[size=110] [align=justify]Hello Forgotten Elements community today I propose you a new auction house system, a better trade system, a very detailed auto select system and a very intuitive monster windows with colors. It really. It took me 5 hours for making this post correctly and I’m planning. I hope you will enjoy my work and I wish you all the best for 2012

I invite 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 [hr] [/size]

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

[size=110]If this subject is implanted in Forgotten Elements players will have the possibility to trade all his items easier and to get money and to share his items with all the community, it will help the game to become more interesting and more addictive then more players will be active and it will valorize the game play.[/size][hr]

[color=#0000FF][size=200]1) Dyes[/Size] [/color]

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

[size=110]Dyes are just consumable items to change the color of a piece of an item. Armor dyeing is purely cosmetic; there's no change to the item's stats or effectiveness(at least not to monsters; other players might be awestruck by such colorful garb). Though many players have suggested that higher level dyes could grant some stat bonuses or other benefits (+10 fire resistance on a special fire-red dye, for instance) they remain purely aesthetic in function. Dyes are single use; when it is used to color a piece of armor, it's gone. A dye is a consumable in the same manner that a health potion is. A player will need to find multiple samples of the same dye to color all of their equipment the same hue. All pieces of armor (but no weapons) can be dyed. Confirmed as dyable are body armor, pants, shoulders, gloves, boots, helms etc.. meaning it is not possible to dying his weapons or his jewelry items Dyes do not have any special visual factors to them outside of coloring a piece of armor. They do not, for instance, have extended animations or particle effects.[/size]

[IMG]http://i47.tinypic.com/14tx8y8.png[/IMG][hr]



[color=#0000FF][size=200]2) Very Good Auction House System[/Size][/color]

[b] [size=130]2.1) What is an auction house system? [/size] [/b]

[size=110]An Auction House is an in-game mechanism to allow for easier trading of items for items or money. The Blood of Evil III will feature an Auction House (AH), which comes in two main varieties: the gold-based Auction House will allow players to sell items, crafting materials, and even their items crafted. The benefit of an auction house is that players can put items up for sale in an automated system. They need not be present to sell their item or spam ads about their item in the chat channels. It's also easier to find items you want to trade thanks a very detailed auction house system and for, since other players don't have to be online. The items for sale are listed by category, and each category has their own set of variables that the player may choose to search for. For instance, if a player is seeking a weapon with life steal, they will be able to specifically search for that mod. Your auction house history is also tracked through your profile, showing the player what they bid, what they won, what they lost, etc. Seeing as how the Auction House can be accessed at any point in time, inside the game or with viewing the auction house, a player can choose to send an item directly from their inventory to the auction house. The item will be removed from their inventory, and if it sells, then it is removed from the system entirely. If an item does not sell, it will be returned to the player via their [u]bank[/u].

One thing important to know is each account can put 100 articles on the auction house in the same time that is to say if you would like you like to sold 105 articles you have allready to sold 5 (105 - 5 = 100). The auction house will take 15% interest to each item sold that is to say if you see an item 100 000 golds, you will just get 85 000 golds instead of 100 000 because the interest are 15% (100 000 x 15% = 15 000). It will be also possible to sold his items with trading his items with a other player with the command /t /trade character name.[/size]

[IMG]http://i48.tinypic.com/2wowx87.png[/IMG][IMG]http://i46.tinypic.com/w0mjp.png[/IMG] [hr]

[b] [size=130]2.11) What is a bank system? [/size] [/b]

[size=110]Bank in the blood of evil serves as a paid storage. It enables access to a private vault which allows the storage of gold, token and items. All characters on the same account and on the same server share the same vault. There is no limit to the amount of items you can store in the bank. Any gold made from the sale of items auction house are automatically deposited in the bank, along with any items that were not purchased within 72 hours of adding the item to a auction house inventory. [/size]

[IMG]http://i46.tinypic.com/2rfpxeu.jpg[/IMG][hr]

[b] [size=130]2.2) What is the particularity of the new auction house?? [/size] [/b]

[size=110]When you will open auction house they will have 150 pages of 20 items for each pages. This system will help to find easier an item, The particularity of the new auction house will be you could find an item with: [/size]

[IMG]http://i50.tinypic.com/w2x5w.png[/IMG][hr]

[color=#0000FF][size=200]3) Better Trade System[/Size] [/color]

[b] [size=130]3.1) What is a trade? [/size] [/b]  
[size=110]A trade is an exchange between two players of foods such as items, gold, potions, lapis, scroll, items crafted etc… that are in the same map. This tool is very important because when players will want to gear their characters enough well to pass all the difficulty mode. [/size]

[IMG]http://i50.tinypic.com/2icb2hz.jpg[/IMG][IMG]http://i46.tinypic.com/23r24ap.png[/IMG][hr]

[b] [size=130]3.11) What a difficulty mode?[/b][/size] [url]http://forgottenelements.phpbb8.de/suggestions-f2/difficulty-modes-t826.html.[/url][hr]

[b] [size=130]3.2) How to trade with other players [/b][/size]

[size=110]1. Click on the player character (or use a hotkey to select them), right-click on their portrait, and select Trade.

