

A Guide to Double Gold-ing

Domo Wiki Guide Contest

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1.0 Introduction: Stat Bonuses – What are they?

 Both armor and weapons in-game can gain additional stat bonuses on top of the base stats provided by the basic gear/weapon. The base stats are not marked by any color.



Example of a piece of armor with only base stats (physical defense and attack speed in this case).

- Additional stat bonuses, however, are classified into four different colors which indicate their value: (Green, Blue, Orange and Gold), respectively.
- For illustration, consider the differences shown below when additional stats are added (Gears obtained via Alchemy):

Physical defense:9+1 Attack speed:5%

Physical defense:9+2 Attack speed:5%

*Note: In this specific example, the Blue bonus is marginally above the Green stat i.e. +2 (Blue) vs +1 (Green), as the gears used in the example are lower level armor. As the gears get higher in level, the difference between the different colored statbonuses will be more prevalent.

1.1: What is *gold-ing*, and why is it important?

- Gold-ing refers to the process of *increasing* your bonus stats (from 0, green, blue, orange) to gold (i.e. Max Bonus Stats attainable in a gear/weapon.)
- A gold-ed weapon/gear will have one golden bonus stat, as seen below:



 "Gold" stat bonuses are especially important because they provide more than just the maximum figure for the stats specific to the gear/weapon. Each stat that is gold-ed provides unique bonus effects!



Boosted Normal Attack Damage by an additional of 9%* due to a gold-ed P.Att. Stat

**The detailed list of effects on every weapon/gear will be attached at the end of the guide

- *Note: This specific blade ("*Ultimate Scourge of the Gods*") naturally already provides 4% strengthened normal attack damage even when not gold-ed. The extra gold-ed effects gave it an extra 5%. Making it **9%**.
- **Generally Gold-ed Sabers only gain an extra 5% Strengthened Normal Attack Damage.

1.1: What is *gold-ing,* **and why is it important? (cont.)**

****IMPORTANT****

Do not attempt to "**Gold**" your gear before you upgrade your gears to Legendary! As "gold-ed" stats are removed when you upgrade the gold-ed gear/weapon as the game recognize the upgrading process (adding new modded stats on it) as a replacement of an old gear and hence any "**gold-ed**" stats on the gear previously will be replaced with a "*new*" gear with the new stats.

In Summary: Only ATTEMPT to GOLD your gears/weapons after you have either decided that you will never upgrade them or you have finished upgrading them (I.e. they are legendary gears as seen in the example above).

- In the example previously, it is shown that a single stat was gold-ed on the saber.
- However, we are able to gold both stats on a gear/weapon and obtain both of the bonuses provided from both stats as seen in the example below:

LegendaryUltimate Scourge of the Gods (Saber) Lv:3 Durability:709/2447 Level restriction:70 Equipment position.:Weapon Maximum HP:+20% Physical attack:410+ 147+134 Physical attack:+29% Magic attack:+21 Accuracy:+20% Standing HP recovery:+203 Attack speed:-3 Normal attack damage:Strengthen(9%) Physical skill damage:Strengthen(9%) Notice that we have obtained an additional bonus effect of strengthened physical skill damage bonus of 9% from gold-ing the M.ATT stat on the saber that was not gold-ed previously (in the example before the saber does not even have M.ATT on it, this will be discussed in later parts of the guide).

The process of gold-ing both stats on a gear is called *Double gold-ing* ("*DG*" for short)

1.1: What is *gold-ing*, and why is it important? (cont.)

