound effects and storyline animations which really make the quests shine. In the game, all key quest NPCs feature dialogue content with a lot of humor thrown in. Furthermore, the high production values of the gorgeous storyline animation scenes will leave players sweating with blood-boiling excitement.</p> <p>Upon signing in and entering the game for the first time, a welcome interface featuring a</p>
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beautiful woman will appear mid-screen which leads the player to the first main story quest. The welcome interface disappears when the player selects "begin game" and starts the quest.

Automatic transport to quest-giving NPC interaction areas:

Quest interface: The quest types can be roughly categorized as "main storyline quests", "side storyline quests", "guild quests", "daily quests", "loop quests" etc.

The NPCs found in key quests (e.g. those in storyline quests) all feature dialogue which very often is humorous in nature.

Cinematic quest display

Display type:

(1) Once the quest is accepted, the player will be transported to the game map (or "instance map") while the screen enters cinema mode, and text is used to depict dialogue or battle scenes