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Equipment can be obtained from two different coin stores that require Absolab coins and stigma coins. Absolab Coins can be spent in Scrapyard: Heaven cards and stigma coins can be spent in The Dark World Tree: Desert Camp Map. In order to get these coins, you have to exchange them for two different items. Absolab Coins 1 Extraordinary Energy Core (Grade S) - Received from winning Lotus- can get to a maximum of 4 for the defeat of 20 Diffusion Energy Line core (Grade A) - Derived from performing weekly quests in Scrapyard (12 per week) Stigma Coins 1.1 Twisted Stigma Spirit Stone - derived from a win over Damien - can get to a maximum of 4 for a defeat of 20 Faint Stigma Spirit Stone - derived from performing weekly quests in the Dark World Tree (12 per week) Each of the two stores that sell Absolab Equipment to sell various pieces. In terms of getting the best in slot gear, you only want to get the following (ignoring the hat and in general): Stigma Coin Shop Absolab Shoulder (2 Stigma Coins) Absolab Arms (5 Stigma Coins) Absolab Coin (2 Absolab Coins) Absolab So Absolab You can choose which store to buy guns from, although most players will buy from the Stigma Coin Shop because these weekly quests are much easier to complete (less time consuming) than Scrapyard Weeklies. In order for you to get all 5 pieces you need: Extraordinary Energy Core (Grade S) x 6 Diffusia-Line Energy Core (Grade A) x 120 Vital Stigma Spirit Stone x 7 Faint Stigma Spirit Stone x 140 You can win both Lotus and Damien One a week. With them dropping to a maximum of 4 Cores/Stones, it will probably take about 3-4 defeats to these bosses to get enough to get all the pieces of equipment. Drop Rate is carried out by drop gear speeds and multipliers, so if you have a Big Spider Familiar (60% drop in gear speeds) or drop gear speeds, equip it to maximize your chances of getting kernels/stones. Weekly quests give you 12 core classes or weak stigmas of spirit per week. Fortunately, these items are transferred to the account, so you can also complete these weekly quests on multiple characters (level 200 required). Lotus Boss Wrestling Guide Requirements: Level 190 Death Number: 5 Lotus has three stages to make its boss fight. A party of up to 6 players can enter once every 30 minutes and it can be defeated once a week. There are two modes: normal mode and hard mode. Hard mode for players with end-game gear who need multiple absolab gear copies for Star-Forcing (as they can boom equipment). The normal mode is that we will focus on as it will probably be the most viable way for most players to get equipment. In Reboot Servers, it is very common for players to get carries for these bosses. If you're part of a popular guild, senior members will offer to guide you through the boss by defeating him for you while you can pick up the drops (Cores/Stones). This boss is still very hard to beat even as usual, so many players who are trying to get Absolab gear often get carried out to help accelerate progression. Lotus Stage 1 Fight HP: 400,000,000,000 The first stage of the Lotus boss fight requires you to defeat the core it is trapped in an inch The rotating laser will rotate around the map at different speeds and directions; If you hit it you will instantly be a 1-hit KOed. There are also garbage droppings all over the map that deal with a small % HP damage that can stun you too. Then you have to watch out for flying mobs (Bots) that appear constantly, which can have different status effects for you if you don't kill them fast enough. Orbital Laser Attacks - 1hit KO Falling debris (% HP damage) Flying mobs - Status Effects (Red Bot: Stunning, Green Bot: Reverse Direction, Yellow Bot: Skills-Lock) Tips Dodging a rotating laser is your main concern for this part of the boss fight. It can rotate in any direction and can also accelerate/slow down. While you move around the map to avoid the laser, you also have to do damage to the core. There are two hidden portals on either side of the map that can teleport you quickly to the other side, which is very useful when the laser accelerates. When you enter Lotus, the laser will spawn for a few seconds. If you play on a lag computer, sometimes you can lose your life instantly on spawning. Better Reduce the graphic setting if you're storming with this. If you have Blaster/Resistance Link skill, it gives you an X number of seconds without taking any damage after death, which is great for repositioning yourself if you die in this mode. Lotus Stage 2 HP Fight: HP: The second stage of Lotus is a little more traditional boss fight. There is a drop in debris that deals % HP damage, as well as some floating balls that will bounce around the card deal % damage. Lotus has one range of mele attacks that will knock you back and has a special lightning mode that will one hit ko you if you don't jump on the security platforms when the attack occurs. Garbage Drop Attacks (% HP Damage) Bouncing Orb (% HP Damage) Height Portals (Shoots You in the Air) Lightning Attack - 1 Hit KO Lotus Mele Attack (% HP Damage and Knockback) Tips The hardest part of this Lotus fight dodging lightning attack. When