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## **Maplestory chaos ring stats**

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Dexless is managed by the Maplestory & Ads community helps pay the server bill. Registered members do not see ads. Please take into account the registration or whitelist of us. Thanks! Guide to "General Guides" published by SKY, 13 June 2021. This is a complete and in-depth guide on the Oz tower (aka the seed in other regions). This guide guides
you through the history of OZ, prizes, skills squilling and critical information that will help you go to the floor 50! Summary \tilde{A} \notin \hat{a} \notin Prologue \tilde{A} \notin Prologue 
many stupid monsters live by the Black Wizard! However, the Guardian Tower of Oz, which Alicia created and shaped after her favorite herbal history of her, grew too powerful for her to control of the Oz tower! Unfortunately, the z defense system tower, which
only allows those who have the intelligence of a simple monster to enter, block your way! Fortunately, Alicia has stupid pills at your fingertips (who doesn't?) Which can reduce your intelligence level to that of a simple monster, opening the way to a great shipment! The z tower is a 50-story dungeon composed of a wide variety of challenges. You can
 answer the call of the alicia soul to the Oz tower through the Research Tower [Tower of Oz] under the sea in the Light bulb in level 140 and above. You can return to the Oz tower through the Research Tower [Tower of Oz] under the sea in the Light bulb in level 140 or above to
enter the z tower. You really don't need damage (200K you will do it) until you reach the floor where you are. The stupid timer (how long can you stay in the tower) has a 10-minute baseline and can be expanded up to 1 hour and 30 minutes
adding stupid pills. You can only pass through 200 total plans a day. (And if you enter the floor of the left, you can continue to run to the end. He won't stop at half a race or other.) Disconnect any phase that is not. A rest phase will finish your run. There are Coolodowns of
potion on every floor that is not the plan 03, the lobby or a rest plan. Ã, â € œWitch shop à ¢ â € å € "In the hall, Glinda sells a vast gymnastics of items in exchange for OZ points, which is obtained from OZ bags and to compensate each floor. General articles icon item cost very high cost damage to Alicia Skin 300,000 OZ Plane Plane 30 Basic Damage
 Skin 5,000 oz Points Plan 05 Shovel Snow Manual Manual 210,000 Points OZ - Sunrise Dew 160 OZ Points - All Cure Potion 160 OZ Points - Tower Ring Ring Box 1,000 Points OZ - Spell Track (100) 1,500 points Plan 05 Shovel Snow Manual Manual 210,000 Points OZ - Sunrise Dew 160 OZ Points - All Cure Potion 160 OZ Points - Tower Ring Ring Box 1,000 Points OZ - Spell Track (100) 1,500 points Plan 05 Shovel Snow Manual Manual 210,000 Points OZ - Sunrise Dew 160 OZ Points - All Cure Potion 160 OZ Points - Tower Ring Ring Box 1,000 Points OZ - Spell Track (100) 1,500 points Plan 05 Shovel Snow Manual Manual 210,000 Points OZ - Sunrise Dew 160 OZ Points - All Cure Potion 160 OZ Points - Tower Ring Ring Box 1,000 Points OZ - Spell Track (100) 1,500 points Plan 05 Shovel Snow Manual Manual 210,000 Points OZ - Sunrise Dew 160 OZ Points - All Cure Potion 160 OZ Points - Tower Ring Ring Box 1,000 Points OZ - Spell Track (100) 1,500 p
of Oz Practice Ticket 10 OZ Points - Tower of Practice OZ Cost of the Ticket Floor Cost Plan 02 8 oz Points Plan 04 32 OZ Points Plan 09 162 OZ Points Pla
 Points 14 392 oz Points plan 16 512 oz points ~ 17 578 oz points ~ 17 578 oz points ~ 18 648 oz in the floor 19 722 oz points ~ 21 882 oz points ~ 21 882 oz points ~ 22 968 oz points ~ 23 1.058 points points points points points and a 1,922 Plan points 32 2.048 Points Points Points Points Plan 33 2.178 OZ Points Plan 33 2,592 Points Points Plan 37 1.458 Points Plan 38 2.178 OZ Points Plan 39 2.178 OZ Points Pla
36 2.502 Points Points Plan 37 2,738 Points Plan 38 2.888 OZ Points Plan 38 2.888 OZ Points Plan 39 3.042 Points P
Kindsa pill pill 150 oz points 8 minutes prescription pill a00 oz points 13 minutes generic really not very stupid then pill 60 Oz points 2 minutes generic less stupid pill 180 oz points 4 minutes generic generic kindsa pill pill 300 oz points 6 minutes generic pillino
rather stupid 600 oz points 8 minutes generic pants-on stupid head pill 1,200 oz points 10 minutes that stupid pills to buy? Stupid prescription pills cannot be exchanged with other players! But the generic scot double (ironic ...) and give less stupid time prescription time. The best stupid value pill to buy if
you are trying to pause Oz is the rather stupid prescription pill (points 300 oz), but the prescription pants-on head pill give you the longest, and that's that Whether you should be using to cancel the tower. Stupid expansion of the pill speaks with the soul of Alicia in the lobby to expand your stupid pill slots. These costs may seem a lot, but
once you go deep into the tower, it becomes much easier to stock up on the Oz points. The first slot is automatically unlocked for you at the end of the tutorial. A ¢ â € General Tips à ¢ â € Genera
the soul of Alicia in the Lobby to take another. Use it on the floor 23 and the plan 33 will also allow you to be reported and reset the phase respectively. The Ticket Tower Practice OZ allows you to enter any plan for the practice with an exception of a few floors, and anything passed 39. This will put you in the real live plan you choose, allowing you to
