



DARK BLOOD ONLINE GAME GUIDE

Extreme Hack & Slash Action

DARK BLOOD
DARKBLOOD ONLINE



1. Installing/Running the Game

1) Installing the Game

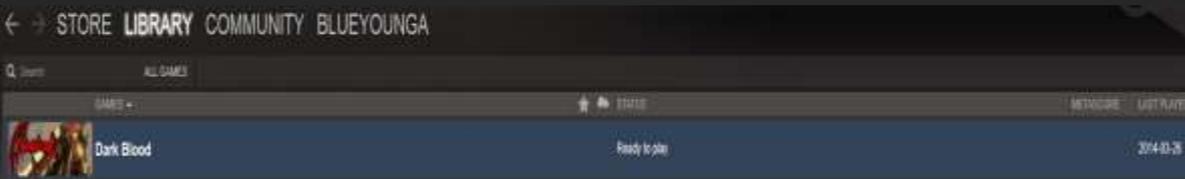
In the Steam Store, find Dark Blood and click the 'Play Now' button under the trailer.

Then Darkblood will be installed on your computer.



2) Running the Game

Once the game is installed, Dark Blood is added to your library with its status set to Ready to Play.



3) Agree DarkBlood Policy

When you start the game first time, you should agree our DarkBlood Policies then you can proceed to the next step.



4) Second Password Creation

Once you agree all the DarkBlood policies, you can need to set 2nd Password for better security.



Now, let's go into the DarkBlood!

2. Create/Delete/Restore Character

1) Character Creation



① Character Name: 2-12 English letters

- Special characters cannot be used for character names.
- Character names that violate the operation policy in any way are subject to game account restriction and character name change without prior notice.

② 4 different character classes are available: Warrior, Knight, Hunter, and Mage.

③ You can customize your character's hair, arms, waist, and legs (and also bust for female characters).

④ Click Create to create your character.

2) Character deletion



- You can delete characters in the Character Selection screen.

① In the Character Selection screen, select a character.

② Press Delete to delete the selected character.

- When deleted, characters enter the Deletion Pending status, and are completely deleted after 2 days.



3) Restoring Character

- You can restore characters that are in the Deletion Pending status in the Character Selection screen.
- ① In the Character Selection screen, select a character in the Deletion Pending status.
 - ② Press Cancel Deletion at the bottom of the screen to restore the character.
- When deleted, characters enter the Deletion Pending status, and are irreversibly deleted after 2 days.

3. Interface



◆ **Orange Box:** Shortcut Bar(Displays the game information)

- Information: Skills, Life Skills, Guild Skills, World Map, Calendar, Inventory, Character Information, Mounts, and Achievement
- Community: Party, Friends, Guild, Apprentice, and Find User
- Shop: Beauty Shop and Cash Shop
- Systems: Options, Key Settings, Joystick Settings, Keyboard Guide, Tutorial List, Report, Reset Location, Change Channel, Character Selection, and Exit Game

◆ **Red Box:** Chat window(show the chat)

- ◆ **Green Box:** Character Status(Character Name HP, MP, Class Sub Class Info)
- ◆ **Blue Box:** Goblin window(Show accumulated Goblin Money and points)
- ◆ **White Box:** Item Hot key(Add items on the Hot key slots to use items easily)
- ◆ **Purple Box:** Experience Bar(Character's experience)
- ◆ **Pink Box:** Skill Hot key(Add skills on the Hot key slots to use skills easily)
- ◆ **Grey Box:** Radar(The location of Character)
- ◆ **Yellow Box:** Quest window (current quest information. For details, you can check on the Quest board (Hotkey: L))

4. Performing Quests

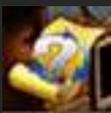
1) Performing Quests

Various quest objectives are available e.g. clearing dungeons, hunting certain monsters, and gathering materials.

2) Quest Types

- ① Main Quests: Based on the main story of Dark Blood, Main quests are only unlocked when their prerequisite quests are completed.
- ② Sub Quests: Sub quests, while not necessary to proceed with the game, can aid in your character's fast growth and enhance your gaming experience.
- ③ Job Quests: These quests are required for you to advance to a second job.
- ④ Guild Quests: Unlocked only when your guild reaches a certain Level.

3) Quests in Progress



Quests that are currently in progress display a gray question mark above the corresponding NPCs.

4) Completed Quests



Completed quests display the Check icon, so that you can complete them and claim your rewards by talking to the corresponding NPCs.

① Main Quests: Yellow Check icon

② Sub Quests: Blue Check icon

5) Job Quests



When you reach the Level to advance to a second job, the Job quest icon appears above the corresponding NPC.