this happens, a random number of platforms will crash to the floor (such as debris). If you hit any of these platforms, they will disappear. Once the platforms have landed, Lotus will use a lightning-fast attack that will be one hit KO of any player that is not located on the platforms. The problem is that you can collide with platforms by falling debris and melee attack Lotus. Using Bind in this part of the attack is a great way to make a blast of damage to the boss without having to deal with a lightning attack. Lotus Stage 3 Fight HP: 700,000,000,000 Stage 3 Lotus is an updated version of Stage 2. There are two new single-hit knockouts to watch out for and Lotus has more HP. There is now a new debris that falls from the sky that will one hit KO you if you hit it. And Lotus has a new attack that shoots out powerful energy balls that if you get hit will be one hit KO you. Ideally you want to get to this part of the fight with all your lives to the beat as there is a lot of randomness that can lead to a quick death. Attacks Falling Debris (% HP Damage) Bus Garbage (1 hit KO) Bouncing Orb (% HP Damage) Lightning Attack - 1 hit KO Lotus Mele Attack (% HP Damage and Knockback) Energy Orb Attack - 1 Hit KO Tips Stage 3 is very similar to Stage 2, only more randomness and ways to get killed. Always keep an eye on the falling debris at the top of the screen. Fortunately, one hit KO bus that falls from the sky moves very slowly, so you should have enough time to get out of the way of it. Orb's energy attack will highlight the position on the floor before it fires, so always keep an eye on the floor while trying to dodge it. This part of the fight can be ping-reliant, so sometimes even being in a safe zone can kill you because of the backlog. The coverage of the attack is back in this part of the fight as well, so always try to get to the platform as soon as possible. Overall, Lotus is the hardest of the two bosses you need to win for Absolab gear. The range required to solo these bosses will vary for each class, because of other things like Boss Damage, Ignore Defense, Level legion of rank. There is a practice mode for this fight, so if you want to learn how to make a fight, this is your best mode. Damien Boss Fighting Guide Claims Level 190 Death Death 10 HP: 1,200,000,000,000 Damien is lighter than two bosses in terms of mechanics and you get a healthy 10 lives to beat him. As with Lotus, a portion of up to 6 players can enter every 30 minutes and the boss can be killed once a week. There are two modes, normal and hard. This guide will focus on the normal version of the boss. The only problem with this boss is the fact that he spends a lot of time off-the-card and out of range, meaning you need to have a lot of DPS in order to take down this boss. There are two stages of Damien, with the second stage activating once you get Damien's health up to 30% HP. Overall a very straight forward boss fight compared to Lotus. Attack Curse System: Players can get cursed by attack from Damien or at random. The number will appear at the top of your player's head, and once the curse count hits 7 you will instantly die. You can clear the number of curses you have, catch the call of the altar and click the spacebar quickly to clear them. Once the player uses the altar it will disappear, so you only need to use the altar when your curse count high and close to 7. Flying Sword - Damien's sword will randomly fly over the map deal % HP damage. It will at some point stop and explode into the ground, creating a periodic explosion. Anyone caught in this area will be one KO'd hit. Diagonal sword dive - Damien will fly into the air for 2-3 seconds before running himself diagonally down in any direction he collided. Anyone who has hit the dive radius will be one hit KO. Damien Rush - Deals roll back attacks that can push you into one hit KO areas. Be careful! Fireballs - Damien will start into the sky and rain fireballs down at all. They are quite slow and easy to dodge. Plumes of smoke - they deal with 1-hit KO damage if you stay in them when they explode the lighting of the strike - the balls appear on the map and in 5 seconds they will deal with a one-hit knockout of anyone directly under them. Stage two - Orbs - These balls will have to deal % HP Damage you the longer you are in them. Phase Two - Fireballs - These fireballs are shot horizontally, so you have to jump to avoid them or rush to the far edge of the map. They are not one hit KNOCKOUT. Stage two - Rush - When rushing forward, three punches will appear and anyone caught touching them in 2 seconds will be a one-hit knockout. The second stage - World Tree Collapse - puts everyone in stuck mode where you need to spam left and right to free yourself. Then you have to inflict 5 billion damage otherwise everyone will get one hit KO'd. Tips Again, this is a simple boss. You just have to have enough harm to survive all the random things that can happen. Bindi is great at this boss, as it stops Damien from disappearing or going out of range. Use called altars only when your curse expects to get high. There is a practice mode for this boss if you to check the mechanics. Absolab Coins Guide (weekly