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Dungeoneering party simulator

Hi! This is a dungeon guide for those of you who are looking to level up in this minigame skill. Table of Contents: - How to get started - How much prestige is and how do I get the maximum XP? - Which floor should I choose? - World 77 Party Invitations - Dungeoneering Language - Rooms & Bosses & Obtaining Items - Invention in Dungeoneering - Tactics - Final Word How to get started: You can start this skill by taking a boat west of Al Kharid bank to Daemonheim, then walking all the way to the top of the mountain. You'll see a skill guide out there that gives you a ring of kinship when you talk to him. If you click this circle, you'll see the following: 1: Party Members List. The person at the top of the list is the group leader (more referred to as the 'keyer'). Click this button to start a party. You will become party leader unless you right-click someone's name to promote them 3: which class you have chosen. By pressing 'Change' you can see that your floor and your band members are still unticked (so you still have to do) 4: floor complexity. Pick 1 means you'll get almost no XP, and it's considered a 'rush'. Otherwise you will be played with complexity at 6 (Max) 5: This should only be turned on for dungeon hard mode, not for natural dungeon 6: your current progress is the amount of floor you have done since you last press reset button 7: reset button. Pressing this will change your 'current progress' to 0 and move what's there to 'previous progress' 8: your previous progress. This is higher, the more XP you already get (elaborately credited in the next section as prestige) and how do you max XP?: 'Credit' is your previous breakthrough. The higher this, the more XP you get. why? Since at the end of each floor you do, you will see the following screen: 1: XP you will receive to finish the floor you chose. This number is always the same for that floor number (in this case the 48th floor) 2: the XP you will get credit for finishing the floor. So in this case, this person had 49 credits, so that number is the amount of XP you get to complete the 49th floor. This number is always the same for that floor number (in this case 49th floor) 3: the actual XP you added before each bonus. This is the average of these two numbers. As you can see, thanks to Credit (No.2), this person gets a little more XP (Number 3 compared to Number 1) than they would if their credentials weren't up here. So it's very important to never reset your loop unless you have done all the floors you can do! Finally, the numbers on a scale of 1 and 2 amount to the amount of people joining you on the floor and in floor size. So it's a great idea to do your upstairs with 4 others and at large it's significantly more XP than doing it alone and/or on a small or middle class. Which floor do I choose?: 60 floors are divided into different themes. 2 is commonly referred to as A or ABPA. Occult is commonly referred to as O or Occ. Warped is commonly referred to as W or Warps. This is what the screen seems to pick a floor when you press '3' in the first image of this guide: 1: Tick floor (you've finished this) 2: unticked floor (you still have to do this) 3: Confirm button. Don't forget to press this when you push the floor you're willing to do when you do an all-by-one floor yourself, you're free to choose as you wish. However, when you go with other people, you will often see situations that I can best describe with examples. Good combination: Becca hasn't done the 16th floor yet, Flint did it, but he hasn't done it on the 13th floor yet. 16th and 13th floors on the same topic (Abandoned 1). If you have one floor you have already done but another floor is open in the same theme, that other floor ticks off. So if Beccah and Flink decide to do the 16th floor now, that's fine, Beccah will get XP to do the 16th floor. Flink XP as if he only get the 13th floor, and it's also ticking off 13 for him. Bad combination: Lady Spira hasn't done the 16th floor yet, Rex Addons has done 12th to 17th floors they can't get together (or they can and rex Advenes XP very badly). The 16th floor in the abandoned theme is 1. Rex Advenes has already finished all 1 floor abandoned, and so will receive no XP to complete the floor (so 0 XP in the first spot in the image where prestige is explained). He still doesn't get XP credit, but it's not worth it for him. She can still help Lady Spyra though, of course, if she wants to. World 77 Invitation Party: It can be hard to find a team to go with, but a lot of people meet in Daemonheim in the world of 77 so going there helps you find a team more comfortable. However, these people sometimes speak Gibberish... what do they mean?! When someone is hosting a floor, they often want 4 bucks on their team to max XP. If they want to do the Occult floor and are still looking for 3 people, they usually declare this as follows: O+3 or Occ+3 when someone is looking for another 1 person for the abandoned 2 floors, they say: A+1 or A2+1 or Abpa 2+1 when someone is looking for 2 others for the warp floor, they say: W+2 or Warps+2 When someone is looking for 4 others for the so-called 'upper warp class' (usually 57th floor or higher), they say: Hw +4 sometimes they add another number then, for example: O+3 110 this means they want another 3 people to occupy for the floor, and they want their dungeon level to 110. To show you interested in joining a group, simply simply A business request. Dungeon Language: When doing a floor with higher level people, you