5. Dungeon Play

Dungeons are where battles take place, allowing you to perform quests, develop your character, and obtain valuable items. Monsters cannot be fought outside the dungeons.

1) Finding Dungeons While in Town

Press 'M' to open the mini map, and check the dungeon names and entrances.



- Each dungeon requires a different Character Level: you cannot enter dungeons whose Level requirement is higher than your current Level. Please refer the red boxes in the image)

2) Selecting and Entering a Dungeon



① Select a dungeon and a difficulty level.

- Available Difficulty Levels: Normal, Special, Rare, and Unique
- Certain quests also open special Quest dungeons.

② Start Dungeon: Enter the selected dungeon.

③ Exit: Return to the town.

3) Dungeon Interface



- ① Opponent's HP
- ② Combo Count
- ③ Current Rank
- ④ Shows that you are in the Battle Flag zone. You must kill all the monsters in the zone to move on to the next map.



- ① This is the remaining time limit for your resurrection. You must resurrect in 10 seconds, or you will fail the dungeon.
- ② Displays available resurrection methods and your current amount of coins.

4) Clearing Dungeon

When you clear a dungeon, your clearance results are displayed.



① Clearance Achievement is rated from D to SSS, the highest rank.



② These are the dungeon clearance rewards. Those displayed on the screen are basic rewards. By paying a certain amount of money, you can claim additional rewards.

6. Trading

1) Using Shops

You can access various shops through the Blacksmith and Merchant NPCs in town. Blacksmiths sell weapons and armor while merchants sell restoratives and consumables. Items that you own can be sold to any type of shop.



Blacksmith and Merchant NPCs in Elwood



① Shop menus.

- Item List: Displays available items and their prices.
- Repurchase: Buy back items that you sold.
- Up to 10 latest items can be repurchased.

② Two item repair options are available: Repair and Repair All.

③ Use Bundle Sale to prevent the accidental selling of valuable items and to sell multiple items at once. (Basically, Equipments are only available)

User can set specific items to be sold so such items will be sold together (Max 30)

2) Trading Between Characters

Use the Character Menu to trade items and Ar with other players.



① Right-click a character. Select Trade.



- ② The Trade Request window appears on the character's screen. When the character accepts the request, the Trade window opens for both parties.



- ③ Right-click items and put Ar to the Trade window, and then click Confirm. When both parties click Confirm, the Final Verification button is activated. Click the button to finalize the trade.
- To trade Ar, click the Trade Amount pane and enter the desired amount in the input field.

3) Using the Storage

Dark Blood offers an additional storage space for items and money, aside from the character inventory.



- The storage is accessible through the Storage Keeper NPC in town.
- The storage stores items and Ar, and there is no withdrawal/deposit fee.
- The storage is shared among characters in the same account.



- ① This is the basic storage space. **Right-click** items to move between your inventory and storage.

② Expendable storage space

③ This is the stored Ar. Click Deposit/Withdraw to manage the Ar.

4) Item Agent

- The Goblin Merchant in Elwood offers item consignment services.



- Consign items to the Goblin Merchant in Elwood. (It requires a service fee)



- ① Select Sell tap to register items for sales
- ② Right-click an item in your inventory to register it to the window.
- ③ Set a sale price, and then press Sell
- ④ When you put the price, selling fee will be shown automatically



- ① Select Buy tap to open the Item List.
 - ② Select Character Levels, an item grade, and a job that you want to search.
 - ③ Select the type of item that you want to buy.
 - ④ Press Search to list the search results.
 - ⑤ Select an item and click Buy to buy the item.
- If seller lists items in certain amount to sell, you should buy such item in such amounts

7. Controls

1) Keyboard



Esc: System menu

1,2,3,4,5,6: Item Hotkeys

Tab: Ranking

Alt: Show / hide item names

F12: Report

Print Screen: Screen Shot

Enter: Chat

Arrows: Move

[SPACE] Use Buff

[Z] Skill attack

[X] Attack / Pick up Item

[C] Jump

[U] Character

[L] Quest log

[O] Community

[P] Find party

[“] Calendar

[J] Avatar

[K] Skill window

[[]] Guild

[N] Find Users

[B] Beauty Shop

[I] Inventory

[<] Life Skill

[M] World Map

[>] Creature

Blue Keys: Skill hotkeys

2) Mouse

Left Button	Select/Move
Right Button	Use Item/Equipment
	Character Menu
	Party Menu
Wheel	Zoom In/Out

8. Attendance System

This is a reward program for players that play Dark Blood on a regular basis.

View Attendance Book: Info > Calendar at the bottom of the game screen



<Reward Summary>

- You can select from a variety of items depending on your number of consecutive play days

(1/10/30/100 days) and Character Level.

