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Maplestory is a vast world with unique monsters around every corner and many lands and dimensions to explore. As a new or returning player, it can be difficult to navigate the maple world and find monsters suitable for training at your current level. Recommended Read: Maplestory - Familiars Guide In this training guide, we cover the best training spots at all levels from 1-275. You can use this guide for both Reboot and regular servers. We've found the following training spots to be the best if you're looking to level up as fast as possible. "Hidden maps - find information on how to get to all hidden maps in their paragraph below. You can find more information about each training spot as well as alternatives by pressing any level interval in the chart. Here is some different information that is useful to know when leveling through Maplestory. Difficulty of mobs on Reboot vs Normal servers As mentioned, this training guide is both for Reboot and the normal servers. Because mobs are stronger on the Reboot server, you might want to go to each training spot two to four levels later than the recommendation above. If you, however, have multiple characters on your account already giving you powerful link skills and legion buffs, then you can follow the recommendations without problems. Likewise, if you have lots of buffs from the beginning on the regular servers and strong leveling items, you can go to the training spots a couple of levels earlier. How to find a map listed above, open the world map by pressing W, search for the map in the search bar located at the top, and then double click the map name for directions. Some special maps in the game are hidden. Any map we've listed above that is hidden has instructions on how to get there in their dedicated paragraph below. Using the Maple Guide Another great way to both travel around and find maps with monsters around your level is to use the Maple Guide. You can access the Maple Guide by pressing "u" on your keyboard or through the character menu at the bottom of the screen. Many of the maps that we've included in our training guide can be directly accessed through the Maple Guide when you're in the appropriate level range. If the Maple Guide doesn't open in a large window that displays a path with your character on it, click the "+" icon in its window. To move to a map, boss, theme dungeon, or special content in the Maple Guide, press it, and click Move. Runes When training, be sure to activate runes whenever you can, as they give double EXP for two minutes up activation. Runes appear often on every map with monsters and can give both rewards, damage-boosting buffs, or summon monsters. Hyper Teleport Rock If you play on Reboot, be sure to purchase the Hyper Teleport Rock to move around with ease. You can also get the Hyper Teleport Rock on normal servers for free with the daily gift event, but only on day 1 and day 15. These two last for three days each. When you have the Hyper Teleport Rock, you can just double click a map on the world map to teleport to it instantly. EXP boosts Using EXP boosts can help you level up much faster in Maplestory. EXP boosts can be obtained from several parts of the game, including events, link skills, and useable items like Monster Park potions and Enjoyable Winters. There are also active buffs in the game that can help you like Bishop's Holy Symbol. Table of contents Level 1-10 At the start of the game, you're going to be taken through a tutorial depending on the class you're playing. Therefore, there are no specific training spots from levels 1-10. The best way to get to level 10 is to follow your job tutorial quests. As soon as you complete your job tutorial, you should be level 10. Level 10-20 Flaming Mixed Golems at Golem's Temple. Golem's Temple 3 is an amazing map to train from level 10-20. These mobs are easy to take out for any class, making it the go-to place to train for all new characters. The EXP per mob is great, and the map is compact, which means you'll always have a mob to attack without having to move much. You can get to Golem's Temple: Golem's Temple 3 by walking right from Henesys. Map: Golem's Temple: Golem's Temple 3Mob: Flaming Mixed GolemLevel: 19HP: 350 (Normal) / 525 (Reboot)EXP: 39 (Normal) / 54 (Reboot) Alternative maps: Edelstein Strolling Path 2 (Strange Sign)Low-level mobs next to your starting town if you play a class that doesn't start on Victoria Island or in Edelstein.Garbage Dump: Waste Treatment Plant 1 (Ooze Waste) Level 20-30 When you reach level 20, head to Curse Eye at North Forest Green Tree Trunk in Ellinia. You can stay on this map until you reach level 30. This map is much bigger than the one you were training at from level 10-20, and there are far more