quests) In order to create Absolab coins and stigma coins, you'll need to make weekly quests to get materials to create them. You can get up to 12 required materials per week for each type of coin and they are transferred to the account, meaning you can make these weekly on multiple characters that are level 190. Scrapyard Weekly quests if you head scrapyard: Heaven and talk with one eye, it will give you 4 quests to complete that are randomly given from a pre-selected pool. You can exchange any of them once, so if you find a quest you recognize as too time consuming, you can try to switch it to a simpler one. You have to complete all 4 quests to get 7 x Diffusion-Line Energy Core (Class A). Once you've completed these 4 quests, it will unlock a bonus quest that you can complete for an additional 5 x Diffusia-Line Energy Core (Grade A). Some quests are easier than others, so below we made a list of those which you want to try to avoid if you want to spend the least amount of time you possibly do them: Easy Scrapyard: Liberation 2 (Kill Modded Broken Android - 300) (Level 202) Scrapyard: Repair (50 Red Android Sphere - Defeat Chaseroid Red 203) Scrapyard: Defense 1 (Kill 300 ChaseROID LV:) Skyline: Collection (Defeat 50 piece Tube) : Delivery 1 Skyline: Defense 2 Haven: Patrol 2 - ( Kill 300 Repairoid Lv: 213) Haven: Patrol 3 (Kill 300 Foreign Guard EX Lv: 215) Haven: Collection 1 Haven: Collection2 (Collect 50 Red Chipset Piece - Defeat Modded Scaredroid Lv: 200) Haven: Collection 3 ( Collection 50 Green Chipset Piece - Defeat Modded Broken Android) Black Sky Deck : Collection (Collect 2 Steel Drill - Defeat Demolishizer Lv : 215) Black Sky Deck: Defense 1 (Kill 12 Salvoroid Blue Lv. 215) Black Sky Deck: Defense 2 (Level 213) Black Sky Deck: Defense 3 (Kill 8 Demolishizer Lv. 215) Black Sky Deck: Delivery 2 (Collect 2 Points from Salvoroid Blue) (Level 213) Black Sky Inside: Delivery 1 (Level 220) Black Sky Inside: Gathering 2 (Collect 50 ID Alloy Alloy Plate - Alloy Xroid : 219) Black Sky Inside: Collect 4 Black Sky Inside: Defense 1 (Kill Alloy Xenoroid DX - 300) (Level 219) Black Sky Inside: Defense 2 (Kill Steel Xenoroid DX - 300) (Level 218) Black Sky Inside: Defense 4 (Kill Alloy Xeonoroid EX - 300) (Level 219) Black Sky Inside: Defense 6 (Kill 300 Scrap Xenoroid EX) Black Sky Inside: Defense 7 (Kill Modded Megaroid - 12) (Level 219) Average Haven : Patrol 1 (Kill 300 Hunter Red Lv: 206) Haven Patrol 4 (Level 216) Black Sky Inside: Delivery 1 (Collect 50 Alloy Xenoroid Chipset - Kill Xenoroid DX) Black Sky Inside: Delivery 2 (Collect 50 Steel Xenoroid Chipset - Kill Steel Xenoroid DX) Black Sky Inside: Defense 3 (Kill Scrap Xenoroid DX - 300) (Level: ) Liberation 3 (Kill 300 Modded Laseroid Lv 216) Scrapyard: Defense 2 (Kill 300 Chaseroid Blue Lv:208) Scrapyard: Defense 3 (Kill 300 Hunter Blue) Scrapyard: Delivery 1 (Collect 50 Points from Hunter Blueizer) (Level 208) Scrapyard: Delivery 2 (Collect 50 Items from Chaseroid Blue) (Level 208) Hard Skyline: Defense 1 (Kill 300 Modok Buffroid Level 214) Skyline: Delivery 2 Skyline: Liberton (Kill 300 modded deliverbot - level 212) Black sky inside : Collect 3 (Collect 50 Steel ID Plate - Defeat Steel Xenoroid EX) Dark World Tree Weekly quests Dark World Tree Weekly quests work a little differently. They give you 5 random quests from a pre-selected pool that you can exchange if you don't like the look of some of them. After completing each quest, you will receive 2 x Faint Stigma Spirit Stone. If you complete all 5 quests, you'll also get a bonus of 2 x Faint Stigma Spirit Stone for a total of 12. As a rule, weekly quests for Dark World Tree are much easier. They require killing x number of mobs or collecting X number of items. The caviar speed on all these maps is really good, and even better with Cannes' kiskina craftsmanship. The only thing you should watch out for are AFK mobs that seal your ability to heal until you kill it (such as Arcane River AFK mobs). The lower level contains mobs of level 210-211. The middle tier contains mobs level 212-215. The upper level contains mobs level 216-219. Potential Dark World Tree quests: World Tree: Lower Level - Elimination of Contaminated Saps World Tree Trees: Lower Tier - Elimination of Desecrated Trees Saps World Tree: Lower Tier - Elimination of Sap World Tree: Medium Level - Gathering Swords World Tree: Intermediate Level - Elimination Of Swordsman World Tree: Mid-Level - Elimination of Axemen World Tree : Upper Tier - Elimination wolfriders World Tree: Top Tier - Elimination Of Shieldbearers (SLOW) World Tree: Top Tier - Shield Gathering (SLOW) World Tree A: Top Tier - Collecting Canines Conclusion Hope this guide will help you with getting Absolab gear! If you play normal servers, you can always just save your mesos and buy gear from the auction house. For restart players, this is not exactly an option. If you have a full set of Absolab gears, you probably need to make additional copies when you start Star-Forcing (as there is a chance that the items may be booming!). I'll try to update the guide as soon as I get to this area. Games MapleStory liked? Check these messages from

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