[align=justify][size=200][color=#FF0000]1) Durability and Repair System [/color][/size]

**[size=130][b]1.1) What is durability and a repair system?[/b][/size]**

[size=110]This system have for goal to say all items have durability and at each time you are using them you lost this durability and you have to repair them to find back this durability.[/size][hr]

**[size=130][b]1.2) What is my durability and a repair system?[/b][/size]**

[size=110]All the equipments have durability point and at each time you are using your weapon you will lose 1 durability point and at each time you are hitted 10 time by a monster or someone one of your randomly item chosen between your armor item, and jewelry items will lost 1 durability point. However you have to make warning to your durability point because when one of your item lost all his durability point, he will become unusable and this is why it exist a possibility to repair item with paying a PNJ called the blacksmith. (the one to link lapis to items)[/size]

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**[size=130][b]1.3) What is the repair price?[/b][/size]**

[size=110] The repair price equal to = number of durability to repair x number of items attributes x level of item. That is to say if I would like to repair 15 durability point of an armor with 5 attribute of level required 27, I will pay golds.(15 x 5 x 27 = 2 025).[/size]

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[size=200][color=#FF0000]2) DPS calculator on weapon [/color][/size]

**[size=130][b]2.1) What is a DPS calculator? [/b][/size]**

[size=110]Damage per second (DPS) is a term used with computer games to describe the average rate of damage inflicted over time. Therefore the higher the DPS value, the less time it takes to defeat an opponent. The term can also be used to inflict the maximum damage possible in the shortest time to an opponent. All damage is calculated from weapon damage. The spells and skills may have to do with the damage of the weapon equipped.[/size][hr]

**[size=130][b]2.2) How to calculate your weapon DPS? [/b][/size]**

[size=110]You take the average damage from the range and multiply by the additional damage percent by the attacks per second.

Example: 2-5 Damage = 3.5 average damage per attack. 3.5 \* 1.28 \* 1.40 attacks

= 6.27 DPS.[/size][hr]

**[size=130][b]2.3) How to calculate all your stuff DPS? [/b][/size]**

[size=110] To calculate this number manually, determine your average damage per attack by totaling your minimum and maximum damages across all items (weapon, rings, off hand items, etc.) and dividing by 2.

[u]Base DPS[/u] = average damage per attack \* attacks per second \* attack speed % bonuses \* primary attribute bonus \* Damage bonuses from Skills

[u]Total DPS[/u] = Base DPS \* (1 + Critical Chance % \* Critical Damage Bonus%)[/size]

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**[size=130][b]2.4) How are calculate the damage of your minion? [/b][/size]**

[size=110]The damage of your minion are determined with your weapon DPS \* your additional minion damage percent \* your minion damage. Example your weapon have a DPS of 1063.2, you have +129% minion damage and your weapon deal 12% of your weapon damage that is to say your minion deal 292.16 damage (1063.2 \* 2.29 \* 0.12)[/size]

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[size=200][color=#FF0000]3) Appearance system [/color][/size]

**[size=130][b]3.1) What is an appearance? [/b][/size]**

[size=110]The word appearance refers to the way that someone, or something, looks. (noun) An example of a disheveled appearance is a person whose clothes are sloppy and who is said to have a disheveled look about him.[/size][hr]

**[size=130][b]3.2) How to change his appearance? [/b][/size]**

[size=110]In the blood of evil, players could have their own unique appearance. Besides equipping different weapons and armor, the character models are exquisite and full of personalization. There are a variety of colors for each hair style. Each character have around 10 different forms of face with different skin color. It is also possible to change the color of his equipment with the [u]dyes[/u]. If you desire to have a lot of muscle or to be fat, tall etc.. it will be possible.. All those things could help you to have an unique and very nice appearance.[/size]

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**[size=130][b]3.21) What are dyes? [/b][/size]**

[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. 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[/size]

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[size=200][color=#FF0000]4) Skills Items and Empty Slot[/color][/size]

**[size=130][b]4.1) What is a skill item? [/b][/size]**

[size=110]A skill item is a scroll that contain a skill to learn such as a skill item of haste is a scroll that contain the skill haste, that is to say if I use this skill item on my character I will learn haste. It exists all the class skills in skill items and they help to create an unique character that contain some skills from an other class. There is a possibility to learn 3 different skills items that are called the empty slot, at each time someone will use a skill item, he will automatically close an empty slot.[/size]

Image x2[hr]

[size=200][color=#FF0000]5) Emoticons in chat log[/color][/size]

**[size=130][b]5.1) What is a chat log? [/b][/size]**

[size=110]A chat archive is an archive of transcripts from online chat and instant messaging conversations.[/size][hr]

**[size=130][b]5.2) What is an emoticons? [/b][/size]**

[size=110]An emoticon is a pictorial representation of a facial expression using punctuation marks and letters, usually written to express a person's mood. Emoticons are often used to alert a responder to the tenor or temper of a statement, and can change and improve interpretation of plain text; emoticons for a smiley face :-) and sad face :-( appear in the first documented use in digital form. The word is a portmanteau word of the English words emotion and icon. In web forums, instant messengers and online games, text emoticons are often automatically replaced with small corresponding images, which came to be called emoticons as well.[/size]

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[size=200][color=#FF0000]6) Shrine System[/color][/size]

**[size=130][b]6.1) What is a shrine? [/b][/size]**

[size=110] Shrines are former sacred places, now desecrated. But, unlike many random surprises in the world, they’re always a welcome sight. When you click on a desecrated shrine, it becomes purified, and you (and your allies) receive a temporary buff – an enhancement to your abilities – that persists for a short period of time of 30 seconds. Each shrine you find will only provide its effects once, and you cannot receive multiple concurrent buffs from shrines of the same type.[/size]

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**[size=130][b]6.2) What are all shrine? [/b][/size]**

[size=110] When someone active a shrine, he will get automatically a symbol on his head to show what kind of capacity he get. Here are the shrines you’ll encounter, along with their benefits:

[u]Blood:[/u] You restore 100% of your health

[u]Spirituality:[/u] You restore 100% of your energy

[u]Ying Yang:[/u] You restore 66.6% of your health and energy

[u]Rainbow:[/u] You gain 30% of all your resistance

[u]Restoration:[/u] You gain 300% of your energy regeneration

[u]Skin:[/u] You gain 100% of your defense

[u]Warning:[/u] invoke a boss

[u]Transformation:[/u] Increase the kind of monster of the nearest monster (if it is a world boss nothing change)

[u]Gladiator:[/u] You gain 66.6% of your accuracy and 20% of dps

[u]Enlightened:[/u] You gain 33% increased experience from monster kills.

[u]Frenzied:[/u] Your attack speed increases by 33%.

[u]Blessed:[/u] You reduce all incoming damage by 25%.

[u]Fortune:[/u] You gain 33% increased magic and gold find rate.[/size]

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**[size=130][b]6.21) What is a kind of monster? [/b][/size]**

[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]

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

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

Vous vous etes fait tuer par : xxx : world boss, boss, gozu, player, etc…