

Lost Kingdoms II Elemental Star Experience FAQ (w/ MysticWeirdo)

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Lost Kingdoms 2 Elemental Star Experience FAQ Version 1.01

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I. Introduction

We are MysticWeirdo and zeldafannow also known by our real names
Warren Grieder and Mats Andersson.

In March 2004 we where chatting about the elemental stars.
zeldafannow had a idea of a point system in which

card used increased the number of points for its element, while decreasing the number of points. MysticWeirdo managed to determine how the point system works after some extensive experimentation and will be covering his/our findings in this guide.

We have previously written a Card/Item/Combo Collection and Boss Guide for this game as well as a Card/Combo/Boss FAQ for the original Lost Kingdoms.

II. Version History

Version 1.01, Sep 05 2004 15:00 GMT-6 DST

<MysticWeirdo>Some updates to legal and contacts

Version 1.002:

<zeldafannow> June 19, 2004:

Very minor changes in the introduction and version history.

Version 1.0:

<MysticWeirdo>June 4 2004:

Original version.

III. Elemental Stars

Each card in Lost Kingdoms 2 has one of six elemental types associated with it: Fire, Water, Earth, Wood, Neutral, or Mech. Each card also has a difficulty rating of 1 to 8 stars and a base magic stone consumption from 0-20 magic stones.

Elemental Skill Levels

Your character has a skill rating of 1-8 stars for each of the elements which vary as you play the game. The current values of the skills depend on a hidden experience point value for each of the elements. These experience values increase when you use a card of the same element and decrease when you use a card of a different element.

In this guide 1 experience point in an element is equal to the amount of experience the Fire element loses when a 1 magic stone Earth card is used.

This table gives the elemental experience points range for each skill level.

Level	Experience
1	0 - 499
2	500 - 999
3	1500 - 2999
4	3000 - 4999
5	5000 - 7499
6	7500 - 10499
7	10500 - 13999
8	14000 - *

* I've haven't determined the upper bound for level 8. If it had followed the

patterns of the other levels it should have been 17999. However my testing indicates that the value must be greater than 23840.

Starting Experience Points

The experience points for each element at the beginning of the game is given in this table.

Element	Experience
Fire	2500
Water	2500
Earth	2500
Wood	2500
Neutral	0
Mech	0

Magic Stone Consumption

A cards magic stone consumption determined by its base stone requirement, whether or not the card is too powerful, i.e. the card's difficulty rating in higher than the character current skill level of that element, and whether or not the card has been z-effected.

Too Powerful, Z-effected	Consumption
No	base
No	2 x base
Yes	2 x base
Yes	4 x base

Increase Modifiers

The increase modifier is multiplied by a cards magic stone consumption to get the total increase to an elements experience. Experience cannot be increase beyond the maximum for the 8th star level. The value of the modifier decreases as the elements level increases as given by this table.

Level	Modifier
1	15
2	14
3	13
4	12
5	11
6	10
7	9
8	8

Decrease Modifiers

The decrease modifier for an element is multiple by the magic stone consumption of the card used. Experience cannot be decreased below 0. This table gives the decrease modifiers for the different elemental pairing.

Card Used	Fire	Water	Earth	Wood	Neutral	Mech
Fire	-	2	1	2	2	2
Water	2	-	2	1	2	2
Earth	1	2	-	2	2	2
Wood	2	1	2	-	2	2
Neutral	2	2	2	2	-	4
Mech	2	2	2	2	4	-

Note on Combos

Combos do not seem effect to the experiece levels of the elements.

Strategy to get 8 stars for all six elements

An examination of the modifier table indicates that if we try raising all six elements: Fire, Water, Earth, and Wood will hit the break even point at level 7 and Neutral and Mech will hit the break even point at level 5. So its going to be necessary to increase the experience points of some of the elements past the minimum requirement for the 8th star.

My calculation indicate that raising Neutral and Mech from 0 experience to level 8 at the same time will reduce the other four elements' experience by slightly less than 8500 points. So we need to raise the experience point for each of those four elements to at least 22500.

At level 8, expending 1 magic stone in each of Fire, Water, Earth, and Wood result in a net increase of 3 experience point for each of the four elements. So 2834 magic stones worth other cards (roughly 142 god cards) need to be used to used in each element after all four are already at level 8 for the elements to enough experiece to allow Neutral and Mech to be raised to level 8.

IV. LEGAL

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V. Contact Information

For suggestions and/or corrections for this guide please email:
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