- When you consume 20 Stress in a day, calendar will be marked for your present
- When you consume 170 Stress in a day, Daily reward will be provided

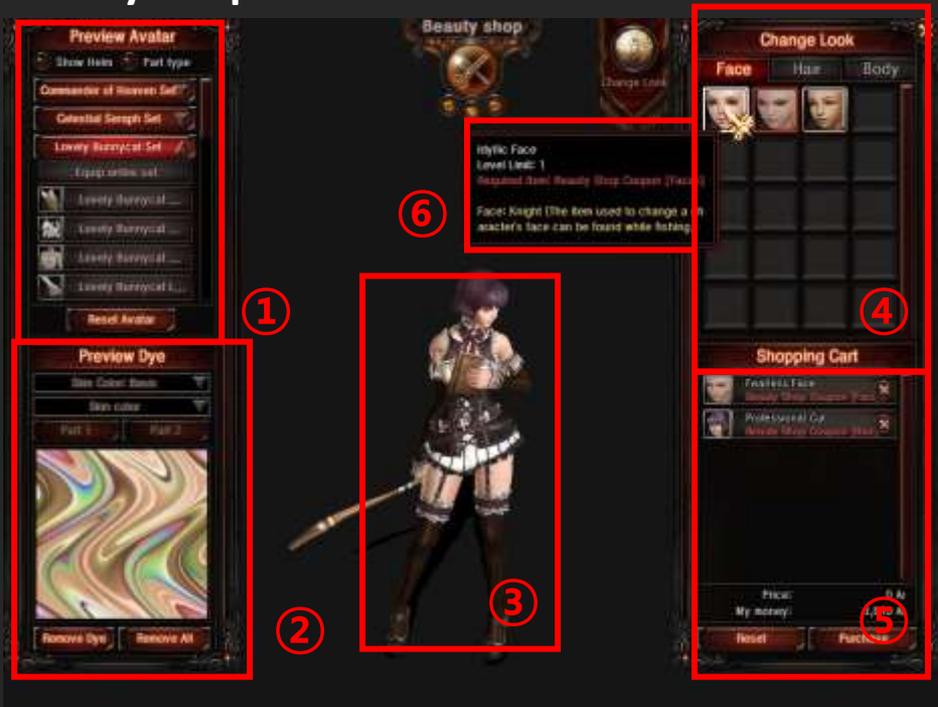
9. Beauty Shop

1) Beauty Shop Selection Screen

Shop > Beauty Shop at the bottom of the game screen



2) Beauty Shop Main Screen



- ① Preview Avatar Lists
- ② Preview Dyes
- ③ Character Pose and Rotation
- ④ Buy Face/Hair/Body(Adjustment)
- ⑤ Shopping Cart
- ⑥ Tooltip Display

10. Field Duel

1) Players can test their strength against each other by dueling on the field.



2) Right-click a character and select Request Duel.

3) Check your adversary's information. When the adversary accepts your request, the duel begins.



4) Duels end with one of three different results: Win, Loss, and Draw.

11. The Arena

1) Entering the Arena (PvP)



① Talk to the Arena Manager NPC to enter the Arena.

② Select a mode.

- Free Mode: The results do not affect your Arena Level or Arena EXP.
- Season Mode: Winning increases your Arena Level and Arena EXP.

2) Free Mode



3) Season Mode



- In the Season Mode, select a game and click Find Opponent to search for an opponent.
- The match automatically begins when a suitable opponent is found.
- First 10 continuous Season Match will be proceeded with Wooden Puppet(For the level batch)

4) Selecting Individual/Tag Match

- Individual Match: Have a 1:1 match.
- Tag Match: Select another character in your account to form a team with the current character. You can use Tab to switch between your two characters during the match.

12. Attribute System

The elemental attributes in the game interact with each other, affecting your Attack and Defense depending on your amount for each attribute. You can increase your elemental attributes by equipping certain items.



<Blaze>



<Chaos>



<Coldness>

1) Order of the Attributes

The powers of Spirit Stones are ordered by type, Coldness > Chaos > Blaze > Neutral, and each attribute adds different effects.

- Coldness: Inflicts additional damage at 50% of Attack + Coldness Attack for 10 seconds.
- Chaos: Inflicts instant damage at 300% Chaos Attack.
- Blaze: Drains HP equivalent of 100% Blaze Attack every second for 5 seconds.

13. Crafting System

1) Creating Items

You can create various weapons, armor, Avatar items, accessories, and Consumables with materials that you can find in dungeons and with the Gathering skill.

2) UI



① Basic Skills: Avatar and Special Item Crafting Skills

② You can select 2 crafting skills at Level 20.

