

Anti Idle BA Guide

v. 1718

Written by Uroogla

NOTE: As this guide is now out of date and a suitable alternative has been created, I would direct you to <https://tinyurl.com/revbaguide> and to https://docs.google.com/document/d/1Zw5KtxB5JBUEBfOO2WCeKshLm_8ObSUqhHd7cCEXnEo/edit# for newer BA guides.

-Uroogla

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[This gem will increase your power by almost a factor of 2 immediately, and as it levels up, it will bring a boost to your damage even more. Leveling it will take a while, so the sooner you get it and equip it, the better.](#)

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Appendix I - Raids

Dark Pyramid

Defend Mission

Prehistoric Mission

Special Arena

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Triangle Hideout

MEGABOSS's Revenge

Endless Dungeon

Appendix II - Optimization

Introduction

The Battle Arena is an incredibly complex feature in Anti Idle, often leaving newer players at a loss what they can reasonably do and what they should be doing to succeed. At the same time, it is a very rewarding feature in the long run, and so knowing what lies ahead and successfully preparing for it leads to faster progress in the game and the feature itself.

The goal of this guide is to provide my advice and suggestions for various stages of the BA process. I also want to provide links to the existing resources that often go unnoticed but provide useful information. My hope is that this guide, in combination with the previously written resources, will help new players' progress through BA, from rank 1 up to endgame raids.

Existing Resources

The following resources are mostly or entirely up-to-date and provide useful information for players.

Beginning/General Guides

- [Battle Arena FAQ](#) (Anti Idle Wiki)
- [Newbie Guide to Battle Arena](#) (by sotlat)
- [Newbie Guide](#) (incomplete, by MysteriousPower)
- [MEGATHREAD: Battle Arena](#) (ask questions here - you don't need to read through the whole thing, but the last few pages will be up-to-date)
- [Anti Idle Glossary](#) (Anti Idle Wiki, many Battle Arena terms)

Intermediate/Advanced Guides

- [Damage Guide](#) (by Uroogla)
- [Drop Mechanics Guide](#) (by crazye97, slightly outdated but mostly correct)
- [Drop Rate Spreadsheet](#) (by TomK38, slightly outdated but mostly correct)
- [Rebirth](#) (by Axiss32)
- [Fusion Simulator](#) (by phantomwolf13(?), updated by Mnchngrngs)
- [List of Invisible Allies](#) (by crazye97) - [Alternate list](#)
- [Monster Chips, Ultra Monsters, Ultra Allies](#) (by phantomwolf13, slightly outdated but mostly correct)
- [hunting for chips](#) (by darkmarty, a couple minor errors as of 1783)

The following resources are outdated but potentially of interest - use with caution!

- [Battle Arena](#) (Anti Idle Wiki)
- [Beginner's Guide to Armor](#) (by Radionews)
- [User Made Guides](#) (gathered by Yupei)

FAQs

Throughout this guide, I have tried to provide answers to the most common questions when I feel they are relevant. So you don't have to look through the entire guide, however, I have included answers and/or links here.

What weapon should I be using?

Check the relevant section of the guide for what weapon I think you should be going for at your rank. Until later in the game, the answer is generally a ranged weapon with a lot of levels.

But why use this Pyrabow instead of the Adventurer's Trophy/Cursed Sword with more attack?

See some reasons [here](#). Note that both the trophy and the sword are very short melee weapons.

What area should I be idling/anti-idling in?

Each rank section has a subsection called "How to Rank Up" - this lists what I think you should be doing while active. The rule of thumb for idling is to choose the hardest area where you 1-shot non-bosses (anything without a purple name) and kill bosses in 1 second without dying. You may be able to do a harder area, but you'll probably get less XP or risk dying from it.

Casual or Hardcore?

Casual tends to be the better option for XP. If I think Hardcore is a good idea, I note it in that section of the guide.

What should I craft?

Probably nothing. Most of the best gear in the game is looted only or from mystery boxes. I will occasionally list craftable options, however.

What are chips?

The two guides [Monster Chips](#), [Ultra Monsters](#), [Ultra Allies](#) and [hunting for chips](#) sum these up pretty well.

What rank should I be at my level?

Everyone's different, and your rank and level will depend on what you do and how much Battle Arena you play. So long as you are rank 200 (ideally closer to 250) by level 9000,

you will be fine to ascend (i.e., prestige). Not many people reach rank 500 before level 9000. Don't worry if you don't. Don't worry if you do.

What are finalizers? Where do I get them?

See [here](#).

How do I do more damage?

Summed up well by this image. See also the suggestions for each raid.

"I am having trouble in BA can anyone help?"

DID YOU MAX THIS?

DID YOU MAX THIS?

DID YOU MAX THIS?

DID YOU MAX THIS?

DID YOU MAX THIS?

Good, now increase these.

Cap these if whatever you are fighting is hard

Cap if you have an MP mod

Maximize the product of these for idling.

Your guide says I should have PB+5 by r180 but I'm r622 and can only get +2.

How do I get to ____? (Warning: Spoilers)

- Abandoned Lab - Click the oddly colored triangle in Danger Zone (r180+).
- Secret Beach - There's a nearly-invisible arrow at your feet in Dark Portal.
- Pokayman City - Click the red dot in Binary Battlefield (r250+)
- Secret Dungeon - Click the black dot in the background of Pokayman City (r250+)

- Smiley Island - Enter the password (case-sensitive) at Mystic Path.
- Censor Ship - Click the black mousehole in Pirate Ship Interior and wait for the timer to run out in Censored Departure.

Low ranks (rank 1-35)

Overview

This is a time to get your bearings and learn a few important things about the Battle Arena. The experience at this point is not very good, but you need to progress to higher ranks to see good returns on your coin and time investment.

How to Rank Up

The tutorial guides you through your first few kills and ranks. You do not have many options at this point - just continue to kill enemies (but see the Tips below about which area to fight in). There is no real difference between playing actively and idling in this range.

Tips

- **Attack matters more than defense at this point of the game** (and many thereafter). If you beat the enemies in 1 shot, your defense doesn't matter. You should feel free to spend pixels to upgrade your attack when you can afford to do so, but there is no reason to upgrade the other stats - they will increase as you rank up and get stat drops.
- Each area has a "required rank". **Do not confuse this with "recommended rank"** - you will not be able to progress to most areas the moment your rank is the required number. A better standard of when you can progress to the next area is when you can 1-shot non-bosses (anything without a purple name) and kill bosses within about 1 second.
- **Your level matters a lot.** If you are a lower level than the enemy, you get a number of penalties that make the fights harder, and level is a factor in the damage formula itself.
- **Don't worry about crafting.** The difference between levels of gear is tiny, and you will not be gaining resources quickly enough to try to upgrade your gear much. There's little reason to spend resources on something you'll replace in under a day.
- **Stick to casual.** Even if you like a good challenge, it will be a long time before hardcore is a good use of time. Although you may be able to beat enemies in hardcore mode, you likely are earning more experience from a harder area in casual mode than an earlier area in hardcore mode.

Work to do for upcoming ranks

None - nothing you do right now will have a major effect on your ability to proceed quickly.

First Pyrabow (rank 35-90)

Overview

Once you reach rank 35, you have access to Dark Pyramid, your first raid. Raids are areas that give you better EXP and rewards than normal areas, though many are timed and/or have a limited number of entries per day and so generally cannot be idled. If you have the time, you generally benefit from using all of your raid entries each day.

The Pyramid will give you your first weapon upgrade, the Revolution Pyrabow. This will serve as a major upgrade over your current weapon and be superior to most reasonable crafted weapons. The better your score in Pyramid, the better the bow you get. There is no chance of dying, so you should not be worried about this possibility.

Tasks

Acquire a Revolution Pyrabow (r35-40)

Preparation

- I would encourage you to wait for rank 40 before entering the pyramid for a better chance of success.
- Read the [information about the Dark Pyramid raid](#) before proceeding, so as not to waste entries.
- Claim the [gift codes](#) by typing the three codes into the box on the Achievements screen. These will give you some chips, including some for Kongpanions. Use those now. Setting your invisible ally to the Kongpanion Nola (#548) or Flurry (#549) will make a large difference. Both of these allies grant +20% non-boss damage and a useful buff for the raid.
- At this point, your focus should otherwise be on speed, critical chance and critical damage, double hit chance, mastery, and then attack in both your ring choice and your skill choices.
- Pyramid gives you rings at the end if you don't have the crit or speed ring yet - these are often the difference between a mediocre score and the score you want at this point.
- If you are still having trouble, craft a few level 1 speed rocks for your equipment to improve your damage.

Note: Be careful in the Desert, as the enemies are likely too strong for you at this point. You should attempt to click the pyramid entrance as soon as possible.

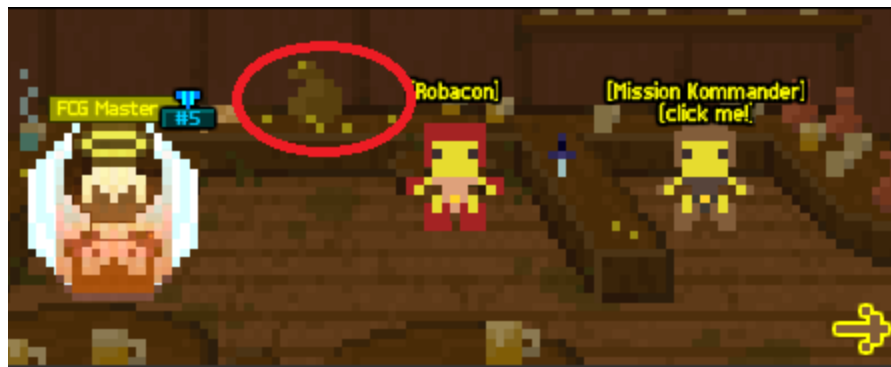
If you have trouble getting +1 and a bow, rank up a little more and try again. The pyramid is also decent for ranking you up more quickly than the other areas you have access to, so use

your 10 entries per day. As you get stronger, you can come back and get better and better bows.

Optional: Robacon/Robroccoli (r40+)

At rank 40, you will gain access to Robacon (Robroccoli in vegetarian mode), the strange robot in the Pub. In exchange for bacon (or broccoli), he will hold a weapon for you and attack once per monster, with a few exceptions. In addition to the attack, you gain the green, orange, and purple bonuses on his weapon, if any. This attack's power is based on your own but also accounts for his rank and the attack power of the weapon he has. Like you, Robacon ranks up and cannot use a weapon higher than his rank. Unlike you, Robacon ranks up more quickly. Each attack consumes 1 bacon/broccoli and you only get the weapon's bonus if he has bacon or broccoli. Every 25 ranks starting at 50, Robacon gains a [skill](#) that makes him more powerful.

Bacon is hard to come by at this point. You can get some every day by clicking the bag in the pub.



Robacon will also gain a little each day, and enemies will sometimes drop it.

It is not a bad idea to start ranking up Robacon a little now. His rank cannot exceed your own. You do not want to burn through all of your bacon, but he will come in handy later. You can give him your starting weapon and then later give him a pyrabow when his rank is high enough. Robacon will not attack in pyramid, but he will rank up if he has at least 1 bacon and a weapon, so this is a good place to rank him up.

Optional: Dragonewyn Armor (r80+ - not recommended)

We've replaced the starting weapon but not the starting armor. Improved armor at this point in the game gives mostly improved defense, and if you've been following this guide, you'll know you don't need defense yet. In fact, even as we proceed, armor will be used more as a vessel for offensive stats than for its defense (to some extent). Still, if you're getting antsy and have large amounts of resources, you could consider crafting a set of Dragonewyn

armor, which provides decent stats. **I personally do not recommend doing so because you are likely to replace it soon, but it is an option.**

How to Rank Up

The rest of your time in this rank range should be spent ranking up by fighting in Pyramid and along the main path. You may consider Polluted Sky (the area above Sky), which has a faster spawn rate than Sky and a couple of harder enemies, but has a timer. When the timer runs out, you are sent to the Pub, so you cannot idle there for long.

