Efficient Rank Up from Extreme King Metal Tamadra Gift Dungeon

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Introduction

Recently, a new one-time dungeon has appeared in JP featuring Extreme King Metal Tamadra. It costs 30 stamina and gives out 200,000 Rank Experience upon completion. This means that any player below Rank 316 completing this dungeon will be guaranteed to rank up. (From now on, this dungeon will be referred to the Metal TAMADRA dungeon.)

This dungeon is a first in Puzzle & Dragons, giving out 6,666 EXP per Stamina, over six times more efficient than the previous contender, Mechdragon Rush on Legend. More importantly, it is *guaranteed* to give out this *exact* amount, meaning that you won't get, for example, trolled by a Chaser spawn ruining your Rank Up plans. However, its one-time availability means that it is important to time entering this dungeon wisely.

Specific urgent dungeons are only open for 1 hour, and thus a player can only regenerate 12 stamina naturally during this time frame. There are three ways to save up stamina to run these urgent dungeons: by ranking up, and by using a stone to refresh. The Metal TAMADRA dungeon will allow a player to rank up not only once, but twice in a very short period of time if he or she plans carefully. This is more or less, equivalent to two Magic Stones worth of stamina refreshes, on top of the stone you get when completing the Gift Dungeon. What a deal!

Description of the method

- From your maximum stamina, do a guerilla dungeon, or a combination of guerilla dungeons and other dungeons until you have around 30 stamina left.

- Run the Extreme King Metal TAMADRA dungeon. It should rank you up, then *almost* rank you up a second time.

- Run the guerilla dungeon continuously on your full stamina bar. If timed correctly, you will rank up on your final run before your stamina bar is depleted.

- You have now ranked up a second time and are free to do whatever you want, including more runs of the guerilla dungeon.

The Formula

The below expressions should give you the target range of EXP "to the next rank" that you should have before you enter the process detailed above.. This is displayed when you hover above your stamina bar.

$$x_{rank} - \left(\sum_{i=current}^{target} x_{i_{rank}} - \left(200000 + \sum \bar{x}_{dungeon} \right) \right)$$

$$x_{rank} - \left(\sum_{i=current}^{target} x_{i_{rank}} - \left(200000 + \sum \left(\bar{x}_{dungeon} \right) - x_{dungeon} \right) \right)$$

Explanations:

x_{rank} is the Rank EXP needed to reach the next rank at your *current* rank. You can find this on a rank chart.

$\sum_{i=current}^{target} x_{i_{rank}}$ is the Rank EXP needed to reach the next couple of ranks, which can also be found on a Rank chart. This expression should be greater than $(200000 + \sum \bar{x}_{dungeon})$, so calculate a suitable amount of rank-ups you will get from running the dungeon For example, if you are around Rank 220 and require 120,134 EXP to get to the next rank, your target should be 221, as the sum of the next Rank EXP requirement for ranks 220 and 221 add up to $120134 + 120901 = 241035$ which should be roughly equivalent to $(200000 + \sum \bar{x}_{dungeon})$. At ranks around 220 and higher, $target - current + 1$ should be 1 (for one rank's worth of stamina), at lower ranks, $target - current + 1$ will be higher as you will rank up more than once from doing the Metal TAMADRA dungeon. At ranks where the Rank EXP requirement is above $(200000 + \sum \bar{x}_{dungeon})$, around Rank 350 and above, this method will be ineffective.

$(200000 + \sum \bar{x}_{dungeon})$ is the total amount of Rank EXP that you will gain through running both the Metal TAMADRA urgent dungeon and any guerilla dungeons that are occuring at the time (Star Vault, Super X Dragons Descended, TAMADRA retreat, etc.) *before your second rank up.* You calculate this by finding how many times you can run the guerilla dungeon on a full bar of stamina until your stamina hits 30 (the 30 being needed to enter the Metal TAMADRA dungeon), and then how many times you can run the dungeon on another full bar of stamina.

$x_{dungeon}$ is the amount of rank EXP you will receive from one run of the guerilla dungeon that you want. If you are running dungeons for (for example, a King of the Gods run to burn off remaining stamina before you rank up), take the dungeon with the *highest* rank EXP payout in order to make your range as large as possible, this will hopefully counteract any rank EXP fluctuations present in randomized mob spawns so you don't rank up too early or fall just short of ranking up.

Example of formula usage:

Suppose your rank is currently 223. You have 128 max stamina. Your plan to exploit the Metal TAMADRA dungeon is to do Star Vault (30 stamina) 3 times, do the Metal TAMADRA dungeon, rank up once, do it 4 more times, rank up on your 4th run, then be left with a full bar of stamina (for, say, 4 more runs of Star Vault). That's 11 consecutive runs of Star Vault *without* stoning for stamina, definitely something you couldn't have done in PAD before and important to consider if you are a non-IAP player.

At Rank 223, it takes **122,439** EXP to reach the next rank, doing the Metal TAMADRA dungeon should give you no more than one rank up with this method, so your target rank is 224. Thus:

$$x_{rank} = 122439$$

$$\sum_{i=current}^{target} x_{i_{rank}} \text{ equals to } 122,439 + 123,210 = \mathbf{245649}.$$

$(200000 + \sum \bar{x}_{dungeon})$ will equate to about $200000 + 4450 * 7 = \mathbf{231150}$. 4450 is the average rank EXP payout for Star Vault listed on Puzzledragonx, and you will run it 3 times, then the Metal TAMADRA dungeon, then 4 more times for a total of 7 times before your second rank up.

$(200000 + \sum (\bar{x}_{dungeon}) - x_{dungeon})$ will equate to about $20000 + 4450 * 7 - 4450 = \mathbf{226700}$.

We are almost finished! Plugging these variables into the expressions

$$x_{rank} - \left(\sum_{i=current}^{target} x_{i_{rank}} - (200000 + \sum \bar{x}_{dungeon}) \right)$$

$$x_{rank} - \left(\sum_{i=current}^{target} x_{i_{rank}} - (200000 + \sum (\bar{x}_{dungeon}) - x_{dungeon}) \right)$$

yields $122439 - (245649 - 231150) = \mathbf{107940}$, and $122439 - (245649 - 226700) = \mathbf{103490}$.

In conclusion, you should start the process of running Star Vault 3 times, the Metal TAMADRA gift dungeon, and Star Vault 4 more times at Rank 223 when your **To the next rank: reads between 107940 and 103490**.

Conclusion

The Extreme King Metal TAMADRA dungeon is a first in Puzzle & Dragons, and I hope that you are as enthusiastic about capitalizing on its massive Rank EXP payout as much as I am. I believe it rewards careful planning much more than entering the dungeon randomly and potentially wasting its rank-up potential.