[align=justify][size=110]Hello Forgotten Elements community today I propose you a new system to transform you to be stronger a little bit of time to be able to pass hardest difficulty in game. It took me 4 hours for making this post correctly and I’m planning to propose a better system of item bonus to get a better economy system and a better game play .I hope you will enjoy my work and I wish you all the best for 2012

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 in advance.[hr][/size]

[size=200][color=#FF0000]Dementia System [/color][/size]

[b][size=130]1) What is a dementia system?[/size] [/b]

[size=110]Dementia system is mode that gives a lot of attributes to user when is it activated for a bit of time. In my system you will stay in dementia mode for 6 seconds and it can be used just one time every minute. When this system is activated the user had red eyes and he become taller[/size]

[img]http://i39.tinypic.com/347whf7.png[/img][img]http://i44.tinypic.com/34xnqmh.jpg[/img][img]http://i39.tinypic.com/a0cjb.png[/img][img]http://i42.tinypic.com/6z3e6x.jpg[/img][hr]

[b][size=130]1.1 Why is it important to implant a dementia system?[/size] [/b]

[size=110]It is important to implant a dementia system because it will late the possibility to players to be stronger a bit of time, that means it will help to pass the [u]difficulty mode[/u]. In this way it will be very fun to use and players will have wish to raise their character level. It will valorize the game play and players will more addict to play that will become less boring because players are always doing the same thing all the duration of the game and the universe of Forgotten Elements will be more rich then more players will be active. In the same way it will be easier to complete [u]the wave event[/u]. To finish this system is very important because it will create a better distance of attribute between levels[/size]

[b] [size=130]1.2 What a difficulty mode? [/size] [/b] [url]http://forgottenelements.phpbb8.de/suggestions-f2/difficulty-modes-t826.html.[/url]

[size=110]When you start the game you enter in the first difficulty mode: [color=#40FF00]normal mode[/color]. When you finish the game in a difficulty mode you will have the possibility to play in a harder difficulty mode, its mean you will restart the game with the same level but with harder and stronger monsters, champions, bosses, and world bosses[/size]

[size=150][color=#80FF00]Normal Item [/color][/size] ------------------------------- [size=150][color=#FF0000] UBER ITEM[/color][/size]

[img]http://i44.tinypic.com/2lkcqd4.jpg[/img][img]http://i44.tinypic.com/344ys9h.jpg[/img][hr]

[b][size=130]1.3 What is a wave event: [/size][/b] [url]http://forgottenelements.phpbb8.de/post4189.html#p4189[/url]

[size=110]A [u]wave event[/u] is an area where you need to pay to enter and where you will be spawning by monsters stronger monsters. In this event you will find your precious [u]lapis stones[/u]. The numbers of enemies and the enemies level depend on the wave level and on the [u]difficulty modes[/u] you are playing.

[img]http://i43.tinypic.com/25tj8lu.png[/img][/size] [hr]

[b][size=130]2) What does dementia mode gives as attributes?[/size] [/b]

[size=110]Dementia mode gives a lot attributes to become a really mental patient that are all characteristics (Strenght, Power, Endurance, Dexterity, Inteligence and [u]Chance[/u]) fast movement, fast attack, fast cast, lucks and experience percent.:

• Level 20 = +5 all stats, +50% fast movement, attack and cast, +20 lucks, +25% XP

• Level 25 = +7 all stats, +55% fast movement, attack and cast, +24 lucks, +27% XP

• Level 30 = +9 all stats, +60% fast movement, attack and cast, +28 lucks, +29% XP

• Level 35 = +11 all stats, +65% fast movement, attack and cast, +32 lucks, +31% XP

• Level 40 = +13 all stats, +70% fast movement, attack and cast, +36 lucks, +33% XP

• Level 45 = +15 all stats, +75% fast movement, attack and cast, +40 lucks, +35% XP

• Level 50 = +18 all stats, +77% fast movement, attack and cast, +45 lucks, +39% XP

• Level 55 = +21 all stats, +79% fast movement, attack and cast, +50 lucks, +43% XP