Tips

When you look at the bow, you may be underwhelmed. Here are some thoughts on the bow:

- In Anti Idle, unlike many other games, **the attack power of a weapon is not the most important number for your damage**. In fact, one of the best weapons in the game has 0 attack. As suggested by the recommended pyramid setup, critical chance, attack speed, and double hit matter a lot for damage, and the pyrabow excels at these stats compared to many other weapons.
- **This is a free weapon**. The less you spend on crafting, the better off you will be when you finally have to craft the expensive gear.
- **The stats you see are not the final stats**. The Pyrabow comes with the ability to level it up - levels can be earned by gaining arena EXP while the bow is equipped. Leveling up a weapon grants attack every level, as well as other stats every 2-5 levels. You can expect roughly 5 extra attack per level on a weapon.
- **This is a ranged weapon**. Many of the comparable weapons at this point in the game are short melee weapons. A ranged weapon causes the enemies to spawn further away, so you get more attacks on bosses before they reach you. Again, this means you can neglect defense at this point in the game. You also do not have to wait for enemies to reach you before killing them. Long melee weapons do not suffer from this issue to the same extent, but short ones do. This is the reason why the adventurer's trophy is not normally a good weapon choice.

Work to do for upcoming ranks

- Purchase the VIP Traveling Ticket from the shop by rank 90.
- Purchase the bestiary in the Battle Arena menu for 1,000,000 pixels if you haven't already. It gives experience and drop rate bonuses based on the number of kills you have on an enemy.
- Replace your pyrabow with a better one by scoring higher in the pyramid. You should aim for a +2 pyrabow by rank 60 and a +3 pyrabow by rank 90.

- Since the pyrabow was nerfed in 1714, you may be better off fusing the laser gun or strong machine gun with a basic melee weapon instead. By +4 or so, the pyrabow will be your best option again.
- (Optional) Save up Explosion Crates from the Button or Special Shop. It has a chance to give a good rank 88 armor set. Since this can be luck-based, there are alternatives, but they are not quite as strong.

Prehistoric Mission (ranks 90-200)

Overview

By rank 90, you have access to two more raids, and unlike Pyramid, they do not have a limited number of entries each day. These raids are Defend Mission and Prehistoric Mission. Both of these raids are all the way to the right and so require the VIP Traveling Ticket to access.

For most players, Defend Mission will not be a good use of time at this point. This raid, in the 9001 area of the Hole of Time, requires the Special Wand as a weapon and sets your base damage to your level, ignoring attack entirely. Unless you are a high level, this raid will likely be harder than Prehistoric Mission. If you are interested in this mission, however, feel free to read the [information about Defend Mission](#).

Instead, Prehistoric Mission is a better option. Much of your active time in this rank range will be spent there, even though you will not be able to beat the bosses right away. Prehistoric Mission can be accessed earlier than rank 70, but you are unlikely to be able to make much progress until around rank 90.

You will also have more options for equipment in this rank range.

Tasks

Prehistoric Mission (r90+)

Preparation

Assuming you have been following along with this guide, there are very few preparations to make.

- Make sure you have the VIP Traveling Ticket.
- Have a Protection Ring equipped until you are strong enough to win the entire mission. You will die at first, but you'll still be ranking up very quickly here. If you do not have the protection ring, you can run Pyramid several times and you should get it.
- Read the [information about the Prehistoric Mission](#) before proceeding, so you do not get yourself killed earlier than necessary.
- A mastery potion is not a bad idea in this raid, if you have any. You can craft them if you can afford the price.
- Review [this page](#) to understand the effects of different status effects. A grey Z represents zombify, a pink question mark represents blind, a purple symbol

represents weaken, a green symbol represents poison, a blue symbol represents slow, a crossed-out potion represents potion block, and an x represents stun.

Your goal right now is to kill as many enemies as possible before you die. The entry room, at least, should be doable right away, and it alone should rank you up more quickly than anything you have done to this point. As you are able to progress further into the raid, you will get more experience. By rank 200, you should be consistently winning every time.

Note: This may be the first area where you are fighting enemies at a higher level than you. As such, you have an automatic miss chance, as well as damage and defense penalties. These decrease as you get closer to their levels and cannot be negated until you reach their levels. So if you see yourself missing more than you are used to, this is why - don't worry.

Corruption (level 1000+)

Once you reach level 1000, you will see a red envelope appear in the top left corner of your Battle Arena screen every 30 minutes, at 15 and 45 minutes past the hour. Clicking this will take you to the Corruption, an area with excellent experience per kill. You have 10 entries a day, and each entry lasts 15 minutes.

Preparation

- Just because you can enter the corruption at level 1000 does not mean you should. Enemies' stats scale to your performance, but close to level 1000, this scaling may cause you to die quickly. I would wait until around level 1250 before entering, myself.
- Your first time or two, use a protection ring.

As mentioned above, enemies' stats scale to your performance. In other words, if you do lots of damage with an attack, their defense and HP will rise. If you do little damage, those stats will drop. If they do little damage, their attack will rise, while lots of damage will make it drop. If they hit you, their accuracy will drop. If they miss, it will rise. If you hit the enemy, its evasion will rise, while missing will cause it to drop. Killing enemies cause all to rise, while taking a long time to kill an enemy cause all to drop. The enemy level (and so reward) depends on how high these stats are - you can see this in the bars at the top of the screen. It is better to reset enemy stats than to die. You can reset stats by holding shift-r for 1 second. Note, however, that this does not affect the currently spawned monster.

The enemies here may occasionally drop the final six rings at the bottom of the ring screen. Some of these, such as rage and cruelty, are very useful, so keep an eye out for them. These rings drop only here and in one later raid.

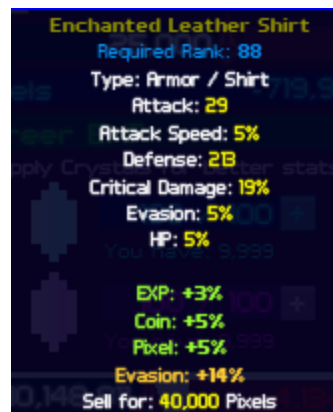
The enemies here will also occasionally drop their invisible ally scrolls. Collecting the scroll will give you the ability to equip the enemy as an ally, granting bonus stats (much as with Nola and Flurry did when you entered the pyramid). The bosses make particularly good allies at this point in the game. See below for more suggestions for invisible allies.

Getting New Armor (r90+)

Once you are rank 90, you have access to a new useful armor type (the armor is actually rank 88, but two ranks won't make much of a difference). You can get another good set that is easier to acquire but is slightly worse at rank 148. You should get one or the other, but not both.

Option #1 - Enchanted Leather Armor from Explosion Crates (rank 88)

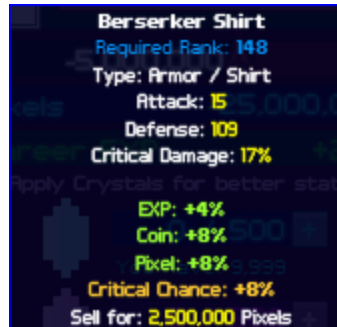
This is the reason I suggested saving up Explosion Crates earlier. When opening a crate, you have a small chance to acquire a piece of Enchanted Leather Armor. Further, this armor is better than the crafted version (it is equivalent to applying 100 Crystals of Rarity and 100 Crystals of Ultimate Rarity to the crafted version, which you cannot do at this point). Here is a sample piece of armor. Don't worry if yours doesn't look exactly the same.



As you can see, you get a bit of offense with this armor, which is more than one could say about many other options before it. The defense does not hurt for Prehistoric Mission either, where some of the enemies may hit you. The downside with this set is you could get unlucky and fail to get the armor. If you are lucky, however, feel free to fuse together two identical pieces for increased stats using the Item Fusion option in the Battle Arena menu.

Option #2 - Berserker Armor (rank 148)

This set of armor is not as good in most ways, but it is not luck-based. You simply craft all 5 pieces (twice if you have spare resources so you can fuse them). Here is a sample piece of armor.



As you can see, the stats themselves are all worse than Enchanted Leather. The amounts in the green bonuses are slightly higher in Berserker because it has a higher required rank. These bonus amounts are based on the type of bonus, the rank of the gear and the unobtainium enhancement, if any. Critical Chance is a more useful orange bonus than Evasion, but our pyrabow should come pretty close to capping critical chance on its own. When you can freely change bonuses on armor at rank 180 (see Strange Machine below), the higher tier (an item's tier is its rank / 10 + unobtainium enhancement, rounded up) will be helpful for Pyramid, since you can put more light element on this than on Enchanted Leather. This set is in the ln2craft recipes, which drop randomly from bosses. The boss must be a high enough level (increasing with the level of the recipe), but you will likely have no problem crafting this set at rank 148.

Whichever you choose, it will serve as an upgrade over what you have been using.

Enhancing Equipment (any rank)

At this point, especially once you have your new armor, it's worth considering enhancing equipment. You can craft various enhancer rocks that permanently increase the stats of a weapon or piece of armor, using up an enhancement slot. Items can be enhanced until they are +10. Most items start with no enhancements used, though your pyrabow is an exception to this rule. **Note that the "Cannot apply Bonus Rocks" statement does not mean you cannot enhance an item.** Bonus rocks are the rocks that change the green, orange, or purple bonuses on an item.

Until late in the endgame, much of items' power comes from enhancing. Just crafting the most expensive enhancers possible, however, is difficult at this point in the game. A good compromise is to choose the level of enhancer you feel you can afford a large number of while leaving some resources for later tasks. One might, for instance, use level 4 attack rocks and level 2 speed rocks, instead of level 10 attack rocks and level 3 speed rocks. Various crates, which you can get from the button or special shop, give even better enhancers, without the need to craft them, too.

Now, what enhancements are best? This is a difficult question to answer generally. Attack rocks and speed rocks tend to be best on weapons, while attack rocks, critical rocks, and sometimes speed rocks are useful on armor. Different stages require different enhancements, though. A pyrabow at this point would benefit from a few speed rocks and then attack rocks. Armor at this point benefits from mostly critical rocks (80% or more) and a few speed rocks.

A few notes about enhancing:

- You cannot enhance finalized equipment. You may have come across finalizers, which give equipment 20% more stats. They prevent you from leveling or enhancing items further, however, so do not finalize gear you plan to enhance or level more.
- If you plan to fuse items, the most effective way to enhance is to enhance the primary item to +10 and the secondary item to +9 only. The fusion will round down to +9, allowing you to apply the final enhancer after fusing. This results in higher stats, since you get the full benefit of the last enhancer, rather than the 54% that the secondary item of a fusion grants.
- You do not need to enhance all of your equipment to +10 at this point. Gear you will quickly replace may not benefit too much from enhancers. If you find you are struggling to advance in this guide or get a better pyrabow, however, you should try enhancing your gear.

Strange Machine (r180+)

Rank 180 gives you access to the Abandoned Lab. This area can be accessed by clicking the oddly colored triangle in Danger Zone.



Later on, Abandoned Lab will have several important features. For now, the only thing you care about is the strange yellow box at the right of the screen. Clicking on it lets you take an item from your inventory and change its bonuses, so long as the item is not finalized and does not have the “Cannot apply Bonus Rocks” marker on it. Changing the Bonus Preferences in your Battle Arena menu increases the chances of getting the bonuses you want. You get 50 free attempts at bonus changes per day (and pay 500 million pixels for 50 more tries). This is usually enough to change a weapon and a set of armor if you correctly set your Bonus Preferences.

Some notes about the machine:

- You can change the bonuses on bonus rocks with this machine too.
- You cannot use the machine to add a bonus that an item does not have. If your weapon has no purple bonus, you will need to use a purple (type C) bonus rock on it first.
- You get two preferences for each color in Bonus Preferences (plus a third for weapon-specific orange bonuses). You should set these pairs to be the same for the best chance of getting the bonus you want.

Optional: Farming Invisible Allies (any rank)

When you kill a rare (yellow border), epic (green border), or evolving (green health bar) enemy, there is a chance that a translucent scroll will drop. Collecting this scroll grants you the ability to equip the enemy as your Invisible Ally. The chance to get the scroll increases with drop rate and rare rate, both of which are green bonuses. You may have 1 ally equipped at a time, and the ally grants you stats and may attack for you too. It is useful to build up a variety of allies you can use in different situations.

A few suggestions for useful allies available in this range are below:

- Corruption bosses - these allies grant boss damage, which is useful in most raids.
- Bloodsurfer from Dragon Cave - this ally grants boss damage, non-boss damage, and reward (EXP, coin, and pixels), all useful bonuses.
- Powerful Snail from Prehistoric Mission - this ally grants a large bonus to attack, which can be useful when you don't need boss damage or non-boss damage very much.

Killing enemies with an Invisible Ally equipped may grant the ally experience. With only a few exceptions, 1 experience is granted for killing an enemy whose level is higher than the ally's or if the ally and the enemy is the same monster. Gaining experience increases the Anti-Idle and arena experience earned from killing the monster (+0.001% per kill to a max of +10% at 10,000 kills). At 10,000 experience, the ally is mastered, granting a further +10% experience bonus, as well as an improved rare rate and even an improved epic rate in a game mode we will access later (Worst Moon).