- While we have explained several benefits of gold-ing gears/weapons. There is **one more main benefit** of gold-ing that have not been discussed. That is:
- What happens if you wear **more than one** DG Gear Pieces/Weapon at the same time?
- You will be provided with even more additional bonuses on top of everything previously explained! The number of additional bonuses received will vary depending on the type of gear it is! The table below details the effects of wearing multiple pieces of a Double-gold-ed Gear:

No. of Pieces Equipped	Bonus Effects
3	Maximum HP: +10%
	Maximum MP: +10%
4	Maximum HP: +20%
	Maximum MP: +20%
5	Maximum HP: +20%
	Maximum MP: +20%
	Heavy Armour:
	Damage Taken from Physical Skills: 10%
	Light Armour: Damage Dealt with Physical Skills: +5%
	Clothing:
	Attack Speed: +10%
	Dancer's Costume:
	Damage Taken from Magical Skills: -10%
	Robes: Damage Dealt with Magical Skills: +5%
	5

2.0 How to begin Gold-ing 2.1 Preparation – Understanding the Tools Available

• In general, there are **4 types of tools** we use to "gold" our stats. Namely: **Tickets, Books, Advanced Scrolls and Tomes** as illustrated below:

Weapon		Armour/Gear		Where to Buy?
	¹⁾ Weapon/Magic Upgrade Tickets		¹⁾ Armour/Magic Improvement Scrolls	³⁾ NPCs
	¹⁾ Weapon/Magic Upgrade Books		¹⁾ Armour/Magic Improvement Book	Item Mall, Event Stamp NPC, EC Instance (Orange Only)
	²⁾ Advanced Weapon/ Magic Scroll		²⁾ Advanced Def./M.Def. Scrolls	Item Mall, EC Instance (Orange Weapon Scrolls)
	²⁾ Orange Weapon Improvement Tome (Phy./Magic)		²⁾ Orange Armour Improvem ent Tome (Phy./Magic)	ltem Mall

Note: ¹⁾Orange Tickets and Books are available, above table are for illustration ²⁾Advanced Scrolls/Tomes are only available for Orange Upgrades ³⁾NPCs refer to Weapon Upgrade/Armour Upgrade Merchant in Cities

- Note also that you are only able to add/gold Def./M.Def. stats for gears and Att./M.Att. Stats for Weapon. Any tools without the word "*Magic*" means they are either for Att. Or Def. (and vice versa).
- The difference between the tools shown above are the probability of success in using the tools with Tomes being the best with 0 failure rate and tickets having high failure rates: *Tomes > Advanced Scrolls > Books > Tickets*.

IMPORTANT NOTE: While Tickets (from City NPCs) have the highest failure rates, *DO NOT USE the ORANGE TICKETS FROM NPC TO GOLD the GEAR/WEAPON*. As failures will result in your gear/weapon being destroyed!

 Only use either GREEN OR BLUE Tickets if they are NPC-bought (Details will be explained next)

The guide will explain how you can gold your gear/weapon at any stage of your gear (0 bonus stat, Green, Blue, Orange)

- In general, you should be using the colour of tools corresponding to the state of bonus your gear is in. I.e. Green tools for green stats, Blue tools for blue stats, and Orange tools for Orange stats.
- However, green tools are also used to add "missing" stats that are not on your gear at the moment that you'd like to add. As explained below:
- 1) A) If your Gear has 0 Bonus Stat on it:
- Consider the clothing below, only Physical Defense is available to gold (M.Def. is not available i.e. 0 Bonus Stat for M.Def currently):



- What if you would also like to Gold the M.Def. on your gear/weapon? (Such that the weapon is **Double-Gold-ed [DG]**)
 - → If the stat you'd like to gold is currently at 0 bonus, as seen with the lack of M.Def. in the example above...
 - → Begin adding the "*missing*" bonus stats by using Green "upgrading" tools (tickets, scrolls, or books).
 - → In this case, the "missing" stat is M.Def.. So the appropriate tool to use would be the Green Magic Improvement Scrolls (Green Armour Improvement Scrolls if its Def.)
 - → Likewise, when you are upgrading a weapon, purchase the appropriate ticket/scrolls from the weapon NPC (Att./M.Att.)
- It is generally recommended to start with scrolls/tickets (NPCbought) rather than books (for Green and Blue Stats) because they are relatively cheaper **and do not have the inherent risk** of losing your armour upon failure (as it does for orange tools).
- Do keep in mind that failures when using NPC-bought tickets/scrolls will lead to the stat dropping! (Doesn't apply to



2.0 How to begin Gold-ing (cont'd) 2.2 Gold-ing Process – Step-by-Step Guide

Step-by-Step on How to Add/Increase Bonus Stats with Tools:





Buy the Tool that corresponds to the **stat you need!**: Armour Scroll= P.Def. Magic Scroll=M.Def. *For Weapon Merchant:* Weapon Tickets= P.Att. Magic Tickets= M.Att.