help friends if they need assistance in their true race or if you just need some practice. It's also nice to set the floors, like The floor 21. Any stupid pill currently equipped will be used when you go on a plane with a ticket of practice, and Finley does not go off. Have a pet so you can easily plunder. AN That free Blackheart Hard Hilla pets are better than
nothing. We strongly recommend taking a video recorder as an OBS Studio to register your race if you can reach the plan 43. It is much easier to record your run and document on rest plans from your videos, rather than note the answers to Floor 43 flight questions. On certain floors, Finley turns off after a certain amount of time and will proceed to
kill you if you stay too long on the floor - I have scored floors with a finley icon on the floor sthat generate, as well as long until it appears. Thieves, you can avoid it with a dark sight if necessary. If the next floor only only, trying to enter the portal while it is in a party on the next floor after eliminating it, put the stupid timer pause. You can
use it to capture the breath, wait friends or buff up. Throughout the guide I marked the floor. Unlike the stay in a tutorial, do not use it as a way to take an extended pause if Finley generates on that floor. Staying in a
tutorial will not consume your stupid timer. Use this to allow Cooldown skills, to take a break, or wait for your members of your party. Finley is not also generated during a tutorial. You should cube for invincibility on a top or in a - You can get 100% possibilities of levels of levels from root abyss. Aim for 2-3 seconds of further invincibility. It is strongly
recommended to take one, as it will help immensely on the floor 48. 1/2/3 / 4 Torre thrust ring) Exp award-winning plan 01 4 oz points 33.474 Exp floor 04 16 127 118 EXP Points Oz Oz Floor 06 24 143 248 EXP Points Plan 07 143 248 EXP points Plan 07 143 248 EXP points 29/36/43/50/58 Oz Oz Floor 08 35 192 090 EXP Points Plan 09 46/57/69/80/92 Oz 192 090 points EXP plane 10 75/93/112/131/150 Oz points EXP floor 17 137 839 876 oz point EXP \sim 18
139/173/208/243/278 oz Points 839 876 EXP floor 19 169/211/253/295/338 oz Points 903 628 EXP floor 20 255/318/382/446/510 Oz ~ EXP Points 1,656,447 EXP floor 23,243 Oz 1,656,447 EXP point cross 24,264 Oz Points 1,830,930 EXP ~ 26,280 ~ EXP Oz Score 2,395,173 27,331
 2,395,173 Oz Points EXP Floor 28 323/403/484/565/646 Oz Points 2,622,873 EXP Plan 29 380/475/570/665/760 Oz Points 4,667,404 EXP \sim 32,419/523/628/733/838 Oz Points 4,667,404 EXP \sim 33,489/611/733/855/978 Oz 5,909,948 EXP Points 4,667,404 EXP \sim 31,394 Oz Points 4,667,404 EXP \sim 31,39
34,472 Oz .948 floor EXP 36 580 oz Points 7,038,672 EXP \sim 37 557 oz Points 7,038,672 EXP \sim 42 715 \sim 43 749 EXP Points 13,096,065 EXP floor 38 587/733/880 / 1,027 / 1,174 oz detects 12,601,185 EXP floor 13,096,065 
 13,096,065 oz Points EXP floor 44\,862 oz 13,562,465 EXP floor 48\,62 oz 13,562,465 EXP floor 48\,62 oz 13,562,465 EXP floor 48\,1,024 / 1,280 / 1,333 / 1,600 / 1,867 / 2,134 Oz observes 13,562,465 EXP floor 48\,1,024 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 1,280 / 
3,535 / 4,040 Oz observes 16,272,958 EXP Oz total points and EXP by a clear plan 1-50: 18,333 / 20,727 / 23.132 / 25,535 / 28.919 Oz points and 221081524 EXP. Alicia ring box will receive a certain rank of Ring Box Alicia after finishing the race, according to the plan last elimination: press Possible From Boxes Ability Sword of Ryude Rings Ocean
Glow earrings Lightseeker Bow Master Craftsman Cube Meister Protection Cube Scroll Clean Slate Scroll 10% broken box Pieces (10 use to make a Hidden security ring, which, despite what the item description claims, it can award up to level 4 skill rings!) Oz Bags Spell draw a Tower of Oz a skill rings of Oz skill tower rings can be obtained by
forming a safety ring hidden Box with broken pieces or opening a Rank 7 or Box highest Alicia ring. When you get a skill ring, they are given as randomly levels 1 to 4, and there is no way to update or otherwise modify their levels; what you get is what you get. They also can not be traded after being equipped, and Platinum Scissors of Karma do not
work on them. equip them, and will remain on that character forever. The skill ring lovers disappear immediately if you remove the ring while his skill buff is still active. However, the skill ring lovers disappear immediately if you remove the ring while his skill buff is still active. However, the skill ring of content such as Mu Lung Dojo, you can blow up with your skill ring, so do not provide and wait until it is off cooldown, and promptly re-equip it. Moreover, it is not possible to equip more than a skill ring at a time. All skills Rings Statistics Base Level 110 STR intractable: +4 DEX: 4 INT: 4 LUK: +4 Attack Power: +4 Magic attack: 4 can not equip multiple Tower of Oz skill rings at the same time The below statistics are planned for the levels
1/2/3/4. Ability active Rings HP cost for the activation of active skills rings: HP Skill Delay to activate an active ability Ring: 30 ms Ring of Restraint: Create an area (very similar Kanna domain spirit) which increases power and magic attack + 25% / 50% / 75% / 100% for 9 / 11/13/15 seconds while inside it. If you move out of the area for too much
 time or detach the ring, the area will disappear. Coolodown: 180 sec. Ultimatum ultimatum Set your damage rate to 2,000,000 for 9/11/13/15 seconds. Coolodown: 180 sec. Ring Limit: + 4% / 6% / 8% / 10% damage boss boss for 11/11/11/15 seconds at the setting cost of the max MP to 500. You cannot use this ability as a class that does not use MP
(eg Demon Slayer). Coolodown: 180 sec. Cutting ring for health: HP cost: 70%. Donate + 4% / 6% / 8% / 10% Boss damage for 9/11/13/15 seconds. You cannot use this ability as a class that does not use MP (E.G. Demon Slayer).
