[align=justify][size=110] Hello Forgotten Elements community today I propose you a new system to use get items easier called companions system to get a better game play and more fun when you are playing. It took me 16 hours for making this post correctly and I’m planning to propose a recycle system to use all items find in game.I hope you will enjoy my work and I wish you all the best.

I uploaded a lot images in this thread because people prefer them and it’s always easier to understand something when there are a lot of images because images talk about themselves and it’s an easier way for make understand his ideas. I want this post stay the most easy to understand with a very rich idea describe with the most accuracy possible.

I invite you all people to correct my errors of language and of grammar, in fact my English is not perfect and I need your help for making progress and correct me, thanks you in advance.[/size][hr]

[size=200][color=#FF0000]1) Companion system[/color][/size]

[b][size=130]1.1 What is a companion?[/size] [/b]

[size=110]Companions are Pets who gets the gold and items for you with automatically system. They wander by your side next your character and allow you to win a bit of time with taking the gold coins and items all around you. These animals do not attack your enemies and are not killable by them. They stay active for 15 days. They stay active after the death of main character. These are not only objects purely "cosmetic" but they give no extra power to your character. It's just animals that are convenient to share their service to the players. It exists already a helper in forgotten elements called followers.

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[b][size=130]1.11 What are the particularity of companions?[/size][/b]

1. [size=110]They stay active 15 days
2. To active them you need to double clicked on their stone of companion
3. Players can't active more than 1 companion per character
4. They follow your character
5. They can't be hitted
6. They stay active after the death of characters
7. They can't die
8. They have automatically system
9. They walking on items and gold coins then they come back to your character
10. They are 10 different companions
11. They teleport to your character where they are far of him
12. Their fast movement are not the same
13. They add a percent of chance of gold find and luck
14. Only speeder companion is getable on a quest but he stay active only 3 days
15. All other companions are buyable with real money (€)
16. They cost between 7.50€ and 10.00€[/size][hr]

[b][size=130]1.2 What is automatically system?[/size][/b]

[size=110]Automatically is the fact to drop, pack, and sell items automatically with options that are autolooting, autopacking and autoselling.[/size][hr]

[b] [size=130]1.21 What is autolooting? [/size] [/b]

[size=110] [u]autolooting[/u] is the fact to have the possibility to take something without clicking on this item. Example : when you walk on gold you automatically get them in your inventory and its what I would like to implanted for all different of items. Your main character will be able to have an [u]autolooting[/u] such as recolted items, crafted items, potions, secret maps, skills items, gems and all colours items with menu option[color=#80FF00] V[/color] or [color=#FF0000] X [/color]such as :

-Show dropped item [color=#80FF00]V[/color]

-Show damage at battle [color=#40FF00]V[/color]

-Show quest helper [color=#40FF00]V[/color]

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[b] [size=130]1.22 What is autopacking? [/size] [/b]

[size=110] Autoloopacking is the fact to have the possibility to pack 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 [u]autopacking[/u] you get them in 1 slot. [/size]

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[b] [size=130]1.23 What is autoselling? [/size] [/b]

[size=110] [u]Autoselling[/u] is the fact to have the possibility to sell something from your inventory without clicking to a vendor area. Example : when you have an item on inventory you could sell this one automatically and i would like to implant this possibility for all different of items such as recolted items, crafted items, potions, secret maps, skills items, gems white items, green items, blue items, yellow items, magenta items, uber item with a menu option[color=#80FF00] V[/color] or [color=#FF0000] X [/color]such as :

-Show dropped item [color=#80FF00]V[/color]

-Show damage at battle [color=#40FF00]V[/color]

-Show quest helper [color=#40FF00]V[/color][/size]

[img]http://i42.tinypic.com/osqz9y.png[/img][img]http://i41.tinypic.com/2eod45e.png[/img][hr]

[b][size=130]1.3 What is a follower?[/size] [/b]