③ Abilities that are added by the selected crafting skill.

④ List of learned crafting skills

⑤ Displays the item that will be created and its required materials.

14. Gathering/Mining System

1) Item Gathering/Mining

Learn the Gathering /Mining skill to gather Material items such as minerals, herbs, and spring water or mine Material items such as Copper, Iron, Mythrils.



- **Red:** Displays your Gathering/Mining experience.
- **Blue:** List of materials that you can gather/mine
- The higher your Gathering Level, the more items you can gather at once



- ① When you learn the Gathering skill, the names of Gathering sources become visible.

②The Gathering gauge appears when you start Gathering.

③Gathering results



15. Guild System

1) Overalls

- An in-game user group that is created and run by the users themselves.
 - To create a guild, pay a certain amount of Ar to the Guild Manager NPC. Only guild masters and deputies can disorganize their guilds. Disorganized guilds are permanently deleted from the game after 7 days.
- ① Guild Master has permissions to recruit, manage, and expel guildsmen, and promote them to different positions in the guild.



- ② Guild Information: Displays the guild's basic information and announcements to its members. Lets the high-ranking members withdraw/deposit guild money and manage Guild skills.



③ History: Guild member management history



2) Guild Ranks and Permissions

Guild Master	Promotes guildsmen to Officers/Members.
	Has permission to delegate their authority to someone else.
	Title
	Guild announcements
	Learns and upgrade Guild skills.
	Withdraws/deposits guild money.
	Special guild master effects (Requires a certain rank.)
Invites new members (in person or	

	from a remote location).
	Approves new members.
	Expels guildsmen.
	Disorganizes the guild.
	Guild chat
	Officer chat
Guild Deputy	Has permission to delegate their authority to someone else.
	Title
	Guild announcements
	Learns and upgrade Guild skills.
	Withdraws/deposits guild money.
	Invites new members (in person or from a remote location).
	Approves new members.
	Expels guildsmen.
	Guild chat
Officer chat	
Officer	Has permission to delegate their authority to someone else.
	Deposits guild money. (Withdrawal is not allowed.)
	Invites new members (in person or from a remote location).
	Approves new members.
	Can leave the guild.
	Guild chat
Officer chat	
Member	Deposits guild money. (Withdrawal is not allowed.)
	Invites new members (in person or from a remote location).

	Can leave the guild.
	Guild chat
New	Can leave the guild.
Member	Guild chat

3) Growth and Benefits

- To increase your Guild Level, meet all the conditions—Guild Points, Guild Funds, Guild Level, and Guildsman Capacity—and then talk to the Guild Manager NPC.
- Guild Points increase in proportion to the number of Guild quests that you cleared and to the amount of Stress that your guildsmen accumulated by playing in dungeons.

4) Guild Skills

- Guild skills have Passive effects that automatically apply to all the guildsmen when they log in to the game.

5) How to Learn and Upgrade Guild Skills

- Guild masters and deputies can learn Guild skills at Guild Level 2 and above. The higher your Guild Level, the more skills you can learn. Skills Window (Hotkey: []).



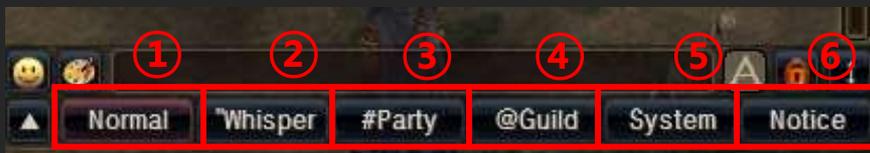
- ① In the Guild window (hotkey: [**G**]), select Guild Skill to view the Guild Skill tree.



- ② Learning Guild skills requires Guild Points and Guild Funds. Only a set number of Guild skills can be used at a time. To use/cancel skills, right-click the skill icons.

16. Chat

1) You can communicate with other players through various chat channels: Normal, Party, Guild, and Whisper.



- ① Lets you chat with those in your area.
- ② Lets you chat only with a selected character.
- ③ Lets you chat with your party members.
- ④ Lets you chat with your guildsmen.
- ⑤ Displays various system messages related to EXP, items, and quests.
- ⑥ Displays in-game announcements.



Select/deselect chat modes that you want.

2) Chat Interface Descriptions

Type	Color	Command
Normal Chat	White	N/A
Whisper	Light Purple	"[Nickname][Message] /Whis [Nickname][Message]

		/w [Nickname][Message]
Party Chat	Blue	# [Message] /Party [Message] /P Message
Guild chat Officer chat	Green	@ [Message] /Guild [Message] /G [Message] /Officer [Message]
System	Yellow	N/A
Notice	Yellow	N/A

3) Canvas Chat

Spice up your chat experience with Canvas Chat.