Coolodown: 180 sec. Ring of duration: + 100% HP for 18/12/24/30 seconds. Coolodown: 180 sec. Critical damage for 11/11/11/15 seconds. Coolodown: 180 sec. Critical damage for 11/11/11/15 seconds. Coolodown: 180 sec. Critical damage for 11/11/11/15 seconds. Coolodown: 180 sec. Critical damage for 11/11/11/16 seconds. Coolodown: 180 sec. Critical damage for 11/11/11/11/16 seconds. 
Critical displacement ring: sets 9% / 9% / 10% of your main statistics as a critical rate for 11/11/11/15 seconds. The amount only sets the accounts for the AP quantity that you have invested directly (eg 1300 + 25000 Main statistics in the Statistical window would be converted to 300 -> 130% critical rate to level 4). Coolodown: 180 sec. Stance
Shift Ring: sets 9% / 9% / 10% / 10% of the main statistics as a hinged resistance for 11/11/11/15 seconds. The amount only sets accounts for the quantity of AP that you have invested directly (eg 1300 + 25000 Main Statistics in the Statistical window would be converted to 1300 -> 90% charge resistance to level 4). Coolodown: 180 sec. Total ring:
takes 1% / 1% / 2% / 2% of your total statistics and adds this amount to your main statistics for 11/11/11/16 seconds. The resulting str increment is affected by% stat.
Coolodown: 180 sec. Level Ring D: Adding 90% / 160% / 230% of your level for Dex for 11/11/11/15 seconds. The resulting dex increase is affected by% states. Coolodown: 180 sec. Level Jump I Rings: Adds 90% / 160% / 230% of your level for INT for 11/11/11/15 seconds. The resulting INT increase is influenced by% STAT increases.
Coolodown: 180 sec. Scenged level The ring: adds 90% / 160% / 230% / 300% of your LUK level for 11/11/11/15 seconds. The resulting luk increase is influenced by% stat increases. Coolodown: 180 sec. A weapon's jump ring: adds 100% / 200% / 300% of the total power of the weapon or magic attack (default settings to anything higher, and is
influenced by scrolling, Star Force and Flames) to STR for 11/11/11/15 seconds. The resulting str increment is affected by% stat. Coolodown: 180 sec. Weapon ring: add to 100% / 200% / 300% / 400% of the total power of your weapon or magic attack (default settings to anything is higher, and is affected Scrolling, Star Force and Flames) to Dex for
11/11/11/15 seconds. The resulting dex increase is affected by% states. Coolodown: 180 sec. Weapon or magic attack (default settings to anything is higher, and is influenced by scroll, Star Force and Flames) for INT for 11/11/11/15 seconds. The resulting INT increase is
influenced by% STAT increases. Coolodown: 180 sec. Weapon Jump L Ring: adds to 100% / 200% / 300% / 400% of the total power of your weapon or magic attack (default settings to anything is higher, and is Scrolling, Star Force and Flames) to Luk for 11/11/11/15 seconds. The resulting luk increase is influenced by% stat increases. Coolodown: 180
sec. Swift Ring: Attack speed +2 for 11/11/11/15 seconds. Break the soft speed cap. Coolodown: 180 sec. Overdrive ring: ignores the attack reflection of a garment and attack ignores witheries for 11/11/11/15 seconds. Coolodown: 180 sec. Berserker Ring: Reduces the defense of 50% and DÃ + 20% / 30% / 40% / 50% of defense ignore for 11/11/11/15
seconds. Coolodown: 180 sec. Reflective ring: reflects 600% / 900% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1200% / 1
magic attack for 12/18/24/30 seconds. The risk taker's buff disappears immediately after being hit. Coolodown: 180 sec. Crisis M Ring: If your MP drops below 5% / 10% / 15% / 20%, + 4% / 6% / 8% / 10% defense for 9/11/10 / 15 seconds. Coolodown: 180 sec. Crisis M Ring: If your MP drops below 5% / 10% / 15% / 20%, + 4% / 6% / 8% / 10% defense for 9/11/10 / 15 seconds. Coolodown: 180 sec. Crisis M Ring: If your MP drops below 5% / 10% / 15% / 20%, + 4% / 6% / 8% / 10% defense for 9/11/10 / 15 seconds.
/ 6% / 8% / 10% defense for 9/11/10/15 seconds. Coolodown: 180 sec. Ring Crisis HM: If your HP and MP are both within 5%, + 25% / 50% / 75% / 100% attack power and magic attack for 11/11/11/15 seconds. Coolodown: 180 sec. Ring Crisis HM: If your HP and MP are both within 5%, + 25% / 50% / 75% / 100% attack power and magic attack for 11/11/11/15 seconds. Coolodown: 180 sec. Ring Crisis HM: If your HP and MP are both within 5%, + 25% / 50% / 75% / 100% attack power and magic attack for 11/11/11/15 seconds.