will notice that they say random letters all the time. These acronyms are fully explained in this guide: Rooms & Bosses & Obtaining Items: The most common room you'll come across is a 'guardian room'. One of the doors in the room is a guard door, and progress can only be made by killing all the monsters in the room. For other rooms it's just a matter of doing them once to know what you have to do. You can look at them here: it's too complicated for employers either. They practice a little bit, too, you can look at them here: employers are usually an item that is hard or impossible to drop by otherwise. the premall is one of those things. This is the 99th level required in the corresponding skill (anything these bosses drop off items that I find useful: - Bulwark Beast (F12-17): Primary hatchet & pickaxe (99 wc/mine) - Rammernaut (F18-29): Primary Maul (99 str) - Skeletal Trio (F 36-29) 47): sagittarian shortbow (99 range) - Necrolord (F36-47): Sagittarian chaps (99 range&def) - Hope Devourer (F48-60): Sagittarian top (99 range&def) As you can see I've pretty much only included ranged items. This is because the range is by far the best fighting style going with once you go to F36 and above due to the large amount of mages that need to be taken down. Other useful items are dropped by killer creatures inside the floor. - Eddimu : Blood necklace (90 murders to kill but can't deal with anyone on the floor) - healing you over time - spiders: shades of silk hood (41 slay to kill but can't deal with anyone on the floor) - makes the mob not aggressive to invent you in the dungeon: there are two useful cases that have been introduced with invention. - Lock melters: They melt 1 door lock on each party on each floor. Choose wisely. --- 1 Lockpick (General Electric) --- 50 smooth pieces (stubborn maces) --- 30 tensile parts (maple shortbows) --- 2 ethereal components (restored portents) - party simulator: If a party has 4 or fewer people, this simulator (practically) add 1 to increase XP for all in the end. --- 250 Cue Dungeon --- 25-Part Connect (Murder Rings, Stubborn Claws) --- 25 Empty Sections (Blue d'hide Body) --- 1 Elusive Components (Blue d'hide Body) Tactics: So now you know how all of the dungeon works, it's time to talk about tactics to get the XP/H most. First of all, you need to understand that the lower class will take the lower XP. The idea is to 'hurry' (do the floor in complexity 1) lower your floor as they don't give XP much anyway. Finally you are looking to rush to at least the 1-29th floor. Your higher floor doesn't 'rush' you, but try to do with 4 others on a large floor You have the most XP. It is important to acknowledge that there are two roles in each class: 1) Kelidar is the key leader of the group. This person keeps the ggs on a critical path (path to the boss). How do they know, you might ask... Well, that's a big mystery! This is by far the hardest role, so be careful. You need to understand that there is a critical path and different bonus routes on each floor. A critical path is the path needed to reach the boss (including the keys to get there). Bonus routes are generally useless. Every key found on it will only lead to other reward routes and will not be necessary to reach the boss... But as you can see below the header about credit, doing bonus routes can be up to 13% more XP, so it's good to do as efficiently as possible. It is the keyer's job to keep the group's gate stones on critical track, not bonus routes. You can never figure out what is 'crit' but you can sometimes find out what is 'Ben'. It's important to realize that sometimes a bonus track doesn't show the next 2 points. It will look exactly like a critical path. This method is 100% accurate when each in the team is almost the same skill. The more different levels there are, the more accurate it becomes. Something's a bonus track when: - You have less than about 450 XP to open the skill door (make sure you don't have XP bonuses and try to make sure all your team mates share XP off to avoid getting the XP drops you don't expect) - you see a tree/rock/fishing spot that is not your highest skill point or the following one, lol wise if you are on a bonus track, make sure the other person ends the path. You're going wherever you think you're going and going crazy from there, always carrying gags!!! This way it will always be wherever more help is needed (crit, as this leads to the boss). 2) Others all other people essentially play the same role... Try to kill everything you see whenever there are guard doors, teleport to ggs whenever the keys ask for help (unless you're busy), finish bonus paths (gate them if you can't finish them instantly) and generally fight help with keys. Try to pay attention to calls like 'emotes' or 'levs' as everyone on the floor is required to be there for the door opens. The keyword for this role is communicating! Try to skip to a key track, but help them if they ask for help. Use your gate stones to go back to where you left, and remember to call your gates as you call them gates. Final word: I really hope you have learned something from this guide to make this skill more enjoyable for you. I honestly started enjoying this skill until I felt comfortable in both roles that was around 110 dungeons, so I can definitely understand if you hate it now. Just don't miss Lol's hopes, I swear really It's a donor. you will get better. I wish you the best of luck! If you feel something is missing, let me know and I'll try to answer it here. Becca Becca

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