


Neopets battledome leveling guide

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The level level is useful primarily for two things: learning other stats further, and unlocking fairy abilities. You can't train your pet's other stats without training their level. The level doesn't inherently affect your pet's performance in combat in any way other than unlocking abilities. For example, an animal with a force of 750 at level 1 will do the same amount of damage on the icon as a pet with 750 strength at 1000. An endurance (HP/Health) pet with a larger HP will be able to take more harm before being knocked out, so training is a good idea. HP is also the only statistic that is useful when preparing the last 750 items. The strength of your pet's injury depends on its strength, as described on the second page of our beginners' guide to combat. No matter what you train your pet, you are going to want to train him strength. Once your pet reaches 750 forces, training it will no longer affect the amount of damage you inflict on your opponents. Defense if you are absolutely sure that you are only going to want to train your pet to fight in one-player battles in which you can just lens Flare your way to victory, you can walk away without training defense if you want to save time and money. Beware: if you change your mind about this later, the training courses that your pet will enroll in will be more expensive, so catching up with your pet's protection will be more expensive than if you trained your defense along with other stats. If your goal is to break into the UC trade to train your pet for 2-Player fighting, or just train your pet to be as strong as possible, skipping defense is a bad idea. As with force, the defense over 750 currently has no effect in combat. The agility (Movement) theft has been broken since 2013, but if it's ever fixed, then heavy robe theft will become useful again as the animal needs 201 dexterity to use it to steal the item. Aside from this point, agility is almost useless; Don't train him. Some other weapons have agility requirements, but none of them are good. You can safely skip agility training. School Any training your pet will attend these schools many times, so the differences between them and the benefits for each of them is important. Swashbuckling Academy Swashbuckling Academy accepts low denomination Dubloons as tuition fees. This school is slower and cheaper than island schools and it only takes pets up to level 40. Training Dubloons Here, you can only Any stat (endurance, strength or protection) to your pet's level twice. It is also the only school where you can cancel classes without penalty. You can read more about Swashbuckling Academy in our article Swashbuckling Academy. Mystery Island School of Mystery Island School is accepting regular tan codestones as tuition fees. It's faster than the Pirate Academy, but it's also more expensive. It only takes pets to level 250. In general, you can only train statistics to double your pet's level, but there is one exception in this school: health (endurance). You can train your pet's health to triple its level. However, in order to train any of its other stats again afterwards, you will need to train your pet's level to half your health again first. Smart use of this rule is the key to saving time and money. Beware: this is the only school where you can't cancel lessons, so don't be careless when signing up for a training session here! You can read more about the Mystery Island School of Education in our Secret Island School Of Education article. The Secret Ninja Training School Secret Ninja Training School is unavailable if you have a pet of at least 250 level. This exclusive school only accepts red Codestones, and it's faster than the previous island school. Because they are issued Battledome as prizes, red code stones are not as expensive as you might expect! Like the island school, this school has the same special rule about health training. Although you can cancel lessons at this school, if you cancel the lesson here, you will have to wait 24 hours before you can subscribe to another, so cancel the lessons sparingly. You can read more about The Secret Ninja Training School in our secret ninja training school article. Alternative training methods whether you are looking to increase your curriculum or educational institutions just aren't cutting it for you, these other methods of enhancing your pet's stats are worth considering. If you are just starting out, they won't be very cost effective, but past a certain point these methods can actually save you money! Laboratory beam When it does not change the appearance or gender of your pet, Lab Ray can be a boon or a scourge for your training regimen. The lab beam, in the long run, is very positive for HP (as it will never take away HP) and positive for strength, but somewhat negative for defense and, importantly, very negative for levels. Very large pets that don't care much about their species/color or who have the look with cheap morphing potion available will want to use the lab for its HP get, but pets of all sizes should be careful with the laboratory's tendency to pick up levels. If one zap a day isn't enough for you, you can get extra zaps using a single Lab Ray Fortune Cookie each week. You can read more about the