

Input

BOSS Level

In the game, you will see an interface like this at the top.



We only need to focus on the middle line The Path Macker(T37) , where T37 represents the BOSS level.

My Level

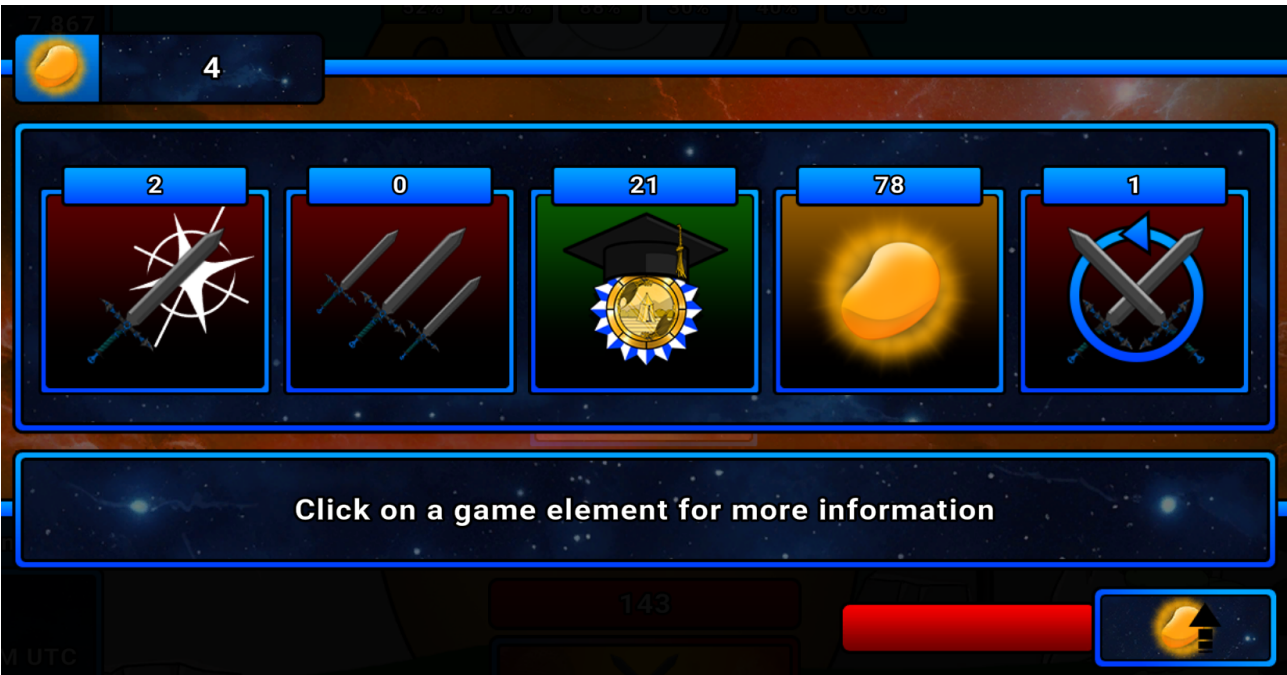
In the top-left corner of the game, there is an interface like this.



Here, 34 is your level, and 340 is the experience value under your current level’s experience bar.

My gp/Points

Open the points allocation interface.



The number in the top-left corner represents your available gold potatoes. The five numbers in the middle represent your allocated points.

Regarding point allocation input, you can use any of the following formats:

1 2 3 4 5  
1,2,3,4,5  
1.2.3.4.5  
1-2-3-4-5

As long as the numbers are separated by non-numeric characters, the system can automatically recognize them. If you enter more or fewer numbers than required, the system will automatically adjust it to five numbers, filling in missing values with 0.

### BUFF Calculation

In the game, you will see buffs with a green bottom border.



These three represent the attack buff, experience buff, and gold potato buff, respectively. These can be clicked to expand:

Damage		
Time	Name	Golden Soul
21:53:21	Anonymous	1,800
10:31:49	Ieronovich	1,000
08:39:29	YUMchicken1	400
06:59:19	Anonymous	1,000
06:59:08	Anonymous	1,000

Clicking on them reveals the amount of gold souls. The total amount is then calculated using the formula provided on the website to determine the buff values.

## Leaderboard

Leaderboard		
Rank	Name	Score
32	Cemido	7,488
36	TheEffingRalyks	7,473
37	HalfElfin	7,466
38	Vagabond	7,460
38	Haldin	7,460
38	1014787247	7,460
38	帥哥TW	7,460
42	dennsetsunotyou...	7,456

Opening the leaderboard allows you to view the ranking data of the top 1000 players and their damage values. If you cannot find the damage corresponding to the  $n$ -th rank, try slightly decreasing  $n$  to check, as ranks may be tied.

Similar to point allocation, if you enter fewer or more than seven numbers, the system will automatically adjust by filling in or truncating the input to exactly seven numbers, with missing values set to 0.

