

MixMall Purchase Items as of 24th August 2007

This document is strictly for guidance, in case of contradiction with the website, website information is correct

Item Type	Item Name	Description	Duration	Price (LC)
Premium Zone	Premium Zone Admission Ticket	Allow Users to enter Premium Zone. Premium Zone has up tp 300% Drop rate and EXP rate.	3days	750
Premium Zone	Premium Zone Time Extension	Extends time duration of the ticket	3days	650
Weapon (Phoy)	Plastic Gun	Attack +35, No level limit, Phoy only	forever	450
Weapon (Phoy)	Metalica Machine Gun	Attack + 45, Level limit 35, Phoy only	forever	650
Weapon (Phoy)	Dragon's Skull Gun	Attack + 60, Level limit 45, Phoy only	forever	800
Weapon (Penril)	Magical Bow Gun	Attack +35, No level limit, Penril only	forever	450
Weapon (Penril)	Angel Sling Shot	Attack + 45, Level limit 35, Penril only	forever	650
Weapon (Penril)	Harpe	Attack + 60, Level limit 45, Penril only	forever	800
Weapon (Ditt)	Shovel	Attack +35, No level limit, Ditt only	forever	450
Weapon (Ditt)	Cavemen's Axe	Attack + 45, Level limit 35, Ditt only	forever	650
Weapon (Ditt)	Frying Pan	Attack + 60, Level limit 45, Ditt only	forever	800
Weapon (Jin)	Cat Paw	Attack +35, No level limit, Jin only	forever	450
Weapon (Jin)	Captain Hook's Hook	Attack + 45, Level limit 35, Jin only	forever	650
Weapon (Jin)	Lobster's Nipper	Attack + 60, Level limit 45, Jin only	forever	800
Armour (Ditt)	Magirita Suit	Evasion + 20	Forever	800
Armour (Jin)	Artreia Suit	Evasion + 20	Forever	800
Armour (Penril)	Princess Dress	Evasion + 20	Forever	800
Armour (Phoy)	Fairy Dress	Evasion + 20	Forever	800
Armour(Soul)	Bird Soul Armour	Evasion +40, Accuracy +20, Luck +20, Monster will not attack first.	5hours	800
Armour(Soul)	Beetle Soul Armour	Evasion +40, Accuracy +20, Luck +20, Monster will not attack first.	5hours	800
Armour(Soul)	Soul Charger Large	Increases soul armour duration	5hours	300
Armour (Transform)	Beasco Transformation Armour	Evasion+ 30, MP+50, Monsters will not attack first	3hours	500
Armour (Transform)	Devilco Transformation Armour	Evasion+ 30, MP+50, Monsters will not attack first	3hours	500
Armour (Transform)	Birdco Transformation Armour	Evasion+ 30, MP+50, Monsters will not attack first	3hours	500
Armour (Transform)	Metaco Transformation Armour	Evasion+ 30, MP+50, Monsters will not attack first	3hours	500
Armour (Transform)	DracoTransformation Armour	Evasion+ 30, MP+50, Monsters will not attack first	3hours	500
Armour (Transform)	MyscoTransformation Armour	Evasion+ 30, MP+50, Monsters will not attack first	3hours	500
Armour (Transform)	BirdcoTransformation Armour	Evasion+ 30, MP+50, Monsters will not attack first	3hours	500
Armour (Transform)	BugcoTransformation Armour	Evasion+ 30, MP+50, Monsters will not attack first	3hours	500
Armour (Transform)	AquaPing Transformation Armour	Evasion+ 30, MP+50, Monsters will not attack first	3hours	500
Armour (Transform)	Manta Transformation Armour	Evasion+ 30, MP+50, Monsters will not attack first	3hours	500
Armour (Transform)	Mitra Transformation Armour	Evasion+ 30, MP+50, Monsters will not attack first	3hours	500
Armour (Hair Dye)	Orange Hair Dye	Changes hero's hair colour foever	once	300

