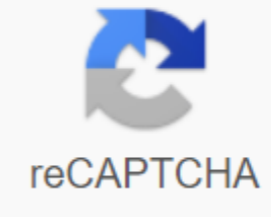




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Mu online leveling guide

ML 400-500Up to level 500, continue leveling at 350-400 spotsfrom 500 you can try Nars (you need a level of 300 pentagrams +7-+9 to survive)The map entrance is in the southeast part of the map so to move around there is your portallf using the portal at the map entrance you will go to Portal:Red: Western part of the mapBlue portal: The northern part of the mapThere is many places each element in Nars (they will be arranged like Hard -> Easy)The location of the fire is located in the western part of the map: 88.37 / 94.15 / 194.11 Tompok-tompokdark located in the northwest part of the map: 120.83 / 17.83 / 36.73Earth place located in the eastern part of the map : 13 1.200 / 122,236 / 144,241 / 241,206 Airer Places located in the northern part of the map: 84,232 / 23,23 136 / 22,210 Tempatwind located in the southern part of the map : 217,106 / 229,33 / 182.81 / 235.59Mixed Element located south of the entrance: 185,148 / 214,131ML 500-650From the stage this and so you can keep leveling up a little easily in Nars depending on your classML650+you will be able to hold the best places the humidifier you can move to FereaFerea is the map with the most elemental damage in the game up-to-date so this is a difficult map to beThere is Superspot, Hotspots, Midspots and Lowspots are in this place and you have to move to a place where you can hold and clean the place however in order to drive away lowspots will be you as Nars Hotspots easier and give more extras. Ill sort this by both element and spot-sizeComparing exp with Nars: Super = 2x exp, Hot 1.7x exp, Mid 1.3x exp, Low 0.9x expThe entrance of the map is in the south-eastern part of the map so to move around there are portalsIf you use portals in the entrance of the map you will go to the:Red Portal: Western part of the mapBlue Portal: North part of the mapFire spots are located in the eastern part of the map:Superspots: 185,218 / 167,193Hotspots: 165,154 / 157,170Midspots: 204,223 / 222,217 / 235,215Dark spots are located in the western part of the map:Super: 25,54 / 119,18Hot: 70,70 / 47,56Mid: 47,34 / 37,15Earth spots are located in the south of the map:Super: 215,59 / 143,17Hot: 196,30 / 229,17Mid: 216,41 / 241,35Water spots are located in the north of the map :Super: 15,236 / 31,183Hot: 17,202 / 107,231 / 61,169Mid: 33,241 / 62,237 / 18,164Wind spots are located in the middle of the map:Super: 141,147 / 185,72Hot: 205,114 / 120,141Mid: 116,107 / 157,71ML 700+From here on you may choose to stay at Ferrea or change to Nixie Lakelt's a place for lvl 700+ LVL-upBtw pretty much all monsters here are Strong as hellZones below: FireSuper: 17,21 / 54,16Hot: 20,88 / 33,14 / 94,64DarkSuper: 144,14 / 196,19Hot: 120,15 / 177,14 / 97,17 / 189,41WaterSuper: 228,13 / 199,99Hot: 216,106 / 241,27 / 207,66 / 237,109WindSuper: 233,131 / 179,219Hot: 183,163 / 184,117 / 153,133 / 237,218EarthSuper: 137,154 / 80,236Hot: 53,182 / 153,177 161,207 / 40,161ML 770+From here on every 30 levels you are recommended to go go Dungeon starts from level 1 to 5770-800/800/830/830-860/860-890/890-920They all open to you at 770 levels so that it is passed by your combined excelent build/partyA here if ASM (800+ at least for buffs) + EE + BK or RF (hp bonus is a life saver)(bk for bonus party exp) + 2 killers (any class should do actually)Class Btw agi has a better defense overall so if your killer is