lab beam in our special lab beam article. Fairy Fairy Fortune Cookies Popular alternative learning method is to use Fairy Fortune Fortune Cookies. Most faeries rewards quest will give you will be a few points of a shoe-styst. Just make sure you won't carry any Neocash items when you take your quest, or Kaia may appear and your daily quest will be for the Neocash item. If you want to know more, you should read our article about fairy fortune fortune cookies. Stat-Boosting Elements Some items, ranging from books to food to potions, can raise or lower pet stats when used. There are many, but I briefly cover some of the most economical ones you can buy here. Bubbling mushroom is cheap because you have a chance to win one of the giant space mushrooms when you defeat it on Mighty/Hard. While it ranges from -3 to 5 pounds per use, the average strength received is about 1.8 pounds, so it's a gamble in your favor in the long run. If you're really off the prospect of losing strength, Jar Forest Earth may work too, but he has a chance to do nothing. You may want to consider buying around a few to see if one is significantly cheaper than the other. Good Strength Boosters Armored Neggs are a guaranteed No.1 defense item, but despite having a rare drop from the center of Neocola, they're pretty expensive, so if you're not in a hurry or just want a quick moment, you better sell them. The Warrior Scroll is a book that, when read, will increase the reader's defense by 1 to 3, while reducing their dexterity by the same amount. This is about the same price as the armored Negg, but can only be used once in most cases. Bomber Elixir and Cooling Warrior Balm both have low chances to give your pet one or more points of defense as well. Sneeggs are the most popular HP-enhancing item, but since they are in high demand because of the very large pets that use them, they are not economical for pets without four-digit HP totals; They often sell about 800,000 NP each! A mummified scroll is a scroll that increases the reader's maximum HP by 1 to 3 at a cost of 1 to 3 agility and potentially 1 point of intelligence. Purple Spotted Shrooms have a chance to raise your pet's maximum HP by 1, but there's also a chance that it will increase your strength by 1 or heal your pet for 3 HP. Good HP Boosters there aren't really any elements that raise the level cost-effectively, but the point that comes closest is the irritable Genie-in-the-bottle. This can raise your pet's level by 1-3... priced at about 1,000,000 NP. A few other elements that increase the pile of statistics all at once also increase the level by one, but these items are even more expensive than Genie. Booster Level Isn't All Lost though: sometimes you can win levels as prizes from certain scratchcards. Scratching daily 5 Terror Trove and/or Faeries Fortune scratchcards can be a good way to get a few extra levels. Levels. It is known that levels are awarded to random pets on your account, so it may not be a good idea if you have more than one pet on your account. Some Haunted Woods scratchcards can also award levels, but they are usually more expensive than the level giving Terror Mountain scratchcards. Finally, if you're wondering which other items might change the stats, you should check out our list of stat increases. Where to start training So you have a pet that is just starting out looking to break into the world of wrestling. You already have an important choice: will you start your studies with Dubloons at Swashbuckling Academy, or will you start using Codestones at Mystery Island School? The best answer to this question will depend on what you prioritize: time or money. If you want to train your pet faster, use Codestones. If you want to train your pet cheaper, use Dubloons. You can also train with Codestones during the day and with Dubloons at night before bedtime, and you can alternate between schools as you please. Word of warning: Sometimes when you finish your workout, you get a super bonus, and when you do, the stats will go up by 2 to 5 points instead of the usual one. It's usually fantastic, but sometimes it can make you more expensive training bracket before you can like it. Train accordingly and train carefully! Towards the end of the training bracket, I would suggest leaving a buffer of a few stat points before learning on the target numbers. Training Ladder Level 1-10 (Sea Urchin/Grasshopper) Getting your level to 10, then your HP, strength and defense to 20 (if you ignore the defense, in which case you can skip it) will be your first training goal. You can do this in any order, although a newborn pet usually needs to train it to level up a bit first. Simple enough, isn't it? Level 11-20 (Deckhand/Grasshopper) Next, train your level to 20, then hp, strength and protection up to 40 in any order. At level 20, you have the option to use Codestones to train HP to 60 if you want to save time, at a higher price. Level 21-30 (Pirate /Basic) Train your level to 30 and your HP, strength and protection each up to 60. If you have trained your health to 60 at the last stage, then you will need to train your level to 30 first, but otherwise, you can do it in any order. As a note, if all you really want from Battledome is a Farm Koi Warrior or Jetsam Ace, and you're annoyed that you don't have a Flare lens yes, you