[size=110]Followers are helpers who attend you on your adventure in Forgotten Elements. It exists 2 kind of follower in game who are Dryad and Fire Elemental who have different attributes. Followers are comparable with a minion, that can handle some additional tasks. Followers are able to weapon, a shield, a helmet and an armor. Any of these equipment items which meet the level requirement can be worn by the follower. Furthermore he also has a backpack and so is able to carry items. your helper is able to sell items to a vendor and store them in the treasure box. Just hit the corresponding button, your follower leave and return after completing the task. Your follower support you during the battle, while fighting against monsters. Follower automatically drink potions, if they are available within their backpack. Moreover by default your little helper is familiar with 2 passive skills, but you can teach him up to two additional skills(any skills) by providing corresponding skill items. During fight your follower will be able to upgrade his skills and gain new levels. Follower cannot die. If his health drops below 1, he will leave the fighting place and come back after a short rest. Players can send their follower away by hitting the "Dismiss" button.

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[b][size=130]1.31 How to get a follower?[/size] [/b]

[size=110] To get your own follower visit the main town of zone 1 "Telumin" and talk to Bortran, the NPC with the shovel because he has a task for you and after completing it you will be able to choose a follower.[/size][hr]

[b][size=130]1.4 How work the automatically system of companion?[/size][/b]

[size=110]Automatically system of companion is really special, indeed when they are items or gold they automatically go on them to recolt them for characters, then they come back to character to give them their recolt. When they gave their booty, it possible to know exactly what they found in categories thanks to pictures and numbers:

Number of items recolted

Number o potions

Number of equipment

Number of lapis

Number of scroll

Number profession items recolted

Number of gold

Number of tokens[/size][hr]

[b][size=130]1.41 What is items recolted? [/b][/size]

[size=110]Items recolted are all kind of items recolted, that is to say: potions, equipment, lapis, scroll and profession items.[/size][hr]

[b][size=130]1.42 What is a potion? [/b][/size]

[size=110] Healing / energy potions replenish a character's life / energy over time. It is smart to avoid battle while a healing potion is taking effect thus allowing the potion to heal fully. These potions may be purchased from town vendors.

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[b][size=130]1.43 What is an equipment? [/b][/size]

[size=110]Equipment are all items that players can wearing such as weapons, armors, shields, gloves etc…

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[b][size=130]1.44 What is scroll? [/b][/size]

[size=110] A scroll is an item that needs to be used to work as a secret map and an epic secret map. This kind of item could have different effects and I will develop some of them. Scroll could create news items, to teleport you somewhere, to change any capacity of an item, to change any effect of a skill, to change any effect of to change the color of an item etc…[/size]

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[size=130][b]1.45 What is a lapis? [/b][/size] http://forgottenelements.phpbb8.de/suggestions-f2/lapis-system-blacksmith-elemental-damage-balancing-t830.html

[size=110]A lapis is a stone with attributes that can be added on socked item. The numbers of socks will depend of [u]difficulty modes[/u] you are playing as lapis stones effects will depend of [u]difficulty mode[/u] aswell. [/size]

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[size=130][b]1.46 What is a profession item recolted? [/size][/b]

[size=110]A item profession event recolted are all kind of item recolted or crafted by a profession such as cereals, bread, fishes meets, woods, bags etc…[/size]

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[b][size=130]1.461 What are all different professions of recolting? [/size][/b]

[size=110]They are 4 news jobs of recolting: Farmer, fisher, hunter and lumberjack[/size]

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[b][size=130]1.462 What are all different professions of crafting? [/size][/b]

[size=110]They are 4 news jobs of crafting: Baker, fisherman, butcher, and craftsman[/size]

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[b][size=130]1.463 What can you do with those professions? [/size][/b]

[size=110]Each profession of recolting and each jobs of crafting are linked such as a baker needs a farmer to make bread of cereals:

-Farmer and baker: A baker needs a farmer to making breads that heal 15 to 150 health

-Fisher and fisherman: A fisherman needs a fisher to making cooked fish that heal 15 to 150 -energy

-Hunter and butcher: A butcher needs a hunter to making grilled meat that heal 10 to 100 health and energy

-Lumberjack and Craftsman: A craftsman needs a lumberjack for crafting wood bag to gain room additional bags that give 4 to 50 rooms[/size]

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[b][size=130]1.5 Who are all companions?[/size][/b]