Step 1: Go to Armour/Weapon Upgrade Merchant in the city

Step 2: Purchase the tool you need (In this example we are adding M.Def.)

Karate Suit (Clothing) Durability:500/500 Level restriction:13 Equipment position.:Body Physical defense:9 Attack spe

Step 3: Double-click on the scroll/tool you want to use and a small pop-up box will appear





Step 4: Doubleclick/Drag the armour/weapon you want to add/increase stats into the box and click "Confirm".

Keep trying until you succeed, and when you do, you will find that not only does M.Def. appear on the gear now. It is also immediately at Orange Bonus! This is the benefit of adding bonus stats that are not on the gear initially.

 However, what if your gear already has the stat you need? E.g. assume you want to gold P.Def. on the above clothing and its already there without any colours? (Continued on Next Page)

1) B) If your Gear has 0 Bonus Stat on it (But the stat is on it):

In this example, we are looking at the case of P.Def. from the clothing before where the stat P.Def. is on the gear but it does not have any bonus on it (Not even Green Bonuses):



In this case we still use Green Tools on it to add the bare minimum Green bonuses on the gear! (Steps as shown in pg.8). When you succeed it should look like the figure below:

Karate Suit (Clothing)
Durability:500/500
Level restriction:13
Equipment position.:Body
PDVS1CAL DETENSE19+1 Magin

 As you can see, there is now a +1 Green stat bonus on P.Def. Continue to use the green tickets/scrolls until it maxes and automatically converts to blue stats!

Karate Suit (Clothing)
Durability:500/500
Level restriction:13
Equipment position. Body
Physical defense:942 Mag

Attack speed:5%

In this example, because the gear is a lowlevel gear, it coincidentally only requires 1 success on using the green scroll on the green stats to turn it blue. For higher-level gears you will need consecutive successes.

- Important Note: Keep in mind that tickets/scrolls from NPC (even Orange Advanced Scrolls) upon failure will reduce the bonus stats that you have added. However, continuous failures will never drop a gear's bonuses from a certain colour
- **Meaning:** Even if you kept failing, the gear's Green Stats won't disappear. Or if you are currently on Blue Stats it won't drop to Green (Likewise you won't drop from Orange to Blue).

TIP: How can you tell at what "+XX" stats will your gear turn from green to blue? Or similarly at what figure will the stat turn from blue to orange? [May not always work]

 It is possible to do a quick domo wiki (domo.fandom.com) search for your specific gear/weapon and you will find at what (+number) that the stat will turn blue/orange/gold

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Source: domo.fandom.com search for Karate Suit

- If we look at the "Karate Suit" example we used previously. We can see that it turns blue when we succeeded to add "+1" stat on the green stat and it became blue at "+2". Just like the wiki says.
- This is applicable to other gears as shown below: Bone Crusher

Information				A.	
Туре	Saber				
Level 7		Level 8		Level 9	
Level	50	Level	55	Level	60
Durability	1800	Durability	1900	Durability	2000
Physical		Physical		Physical	
attack:		attack:		attack:	
207 <mark>+60+61</mark> +9	91	271 <mark>+20+21</mark> +5	51	291 <mark>+38+40</mark> +	-70

In this example, for a level 50 "Bone Crusher", it will turn into Blue stats for P.Att. at "+60" and turn into Orange stats for P.Att. at "+61".

Source: domo.fandom.com search for Bone Crusher

2) When your gear's stat is at Blue:

- Repeat the same process, except using the appropriate Blue upgrade tools.
- Similarly, for cost-efficiency, NPC-bought scrolls/tickets can still be used to upgrade the blue stats to orange. Keep in mind that they do still have the lowest success rates compared to books.
- **Reminder:** another advantage of using books over NPC-bought tickets/scrolls is that failures don't result in the stats dropping! (E.g. from +59 to +58).

