

I'm human



## Ariesms leveling guide 250

Scan this QR code to download the app now Or check it out in the app stores ### Scan this QR code to download the app now Or check it out in the app stores Hey, we've got our first guide ready as part of the series! It's divided into: Summary Lvl. 10-200 Evolution Lab Lvl. 200-300 Paragon 0-100 GL and HF! We're aware that this is our first attempt, so there might be some minor errors. Your feedback would really help us improve ASAP! Depending on your responses, we might add more graphics to the guide soon. This is awesome! Thanks for putting in the effort. Some questions: To calculate damage reduction from level difference (the para copied l l l ), does the game use normal CC mob level or elite CC mob level? "3. For every level you are lower in comparison to a mob, you will do -2% damage to it." Asking because my lv260 55k mule struggles when trying to kill eArcana. This is awesome! Thanks for putting in the effort. Some questions: To calculate damage reduction from level difference (the para copied l l l ), does the game use normal CC mob level or elite CC mob level? "3. For every level you are lower in comparison to a mob, you will do -2% damage to it." Asking because my lv260 55k mule struggles when trying to kill eArcana. For damage reduction calculation, it follows the channel mob level if I remember correctly. It uses the elite CC mob level if you're in the elite channel. However, for exp gain such as leeching, it uses the normal CC mob level regardless of whether or not you're in the normal or elite channel. Thanks for the guild, it helped me a lot when coming back to Ariesms after a long break. I have a question about EXP Stacking Beast Tamer in Cat Mode does not stack with HS, then what about DHS from jop 5, do they stack together ?? Thanks for the guild, it helped me a lot when coming back to Ariesms after a long break. I have a question about EXP Stacking Beast Tamer in Cat Mode does not stack with HS, then what about DHS from jop 5, do they stack together ?? No, as per regular HS, only the higher % of the two buffs will apply. I've played Maple recently. Newbie About ZERO PENDANT. I can't make it tradable by using PSOK. It said "This item cannot be used" I've played Maple recently. Newbie About ZERO PENDANT. I can't make it tradable by using PSOK. It said "This item cannot be used" You can make it tradable by using the universal NPC in Quick Move. (Quick Move> Universal NPC on top left hand corner> "Make an Item Tradable") You need a PSOK and 10m mesos for this. Here's an updated guide with some helpful changes, particularly for new players. First, let me emphasize that this guide isn't perfect yet; we're still working on a few things like pre-quests and level 250+. However, I think it should be helpful enough for now. Firstly, I've added the Ghost Park method for levels 125 to 160. This can help you save some experience points. Also, I've improved the pre-200 leveling spots to make the process more efficient. One thing to note is that Evolution Lab and DIPQ have been removed from the game. If you're having trouble getting EXP after level 110, check if there's a purple rune in the field. If so, just activate it to receive your rewards. Here are some key takeaways: \* Use Ghost Park for levels 125-160 \* Improve pre-200 leveling spots \* Remove Evolution Lab and DIPQ from the game \* Check for purple runes at level 110 and above \* Grind and get rich using the best method (more on this below) As for grinding and getting rich, I'm often asked about the most effective way to do so. While MP is still a popular choice, it's not necessarily the best method anymore. New players may find it helpful to explore alternative methods or strategies. I hope this updated guide helps new players get started with MapleStory. If you have any questions or concerns, feel free to ask!