Note: The Corruption bosses are considered a very high level for this purpose, so they will be hard to level up for now.

Note: After acquiring an Invisible Ally, you may be lucky enough to get chips for that ally. These chips increase the passive stat bonuses of the ally by 10%, up to 10 times, but may

only be used on allies that have been completely mastered. They also serve another purpose once the ally has 10 chips used, but this requires rank 400.

Optional: Idle Mining (rank 180+)

I want to preface this section by warning you that this suggestion will be very controversial. Some people will agree, while others will disagree completely. I list it as an option and will explain the few situations when I think it can be productive.

Mining is the process of equipping a pickaxe type weapon and going to any area along the main path except Sky. Doing so will replace all of the monsters in an area with an enemy called Secret Crystal. The Secret Crystal is a durable rare (yellow border) or epic¹ (green border) boss that can only be harmed by the pickaxes. These bosses take longer to kill than normal enemies but drop a variety of useful materials, such as pixels, crafting material, and the rarer superior crafting material (purple-colored crafting material). When paired with the Collector's Pendant, you have a chance to get lrn2craft recipe weapons and armor as well. Mining is a good way to earn experience for the Item Maker career, one that you want to get to level 100 by rank 500. Finally, mining is a good way to earn more skill books so you can put more points into your skills.

Although this may sound great, there are a number of reasons not to mine.

- The experience earned from mining is low, especially compared to Prehistoric Mission or Corruption.
- Mining at rank 500 is many times better than mining at rank 180, so you are better off rushing to rank 500 as quickly as possible, rather than stopping to mine.
- Crystals explode after 2 minutes if they are still alive, which could kill you if you are not doing damage fast enough - this is why I do not encourage mining before rank 180, even though it is possible as early as rank 30.
- Any resource you can get through mining can be acquired more efficiently by playing actively somewhere else.
- You are doing very little crafting and so should not be in dire need of crafting resources.
- Your inventory can fill with gear while idle, causing you to lose any bonus rocks, finalizers, or equipment looted while your inventory is full.

Note, however, that most of these arguments compare mining to active play. They show clearly that **you should not mine if you would otherwise be active**. This is one way to

¹ For most monsters, there is no difference in stats between normal, rare, and epic. Rare and epic enemies may drop invisible ally scrolls, better rewards, and offer a higher drop rate, but that is the only difference. Secret Crystals are special, though. The rare and epic versions are different monsters entirely, and the epic version has better stats.

slow yourself down quite a bit. At rank 180, however, the experience from idle mining is no worse than idling a normal area, and may even be better. It is possible, therefore, to justify mining while idle if you need some of the resources or Item Maker career experience it gives.

Setup

Mining successfully, especially while idle, requires a specific setup.

- Use the highest rank pickaxe you can equip.
- Accuracy, attack, hit chance, and defense have no effect on your ability to mine.
- The most useful stats are our usual attack speed, critical chance and damage, double hit, and boss damage.
- Status chances (but not powers) are effective when combined with the Coup de Grace skill.
- Crescendo is very useful too.
- Dodge chance may allow you to avoid the explosion. If you don't kill the crystals in 2 minutes, however, mining is not efficient enough to bother with.

While mining, you may occasionally loot pieces of crystal armor. This armor is only useful while mining, but it is very useful for that. The set will speed up crystal spawns, for instance. The most useful colors of crystal armor are pink and purple due to their initial stats of speed and critical damage. Enhancing a set of crystal armor with critical rocks and speed rocks will help your mining immensely.

How to Rank Up

You will now see a major difference between active play and idling.

- While active, do prehistoric mission, corruption, and pyramid.
- While idling, the same rule about one-shotting enemies and killing bosses in 1 second applies. You will find the amount of time you have to spend at each area increases now - Binary Battlefield is a large hurdle to cross.
 - There are a couple viable alternatives for short-term idling. Frosty Zone and Volcano Peak, which can be accessed from Dark Portal (down from Danger Zone) are good experience when you can handle them. Be careful in Dark Portal, as the boss there can do a lot of damage quickly.
 - Do not be tempted by Secret Beach (a nearly-invisible arrow at your feet in Danger Zone takes you there). The boss, Zombie Duck, takes a long time to idle because, as an undead enemy, your normal attacks do reduced damage.

Tips

- Consider making a document with skill sets for each major task you are doing. A mining skill setup is very different than one used for Prehistoric Mission, and the

number of possibilities increases as you go on. Using different Invisible Allies for each task, and even different equipment bonuses, can help too.

- Light element green bonuses are very useful in Dark Pyramid, but not in many other places.
- A good baseline for bonuses on equipment are Experience greens, Attack% oranges, and Attack Power purples. Weapon orange bonuses should generally be boss damage instead - rage attack can be useful if you maintain your rage bar at a high percent through charge, combo strike, or a rage module - the rage bar on its own does nothing, but it does give you lots of attack power from the rage attack stat and speed from the rage speed stat.

Work to do for upcoming ranks

- Acquire and equip a pendant. You can craft a silver one or use the special shop to get a timed immortal pendant. Pyramid can drop these too, but the timer is shorter than the special shop ones.
- (Optional) Obtain and equip a Triangle Gem accessory by killing the Strange Box enemy that can show up anywhere along the main path once you are rank 100. It takes luck both to get it to spawn and to get it to drop a gem, but you'll find one eventually. Further to the right gives you a better chance.
- Continue to improve your Pyrabow. +4 should be doable at rank 120, while +5 can be done at rank 180 with bonuses from the strange machine and fully enhanced equipment. If you are struggling at rank 180, keep trying as you improve your stats and rank.
- Remember to continue upgrading your attack on the stats screen with pixels.

Killing MEGABOSS (ranks 200-250)

Overview

For the most part, this rank range offers nothing different than the previous one. Prehistoric Mission won't rank you up as quickly as it once did, but it's still a solid choice. This rank range offers one major change - the chance to succeed in Special Arena.

Tasks

Special Arena (r200+)

You've actually had access to the Special Arena for a long time - its minimum rank is 90. Attempting it then would not have been successful, and it would be unlikely that you could even gain enough experience before dying to justify it. Now, though, you are much stronger. You have access to mana power, stronger items, a +5 pyrabow, and steadily increasing stats. It won't be easy, but the rewards are great. Like the Pyramid, Special Arena gives you 10 entries per day, so use them well.

Preparation

- Consider a protection ring on until you know you can win easily. Losing rings isn't the end of the world, as you can get them back from pyramid, though.
- Every single enemy here is a boss, so use boss damage and not non-boss damage. An IA with boss damage from Corruption or Prehistoric Mission is a good choice.
- Read the [information about Special Arena](#) before proceeding. You have only 10 entries per day, so make them count.

As usual, you may not be successful right away, but you should at least come close every time. As you rank up, you will be able to consistently win - eventually even on hardcore.

How to Rank Up

- You can add Special Arena to your list of active raids. You may be able to consider hardcore prehistoric mission, too.
- Nothing much has changed while idle. Pirate Ship Interior is not a bad place for short idling bursts, though the number of MAX defense enemies will slow it down.
- After you are ready to move on from Dragon Cave, you can consider Smiley Island instead of Pirate Ship.
 - Smiley Island can be accessed by going overboard on Pirate Ship to Mystic Path (an underwater area where you take increasing damage over time) and then entering the password. The game gives you the password (it is literally the word case-sensitive).

- As long as autofight is on, the boss of Smiley Island won't spawn. Since Dark Mage takes so long to kill, this may yield higher experience. Try both for yourself to decide.
- Robacon cannot join you in Smiley Island.
- Around Smiley Island, idle mining starts to give lower experience than normal idling, so take that into consideration as well.

Tips

- MEGABOSS's statuses tend to be the most deadly part of fighting him. If you're quick, he won't get a chance to weaken you.

Work to do for upcoming ranks

- Try to get a solid boss damage ally if you haven't already.
- Be sure to max OM NOM NOM at level 30 through prehistoric mission.
- From this point on, it is assumed that you will upgrade your pendant whenever you get the chance (by crafting a new one or buying a new immortal pendant from the special shop).
- Feel free to make a pair of crappy earrings for the small bonuses it gives, too.
- You should craft and equip the highest rank fighter medal you can. Consider completing a challenge on the main menu to acquire a challenge medal, which has changeable bonuses.

Chaos and CHAOS (ranks 250-313)

Overview

Congrats on reaching rank 250! A number of new options have opened up for you to explore, and they're more challenging than anything yet. You're also a high enough rank to start making some decisions that will influence your gameplay around rank 500.

Rank 250 gives you access to one of the most interesting raids in the game, Secret Dungeon. Secret Dungeon has several free armor sets that you can acquire, as well as one of the more challenging bosses in the game, CHAOS. The enemies here are likely to be the first level 9001 enemies you've fought, but if you're careful, you can do it very shortly after hitting rank 250.

Our goal in this range is to rank and level up quickly while upgrading our armor for the first time in awhile.

Tasks

Secret Dungeon (r250+)

Secret Dungeon is a challenging raid, but with caution, you can do it now. Except for the list of rewards from chests within the dungeon, the [wiki article on Secret Dungeon](#) is up to date. Please read through the [Raid Format](#) and [Treasure Chests](#) sections, at least - this will serve as your introduction to the dungeon. You get unlimited entries per day, but after the first 10, the experience, coin, and pixel gain is substantially decreased.

Preparation

- As always, use a protection ring to start, and switch it out to a better ring when you know you can win. Secret dungeon is actually really good for getting back lost rings, including the bottom six (from corruption), so it's not too bad to die here though.
- Make sure you are on casual to start.
- Use a mastery potion and boss damage IA.
- Use the skills below, given in order of priority:
 - Power attack, Mana Power, Invisible Weapon, Artful Dodger, Accuracy Boost, Weapon Mastery (only as much as needed to reach 95% mastery), OP Tanker (only as much as needed to reach 90% damage taken percent), 10 points in the first 4 status skills, max coup de grace, keen eyes, buff boost, crescendo.
- Remaining points can go into:
 - Strength Enhancement, a few points per combo skill, rage skills and charge, weaken power, critical force, and absorb.

- In addition to the wiki article linked above, read through the [information about Secret Dungeon](#) in this guide.
- Try to have OM NOM NOM maxed, so you can use it on any non-boss that is slowing you down.
- Robacon can help you, though you are likely to still be low on bacon unless you have been mining without him.

If you plan to fight the bosses Chaos and CHAOS, open no crates to start, though it's worth killing all enemies in every room. In later entries, you can open more and more to see what your current limit is. If you are just trying for Holy Glory armor (see below), you must open all 10 chests. Once you can do it in casual, you try in hardcore for a permanent version.

Defeating Chaos gives his ally most of the time (the odds are roughly 30% with minimum drop rate) and CHAOS drops his invisible allies 100% of the time - these are very good allies to use when you need boss damage. CHAOS is better but harder to kill. Over time, you are likely to see chips for these enemies in your inventory as well. Since Chaos and CHAOS are a high level, however, mastering them will take a lot of time in Secret Dungeon (rare and epic versions of an enemy will grant its ally more experience). Save up chips for these allies for when you master them, though, so you can immediately improve their stats.

You can keep working up to being able to defeat CHAOS with 10 chests opened on hardcore over time.

Upgrading Your Armor (r256+)

It's time to ditch your Enchanted Leather or Berserker Armor. We're not going to break the bank to do so, though, because a really good armor set is coming up at rank 313. As before, you have 2 choices.

Option #1 - Holy Glory Armor

This armor is obtained from the 10th chest in Secret Dungeon, and it is the first timed equipment you will use. Timed equipment lasts for a certain number of days before becoming unusable. In this case, the casual gear is timed, while the hardcore gear is permanent, so you should eventually aim for hardcore Holy Glory, unless you reach the next section of the guide before it expires. You can use the casual version to get to the hardcore version by enhancing the casual version. If resources are not an issue (for instance, because you have been mining or have many enhancers from boxes), feel free to use normal critical, attack, and speed rocks (mostly critical). Otherwise, enhance it with the mystery rocks you loot from chests in Secret Dungeon.

A mystery rock is a random enhancer that is somewhat more powerful than a normal enhancer. A level 9 armor mystery rock, for instance, gives a random armor bonus (attack, critical damage, evasion, HP, defense) equivalent to a normal level 11 rock would. Level 11 rocks don't exist, meaning the bonus will be great - you just don't know which it is. Mystery rock enhancers exist so you can determine what bonus a rock will give in advance, but they're not easy to come by at this point.