3) When your gear's stat is at Orange (Final Stage of Gold-ing):

- IMPORTANT REMINDER: Do NOT USE NPC-Bought Scrolls/Tickets on Orange STATS AS YOUR GEAR/WEAPON CAN Disappear if FAILURE OCCURS!
- As soon as you *upgraded* past the max blue stats for that specific stat on the gear/weapon. It will automatically turn orange as shown below:



Notice how there is 2 New Toolbox message of: A.DEF PEAK: 0/5 M.DEF PEAK: 0/5

For each of those you managed to increase to 5/5. That stat will turn **Gold!**

- This is where Orange Improvement Books/Scrolls are used. Similar to Green and Blue Stats. Please use the appropriate books/scrolls for the stats you want to "Gold". Example:
- Advanced Defence Scrolls to increase the A.DEF Peak
- Advanced M.Defence Scrolls to increase the M.DEF Peak



3) When your gear's stat is at Orange (Cont'd):

For every success the "0/5" counter will increase by 1 point (E.g. $2/5 \rightarrow 3/5$ or $4/5 \rightarrow Gold$). As shown below:

Orange Magic Improvement Book Additional effect:Enhance Equipment Instruction:Armor DEF [orange number + 1]. Better chance. Stat -1 if upgrade fails (Head, hand, chest, pants and shoes only)	In this example, Book is used instead of Adv. Scrolls (which has a lower success rate than Adv. Scrolls)
Karate Suit (Clothing) Durability:500/500 Level restriction:13 Equipment position.:Body Physical defense:9+5 Magic defense:+3 Attack speed:5% A.DEF Peak: 1/5 M.DEF Peak: 2/5	With every success, the M.DEF. Peak gains a point (In the image it is shown to be at 2/5 as this happened to be 2 consecutive successes. It may also be 4 successes and 2 failures (4 up, 2 down) \rightarrow Net effect of +2

- If you are using anything but **Tomes** there are still chance of failure meaning it can drop from $1/5 \rightarrow 0/5$.
- Suppose now that you succeeded to bring the stat you intend to upgrade to 4/5. It is <u>Recommended</u> to use **Tomes** instead of Books/Scrolls at this stage as,
- Even if you are at 4/5, consecutive fails can bring you down back to 0/5 (But not down to Blue Stats! You will still be at Orange).



Please consider using the
appropriate tome, in this example
we will be using the Orange
Armour Improvement Tome
(Magic):

3) When your gear's stat is at Orange (Cont'd):

• As Tomes don't fail you should succeed at making the specific stat 5/5 and the tooltip will disappear. And in place is the new stat you have successfully gold-ed:



 Repeat the process for the A.DEF. Peak: 1/5 to turn it into Gold! And your gear should look as shown below:



- Congratulations! You have successfully Double-Gold your gear/weapon!
- While the example shown is on gold-ing Def. and M.Def. stats on a body-gear. The same process is used to gold Att. and M.Att. stats on Weapon!
- Just **MAKE SURE,** you are using the right scrolls/tickets/books/tomes for Weapons instead of Armour!

3.0 Other Information

3.1 What Bonuses can you get from every piece/weapon?

• Here is the detailed list of what you can hope to get via gold-ing your gear/weapons:

• Gear/Armour Bonuses:

Armour Piece	Gold-ed Stat	Bonus	
Head	Defense	Standing HP Recovery: +50%	
	Magic Defense	Standing MP Recovery: +100%	
Body	Defense	Maximum HP: +10%	
	Magic Defense	Maximum MP: +10%	
Trousers	Defense	Defense: +10%	
	Magic Defense	Magic Defense: +10%	
Shoes	Defense	Evasion: +30	
	Magic Defense	Magic Evasion: +10	
Hand	Defense	Accuracy: +30	
	Magic Defense	Magic Accuracy: +10	

3.0 Other Information

3.1 What Bonuses can you get from every piece/weapon?

• Weapon Bonuses:

