

[GameTribе](http://forum.gametribe.com/index.php) (<http://forum.gametribe.com/index.php>)

- [Hints and tips](http://forum.gametribe.com/forumdisplay.php?f=36) (<http://forum.gametribe.com/forumdisplay.php?f=36>)

- [DOMO Almanac of Gods and Demons // DOMODEX](http://forum.gametribe.com/showthread.php?t=18778) (<http://forum.gametribe.com/showthread.php?t=18778>)

Abbyssion

20-08-09 04:04 PM

DOMO Almanac of Gods and Demons // DOMODEX

There has been a new feature for DOMOplayers to explore, namely the Devil Seal System!

Here is a guide telling you how to get it, how to use it and how to catch them all!

What is the Almanac of Gods and Demons?

The Almanac of Gods and Demons is basically, a pokedex with all the monsters in the game. Now you can capture the monsters so they are registered in the book! Big deal you say, we already can capture them using mirrors. True, but now you can trap them and summon them FOREVER! yeah you heard me, you can get yourself a permanent egg! Unlike Egg, they attack with full powers all the Time!

Sounds great!, where do I get it?

You can get the Almanac of Gods and Demons, together with 10 mirrors lv10, and 5 Devil Cards by going to Eversun City.



In here

Inside is a Sprite, called the Mirror King's Assistant, who will give you the Almanac, 10 mirrors and 5 Devil Cards that look like this



Mirror, Devil Cards and Almanac

K, I have a DOMODEX, Pokeballs and ready to Catch the All!!

K, now on to how to get your pem egg.

You have to use the mirrors to get 5 (FIVE) eggs from the same monster. After you managed to get all 5, activate you Devil Card. A pop-up will appear.



after you click ok, a page will appear in your inventory. Activate the page to place it in the book. Congrat, you have yourself a perm egg!



Now you can summon it anywhere you want, anytime you like!!

W00t sounds almost to good to be true!!

Unfortunately, you are right, it is too good to be true. Like eggs, they dissappear from your screen as soon you log off, or change the map, but you always resummon them, so that is not the problem. The thing is, only montsers below lv 10 are free to summon. anything above lv 10 has to be summoned paying with Devil Dust. Devil Dus is a Kash-item. And a pricy one as well. Also, remeber you received 5 Devil Cards in the beginning? You only get 5 for free. If you want more you have to pay real monies to get more (also Kash Item). also not every monster is trappable (like bosses or high level monsters) would be a tough fight against a Mala-pet)

 Thnx for Gairo for additional info
 Thnx for the Clampies for telling me about this
 Thnx for those I forgot to thank xD
 More info is welcome

Gairo

20-08-09 05:10 PM

as mentioned in the patch note thread, not every mob is catchable.. humanoids, bosses and mobs with 100k+ hp (not really sure 100k is right amount.. but somewhere there.. atleast with too much hp ;))

and catching bear god is impossible for 3 reasons, 1: boss, 2: too much hp, 3: no mirrors for 70+

and from Zath's and topoi's posts we can also start to wonder exactly how the devil dust payment at summon works..

and yea, for the 1~10 mobs, there really isnt any limit on spawning.. once its not summoned anymore (for any reason, death/map change/relog/whatever), its just to summon it again.. u can even summon a new or same mob again while one is out, and replace the one u had summoned

EDIT

forgot to add that i tested them out in combat fast, and it seems they're actually at full power =0
 gogo pupu fight! my own pupu beat a mob one, but well, only with 4hp left ^^'

Topoi

20-08-09 08:52 PM

Quote:

Originally Posted by **Gairo** (Post 215058)
 forgot to add that i tested them out in combat fast, and it seems they're actually at full power =0
 gogo pupu fight! my own pupu beat a mob one, but well, only with 4hp left ^^'

I thought they were weaker because they were smaller but yes you're right they are full power (but still weak and almost useless in fight ^^').

Gairo

20-08-09 09:45 PM

Quote:

Originally Posted by **Topoi** (Post 215261)

I thought they were weaker because they were smaller but yes you're right they are full power (but still weak and almost useless in fight ^^').

yea.. x3

as u said in patch notes, its a fun little thing x3

Zes

25-08-09 02:04 PM

Gotta catch 'em all! Domomon!

Topoi

26-08-09 01:19 AM

About the rules to trap monsters, there are 3 rules:

- no bosses,
- no mobs with more than 100k hp,
- no humanoid mobs.

But there are exceptions. For example Baby Bow-Wow Boss can be caught tho it's a boss.

If you know such other exceptions please tell them on this topic.

I'll edit the following list.

List of mobs that don't follow the 3 rules:

- Baby Bow-Wow Boss **CAN** be caught,
- Magic Bone Fish **CANNOT** be caught,
- King Florence **CANNOT** be caught,
- Ginseng Ghoul (Bigbeam) **CANNOT** be caught,
-

Akumi

22-10-09 03:32 PM

I finally tested it last night and now...

I wan't to catch'em all *o*

So fun as a feature :D

It's sad powder is so expensive :(

Gairo

22-10-09 05:51 PM

Quote:

Originally Posted by **Topoi** (Post 217198)

About the rules to trap monsters, there are 3 rules:

- *no bosses,*
- *no mobs with more than 100k hp,*
- *no humanoid mobs.*

But there are exceptions. For example Baby Bow-Wow Boss can be caught tho it's a boss.

If you know such other exceptions please tell them on this topic.

I'll edit the following list.

List of mobs that don't follow the 3 rules:

- Baby Bow-Wow Boss **CAN** be caught,
 - Magic Bone Fish **CANNOT** be caught,
 - King Florence **CANNOT** be caught,
 - Ginseng Ghoul (Bigbeam) **CANNOT** be caught,
 -
-

http://domo.wikia.com/wiki/Pandora%27s_Box_Hanging

checking here and u'll see that also undead mobs (atleast some i guess, cuz i think zombies can be caught?) cant be caught..

(*just noticed Topoi's sig* he's gone? o____o)

Topoi

22-10-09 08:00 PM

Quote:

Originally Posted by **Gairo** (Post 224522)
(*just noticed Topoi's sig* he's gone? o____o)

Actually I had more and more work IRL, and the spirit of the community here was becomming more and more unsound every day...
So it was the good moment to leave.

Good luck for the few nice players who still play :).

Gairo

22-10-09 08:36 PM

Quote:

Originally Posted by **Topoi** (Post 224533)
*Actually I had more and more work IRL, and the spirit of the community here was becomming more and more unsound every day...
So it was the good moment to leave.*

Good luck for the few nice players who still play :).

u____u

gl irl then =<

All times are GMT +2. The time now is 02:02 AM.