

Continue

























In summary, to level to 276 effectively, focus on maximizing your daily Monster Park runs (including Monster Park Extreme once you reach level 260), consistently completing your daily quests in high-level areas, and efficiently hunting in appropriate training maps. If the "Circus Hiring Expedition Lodge" is a current feature that aids in leveling, you participate in any ongoing in-game events, as they often provide significant experience boosts or unique leveling opportunities.train in maps within the Sacred Power (level 200-259) and Grandis (level 260+) regions that have monsters around your level. These areas offer substantial experience. Hunting in Sacred Power and EsferaChoose the Right Dungeon: Select Monster Park dungeons that are appropriate for your level range to maximize experience gain. For leveling to 276, you'll likely be focusing on the higher-level Monster Park stages.Leveling to 280 on MapleStory, especially on a Sunday with potential experience buffs, you can maximize your leveling efforts: Key Strategies for Sunday Leveling: Take Advantage of Sunday Buffs: MapleStory often has "Sunny Sunday" events that provide significant experience boosts. Check the in-game event calendar for the specific buffs active on that Sunday. This could include increased experience from hunting, bonus Monster Park clears, or other beneficial effects.Maximize Monster Park Extreme (MPE):Daily Runs: MPE is a prime source of experience for players above level 260. You get a limited number of free entries daily. If the Sunday event offers bonus entries or increased experience in MPE, make sure to use all your available runs.Efficient Clearing: Party up with others to clear the required monsters (8 types, 50 kills each) quickly. Designate roles for each party member to focus on specific monster types.Bigfoot: After completing the monster kills, summon and defeat Bigfoot. Communicate its location clearly with your party using party chat (e.g., "top left," "middle").Sunday Bonus: MPE often receives a 1.5x experience bonus on Sundays, making it even more rewarding.Strategic Training Maps:Burning Fields: Look for maps with high "Burning" levels (70-100%) in the Grandis areas (Cernium, Burning Cernium, Hotel Arcus, Odiun). These maps provide significantly more experience. Use the MapleStory world map to identify burning fields.Mob Density and Spawn Rate: Choose maps with high monster density and fast spawn rates that suit your class's mobbing abilities.Arcane/Sacred Power Requirements: Ensure you have sufficient Arcane Power in Arcane River maps (below level 260) or Sacred Power in Grandis maps to deal full damage.Daily Quests: Continue doing your daily quests in the Arcane River and Grandis areas. While the experience from individual quests might seem small, they add up over time and provide valuable symbols.Experience Buffs:EXP Coupons: Use any EXP coupons you have (from events, cash shop, or Monster Park rewards).MVP Buffs: If you or someone in your party has MVP status, utilize the MVP experience buffs.Legion and Link Skills: Ensure your Legion grid and Link Skills are optimized for experience gain (e.g., Mercedes, Aran, Evan link skills; Zero, Bishop, Kanna Legion effects).Monster Park Gold Potion: This potion provides a 10% EXP boost within Monster Park.Event-Specific Buffs: Be aware of any unique experience buffs provided by current in-game events.Runes: Trigger and clear Runes of Experience whenever they spawn in training maps for a temporary 2x experience boost.Growth Potions: If you have any Growth Potions that can be used at your level, consider using them strategically.. Good Training areasMoonbridge: Maps in this area (level 260-265) can still provide decent experience, especially if they have high burning.Labyrinth of Suffering: Maps here (level 265-270) are good for experience.Limina: These maps (level 270-275) will be your primary training grounds in this level range. Look for maps with good burning.Burnout: Take breaks to avoid burnout, especially during long training sessions.Focus on killing as many monsters per minute as possible.Experience-boosting items and skills, you make towards significant progress towards even level 280 on this gloomy game in ages 20-214-28-200 So I haven't played in a while and this whole Champion thing is kind of new to me, but how to do you claim these EXP points? I get a notification before logging off that I have unclaimed points but I can't find where to collect them (I'm logged in as my Leader). When I open the Champion event window, I'm able to see the points, but all I can claim are the coins. 