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Monster Life is a new system where players can build their own farms to receive amateurs. Clough is used to express the beauty of the farm, and can get special amateurs from it. Players can use Waro to buy buildings and decoration monsters to mold their farms to their preferences. The character account can only be shared on one farm. Monster Life Notes: Note that the name of the farm is permanent and can only be changed afterwards with the use of the farm renaming coupon, so give it some thought before confirming! Again, I would like to emphasize that the farm shared across all the characters in maple ID and cannot be deleted once it is created. Increasing the level of your farm allows you to access new buildings and quests, as well as the monster's top ability for your farm. Farm Xp can get from taking care of your monsters and completing monster life quests. Monsters are marked for 30 days from the day they are obtained. When expiring, the monster will not be able to combine and will no longer provide potential but will not be deleted from your farm (unless it is issued manually). Monsters can be released by clicking right at it and choosing the 'release' button. Harvest Waru from the buildings that Waro generate by clicking on the left on them and choosing the 'Harvest Button' or 'Rip Button'. Add or remove friends from any world to your list (maximum 50), block players, view recommended farms, view another user's farm, start chatting as well as view another player's homepage. Update: Across the world (or server) is available while the cross-ferry is not available in Monster Life. Example: Aquila farmer wants to visit the farmers of Cassiopeia well while aquila farmer wants to visit hercules farms is not possible. Right-click any user in the friends list and select the message button to chat with them directly (regardless of the world, as long as both are in Monster Life). Live chat between the player in Monster Life and the player in regular Maplestory gameplay will be limited to players within the same world. Right-click on any user's farm in the friends list and select the home button to view their homepage. The home page can also be accessed by right-clicking on your farm's profile picture or any farm you visit and selecting the home button. The home page allows visitors to leave messages, users to post cases (such as facebook status) as well as view your custom profile. Monster Life DashboardClover: The numerical value of the beauty of your farm which provides perks, the value of the corresponding higher for more privileges given (refer to the 9.2 Clover Bonus Table section for more details). Decorative objects and buildings placed on the farm will increase the number of clover and likewise will decrease when objects and buildings are removed from the farm. Hover over the alfalfa number to view the list of active Given. Jewel: @cash the currency equivalent of Monster Life that can be purchased from a regular cash store or obtained from events (depends on Asiasoft). Gems are used to buy items that Waru can't buy from monster life shop or buy items at a lower farm level (ignores the level limit of the farm set on purchases with Waro). Waru: The regular currency used in Monster Life which is used to purchase items from the Monster Life store. Waru can get from completing tasks, harvesting buildings, playing with monsters, and adding new friends as well as events (depends on Asiasoft). Monster: Hover the mouse pointer over it to view a list of potentially active monster applied to the characters via your maple ID (in more detail in another section). The potential does not expire but the monster will not disappear from your farm. Refer to section 9.5 Monster Capabilities for a list