mobs. To get to this map, head to Ellinia, use the portal located at the top right of the town, and then use the world map or use directions to get the rest of the way. Map: North Forest Green Tree TrunkMob: Curse EyeLevel: 27HP: 650 (Normal) / 1,300 (Reboot)EXP: 50 (Normal) / 75 (Reboot) Alternative maps: Singing Mushroom Forest (Blue Mushroom [Boss])Concrete Road: Streetlight Row (Streetlight)Garbage Dump: Waste Treatment Plant 3 (Scrap Iron Waste) Level 30-40 The Gold Beach features several maps that are great to train at from level 30-40. These are now changed to Gold Beach, making all mobs scale to your current level from level 30-59. Therefore, you could train at any Gold Beach map as all mobs give the same amount of EXP. We do, however, recommend you train at Gold Beach: Seaside 2, as the map is great for mobbing and has an excellent spawn of Violet Clam Slimes. To get to Gold Beach, go to Six Path Crossway and talk to Pilot Irvin. The map is located two portals to the right from the Gold Beach town. Map: Gold Beach: Gold Beach Seaside 2Mob: Violet Clam SlimeLevel: Scaling from level 30-59HP: Scaling from level 30-59 (Normal & Reboot) Alternative maps: Ellinel Fairy Academy [Theme Dungeon]Garbage Dump: Shaded Dump Site (Dumpy Hoodlum)Abandoned Offices: Mr. Hazard's Lair 3 (Hazard's Mean Crony) Level 40-45 Gravi Stonegar at East Pantheon: Enchanted Forest is an interesting training spot. The mobs here have more HP than regular mobs, but give much more EXP per mob in turn. If you have a strong character, you can head to Gravi Stonegar at level 35 instead of 40. To get to this map, head to Pantheon through the Interdimensional Portal at Six Path Crossway, go through the portal on the far right, and then use the world map or use directions to get the rest of the way. Map: East Pantheon: Enchanted ForestMob: Gravi StonegarLevel: 41HP: 8,242 (Normal) / 24,726 (Reboot)EXP: 155 (Normal) / 294 (Reboot) Alternative maps: Kerning City Subway: Line 2 Area 3 (Shade) Level 45-55 Burnt Land: Wild Boar Land in Perion is a big map full of Wild Boars and Terrified Wild Boars. The spawn rate at this spot makes it an incredible map to train on from level 45-55. If these mobs are a little too strong for you at level 45, then wait a couple of levels and come here. Classes with some mobility and AoE will do especially well here. To get to this map, go to Perion, go through the portal at the top of the town, and then use the world map or use directions to get the rest of the way. Map: Burnt Land: Wild Boar LandMob: Wild BoarLevel: 55HP: 8,000 (Normal) / 24,000 (Reboot)EXP: 187 (Normal) / 355 (Reboot)Mob: Terrified Wild BoarLevel: 55HP: 8,000 (Normal) / 24,000 (Reboot)EXP: 187 (Normal) / 355 (Reboot) At level 50, you unlock Easy Zakum, which is a weak version of the boss Zakum. Defeating Easy Zakum gives significant EXP at this level, so take him out daily. You can fight Easy Zakum by following the quest "[Zakum] Statue of Dread," which you unlock through the quest icon on the left side of the screen at level 50. Alternative maps: Riens Strait [Theme Dungeon] [From level 50] Level 55-60 Skeledogs and Mummydogs at Excavation Site Military Camp 1 is a thin map with a convenient teleport at the bottom, which takes you right back to the top. Using this teleport, you can start from the top of the map, clear a platform, jump down, clear another platform, jump down once again, and just repeat this until you're back at the teleport at the bottom. This map is one of the easiest maps to train at for any class, as you don't need to have huge AoE skills or mobility to clear the entire map quickly. If you want to, you can stay here until level 65 instead of the recommended 60. Excavation Site Military Camp 1 is a hidden map, which means you can't see it on the world map. To get to this map, go to Excavation Site Excavation Intermision Area in Perion. Walk up to the old tower on the right side and enter through the open gate. Map: Excavation Site Military Camp 1Mob: SkeledogLevel: 62HP: 12,600 (Normal) / 50,400 (Reboot)EXP: 256 (Normal) / 614 (Reboot)Mob: MummydogLevel: 62HP: 12,600 (Normal) / 50,400 (Reboot)EXP: 256 (Normal) / 614 (Reboot) Alternative maps: Riens Strait [Theme Dungeon] Level 60-70 Copper Drakes at Swamp: Silent Swamp in Sleepywood is a classic training spot that has held its spot as the best training spot from level 60-70 for a long time. Because of the map's popularity, it can be difficult to find a map for yourself if you're on a popular server or on the Reboot server. If you can't find a channel for yourself, you can go to the next map. Swamp: Humid Swamp, where you can also fight Copper Drakes. As Silent Swamp is such a good training spot, many players go train there before level 60 if their character is strong. Some players also choose to stay