For enhancing casual gear, random excellent bonuses is enough to get you to the hardcore gear. Hardcore gear should be enhanced similarly to your previous set - mostly crit, but some speed and now some attack is a good option. As you have noticed, we will not be putting other stats on armor - we care about offense more than the other stats. Be sure to fuse 2 sets together, preferably enhancing the first set to +10 and the second to +9 before fusing - you can finish off the set with a second bonus rock.

At this point, you can consider finalizing gear once you have given it the bonuses you want. Finalizing gear gives 20% extra stats but means you can no longer level, enhance, or change bonuses on it (without a special rock, at least). For gear below rank 90, you can craft an infinite-use finalizer. For higher ranks, you will need to loot a finalizer. Bosses drop them occasionally, and the rank of the finalizer is based on the boss' level - the finalizer will be rank $100 + \text{boss' level} / 300$, rounded down to the nearest multiple of 10. CHAOS will drop rank 500 finalizers if you need them.

Holy glory has a set bonus that suggests you should use the Glaive of Smiting - resist this urge. Despite the bonus damage from the full set, your pyrabow's attack offsets this bonus, since the Glaive of Smiting gives 0 attack. Holy Glory is a great armor set because of its solid base stats and high tier (remember that tier is rank/10 + unobtainium enhancement, rounded up). You should be able to use this to obtain a +6 pyrabow.

Option #2 - Collector's Pendant Armor (not recommended)

This option is mostly for people who have been mining every night already. **Do not start mining just to get this set - holy glory is much easier to come by.** Mining (or just killing enemies) with the Collector's Pendant equipped gives you a chance to loot armor, and this armor tends to be of acceptable quality at this point. There are many random factors used in determining the stats of Collector's Pendant armor, but the Crimson and Knightmare sets (only from high level enemies) are of similar quality to Holy Glory armor. The Knightmare set has better stats, but the set bonus for Crimson is better. To compromise, if you already have many of the pieces for this set, you should consider a Crimson+Knightmare fusion, where Crimson is the primary. This yields the set bonus of crimson but a combination of

their stats. You should enhance both pieces before fusing the same way you would enhance hardcore holy glory armor, as listed above.

How to Rank Up

- You can add Secret Dungeon to your active list. After your 10 runs at full reward, CHAOS still gives good experience and you can still get Holy Glory armor, so it's not an awful choice. Prehistoric Mission starts to drop off at this point, so you can stick to Secret Dungeon, Special Arena, and Corruption.
- Not much has changed for idle. Do not bother with Triangle Land - it's too slow to be worthwhile. If you want the kill achievements, try mining there overnight. Your next areas to consider are Pokayman City (click the red dot in Binary Battlefield) and Not Copyright Infringement (click the left door in Pokayman City), but these have enemies that bounce up and down, making idling there harder. Not Copyright Infringement has a 75 minute timer but does not kick you to the pub when it runs out. Instead, it takes you to Pokayman City, making overnight idling there viable.

Tips

- Be sure to understand the benefits of each of the skills recommended in Secret Dungeon. These are your core skills that have large influences on damage at this point. For that reason, a similar skill setup will work in most raids.
- You may come across Dark Angel armor or even Chaos armor. This is better than Holy Glory, but by the time you are ready to use a full set, you will have better options. Don't waste your enhancers on these sets.

Work to do for upcoming ranks

- Upgrade your pyrabow to +6 when you upgrade your armor set. +7 may be possible, but at this point it doesn't matter much. We will soon be replacing your pyrabow with better options.
- Get the CHAOS IA.
- You should start saving up Superior Crafting Material now, as you will need a lot (50,000) in the near future. Rare enemies tend to drop it, so Secret Dungeon and idle mining are good choices.
- You should work to get item maker career to at least level 100. Mining and clearing Secret Dungeon repeatedly (even after 10 runs per day) are very good ways to do this. Do not be tempted to actually make items at this point - looting gives you experience as well.
- (Optional) Try defeating Chuck Norris in the 2012 Pub (through the Hole of Time). He spawns 1% of the time there, and defeating him gives you the Roundhouse Kick attack (30 kills maxes the skill, but the only change is a shorter cooldown). This is

an attack with a long cooldown but ignores the enemy's defense and does a lot of damage.

- (Optional) Save up apocalypse crates however you can. They are not cheap, but they provide a solid option for armor at the next stage. Note that this is much less significant than saving up crates for Enchanted Leather Armor was, so do this only if you have many spare blue coins sitting around.

Dooooooooom (ranks 313-400)

Note: This guide assumes that you are not ascending until around rank 400. Ascending earlier resets your level and so can cause some significant damage penalties. If that is the case, you may need to wait until a higher level to acquire higher score equipment from the Tower of Doom - it will not impact your gameplay in the long run, but do be aware that you may have more difficulty than this guide suggests you should.

Overview

Rank 313 gives you access to a new type of armor, which can potentially carry you to rank 500 and beyond. This armor, Doom armor, comes from the Tower of Doom raid and will allow you to get even better Doom armor. This armor has the power to get you both of the standard endgame armor sets, so it is very useful.

Additionally, the Tower of Doom can drop weapons that completely outclass your pyrabow. These have a higher required rank than the armor (r338). Between the armor and the weapon, you should see a substantial spike in your power during this rank range.

Since Doom armor is timed (although the timer is a generous 60 days), you may wish to use one of the other options for equipment that is almost as powerful. This rank range is mostly about preparing your equipment for the final 100 ranks and the tasks you can complete at rank 500.

Tasks

Tower of Doom (r313+)

Preparation

- If you are making good progress in Secret Dungeon towards being able to win with 10 chests opened, or if you can do so already, there really aren't other preparations that need to be made.
- Equip a boss damage IA and use your normal SD setup, except for removing any combo skills.
- You may wish to use a protection ring at first, but rings are no longer too hard to recover at this point.
- Read the [information on Tower of Doom](#) in this guide before entering to maximize your chances of success.

To start, try to defeat the raid without taunting (one taunts an enemy by attacking in the pause before it spawns). Then, since maximum taunting drastically increases enemy stats, proceed with caution, taunting only early enemies. Eventually you will be able to defeat the

entire raid on Hardcore with most or all enemies taunted to the max amount. Taunting and Hardcore both increase your score and so the quality of the equipment you earn.

Improving your Gear (r313+)

It is time to improve your gear, and you have several options.

Option #1 - Doom Equipment

Note: In version 1714, the following information will likely be outdated.

The Tower of Doom will always give you either a piece of armor or a weapon. The stats depend on the bonus you get for the raid. You should try for at least a +2 bonus to start. By the time you reach rank 500, you want to have +6, though +6 is obtainable much earlier than this.

Each item will come with levels, and the amount of experience needed to level up this set is substantially higher than any set you've used before. Until your +6 set, do not worry much about the levels. Even for +6, it is not uncommon to finalize before the armor has finished leveling (it is preferable to fully level the weapon though). Robacon will level the weapons faster than you can while he is on, if you have ranked him up high enough to equip them.

You want to fuse together two of each armor piece for your sets, enhancing to +10/+9 first (at this point, you want 2 or 3 pieces to have attack rocks and the rest to have critical rocks). For weapons, the ideal fusions are crossbow/dagger, bow/dagger, and wand/dagger. Crossbow, bow, and wand are all ranged weapons with good stats and so are preferable as the primary item. The dagger has the best overall stats and so makes the best secondary item. For your +6 set, you do want the wand, since it allows you to equip one of the scrolls you can craft at the bottom of the weapons page - this will be useful at rank 500. Before +6, feel free to use any of those options. Enhance the weapons to +10/+9 as well - you should use a level 3 speed rock on each pre-fusion, with attack rocks for the remaining enhancements, and another speed rock post-fusion.

As mentioned above, the timer on each piece is 60 days. Fusing a timed piece of equipment with an untimed piece will keep the timer; fusing with another timed piece will keep the shorter timer. 60 days should be plenty to advance to the next step (or to reach the next armor set if you're using +6), but you can always get another set if your timer is running low.

Option #2 - 500/500 Equipment

If you have gotten item maker career to 100 or higher, you now have the ability to use double the normal amount of crystals when crafting items. These substantially increase the stats of crafted equipment, to the point that there are a few sets that can compete with Doom +6 in power. The downside is that you need a large number of crystals of rarity and of ultimate rarity to complete a full fused set of armor and a weapon, and the pixel and crafting material cost will substantially increase. You can acquire these crystals in Secret Dungeon from chests and the bosses and from mining. MEGABOSS will drop a crystal of ultimate rarity each time, and you can purchase crystals of ultimate rarity in the shop for blue coins.

The best armor options are nightmare/nightmare and crimson/nightmare. The former has better stats, the latter has a better set bonus and would be slightly more useful on rebirths later on in the game.

[This guide](#), although slightly outdated, lists some of the feasible weapon fusions. I personally like crimson bow/bloody scimitar if you're using crimson armor or a gold cannon/greatersword with nightmare, but you have some choices.

I would enhance the armor sets similarly to my recommendations for doom above (ideally 3 pieces critical, 2 pieces attack). Weapons would benefit from 1-2 speed rocks and a new item, chaotic growth rocks. These grant bonus levels to the weapons, which mean more attack, critical chance, and accuracy. Level the weapons before fusing for best results - a weaker weapon may be insufficient to proceed with.

Option #3 - 500/500 Weapon and Apocalypse Crate Nightmare

Note: In 1714, this may be the preferred option.

To save resources and acquire new equipment sooner, you can do the above with the following change. Instead of crafting 2 sets of armor to fuse, which was the greatest part of the resource cost, instead, you can open up a (relatively large) number of apocalypse crates. These have a chance to drop nightmare armor that is equivalent to 500/500 nightmare armor (but with slightly lower defense). The blue coin cost of getting 2 full sets to fuse is not small, though. A reasonable compromise is to use crates to get some pieces and craft the ones you need after that.

How to Rank Up

- Not much has changed for idling. You can consider Censor Ship if Not Copyright Infringement is easy for you, but this is unlikely to be the case at this point.

- You can reach Censor Ship by clicking on the black mousehole in Pirate Ship Interior and waiting for the timer to run out in Censored Departure.
- If you have ascended, you now have access to the Fairy Tail Fightoff areas. Only the last two of these, Castle Grimm and Throne Room, are particularly useful compared to these other areas I have already mentioned. You are unlikely to be able to handle them yet, though.
 - In Fairytail Fightoff, there is a green bar above your head. Killing enemies fills it (more for bosses), taking damage drains it. When it is full, spawn time is substantially decreased until it is empty - it will drain some with each spawn in this mode.
- You can add Tower of Doom to your active list of raids, though it should take lower priority than Secret Dungeon and Corruption.

Tips

- Your +6 Doom equipment or 500/500 gear will last you until past rank 500, so avoid the temptation to finalize it too early. Otherwise, you may need to spend time creating a new set later.

Work to do for upcoming ranks

- Continue to farm superior crafting material. You must have 50,000 in order to get the next set of armor at rank 500.
- Continue to rank up Robacon so he can help with your weapons.
- Try to master CHAOS as an invisible ally if you haven't already. Doing so will let you apply chips to double his passive bonuses.

Reaching Rank 500 (ranks 400-500)

Overview

You are very close to max rank now. The final push slows down because you need much more arena experience per rank, but you have very powerful gear now. You can even start exploring the final 4 raids, where there is no death penalty at all.

Your time during these ranks will be spent preparing for rank 500 so you can improve your equipment and rebirth (i.e., prestige within the Battle Arena) as soon as possible. Everything in this section can wait until rank 500, but I will label what I recommend doing now.

Tasks

(Recommended) Craft an Empowering Gem (r400+)

Recommended before rank 500

This gem will increase your power by almost a factor of 2 immediately, and as it levels up, it will bring a boost to your damage even more. Leveling it will take a while, so the sooner you get it and equip it, the better.

(Optional) Craft a Worst Moon Gem (r400+)

Recommended before rank 500

In order to get your next armor set, you will need to access Worst Moon mode. Worst Moon is a harder mode than Hardcore (and Hardcore Worst Moon is harder yet), but it offers a reward increase. The effects of Worst Moon can be found in [this guide](#). More importantly, certain tasks are only possible in Worst Moon, such as acquiring the next set of armor in your progression.

There are two ways to turn on Worst Moon mode. You can equip the Invisible Ally of Invisible X, one of two enemies in the 2012 Pub (Chuck Norris is the other), or you can equip the Worst Moon Gem. Because an Invisible Ally slot is somewhat more valuable than a trinket slot, the Worst Moon Gem is preferred in most cases. (Equipping both the ally and the gem puts you in Apocalypse mode, which is even harder - see the guide linked in the previous paragraph for details on Apocalypse mode.)