of available possibilities. The lower left view bar shows the monsters you currently have in addition to your inventory. Monster Life Special Ity Monster Combinations: Origin 1: Original 2 Orphan Yeti: Yeti and Pepe: Pharo Mummy Momi Ofheben: MT-09: Iruvata Moon Twin Bunny: Moon Rabbit: Things Son Germs. Rogue: Little Bean: Reaper Specter Oberon: Donas: Spirit of Light Babolots Clock: Papulatus: King Rumbut Shinsoo: Phoenix: Lyka Crimson Balrog: Jack-O-Lantern: Pirate King Barbosa Mo Gong's Shadow: Doll Master: Ty Ron Evia: Pixiemom: Old Mud Pipsqueak Zakum: Golem Doll: Francine Pipskyak Horntail: Leviathan: Snow Witch Pepskyac Helia: Rich: Elite Bloodfang Pipsqueak Arkarium: Timer: Netherworld Monk Pip Orsqueakchid: Giant Snow: Moon Twin Bunny Pipsqueak von Leon: Lilynouch: Black Knight Pipsqueak Cygnus: Shinsoo: Oberon Pipskyk Magnus: Crimson Rouge: Aksu: Minion Duration +5% 1 4: & King Baby A+: Minion Duration +5% 15: Gold Yeti and King Baby: S: Minion Duration +6% 16: Snowman: S: Minion Duration +6% 17: Queen Baby: SS: Minion Duration +7% Homon1 Mark: C: MP Cost Skill -1% 2: Tech Talk: C: Cost mp skill -1% 3: Baby Snowman: C: Skill MP Cost -4: Remo: C: Skill MP Cost -1% 5: Homon: C: Skill MP Cost -1%: Maple Bday Cake: B: MP Skill Cost -2% 7: Candle (2nd): B: Mp Skill Cost -2% 8: Rumo Triple: B: Skill MP Cost -9: Homunculus: B : MP Skill Cost -2% 10: Homuncullo: B+: Mp Skill Cost -3%11: Raw Muncher: B+: MP Skill Cost -3% 12: ANgry Snowman: B+: Skill MP Cost -3% 13: Red Totem Staff: A Cost Mp Skill -4% 14: Purple Rock Detector: A: MP Skill Cost -4% 15: A : Snowman: A+: Skill MP Cost -5% 17: Blue Totem Staff: A+: Mp Cost Skill -Cost 5% 18: Red Rock Detector: A+: Skill MP Cost -5% 19: Spiegel: S: Skill MP Cost -2: 0: Giant Snowman: S: Skill MP Cost -6% 21: Giant Snow: SS: Skill Cost MP -7% 22: Victor: SS: Skill Cost MP -7% Slimes1: Mud: C: MP +30 every 10 seconds 2 : Red Mud: C: MP +30 every 10 seconds 3 Snail: C: MP +30 every 10 seconds 4: Silver Solution: B: MP +60 every 10 seconds 5: Mp +60 every 10 seconds 6: Blue Snail: B: Mp +60 for each of 10 seconds 7 bubbles: B+: MP +90 every 10 seconds 8: Mud Cube: B+90 Every 10 seconds : Megan: A: MP +120 every 10 seconds 11: Snail Muse: A: MP +120 every 10 seconds 12: Giant Desert: A: MP +120 every 10 seconds 13: Mutant Solution: A+: MP +15 0 Every 10 seconds 14: Mutant Snail: A+: MP +150 every 10 seconds 15: Old Slime: S: MP +180 every 10 seconds 16: Devil Slime: S: S: MP +180 every 10 seconds 17 King Slime : SS: MP +210 every 10 seconds 18: Manu: SS: MP +210 every 10 secPlants1: Q: C: HP +30 every 10 seconds 2: Jr. Cactus: C: HP +30 every 1 0 seconds 10: Grumpy Grobblor: B: HP +60 every 10 seconds 11: Ghost Stomp: B+: HP +90 every 10 seconds 12: Very dark axe P: B+: HP +90 every 10 seconds 13 SR: Bell Flower Root: B+: HP +90 Every 10 seconds 14: Tree Rod: A: HP +120 every 10 seconds 15: Smirking Ghost Stump : HP +120 every 10 seconds 16: Poisoned Lord Tree: A+: HP +150 every 10 seconds 17: Royal Cactus: A+: HP +150 every 10 seconds 18: Stombe: S:S: HP +180 every 10 seconds 19: Dio: S: HP +180 Every 10 Seconds 20: Guaro in Defeat: SS: HP +210 every 10 secGolems1: Amethyst Tokka: C: DEF Weapon +15 2: Unks Stonegar: C : Weapon Dave +15 3: Limestone Toka: C: Weapon Dave ++ 15 4: Gravi Stonegar: C: Weapon DEF +15 5: Big Boulder Muncher: C: Weapon Dave +15 6: Baby Boulder Muncher: C: Weapon DEF +15 7: Stone Golem: B: Weapon Dave +8: Grey: B: Def Weapon +30 9: Mixed Golem: B: Weapon Dave +30 10: Axi Mixed Golem: B: Def Weapon +30 11 : Golem Castle: B: Weapon Dave +30 12: Mini Golem Castle: B: Weapon Dave +30 10 13: Golem Fury: B+: Def Weapon +45 14: Def Ignition: B+: Weapon +45 15 : Slyum Gom: B+: Weapon Dave +45 16: Glee Gom: B+: Weapon Dave +45 17: Muscle Stone: B+: Weapon DEF +45 18: Block