can rush your level to 50 after you get to 55 strength. You can beat any challenger 100% of the time with a pet that strong in one with the Flare lens, lightning in the bottle, and Jhudoras potion (both of these weapons can be bought). Be careful: this will make further learning more expensive than it should be. Level 31-40 (Cap'n/Basic) Train your level level 40 and your other stats are each up to 80. The Pirate Academy is getting very slow at the moment, but it's not worth hacking NC Training Cookie yet (if you use them, you'll want them later). Once you've done that, it's time to say goodbye to Cap'n Threellegs forever... but it's not time to raise your level. Level 40 (basic) Before learning on another level, head to over the island school and teach HP to 120. Level 41-80 (average) Since your pet should have 120 HP now, you need to train your level to 60 before you can train anything else. After reaching level 60, you can train your level to 80, and your strength and defense each up to 160. After all this, train HP to 200. Level 81-100 (Adept) Train level your pet to 100 and then train each other stats each to 200. Finally, train your pet's HP to 240. Level 101-120 (Advanced) Your average red codestone and your average 5 tan code stones are roughly the same in price (although 5 tans are usually a little cheaper). In addition, the learning time starts to get very long, very fast, and training at ninja school will be much faster than learning at the island school - Advanced Island courses are 8 hours, while the first ninja courses are only 4 hours. Because of this, if you want to save a little time in total by waiting longer for your stats to go up in the short term, you can start grinding your level to 250 now. Otherwise, you can train your level to 120, then your other stats are up to 240, and finally your HP is up to 360. Level 121-200 (Expert, Master) Since the price of 6 tanning codestones on average exceeds the price of 1 red codestone, grinding your level right up to 250 is both time-saving and economical, so this is what you should do. Need more levels and don't mind driving your non-combat pets aside? Scratch five Terror Trove or Faeries Fortune Scratchcards a day that level up a chance. It's also a moment in time when Bubbling mushroom starts to be worth using depending on how cheap you can buy it; If you can get it for 30,000 np or so, it's cheaper on point strength on average than 1 red codestone or 6 tan codestones. Of course, this is random, varies in price somewhat, and can take away the power, so don't be too careless ... Level 201-250 (Great Master) This is it: You've just entered the most painful part of the training ladder. Continue to train to level 250! If you save any training Fortune Cookies, now is the time to use them because these 24-hour training time are the longest in the entire game. Noda Learning Fortune Cookie If you're bored of waiting for your level to rise, you're also Consider other alternative learning methods: Fairy quest Fortune Cookies and Kitchen quests can help with random stats (including levels), and Bubbling fungus can help with strength if you're itching to get to the next strength boost early without being overpriced. Otherwise, just be patient; training will get a lot easier soon... Level 250-299 (Ninja Intermediate) Congratulations! You made it to ninja school and you can say hello with 4 hour training times again. Conveniently, there's a lot of preparation to be done in this bracket: you want your level to 299 and your HP, strength and defense each to 598. Then train HP to 750. You can train it up to 798 if you're really pale, but stopping at 750 will allow you to train your strength and defense up to 750 earlier. While you could train at both ninja school and island school at the same time, if your level is exactly 250 and you want to save a bit of time, this leaves you vulnerable to random events that subtract levels. It's worth mentioning again that Bubbling fungus may be worth using, again depending on how cheap you can buy it. Level 300-399 (Ninja Adept) Train your pet's level to 375 (or to level 399 if you've trained HP to 798) in the first place. Then train your strength and defense up to 750. After that, give yourself a basic pat on the back! The 750 is an important number because it is the current maximum momentum of the game, which means we don't have to train either defense or strength further. Congratulations on achieving maximum boosts, and welcome to the endless grind for HP! Now that you're all big and strong, train your level to 399, and your HP to 1197. Level 400-499 (Ninja Advanced) Train your pet level to 499 and then hp to 1497. At this point, if you haven't, you should start doing Kitchen quests to increase your learning. Level 500 (Ninja Expert, Ninja Master, Ninja Grand Master) From here, you have to keep HP at 3 times your level. HP is the only statistic that matters now, so you definitely have to be scratching your daily scratch cards and doing your daily Kitchen quests (as long as your pet is your only pet on your account). If you're not yet zapping your combat pet, you may want to consider launching because it can never pick up HP and thus can help a lot with the endless grind for more. This article was written: macosten This page was last updated on June 14, 2020, 2020.

