1)Recycling system:   
It will be possible to recycle item with using a mirican box  
This system is very important because it will a lot favorize the trade between players, all items will be important to use or to recycle to something better ^^  
  
**What is a book of recycle?**   
A book of recipe contain every recipe of recycle  
  
**How to get recycle book of recipe?**   
**What is the particularity of recycle?**   
It possible to put more item needed to have more item created example instead to put 2x little health potion to create 1 little health potion it is possible to put 50 minor health potion to create 25 little health potion in the same time.   
  
**How to get craft book of recipe?**   
  
**POTIONS**  
Potions of health   
1. 2x minor health potions (cure 10 health, level required 1) = 1 little health potion (cure 20 heath, level required 5)  
2. 2x little health potions = 1 normal health potion (cure 35 health, level required 10)  
3. 2x normal health potions = 1 health potion (cure 55 health, level required 15)  
4. 2x health potions = 1 good health potion (cure 80 health, level required 20)  
5. 2x good health potions = 1 quality health potion (cure 110 health, level required 25)  
6. 2x quality health potions = 1 big health potion (cure 145 health, level required 30)  
7. 2x big health potions = 1 precious health potion (cure 185 health, level required 35)  
8. 2x precious health potions = 1 powerful health potion (cure 190 health, level required 40)  
9. 2x powerful health potions = 1 ancient health potion (cure 240 health, level required 45)  
10. 2x ancient health potions = 1 holy health potion (cure 295 health, level required 50)  
11. 2x holy health potions = 1 angel health potion (cure 355 health, level required 55)  
12. 2x angel health potions = 1 demonic health potion (cure 420 health, level required 60)  
13. 2x demonic health potions = 1 monster health potion (cure 490 health, level required 65)  
14. 2x monster health potions = 1 heroic health potion (cure 565 health, level required 70)  
15. 2x heroic health potions = 1 archangel health potion (cure 645 health, level required 75)  
16. 2x archangel health potions = 1 legendary health potion (cure 730 health, level required 80)  
17. 2x legendary health potions = 1 satan health potion (cure 820 health, level required 85)  
18. 2x satan health potions = 1 god health potion (cure 915 health, level required 90)  
19. 2x god health potions = 1 ultimate god health potion (cure 1015 health, level required 95)  
20. 2x ultimate god health potions = 1 blood health potion (cure 1500 health, level required 100)   
  
**How to use a potion?**   
**Where to find potions?**   
**What is a difficulty mode?**   
  
Potions of energy   
1. 2x minor energy potions (cure 10 energy, level required 1) = 1 little energy potion (cure 20 energy, level required 5)  
2. 2x little energy potions = 1 normal energy potion (cure 35 energy, level required 10)  
3. 2x normal energy potions = 1 energy potion (cure 55 energy, level required 15)  
4. 2x energy potions = 1 good energy potion (cure 80 energy, level required 20)  
5. 2x good energy potions = 1 quality energy potion (cure 110 energy, level required 25)  
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**ITEM**  
Random item   
1. 4x same item of a quality (gives x attributes) = 1 item of a better quality (gives x+1 attributes)  
2. 6x a piece of armor of a quality = (gives x attributes) = a piece of armor of a better quality (gives x+1 attributes)  
3. 6x a piece of weapon of a quality = (gives x attributes) = a piece of weapon of a better quality (gives x+1 attributes)  
4. 8x random item of a quality= (gives x attributes) = random item of a better quality (gives x+1 attributes)  
5. 3x talisman = 1 talisman with random attribute  
  
[size=120] Specific item   
1. 5x Grilled item: (gives 0 attribute) = 1 simple item (gives 1 random attribute)  
2. 5x simple item: (gives 1 attribute) = 1 normal item (gives 2 random attributes)  
3. 5x normal item: (gives 2 attributes) = 1 quality item (gives 3 random attributes)  
4. 5x quality item: (gives 3 attributes) = 1 magic item (gives 4 random attributes)  
5. 5x magic item: (gives 4 attributes) = 1 precious item (gives 5 random attributes)  
6. 5x precious item: (gives 5 attributes) = 1 powerful item (gives 6 random attributes)  
7. 5x powerful item: (gives 6 attributes) = 1 ancient item (gives 7 random attributes)  
8. 5x ancient item: (gives 7 attributes) = 1 holy item (gives 8 random attributes)  
9. 5x holy item: (gives 8 attributes) = 1 epic item (gives 9 random attributes)  
10.5x epic item: (gives 9 attributes) = 1 angel item (gives 10 random attributes)  
11. 5x angel item: (gives 10 attributes) = 1 demonic item (gives 11 random attributes)  
12. 5x demonic item: (gives 11 attributes) = 1 archangel item (gives 12 random attributes)  
13. 5x archangel item: (gives 12 attributes) = 1 satan item (gives 13 random attributes)  
14. 5x satan item: (gives 13 attributes) = 1 god item (gives 14 random attributes)  
15. 5x god item: (gives 14 attributes) = 1 ultimate god item (gives 15 random attributes) [/size]  
  