distributed/hybrid based they are a little better here (such as amg/arf/abk...) Here all members should have a defensive set (xDA or xHA dd/dr or socket with ss7+) or ADA/AHA and a good weapon with damagePersonally I recommend EE with sockets for survival ... The pentagram is a must ... Kundun +9 is the minimal to be safe with all ertells R2 at leastThere is security if you don't manage to get a good programmer. That's the Swamp of Peace and here's where I'm going to define it. There are estimates made by myself about what levels you should hold with most classes, but it may not be true to your class/equipment/flattening tree at the so-called level, so don't be improved by this idea here. There are 4 zones in this map, with each zone divided into 2 difficulties (simple and hard)The simple zone is for 400-600 levels, and a hard zone for 600 onwards. In the tab-map (ingame map) zone distributed anti-hour-wize, but is filmed divided in hour-wize settings because it is RealEasy Zone 400-500 you should check that you can hold your own reasons:Zone 1: 232,199Zone 2: 233,233,133 209,32 / 233,71Zone 2 Super: 233,82 / 220,83Zone 3: 39,45 / 55,20 / 19,12Zone 4: 22,211Hard Zone: 650 + (All zone maps have the same mob, 22,211Hard Zone: 650 + (All zone maps have the same mob, 22,211Hard Zone: 650 + (All zone maps have the same mob, 22,211Hard Zone: 650 + (All zone maps have the same about difficulty)Same difficulty form: Easy -> Medium -> Hard / RecommendedZone 1: 217,145 / 178,138 / 179,125Zone 2: 155,39Zone 3: 19,124 / 55,108 / 40,117Zone 4: 108,228 / 108,169 / 134,236ML 500-650If you notice, I have skipped levels 500-600 in the peace swamp above the guide. This is because, it is best to go to Aida 2. Kanturu Ruins and Kanturu 3 (they are regularly denied) if you can. Difficulty Form: Easy -> Medium -> Hard / RecommendedAida 2: 131,222 / 159,231 / 43,232 / 26,184 / 49,123 Ruinsa Kanturu: 109,153Kanturu 3: / 173,109 / 130,110 Click and open the world map Go to the red alert Know to NPC (Shadow Phantom Soldier) Talk to NPC (Shadow Phantom Soldier) Select the answer in the red sign Hunt 'Spider' [Level 2] Hunt 'Budge Dragon' [Level 4] Hunt Bull Fight [Level 6] Hunt 'Hound' [Level 9] Hunt 'Elite Bull Fighter' [Level 12] Hunt 'Rich' [Level 14] Hunt 'ESkeleton Warrior' [Level 19] Hunt 'Spider' [Level 2] Hunt 'Goblin' [Level 3] Hunt 'Chain Scorpion' [Level 5] Hunt 'Elite Goblin' [Level 8] Hunt 'Beetle Monster' [Level 10] Hunt 'Forrest Monster' [Level 15 Hunt 'Agon' [Level 16] Hunt 'Worm' [Level 20] Hunt 'Giant Ais' [Level 22] Hunt 'Hommerd' [Level 24] Hunt 'Yeti' [Level 30] Well... I had done this post about 8 months ago but the topic got bugged and now I have decided to update to to So I deleted the topic before (because I couldn't edit it) and decided to start a new one. BTW I've made a website for easier comprehension Mu Guide So let's start 1-10/20 10/20-40Devias 1 Elveland 2 (139,143) 40-60Devias 3 (199,239)(Recommended) Elveland 3 (174,174 / 193,148) 50-120Elveland 3 (202,48 / 204,21)(Recommended) Dungeon 2 (120,46 / 242,12)(Recommended) Dungeon 3 (26,81) Lost Tower 1 (198,110 / 195,130 / 194,41 / 194,33) Lost Tower 3 (101,170)(Recommended) Atlans 1 (79,19 / 47,67 / 117,28)(Recommended) 110-180Atlans 2 (228,51 / 184,93) Lost Tower 7 (52,91 / 30,102 / 43,171)(Recommended) 150-220Atlans 2 (230,174 / 222,191) Atlans 3 (66,142 / 65,180) (Recommended) 200-300 (From now on, assuming you are with a party)Tarkan 1 (103,61) Atlans 3 (166,147 / 46,224 / 