# GP to Points Calculation

## Standard Calculation

伤害	得金豆	得经验	剩金豆	排名	加点
damage	get gp	get xp	rest gp	rank	points
5280	1124 (1133)	1132 (+3/333)	9	2500+	30,3,39,39,8
5280	1143 (1147)	1113 (+3/314)	4	2500+	30,3,38,40,8
5249	1124 (1223)	1113 (+3/314)	99	2500+	27,4,38,39,8
5219	1124 (1162)	1113 (+3/314)	38	2500+	32,2,38,39,8
5188	1124 (1136)	1151 (+3/352)	12	2500+	29,3,40,39,8
5188	1143 (1155)	1132 (+3/333)	12	2500+	29,3,39,40,8
5188	1163 (1164)	1113 (+3/314)	1	2500+	29,3,38,41,8
5128	1124 (1185)	1132 (+3/333)	61	2500+	31,2,39,39,8
5128	1143 (1199)	1113 (+3/314)	56	2500+	31,2,38,40,8
5098	1124 (1126)	1171 (+4/3)	2	2500+	28,3,41,39,8
5098	1143 (1151)	1151 (+3/352)	8	2500+	28,3,40,40,8
5098	1163 (1165)	1132 (+3/333)	2	2500+	28,3,39,41,8
5098	1163 (1289)	1113 (+3/314)	126	2500+	28,3,38,41,8
5038	1124 (1196)	1151 (+3/352)	72	2500+	30,2,40,39,8
5038	1143 (1215)	1132 (+3/333)	72	2500+	30,2,39,40,8
5038	1163 (1224)	1113 (+3/314)	61	2500+	30,2,38,41,8
5008	1124 (1244)	1171 (+4/3)	120	2500+	27,3,41,39,8
5008	1143 (1269)	1151 (+3/352)	126	2500+	27,3,40,40,8
5008	1163 (1283)	1132 (+3/333)	120	2500+	27,3,39,41,8
5008	1182 (1286)	1113 (+3/314)	104	2500+	27,3,38,42,8
4947	1124 (1193)	1171 (+4/3)	69	2500+	29,2,41,39,8
4947	1143 (1218)	1151 (+3/352)	75	2500+	29,2,40,40,8
4947	1163 (1232)	1132 (+3/333)	69	2500+	29,2,39,41,8

After filling in the input data from the previous section, you can start the calculation. The standard calculation will attempt to **spend all your gold potatoes optimally** to determine your potential point allocation and calculate your gains in terms of damage and ranking.

The values in parentheses after “get gp” and “get exp” indicate the estimated amount of gold potatoes/experience you will have in the next round.

## Calculation Including Upgrades

计算包含升级项(compute including upgrades)

基础伤害(atk+3)

连击(c atk)

经验(exp)

金豆(gp)

攻击次数(atk charge)

When you have a specific point allocation preference (e.g., focusing on economy or damage), click this button to ensure the calculation only includes these upgrade options.

## Build Comparison

☐ 比较加点(build comparison)

1,0,28,72,1

This function allows you to compare all your point allocations against a target build, making it easier to compare calculations efficiently and compare with others.

伤害	得金豆	得经验	剩金豆	排名	加点
damage	get gp	get xp	rest gp	rank	points
+4214	-629	+192	133	2500+	30,3,38,39,8
+4183	-629	+192	99	2500+	27,4,38,39,8
+4153	-629	+192	38	2500+	32,2,38,39,8
+4122	-629	+192	265	2500+	29,3,38,39,8
+4032	-629	+192	390	2500+	28,3,38,39,8

# Show Cost

加点 points 27,2,38,39,8	加点花费 points cost 7235	伤害花费 atk cost 3249	经济花费 eco cost 3986
点攻击性价比 攻击类型 atk type 基础攻击 atk+3 连击 c atk 攻击次数 atk charge	提升攻击 atk boost 90 242 328	atk cost efficiency 攻击花费 atk cost 118 192 1698	攻击性价比 atk efficiency 0.7627118644067796 1.2604166666666667 0.19316843345111898
未来加点/经验需求 等级提升 levelup 320 (32) 336 (33) 352 (34) 369 (35) 387 (36) 405 (37)	基础攻击 atk+3 118 (27) 125 (28) 132 (29) 140 (30) 147 (31) 155 (32)	连击 c atk 192 (2) 409 (3) 819 (4) 1572 (5) 2936 (6) 5368 (7)	future points/exp cost 加经验 add xp 124 (38) 129 (39) 135 (40) 140 (41) 145 (42) 151 (43) 加金豆 add gp 129 (39) 135 (40) 140 (41) 145 (42) 151 (43) 156 (44) 攻击次数 atk charge 1698 (8) 3226 (9) 6131 (10) 11649 (11) 22133 (12) 42052 (13)

This feature allows you to view the cost of your current point allocation, the cost-effectiveness of attack upgrades, and future point allocation needs.

# Damage to Points

## Input

寻找伤害可能的加点方式，经验等级由 ‘你的等级’ 固定  
支持对多个伤害查找，伤害之间用非数字分隔符隔开  
find points matching the input damage, exp level is fixed by 'my level'  
support finding multiple damages, separated by non-digit characters

☒ 限制伤害花费(limit damage cost) 40000

8932

Based on the current game state, you can infer a player’s point allocation by entering multiple damage values separated by non-numeric characters. You can also set a spending limit to reduce search space and improve calculation efficiency.

Since level affects damage, the inferred points are based on the My Level input.

## Calculation

伤害 damage	攻击花费 atk cost	加点 points	追赶花费 catching up cost
8932	18854	72,5,0,0,7	15605
8932	20440	67,7,0,0,7	17191
8932	20943	77,3,0,0,7	17694
8932	24408	82,1,0,0,7	21159
8932	32919	62,9,0,0,7	29670

The calculation will infer the player’s point allocation and determine the amount of gold potatoes needed to catch up based on your current allocation.