2. A window will appear with several areas:

■ The left pane shows what you wish to trade, with item slots and a place to enter any money ( , , and/or ) you wish to pay.

■ The right pane shows what your target wishes to trade, with several item slots.

■ A special "no-trade" slot at the bottom-left.

3. Add the items you want to trade or expose and/or currency you want to trade on the left side:

■ Drag items you want to give to the other player in the upper slots.

■ Drag an item you want to expose to have some effect (an enchantment usually) applied to it in the special "no trade" slot at the bottom.

4. Enter any money ( , , and/or ) you want to give in the entry fields at the bottom.

NOTE: A warning alert will appear asking you to confirm the trade of money before the trade completes, if you decide to do that.

5. Click the Trade button and your area (the left side) will become highlighted in green. If the player you are trading with clicks their Trade button, their area (the right side) will become highlighted in green also and the trade will complete.

NOTE: If anyone changes the items in their pane, their pane will un-highlight and the Trade button needs to be clicked again. When a pane of the trade, the players will can’t to additional items and will have to accept the trade or to close the trade. If a player refuse the trade, the both players will get automatically their engaged items.[/size]

[IMG]http://i50.tinypic.com/2w4cmlv.png[/IMG][hr]

[b] [size=130]3.3) What are the characteristic of my trade system? [/b][/size]

[size=110]I believe in a very important trade system and that's why I think the trade system have to have a lot possibility such as:

1. Players could trade 0 to 50 items,
2. Players could trade gold 0 to 100 000 000
3. I t is possible to trade all kind of items with an exception for the items come from the auction house
4. Both players have to accept the trade to confirm it, when a players accept a trade his part become green to show that he is ready to trade
5. You can't refuse a trade with the key ESC[/size][hr]

[b] [size=130]3.31) what is a showcase system? [/b][/size]   
[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.

[img]http://i49.tinypic.com/2zg5an4.png[/img] [/size][hr]  
[color=#0000FF][size=200]4) Auto Select System[/Size] [/color]

[b] [size=130]4.1 What is auto select system? [/b][/size]   
[size=110]A auto select system have for goal to select your items from your inventory, [u]bank[/u] and chest with some options that can be:

* Price of items increasing order
* Level required type of item increasing order
* Type of items increasing order
* Level required increasing order
* Price of items decreasing order
* Level required type of item decreasing order
* Type of items decreasing order
* Level required decreasing order[/size]

[IMG]http://i46.tinypic.com/seu51z.png[/IMG][IMG]http://i49.tinypic.com/oszmh5.png[/IMG] [hr]  
[b] [size=130]4.11 What is a bank? [/b][/size]

[size=110]Bank in the blood of evil serves as a paid storage. It enables access to a private vault which allows the storage of gold, token and items. All characters on the same account and on the same server share the same vault. There is no limit to the amount of items you can store in the bank. Any gold made from the sale of items auction house are automatically deposited in the bank, along with any items that were not purchased within 72 hours of adding the item to a auction house inventory. [/size]

[IMG]http://i46.tinypic.com/2rfpxeu.jpg[/IMG][hr]

[color=#0000FF][size=200]5) Intuitive color monster system[/Size] [/color]

[b] [size=130]5.1) What is an intuitive color monster system? [/size] [/b]

[size=110] A color monster system show by intuitive color how your opponent is powerful. When deciding what monster to hunt, you can tell how much of a challenge they’ll be by clicking on them once to target them. The name of the monster will appear in one of the following colors, depending upon how difficult they are:[/size]

[IMG]http://i49.tinypic.com/2e2je55.jpg[/IMG] [hr]

[b] [size=130]5.2) What does color system show? [/size] [/b]

[size=110]This system have for goal to show by a system of color how is powerful your opponent by showing all important information such as his:

* kind of monster
* category
* difficulty mode
* level of difference it exist between you and your opponent [/size]

[IMG]http://i50.tinypic.com/71i54p.png[/IMG][hr]