Armour Piece	Gold-ed Stat	Bonus
Abaque	Attack	Fixed-value HP Recovery given: +20%
Abacus	Magic Attack	Fixed-value MP Recovery given: +20%
	Attack	Damage taken from normal attacks: -10%
Axe	Magic Attack	HP recovery received: +10%
Datas	Attack	Damage dealt with normal attacks: +5%
Baron	Magic Attack	Damage taken from physical skills: -10%
Dow	Attack	Damage dealt with normal attacks: +5%
BOW	Magic Attack	Damage dealt with physical skills: +5%
Devine Clave	Attack	Damage dealt with defense-ignoring attacks: +20%
Boxing Glove	Magic Attack	Damage taken from magical skills: -10%
	Attack	Damage dealt with normal attacks: +5%
Dagger	Magic Attack	Fixed-value HP recovery received: +20%
	Attack	Damage taken from physical skills: -10%
Fan	Magic Attack	Damage taken from magical skills: -10%
	Attack	Fixed-value MP Recovery given: +20%
Musical Instrument	Magic Attack	Damage taken from magical skills: -10%
Cabar	Attack	Damage dealt with normal attacks: +5%
Saber	Magic Attack	Damage dealt with physical skills: +5%
Croor	Attack	Damage taken from physical skills: -10%
Spear	Magic Attack	Damage dealt with physical skills: +5%
Ctoff	Attack	Damage dealt with physical skills: +5%
Staff	Magic Attack	HP recovery received: +10%
Currend	Attack	Damage dealt with normal attacks: +5%
Sword	Magic Attack	Damage dealt with magical skills: +5%
Guringe	Attack	HP recovery given: +10%
syringe	Magic Attack	Damage dealt with magical skills: +5%
\M/and	Attack	Damage taken from normal attacks: -10%
wand	Magic Attack	Damage dealt with magical skills: +5%

3.0 Other Information (cont'd)

3.2 Other Important Information:

a) Gears Upgraded to Legendary:

• Gears that are upgraded to Legendary as shown below:

LegendaryWolfwear (Clothing) Durability:274/1281 Level restriction:28 Equipment position.:Body Maximum HP:-94 Physical attack:+10% Physical defense:22+8 Physical defense :+20% Standing HP recovery:+20 Attack speed:8% [Elemental defense]Earth:+20 Instruction:A coat made of wolfskin. Upgrade Info: Uncommon: 20/20 HP REC Rare: 20/20 DEF Legendary: 20/20 Property DEF(Earth)

- Automatically has the benefit of having the Blue Stats (P.Def. +8) at the maximum for Blue and only 1 point away from getting to Orange!
- In other words, if you are able to use a Blue tool on it (e.g. a single Blue Armour Improvement Book) and succeed. It will immediately turn Orange! and will show the tooltip of A.DEF. PEAK: 0/5 as seen previously.

b) How do you transfer Gold Stats from an equipment to another?

• The game provides a tool called "Gold Transfer Charm":



3.0 Other Information (cont'd)

3.2 Other Important Information:

b) How do you transfer Gold Stats from an equipment to another?

• The game provides a tool called "Gold Transfer Charm":



- The tool allows you to transfer **1 Gold-Stat of your choice** to another gear under several conditions:
 - a) The source equipment's stats must be gold, the destination equipment's stats must be Max Blue/Orange at (0/5).
 - b) The transfer must be of the same type:
 - I. Armour: Armour A (M.Def. or Def). to Armour B (M.Def. or Def.) respectively
 - II. Weapon: Weapon A (M.Att. or Att.) to Weapon B (M.Att. or Att.) respectively.
 - c) When the gold bonus value on the equipment is transferred to another piece, the original equipment's stats will return to their blue value (as if they are newly upgraded to Legendary).
 - d) Gold stats transferred are only the stats added by orange improvement books/scrolls/tomes.

3.0 Other Information (cont'd)

3.2 Other Important Information:

How to USE the Gold-Transfer-Charm ("GTC"):