2025 NEXON Korea Corporation and NEXON America Inc. All Rights Reserved As a blatant copy-paste-edit from the old forum, here is the guide on how to utilize pets and pet skills.Where do I find a pet?Pets are sold often in the cash shop, either as a permanent pet or an expiring pet. Pets that expire will last their given number of days before reverting into a doll in your inventory. To revive an expired pet, purchase a Water of Life item from the cash shop and use it on the pet to revive it for 90 days.Note: A pet must be expired before Waters of Life can be used. Permanent pets do not expire in this way. However, permanent pets are not available in Reboot world.You can also find a temporary pet called "Blackheart" from the Hilla boss. Blackhearts can drop from both normal and hard Hilla, but are more common from hard Hilla. They are, however, free, and fairly common.You can purchase a temporary Ursus pet from the Ursus shop for the following:40 Ursus leathers20 Ursus claws15 Ursus paws20 Ursus leg accessories10 Ursus shoulder accessories5 Ursus hornsPets are also given out during special events, so keep an eye on the event tab!Equipping petsTo equip a pet and let it roam free, double-click the pet in your inventory underneath the "Cash" tab. To turn off the pet, double-click the pet in your inventory again.Multiple petsPlayers can equip up to 3 pets at once by learning the "Follow the Leader" skill. This skill can be learned by accepting the quest labeled "Trainer's Command" and purchasing a Pet Snack from the cash shop (2,500 NX).Pets will appear in the order in which you equip them. Meaning the pet equipped first will move in front of the pet equipped second, and the pet equipped second moves in front of the pet equipped third.Pet windowTo access the pet window, open your equipment tab and click on the tab labeled "pet".The pet window is fairly straightforward; you can have up to 3 pets out at once, each pet can wear one accessory. The third slots are used for the auto-potion skill, which we'll discuss later.There is also a more basic pet window called the Pet Info window located beneath your character window. To open, double click on a pet, or double click on your character to open your character window and select the "pet" button.Feeding your petIf your pet starts feeling down, that means it's hungry. A pet will visually display an animation similar to begging or looking exhausted, which means their fullness is low. Pets can only eat pet food, which can be bought in numerous general shops or the pet shop NPCs in Henesseys Market and Leafre.If you do not feed your pet, it will eventually retreat back into your inventory until you decide to feed it.Pet food is an item in the use tab. To feed your pet, double-click on the food. When a pet is hungry, it generally takes about 2 boxes of pet food to completely fill its tummy.To view a pet's given fullness at any time, double-click on the pet to open the Pet Info window.Item pick-upAll pets (regardless of whether you bought it in the cash shop, found it from Hilla, or got it from an event) possess the ability to pick up items when they walk over them. This is the primary benefit of owning a pet, as it makes looting mesos and items significantly easier.Items will be picked up immediately when your pet walks on top of the item. If your pet cannot reach the item, it will not be picked up.Pet skill: Auto-potionPets have a skill that allow them to give you potions whenever your HP or MP is low, or whenever you have a status effect. By placing a particular potion in the third slot of the pet window, your pet will use the potion depending on how you configure the potion to be used. To configure these options, press "Potion Use" at the bottom of the pet window.Auto-potion is split into three specific skills (Auto-HP, Auto-MP, and Auto-Cure), and each skill costs 1,000 NX each.Pet skill: Auto-buffPets have a skill that allow you to assign a particular buff skill of your choosing. Hyper skills, however, cannot be assigned.The Auto-buff skill costs 3,500 NXPet skill: Auto-moveAuto-move is a skill that lets pets move around to collect nearby items and mesos, rather than requiring them to follow your character.Auto-move costs 1,000 NXPet skill: Expanded Auto-moveExpanded Auto-move increases the range in which pets will move around to collect items and mesos by 3 times the original Auto-move skill.You must have Auto-move equipped in order to use this skill.Expanded Auto-move costs 1,000 NXPet skill: Auto-feed and movement