For the uninitiated, getting started with learning can be very confusing and intimidating. This guide is designed to demystify learning and provide a sample of the roadmap. Statistics It's important to know who's who when it comes to your pet's five shoe stats! They all vary in usefulness and purpose, so it's important that you know what stats you want to coach and which you want to skip. The level level is useful primarily for two things: learning other stats further, and unlocking fairy abilities. You can't train your pet's other stats without training their level. The level doesn't inherently affect your pet's performance in combat in any way other than unlocking abilities. For example, an animal with a force of 750 at level 1 will do the same amount of damage on the icon as a pet with 750 strength at 1000. An endurance (HP/Health) pet with a larger HP will be able to take more harm before being knocked out, so training is a good idea. HP is also the only statistic that is useful when preparing the last 750 items. The strength of your pet's injury depends on its strength, as described on the second page of our beginners' guide to combat. No matter what you train your pet, you are going to want to train him strength. Once your pet reaches 750 forces, training it will no longer affect the amount of damage you inflict on your opponents. Defense if you are absolutely sure that you are only going to want to train your pet to fight in one-player battles in which you can just lens Flare your way to victory, you can walk away without training defense if you want to save time and money. Beware: if you change your mind about this later, the training courses that your pet will enroll in will be more expensive, so catching up with your pet's protection will be more expensive than if you trained your defense along with other stats. 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Alternative training methods whether you are looking to increase your curriculum or educational institutions just aren't cutting it for you, these other methods of enhancing your pet's stats are worth considering. If you are just starting out, they won't be very cost effective, but past a certain point these methods can actually save you money! Laboratory beam When it does not change the appearance or gender of your pet, Lab Ray can be a boon or a scourge for your training regimen. The lab beam, in the long run, is very positive for HP (as it will never take away HP) and positive for strength, but somewhat negative for defense and, importantly, very negative for levels. Very large pets that don't care much about their species/color or who have the look with cheap morphing potion available will want to use the lab for its HP get, but pets of all sizes should be careful with the laboratory's tendency to pick up levels. If one zap a day isn't enough for you, you can get extra zaps using a single Lab Ray Fortune Cookie each week. You can read more about the lab beam in our special lab beam article. Fairy Fairy Fortune Cookies Popular alternative learning method is to use Fairy Fortune Fortune Cookies. Most faeries rewards quest will give you will be a few points of a shoe-styst. Just make sure you won't carry any Neocash items when you take your quest, or Kaia may appear and your daily quest will be for the Neocash item. If you want to know more, you should read our article about fairy fortune fortune cookies. Stat-Boosting Elements Some items, ranging from books to food to potions, can raise or lower pet stats when used. There are many, but I briefly cover some of the most economical ones you can buy here. Bubbling mushroom is cheap because you have a chance to win one of the giant space mushrooms when you defeat it on Mighty/Hard. 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