• Level 60 = +24 all stats, +86% fast movement, attack and cast, +55 lucks, +47% XP

• Level 65 = +27 all stats, +93% fast movement, attack and cast, +60 lucks, +51% XP

• Level 70 = +30 all stats, +100% fast movement, attack and cast, +65 lucks, +55% XP

• Level 75 = +33 all stats, +107% fast movement, attack and cast, +70 lucks, +59% XP

• Level 80 = +36 all stats, +114% fast movement, attack and cast, +75 lucks, +63% XP

• Level 85 = +39 all stats, +121% fast movement, attack and cast, +80 lucks, +67% XP

• Level 90 = +42 all stats, +128% fast movement, attack and cast, +85 lucks, +71% XP

• Level 95 = +45 all stats, +135% fast movement, attack and cast, +90 lucks, +75% XP

• Level 100 = +50 all stats, +150% fast movement, attack and cast, +100 lucks, +80% XP[/size]

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[b] [size=130]2.1 What chance characteristic does?[/size] [/b]

[size=110]Chance is an attributes such as Strength, Dexterity, Power, Endurance and Intelligence. This new stat give 1% of chance to make a critical strike and +2.5 lucks at each point. Critical strike (often abbreviated as "crit" or "CC" "crit strike") refers to 200% bonus physical damage (3 times your normal damage) that occurs as a result of an attack made with melee or ranged weapons or elemental skills. The chance to critical strike can be viewed in the character pane under melee stats and is affected by agility, critical strike rating, and talents[/size]

[img]http://i43.tinypic.com/avj19g.png[/img][img]http://i41.tinypic.com/rwkx7q.png[/img][hr]

[b][size=130]3) How to active dementia mode?[/size] [/b]

[size=110]To active dementia mode you need to be at a higher level than level 20 then you will just need to press Space key to active this mode. This skill can be used only one time every minute and it stay activated only 6 seconds. [/size][hr]

[b][size=130]4) What are the particularity of dementia?[/size] [/b]

[size=110]This skill can be used only one time every minute and it stay activated only 6 seconds. Every 5 levels attributes gives from dementia that are all characteristics, fast movement, fast attack, fast cast, lucks and experience percent become stronger. At level 50 and 100 reached bonus attributes gives from dementia raise a lot and when dementia is activated the user transform himself as a big monster.[/size]

[img]http://i43.tinypic.com/iwky86.png[/img][img]http://i42.tinypic.com/280ayf.png[/img][img]http://i44.tinypic.com/23wrzav.png[/img][img]http://i39.tinypic.com/bimlts.jpg[/img][hr]

[b][size=130]5) Against who can you use dementia skill?[/size] [/b]

[size=110]Dementia can only be activated in Players VS Monsters whereas it can't be used on Players VS Players. This mode can't be used on Players VS Players because it will be too much quick to kill someone in this mode then the PVP will lost all his challenge.[/size][hr]

[b][size=130]6) How to stay longer in dementia mode?[/size] [/b]

[size=110]There is only one way to stay longer in dementia mode, you need to find the rarest lapis in game called black lapis, only world boss drop it with 4 percent of chance. [/size]

[size=130][b]6.1 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]

[img]http://i41.tinypic.com/25i2q2v.png[/img][hr]

[b][size=130]6.2 What is a black lapis?[/size] [/b]

[size=110]A black lapis is stone that give some seconds of additional duration of dementia mode, this means when a black lapis is linked on your gear this will be possible to stay longer in dementia mode than 6 seconds. They are 5 levels of black lapis that are:

• Black lapis level 1: stay +1 second in dementia

• Black lapis level 2: stay +2 seconds in dementia

• Black lapis level 3: stay +3 seconds in dementia

• Black lapis level 4: stay +4 seconds in dementia

• Black lapis level 5: stay +5 seconds in dementia[/size]

[img]http://i42.tinypic.com/c0u8l.png[/img][hr]

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

http://forgottenelements.phpbb8.de/suggestions-f2/news-jobs-autopacking-and-autolooting-t843.html

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/compressed-system-balancing-preparation-t846.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][hr]

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

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