- ① To activate Canvas Chat, click the Palette icon at the bottom of the Chat window.



- ② Draw a picture with the mouse and display it on the Chat window. Drawn pictures can be saved on your computer.

17. Friends

1) Finding Party

When you are not in a party, the Find Party window automatically appears on your screen as you enter the entrance to a dungeon to help you find a party or create your own.

<Party Interface>



① Click the button to open the Create Party window.

② Enter a party name.

③ Enter the maximum member capacity.

④ Create the party.

2) Friends Management

(1) Adding/Deleting Friends



- Click Add Friend to open the Add Friend window. You can add friends even when they are offline.
- Right-click a character and select Add Friend to add the character as your friend.
- In the Friends window, select a character and click Delete Friend. You can also right-click a character name and select Delete Friend.
- Right-click a character and select Delete Friend to delete the character from your Friend List.

(2) Friends Window

The Friends window shows all your friends by default. By checking on Online only, you can view only friends that are currently in game.



- ① Displays the basic information of your friends: Character Levels, character names, jobs, locations, and memos.
- ② Displays the total number of your friends along with that of friends that are currently online.
- ③ Used for adding friends. Click Add Friend to open the Add Friend window.
- ④ Used for deleting friends. It's disabled by default and is activated when you select a character name.
- ⑤ Click the button to add a memo about the selected friend. Memos can contain up to 20 characters.
- ⑥ Clicking Memo opens this window.

18. Mail

You can use the Mailbox to exchange letters and items with other players.

Mail boxes are located in every village.



1) How to Use the Mailbox



①Inbox: Contains received mail.

②Send: Lets you mail other players. To send a mail, enter a character name and write a message.

③Mailbox: Stores mail.

19. Item: Basics

1) Equipment Items

Equipment items include weapons, armor, accessories, and bags, and each job class has a variety of unique items.

The more experienced your character, the better and more spectacular-looking Equipment items you can wear.

Every Weapon and Armor item can be customized with bonus options.

Category	Type	Characteristics
Equipment	Weapons	Warrior: Axes and Two-handed Swords
		Knight: One-handed Swords/weapons(Including shield)
		Hunter: Shortbows and Longbows
		Mage: Staves, Wands, and Books
	Armor	Helmets, Gloves, Armor, Belts, Shoes, Capes, and Shields
	Accessories	Necklaces, Earrings (Left/Right), and Rings (Left/Right)
	Bags	5/10/15/20 slots

2) Consumable Items

Category	Type	Characteristics
Consumables	Consumables	HP Potions, MP Potions, and HP/MP Potions
	Functional	Stat Items: Strength,

	Items	Intelligence, Life, and Mental Strength
		Skill Point Items: Bonus Skill Points
		EXP Items: Bonus EXP
	Materials	Durability Repair Items: Portable items that repair the item Durability.
		Gathering Items
		Weapon/Armor Reinforcement Items
Quest Items	Items required for quests.	

3) Item Grades

Items are graded Normal, Special, Rare, Mystic, and Unique. Items with the Item Set effects are graded Rare, Mystic, and Unique.

The higher the item grade, the rarer the item.

Rare, Mystic, and Unique items have Binding properties, and must be unbound to be traded.

Quest items bind immediately upon acquisition, and cannot be traded.

Grade	Color	Bind	Unbind	Trade
Normal	White	N/A	N/A	Yes
Special	Azure	N/A	N/A	Yes
Rare	Yellow	Binds when equipped	Can be unbound	Must be unbound first
Mystic	Green	Binds when equipped	Can be unbound	Must be unbound first
Unique	Purple	Binds when equipped	Can be unbound	Must be unbound first
Legend	Red	Binds when obtained	Cannot be unbound	Cannot be unbound

Set Item	The more items you wear from a set, the more bonus options you'll receive.
Quest Items	Quest items bind upon acquisition.

4) Item Quality

The Normal, High Class, and Top Class qualities apply to weapons, armor, and accessories. The qualities affect the items' Attack and Defense.

Quality	Color	Description
Normal	White	Basic quality
High Class	Green	Has slightly higher Attack and Defense than the Basic quality.
Top Class	Yellow	Has slightly higher Attack and Defense than the High Class quality.

- These items bind when obtained/equipped and cannot be transferred to other characters.

5) Binding Item Types

Binding items bind when obtained or when equipped.

Name	Color	Description
Binds when obtained		Cannot be unbound.
Binds when equipped		Can be unbound.

6) Binds When Obtained

The items bind immediately when obtained. Once obtained, the items cannot be traded or unbound.