**What is a item?**   
**How many items does it exists?**   
  
**LAPIS**  
1. 10x normal lapis (gives 1 attribute) = 1 dual lapis (gives 2 attributes)  
2. 10x dual lapis (gives 2 attributes) = 1 elemental lapis (change % damage in elemental)  
3. 10x elemental lapis (change % damage in elemental) = 1 perfect lapis -(gives 4 attributes)  
4. 12x elemental lapis (change % damage in elemental) = 1 black lapis (add duration to dementia)   
  
**What is a lapis?**   
**What is dementia?**   
  
**SCROLL**  
Secret Map  
1. 10x secret map = 1 champion secret map  
2. 10x champion secret map = 1 boss secret map  
  
**what is a secret map**   
  
Scroll of monster  
1. 10x Scroll of normal monster =1 scroll of champion monster  
2. 3x scroll of champion monster = 1 scroll of gozu monster  
3. 20 scroll of gozu monster = 1 scroll of boss monster  
4. 7 scroll of boss monster = 1 scroll of world boss monster  
  
**what is a scroll of monster**   
  
Scroll of attribute  
1. 50x Scroll of normal mode attribute = 1 scroll of nightmare mode attribute  
2. 10x Scroll of nightmare mode attribute = 1 scroll of hell mode atttribute  
3. 10xScroll of hell mode atributte = 1 scroll of uber mode attributes  
  
**What is a scroll of attribute?**   
**What is a difficulty mode?**   
  
**PROFESSION**  
Baker  
1. 2x breads of wealth (cure 15 health) = 1 bread of barley (cure 25 health)  
2. 2x breads of barley (cure 25 health) = 1 bread of oats (cure 35 health)  
3. 2x breads of oats (cure 35 health) = 1 bread of hops (cure 45 health)  
4. 2x breads of hops (cure 45 health) = 1 bread of flax (cure 55 health)  
5. 2x breads of flax (cure 55 health) = 1 bread of rye (cure 65 health)  
6. 2x breads of rye (cure 65 health) = 1 bread of rice (cure 75 health)  
7. 2x breads of rice (cure 75 health) = 1 bread of mat (cure 85 health)  
8. 2x breads of mat (cure 85 health) = 1 bread of hemp (cure 95 health)  
9. 2x breads of hemp (cure 95 health) = 1 bread of frostiz (cure 105 health)  
10. 2x breads of frostiz (cure 105 health) = 1 bread of golden grahams (cure 150 health)   
  
**what is a profession?**   
**what are all profession?**   
  
Fisherman  
1. 2x cooked sardine (cure 15 energy) = 1 cooked prawn (cure 25 energy)   
2. 2x cooked prawn (cure 25 energy) = 1 cooked crab (cure 35 energy)  
3. 2x cooked crab (cure 35 energy) = 1 cooked carp (cure 45 energy)  
4. 2x cooked carp (cure 45 energy) = 1 cooked ray (cure 55 energy)  
5. 2x cooked ray (cure 55 energy) = 1 cooked sea bass (cure 65 energy)  
6. 2x cooked sea bass (cure 65 energy) = 1 cooked squid (cure 75 energy)  
7. 2x cooked squid (cure 75 energy) = 1 cooked perch (cure 85 energy)  
8. 2x cooked perch (cure 85 energy) = 1 cooked shark (cure 95 energy)  
9. 2x cooked shark (cure 95 energy) = 1 cooked whale (cure 105 energy)  
10. 2x cooked whale (cure 105 energy) = 1 cooked loch ness monster (cure 150 energy)   
  
  
**MONEY**  
1x token = 15 gold  
  
**What is a token?**   
**Where to find tokens?**   
  
  
  
Depack system  
**What is packing system?**   
Autoloopacking is the fact to have the possibility to depack item such as potions, gems, recolted items and crafted items when you doing nothing. Example: you have 20 potions in 20 slots of your inventory with autopacking you get them in 1 slot.   
  
**What is depack system?**   
sens inverse