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Maplestory power leveling guide 2018

Maple-Thor V9 Training Points Guide : GMS v.183 – Maple-Thor/Transition (2017-03-01) Maple-Thor V8 Training Points Guide : GMS V7 Training Points Guide : GMS v.170 – Ursus (2016-01) -06) Maplester Training Spots V6 Guide : GMS v.161 – Black Paradise (2015-04-20) Maplestery Training Spots V5 Guide : GMS v.150 – Rising Heroes (2014-2014-20) Maple-04-20 06-17) Maplestream Training Spots Guide V4 : GMS v.149 – Legacy of Nine (2014-05-12) Maplestream Training Spots Guide V3 : GMS v.143 – Red (2013-12-04) Maplestory Training Spots Guide V2 : GMS v.137 – Released (2013-06-19) Maplestray Training Spots Guide V1 : GMS v.123 – Storm (2012-11-28)MapleStory Beyond/Bypass Training NotesTheme Dungeon: Kerning Tower is shown for players level 145 and older. A better maple system is implemented (monster drops improved, pets track owners faster, expiration dates displayed on an item with icons, stamp collection for popular maps implemented to enable faster teleportation across different continents)Maple Value Points (MVP) service implemented. Maple-EXP accumulated based on accumulated EXP 110% level difference when level difference is 0–4105% EXP accumulated when level difference is 5–9100% EXP accumulated when level difference is 10–1198% EXP earned when level difference is 12–1396%EXP aced when level difference is 16–1594% EXP accumulated when level difference is 18–1990% EXP earned when level difference is 2070% EXP earned when level difference is 2166% EXP profit Where level difference is 2262% EXP accumulated when level difference is 2358% EXP accumulated when level difference is 2454% EXP accumulated when level difference is 2550% EXP earned when level difference is 26–2743% EXP earned when level difference is 28–2 2 934% EXP amassed when level difference is 30–3126% EXP accumulated when level difference is 32–3318% EXP accumulated when level difference is 34–3510% EXP accumulated when level difference is 36 or more VMapleStory Hiding Unlimited Training Guide4 Comment below if you want to share a workout place that you found great for exfoliating fast. This should take into account the differences in monster level, total monster spawn abundance and how easy it is to cycle along the map with ladders/portal to reach the enemy quickly. Pure Burnout (Level 1–200)Train Where1-10Lv.1 Training or Work-Specific Tasks10-15Lv.10 Green Mushrooms → Henesys: Lviv Hill15-20Lv.1 15 Stone Golem → Hans: Entrance to the Temple of Golem20-30Lv.19 Burning Mixed Cocoon → Hans: Golem Temple 330-40Lv.35 Coconut Slime → Gold Coast: Beachgra Dunes ss 140-50Lv.45 Ghost → Kerning City Subway Line 1 Zone 350-55Lv.55 Wild Boar → Fertility: Wild Boar Land55-70Lv.62 Skeledog → Fertility: Break Zone Excavation55-70Lv.66 Copper Drake → Sleepywood: Silent Egg60-75Lv.69 Dark Drake → Coilwood: Cave Exit Chilly Cave)60-90Lv.90 Slimy → Singapore: Mysterious Path 3 (MSEA)75-90Lv.81 White Fang → El Nath: Ice Valley 275-100Lv.89 Sand Rat → Nihal Desert: Sahel 275-100Lv.90 Dark Dwarf → Nihal Desert: The Desert of Serenity80-110Lv.93 Mithril Mutae → Magatia: Alcadno, Lab Area B-180-110Lv.95 Roid → Magatia: Alcadno, Lab Area C-1110-120Lv.113 Robo → Ludibirum: Toy Factory Apparatus Room100-120Lv.119 Dark Death Teddy → Vampire Castle: Bleak Hallway (MSEA)120-163Lv.120 Dark Bearwolf (Mini Boss) → Vampire Castle: Dim Light (MSEA)120-140Lv.129 Jar → Herb Town: 50-Year-Old Herb Garden120-140Lv.130 Moon Bunny → Korean Folk Town: Black Mountain Entrance130-140Lv.145 Biner → Singapore: Central Way 1 (GMS)140-150Lv.150 Nest Golem → Leafre Dragon Nest (MSEA)150-160Lv.152 Mantis → Stone Colossus: Colossus West Road 2140-160Lv.154 Pac Pinky → Singapore 1 ספינת רפאים 1 (GMS)140-160Lv.155 3 נתיב מסתורי 3 : סינגפור → חלקיק (GMS)150-165Lv.157 6 ספינת רפאים 6 : סינגפור: מר. עוגן → סינגפור: נחיל בית גידול 158 3150-170 (GMS)150-165Lv.158 3150-170 קולוסוס: נחיל בית גידול 163 לצרעה רעילה → רוח חולמנית 163 א & amp; Zipangu: רוח חולמנית 167 תוספת A & amp; B → Zipangu: