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MapleStory Training Spots Guide V9 : GMS v.183 - MapleStory Override / Outside (2017-03-01) MapleStory Training Places Guide V8 : GMS v.179 - MapleStory v 5th Job (2016-12-15) MapleStory Spots Training Guide V7 : GMS v.170 - Ursus (2016-01-06) MapleStory Training Places Guide V6 : GMS v.161 - Black Sky (2015-04-20) MapleStory Training Places Guide V5 : GMS v.150 - Rising Heroes (200 14-06-17) MapleStory Training Places Guide V4 : GMS v.149 - Legacy nine (2014-05-12) MapleStory Training Places Guide V3 : GMS v.143 - RED (2013-12-04) MapleS Training Places Guide V2 : GMS v.137 - Unleashed (2013-06-19) MapleStory Training Places Guide V1 : GMS v.123 - Tempest (2012-11-28) MapleStory Beyond/Override Training Notes Dungeon Theme: Kerning Tower is introduced for players level 145 or higher. Improved maple system implemented (Monster drops improved, Pets follow the owner faster, expiration dates are shown on the element with icons, stamp collection for popular cards implemented to ensure faster teleportation on different continents) Maple Value Points (MVP) Service implemented. MapleStory EXP, derived from differences in 110% EXP levels received at 0 and 4 105% EXP levels, 5 and 9 100% EXP levels, obtained at a 10 and 11 98% EXP levels difference, obtained at a level difference of 12 13 96% EXP, obtained at a level difference of 14 and 15 94% EXP obtained at the 16 and 17 92% EXP levels difference, received at the difference of levels 18 and 19 90% of EXP, received at the difference of levels 20 70% EXP received when the difference in the level of 21 66% EXP received, when the difference in the level of 22 62% EXP received when the difference in the level of 23 58% EXP received, when the difference in the level of 24 54% EXP received, when the difference in the level of 25 50% EXP received, when the level difference is 26 and 27 43% EXP received at levels 28 and 29 34% of EXP, Received at a level difference of 30 and 31 26% EXP, obtained at a level difference of 32 and 33 18% EXP, received when the level difference is 34 35 10% EXP received when the difference is in level 36 or more MapleStory v Limitless Learning Message Comment guide below if you want to share the place training that you found for a great alignment quickly. It should be taken into account the differences of the monster level, the general abundance of monster caviar and how easy it is to loop across the map with ladders/portal to reach the enemy quickly. Pure Resurfacing (Level 1 and 200) Train Where 1-10 Lv.1 Tutorial or Work Specific quests 10-15 Lv.10 Green Mushroom → Hensyys: Spore Hill 15-20 Lv.15 Stone Golem → Hensyys: Entrance to Golem Temple 20-30 Lv.19 Flaming Mixed Golem → He Nesys: Golem Temple 3 30-40 Lv.235 Coconut Slime → Gold Beach: Beachgrass Dunes 1 40-50 Lv.45 Wraith → Kerning City Subway Line 1 Area 3 50-55 Lv.55 Wild Boar → → Perion: Wild Boar Land 55-70 Lv.62 → Perion: Intermision Area Excavation 55-70 Lv.66 Copper Drake → Sleepy Forest: A Silent Swamp Swamp Lv.69 Dark Drake → Sleepywood: Cave Exit (через Chilly Cave) 60-90 Lv.90 Slimy → Singapore: Mysterious Path 3 (MSEA) 75-90 Lv.81 White Fang → El Nath: Ice Valley 2 75-100 Lv.89 Sand Rat → Nihal Пустыня: Сахель 2 75-100 Lv.90 Темный карлик → Пустыня Нихал: Пустыня Безмятежности 80-110 Lv.93 Митрил Мутае → Магатия: Alcadno, Лаборатория Площадь В-1 80-110 Lv.95 Roid → Magatia: Alcadno, Лаборатория Площадь С-1 110-120 Lv.113 Робо → Ludibirum: Игрушка Фабрика Аппарат номер 100-120 Lv.119 Темная смерть Тедди → Замок вампиров: Bleak Hallway (MSEA) 120-163 Lv.120 Темный Медведь (Мини Босс) → Замок вампиров: Dim Light (MSEA) 120-140 Lv.129 Jar → Herb Town: 50-летний Херб Гарден 120-140 Lv.130 Moon Bunny → Корейский народный городок: Черный горный вход 130-140 Lv.145 Biner → Сингапур : Central Way 1 (GMS) 140-150 