[align=justify][size=110]Hello Forgotten Elements community today I propose you some ideas for get a better game play with 3 news difficulty mode and a new system for implanting attributes on items with stone called lapis system, I hope you will enjoy.

I remade this topic because I will describe it with more accuracy and for it will be easier to understand what I written. [/size]

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[size=200][color=#FF0000]1) Difficulty Mode [/color][/size]

[size=110]1.1) What is a difficulty mode? When you start the game you enter in the first difficulty mode: normal mode. 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. In this way you will need a team to continue history. If this subject will be implanted in Forgotten Elements we will have the possibility to have a longer game, harder monster and better items then the game will be more fun to play and players will have the possibility to do something after reached level 30. I would like to propose 4 difficulty modes:[/size]

[img]http://i46.tinypic.com/2v3ommo.jpg[/img][hr]

[size=150][color=#40FF00]Normal Mode [/color] [/size] (None Changes)

[color=#FFBF00][size=150]Nightmare Mode:[/size][/color]

[size=110] -Monsters deals 150% damage

-Monsters have an add of defence of 50

-Monsters have a higher health point of 300%

-Bosses have 1 random skill of more

-[u]World boss items have 2 socks for put his lapis in[/u]

-Players have an add of luck of 25

-Players have a reduction resistance of 10

-Players gain 140% experience

-Players life leech and energy leech are decrease of 25%

-Items dropped have 140 % of better attributes

-[u]Items dropped have 1 sock for put his lapis in[/u] [/size]

[size=150] [color=#8080FF] Hell Mode: [/color] [/size]

[size=110]-Monsters deals 250% damage

-Monsters have an add of defence of 120

-Monsters have a higher health point of 600%

-Bosses have 2 random skills of more

-[u]World boss items have 3 socks for put his lapis in[/u]

-Players have an add of luck of 60

-Players have a reduction resistance of 20

-Players gain 190% experience

-Players life leech and energy leech are decrease of 35%

-Items dropped have 180 % of better attributes

-[u]Items dropped have 2 sock for put his lapis in[/u] [/size]

[size=150][color=#FF0000]UBER Mode: [/size][/color]

[size=110]-Monsters deals 500% damage

-Monsters have an add of defence of 200

-Monsters have a higher health point of 1000%

-Bosses have 3 random skills of more

-[u]World boss items have 4 socks for put his lapis in[/u]

-Players gain 300% experience

-Players have an add of luck of 100

-Players have a reduction resistance of 30

-Players life leech and energy leech are decrease of 50%

-Items dropped have 250 % of better attributes

-[u] Items dropped have 3 sock for put his lapis in[/u]

-[u] NEW ITEM TYPE: UBER Item (6 to 7 random attributes) [/u] [/size]

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[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][img]http://i48.tinypic.com/2885fuh.jpg[/img][hr]

[size=130][b]1.2) What is a lapis stone?[/b][/size] http://forgottenelements.phpbb8.de/posting.php?modee=edit&f=2&p=4154

[size=110]A lapis is a stone with attributes that can be add 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 modee[/u] also.[/size][hr]

[b][size=130]1.3) What does bosses have x random skill of more means? [/size] [/b]

[size=110]That is to say boss will have x different skills of more that upgrade his capacities and then will become stronger and harder to kill[/align] [/size][hr]

[align=center][b][size=130]1.31) What are all the different boss skills? [/size] [/b]

[b][size=120]Rabbit[/size] [/b]

[size=110]Movement speed: +50%

Fast attack: 50%[/size]

[b][size=120]Mana Burn[/size] [/b]

[size=110]Each hit burn 10/30/90/230 energy

Chance to Hit: x1.5[/size]

[b][size=120]Evolution[/size] [/b]

[size=110]One damage randomly chosen with x1.3 base damage: Fire, Lightning, Magic, Cold, or Poison: [/size]

[b][size=120]Element enchanted[/size] [/b]

[size=110] If Monster is hit, a randomly skill is release: Gust (wing druid skill), Ice cube (frozen mage skill), Fire ball (fire mage skill), acid art (poison demonist skill), Earthquakes (earth Cro-Magnon skill)[/size]

[b][size=120]Multishot[/size] [/b]

[size=110]Two or more missiles of the same type are shot. Most types of monsters gain additional shots on Hell.

Only spawns on monsters with ranged attacks. [/size]

[b][size=120]Hulk[/size] [/b]

[size=110]Physical damage: +60%[/size]

[b][size=120]Resistant[/size] [/b]

[size=110]All res:+30 /120/260/500,

Defense: +50% [/size]

[b][size=120]Resistant[/size] [/b]

[size=110]Damage Resist: +30% [/size]

[b][size=120]Tank[/size] [/b]

[size=110]Heal Point: +75%[/size]

[b][size=120]Possessed: [/size] [/b]

[size=110]Cannot be cursed [/size]

[b][size=120]Aura of freeze[/size] [/b]

[size=110]+35% Slow enemies at 100 meters[/size]

[b][size=120]Aura of resistance[/size] [/b]

[size=110]-40% Decrease all opponent resistance at 100 meters[/size]

[b][size=120]Aura of regeneration[/size] [/b]

[size=110]Reduce the regeneration of life of 10 each second at 100 meters[/size] [/align]

[IMG]http://i45.tinypic.com/2qjddw9.png[/IMG][IMG]http://i48.tinypic.com/5vx4ir.png[/IMG] [hr]

[BBvideo 850,700]http://www.youtube.com/watch?v=U0F2wPZWdYk[/BBvideo][hr]

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

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

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

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

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