The Worst Moon Gem is what you have been saving up Superior Crafting Material for. It costs 50,000 of this material, meaning it will take some time to acquire. **This is the reason**

you want to buy the Worst Moon gem before any of the other trinkets. You want to be positive you will have access to it the moment you are able to get this new armor set.

(Optional) Obtain the Censor Sheep IA (r400+ recommended)

Getting the IA is recommended before rank 500. Chips can wait until rank 500.

Censor Sheep is the boss in Censor Ship (2% spawn rate), and its invisible ally is immensely useful. It grants +60% hit chance and +60% dodge chance. This on its own lets you come close to the caps normally, but it really shines in Worst Moon, where your hit chance and dodge chance are halved, and in some of the raids below, where these stats are reduced as you go further on. Because Censor Sheep is an uncommon enemy, and the ally drop rate in Censor Ship is relatively low, obtaining the ally will take some time. This ally is very helpful (but not absolutely required) to obtain the next armor set.

You should also do your best to obtain chips for Censor Sheep, since you can improve the hit and dodge chance even further with them. Since chip drops are even rarer than the ally scroll, though, and it is much easier to get chips in Worst Moon mode and with autoloot (which you likely cannot get until rank 500 at this point), I encourage waiting until rank 500 for this step. You will eventually want at least 11 chips (10 for stats, 1 or more for a rank 500 fight), but they are not absolutely needed for the next step.

(Optional) Corrupted Giant Treeman (r400+)

It is worthwhile obtaining this invisible ally as soon as possible, but it is not strictly necessary. I would recommend you do this at the higher end of this rank range when your armor and weapon are almost or entirely done.

Now that we have the Worst Moon Gem, we can take advantage of it to complete tasks that are not possible without it. One such task is fighting Corrupted Giant Treeman.

Corrupted Giant Treeman spawns as the only enemy in Corruption if you enter in Worst Moon mode. This is a boss with a large amount of HP with a number of special abilities. The area is underwater, so you will take drowning damage, like in Secret Lab (see the Defend Mission raid), Water Room (see the Prehistoric Mission raid), and Mystic Path. This means that after a few seconds, you will start to take damage every second. The damage will start at 1 per second but eventually increase, finally becoming lethal. The amount of time you have is based on your damage resistance stats.

Corrupted Giant Treeman has the following abilities. These are the only attacks he will use.

- **Shield** - Completely nullifies your damage. He will always use this if he drops below 70% health before a minute has passed, until a minute has passed. This ability will be occasionally used if he is under 90% HP as well.

- Heal - Recovers 1% of missing HP and removes all status effects. This ability will be occasionally used if he is under 50% HP.
- Potion Block - Potion blocks you for 30 seconds, stuns you for 3 seconds, sets your mana to 1, and attempts to deal 500,000 damage that ignores your defenses. This ability will be occasionally used if he is under 80% HP.
- Thunder - Blinds, weakens, and zombifies you for 30 seconds, stuns you for 3 seconds, sets your mana to 0, and attempts to deal 300,000 damage that ignores your defenses. This ability will be occasionally used if he is under 70% HP.
- Soap - Blackens your screen for 30 seconds and attempts to deal 500,000 damage that ignores your defenses. This ability will be occasionally used if he is under 60% HP.
- Icicle - Poisons, weakens, and slows you for 30 seconds, stuns you for 5 seconds, and attempts to deal 1,337,000 damage that ignores your defenses. This ability will be occasionally used if he is under 40% HP.
- Normal attacks - Sets your mana to 0 and attempts to deal 500,000 or 700,000 damage that ignores your defenses.

Note that negate effect has no effect on any of these abilities. You want to be prepared to do large amounts of damage to a boss in Worst Moon and to have enough hit points to survive a number of attacks. As stated above, your defenses are ignored for all of Corrupted Giant Treeman's attacks, so focus on offense, such as ignore defense and statuses with coup de grace. Boss Damage is halved, so this fight will be challenging, but drowning damage will increase your rage to keep it high. You likely do not want to use the protection ring, since it is easy to get rings back at this point.

Corrupted Giant Treeman's ally is very good for idling and for Corruption use. It grants +50% Experience, Coins, Pixels, and +30% spawn rate. As always, chips help improve these numbers.

(Optional) Scaling Raids (rank varies)

This section is completely optional at this point, but it wouldn't hurt to try each raid once to see what they are like.

Now that you are rank 400, several other raids are feasible. At this point, the raid description pages should be sufficient for coming up with a setup to try the raid, and your results will be much worse than they will be at rank 500. For this reason, I will offer less information here than usual for raids. When you benefit from reaching a certain point in these raids, I will bring them up again.

Spooky Crypt

This raid is to the right of Secret Dungeon and requires a key to unlock. This key can be obtained by throwing To Be Nerfed Gems at the Pyramid entrance screen - there is a 5% chance to obtain it per throw, and it is permanent once obtained. To Be Nerfed Gems can be obtained from Pyramid and Secret Dungeon.

In this raid, you fight Elite Mummies and Elite Pharaohs with increasing stats until you die. There is no death penalty in this raid. Every 200 kills, you unlock a checkpoint, where you start over upon dying and tend to receive a reward if it is your first time reaching the milestone for the day. Notable is the permanent immortal pendant at 1000 kills. Every 100 consecutive kills, many of your stats (such as hit chance, dodge chance, damage taken percent, and ignore defense) are reduced by 1%.

You want to be above level 7000 when trying this raid. For more details, see the [information on the Spooky Crypt raid](#).

Triangle Hideout

This raid is accessed by clicking the triangle in Abandoned Lab. In this raid, you fight the Triangle enemy, which gains increasing stats each time you kill it until you die. There is no death penalty in this raid. Every 10 consecutive kills, you receive a prize if it is your first time reaching the milestone for the day. Mega Triangle Gems may occasionally drop - these are strong trinkets because you can change their bonuses, especially before you obtain the Empowering Gem.

Your level does not matter much for this raid, though higher levels will do more damage. For more details, see the [information on the Triangle Hideout raid](#).

MEGABOSS's Revenge

This raid is accessed by clicking the blue envelope that appears in the upper left corner of the Battle Arena every 15 minutes, at 5, 20, 35, and 50 minutes past the hour. The envelope will appear only if you have completed the Special Arena.

In this raid, you fight the MEGABOSS's Revenge enemy, which gains increasing stats each time you kill it until you die, 7 minutes have passed, or you fill his Rage bar. The Rage bar fills as you attack and empties if you stop attacking or kill the enemy. There is no death penalty in this raid. Every 20 kills until 400, you will receive a set of earrings. These are the best earrings you can access right now, so they are worth getting, even though they are timed. You will also occasionally receive uniques. Uniques are enhancers that can only be used on a +10 (or higher) item that is fully leveled but not finalized. A weapon unique will

increase the weapon's attack (but never higher than 3000), while armor and accessory uniques will increase the item's defense (but never higher than 1800).

You have 10 entries per day. You want to be at least level 6000 when trying this raid. For more details, see the [information on the MEGABOSS's Revenge raid](#).

Endless Dungeon

This raid is accessed by clicking the purple envelope that appears in the upper left corner of the Battle Arena every hour, at 30 minutes past the hour. The envelope will appear only if you have completed Secret Dungeon.

In this raid, you will fight through the same 36 room setup that you fight in Secret Dungeon, with the same enemies. Going through the portal, however, takes you to the next floor instead of a fight with Chaos and CHAOS. Each floor, the enemies get stronger. There are 200 floors in total, though you may pay 1,000,000,000 pixels to use portals to go further in if you have gone deep enough in the past. The raid continues until you exit or die. There is no death penalty in this raid. Endless Dungeon's biggest reward is the chance to acquire Demon Slayer armor. Starting at floor 10, every 5th floor has a 50% chance to contain Demon Slayer armor in its 10th chest. Although the armor is weaker than Doom +6 on low floors, it becomes stronger after a while (your mileage may vary, but this number is often around 40). Floor 200 Demon Slayer armor is easily the strongest armor in the game, statwise. Every floor, many of your stats (such as hit chance, dodge chance, damage taken percent, and ignore defense) are reduced by 1%.

You have 1 entry per day. You want to be close to level 9001 when trying this raid (level 9001 when attempting to go deep in). For more details, see the [information on the Endless Dungeon raid](#).

How to Rank Up

Nothing has really changed since the last group of ranks, except that you now have some new raids for active play. Depending on how far you can get in each, they may be good sources of experience.

Tips

- Even though you may not get very far into any of the raids listed above, it is worth trying each. This will let you get a sense of what each is like (and see your progress later in the game).

Work to do for upcoming tasks

- You would benefit from saving up 9,001 unobtainium (the green crafting material) for a permanent unobtainium pickaxe by rank 500. It is not strictly necessary (everything you can get from mining, you can get by playing active), but it can be helpful.
- Get the highest rank MEGABOSS's Revenge earrings that you can.

What now? (rank 500, first time)

Overview

You are finally rank 500. You have a variety of possibilities for what you can do now. You may be tempted to rush into your first rebirth (prestige for the Battle Arena), but most/all of these tasks are worth doing first. They will speed up rebirths and your normal Anti Idle experience gains.

This section of the guide is mostly preparation for rebirths and success in endgame raids (the four scaling raids mentioned in the previous section), but it also contains a difficult boss fight that rewards your new armor set.

Tasks

Note: You should complete any of the optional tasks from the previous section that you have not yet done.

Kill the Monsters in Abandoned Lab for Skill Books (r500)

Now that you are rank 500, you have access to the final page of skills. These skills max at 50 levels each. To gain skill books for these skills, you must go to Abandoned Lab and kill the bosses that spawn when you click the buttons. Each of these bosses has a trick to beat it.

- The first changes elements when it spins and can only be attacked from a range.
- The second charges you and occasionally jumps into the air.
- The third has high defense and will damage you with a beam of light when it turns.
- The fourth swings back and forth, damaging you each time.
- The fifth damages you when it fills the first time, then heals the second time, alternating between the two.

These skills are immensely powerful, so this should be one of your first tasks at rank 500.

Obtain a Neon Skin (easiest at r500)

You can obtain neon skins from Triangle Hideout (see the raid details below). These are rank 500 skins and so provide many tiers for bonuses. The stats themselves are low, but you will use this skin for the bonuses more than the stats.

(Optional) Farm Bacon and Unobtainium (r500)

One area we have not yet explored is Foodlandistan, off of Dragon Cave. The enemies here have MAX defense, meaning your attack does not matter. Each time you defeat an enemy, it toggles you between bacon and broccoli. These enemies also drop bacon - normally, however, kill time is slow.

You can use the following setup in this area to farm bacon and unobtainium relatively quickly, however. First, craft the dark ruler weapon from the career recipe (requires item maker 100 or higher). This weapon is very unique, since it auto-attacks and has autoloot. The ruler will choose quick attack, power attack, or heal based on the situation, but the power of these abilities is based on your total career level, not the skill points you have put in them. The ruler will automatically loot most (but not all) drops. Equip this, the Worst Moon Gem, and the CHAOS IA. CHAOS' ignore defense attack will 1-shot the enemy every 11 seconds, the worst moon gem will ensure all enemies here will be epic, meaning they will drop unobtainium, and dark ruler will loot the bacon and unobtainium automatically.

Rank Robacon to 500 (r500)

At rank 500, Robacon has all of its abilities and can equip any weapon in the game. Now that you can farm bacon easily, you should finish ranking him up.

(Optional) Craft a Permanent Unobtainium Pickaxe

At rank 500, you can use an unobtainium pickaxe for mining, the best one in the game. Doing so costs 9001 unobtainium, but this should no longer be a challenge with Foodlandistan.

(Optional) Acquire Purple Armor of Loot (easiest at r500)

Purple Armor of Loot can drop from epic bosses when you have the collector's pendant equipped. Level 9001 enemies will drop rank 500 Purple Armor of Loot, and this will have an unobtainium enhancement of 11 if you are in hardcore apocalypse mode. Remember that apocalypse mode is activated by equipping both the Worst Moon Gem and the Invisible X ally and involves substantial nerfs to your stats.

One of the easiest ways to farm this set is to mine in hardcore apocalypse mode with the unobtainium pickaxe. Although you should hopefully be able to use a mining setup capable of idling the epic crystals before they explode, 31 points in revive are sufficient to ensure you will never die. If the crystals blow up, though, their drop rate is decreased, so killing the enemies is better.

This armor has decent stats and a very high tier (rank 500, unobtainium 11 for a total tier of 61). This armor is sufficiently powerful to fight the upcoming boss. Additionally the set bonus grants large amounts of drop rate, making the set useful for farming monster chips.

