[align=justify][size=110]Hello Forgotten Elements community today I propose you a new system for using his money called compress system, in fact when the news jobs will be implanted the game will late the possibility to making a lot of money and we will need a way for using our money recolted that’s why I proposed them, to get a better way to using and making his money with a better economy system. It took me 6 hours for making this post correctly and I’m planning to propose a new system called control of speed to learning players to get better reflex with playing and for they could see a real difference of playability. I hope you will enjoy my work and I wish you all the best for 2012[/size]

[size=130][b]Why is it important to implanted item compress system? [/b] [/size]

[size=110] If this subject is implanted in Forgotten Elements we will have the possibility to have a better economic system with using his money for get better item then the game will be more fun and it will balanced better the game with the game for the difficulty mode. Players will have the possibility to do something after reaching level 30. In the same way Marlon will have the possibility to be freer for implanting harder and harder stuffs in the game and players will be more addicted to play because they will need more time to go at their end. [/size]

[size=130][b]What are the ways for get a better economy system? [/b] [/size]

[size=110] I think for get a better economy system we need to implant news way than always slaying monster and selling his items on a PNJ, in fact we have to implant new things as news jobs for making his money and we have to using his money for become stronger that's why im thinking we will need also a compress and a lapiss system. Thanks for reading and have fun [/size][hr]

[b][size=200] [color=#BF00FF]Compressed System[/color] [/size] [/b]

[size=130][b]What is a compressed item? [/b] [/size]

[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) [/size]

IMAGE of before and after level 1 to 2 and level to 5[hr]

[size=130][b]How to compress an item? [/b] [/size]

[size=110]That’s simple this is the same principle than the PNJ than upgrade the colour of your item and also blacksmith with the lapis system subject. You just need talking with the new PNJ called the compressor and ask him to compress your item. [/size]

[size=130][b]What is the lapis system? [/b][/size]

[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://i43.tinypic.com/vgh06f.png[/img][hr]

[size=130][b]What do you need to compress an item? [/b][/size]

[size=110]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]

[img]http://i40.tinypic.com/5yssxt.png[/img][hr]

[size=130][b]How to compress and reduce an item? [/b][/size]

[size=110]To compress an item you need to pay a little amount of gold and reduction pieces to compressor and his price will vary with the item level required and the level of your compress. To reduce it’s the same principle you need to talk with compressor and ask him a reduce. Compressor a new PNJ you could find soon one Telumin and Terembora. [/size]

[img]http://i44.tinypic.com/mh3488.png[/img] [img]http://i43.tinypic.com/1zr2wsz.png[/img] [hr]

[size=130][b]How depends the numbers of reduction pieces and how to get them? [/b][/size]

[size=110]You can get reduction pieces with reduce item with the compressor. You can reduce more than 1 item in the same time and the numbers of reduction pieces depends of the quality of your item that means:

-[color=#BFBFBF]White item[/color] giving 1 reduction piece

-[color=#80FF80]Green item[/color] giving 4 reduction pieces

-[color=#0000FF]Blue item[/color] giving 10 reduction pieces

-[color=#FFFF00]Yellow item[/color] giving 30 reduction pieces

-[color=#BF00FF]Purple item[/color] giving 125 reduction pieces

-[color=#FF0000]Red item[/color] giving 500 reduction pieces

[img]http://i41.tinypic.com/10ql54m.png[/img][img]http://i41.tinypic.com/14vi88k.png[/img][img]http://i41.tinypic.com/s4w7c5.png[/img][img]http://i42.tinypic.com/x4ej41.png[/img][img]http://i40.tinypic.com/24q63cm.png[/img][img]http://i44.tinypic.com/11syp09.png[/img][/size]

[size=130][b]What is the quality of an item and how does it vary? [/b][/size]

[size=110]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]

[img]http://i44.tinypic.com/2zz0z09.jpg[/img][img]http://i42.tinypic.com/2sae0x3.jpg[/img][img]http://i41.tinypic.com/20serts.jpg[/img][img]http://i39.tinypic.com/wjcmlv.jpg[/img][img]http://i41.tinypic.com/35052j5.jpg[/img][img]http://i44.tinypic.com/j8ns5x.jpg[/img][hr]

[size=130][b]What is the maximum level compressed and how vary the price to compress an item? [/b][/size]

[size=110]There are 10 different levels of compressed and the price and the amount of reduction pieces to compress an item vary with the compress level and the level required of an items that means there are calculated with the operation (XReduction piece + YGold) x item level required / 20 that means:

-level 0 to 1: (30 reduction piece + 1000 Golds) x item level required / 20

-level 1 to 2: (100 reduction pieces + 3000 Golds) x item level required / 20

-level 3 to 4: (200 reduction pieces + 5000 Golds) x item level required / 20

-level 4 to 5: (360 reduction pieces + 8000 Golds) x item level required / 20

-level 5 to 6: (650 reduction pieces + 11000 Golds) x item level required / 20

-level 6 to 7: (1000 reduction pieces + 14000 Golds) x item level required / 20

-level 7 to 8: (1400 reduction pieces + 19000 Golds) x item level required / 20

-level 8 to 9: (1900 reduction pieces + 24500 Golds) x item level required / 20

-level 9 to 10: (2500 reduction pieces + 37500 Golds) x item level required / 20

Example for an item level 20 required that you want compress level 6 to 7 you will need to pay (1000 item reduction pieces + 14000 Golds) x level requiered 20 / 20 = 1000X + 14000Y = no change for this item. Price to upgrade this item level 6 to 7 is 1000 reduction pieces and 14000 Golds

[/size]

[img]http://i44.tinypic.com/mh3488.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]