7) Binds When Equipped

The items bind immediately when equipped. These items are obtained in the Unbound status, and can be traded when not equipped. If equipped, they first have to be unbound with Unbinding items to become available for trade again.

8) Unbinding Items

Unbinding items unbind items and make them available for trade again. Items can be unbound for an unlimited amount of times. Only Rare and Unique items can be unbound. Items must have the maximum Durability to be unbound.

20. Reinforcing Items

Use Reinforcement to upgrade Normal items.

1) How to Reinforce an Item

- ① Talk to the Blacksmith NPC. Select Reinforce.
- ② Right-click an item and add it to the Item Reinforcing window.
- ③ If you have Reinforcing materials in your inventory that matches the upgrading item's grade, then it's automatically added to the Reinforcing window.
 - Items cannot be reinforced when their Durability is low.
 - Items must be repaired before reinforced.
 - Only weapons, armors and accessories in more than 10 levels can be reinforced.



- ④ Item Reinforcement has chances for success or failure.



- When successful, it increases an item's Reinforcement Level by 1 and its options by a certain amount.
- When unsuccessful, it results in one of the following 4 failure types.
 - Fail: Simple failure in which no penalty is imposed
 - Fall Down: Degrades the target item's Reinforcement Level by 1



- Reset: Resets the target item's Reinforcement Level to 0
- Break: Destroys the target item.



21. Enchanting

1) Equipment, if they have sockets in them, can be enchanted with magic.

<How to Enchant an Item>

Shift + right-click an item and open the Enchant window.



- ① Drag the desired Magic Stone over to the Enchant window.
- ② Press Equip to equip the Magic Stone in a socket.
- ③ Press Remove to remove an equipped Magic Stone.

22. Avatar System

1) Avatar items change your character's appearance, and come in different types, just like the Equipment.

Unlike Equipment, however, Avatar items do not have built-in abilities. Instead they are equipped with slots, which you can use to add Strength, Intelligence, Moving Speed, and Defense bonuses. Avatar items can be rarely found in dungeons and can be crafted through the Life – Avatar skill.

2) Crafting Avatar



① You can craft Avatar items in the Life skill window.

② The higher-leveled your Avatar skill, the greater the variety of Avatars you can craft.

③ Select an Avatar grade and class to search Avatar items that you can craft.

23. Skills: Basics

- Each job class owns a different set of skills that can be learned at certain Character Levels.
- Each time you raise your Character Level, you are rewarded with an AP Point, which you can use for learning a skill through the Instructor NPC for your job class.
- Depending on how you spend AP Points, you can develop a battle style different from all the other characters of your job class. All skills require a certain Character Level, and they can only be learned in a certain order.
- Skills that you have learned from your Instructor NPC is added to the Skills window (hotkey: K). You can drag their icons over to the Quick Slots for convenient use.



① Active Skills

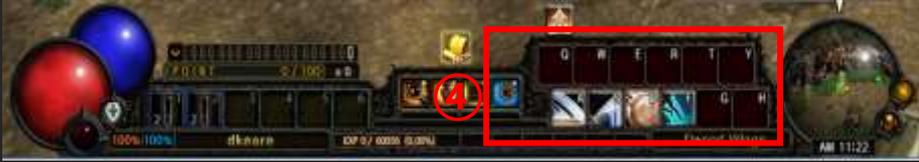
- Active skills are used directly in combat to inflict damage. Each class owns unique Active skills optimized for its characteristics. Some skills can be used in conjunction for powerful combo attacks.

② Buff/Passive Skills

- Buff Skills: Temporarily increase Attack, Defense, and Skill Attack.
- Passive Skills: Passive skills are always in effect once they are learned, keeping your Attack, Defense, Skill Attack, and other abilities enhanced at all times. Passive skills cannot be equipped in the Quick Slots.

③ Dual Skills

- You can use a Cash item to switch between two different sets of skills.



- ④ To activate a skill, right-click the skill icon or press the hotkey assigned to the Quick Slot where the skill is added.

24. Cash Shop

1) Buying Cash items

- The Cash Shop offers a variety of useful in-game items, such as Coins, Potions, Gems, and Dyes, in exchange for Cash.
- Press ‘\` to access the Cash Shop from anywhere, anytime.

