

Aspects to be stronger for newcomers

Catalogue

0. Introduction	1
1. Basic Equipment	1
2. Potential	2
3. Flame	3
4. Star force	3
5. Link	3
6. Legion	4
7. V Matrix	5
8. Arcane Power	5
9. Monster Book	6
10. Inner Ability	6
11. Temporary Buff For Boss	7

0. Introduction

Maplestory is a highly free game, you can create many characters, travel around maps and finish quests here. However, in order to defeat bosses, you have to increase your damage. If you are not sure how to be stronger or have no idea what to do, here is a strategy about how to increase your damage. This article will only introduce these aspects roughly, please search online or ask others if you want to go further in certain one.

This article is only for reference. There must be some errors and mistakes in the article. If you have any problems, please connect puresnower.

1. Basic Equipment

Firstly, it is necessary to choose some proper equipment. Here is a table of recommended equipment.

	100-149	150-200	Better(not too rare or too hard)	Events
Totem	(The Far East)(limited time) (The Afterlands)		Dark Totem	Dark Totem
Ring	Treasure Hunter John's Ring(Masteria) Noble Ifia's Ring(Von Leon) Silver Blossom Ring(Horntail)		Superior Gollux Ring(Gollux) Reinforced Gollux Ring(Gollux) Meister Ring(Meister) Kanna's Treasure(Princess No)	Master Ring SS Synergy Ring Reboot Cosmos Ring Reboot Vengeful Ring Chaos Ring
Pocket	Stone of Eternal Life(Hilla)	Holy Cup(Pink Bean)	Holy Cup(Pink Bean)	
Pendant	Chaos Horntail Necklace(Horntail)	Superior Engraved Gollux Pendant(Gollux)	Superior Engraved Gollux Pendant(Gollux) Dominator Pendant(Arkarium)	
Weapon	Utgard Weapon(Monsters)	Fafnir Weapon(Chaos Vellum)	AbsoLab Weapon(Lotus/Damien) Sweetwater Weapon(Commerci Republic)	Frozen Weapon
Belt	Nova Belt(Magnus)	Superior Engraved Gollux Belt(Gollux)	Superior Engraved Gollux Belt(Gollux) Tyrant Belt(Magnus)	
Hat		Royal Wanderer Hat- (Chaos Crimson Queen)	Royal Wanderer Hat(Chaos Crimson Queen) AbsoLab Hat(Damien) Sweetwater Hat(Commerci Republic)	Frozen Hat
Face Accessory	Condensed Power Crystal(Zakum)	Sweetwater Tattoo(Commerci Republic)	Sweetwater Tattoo(Commerci Republic)	
Eye Accessory	Aquatic Letter Eye Accessory(Zakum)	Sweetwater Monocle(Commerci Republic)	Sweetwater Monocle(Commerci Republic)	
Top		Eagle Eye Wanderer Coat(Chaos Von Bon)	Eagle Eye Wanderer Coat(Chaos Von Bon)	
Bottom		Trixter Wanderer Pants(Chaos Pierre)	Trixter Wanderer Pants(Chaos Pierre)	Frozen Overall
Shoes	Nova Boots(Magnus)	AbsoLab Shoes(Lotus) Tyrant Boots(Magnus)	AbsoLab Shoes(Lotus) Transposed Sweetwater Shoes- (Commerci Republic)	
Earrings	Dea Sidus Earring(Horntail) Will o'the Wisp(Hilla)	Superior Gollux Earrings(Gollux)	Superior Gollux Earrings(Gollux) Meister Earring(Meister) Sweetwater Earrings(Commerci Republic)	
Shoulder	Royal Black Metal Shoulder(Magnus)	AbsoLab Shoulder(Damien)	AbsoLab Shoulder(Damien)	
Gloves		AbsoLab Gloves(Lotus)	AbsoLab Gloves(Lotus) Transposed Sweetwater Gloves- (Commerci Republic)	
Emblem	lvl. 100 Emblem		Honor Roll Emblem	Honor Roll Emblem
Badge	Crystal Ventus Badge(Magnus)	Ghost Ship Exorcist(Ghost Ship)	Sengoku Hakase Badge	Sengoku Hakase Badge
Medal		Antellion Guardian(Masteria)	Seven Day Monster Parker	
Sub Weapon	lvl. 100 Sub Weapon	(Evolution System)	(Depends on job)	(Depends on job)
Cape	Nova Cloak(Magnus)	Tyrant Cloak(Magnus)	AbsoLab Cape(Lotus) Transposed Sweetwater Cape- (Commerci Republic)	Frozen Cape
Mechanical Heart			Glimmering Wondroid Heart	Glimmering Wondroid Heart
Title		Root Abyss Master(Chaos Root Abyss)	Root Abyss Master(Chaos Root Abyss) Holy Pink Beanity	Holy Pink Beanity Others(limited time)

In 100-150 and 150-200 column, there are some equipment that used for transition before 200. Best equipment in some slots still gets from the events. You can find your suitable equipment in 'better' column for a long time.