9/11/11/16 seconds. Coolodown: 180 sec. Clean Defense Ring: after recovery from an abnormal state effect, +10/20/30/40 abnormal resistance for 11/11/11/15 seconds. Coolodown: 180 sec. Ring Boost Tower: If you cancel a floor that has its own dungeon additional time limit (see the Table of Points Oz in prizes), gain + 25% / 50% / 75% / 100% plus
OZ points to be deleted that floor. The best skills? In general, the moderation ring and weapon jumping rings are the best of the group. The jumping rings are the best of the group and multiply it for 4 and add it to Stat, and is
influenced by the potential. So if I had a power weapon of 700 attacks, you would have obtained +2.800 Stat, which is a significant increase and flames. The lessons that use the claws may not want to use this though, as the claws needed so much they have a low attack power. However, the
restriction ring is very powerful (+ 100% attack power / Magic ATT at level 4!) - Overall probably more powerful than the jump of the weapons can be in terms of raw power. He has the inconvenience to be held in the area that creates, though. The Risk Ring can be great for classes with 30 second frames of invincibility, such as Heroes and Paladin
classes. The durability ring is fantastic if you are a demon avenger, of course - doubles your HP and lasts for 30 seconds unlike most of the oz rings! \tilde{A} \notin \hat{a} \notin \hat{b} oss drops \tilde{A} \notin \hat{b} \notin \hat{b} \notin \hat{b} oss drops \tilde{A} \notin \hat{b} \notin \hat{b} \notin \hat{b} oss drops \tilde{A} \notin \hat{b} \notin \hat{b} \notin \hat{b} oss drops \tilde{A} \notin \hat{b} \notin \hat{b} \notin \hat{b} \notin \hat{b} oss drops \tilde{A} \notin \hat{b} \notin \hat{
boxes. Scarecrow can drop the aquarium crown, a 22 slot hat. It is a great equipment to be placed and transposing a fresh water hat. Dorothy can drop the damaged skin of Dorothy and the changed staff of Alicia. \hat{A}, \hat{A} «Honor \hat{A} ¢ \hat{a} € "You will receive a number of Tower of the OZ medal of objects based on the top floor you reached at the end of
yours Race that d is 100 Honor Exp on. Ã ¢ â € ¢ Z z tourist - Reach the floor 05 MaxMP: +100 OZ campers - Reach 15 MaxMP: +100 OZ campers - R
 Cancel 30 Maxhp: +300 MaxMP: +300 Defense: +50 OZ expert - Reach the floor 35 Maxhp: +300 MaxMP: +300 
50 STR: +10 Dex: +10 int: +10 luk: +10 maxhp: +300 maxmp: +300 max
100,000 OZ points you got 1 million points: Get a total of 1,000,000 Oz points, I won't go below this - transparent 200 floors in a single day is not a big problem, just a giant spider - light plane 10 you cowards! - Piano free 20 20 It's near! - Clear Floor 30 Burn, Baby, Burn! - Clear floor 40 are oz-a little - clean plan 50 master of the tower - collect all the
tower of the medals oz slimes, murus and beryl, oh mio! - Dorothy defeat 5 times I'll find you and ... - Dorothy defeated 10 times at the emblems à ¢ Based on its ranking, you will be assigned a tower of OZ weekly emblem on Monday at midnight UTC. They expire after 1 week from the date of issue and cannot be exchanged, cubes or extended time. If
you are the grade 1, you can choose to get the rank 2-10 emblem instead when you get your weekly emblem reward, which is generally the best emblem. Ranking 1 Tower of OZ Legend Emblem Str: +20 Dex: +20 int: 20 Luk: 20 Attack Power: 5 Magic ATT / Magic ATT
 (chosen automatically according to the class): + 12% Ambition 150, 150 Willpower, Charm EXP 150 will be provided when it is fitted. Rankings 2-10 Tower of Oz Master EMBLEM STR: +15 Dex: +15 INT: +15 Luk: +15 Attack power: +5 Magic attack: +5 Ignore Monster Defense: + 30% Boss Monster Damage: + 40% Boss Damage of monsters: +
30% Ambition 150, Willpower 150, the 150 Exp charm will be provided when it is equipped. Charts 11-30 Tower of Oz Expert Emblem Str: +15 Dex: +15 D
equipped. \tilde{A} \notin \hat{a} \notin z \neq \hat{a} \notin \hat{c} \neq \hat{c} \notin 
configured the floor 21 through a ticket tower Of practice oz and make sure the tutorial is set to the option you want it to be enabled, especially if you run with a group). Also, make sure you deactivate the pet's loot before proceeding, in preparation for the floor 02 (or if you have the pet ignores the ability of the pet, add the seal
locking paper to the animal Ignore). If you are running with a group, I would also recommend you to meet the Plan 05 individuals based - you can really screw us if you don't run it separately. \tilde{A} \notin \hat{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \hat{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \hat{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \hat{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \hat{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \tilde{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \tilde{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \tilde{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \tilde{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \tilde{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \tilde{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \tilde{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \tilde{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \tilde{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \tilde{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \tilde{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \tilde{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \tilde{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \tilde{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \tilde{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \tilde{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \tilde{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \tilde{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \tilde{a} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \tilde{m} \notin \tilde{m} piano 01 - Let's start \tilde{A} \notin \tilde{m} \notin \tilde{m} piano 01 - Let's start \tilde{a} \notin \tilde{m} \notin \tilde{m} \notin \tilde{m} piano 01 - Let's start \tilde{a} \notin \tilde{m} 
