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## Mousehunt fools gold farming

Welcome to Old West Partner! You better watch your back, get some food off before they get close at noon, and the mice start scaring the population! Wait, it's already happening! Cleoper Shot City is different from any other area in Mousehunt. You must have a Lord/Lady to travel here, as you have undoubtedly been discovered given that you have seen this area on your map since receiving a piece of mustache forest map as an analfever. You may be the most seasoned veteran hunter around, but if you get here for the first time, you'll quickly notice that none of your traps work. And when no one, I don't mean anyone. So what do we do? We go into a trap and we find [drums]... a law force weapon called Cactus Attack Loaded Spring 1 (SLAC 1 for short); Wait, what? Look at the power! This trap sucks! [Fists clanging, disgusting dowell devs being typed...] yes, yes, the trap, with 300 power, 5% power bonus, 10% pull and a little luck doesn't sound like a very attractive trap. But when you purchased it, you probably noticed the SLAC Trap 2, which is 5 times stronger and has more appeal (still no luck though). Obviously you want to upgrade, but one of the requirements to get this trap is to get 500 golds of whips. Getting the fools' gold isn't easy. There are several ways to do this. Catch bounty hunter mice (just need to hunt to attract them), who will drop wanted posters. Completing these will reward you with fool's gold (more on that below). Catch gold-seeking mice who will occasionally drop fools' gold as loot (but not much). Using gold-seeking magic will attract more gold-seeking mice. Join the team and complete trains at Gnawnian Express Train Station (more on this below). Before the release of the Gnawnian high-speed train station, #1 #2 were the only options when the area first opened in June 2013. Because I want to be thorough, I'll sail all the methods. Similar to how treasure maps work, catching a bounty hunter mouse will give you an opaque wanted poster, which you can in turn open and start hunting the mice on the list. There will be 5 mice in total to catch, 4 regular mice and one ring leader. You must catch the 4 mice first before the ring leader will make his appearance. Sought-after posters act just like treasure maps in that they can be dusted with rare map dust to get twice as many rewards as regular posters. Unlike treasure maps though, you can only choose one member to help you with this task. When you complete a wanted poster, you'll receive an award. The following table, taken from MH Wiki, lists the possible spoils that can be obtained as a reward (depending on your level of course). The Mount item was found every time? (Y/N) I don't know what to do. Charma Promotes3-6N Ancient Charm5y Antique Glove Leather Relic1N In a Bottle Of Cherry Potion Fusion1n Cold2n Delicious Stone5-10n Fire Salt6-12n Gold15-20Y Tnarled Potion4N Gold \*Variable\* y Ionized Salt5-10N Charm5N Master Belt Shard2-3N Master Claw Shard2-3N Master Fang Shard2-3N Piece Meteorite 3-4N Points \*Variable\* Y Power Charm10N Magic's Golden Seeker Charm5N Radioactive Blue Cheese Potion6-8N Radioactive Sludge10-12N Rock Cream Charm1N Rune5-10N Spiced Vegetable5 -10N Seashell5-10N Glass Shrapnel10-15N Spellbook Charm3-6N Springer Skin1N Cheese 15-20N Super Warpath Cavalry Charm2-4N Super Warpath M Tse 'Armage-4N Super Warpath Scout Charm3-5N Super Warpath Fighter Charm3-5N SuperBrie + 10,25 or 50N Token of Cheese Belt6-9N Token's Cheese Claw6-9N Token of Fang6-9N Cheese Dialect Vanilla Bean5-10N War Scrap5-15N Warpath Rainbow Charm5-10N Warpath Cavalry Charm Warpath 2-4N wants a Charma-10N Warrior Warpath Charm5-10N Magic Riches5-10N Evil Gnarly Potion2N If you dust off the map, you'll get more spoils from the above options, Plus what's in the table below. ItemAmount found fools' gold30-40 ancient magic points \*varies, but more than jointly gold bounty\* varies, but more than in Common Bounty as you can see in trapsmith, you need 500 gold of whips to upgrade SLAC 2. It's not going to be easy. Get to work! While the easiest of the tasks, I do not recommend doing this main (or only) method of collecting gold of whips, mainly because even when you pull a mouse looking for gold, it rarely drops all the rare spoils, making this method an extra hunting tactic only. That's pretty much the end of Klaw's shot city (as of this writing). Catch bounty hunter mice, complete posters, and come back. The third method of getting fool's gold is on the train, and we're on our way there now. Gnawnian Express Station A welcome expansion to the Vermaint Valley, Ganyan Express Train Station (read from here-out train) is one of the best places to experience gold in the whole game. While I haven't done any advanced analysis on this area compared