If your equipment is not in 'better' column, you'd better not spend too much mesos on it, otherwise they all get lost when you change another one (Transfer Hammer is usable some time, but not always). Maybe around 10 stars, 6%-12% main stats potential and 10-30 main stats flame are enough.

After getting a 'better' equipment, you can enhance it as the following three ways: potential, stars and flame.

2. Potential

You can have potential in most equipment excluded pocket, totem, medal and title. Hopefully it is better to use cube in dmt, when it's quite easy to reach legendary. In normal time, you can use master Craftsman's Cube to reach unique, and use Meister's Cube to reach legendary.

If you can't wait, you can buy Red Cube and Black Cube in cash shop with mesos. Use Black Cube to reach legendary and use Red Cube to get stats like 24%-30%, then use Black Cube if you want a better one. For weapon, sub weapon and emblem, att(matt) is best, boss damage and ignore monster DEF are still usable.

3. Flame

you can buy Powerful Rebirth Flame in shops, but only get Eternal Flame of Rebirth from bosses, event shop and other limited stuff. The latter one can get better stats in equipment. Equipment not in KMS has a terrible stats after using flame, it can't be changed.

Normally, 60-80 main stats is ok, 80-100 is better, and 100+ could be much better. 1% all stats equals to about 6-10 stats. It's hard to say the balance between att(matt) and main stats.

4. Star force

Commonly enhance all those star equipment to 10-15 stars first. You have to use safeguard for those unique equipment after 12 stars. It costs much more mesos after 15 stars, slowly enhance them to 17 stars with safeguard if necessary. Then try 20 and even 22 stars very late because they cost too much.

5. Link

Getting 12 useful link is very important for the main character. The recommended link is as follows.

Recommended Link			
	Job	Lv.2 Link	Lv.3 Link
1	Demon Avenger	Damage+10%	Damage+15%
2	Hayato	All stats+25,Att,Matt+15	
3	Xenon	All Stats+10%	
4	Demon Slayer	Boss Damage+15%	Boss Damage+20%
5	Kinesis	Critical Damage+4%	
6	Wild Hunter	Not taken damage +2 sec after revived	
	Blaster	Not taken damage +2 sec after revived	
	Battle Mage	Not taken damage +2 sec after revived	
	Machanic	Not taken damage +2 sec after revived	
7	Beast Tamer	Boss Damage+7%, Critical Rate+7%, HP+4%, MP+4%	Boss Damage+10%, Critical Rate+10%, HP+5%, MP+5%

Recommended link is nearly usable for every job.

Selective Link

Job	Lv.2 Link	Lv.3 Link
Phantom	Critical Rate+15%	Critical Rate+20%
Luminous	Enemy DEF+15%	Enemy DEF+20%
Shade	Fatal Attack Survival Chance:10%	
Mihile	Knockback Resistance chance +100% for 110 sec(cd 180 sec)	Knockback Resistance chance +100% for 130 sec(cd 180 sec)
Angelic Buster	+45% damage for 10 sec(cd 90 sec)	+60% damage for 10 sec(cd 90 sec)
Kanna	Damage+10%	
Cadena	Weaker monster+6% damage, low level monster +6% damage	
Illum	+2% damage when moving(up to 12%)	
Ark	+2% damage in battle(up to 10%)	+3% damage in battle(up to 15%)
Cannon Master	All Stats+25,HP, MP+10%	All Stats+35,HP, MP+15%
Kaiser	HP+15%	HP+20%

You can choose the suitable one in selective link to get 12 links.

Level Link		
Job	Lv.2 Link	Lv.3 Link
Aran	Rune Duration+50%	Rune Duration+70%
Evan	Combo Kill Marble EXP+650%	Combo Kill Marble EXP+900%
Mercedes	+15% EXP	+20% EXP

These links are used for leveling up.