[size=110]There are several types of animals, among which we found lizards, chickens, cats, dogs, pigs, horses, tigers, lions and dragons. Some companions are more expensive than others, there are advantages to dispose an animal rather another because the fast movement, the luck chance percent and the gold find percent vary according the animals:

1. Speeder (slows movement and stay active 3 days)
2. Lizard (60 fast movement, 10% gold find)
3. Chicken (90 fast movement, 15% gold find, 2% luck)
4. Cat (120 fast movement, 20% gold find, 6% luck)
5. Dog (150 fast movement, 25% gold find, 10% luck)
6. Pig (180 fast movement, 30% gold find, 14% luck)
7. Horse (210 fast movement, 35% gold find, 18% luck)
8. Tiger (240 fast movement, 40% gold find, 22% luck)
9. Lion (270 fast movement, 45% gold find, 26% luck)
10. Dragon (300 fast movement, 50% gold find, 30% luck)[/size]

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[b][size=130]1.6 How to get companion?[/size][/b]

[size=110]The speeder companion will be the only one possible to get without paying money, indeed this last will be getable as reward of a very long quest in almost the end of the game in normal mode. The other companions are getable on the showcase for an amount of real money (€)[/size][hr]

[b][size=130]1.61 What is a showcase?[/size][/b]

[size=110]A showcase is an internet page of the game where players can logged them and to pay items in real money to get them in the game.[/size][hr]

[b][size=130]1.7 How to invoke a companion?[/size][/b]

[size=110]To invoke a companion players just have to double click on a companion stone. You can't active more than 1 companion in the same time.[/size][hr]

[b][size=130]1.8 How many cost all different companions?[/size][/b]

[size=110]Those companions will be sellable on the showcase in real money in euro (€). The price of companions varies with the advantages of them:

1. Lizard cost 6.00€
2. Chicken cost 6.50€
3. Cat cost 7.00€
4. Dog cost 7.50€
5. Pig cost 8.00€
6. Horse cost 8.50€
7. Tiger cost 9.00€
8. Lion cost 9.50€
9. Dragon cost 10.00€[/size][hr]

[size=200][color=#8040BF]2) Showcase system [/color][/size]

[b][size=130]2.1 What is a showcase?[/size][/b]

[size=110]A showcase is an internet page of the game where players can logged them and to pay items in real money to get them in the game.

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[b][size=130]2.2 What are the items sold in showcase?[/size][/b]

[size=110]In showcase a lot of kind of items are sold such as stone of xp, stone of gold, gold, stone of reset, UBER item with random stats, secret map, reductions piece and finally the companions:[/size]

[u][size=120]2.21 Stone of XP:[/size][/u]

1. [size=110]30% for 10 days cost 5€
2. 65% for 10 days cost 6€
3. 100% for 10 days cost 7€[/size]

[b][size=130]2.211 What is a stone of XP??[/size][/b]

[size=110]A stone of experience is an item to use that give a better percent of experience on enemies. The effects stay after the death[/size][hr]

[u][size=120]2.22 Stone of gold:[/size][/u]

1. [size=110]100% for 10 days cost 4€
2. 200% for 10 days cost 5€
3. 300% for 10 days cost 6€[/size]

[b][size=130]2.221 What is a stone of gold??[/size][/b]

[size=110]A stone of experience is an item to use that give a better percent of gold dropped from enemies. The effects stay after the death[/size][hr]

[u][size=120]2.23 Gold:[/size][/u]

1. [size=110]500 000 golds cost 5€
2. 1 000 000 golds cost 9€
3. 2 500 000 golds cost 20€[/size]

[u][size=120]2.24 Stone of Reset[/size][/u]

1. [size=110]Stone of skill reset stone cost 5€
2. Stone of reset all skills cost 15€
3. Stone of reset all skill of follower cost 5€
4. Stone of reset follower cost 5€
5. Stone of aura reset stone cost 10€
6. Stone of reset all stat stone cost 10€
7. Stone of reset sex stone cost 5€
8. Stone of reset profession cost 5€
9. Stone of reset all attributes of an item cost 8€[/size]

[u][size=120]2.25 UBER items with random stat[/size][/u]

1. [size=110]Level 5 to 15 cost 6€
2. Level 15 to 25 10€[/size]