The set should be enhanced similarly to Doom armor. Note however that the set is bonus locked. The strange machine will not work on it.

Acquire a Set of [S][I] Bonus Rocks (easiest at r500)

Normal bonus rocks disappear upon use and cannot be applied to some items. [I] rocks can be used an infinite number of times, while [S] rocks can be used on items that say you cannot apply bonus rocks. [S][I] rocks combine these abilities, making them very valuable. You can even change the bonuses on these rocks with the Strange Machine. A complete set consists of a type A, B, and C rock for each of weapons, armor, and accessories. Accessory rocks can be acquired as a super-rare prize from apocalypse crates. All of these rocks can also be obtained with a small chance from level 9001 rare-or-better enemies in hardcore apocalypse mode. Mining is again a good way to get them, though you can obtain them relatively quickly from hardcore apocalypse secret dungeon. Type A rocks drop from epic enemies, type B from rares, and type C from rare bosses.

In order to ensure that your inventory does not fill too quickly with rocks, you should use one of each of the [S] Ignore Finalizers and [S] Ignore Bonus Rocks rocks, craftable in the Battle Arena menu. This will not prevent special rocks ([S], [I], and [S][I]) from being looted, but it will prevent the others.

(Optional) Acquire an Elemental Glaive or Epic Elemental Staff (easiest at r500)

Robacon is more useful when holding a high tier weapon. One such weapon is the Light or Dark Glaive, or the Epic ____ Staff. These are drops from epic enemies and can be as high as rank 500 with an unobtainium bonus of 7 (from high level enemies in hardcore apocalypse mode). Mining is a good way to obtain one of these as well. Realistically, there is little difference between these weapons, though Epic Earth Staff and Light Glaive are preferred for their elemental bonuses. The strongest elemental enemy in Endless Dungeon is lightning element and the Epic Staves have slightly better bonuses than the Elemental Glaives, while Light Glaive is useful in pyramid and Spooky Crypt. You are unlikely to use this as more than a robacon weapon, though.

Craft a Weapon from the Secondary Weapons List (r200+)

Secondary weapons can be equipped with some normal weapons to give an extra effect and/or extra stats. The secondary weapon for wands like the Wand of Doom is a Scroll, which grants a large amount of mana. The secondary weapon for bows and crossbows are arrows, which grant improved status chances. The scroll is the optimal choice here (thus my suggestion that you use wand/dagger as your +6 doom weapon).

Note: The gold cannon has no secondary weapon.

(Optional) Acquire Battle Arena Modules (any rank)

There are 3 progress bar modules that are very useful for Battle Arena. These are Rage modules, MP Recovery modules, and HP Recovery modules. High tier shiny version of

these modules will improve your Arena performance. Rage modules keep your rage maxed, even in apocalypse mode. MP and HP recovery modules provide quick recovery when you are low, especially in Turn Based Mode. Turn Based Mode lets you pause between attacks, allowing you time to plan, rest, and gain more precision in your actions. Modules can trigger once per turn, so you can instantly recover your mana and health after each attack.

Enhance Accessories with Unobtainium Enhancement 10 Rocks (easiest at r500)

Increasing the unobtainium bonuses of your accessories is a good way to increase the bonuses you get from them. Spooky Crypt drops rocks to change these bonuses - 2400 streak each day will give you an unobtainium enhancement 10 rock, the best you can apply to items.

Acquire Gear for Rebirths (r500)

Rebirthing is much faster if you have the right gear for it. This generally means overpowered gear with many crystals on it. There is already an excellent guide on Rebirths, which I link [here](#). Please read it through to help make your preparations.

Obtain CHAOS u25 Armor (r500)

Note: Do not attempt this if you are not level 9001.

Much of your preparation has been for this moment. We will now farm the CHAOS armor mentioned in the above rebirth guide. This is the best set of armor in the game for idling. It comes with non-boss damage, so it can be helpful in spooky crypt. Most importantly, it is possible to get this armor with an unobtainium bonus of 25 or even 30. CHAOS u25 armor drops from CHAOS in Secret Dungeon when defeated with 10 chests open in Hardcore Worst Moon (with a 75% chance). This fight is more difficult than anything you have attempted before.

Many of the armor sets recommended above are sufficient. You can use 500/500 Knightmare or Crimson, Doom +6, or Purple Armor of Loot. Your margin for error is smaller with Crimson or Knightmare, however, so Doom or Armor of Loot is recommended.

This fight requires high dodge chance and either hit chance or accuracy while in Worst Moon. To that ends, Censor Sheep, ideally with 5 or more chips, is very helpful. It is possible to win without Censor Sheep, however. [This](#) is a build made by superjewk that can be used to win the battle without Censor Sheep. Even if you are using Censor Sheep, read it through to understand what skills are most helpful for this fight. If you do not use Censor Sheep, you will need accuracy, for which the power potion is more helpful. With Censor Sheep, hit chance is preferable. Worst Moon CHAOS' statuses are the most dangerous part

of the fight, so Negate Effect is a useful stat (some people prefer the resistance ring for this reason). Since enemies get stronger over time, you want the fight to be as quick as possible, meaning a focus on damage is otherwise helpful. Turn Based Mode may help.

The gloves for this set of armor are titled MYSTERIOUS ITEM and cannot be enhanced or fused until fully leveled. Enhancing the armor with a 3 to 2 or 2 to 3 ratio of attack to critical damage is the way to go.

Scoring 3500 in the raid (possible only in Worst Moon or Apocalypse mode) grants you the weapon that goes with the set - CHAOS AURA. This weapon starts at -5, meaning you can enhance it 15 times, but it has 0 attack. This cannot be increased with attack rocks or uniques. Like the Dark Ruler, it auto-attacks, removing your normal skills. It replaces your normal interface with 3 bars - health is an additional bar from which it will heal you, power deals extra damage, and special will use an attack like roundhouse kick when full on a boss that you don't kill within 2 seconds. It also replaces your mana bar with fury, which builds when you take damage. With the Mana Power (now Fury Power) skill, you can hit space to gain bonus damage and defense as the fury bar drains. The CHAOS AURA is an excellent weapon for idling, as it has exceptional power compared to basic attack.

(Optional) Obtain Demon Slayer Armor (r500)

Note: Do not attempt this if you are not level 9001.

You can attempt to go deep into Endless Dungeon for Demon Slayer armor with your Doom or CHAOS armor. The further you can go, the better the armor - eventually you will have to switch to Demon Slayer armor to progress further. Censor Sheep is a very useful ally here. I prefer CHAOS armor for this task, and it will be easier with some rebirths completed, but it is a viable option at this point. Turn Based Mode may help.

(Optional) Craft Other Trinkets (r400+)

Once you have the Worst Moon Gem, you are free to craft the other trinkets. Empowering and Constancy are both very helpful, though most have uses. The Superior Crafting Material and Unobtainium costs should no longer be inhibitive, either.

Rebirthing (rank 500)

Overview

Rebirthing resets your rank to 40 in exchange for bonuses. You earn battle points, which increase the number of pixels you earn each day from the Battle Master in Advanced Training Zone and can earn you prizes from him. Your arena experience gain increases by 10% for each of your first 10 rebirths, which speeds up leveling items as well. You also gain 1% max attack, defense, HP, MP, accuracy, and evasion per rebirth for your first 100, meaning better raid scores and more experience in general.

Rebirthing is slow unless you are well prepared. Following this guide should have prepared you well, though. There is an excellent [guide for rebirths](#) - use it for your preparation and for going through your rebirths.

Other Tasks (rank 500)

Overview

There are few tasks left to do at this point to become a top player in the Battle Arena. Congrats on making it through this guide - I hope it has been helpful!

Tasks

Acquire Ultimate Equipment (any rank)

Ultimate Weapon is in many ways the best weapon in the game, and Ultimate Pendant and Ultimate Earrings are very useful too. This set can be obtained in the Special Shop once you have earned a grand total of 150 temporary perk points from ascending. You do not need to have them all saved to access the gear. (Note: the 150 perk points only count completed ascensions and grants 1 point for your first ascension, even though it does not grant a perk point.)

The weapon is rank 500 unobtainium bonus 50 and so makes an excellent Robacon weapon. Further, it is arguably the best choice for your weapon, since it fires many projectiles with each attack and has such high bonuses.

The armor is not nearly as good, but a few setups use it. It is rank 500 with 10 unobtainium.

Max Spirit Skills (any rank)

You may have equipped a spirit weapon like the adventurer's trophy and noticed all of your skills have changed. Spirit is an alternate fighting mode based primarily on doing burst damage. Your mana is replaced with spirit, which charges with every attack you make. Your damage is based on your spirit, but your skills will drain spirit. In place of Pixel Throw, OM NOM NOM, and Roundhouse Kick are 3 new skills, which have their own skill books - these skills change your buff to enrage, elemental boost, or invincibility. Like Pixel Throw, these drop from enemies. Unlike Pixel Throw, these only drop when a spirit weapon is equipped. The most important of these skills is Invincibility, which drops from high level bosses. Note that applying a spirit rock to a pickaxe will not cause Invincibility to drop.

You should take the time to max these skills, as they are important for a couple endgame strategies.

Obtain CHAOS u30 Armor (r500)

Note: Do not attempt this if you are not level 9001.

Ultimate Equipment will let you upgrade your CHAOS armor to u30 (10 chest hardcore apocalypse). The easiest way to do this is to enhance the entire set with spirit rocks and make use of the invincibility buff and the critical and overkill skills.

One such setup by doyer can be found [here](#).

Master Invisible Allies (easiest at r318+)

Mastering invisible allies lets you apply chips to them and increases the experience you get from killing them. There is also a quest for mastering all 500 enemies. Spooky Crypt with the Anti-Checkpoint pendant allows you to (fairly) quickly master them. You can idle this process using the CHAOS AURA and CHAOS armor, though you have to remember to replace the ally whenever it reaches 10,000 experience.

Fight ULTRA Enemies (r400+)

When you have upgraded an ally with 10 chips, you can turn it into an ULTRA ally by fighting an ULTRA version of the enemy. This further improves the passive abilities and tends to grant an additional ability. These enemies are generally much harder than the normal version, though. Please see the [Monster Chips, Ultra Monsters, Ultra Allies](#) guide to see the differences.

The same strategy you used for CHAOS u30 will work for most ULTRA-1 enemies. You will need to come up with your own builds for the rest!

Make the High Scores List for Raids (varies)

You're ready to take the high score table by storm. Good luck!

Appendix I - Raids

Dark Pyramid

Min Rank: 35

Access: In Desert (to the right of Danger Zone along the main path), clicking on the black dot in the pyramid.



Goal: Acquire as large a bonus as possible by dealing damage to harmless enemies within a few minutes, or acquire as much EXP as possible by killing as many enemies as possible.

Scoring system: Your score is your total damage dealt, including damage beyond the enemies' hit points. This is converted to a bonus. Each successive bonus requires 4 or 5 times the score of the previous bonus, up to a max of +15.

Recommended setup: Since the enemies are harmless and have 0 defense, you want as much damage as possible, so attack and equipment attack are important. In addition, the following stats are listed roughly in order of importance - as you rank up, you can add more stats to focus on.

- **Attack speed** - Enemies spawn instantly, so you need to be able to attack as quickly as possible. The cap for this stat is 25. If you do not reach this, you may consider a speed ring.
- **Critical chance and damage** - Critical damage is a multiplier to damage, so these stats will significantly increase your damage. The caps are 95% and 1000%, respectively. A critical ring will help these stats.
- **Double hit** - An extra hit means extra damage. The cap is 95%.
- **Mastery** - Mastery determines what percentage of your max damage your min damage is and so raises average damage. The cap is 95%. A mastery potion can help.
- **Non-boss damage** - These enemies are non-bosses, so this is another damage multiplier. There is no cap.
- **Light element** - These enemies are dark element, so light element bonuses increase your damage substantially.

- **Rage attack** - Once you can maintain your rage bar at a high percentage (with the charge skill, combo strike, rage module, etc.), this acts as another damage multiplier. The rage bar on its own does nothing, but the rage attack stat gives you a lot of attack power when your rage bar is high.
- **(Version 1714+) Statuses** - Starting in version 1714, status chances and coup de grace will have a positive effect on your score as well.
- **Mana** - At high ranks, mana power (a rank 180 skill) can be used to increase damage if you have enough mana (millions, not thousands).

Quick attack will get you the most possible kills, while power attack will net you more damage. You can recover your mana when it runs out with mana potions.