sizes. They are extinct now, but once, they were numerous as orange mushrooms are today. Objective: eliminate 100 total monsters or inflict 50 million damage in total. à ¢ â € - Choose a card, any card à ¢ â € "(10 min) Ohhh, this barrier. This is a new gasket. You will need to get more cards from white fangs and educators than each seal. Once the
paper is obtained, go to the gasket and press the up arrow key to deceive it. Objective: Tricked All seals using a higher number of paper as a seal will not work. You must have a higher number card to fool the seals. So this works! Suggestions: Violet cards can be used on any seal, even one
 that has been canceled by a purple (perhaps from another player) already. The seals increase by 1 every 30 minutes. If you use a violet on a seal, the gasket will restore to 1 after 1 minute. You will have to fool all 4 seals. Others deceive seals on the map will not help your progress. In fact, they will probably hurt your progress. Turn off the animal's
booty For this plan or add the seal locking paper to the animal ignore. Assistance to falling enthusiasts and gear driving on this plan. \tilde{A} \notin \Phi Piano 03 - Delicious eggs \tilde{A} \notin \Phi Piano 04 - Delicious eggs \Phi Piano 05 - Delicious eggs \Phi Piano 05 - Delicious eggs \Phi Piano 05 - Delicious eggs \Phi Piano 06 - Delicious eggs \Phi Piano 07 - Delicious eggs \Phi Piano 07 - Delicious eggs \Phi Piano 08 - Delicious eggs \Phi Pi
will grow them magically. Collect 1,000 ancient Turtle eggs to unlock the road to the next floor. Objective: Collect 1,000 cumulative eggs. Tips: Before scare, it's not bad. Every monster has a one To fall up to 3 drops that can hold up to 10 per drop for a maximum total of 30 eggs per mob. Make one or two rotations the map, with only a large family
spider should delete the stage. Make sure you go back to your pet booty for this stage. Don't bet on an NPC. It's not worth it. Simply kill and plunder the eggs. This plan seems to be the only non-hall and non-rest floor so as not to have a Coolodown potion for some really strange reason. Assistance to falling enthusiasts and gear driving on this plan. A
floor 04 - The string hold a (10 min) on this floor ... It is necessary to keep the populations of monsters on the side that Alicia tells you in
order to reach 300 spending points. Suggestions: every monster killed on the side that Alicia tells you to kill the 5th for Monster spending points. The reverse of the coin, if you kill yourself on the wrong side, will be deducted 5 balances points for each monster killed. The detection for the "right side" you are killing ON is based on which side your
character is physically residing up. For example, if you were a Bowmaster and a blaster arrow was installed on the left side, but you were on the left side, but you were on the left side, it would be counting as if you were a Bowmaster and a blaster arrow was installed on the right. Be careful with your evocations! Approximately every 50 monsters killed (or 250 monsters).
balances points), the tower will be lean towards the other side. A floor 05 - 1 A Tips Rest Stadium: congrats! You have reached the first phase of rest. In the rest phases, your stupid timer is not reduced and you are also free to go out. However, you cannot change the channels (even if you can disconnect and reconnect up another channel) or use the
are slime. Ahh, they used to be so cute ... but they became just as corrupt as the rest. Sometimes I wonder if this tower was never a good idea. It's a real sin, but I'm sick of having my tower messed up with. Remove 300 of them so you can open the door to the next floor. Oh, and not out of his mind if you see a slime king. It's just like a big slop.
Objective: Delete 300 slime. Tips: A slime king appeared. Keep your eyes open for it. You can pause the stupid timer on this plan
trying to enter the next floor while in a party once canceled. A floor 07 - Protect the adventurer A ¢ These lupini obtained all messed up on Black Mage Mojo and are attacking everyone. Oh damn, look at it! A wounded person! Defeat all the lupins and save it. The door opened to the next floor. Be very careful. If we are unable to save the guy injured, I
content of their heart. They got a little warm head lately, though. Can you cool them? He opened the door to floor 9. By the way, you might want to look out for the magma that vomit. You are probably enough to know intelligent ... oh, right. Objective: Eliminate 100 cumulative monsters. Recommendation: Lavi ground attacks reduce HP and
MP to 1%. You can pause the stupid timer on this plan, trying to enter the next plan while it is in a party after canceled it. A ¢ â € Piano 09 - The Teleport Maze A ¢ â € œ Oh, shoot. The route is all broken! I can put them back together again, but continue to discover everyone! Just go through the right portals and you will reach the door to the Next
floor. Objective: reach the end of the teleportation labyrinth. Suggestions: in an attempt to save some time, you should try the most right platform (4a) on the item. Try the elimination process in the choice of platforms (for example "3 is wrong, then select anything but 3"). You can pause the stupid timer on this plan trying to enter the next plan while
it is in a party after canceled it. Å ¢ â € 'Floor 10 - boss Battle 1: The webmaster is Å ¢ â € "The floor 10 is guarded by a colossal spider. I am sorry for that. The spider wraps over with SpiderWeb. You can
counteract your attacks then. See also for those poisons, they slow down. Teleport / Burrow Move Giant Spider in a new Cooldown: 20 seconds evocation: 30 seconds consumes SpiderLings to Heal HP Cooldown: 20 seconds evocation: 30 seconds evoca
Monsters Exmons 5 Spiderling Bocoons Cooldown: 30 seconds BIND blocks your character in position until it breaks free of charge with the arrow keys Duration: 10 seconds Cooldown: 10 seconds Objective: Eliminate the spider giant.