till level 75 instead of level 70. Map: Swamp: Silent SwampMob: Copper DrakeLevel: 66HP: 16,000 (Normal) / 40,000 (Reboot)EXP: 302 (Normal) / 724 (Reboot) Alternative maps: Sleepywood: Sunless Area (Drake) Level 70-75 At level 70, head to Orbis: Stairway to the Sky I, located in Orbis. Here, you'll find three different kitten mobs on a map consisting of five platforms. The bottom platform on the map has two cloud springers, which you can use to jump all the way to the top platform. By utilizing these cloud springers, you can clear the entire map very quickly by dropping down after clearing a platform and then jumping back up to the top. The spawn rate is very good on this map, ensuring there are always mobs to defeat. To get to this map, head to Orbis, take the portal in the middle of the town on the right side, and then use the world map or use directions to get the rest of the way. Map: Orbis: Stairway to the Sky IMob: CellionLevel: 71HP: 22,000 (Normal) / 99,000 (Reboot)EXP: 382 (Normal) / 955 (Reboot)Mob: GupinLevel: 71HP: 22,000 (Normal) / 99,000 (Reboot)EXP: 382 (Normal) / 955 (Reboot) Alternative maps: Aqua Road: Sand Castle Playground (Flower Fish, Krip) Level 75-85 Another great thin map that is easy to clear is Ice Valley II in El Nath. Here, you'll be training against White Fangs that spawn on three platforms with a teleport on the bottom one. Once again, you can farm this map efficiently by clearing one platform at a time starting from the top, and then teleport back up to the top once you've cleared the bottom one. You should stay here until level 85, as this map is incredible for leveling. You can get directly to this map by taking the Dancer Zone Taxi in El Nath to Ice Valley II. Map: Ice Valley IIMob: White FangLevel: 81HP: 54,000 (Normal) / 243,000 (Reboot)EXP: 780 (Normal) / 1,950 (Reboot) Alternative maps: Verne Mine: Shaft 4 (Guard Robot L) Level 85-100 Once you reach level 85, you should head to Sunset Road: Sahel 2 in Nihal Desert. You'll be staying here for a while fighting Sand Rats and Scorpions, as it is one of the best places to train until you reach level 100. Mobs only spawn on the bottom platform on this map, which is completely flat and extends from one side of the map to the other. This map's structure makes it very easy to farm here, especially if you have an AoE skill you can use while moving or a rush skill. You can get to this map by walking two maps to the left from the portal in the middle of Magatia. Map: Sunset Road: Sahel 2Mob: Sand RatLevel: 89HP: 86,000 (Normal) / 387,000 (Reboot)EXP: 1,145 (Normal) / 2,862 (Reboot)Mob: ScorpionLevel: 90HP: 90,000 (Normal) / 405,000 (Reboot)EXP: 1,188 (Normal) / 2,970 (Reboot) Alternative maps: Alcadno Research Institute Lab - Area B-3 (Iron Mutae)Alcadno Research Institute Lab - Area C-2 (Roid and Neo Huroid)Ellin Forest: Southern Region of Mossy Tree Forest 1 (Tree Rod) Level 100-105 At level 100, you unlock Normal Zakum, which is a fairly easy boss to solo at this level, even if you don't have any upgraded gear or link skills/legion buffs. To get to Normal Zakum, you can either speak to your instructor in El Nath, the same as when you do Easy Zakum or use the boss menu. Be sure to pick up a rune before taking on Zakum, as this will ensure you level up a lot from just one run. You should reach at least level 105 by defeating Normal Zakum at level 100 if you activate a rune prior to your run and can take out the arms fairly quickly. If your character is utilizing the burning event, you'll be much higher level after that one run. Map: Final Mission: Zakum's AltarMob: Normal Zakum [Boss]Level: 110HP: Arms - 700,000 each / Body - 7,000,000 EXP: Arms - 44,800-67,200 each / Body - 360,340 Alternative maps: Minar Forest Sky Nest 3 (Blood Harp) Level 105-115 Blood Harps at Minar Forest Sky Nest 3 in Leafre is the first training spot you'll be training at where you have to meet a star force requirement. A star force requirement is the number of star force enhancements you need to have on your equips collectively. For example, if you're wearing a hat with 4 star force enhancements and a glove with 3 star force enhancements, your total star force power is 7. If you don't have the required star force power or more for a given map, then you'll do significantly less damage to the mobs on that map. When you do, however, meet the requirement, you'll get way more EXP from the mobs that require you to have a specific amount of star force power. These mobs have more HP than usual, but the increased EXP certainly makes it worth it to train at star force maps. To get star force enhancements on your items, upgrade them with spell trace scrolls until they have no more slots. This can be done through the "Enhance a piece of

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