Rewards: Skill books, superior crafting material, EXP, pixels, stat increases, rings. A bonus of at least +1 earns a Revolution Pyrabow weapon.

Defend Mission

Min Rank: 75 (not recommended at this rank)

Access: In Triangle Land (all the way to the right on the main path), clicking on the cave entrance to get to the Hole of Time, then clicking on 9001 and going all the way to the right. VIP Traveling Ticket required.

Goal: Restore the generator to max health as quickly as possible by killing waves of enemies quickly and taking as little damage as possible.

Scoring system: Your score is based on the time taken to restore the generator to 200 HP. The more time left, the higher your bonus.

Notes:

- Your health is replaced with the generator's health in this raid, starting at 100/200. You cannot heal here, though killing enemies will grant HP.
- Holding shift will make you temporarily immune to damage but unable to deal any yourself.
- The boss DON'T ATTACK!!! will blow up and deal damage if you attack it. You should wait while it spawns and it will disappear after 3 seconds. It will not spawn during stage 1 and there will definitely be a few spaced out during stage 2. As an immobile enemy, it spawns much closer to you than any other enemy, and it will be the only enemy with a purple health bar. You can use this to your advantage to avoid attacking it.
- Damage per hit caps in this area at 99,999.

Recommended setup: You need the Special Wand equipped in this area. The weapon sets mastery to 100% and your base damage to your level. Since enemy defense does not matter in this raid, there are only a few stats that are relevant.

- **Attack speed** - You want to get as many hits as possible to kill the enemies before they reach you.
- **Critical chance and damage** - These stats apply to damage normally in this area.
- **Double hit** - An extra hit means extra damage.
- **Boss damage** - The final challenges in this raid are bosses, so this stat will improve your damage against them.
- **Non-boss damage** - All other enemies in this raid (other than DON'T ATTACK!!!, which you cannot damage) are non-bosses, so this stat will help you kill enemies before they reach you.

Quick attack will get you the most possible attacks per second and so the most damage. Be careful not to hold down quick attack during stage 2, as an errant missile may hit DON'T ATTACK!!!.

Rewards: Proofs of Mission, EXP, Air Bubbles (negate drowning damage for a time), access to Secret Lab (an area with drowning damage with many bosses and a high epic rate, meaning good resource gain).

Prehistoric Mission

Min Rank: 70 (not recommended at this rank)

Access: In Triangle Land (all the way to the right on the main path), clicking on the cave entrance to get to the Hole of Time, then clicking on -Infinity and going all the way to the right. VIP Traveling Ticket required.

Goal: Survive until the boss rooms by killing enemies, then kill the bosses as quickly as possible.

Scoring system: Your score is based on the time taken from the time you enter the Power Room (first boss) until you defeat the Alien Treasure in the Treasure Room. The more time you have remaining, the better your bonus.

Notes:

- Your max health is set to 9001 here, and healing and HP recovery are decreased accordingly.
- Some rooms have tricks needed to beat them.
 - Patience Room has no enemies - you must wait until the timer runs out.
 - Reaction Room has 2 types of bombs - red and green. You must attack the green bombs within 2 seconds and refrain from attacking the red bombs, or they will blow up and potentially kill you.
 - Chain Reaction Room requires you to kill a box, which will spawn one of the two types of bombs. Be careful when killing the box, as an errant attack may hit a red bomb. The box will blow up if you take more than 15 seconds to kill it.
 - Dimensional Room enemies will deal massive damage to you if they hit you. Shift will prevent damage taken when they are near you but prevents you from dealing damage yourself.
 - Water Room is underwater, so you take drowning damage. This damage starts after a few seconds in the room and eventually increases to lethal amounts. The higher your damage resistance, the longer you have.
- Poison has no effect on enemies here.

Recommended setup: This is the first raid where defensive stats matters, but they are still less important than solid offense.

- **Attack speed, critical chance and damage, double hit** - As in pyramid, these stats help you improve your offense.
- **Dodge chance** - Dodge chance is the percent next to your evasion stat. This gives you a percent chance to dodge enemy attacks, though you cannot dodge more than 10

in a row from a given enemy. This stat is best increased with mastery potions and the artful dodger skill. Since enemies are likely to reach you, at least at low ranks, you want to avoid taking damage if possible. The cap is 90%.

- **Damage taken percent** - This stat is the percent next to your damage resist stat. This represents a percent reduction to incoming damage, making it more useful than defense itself. You gain 1% per 100 equipment defense and can further increase it with mastery potions and the Overpowered Tanker skill. The cap is 90% (but see Mana Power below).
- **Boss damage** - The final challenges in this raid are bosses, so this stat will improve your damage against them.
- **Mana power** - At rank 180, you gain access to the mana power skill. Until you have large amounts of mana, its offensive potential is low. It does, however, increase your defenses. Half of the damage you take will be subtracted from mana, if possible.

Rewards: Proofs of Mission, EXP, OM NOM NOM skill (1 level per victory to a max of 30 - this skill lets you consume a non-boss to recover HP and gain a buff.)

Special Arena

Min Rank: 90 (not recommended at this rank)

Access: Through the window in Advanced Training Zone, past Deserted Alley.



Goal: Kill a series of bosses of increasing difficulty.

Scoring system: Your score is based on the time taken from the time you take to get to and kill the MEGABOSS. The more time you have remaining, the better your bonus.

Notes:

- The two gems have max defense. Quick attack is a good choice for beating them quickly. Attacks that ignore defense, like Roundhouse Kick from defeating Chuck Norris or an invisible ally's ignore defense attack, work as well.
- In this zone, damage taken percent is flattened - if you have 0% damage reduction, it will be 80% in this area. 90% will actually be reduced to 89%.
- You cannot use health or mana potions in this area.

Recommended setup: Since damage taken percent is flattened here, dodge chance to avoid damage entirely and offense are the way to go. You can also benefit from statuses in the final fight.

- **Attack speed, critical chance and damage, double hit** - As always, these stats help you improve your offense.
- **Dodge chance** - Dodge chance is the percent next to your evasion stat. This gives you a percent chance to dodge enemy attacks, though you cannot dodge more than 10 in a row from a given enemy. This stat is best increased with mastery potions and the artful dodger skill. Since MEGABOSS is likely to reach you and his statuses can be deadly if he hits, this stat is vital. The cap is 90%.
- **Boss damage** - All enemies in this raid are bosses, so this stat will improve your damage against them.
- **Ignore Defense** - MEGABOSS has a lot more defense than you are used to. You can ignore large amounts of this with the Ignore Defense stat, granted from your pyrabow's orange bonus and the Keen Eyes skill.

- **Statuses and Coup de Grace** - Nothing feels quite as good as just stunning MEGABOSS so he is helpless. Weaken and blind also cripple him. While the damage from poison is negligible, all 4 statuses grant bonus damage if you have the coup de grace skill. This is another damage multiplier, so it can really help your damage output.
- **Rage** - By this point, you should be able to maintain a steadily high rage bar through the rage depletion stat and/or charge skill. While the bar itself does nothing, put this ability to your advantage by using rage attack and rage speed as well for extra damage and speed.
- **Mana power** - As in previous raids, this skill is helpful because of the extra defenses it provides. Using it drains mana when you attack, though, and you cannot use mana potions here. I would recommend keeping it off until you reach MEGABOSS and turning it on then, when you really need it.

Rewards: Lots of EXP, a Crystal of Ultimate Rarity, a trophy (mostly for Robacon), and access to MEGABOSS's Revenge.

Secret Dungeon

Min Rank: 250

Access: Click the red button in Binary Battlefield, then the black dot in the mountain in the background of Pokayman City. Then enter through the door at Secret Entrance.



Goal: Clear a number of rooms and then kill the two final bosses, Chaos and CHAOS.

Scoring system: See the [wiki](#) for details.

Notes:

- Read the [wiki page](#) for details about this raid.
- Opening chests makes the final bosses harder but give more rewards. The final boss gains annoying abilities based on how many chests you have open.

Recommended setup: There aren't many tricks here for damage. You will be under attack and so want to dodge and reduce damage, but the normal techniques for clearing raids still apply. Check out the recommended skill set in the rank 250 section of this guide for a starting point.

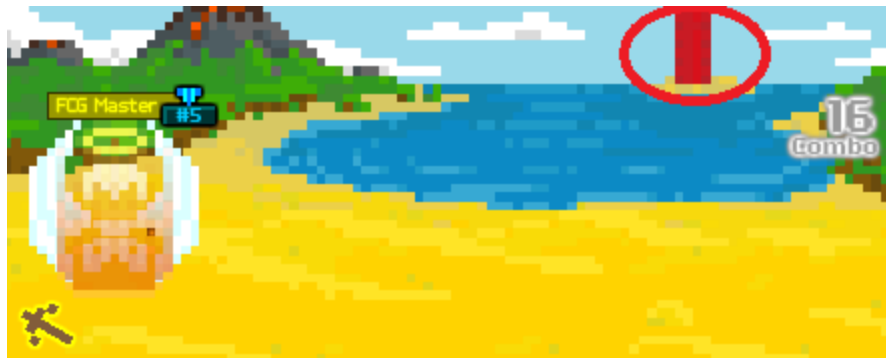
- **Attack speed, critical chance and damage, double hit, boss damage, ignore defense, rage** - As always, these stats help you improve your offense significantly. See previous raids for more detailed descriptions.
- **Dodge chance, damage taken percent** - These are your primary defensive techniques at this point in the game. See previous raids for more detailed descriptions. Go with these over evasion and defense - they have a much bigger impact.
- **Hit chance** - Much as dodge chance is more effective than evasion against opponents, hit chance is more effective than accuracy (generally). This stat, which caps at 90%, allows you to ignore enemy evasion and automatically hit. This means you do not have to leave your offense up to chance.
- **Statuses and Coup de Grace** - The effects of statuses are useful. The bonus damage from Coup is great.
- **Mana power** - This is still useful mostly for defensive reasons. Be careful, as CHAOS can drain your mana.

Rewards: See the wiki. Also grants access to Endless Dungeon.

Tower of Doom

Min Rank: 160 (not recommended at this rank)

Access: Going overboard on Pirate Ship, entering the password case-sensitive to go right at Mystic Path, and clicking the red tower on the right in Smiley Island.



Goal: Kill a sequence of bosses, culminating in the Boss of Doom and Doom Treasure.

Scoring system: After each kill you receive points based on game mode (Casual vs. Hardcore, Worst Moon and Apocalypse modes gives more points), time remaining when the kill is made, and how full the taunt bar is (see below). Score is converted to a bonus.

Notes:

- Combo does not work in this raid.
- Robacon cannot join you for this raid.
- You will see a taunt bar to the right in this raid. Each attack made before an enemy spawns fills the bar 10% for that enemy. Taunt increases the enemy's stats but also the reward and how many points the enemy's defeat grants you.
 - To give you a sense, max taunting increases enemy level by 100 on casual or 130 on hardcore. It multiplies enemy health by 19.2, attack/defense/accuracy/evasion by 7.2, magic attack by 4.4, and triples EXP/pixel/coin rates.
- Boss of Doom may turn green for a period of time, making him immune to your attacks.
- The timer is set to 0 when the Doom Treasure spawns, meaning it will not affect your final score.
- If you leave before completing the raid, there may be a timer to prevent you from reentering immediately.

Recommended setup: All enemies here are bosses, and combo does not work here.

Otherwise, your Secret Dungeon setup should work here as well.

- **Attack speed, critical chance and damage, double hit, boss damage, ignore defense, rage** - As always, these stats help you improve your offense significantly. See previous raids for more detailed descriptions.

- **Dodge chance, damage taken percent** - These are your primary defensive techniques at this point in the game. See previous raids for more detailed descriptions. Go with these over evasion and defense - they have a much bigger impact.
- **Hit chance** - As described under Secret Dungeon, hit chance is a good way to ensure you hit enemies, especially those with high evasion.
- **Statuses and Coup de Grace** - The effects of statuses are useful. The bonus damage from Coup is great.
- **Mana power** - This is still useful mostly for defensive reasons. You could consider a single Max MP purple bonus and orange bonus if you are already using Doom equipment to increase the damage from this.

Rewards: A random piece of doom gear with stats based on your bonus (50% chance weapon, 50% chance armor). Good experience and Superior Crafting Material.

Spooky Crypt

Min Rank: 250 (not recommended at this rank)

Access: Click the red button in Binary Battlefield, then the black dot in the mountain in the background of Pokayman City. Then head right at Secret Entrance. You must have the Spooky Crypt key to enter (5% chance per throw of To Be Nerfed Gems at the Dark Pyramid entrance).