Golem: A: Weapon Dave +60 19: Block Door : Weapon DEF +60 20: Dark Muscle Stone: A: Weapon Dave +60 21: Live Golem: A: Def Weapon +60 22: King Block Golem: A+: Def Weapon +75 23: Rombot: A+: Def Weapon +75 24: Master Muscle Stone: A+: Weapon Dave +75 25: Doll Golem: S: Weapon DEF +90 26: King Rumpot: S: Weapon DEF +90 27: Giant: SS Def: Weapon +105Dragons 1 : Red Speeyor : C: Final blow has a 10% chance of recovering 10 HP 2 : Yellow Shapir: C: Final blow receives 10% chance of recovering 10 HP 3: Blue Spyor: C: Final blow receives 10% chance of recovering 10 HP 4: Dinogout : C: Final blow receives 10% chance of regaining HP 5: Dinoram: C: The Final Blow has a 10% chance of recovering 10 HP 6: Dimodot: C: The Final Blow has a 10% chance of recovering 10 HP 7: Copper Drake: B: The Final Blow has a 10% chance of regaining 20 HP 8: Drake: B: The Final Blow has a 10% chance of regaining 20 HP 9: Red Drake: B: The final blow has a 10% chance of regaining 20 HP 10 : Drake Ice: B: Final Blow has a 10% chance of regaining 20 hp 11: Dark Drake: B: The Final Blow has a 10% chance of recovering 30 HP 12: The final blow has a 10% chance of recovering 30 HP 13: Brixton: B: B: The Final Blow has a 10% chance of regaining 30 HP 15: B: The final blow has a 10% chance of regaining 30 hp 15 : Eleanor Cocatrice: B+: The final blow has a 10% chance of recovering 40 HP 16: Red Wyvern: A: The final blow has a 10% chance of recovering 40 HP 17: Jr. Newtli: A: The final blow has a 10% chance of recovering 40 HP 18: Dark Cornian: A: The final strike has a 10% chance of recovering 40 HP 20: Blue Wyvern: A+: The final strike has a 10% chance of recovering 50 HP 21: DarkVern: A+ : The final strike has a 10% chance of recovering 50 HP 22: Wyvern: #50 : A+: The Final Blow has a 10% chance of regaining 50 hp 23: Leviathan: S: Final Blow has a 10% chance of recovering 60 HP 24: Draco Uncle Black Dragon: S: The final blow has a 10% chance to restore 60 HP 25 Manon: SS: The Final Blow has a 10% chance of restoring 70 HPCats 1: Meerkat: C: Luck +2: Cat Street: C: Luck +2 3: Hoodory: C: Luck +2 4 : Star Papparazi: C: Luck +2 5: Son: C: C: Luck +2 6: Junior Leoner: C: Luck +2 7: Junior Grobin: C: Luck +2 8: C-Pain: B: Luck +4 9: Chill: B: Luck +4 10 Son: Lucida: B: Luck +4 11: Lucida: B: Luck +4 12: Leoner: B: Luck +4 13: Kitty Nursery: B: Luck +6 14: Bam Kat: B+: Luck +6 15: Sir Scratch Landing: B+: Luck +6 16 : Grupin: B+: Luck +6 17: Moonlight Thief: A: Luck +8 18: Charming Cat: A: Luck +8 19: Tame: A: Luck +8 20: Geira A: Luck +8 21: Sage Cat: A+: Luck +10 22: Snow White: A+: Luck +10 23: Eliza: A+: Luck +10 24: Hogol: S: Luck +12 25: Tiger: Luck +12 26: Raging Monster: S: Luck +12 27 : Stranger Monster: SS: Luck +14 28 : King Sage Cat : SS : Luck +14Canine1 : Mongoose : C: Power +1, Luck +1 2 : Son. Ceps : C: Power +1, Luck +1 3 : Hector : C : Power +1, Luck +1 4 : Treacherous Fox : C : Power +1, Luck +1 5 : For Wong : C : Power +1, Luck +1 6 : Kalung : C : Power +1, Luck +1 7: Kiifara : B : Power +2, Luck +2 8 : Stray Dog : B : Power +2, Luck +2 9 : White Fang : B : Power +2, Luck +2 10 : Water Monster : +2: Power +2, Luck +2 11 : Golden Mongoose : B: Power +2, Luck +2 12 : Sirps : B+: Power +3, Luck +3 13 : Elegant Stray Dog: B +: Power +3, Luck +3 14: Wolf Underling: B +: Power +3, Luck +3 15 : B+: Power +3, Luck +3 16 : Rakoko : B +: Power +3, Luck +3 17 : Angy Stray Dog : A : Force +4, Luck +4 18 : Between : A : Power +4, Luck +4 19 : Hector Hublin : A : Power +4 20 : Rakron : A : Power +4, Luck +4 21 : Raku : Power +4 22: Luck +4 22: Bloodfang : A +5: Luck +5 23: Wowolf : A +Power +5, Luck +5 24 : Lycanthrope : A+: Power +5, Luck +5 25 : Cloud Fox : A+: Power +5, Luck +5 26 : Elite Bloodfang : S : Power +6, Luck +6 27 : Fire Raccoon : Power +6, Luck +6 28: 9-Tail