Suggestions: this boss is not too difficult. HP relatively low, but he has an attack reflection affility that lasts 6 seconds. Animation is obvious as the crimson queen, however. You have a life counter in all bosses in the Oz tower, so even if you die, it shouldn't be a problem. Please don't let the floor die 10 is the end of your race. A ¢ â € 'Piano 11 - Ancient
Golems Å \varphi â \varphi "(5 min) Now these are Golem Flower. I was sad to feel that they went extinguished out of the tower. I don't think I kept enough to repopulate the world of maple. Well, nature spoke. We'd better clean them. I will work to open the door to the next floor. Objective: Eliminate 300 cumulatively monsters. Å \varphi â \varphi â \varphi 12 - Thorn jump Å \varphi â \varphi
â € "Floor layout 12 is A bit complicated. There are hidden traps in everything, and their positions pass from time to time. Objective: reach the end of jumping. Suggestions: There are hidden traps in everything, and their positions pass from time to time.
mean that you will be sent if you pass through that same way (even if it can end up being so). Follow the method that is shown in the GIF above to make an adequate spicy jump. What I did was jumped forward on the plug and kept the jump and forward on the plug and kept the jump and forward on the maneuver. Keep jumping and forward from the beginning to the end, as
shown above! You can pause the stupid timer on this plan, trying to enter the next plan while it is in a party after canceled it. A ¢ â € 'Piano 13 - Oh, Meteore! A ¢ â € carry the stupid monsters, which are stupidly running towards the magic stone instead
of street. The floor will collaborate more quickly While they inflict anymore, then defeat all the monsters to stop them from Berserk! The stone of magic can take damage from five monsters. Objective: 80 Cumulative monsters while making sure you don't reach the left side of the map. Suggestions: Don't be too much ahead. If you pass where spawn
monsters, they will miss you, and if 5 monsters reach the left corner, it's all for you. Green meteors will kill you immediately. You can The stupid timer on this plan trying to enter the next floor while in a party after canceled it. Even if I don't advise you to do it on this plan. A ¢ â € 'Piano 14 - Shoot
it! A ¢ â € œWhat is not deceived by the calm atmosphere of the floor 14. The mushroom bats live here and let me tell you, those things are quite strong. Use this shotgun to get rid of them. I will wake up, just get rid of They within 3 minutes. Furthermore, pay attention to your shots. If they lose the bats and damage the barrier, your time here will be
reduced. You will start immediately, so on your brand, go, go, go! Objective: shoot all the monsters. Tips: all the monsters are fixed flight pattern - if you have problems pointing to them, wait for your cursor to meet rather than try to chase them. After 3 missed strokes, your stupid timer will be reduced by 30 seconds for every shot missed in Then.
Touch screens can or may not have a great advantage on this plan. Ã ¢ â € œGlo 15 - Stretch! It's Rest Stage 2 â € "Tips: Party Up for Floor 16, as it is another search for homocide. Ã ¢ â € œGlo 15 - Stretch! It's Rest Stage 2 â € "Tips: Party Up for Floor 16, as it is another search for homocide. Ã ¢ â € œGlo 15 - Stretch! It's Rest Stage 2 â € "Tips: Party Up for Floor 16, as it is another search for homocide. Ã ¢ â € œGlo 15 - Stretch! It's Rest Stage 2 â € "Tips: Party Up for Floor 16, as it is another search for homocide. Ã ¢ â € œGlo 15 - Stretch! It's Rest Stage 2 â € "Tips: Party Up for Floor 16, as it is another search for homocide. Ã ¢ â € œGlo 15 - Stretch! It's Rest Stage 2 â € "Tips: Party Up for Floor 16, as it is another search for homocide. Ã ¢ â € œGlo 15 - Stretch! It's Rest Stage 2 â € "Tips: Party Up for Floor 16, as it is another search for homocide. Ã ¢ â € œGlo 15 - Stretch! It's Rest Stage 2 â € "Tips: Party Up for Floor 16, as it is another search for homocide. Ã ¢ â € œGlo 15 - Stretch! It's Rest Stage 2 â € "Tips: Party Up for Floor 16, as it is another search for homocide. Ã ¢ â € œGlo 15 - Stretch! It's Rest Stage 2 â € "Tips: Party Up for Floor 16, as it is another search for homocide. Ã ¢ â € œGlo 15 - Stretch! It's Rest Stage 2 â € "Tips: Party Up for Floor 16, as it is another search for homocide. Ã ¢ â € œGlo 15 - Stretch! It's Rest Stage 2 â € "Tips: Party Up for Floor 16, as it is another search for homocide. Ã ¢ â € œGlo 15 - Stretch! It's Rest Stage 2 â € "Tips: Party Up for Floor 16, as it is another search for homocide. Ã ¢ â € œGlo 15 - Stretch! It's Rest Stage 2 â € "Tips: Party Up for Floor 16, as it is another search for homocide. Ã ¢ â € œGlo 15 - Stretch! It's Rest Stage 2 â € "Tips: Party Up for Floor 16, as it is another search for homocide. A constant for homocide.
Open door, battle 200 of the cryptists here. They are becoming too intelligent for their good. Objective: eliminating 200 monsters cumulatively. Å ¢ â € â € can floor 17 - Jump of faith Å ¢ â € can floor 17 - Jump of faith Å ¢ â € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å ¢ a € can floor 17 - Jump of faith Å § can floor 17 - Jump of faith Å § can floor 17 - Jump of faith Å § can floor 17 - Jump of faith Å § can floor 17 - Jump of faith Å § can floor 17 - Jump of
night vision, it's the only way you find the release. Try your best to not fall. You will have to start again if you do it, and nobody wants it. OH! And be careful for traps. Objective: reach the end of jumping. Tips: The Thorn jumping method shown in the floor 12 section applies to this plan. Finley does not appear on this plan - take the â € Objective: drop.
1 to 7 red sand crystals (the required amount is a specific quantity of you and your current execution every time) for the tree at the top right of the map to proceed. Tips: abandonment rate enthusiasts and gear help on this plan. You can pause the stupid timer on this plan, trying to enter the next plan while it is in a party after canceled it. A floor 30
Boss Battle 3: struggle of a coward to a floor of 30 ... This is where I put the lion coward, another character from my favorite story. He was a great guardian ... except to escape all the time. Once in a while he will have a potion of courage and and got a great guardian ... except to escape all the time. Once in a while he will have a potion of courage and and got a great guardian ... except to escape all the time.