Armour (Hair Dye)	Green Hair Dye	Changes hero's hair colour forever	once	300
Armour (Hair Dye)	Blue Hair Dye	Changes hero's hair colour forever	once	300
Armour (Hair Dye)	Purple Hair Dye	Changes hero's hair colour forever	once	300
Armour (Hair Dye)	Grey Hair Dye	Changes hero's hair colour forever	once	300
Armour (Hair Dye)	Olive Hair Dye	Changes hero's hair colour forever	once	300
Armour (Hair Dye)	Light Red Hair Dye	Changes hero's hair colour forever	once	300
Armour (Hair Dye)	Sky Blue Hair Dye	Changes hero's hair colour forever	once	300
Armour (Hair Dye)	Aqua Hair Dye	Changes hero's hair colour forever	once	300
Armour (Hair Dye)	Red Hair Dye	Changes hero's hair colour forever	once	300
Armour (Hair Dye)	Violet Hair Dye	Changes hero's hair colour forever	once	300
Super Items (Hero)	Warp Ring (30days)	Enables Character to Warp from Warp Wizard in the game.	30days	300
Super Items (Hero)	Warp Ring (7days)	Enables Character to Warp from Warp Wizard in the game.	7days	100
Super Items (Hero)	Warp Ring (3days)	Enables Character to Warp from Warp Wizard in the game.	3days	50
Super Items (Hero)	Retrun Scroll	Teleports the user to the last ressurection point.	once	60
Super Items (Hero)	Super Cloud	Hero's movement speed x 2	10min.	50
Super Items (Hero)	Resurrection Scroll	Resurrects hero on the spot	once	250
Super Items (Hero)	Super Full Mega Power	Attack success rate 100%	1hr	350
Super Items (Hero)	Super Full Skill Power	Skill success rate 100%	1hr	200
Super Items (Hero)	Super Double Power	Hero's attack x 2	1hr	300
Super Items (Hero)	Recovery Potion	HP/Mp recovery rate x 5	1hr	100
Super Items (Hero)	Attack Speed Increase Scr	Hero's attack speed increases	1hr	150
Super Items (Hero)	Skill Restore	Skill is reset to default	once	1000
Super Items (Hero)	Luck Restore	Luck is reset to default	once	400
Super Items (Hero)	Power Restore	Power is reset to default	once	400
Super Items (Hero)	Accuracy Restore	Accuracy is reset to default	once	400
Super Items (Hero)	Quickness Restore	Quick is reset to default	once	400
Super Items (Hero)	All stat Restore	All stats are reset to default	once	1000
Super Items (Hero)	GP Boost Mark x1.5	GP drop rate increase by 50%	1hr	150
Super Items (Hero)	Item Boost Mark x1.5	Item drop rate increase by 50%	1hr	150
Super Items (Hero)	Core Boost Mark x1.5	Core drop rate increase by 50%	1hr	150

Super Items (Hero)	EXP Boost Mark x1.5	EXP rate increase by 50%	1hr	150
Super Items (Hench)	Hench Converter (Powerful)	Converts Hench attribute to Powerful	once	3000
Super Items (Hench)	Hench Converter (Agile)	Converts Hench attribute to Agile	once	3000
Super Items (Hench)	Hench Converter (Lucky)	Converts Hench attribute to Lucky	once	3000
Super Items (Hench)	Hench Converter (Elemental)	Converts Hench attribute to Elemental	once	3000
Super Items (Hench)	Hench Converter (Accurate)	Converts Hench attribute to Accurate	once	3000
Super Items (Hench)	Jove's Silver Shield	Weakness effect is decreased by 20%	60min	70
Super Items (Hench)	Jove's Golden Shield	Weakness effect is decreased by 20%	5hr	200
Super Items (Hench)	Sinan's Silver Shield	Skill resistance increased by 20%	60min	70
Super Items (Hench)	Sinan's Golden Shield	Skill resistance increased by 20%	5hr	200
Super Items (Hench)	Hench Hormone (male)	Hench will be a male in case of mix success	once	100
Super Items (Hench)	Hench Hormone (female)	Hench will be a female in case of mix success	once	100
Super Items (Hench)	Silver Lock	Hench EXP will not change	60min	100
Super Items (Hench)	Gold Lock	Hench EXP will not change	5hrs	100
Super Items (Hench)	Fruit of Life	Protect hench from mix failure level down.	once	800
Super Items (Hench)	Sprout of Life	Mix failure level decreased becomes to 2.	once	500
Super Items (Hench)	Valor's Guide Book	Mix Rate increases 30%	once	600
Super Items (Hench)	Valor's Old Notes	Mix Rate increases 10%	once	250
Super Items (Hench)	Mix Gun	Mix can be done without the Mix Builder	10 mixes	350
Super Items (Hench)	Mix Gun Charger Large	Loads Mix Gun	50 mixes	200
Super Items (Hench)	Mix Gun Charger Medium	Loads Mix Gun	20 mixes	130
Super Items (Hench)	Holy Water of Extraordinary Evolution	Hench level max is increased by 50	once	1200
Super Items (Hench)	Holy Water of Suprior Evolution	Hench level max is increased by 30	once	800
Super Items (Hench)	Holy Water of Evolution	Hench level max is increased by 10	once	400
Super Items (Hench)	Gender Changer	Changes hench'es gender	once	150
Super Items (Hench)	Hench Revive Scroll	Henches can be revived without the help of a Mix Builder.	5times	200
Super Items (weapons)	Blessed Life Enchantment	Makes equip items more effective. Adds life +1.	once	100
Super Items (weapons)	Blessed Luck Enchantment	Makes equip items more effective. Adds luck +1.	once	100
Super Items (weapons)	Blessed Accuracy Enchantment	Makes equip items more effective. Adds accuracy +1.	once	100

Super Items (weapons)	Blessed Agility Enchantment	Makes equip items more effective. Adds quick +1.	once	100
Super Items (weapons)	Blessed Power Enchantment	Makes equip items more effective. Adds strength +1.	once	100
Super Items (weapons)	Blessed Evasion Enchantment	Makes equip items more effective. Adds evasion +1.	once	100
Super Items (weapons)	Blessed Attack Power Enchantment	Makes equip items more effective. Adds attack +1.	once	100
Super Items (weapons)	Blessed Tear Star	Increases the above effect.	once	100