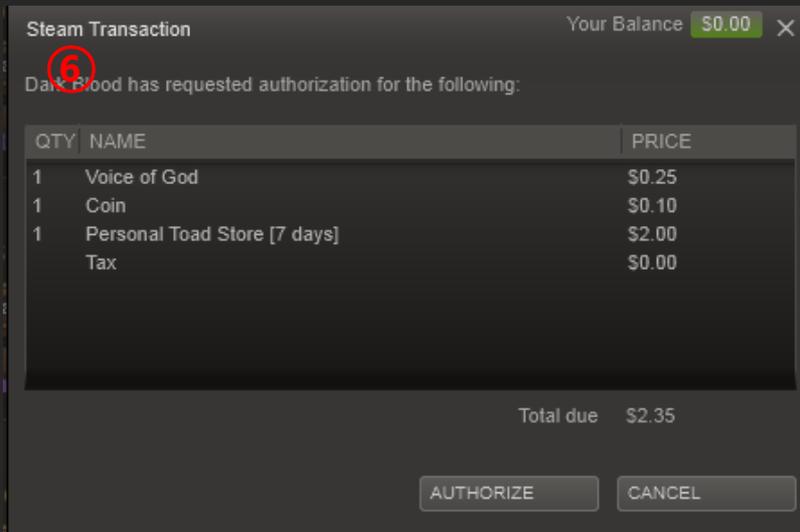
<Cash Shop UI>



- ① Press Purchase to buy Cash items. Some Cash items "bind" upon purchase—make sure to read the item tooltip before purchase.
- ② Press Add to add the item to the shopping cart.
- ③ Stores the items that you have added.
- ④ Use this button to buy all the items in the shopping cart.



⑤ After you click the Purchase button, you can see this image.



⑥ If you confirm the purchase again, it will be automatically connected to the Steam wallet.

2) Using Cash Items

- After you buy the Cash item, you can check it in Premium tab of Inventory.
- Right click the cash items you bought to move it to inventory



25. Dyeing

- The Cash Shop offers a range of Dyes. You can use them to change the colors of your weapons, shields, Avatars, hair, and skin.



- ① Lets you preview the Dyeing results.
 - ② Select a part that you want to dye.
 - ③ Select a color
 - ④ Press the 'Dye now!' button to start dyeing.
- When you press the Start button, you will be directed to the following screen.



① Time remaining for selecting a color.

- Select a color before the gauge is full, or a random color will be selected for you.

② During the dyeing process, a small circle appears, moving in all four directions.

- The circle finally stops when you press Select, determining the resulting color; you should try to press Select with the right timing to get the desired color.

③ Press the Select button to finish dyeing.



<Before/After Dyeing>

26. Equipping Gems

- Gems, when equipped to the Avatar sockets, add Moving Speed, Strength, Intelligence, Defense, and other abilities to different Avatar parts. Gems can be found from the Gem Random Box that is available for purchase at the Cash Shop.

1) Random Box Animation- Right-click the Gem Random Box to obtain a Gem



2) Equipping Gem

Shift + right-click an avatar that you want to add the Gem. The following window appears.



- ① This is the option that the Gem adds to the item.
- ② Drag the Gem over to a slot.
- ③ Press Equip Gem to finish equipping the Gem.

27. Achievement System

1) Achievement Types

3 types of Achievement are available, and each has the following characteristics.

- a. **Normal Achievement**
Involves repetitive tasks that are used for collecting cumulative data, e.g. completion count and scored points, to determine the success of your mission.
- b. **Hidden Achievement**
The Hidden Achievement tasks cannot be repeated, and they are instantly completed the moment you meet all the requirements. Their requirements are not readily known in the game, and are much more difficult than those for other Achievement types.
- c. **Daily Repetitive Achievement**
Involves repetitive tasks, but the number of repetitions and the rewarding points are not as great as those for the Normal Achievement type. The Daily Repetitive Achievement data is saved in a temporary database that is reset each time your Stress is reset.

2) Achievement Structure

Each Achievement type has its own categories, which are as follows.

- a. **Normal:** A group of tasks related with general circumstance of Game
- b. **Character:** A group of tasks related with Characters
- c. **Item:** A group of tasks that involve items.
- d. **Dungeon:** A group of tasks that only take place in

dungeons.

- e. **Monster:** A group of tasks that involve dungeon monsters.
- f. **Quest:** A group of tasks that involve quests.
- g. **Duel:** A group of tasks that involves Dueling.
- h. **Antique:** A group of tasks that can be done in special circumstance

3) Achievement Reward

- a. **Achievement Points**

Every time you accomplish a Achievement task, you will be rewarded with a set amount of Achievement Points.

Achievement Points cannot be traded or consumed like Ar or items, but they work similarly to Experience Points.

- b. **Titles**

Certain Achievement tasks reward titles that can be added to your character name

Such tasks are more difficult and more time-consuming than others.

You can switch between acquired titles anytime.

Titles cannot be traded to other players.

4) UI

check your Achievement history, select Info > Achievement. You may also simply press the slash key, /.