[b][size=130]2.251 What is an UBER item? [/size][/b]

[size=110]An [color=#FF0000][u]UBER item[/u][/color] is the best item quality. The quality of an item is the numbers of attributes than an item adding and it vary with the colour of the item that means:

-[color=#BFBFBF]White item[/color] adding 0 to 1 attribute

-[color=#80FF80]Green item[/color] adding 1 to 2 attributes

-[color=#0000FF]Blue item[/color] adding 2 to 3 attributes

-[color=#FFFF00]Yellow item[/color] adding 3 to 5 attributes

-[color=#BF00FF]Magenta item[/color] adding 5 to 6 attributes

-[color=#FF0000]UBER item[/color] adding 6 to 7 attributes[/size]

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[u][size=120]2.26 Companions:[/size][/u]

1. [size=110]Lizard cost 6.00€
2. Chicken cost 6.50€
3. Cat cost 7.00€
4. Dog cost 7.50€
5. Pig cost 8.00€
6. Horse cost 8.50€
7. Tiger cost 9.00€
8. Lion cost 9.50€
9. Dragon cost 10.00€[/size]

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[b][size=130]2.261 What is a companion?[/size] [/b]

[size=110]Companions are Pets who gets the gold and items for you with automatically system. They wander by your side next your character and allow you to win a bit of time with taking the gold coins and items all around you. These animals do not attack your enemies and are not killable by them. They stay active for 15 days. They stay active after the death of main character. These are not only objects purely "cosmetic" but they give no extra power to your character. It's just animals that are convenient to share their service to the players. It exists already a helper in forgotten elements called followers [/size][hr]

[u][size=120]2.27 Secret Map:[/size][/u]

1. [size=110]10 x Level 15 to 20 cost 1€
2. 10 x level 20 to 25 cost 2€
3. 10 x level 25 to 30 cost 3€[/size]

[b][size=130]2.271 What is a secret map?[/size][/b]

[size=110]A secret map is a scroll that makes enter in a area composed of 4 level of map, those last are composed of normal monster. In the last room there is a boss who drop a key to open a treasure chest[/size][hr]

[u][size=120]2.28 Reduction Piece:[/size] [/u]

1. [size=110]300 reductions pieces cost 3€
2. 1 000 reductions pieces cost 6€
3. 3 000 reductions pieces cost 20€[/size]

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[b][size=130]2.281 What is a compress? [/size] [/b]

[size=110]A compressed item is an upgrade on an item that use to get +5% of better attributes on an item. Example you have a weapon with 40 damages that add 20 life then you use one time a compress that means your weapons will deal 42 damages (40x1 + 40x.05) that add 21 of life (20x1 + 20x.05). To compress an item you just need to have reduction pieces and gold then you will talk to the new PNJ called the compressor and ask him a compress. [/size]

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[u][size=120]2.29) Wedding item:[/size][/u]

1. [size=110]Texano cost 6€

2. Wedding dresscost 6€

3. Alliance cost 2€

4. Flowers cost 1€[/size]

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[b][size=130]2.291 What is a wedding? [/size][/b]

[size=110]A wedding is a ceremony that link two players to get better attributes[/size]

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[size=150][color=#4080FF]If you want to follow my Ideas: [/color]

http://forgottenelements.phpbb8.de/post4182.html#p4182

http://forgottenelements.phpbb8.de/suggestions-f2/arena-event-hades-the-king-death-new-world-boss-t837.html

http://forgottenelements.phpbb8.de/suggestions-f2/difficulty-modes-t826.html

http://forgottenelements.phpbb8.de/suggestions-f2/news-skill-for-level-passiv-damage-skill-t817.html

http://forgottenelements.phpbb8.de/suggestions-f2/better-talisman-system-balancing-news-emplacements-t800.html

http://forgottenelements.phpbb8.de/character-guides-f13/the-best-pvp-real-time-t777.html

http://forgottenelements.phpbb8.de/suggestions-f2/news-rewards-balancing-t792.html[/size]

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[b][size=110]Greeting From France,[/size]

[size=200][color=#FF0000]BLooDBuRNiNG[/color][/size][/b][/align]