to the Furoma cycle, the safe train is a great place to make a lot of gold. You've reached this section with one of two goals in mind: either you're trying to figure out the way I said to make fool's gold here easier or you've already achieved SLAC 2 and you're ready for some high-speed train operation! First of all, you must be on a team to hunt on a train: you can create a team by going to the HUD Teams section and then selecting my team. You don't need teammates for any say, but they'll make your job a lot easier while hunting on the train. You may also notice that the train appears to be a tournament location. That's not true. Although it works somewhat similarly, you don't compete with other teams. In fact, the opposite is true - your team and others are all working together. Simply put, you should be on a team with experienced hunters who don't care Them. Mainly because, you're going to have to rely on them primarily to do most of the work so that you can reap the benefits of staff rewards once the train is over. Some people don't like it. I personally don't have a problem with it because I've done it for two people, but I like helping people. If you do this method to get SLAC 2, just hunt, and don't worry about anything else. Join the trains (the mechanic is below) with your team and then collect your reward when it's over. Okay, you got your trap, and you're ready to hunt on the train. Trains leave every hour only. Trains are also different lengths - 6 hours, 12 hours, and 24 hours. Each train has unique advantages and disadvantages. I personally only do trains 24 hours a day. Others swear on six-hour trains. Whatever your choice is, pick it and train on the train. More to come later... Under Building Power Type: Minimum Degree Law: Lord/Lady Goal: Upgrade S.L.A.C. II Recommended Plan Progress Zone: Where should I go next? Claw Shot City is a wild west region in the Vermint Valley region. Here, a whole new power type is introduced into the game. Mice in this area are weak to law-type traps. Anything else won't catch them. The hunting mechanic's not really complicated. You catch mice for rewards. To know which mice you need to find, you first need to get to a sought-after poster. Sometimes they're dumped by bounty hunter mice. By donating or buying them on Marketplace, you can increase your chances by using sheriff's badge charms. These ensure that the next bounty hunter is caught and drops a poster. On rare occasions a bounty hunter will bring down one of these magic ones. Once you open the wanted poster, you'll have to catch 4 gang members and a gang leader. You can only attract a gang leader when all the gang members are caught. There are different types of posters wanted with different mice on them. You can also invite a friend as your deputy to help you catch these mice. Upon completion, you receive an award consisting of, among other things, fools' gold.This mechanic is basically a less extravagant version of the Treasure Maps. As with treasure maps, sought-after posters yield more rewards and more fools' gold if they're dusted with rare map dust. You can work on a treasure map and a wanted poster at the same time. Your first goal is to collect 500 pieces of fool's gold. Aside from sought-after posters, gold-seeking mice can sometimes drop a small number of gold from fools as well. Gold-seeking magic is said to help you attract more gold-seeking mice, but first of all, the difference doesn't seem so huge, and secondly, even if looking for fools' gold, it really is Between 1 and 3 pieces or so. An elusive pirt mouse can drop up to 12 gold of whips. The attraction rate for these mice is very low though. SB+ helps pull this rare mouse a little more often, but your main source of fools' gold will indeed be sought-after posters. Claw Shot City is a tough area, because the first law trap is pretty weak. I'm afraid there's no other way than to deal with it. Instead of wasting gold-seeking charms, this might be the time to use something stronger to help with the terrible perception rate. Depending on what your inventory holds, I recommend using something similar to ancient charms, for example. Once you've collected 500 gold of whips, you can buy an excellent law type trap which will help your catch rate considerably. Then, you can collect more gold from fools and buy the CSC theme or one of many kits that will help you in other areas. However, I suggest you save it for Gnawnian Express! You're going to need it there! Summary: \* Buy a law-type trap and start hunting. \* Catch a bounty hunter who holds a wanted poster. \* Sheriff's badge magic to significantly increase bounty hunter catches. \* Catch the mice on a wanted poster and get a gold prize of fools. \* Upgrade your trap after collecting 500 gold of whips. Gold.

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