Leaving it run too far too. This is when when It should scan on those platforms and use the scary thing! Use the fear amplifier to summon the lion coward when you enter the map for the first time. It can also be used to weaken if it earns too much power. CoolDardly Teleport Cooldown: 25 Sec double slash Damage: 30% of 30% max HP courage
increases damage: 38% of Max HP increases the damage of \sim 4-5\% per stackable stack up to 20 times Objective: Eliminate the lion coward. Å \varphi â \varphi Plan 31 - slowdown Å \varphi â \varphi Plan 31 - slowdown Å \varphi after the lion coward. A plan increases the damage of \varphi and \varphi are very wary in their surroundings, then pay attention not to
put them out ... about 200 of those should be good enough to move to the next floor! Good luck to you. Objective: eliminating 200 cumulative monsters. Tips: pay attention to this plan with your attacks, possibly making things more lens in the long run. A
fairy usually generates just when it sweeps on the map and disappears shortly after (about 30 seconds after it generated). After that disappears, a new fairy will turn off in about 1 minute. During the time when there is no fairy, go out, but you keep Spawn's time in mind. You can pause the stupid timer on this plan trying to enter On the next floor
while in a party after canceled it. Å ¢ â € 'Piano 32 - Fly Alto! Å ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto! A ¢ â € 'Piano 32 - Fly Alto!
lessons that cannot attack in the air can quickly hold fire ability (eg a thousand Aiguilles) and walk in the springs. When you enter a spring, you will still use ability, too, too While you are halfway. Arrow Blaster ability (for Bowmaster and Ghosts) can delete this plan efficiently if pressed and held in one of the sources. Soul Weapon Summons is also
useful on this plan if your class can not attack in an efficient way. You can pause the stupid timer on this plan, trying to enter the next plan while it is in a party after canceled it. A \in A \in A \in A
closely the direction that the arrows point and arrive at the portal very low to the right. If you point the wrong way, use the Labyrinth key clockwise and the Labyrinth key clockwise to change the direction. Objective: reach the end of the teleportation labyrinth. Tips: you can use the smart lady hotline to restore the stage if you stay locked ... in
exchange for 33 points oz. Be careful: you can only restore 4 times until you can no longer reset. You should not need to reset many times, though. If you release the keys will still be the restoration of the stage. It is advisable to abandon the
keys, restore the stage, take them and buy a set of keys from Secreta for strong possibilities to quickly finish the phase. The end of the teleport labyrinth is the portal at the bottom right. If you restore the phase, the tutorial will reproduce again if it is enabled, but the stupid time during this will not be frozen for some reason. After resetting the stage
once, you can talk to SECRETA to buy more key series. Å ¢ â € - plan 34 - ... actually really easy ... Å, â € "(5 min) All yellow curly cows on both sides? Go and run them before. When you have 10 yellow skin fell from those yellow curly cows to go
to the next floor! Objective: collect 10 purple skin to proceed. Suggestions: Purple skin to proceed. Suggestions: Purple skin to proceed. Suggestions: Purple skin to proceed by purple curly cows at the top of the map. If you have a skill that increases the vertical movement you high enough, you can
use the rope after elevator to reach the top of the map, bypassing the need to collect the yellow skin to get in there in the first place. The Purple Cow Curly attacks make Super Knowback who ignore all the normal resistance astride. A ¢ â 'Plan 35 - PASS PASS 4 â "Points: take this time to celebrate, as the plane 37 is looking for another kill. Review
for the floor 43 If you registered for the floor 43. Do not forget to mark the time! If you're running with others, go to the floor 36 one at a time, so you imbattire. A ¢ â 'plan 36 - Passcode A ¢ "Now floor 36 one at a time, so you imbattire. A to change it so many times! That scout over there
must know something. You should talk to them! OBJECTIVE: hit monsters in the order given by Secreta. Tips: The notebook power is strong. Ä ¢ â 'Plan 37 - Just kill 100! ... of each. Ä ¢ "(5 min) plan has 37
creatures from the Sahel. How things can survive in the desert it is to beyond me. I need a soda after 30 seconds here. Even this deep in the tower, these creatures are twisted by the energy mischievous ... Here are four types of creatures are twisted by the energy mischievous ... Here are four types of creatures are twisted by the energy mischievous ...
that these monsters are of dark energy losses. Coarse. To overcome this plan, you have to eliminate the monsters that push dark energy counter reaches 0. Å â 'Plan 39 - The monster lives, uh, life Å ¢ â "It's the floor 39 " also lung garden, but
something is out ... Most of lung garden monsters MU should be here, but all I see is an explorer. Ask that person what's the deal. OBJECTIVE: Answer the questions that those who loves quizzes to proceed. Tips: Finley will appear on this stage. Do not worry. â â Take your time to look for the tables below with the power to Ctrl + F! missing the quizzes to proceed.