6. Legion

Legion has two ways to increase the damage: the member bonus and the synergy grid. Legion is commonly required to reach 6000 to unlock all the synergy grid, better in 8000 to occupy more places.

The useful member bonus is listed as follows(6000 legion standard)

Recommended Member Bonus		
Job	Lv.140	Lv.200
Marksman	Critical Rate+3%	Critical Rate+4%
Night Lord	Critical Rate+3%	Critical Rate+4%
Corsair	Minion Duration+8%	Minion Duration+10%
Dark Knight	HP+4%	HP+5%
Demon Avenger	Boss Damage+3%	Boss Damage+4%
Blaster	Enemy DEF+3%	Enemy DEF+5%
Wild Hunter	20% chance +12% damage	20% chance +16% damage
Machanic	Buff Duration+15%	Buff Duration+20%

Aran	70% chance recovers 6% HP when attacking	70% chance recovers 8% HP when attacking
Evan	70% chance recovers 6% MP when attacking	70% chance recovers 8% MP when attacking
Mercedes	Skill cooldowns-4%	Skill cooldowns-5%
Phantom	Mesos obtained +3%	Mesos obtained +4%
Mihile	HP+1000	HP+2000
Dawn Warrior	HP+1000	HP+2000
Beast Tamer	Enemy DEF+3%	Enemy DEF+5%
Kanna	Boss Damage+3%	Boss Damage+5%
Shade	Critical Damage+3%	Critical Damage+5%
Hayato	Critical Damage+3%	Critical Damage+5%
Jett	Critical Damage+3%	Critical Damage+5%

The critical part in the synergy grid should be occupied first. Then the main stats and att/matt. Critical Rate, Boss Damage and Ignore DEF depend on the demand of the main character.

7. V Matrix

V Matrix helps a lot to increase the damage after 5th job. You should add V1 and V2 node of each job to the V Matrix slot first, and enhance to Lv.25 if necessary. Then add some enhancement of 1st-4th skills node(including 3 skills), ask others which skill needs to be enhanced, and enhance them to Lv.25 priority.

Besides, some other V Matrix skills are still useful as follows:

Name	Function
Rope Lift	Lift up directly
Decent Sharp Eyes	Increase critical rate and critical damage
Decent Hyper Body	Increas max HP and MP
Decent Combat Orders	Increase skill levels
Decent Advanced Blessing	Increase att and matt
Decent Speed Infusion	Increase attack speed
Erda Nova	Bind monsters
Decent Holy Symbol	Increase EXP and drop rate

Choose necessary node to equip on.

8. Arcane Power

You can receive each symbol in each island in arcane river, and there are 6 islands in arcane river so there are 6 symbols. Do the dailies in each island to gain symbols and enhance them to

increase the main stats. It's the most stable way to increase the main stats. You can enter each district in 200, 210, 220, 225, 230 and 235.

9. Monster Book

Monster book is quite useful. Firstly, you can hunt monsters in Leafre to get set as follows:



Then go for some familiar.

Big spider is quite helpful with increasing item and meso drop rate. Eye of time only increases meso drop rate. Castle Golem can recover much HP and MP in Boss run.



10. Inner Ability

We can use honor or Miracle Circulator to reset the inner ability. The ideal ability of the first one is usually attack speed +1 level, though some jobs can be 20% to skip CD, 20% boss damage,

30 critical damage, 50 buff duration or else. You should ask others the most suitable one in your job. The second and third one are often 21 att, 10% boss, 20 critical damage or 38 buff duration.

11. Temporary Buff For Boss

Here is a list to increase damage when challenging bosses. Don't forget to buy buff freezer.

Buff	How To Get	Effects
Guild Buff	Click the bulb every Monday	+20att&matt
Ursus Buff	Buy from Aisha's Shop	+30att&matt
Monster park Buff	Buy in monster park	Red+30att Blue+30matt Green+1attack speed Yellow+10%EXP, 2000HP&MP
MVP Buff	Mvp daily pack	+30att&matt
Legion Buff	Buy from Legion Coin Shop	+30att&matt
Hunter Buff	Mr. Lee Airline quest	+100att&matt
Apple Buff	Amoria party quest	+100att&matt
NLC Buff	Buy in NLC	Red+12att Blue+20matt
250 Chair Buff	Fame people in 250 chair	+40att&matt
Wedding Buff	Watch someone's wedding	+40att&matt
Tengu Buff	get 70 closeness with Tengu	+20att&matt
Secret Potion	Reach alchemy meister and craft	(too many potions)