[b] [size=130]5.21) What are all kind of monster[/size] [/b]

[size=110]At present it exists 6 types of monster, there are normal monsters, champions monsters, gozu monsters, bosses, worlds bosses and gobelin. It is possible to recognize what kind of monster it is with the size and the color of the name of your opponent

• -[color=#BFBFBF]Normal monster[/color]: (none change)

• -[color=#0000FF]Champions monsters[/color]: around 200% of health, 200% of damage

• -[color=#40FFBF]Gozu monsters[/color]: around 500% of health, 150% of damage, 225% Fast attack, 140% Fast move

• -[color=#FFFF00]Bosses monsters[/color]: around 3000% of health, 500% of damage

• -[color=#FF0000]World bosses monsters[/color]: around: around 16500% of health, 1300% of damage

• -[color=#408040][u]Leprechaun[/u][/color] :around 2000% of health, 200% of fast move, 120% of resistance, 0% of damage[/size]

[IMG]http://i48.tinypic.com/308xkx0.jpg[/IMG][IMG]http://i49.tinypic.com/103e52o.png[/IMG] [hr]

[b] [size=130]5.211) How often does monster respawn?[/size] [/b]

[size=110]Respawn is the fact that when a monster die he will reappear where he died after a time definite. The normal, champion and gozu monster will respawn after 1 minute whereas boss will respawn after3 minutes. The world boss and leprechaun will never respawn however it is possible to make appear a world boss by a definite system of action who will be definite later in the forum.[/size][hr]

[b] [size=130]5.22) What is a category of monster?[/size] [/b]

[size=110]At the moment it exists just 1 category of monster that is normal category of monster that is composed of normal monsters, champions monsters, gozu monsters, boss monsters and world boss monsters, I would like to implant 2 new category of monster called the dungeon and survival category of monster who will be really stronger and they will need to be kill in a good team. Dungeon category will have+700% of life and +60% of damage, those last will have a percent of chance to find a new kind of money called tokens. Survival monster will have the same stat than the normal but will resist to stun, immobilize, freeze, slow, blind skill that will make very harder to kill than the normal category.[/size][hr]

[b] [size=130]5.23) what is a difficulty mode[/size] [/b]

[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]5.3) How does vary the experience? [/size] [/b]

[size=110]The experience obtain vary with the level of difference of monster, this is the board of experience:[/size]

[IMG]http://i47.tinypic.com/30kr7fm.png[/IMG] [hr]

[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]

[hr]

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

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

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| The color of enemy level | -10or less level of difference | -5 to -9 level of difference | 0 to -4 level of difference | 0 to +4 level of difference | +5 to +9 level of difference | +10 of more level of difference |
| The color of enemy name | Normal monster | Champion monster | Gozu monster | Boss monster | World Boss monster | Gobelin monster |
| The color of enemy border | Normal mode | Nightmare mode | Hell mode | Uber mode |  |  |
| The color of circle level | Normal Category | Dungeon Category |  |  |  |  |

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **Weapons** | **Armors** | **Potion** | **Componed** | **Mercenary** | **horse** | **Items recolted** | **Lapis** | **Dyes** | **Items Crafted** |
| **Level required** | < | = | > |  |  |  |  |  |  |  |
| **Quality of items** | < | = | > | Grilled | normal | simple | Quality | magic | precious | powerful |
| **Price of item** | < | = | > |  |  |  |  |  |  |  |
| **Quantity** | X1 | X5 | X10 | X25 | X50 | X100 | X250 | X500 | X1000 | X10000 |
| **Attribute 1** | Damage | Luck | Life | Energy | Fast Move | Fast Cast | Accuracy | Power | Strength | Dexterity |
| **Attribute2** | Damage | Luck | Life | Energy | Fast move | Fast Cast | Auccuracy | Power | Strength | Dexterity |
| **Attribute 3** | Damage | Luck | Life | Energy | Fast move | Fast Cast | Auccuracy | Power | Strength | Dexterity |
| **Attribute 4** | Damage | Luck | Life | Energy | Fast move | Fast Cast | Auccuracy | Power | Strength | Dexterity |
| **Attribute 5** | Damage | Luck | Life | Energy | Fast move | Fast Cast | Auccuracy | Power | Strength | Dexterity |
| **Attribute 6** | Damage | Luck | Life | Energy | Fast move | Fast Cast | Auccuracy | Power | Strength | Dexterity |
| **Attribute 7** | Damage | Luck | Life | Energy | Fast move | Fast Cast | Auccuracy | Power | Strength | Dexterity |