- a. **Overview**



① Category

Displays the Achievement categories. Click a category to list all available Achievement tasks in that category.

② Achievement Progress

Displays your current progress in each and every Achievement category. Click a category to list all available Achievement tasks in that category.

③ Latest Achievement

Lists Achievement tasks that are recently completed.

b. Details

Click a category to list all available Achievement tasks in the category



① Category

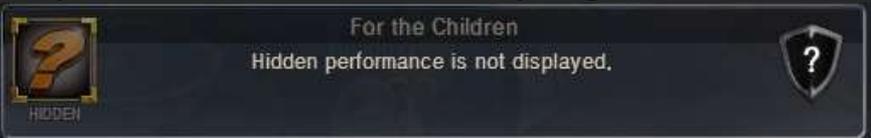
Displays the Achievement categories. Click a category to list all available Achievement tasks in that category.

② Detailed Achievement List

Lists all available Achievement tasks in the selected category. Click a Achievement task to check its progress.



The Normal Achievement tasks display their requirements and current progresses.



The Hidden Achievement display only the titles. The requirements and progresses are not revealed until they are completed.

5) Achievement Accomplishment Display

- When you complete a Achievement task, its title and rewarded Achievement Points are displayed in the middle of the screen.
- Graphic effects appear around your character.
- The relevant information is displayed in your Chat window.



28. Ranking System

1) Seasonal Combat Mode

a. Overview

- A new season opens at regular intervals.
- All rankings are reset at the beginning of a season.
- Seasonal Mode Opening Hours (Customizable): Seasonal Combat Mode opens at only certain hours of the day.

b. Seasonal Combat Mode Progression

- Participate in the battle during a season.
- You are automatically matched with a user in the same Level range. (ELO Rating is used.)
- Best 2 out of 3 games
- Your cumulative Ladder score is used to determine your ranking.
- Courage Points earned from the matches can be used for buying special items at the Seasonal Combat Mode Shop.

c. Fair Fighting Rules

- Ability bonuses from items, titles, and Guild skills are nullified.
- All characters have the same amount of stats at the beginning of a season.
- Certain abilities can be improved with additional Stat Points earned during the season.

- Your character stats are reset in the beginning of the next season; this is done to promote fair play.

d. Rewards

- Given only to the top ranker of each season and the First Place winner of the Tournament at the end of each season. (Arena Champion Ride Ticket and Champion Effect)



2) Asura Dungeon Seasonal Ranking System

a. Overview

- Rewards are given to top rankers in the Asura Dungeon clearance ranking list.
- The dungeon clearance rankings are reset weekly, at 6 a.m. on every Monday.
- Reward items are mailed to the recipients when the rankings are reset.
- The top rankers receive a bonus for their item drop rate in the dungeons where they won the top rankings until the current rankings are reset on the next Monday. (Exclusive guild benefits)
- Only guilds are eligible to participate in this Asura Dungeon ranking competition. (Users

from different guilds or that are not in guilds may enter the Asura Dungeon, but they cannot participate in the ranking competition.)

b. Rewards

- Given to top rankers in the Asura clearance ranking list for each Act.
- Given to all the members of the participating guilds.



Act2



Act3



Act4

+ Item Drop Rate Bonus (Exclusive Guild Benefits)

- Applies until the next ranking reset.
- Applies to guilds that participated in clearing the dungeon in parties of 2 or more guildsmen.
- Top ranking guilds can enjoy a bonus for their item drop rates in dungeons where they won the top rankings until the dungeon clearance

rankings are reset. (The bonus applies only to parties of guildsmen.)

c. Champion Effect

- Applies to the top-ranked party of each dungeon. A special graphic effect is added to the party member characters for 1 week, along with the item drop rate bonus.
- The graphic effects are only visible in town, not in dungeons.

3) Fortress Seasonal Ranking System

a. Overview

- Rewards are given to top rankers in the Necromancer's Fortress dungeon clearance ranking list.
- The clearance rankings are reset weekly, at 6 a.m. on every Monday.
- Reward items are mailed to the recipients when the rankings are reset.

b. Rewards: Vary depending on the rank.

- How ranking works

- ① The number of cleared Necromancer's Fortress
- ② The number of cleared Necromancer's Fortress as Hard
- ③ The sum of the time that user cleared Necromancer's Fortress
- ④ DPS

c. Champion Effect

- Applies to the top ranked party of each dungeon. A special graphic effect is added to the party member characters for 1 week.
- The graphic effects are only visible in town, not in dungeons.



(The red flag is from the Asura Seasonal Ranking System. Only the blue flag is visible when you are top ranked in the Fortress clearance ranking list.)