sounds like a weird combination, but the Auto-feed and movement skill allows your pets to Feed itself whenever it gets hungry as long as food remains in your inventory.Navigate multi-level terrain to pick up itemsIt should be noted that in order to use the movement part of the skill, you must have the Auto-move skill equipped. The Auto-feed does not have such a restrictionAuto-feed and movement costs 1,000 NXPet skill: Expired Pickup SkillExpired Pickup allows your pet to pick up items left by other players. It takes 110 seconds for ownership of an item to be released.Expired Pickup costs 1,000 NXPet skill: Item ignoreIf you don't want your pet to pick up every item you find, then use Item ignore. Item ignore lets you set exceptions for what your pet picks up. This can be configured from the pet window.Item ignore costs 1,000 NXNote:All skills are permanent once applied, even if the pet itself expires. However, you must use the skill on a pet within 90 days, or you will have to purchase it again.Other: Evolving petsEvolving pets are special kinds of pets which will evolve as they become closer to you. After completing the quest "The Evolution of a Pet" and purchasing a Rock of Evolution from the cash shop (1,000 NX), your pet will evolve into its final form. The color of the final pet is random, and you must purchase a new Rock of Evolution and repeat the quest in order to try for another color.Other: Pet buffs and bonusesSome pets have physical stat boosts or special skills when equipped in groups, such as the Pumpkin pets. If you find yourself wanting one of these pets, please be aware that these kinds of pets are never permanent, and the stat boosts themselves are not available in Reboot world. [UPDATE] Appears to be a symptom of Intel processors, specifically Hyper-Threading. Disabled HT and game is running smoother.More details here: happening to anyone else? Ever since the servers came back up, all the maps I train or do dailies on causes me to severely lag. Using skills with large or elaborate animations (like Sol Janus) is the worst. The game never recovers until I relog. 2025 NEXON Korea Corporation and NEXON America Inc. All Rights Reserved Hi, The request stems off of the issues many players/customers are having during this cash inventory transfer event. They are unable to transfer their cash items. The request:The cash shop should be available between all characters at all times. It should not be limited to 2-4 events each year that last 1 week long. Why?The items from the cash shop are purchased with real money and should be accessible. A customer should that spends hundreds, or even thousands of dollars to obtain pets that can loot further distance (aka vac pets) only to be locked on a particular character for months at a time is absurd. What's wrong with current system?It is a predatory practice that encourages desperate players to then spend hundreds, or even thousands of dollars more to get them on other characters. This practice needs to end. Why this example?The vac pet is only but one example and is brought up because of the amount of money it costs the customer to obtain. All items purchased with cash, NX, whatever you want to call it, if it originates from the customer and benefits the company, needs to be available on the customer's account at all times anywhere the customer wishes it to be. How does this benefit the company?Builds more trust between the customer and the company and makes them a loyal customer. A loyal customer will come back and be willing to continue spending with the business. That is my request, and I hope that other maplers/customers share the same sentiment.Thank you, Should the players be able to transfer the cash items to any character on their account at any time?6 votes100% (6 votes)0% (0 votes)0% (0 votes) 2025 NEXON Korea Corporation and NEXON America Inc. All Rights Reserved So I'm wanting to double check if cash items will be transferred when you leap from a Challenger world- heroic to a heroic world. It hasn't really addressed it, but would need clarification for a lot of people, especially with vac pets being sold today and such. 2025 NEXON Korea Corporation and NEXON America Inc. All Rights Reserved Cannot get past the Boss Practice mission.I have tried it on multiple weekly bosses and it will not pass me.Server Auroracharacter icyXbowman - lvl 245 2025 NEXON Korea Corporation and NEXON America Inc. All Rights Reserved

## Maplestory strange ornate chest. Maplestory strange ornate chest restock.

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