Goal: Reach the highest streak you can by killing enemies between checkpoints.

Notes:

- Every 100 streak, your Ignore Defense, Hit Chance, Dodge Chance, and Damage Taken Percent are reduced by 1%. Having more than the cap will allow you to maintain maxes for these stats for a longer time.
- Every 200 streak, you reach a checkpoint. You'll start over from the checkpoint if you die.
- There is no death penalty in this raid.
- Each kill increases the enemy stats. This, combined with the streak penalty to stats listed above, means you will eventually die.
- Rewards are reduced 99% and enemies cannot be rare or epic if the kill would not increase your day's best streak.
- Even if the enemies are a lower level than your equipped ally, it will gain experience with each kill.
- The Anti-Checkpoint pendant can be used to ignore checkpoints, starting over at 0 streak. This is normally not useful but can be used to more easily master Invisible Allies.
- All enemies are non-bosses with dark element, but they are immune to instant kill.

Recommended setup: You are unlikely to be successful once your hit chance and dodge chance drops too low, so you want to focus on those stats to keep hitting and dodging at higher streaks. Eventually, the enemies will kill you in 1-hit, so don't feel as pressured to build damage taken percent as you normally would.

- **Attack speed, critical chance and damage, double hit, non-boss damage, light element, rage** - As always, these stats help you improve your offense significantly. See previous raids for more detailed descriptions.
- **Hit chance, dodge chance** - These stats will help you hit enemies and dodge attacks - the longer these values stay high, the better you will do. Consider the Censor Sheep ally, especially with chips.
- **Statuses and Coup de Grace** - The effects of statuses are useful. The bonus damage from Coup is great.
- **Absorb, revive** - Both of these skills will delay your inevitable death, meaning more rewards and a better streak.

- **Mana power** - Eventually, you will be able to build millions of mana with equipment bonuses. This will cause mana power to give you a substantial damage boost. The defensive bonuses are less important in this raid.

Rewards: At high streaks, excellent experience, coin, and pixels. Additionally:

- Each kill has an increasing chance to drop a Dominator Gem, a trinket whose rank will be between 250 and your own based on streak. These are decent trinkets since you can change their bonuses and they come with the weapon-only orange bonus Weaken Power. In most cases, though, the Mega Triangle Gems from Triangle Hideout (see below) are better.
- Each day, you receive the following prizes at the following streaks:
 - 200 - Mystery Enhancer Identifier - determine which stat a single mystery rock will give before using it
 - Every 200 streak between 400-2400 (except 1000) - Accessory Unobtainium Enhancer (from levels 1 through 10) - changes the unobtainium enhancement of a single accessory, improving the color bonuses it grants.
 - 1000 - Permanent Immortal Pendant - A pendant at your rank with random stats and an unobtainium enhancement of 20.
 - Every 200 streak from 2600 on - Accessory Unique Enhancer (from levels 1 through 10) - increases the defense of a +10 accessory, up to a max of 1800.

Triangle Hideout

Min Rank: 180 (not recommended at this rank)

Access: Clicking the odd-colored triangle in Danger Zone, then the Black Triangle in Abandoned Lab.



Goal: Reach the highest streak you can by killing enemies without dying.

Notes:

- There is no death penalty in this raid.
- Each kill increases the enemy stats. This means you will eventually die.
- Rewards are reduced 99% and enemies cannot be rare or epic if the kill would not increase your day's best streak.
- All enemies here are bosses.

Recommended setup: You want to avoid being hit as much as possible, meaning quick kills and dodge chance. All enemies are non-elemental bosses, and there is no streak-based penalty like there is in Spooky Crypt..

- **Attack speed, critical chance and damage, double hit, boss damage, ignore defense, rage** - As always, these stats help you improve your offense significantly. See previous raids for more detailed descriptions.
- **Hit chance, dodge chance** - These stats will help you hit enemies and dodge attacks - since enemies' accuracy and evasion scale infinitely, use these stats to ignore those values as much as possible.
- **Statuses and Coup de Grace** - The effects of statuses are useful. The bonus damage from Coup is great.
- **Absorb, revive** - Both of these skills will delay your inevitable death, meaning more rewards and a better streak.
- **Mana power** - Eventually, you will be able to build millions of mana with equipment bonuses. This will cause mana power to give you a substantial damage boost. The defensive bonuses are less important in this raid.

Rewards: At high streaks, excellent experience, coin, and pixels. Additionally:

- Each kill, assuming it is your first time reaching that streak on that day, has an increasing chance to drop a Mega Triangle Gem, a trinket whose rank will be

between 250 and your own based on streak. These are decent trinkets since you can change their bonuses and they come with the weapon-only orange bonus Non-Boss Damage.

- Each kill may also drop a neon skin if it is your first time reaching that streak for the day. Neon skins are a rank 500 piece of armor, granting you more bonuses. Their unobtainium enhancement increases if you are in Hardcore, Worst Moon, and/or Apocalypse mode, to a max of unobtainium enhancement 7.
- Each day, you receive the following prizes at the following streaks:
 - 10 - Mystery Enhancer Identifier - determine which stat a single mystery rock will give before using it
 - 20, 30, 40 - Armor Mystery Enhancer level 10 (level 12 bonuses)
 - 50 - Weapon Mystery Enhancer level 10 (level 12 bonuses)
 - 60, 70, 80, 90 - Armor Unique Enhancer level 10 - increases the defense of a +10, fully leveled, non-finalized piece of armor, up to a max of 1800.
 - 100 - Weapon Unique Enhancer level 10 - increases the attack of a +10 or better, fully leveled, non-finalized weapon, up to a max of 3000.
 - Every 10 streak from 110 on - Accessory Unique Enhancer level 10 - increases the defense of a +10 accessory, up to a max of 1800.

MEGABOSS's Revenge

Required: Must have defeated Special Arena once.

Access: Clicking the blue envelope in the upper left corner of the Battle Arena that appears every 15 minutes, at 5, 20, 35, and 50 minutes past the hour.

Goal: Kill as many enemies as you can before dying, 7 minutes runs out, or the enemy rage bar fills.

Notes:

- There is no death penalty in this raid.
- Each kill increases the enemy stats. This means you will eventually die.
- Attacking the enemy fills its rage bar a little. If it fills all the way, you immediately lose. If it comes close to filling, let up for a second and it will start to decrease. Killing the enemy will also empty the bar.
- All enemies here are bosses.

Recommended setup: You want to kill enemies before they reach you for as long as possible. All enemies are non-elemental bosses, and there is no streak-based penalty like there is in Spooky Crypt..

- **Attack speed, critical chance and damage, double hit, boss damage, ignore defense, rage** - As always, these stats help you improve your offense significantly. See previous raids for more detailed descriptions.
- **Hit chance, dodge chance** - These stats will help you hit enemies and dodge attacks - since enemies' accuracy and evasion scale infinitely, use these stats to ignore those values as much as possible. Hit chance matters much more in this raid, though dodge chance matters once the enemies start to reach you.
- **Statuses and Coup de Grace** - Robacon can apply statuses for you, increase the damage from Coup de Grace. Once enemies last longer than 0.5 seconds, your own statuses can trigger too.
- **Mana power** - Eventually, you will be able to build millions of mana with equipment bonuses. This will cause mana power to give you a substantial damage boost. The defensive bonuses are less important in this raid.

Rewards:

- Every 20 kills up to 400, you will receive earrings of increasing rank. These are among the best earrings in the game. These last 10 days each on casual, 30 days on hardcore or worst moon, and are permanent on hardcore worst moon.
- Occasionally, you will obtain uniques from this raid, based on your total kill count on The MEGABOSS's Revenge across all the times you have entered this raid. The list is as follows:
 - Every 300 kills - Armor Unique Enhancer level 1 - increases the defense of a +10, fully leveled, non-finalized piece of armor, up to a max of 1800.

- Every 1000 kills - Weapon Unique Enhancer level 1 - increases the attack of a +10 or better, fully leveled, non-finalized weapon, up to a max of 3000.
- Every 1500 kills - Armor Unique Enhancer level 5 - increases the defense of a +10, fully leveled, non-finalized piece of armor, up to a max of 1800.
- Every 5000 kills - Weapon Unique Enhancer level 5 - increases the attack of a +10 or better, fully leveled, non-finalized weapon, up to a max of 3000.

Endless Dungeon

Required: Must have defeated Secret Dungeon once.

Access: Clicking the purple envelope in the upper left corner of the Battle Arena that appears every hour, at 30 minutes past the hour.

Goal: Go through as many floors as possible before dying, ideally earning Demon Slayer armor along the way.

Notes:

- Each floor in this dungeon has the same 36 room layout as Secret Dungeon. Taking the portal will bring you to the next floor, rather than to Chaos and CHAOS.
- The dungeon caps at 200 floors.
- Every floor, your Ignore Defense, Hit Chance, Dodge Chance, and Damage Taken Percent are reduced by 1%. Having more than the cap will allow you to maintain maxes for these stats for a longer time.
- If you have gone deep enough in the dungeon before, you may come across portals that will advance you 5 floors for the cost of 1,000,000,000 pixels. There is a chance they will advance you 10 floors instead. These portals can take you to roughly ½ of your best floor.
- There is no death penalty in this raid.
- Each floor increases the enemy stats. This, combined with the floor penalty to stats listed above, makes it very hard to reach the end of the raid.
- Advancing to the next floor reduces the cooldown of revive, making it a more useful skill here.

Recommended setup:

- **Attack speed, critical chance and damage, double hit, boss damage, rage** - As always, these stats help you improve your offense significantly. See previous raids for more detailed descriptions.
- **Hit chance, dodge chance, damage taken percent** - These stats help you hit the enemy more, avoid damage more, and reduce it when you fail to dodge. Even though they are reduced the deeper you go, it is important to try to keep them up as deep as possible. Demon Slayer armor has high defense (yielding a high damage taken percent), while Censor Sheep grants hit chance and dodge chance.
- **Statuses and Coup de Grace** - The effects of statuses are useful. The bonus damage from Coup is great.
- **Absorb, revive** - Both of these skills will delay your death, meaning you can get further in the dungeon.
- **Mana power** - Eventually, you will be able to build millions of mana with equipment bonuses. This will cause mana power to give you a substantial damage boost. The

defensive bonuses are very important as well. Mana Recovery modules are very helpful here.

- **Ignore Defense/Weaken Power** - Early in the dungeon, ignore defense will help your damage. Since it decreases with each floor, however, switching to weaken power deeper in will help very much.
- **Magic Resist** - Deep in the dungeon, the ranged (magic) attacks of enemies become their most potent weapons - your defense does not reduce this damage. Capping magic resist will enable you to reduce this damage as much as possible.

Rewards: The most significant reward from this raid is that, starting from floor 10, every 5 floors has a 50% chance to contain a piece of Demon Slayer armor in chest 10. The stats depend on the floor; this is the strongest armor in the game statwise if obtained from deep enough in the dungeon. This armor lasts for 50+floor days on casual and is permanent on hardcore. The unobtainium enhancement increases in hardcore, worst moon, and/or apocalypse mode.

Appendix II - Optimization

Optimizing in the Battle Arena can be difficult, and some players make their own spreadsheets to help them. One such simple spreadsheet (partially outdated) made by byzod can be found [here](#).

Still, there are some general rules that can be applied that can help your damage output.

- Your goal is a 2 to 1 ratio of equipment attack to critical damage. The place where you have to decide between the two is when enhancing armor. Since critical damage caps at 1000% and it's not too difficult to have more than 2000 equipment attack, this rule tends to be simplified to "cap crit damage, then use attack rocks". This is the basis for the rules you may have heard about how many attack pieces of armor to use and how many crit pieces to use.
- Your goal is a 40 to 1 ratio of **base** attack power to equipment attack. For the purposes of this calculation, base attack power is the number in parentheses in your attack stat, plus any purple attack bonuses you have on your equipment. The latter can be easily computed with the tech light for the variable `_root.abilIncAttack`.
- In many cases, hit chance and dodge chance are more meaningful than accuracy and evasion. Occasionally, however, you may want to use one or both stats. Accuracy is the more useful of the two.
 - If you are planning to use accuracy, your chance to hit the enemy is optimized if your accuracy is at least 110% of the enemy's evasion. Note that you may still have a level-based or Worst Moon-based miss chance, and some enemies may raise their evasion upon successfully hitting you.
 - It is impossible to use evasion to guarantee the enemy will miss, but your chances are optimized if your evasion is at least 500% of the enemy's accuracy. Note that you cannot dodge more than 10 attacks in a row from the same enemy and that every enemy increases their accuracy with every attempted attack.