31,207 / 23,231) (Recommended) Aida 1 (214,33) 250-350Icarus (33,34 / 48,33 / 60,34 / 75,36) Aida 2 (191,147) Tarkan 2 (13,237) 300-400Alkmar (158,67) Kanturu 2 (173,163 / 220,142 / 213,40 / 140,45 / 122,25) 350-400Vulcanus (Lots of spots , to the left of the map) Kanturu 2 (67,26 / 43,50 / 59,98) Ubaid (240,206 / 239,171 / 209,57 [louder but faster]) From now on we need to divide the flattening places from Non-Elemental to Elemental places... Elemental tompok you need a good pentagrama Non-Elemental you are not ML 400-500 Up to level 500, continue to level 350-400 places from level 500 you can try Nars (you need a level of 300 pentagram +7-+9 to hold) The map entrance is on the southeastern part of the map so to move around there is a portal If you use the portal at the entrance of the map you will go to: Red Portal: Western Part

blue portal map: The north part of the map There are many places each element in Nars (they will be arranged like hard -> Easy)The place of fire is located in the western part of the map: 88.37 / 94.15 / 194.11 Mixed Elements located in the west : 185,148 / 214,11 131 Places of wind located in the southern part of the map: 217,106 / 229,33 / 182.81 / 235.59 Water tompok located in the northern part of the map : 84,232 / 23,136 / 22,210 earth spots located in the eastern part of the map : 131,200 / 122,236 / 144,241 / 1241,206 Black spots located in the northwest part of the map: 120.83 / 17.83 / 36.73 ML 500-650 From this stage onwards you can continue to flatten with a little ease in depending on Nars stepping into your class ML 650-700 you will be able to withstand the best narcissist places you can move to Ferea Ferea is a map with the most elemental damage in the latest game so this is a difficult map for any Superspot, Hotspots, Midspots and Lowspots are in this place and you have to move to a place where you can hold and clean the place however in order to drive away lowspots will be you as Nars Hotspots easier and give more extras. Pain composing this with both elements and the size of the place Compare with Nars: Super = 2x exp, Hot 1.7x exp, Mid 1.3x exp, Low 0.9x exp So we ignored the Low spots because Nars is better map entrance map bahagian tenggara peta jadi untuk bergerak di sekitar terdapat portal Jika anda menggunakan portal di pintu masuk peta anda akan pergi ke Portal:Red Portal: Bahagian Barat peta Blue Portal: Bahagian utara tempat Kebakaran peta terletak di bahagian timur peta:Superspots: 185,218 / 167,193 Hotspots: 165,165,193 Hotspots: 165,165,165,193 Hotspots: 165,165,193 Hotspots: 165,165,193 Hotspots: 165,165,193 Hotspots: 165,165,193 Hotspots: 165,165,193 Hotspots: 25,54 / 119,18 Panas: 70,70 / 47,47,4756 Pertengahan: 47,34 / 37,15 tompok bumi terletak di selatan peta:Super: 215,59 / 143,17 Panas: 196,30 / 229,17 Pertengahan: 216,41 / 241,35 tompok air terletak di utara peta:Super: 15,236 / 31,183 Panas: 17,202 / 107,231 / 61,169 Mid: 33,241 / 62,237 / 18,164 tempat angin terletak di tengah-tengah peta :Super: 141,147 / 185,72 Hot: 205,114 / 120,141 Mid: 116,107 / 157,71 ML 700+ From here on you may choose to stay at Ferrea or change to Nixie Lake It's a place for lvl 700+ LVL-up Btw pretty much all monsters here are Strong as hell Zones below: FireSuper: 17,21 / 54,16 Hot: 20,88 / 33,14 / 94,64 DarkSuper: 144,14 / 196,19 Hot: 120,15 / 177,14 / 97,17 / 189,41 WaterSuper: 228,13 / 199,99 Hot: 216,106 / 241,27 / 207,66 / 237,109 WindSuper: 233,131 / 179,219 Hot: 183,163 / 184,117 / 153,133 / 237,218 EarthSuper: 137,154 / 80,236 Hot: 53,182 / 153,177 / 161,207 / 40,161 ML 770+ From here on every 30 levels you are recommended to go Deep Dungeon Non Elemental Level Up There is a salvation if you haven't managed to get a good pentagram. That's the Swamp of Peace and here's where I'm going to define it. There are estimates made by myself about what levels you should hold with most classes, but it may not be true to your class/equipment/flattening tree at the so-called level, so don't be improved by this idea here. There are 4 zones in this map, with each zone divided into 2 difficulties (simple and hard) The simple zone is for 400-600 levels, and a hard zone for 600 onwards. Dalam tab-peta (peta ingame) zon diedarkan anti-jam-wize, tetapi difikulties dibahagikan dalam tetapan jam-wize kerana ia adalah Zon Mudah sebenar 400-500 anda perlu menyemak yang anda boleh memegang alasan anda sendiri:Zon 1: 232,199 Zon 2: 233,12 / 209,32 / 233,71 Zon 2 Super: 233,82 / 220,83 Zon 3: 39,45 / 55,20 / 19,12 Zon 4: 22,211 Zon Keras: 650 + (Semua peta zon mempunyai mobs yang sama, begitu sama kira-kira difficulty) Bentuk difficulty yang sama: Mudah -> Sederhana -> Keras / DisyorkanZone 1: 217,145 / 178,138 / 179,125 Zon 2: 155,39 Zon 3: 19,124 / 55,108 / 40,117 Zon 4: 108,228 / 108,169 / 134,236 ML 500-650 Jika anda perasan, Saya telah melangkau tahap 500-600 di paya keamanan di atas panduan. This is because, best to go to Aida 2, Kanturu Ruins and Kanturu 3 (they are regularly denied) if you can. Difficulty Form: Easy -> Medium -> Hard / RecommendedAida 2: 131,222 / 159,231 / 43,232 / 26,184 / 49,123 Kan Ruinsuru: 109,153 Kanturu 3: 130,110 / 173,109 / 130,110 Last edited by Murk; 05-11-18, 05:01 AM. Reason: Adding a place for Nixie Nixie Thanks for creating a great level guide. I'll stick this topic not to lose it. Good guide but not 100% exactly I'm 788 lvl and cant really survive 24/7 even in mid-ferea spots Originally posted by Forumnick1 View Post a good guide but not 100% exactly I'm 788 lvl and cant really survive 24/7 even in mid-ferea spots With Good, sometimes waaaaaay differ from each other ... So while one char may be able to afk on the element map easier than the other, and in fact, not only the differnet charm, but the different build-ups themselves can be really a big deal, so this guide should be... orientation, however you are the one who sees if you can go further or you need to stay in lower level places according to the capacity of your char. Originally broadcast by ISell View Post why isn't there a Sack here sir? Dude... need not be so many places for low levels ... There are plenty of maps already and elemental is the best way to rush ... If you really want a map no element I have added to the Swamp Peace area ... The carcass is quite harsh and if you want to stick in the SOP you can do it with greater flexibility ... Updated Nixie Lake spots There is no doubt which is a great guide and it can help every new player know where the best leveling places are for each level. thanks a lot! It helped me a lot. Hats off to you, Sir! I use this guide so many times that I have to comment on all my accounts and thanks from each one of them! If you're still playing and want to keep updating this with suggestions, etc. That would be fantastic. Stay safe! Thanks for this post, just started playing again, and this really helps, now at least I know a few places where to afk afk

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