חניון (MSEA)165-180Lv. 177 1180-190 חדר האבירים 180 מעו נייט → מעו נייט 184 עוד נייט E → עוד נייט 190-210 הכבוד 198 לוחם פרוין: לוחם פרוין: דמדומים פרוין: לוחם פרוין: Ground190-210Scrapyard 4 היל Mechanical Grave Hill 4Training via Theme Dungeon and Party Quest (Level 1 ~ 200)TrainWhere30-40Lv.30 Ellinel Fairy Academy → Elinia: North Forest, Giant Tree (Questline)35-50Lv.35 Gold Beach → Victoria: Gold Beach (Questline)50-60Lv.50 Riena Strait → Rien (Questline)60-70Lv.60 Mushroom Castle (Questline)70-120Lv.70 Romeo and Juliet a.k.a RnJ (Party Quest)95-110Lv.95 Elin Forest (Questline)100-115Lv.100 Grand Athenaeum (Questline)100-140Lv.100 Monster Park Extreme → 2 entries per day (up to 7 if buy tickets)115-125Lv.115 Lion's King Castle (Questline)120-125Lv.120 Fantasy Theme World (Questline)130-140Lv.130 Golden Temple (Questline)130-140Lv.130 Crimsonheart Castle (Required to defeat Gollux)140-165Lv.140 Temple of Time a.k.a. ToT (Questline)140-190Lv.140 Dimension Invasion → 5 entries per day (Party Quest)145-155Lv.140 Kerning Tower (Questline)150-165Lv.150 Stone Colossus165-180Lv.165 Omega Sector (Required to defeat Caoong/Omni-Cin)Training via Star Force Maps (Level 1 ~ 200)Star Force maps requires your character to be equipped with Star Force scroled equipment. Increases EXP by 10% for two hours. However, you can only use one potion at a time, but alchemers may use up to 2 at a time. Once you've accumulated enough EXP, tap the icon on the right side of the screen to get exp item 30 or EXP 70. Recipe to design an EXP accumulation potion can be obtained from boss preachers such as Zakum, von Leon, Horntail and Cygnus. The required creative materials are an excellent empty bottle x 1, Juniper Berry seed oil x 10, an excellent crystal item x 5 and a philosopher's stone x 2.EXP 30 generated enough EXP to take a character from level 1 to level 30. If you level up after using it and there is still exp left in the item, you can use it again. Double-click to use. EXP 70 sacrificed enough EXP to take a character from level 30 to level 70. If you level up after using it and there is still exp left in the item, you can use it again. Double-click to use. GoldIntr extreme non-inter deals only. You can only have this golden potion at Monster Park Extreme. Maximum HP and MP magnification in 2000 and experience points increase by 10% for 30 minutes. Visit Maplestrori Monster Park Extreme Guide Find out more about Monster Park Extreme Red / Green / Blue / Gold PoilonsBoost EXP with Party Enthusiast BuffDescriptionHurun NPC interactive when you speak (default key spacebar) and use your arrow keys to get 2 minutes 1.5x buff. Brunas can be used every 15 minutes and reused on the same map after 1 hour. CouponsCoupons store cash you can purchase at a cash store for a 2x attempt. Mercedes Link hangs the 70/120 to 10/15% boost. Zero strawberry card This character to your card stripe gives a 4/6/8/10% boost to exp. Coupons events Events such as participation tasks, hot time gifts, etc. often have EXP multipliers (1.3/1.5/2x) as rewards for completing them.2x Events during several holiday weekends and events, Maplestory can experience 2x events which stack up with other amplifiers. Burning EventArarar has the best effect for exfoliating. This effect can be one character per world during an event period through character creation (event passed from level 10) or questline (e.g. Santa sizzle journey starting at level 33) that allows the user to level 3 times in each level (e.g., instead of Pisa from 33-34, you were level 33-34-35-36) think of it as one buy, get two free! The ignition ring. Use the skill of an ignition ring item to increase the current field to a burning level 10. Only a burn field level 9 or below can be used.Cooldown: 30 minutes. The ignition ring skill will be available in your skill window under the Beginners tab when I equip the item. Available for 1 day. Exp accumulation potion A mysterious potion created through alchemy. Increases EXP by 10% for two hours. However, you can only use one