Lv.150 Nest Golem → Leafre Dragon Nest (MSEA) 150-160 Lv.152 Mantis → Stone Colossus: Colossus West Road 2 140-160 Lv.154 Pac Pinky → Singapore: Ghost Ship 1 (GMS) 140-160 Lv.155 Slimy → Singapore: Mysterious Path 3 (GMS) 150-165 Lv.157 Mr. Anchor → Singapore: Ghost Ship 6 (GMS) 150-165 Lv.158 Poison Hornet → Stone Colossus: Swarm Habitat 3 150-170 Lv.163 Dreamy Ghost → Zipangu: Encounter with the Buddha 163-200 Lv. 167 Extra A & B → Zipangu: Parking Lot (MSEA) 165-180 Lv. 177 Adv. Knight A → Knight Stronghold: Knight's Chamber 1 180-190 Lv. 184 Adv. Knight E → Knight Stronghold: Hall of Honor 190-210 Lv.198 Ancient Mixed Golem → Twilight Perion: Warrior Ground 190-210 Scrapyard Hill 4 | Mechanical Grave Hill 4 Training via Theme Dungeon and Party Quest (Level 1 – 200) Train Where 30-40 Lv.30 Ellinel Fairy Academy → Elinia: North Forest, Giant Tree (Questline) 35-50 Lv.35 Gold Beach → Victoria: Gold Beach (Questline) 50-60 Lv.50 Riena Strait → Rien (Questline) 60-70 Lv.60 Mushroom Castle (Questline) 70-120 Lv.70 Romeo and Juliet a.k.a RnJ (Party Quest) 95-110 Lv.95 Ellin Forest (Questline) 100-115 Lv.100 Grand Athenaeum (Questline) 100-140 Lv.100 Monster Park Extreme → 2 entries per day (up to 7 if buy tickets) 115-125 Lv.115 Lion's King Castle (Questline) 120-125 Lv.120 Fantasy Theme World (Questline) 130-140 Lv.130 Golden Temple (Questline) 130-140 Lv.130 Crimsonheart Castle (Required to defeat Gollux) 140-165 Lv.140 Temple of Time a.k.a. ToT (Questline) 140-190 Lv.140 Dimension Invasion → 5 entries per day (Party Quest) 145-155 Lv.140 Kerning Tower (Questline) 150-165 Lv.150 Stone Colossus 165-180 Lv.165 Omega Sector (Required to defeat Caooong/Omni-Cin) Training via Star Force Maps (Level 1 – 200) Star Force maps requires your character быть оснащены прокруткой оборудования Star Force. Отсутствие Звездной Силы значительно снижает урон. Монстры, проживающие на картах Star Force, дают дополнительную скорость EXP. Поезд, где Star Force 100-120 Lv.107 Кровь HarpLeafre: Sky Nest 2 5 100-120 Lv.109 Двойной BirkLeafre: Долина 2 5 105-125 Lv.116 Двойной призрак PiratesLudibrium: Искаженный путь времени 3 26 125-145 Lv.136 VainDead Шахта: Пещера испытаний 2, 3 55 130-150 Lv.141 Темный WuvvenLeafre: Черное гнездо Wuvven 65 145-165 Lv.155 Паровая кофе MachineKerning Башня: 2-й этаж Карта 4 80 145-165 Lv.153 Skelepon 0 150-170 Lv.162 Придирчивые волосы RollKerning башня: 5-й этаж Карта 4 80 155-175 Lv.166 Хранитель Капитан OblivionTemple времени: Объезд к забвению 4 90 165-185 Lv.174 Официальный KnightGate будущего: Рыцарь Крепость Оружейной 2 120 170-200 Lv.180 Новый серый BlackOmega сектор: НЛО Интерьер: Зал H03 140 Обучение через Arcane Force карты (уровень 200 и 250) Аркане Реки континент состоит из MSEA: Дорога к вымиранию, Чу Чу острова, Dream City Lachein (ru) GMS: Исчезающая поездка, остров Чу Чу, Lachelein. The absence of Arcane Force significantly reduces damage. If you exceed the Arcane Force requirement on the map, you will cause additional damage! Equip your character with an arcane symbolism (up to 3 characters) and update them to increase the Arcane Force. Click here for more information on arcane Train Symbols, Where Arcane Force 200-205 Lv.201 Raging ErdaVanishing Journey: Weathering Land of Fury 30 200-205 Lv.205 Burning ErdaVanishing Journey: Fire Area 30 205-210 Lv.208 Tranquil Journey: East Cave Path 2 40 211 0-220 Lv.213 Angry Flyon and Ripe WolfritChu Chu Island: Slurpy Forest Depths 100 220-225 Lv.216 Rhyturtle and Boss RhyturtleChu Chu Island: Torrent zone 3 130 220-225 Lv.222usLachelein: Chicken Festival 3 130 220-225 Lv.224 Angry and Mad Masquerade CitizenLachelein: Revelation Place 3 210 220-225 Lv.226 DreamLachelein: Nightmare Clock Tower 2F 2F 210 225-230 Lv.2322 SpiritAra: Forest of Earth 2F 210 225-230 Lv.2322 SpiritAra: Forest of Earth 2F 280 230-235 Lv.234 Snow and Thunder Cloud SpiritArcana: Between Frost and Thunder 2 320 235-250 Lv.237 Befuddled SpiritArcana: Caven Lower Way 360 235-250 Lv.236 Kroid Echo Type BMorass : Path to the Coral Forest 4 400 235-250 Lv.238 Strong and Powerful GangsterMorass: Bully Blvd. 2 440 235-250 Lv.243 Thralled Guard and WarhammerMorass: The Day in Trueffet 2 520 230-250 Lv.240 AttuinEstera: Where Life Begins 2 540 233-250 Lv.243 VellarisEstera: Where Life Begins 7 560 234-250 Lv.244 ArranyaEstera: Mirror-tinged Sea 2 600 235-250 Lv.244 Arranya Lv.245 AraneaEstera: Mirror-tinged Sea 3 600 235-250 Lv.245 AraneaEstera: Mirror-tinged Sea 4 600 235-250 Lv.245 AraneaEstera: Mirror-tinged Sea 4 600 240-250 Lv.249 Dark ExecutorEstera: Mirrored Light Shrine 4 640 Training via Daily Bossing Bossing/Dailies Bossing Where 50-60 Easy zakum (Shares Daily Limit with Normal zakum) 100' Normal zakum (Find and use a Rune before you quee) 105' Monster Park REBORN (Daily Limit: 2, Buy ticket from Cash Shop up to 20 per month) 130' Normal Hilla 160' Normal Horntail 160' Chaos Horntail (Decent funding required.) 180 Madman Ranmaru (Достойное финансирование требуется) 180 Розовая фасоль (Достойное финансирование требуется. Занимает много времени, чтобы победить его) 33 Элунa (Доступно 26 июля, 2017) Босс Режим Квест Обязательный уровень Рекомендуемый уровень Закум Easy N 50 60 Закум Нормальный N 90 110 Закум Хаос N 130 140 Horntail Easy Y 130 130 Horntail Нормальный Y 130 160 Horntail Хаос Y 135 160 Хилла Easy N 120 120 Hilla Hard N 170 190 Magnus Easy N 115 115 Магнус Нормальный Y 155 155 Магнус Hard Y 175 190 Gollux Easy Y Y 140 150 Gollux Нормальный Y 140 170 Gollux Hard Y 140 190 Gollux Ад Y Y 140 200 Аркариум Easy Y 140 140 Аркариум Нормальный Y Y 140 170 Аркариум Madman Y Y 140 190 Ранмару Нормальный Y Y 120 129 Ранмару Madman Y Y 120 195 Розовая фасоль Нормальный Y Y 160 180 Розовый Бин Хаос Y 160 190 Корень Бездна Нормальный Y 125 125 Корень Бездна Хаос Y 180 190 Ехр Boosters Using Exp Boosters to increase the experience gained from each monster, so you need to kill fewer of them to align! Increase EXP through the elements, card effect and link Skills EXP Buff Description Run interactive NPC that you talk to (default key spacebar) and use arrow keys in order to get a 2 minute 1.5x positive effect. 4 can be used every 15 minutes and respawns on the same card after 1 hour. Cash Shop Coupons Coupons you can purchase at the checkout for a 2x experience. Mercedes Link Skill Level up to Mercedes character 70/120 for 10/15% exp momentum. The zero character of the card This symbol on your set of cards gives 4/6/8/10% exp momentum. Event Coupons Events such as engagement quests, hot time gifts, etc. often have EXP multipliers (1.3/1.5/2x) as a reward for completing them. 2x Events During some weekend holidays and events, Maplestory can experience 2x events that stack up with other boosts. Burning Event is arguably the best effect for alignment. This effect is given to one character in the world during a period of events through character creation (past event starting at level 10) or questline (e.g., Sizzling Santa quest starting at level 33), allowing the user to level 3 times per level (for example, instead of aligning from 33-34, you'd level 33-34-35-36) Think about how to buy one for free! The ignition ring purchased from the cash register. Use the Ignition Ring skills to increase your current field to Burning Level 10. It can only be used at Burning Field 9 or below. Cool down: 30 min. The Ignition Ring skill will be available in your skill box under the beginner tab after equipping the item. Available for 1 day. EXP Accumulation of The Seal Mysterious Potion created through alchemy. Increases EXP by 10% within 2 hours. However, you can only use 1 potion at a time, but alchemists can 2 at a time. When you've accumulated enough EXP, tap the icon on