potion at a time, but alchemers may use up to 2 at a time. Once you've accumulated enough EXP, tap the icon on the right side of the screen to get exp item 30 or EXP 70. Recipe to design an EXP accumulation potion can be obtained from boss preachers such as Zakum, von Leon, Horntail and Cygnus. The required creative materials are an excellent empty bottle x 1, Juniper Berry seed oil x 10, an excellent crystal item x 5 and a philosopher's stone x 2.EXP 30 generated enough EXP to take a character from level 1 to level 30. If you level up after using it and there is still exp left in the item, you can use it again. Double-click to use. EXP 70 sacrificed enough EXP to take a character from level 30 to level 70. If you level up after using it and there is still exp left in the item, you can use it again. Double-click to use. GoldIntr extreme non-inter deals only. You can only have this golden potion at Monster Park Extreme. Maximum HP and MP magnification in 2000 and experience points increase by 10% for 30 minutes. Visit Maplestrori Monster Park Extreme Guide Find out more about Monster Park Extreme Red / Green / Blue / Gold PoilonsBoost EXP with Party Enthusiast BuffDescriptionRateBishop Sacred Symbol (Increase Rate EXP)1.5XBeast TamerFriends of Arby (Increase Rate EXP)1.3XKannaKishin Shoukan (Increase Spades and Counting Rate)2XThis Hinge, rage, sacred symbol, sharp eyes)N/ATips and tricks:Use familiar maple-story when you work out as they can help you train more effectively. You recognized Jer. BoogieRecovers a large amount of MP (15%/10sec) continuously while summoned.Mr. AlliRecovers a large amount of HP and MP (15%/10sec) continuously when summoned. Big SpiderIncrses rate the decline of meso and items by 60% when summoned. Wolf UnderlingIn raising the item drop rate by 100% when summoned. Mutation SnailRecovers party member HP and MP continuously in bulk when summoned. Maple-Theory Power Mysterious Space Review Review is different to star power, you will cause less damage when you have enough mysterious power when you are in mysterious power maps. Instead of hitting 1's, you'll just be doing 10% of your original damage without any mysterious power at all, and it will build up to 100% as you progress with your mysterious Force.For bonuses, the more mysterious power you get the more extra damage you'll be doing in the area (up to 50% finite damage worth of additional damage). Mysterious power is accumulated by equipping your character with a mysterious symbol. Up to 3 mysterious symbols can be equipped. Mysterious icon also increases your main stat work. While fitted, mysterious icons will grow with you as you gain experience. Double mysterious symbols can be combined into those fitted to give them experience. When a mysterious symbol is at 99% growth experience, you can balance it by paying meso fees (10/20/30 million meso for level 2/3/4). Mysterious power required for 150% max damage30 AF = 50 autofocus for autofocus bonus = 80 autofocus for autofocus bonus = 120 AF for autofocus bonus100 = 150 AF for

bonus130 AF = 200 AF for bonus160 AF = 2 AF40 for bonus1 90 AF = 290 autofocus for bonus200 AF = 300 autofocus for bonus210 AF = 320 autofocus for autofocus bonusArcane damage formula explanation assuming you have 0 mysterious power, and the map in the Arcane River requires 30 mysterious power, You'll be handling 10% of your current damage. Every 10 mysterious power you have achieved, you get 30% damage (90% damage divided by 30 = 3% damage per Arcane power). You can get up to 150% damage. For this scenario, if you have 50 mysterious power instead of 30 mysterious power, you can cause a maximum damage of 150% for maps that require 30 mysterious power. (50 mysterious power x 3% damage to any mysterious force + base 10% = 160%, round up to a maximum of 150%)MapleStory EXP FormulaStacking EXPThere are 2 types of EXP boost1. Multiplier base EXP. 2. Fixed percentage of exp base comment: EXP base is what the monster originally gives.

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