the left side of the screen to get a exp 30 or EXP 70 item. Requeippe to create EXP Accumulation Potion can be obtained from boss drops such as zakum, von Leon, Horntail and Cygnus. Kraft needed Superior Empty Bottle x 1, Juniper Berry Seed Oil x 10, Supreme Element Crystal x 5 and Philosopher's Stone x 2. The EXP 30 contains enough EXP to take the symbol from level 1. to level 30. If you line up after using it and still EXP left in the detail, you can use it again. Double click to use. The EXP 70 contains enough EXP to take the symbol from level 30 to level 70. If you line up after using it and still EXP left in the detail, you can use it again. Double click to use. Extreme gold intercom counting operations only. You can only get this golden potion at Monster Park Extreme. The maximum increase of HP and MP for 2000 and the number of experience points increases by 10% within 30 minutes. Visit the MapleStory Monster Park Extreme Guide to learn more about the Monster Park Extreme Red/Green/Blue/Gold Potions Boost EXP with party Buffs Buff Party Description Rate Rate Bishop Holy Symbol (Boost EXP Rate) 1.5X Beast Tamer Friends of Arby (Boost EXP Rate) 1.3X Cannia Kishin Shukan (Boost Spawn Spawn) Rate Rate Holy symbol, sharp eyes) N/Tips and tricks: Use MapleStory Familiars when you train as they can help you train more efficiently. Familiar Description jr. Boogie restores a large number of MP (15%/10sec) continuously during the call. Mr. Alli restores a large number of HP and MP (15%/10sec) continuously during the call. Big Spider increases the drop rate of meso and items by 60% during the call. Wolf Underling increases the rate of drop of the goods by 100% during the call. The Mutant Snail restores an HP party member and an MP continuously for a large sum during the call. MapleStory Arcane Force Arcane Force Review Like Star Power, you will do less damage when you don't have enough Arcane Force when you're on Arcane Force maps. Instead of hitting one, you'll just do 10% of your initial damage without any Arcane Force at all, and it will build up to 100% as you progress with your Arcane Force. For bonuses, the more Arcane Force you get the more extra damage you will do in the area (up to 50% of the final damage to the amount of additional damage). Arcane Force is acquired by equipping your Arcane Symbol character. Up to 3 Arcane symbols can be equipped. Arcane Symbol also enhances your primary statistics work. While equipped, Arcane Symbols will grow with you as you gain experience. Dubbing arcane characters can be combined into equipped to give them experience. When the Arcane Symbol is on a 99% growth experience, you can align it by paying a meso fee (10/20/30 million meso for level 2/3/4). Arcane Force required for 150% Max Damage 30 AF and 50 AF for bonus 50 AF and 80 AF for bonus 80 AF and AF for bonus 100 AF and 150 AF for bonus 130 AF and 200 AF for bonus 160 AF - 240 AF for bonus 190 AF - 290 AF for bonus 200 AF and 300 AF for bonus 210 AF and 320 AF for bonus 240 AF and 360 AF Explanation 240 AF and 360 AF for bonus Arcane Force Force You have 0 Arcane Force, and the map in the Arcane River requires 30 Arcane Force, you will have to deal 10% of your current damage. Every 10 Arcane Force you get, you get 30% damage (90% damage, divided by 30 and 3% damage for Arcane Force). You can get up to 150% damage. For this scenario, if you have 50 Arcane Force instead of 30 Arcane Force, you can inflict maximum damage of 150% for cards that require 30 Arcane Force. (50 Arcane Force x 3% damage on Arcane Force - base 10% and 160%, districts up to a maximum of 150%) MapleStory EXP Formula Styling EXP There are 2 type EXP Pulse 1. EXP-based multiplier. 2. FIXED Percentage from Base EXP Note: The EXP base is what the monster originally gives. Gives.

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