and you'll start from the beginning after two wrong answers. you can try the quiz as many times as you want. it is not possible to fail the floor in the absence of the quiz - the only thing is you will fail your stupid timer. you can pause the timer on this stupid floor trying to get into the next floor while it is in a party after it has been deleted. top 39
Questions and re sposte: What answer What is the name of the Buddy List in the port of Lith? Mr. Goldstein What is the name of the Buddy List to the dimensional mirror in Orbis? Moppie
What is the name of the current president of the Council Edelstein? Anthony What is the name of the former chairman of the council Edelstein? Anthony What is the name of the former chairman of the council Edelstein? Anthony What is the name of the grandmother who looks at the great temple of Pantheon? Selene What is the name of the had been council Edelstein? Anthony What is the name of the former chairman of the council Edelstein? Anthony What is the name of the grandmother who looks at the grandmother 
that resides MAGATIA? Humanoid to what is the name of the entrance of the plastic surgeon in Arian? Aldin thing is Expert name for skin care in Ariant? Lila What
is the name of the storage keeper in Ludibrium? Seppy What is the name of the storage keeper in Edelstein? Brighton What is the name of the mascot of the name of the storage keeper in Edelstein? Brighton What is the name of the name of the storage keeper in Edelstein? Brighton What is the name of the name
merchant? Karin What is the Warp Assistant name in Herb Town? DRUY What is the name of Arian arms merchant? Zaid What is the name of the weapons seller on the Nautilus? Morgan who answers who in Kerning City can repair objects? JM From Tha Streetz What is the Creator object in front of the Sleepywood Hotel? Chrishrama Who is the
merchant in the golden temple? Ms. Tang Who is the merchant in Gold Beach Resort? Mason who is the warrior work instructor in the warrior worker next to the ticket door in the city of kerning? Jake whose line is this? Answer Are you
wondering if I can see me in front of me? Sure I can! Puno Do you want to learn how to reach spiritual lighting? No gong grendel the old old man is not a bad person, but of him students of him ... Arwen the Fairy if you have the scroll of secrets, give it to me! Geanie I can only do it alone for so much time ... Anne I can't wait for these kits grow! I found
patience, so I'll take care of him! Moonbeam I have to say, I seem quite well in an apron. Elex I need more firewood for the furnace. Timber I need to send these herbs to Tae sang quickly ... Mr. Ku servizco the ancient divinity of Nova. Fenelle will never leave the thieves trying to steal from me. Harry is worried that monsters these days are much
 more ferocious ... Lisa looks at me! So strong. Do not be jealous. The life of OLAF is transient. With the passage of time, the world will change. Gong My friend Arwen is still rather uncomfortable towards humans. Rowen The fairy of my hands are not what they were usual. I really need to get an apprentice ... potter good weather, right? It's a day of
Greay to enjoy a walk with my pet, muffin. Bastille nothing like a good series of pirate excavations, comrades! Rodos strangers can never be trusted. Faculty head The Kalayan pirates are the best! You want a piece of me? Valerie so many tasks ... and so much studying to do ... man, I'm submerged. Wing the fairy that the smell in the air is safe that
makes the fur get up, no? Alviola The seas have become fat like an ORCA, eh? Putan This room is not open to the public. Olson we have to work together. Lakelis where are all my research notes? And my comics? Cootie little doesn't bring me a little food? I'm hungry? The work of lumps is important, but eating is crucial! Bavan I'm collecting
herbs ... Sabitrama that responds to which of these leaders never appeared in Maplestory? Bear Grids Belzebub Big Brother Big Carl Carl Botickelli Cocatris Diablow Emuloch Navy Captain Von Venom Which of these chairs does not exist in Maplestory? Keep back Diamond Bath First Love Sed Chair last year Sergeant Chair Bunny Bunny Chair Bunny Ch
Mammuth Chair Money Pillow Chair Persimona Rapello Chair Valentina Chair Wheelchair Chair Which of these cities doesn't exist in Maplestory? Aqua Aqua Cunning City Edinburgh El Segundo Fenesys Frankenstein Margaret Sacramento Forest Swan City Which of these is not a Crafting object in Maplestory? Loving Chocolate Fairy
Sand Hyacinth Juice Kryptonite Hours Magnus Sweat Nickel Penicillin Pulsatilla Seeds Used Seeds Textured Zakum Phlegm Which of these is not a weapon with one hand? Beatstick Doomringer Facebuster Forked Spear Gallant Lion Ali Lunar Glory Pioneer Double Ali Double Zephirous Wood Mallet Which of these is not a weapon with one hand? Beatstick Doomringer Facebuster Forked Spear Gallant Lion Ali Lunar Glory Pioneer Double Ali Double Zephirous Wood Mallet Which of these is not a weapon with one hand? Beatstick Doomringer Facebuster Forked Spear Gallant Lion Ali Lunar Glory Pioneer Double Ali Double Zephirous Wood Mallet Which of these is not a weapon with one hand? Beatstick Doomringer Facebuster Forked Spear Gallant Lion Ali Lunar Glory Pioneer Double Ali Double Zephirous Wood Mallet Which of these is not a weapon with one hand? Beatstick Doomringer Facebuster Forked Spear Gallant Lion Ali Lunar Glory Pioneer Double Ali Double Zephirous Wood Mallet Which of these is not a weapon with one hand? Beatstick Doomringer Facebuster Forked Spear Gallant Lion Ali Lunar Glory Pioneer Double Ali Double Zephirous Wood Mallet Which of these is not a weapon with one hand? Beatstick Doomringer Facebuster Forked Spear Gallant Lion Ali Lunar Glory Pioneer Double Ali Double Zephirous Wood Mallet Which of these is not a weapon with one hand? Beatstick Doomringer Facebuster Forked Spear Gallant Lion Ali Lunar Glory Pioneer Facebuster Facebuster Forked Spear Gallant Lion Ali Lunar Glory Pioneer Facebuster Fa
Defense Blessing Chase Divine Sword Wain Prayer Haste Lightning Action Mediable Claw Ordinance Regal Stretch Which of these is not an ability of a magician
battle? Draw Mana Which of these is not an ability of a cannoner? Quick refill Which of these is not an ability? Explode Arrows Which of these is not an ability? Plunger soul Which of these is not an ability? Plunger soul Which of these is not an ability? Plunger soul Which of these is not an ability? Plunger soul Which of these is not an ability? Explode Arrows Which of these is not an ability? Plunger soul Which of these is not an ability? Plunger soul Which of these is not an ability?
Stumble Driver Files Blowjob Mega Power Bomb Assault Muna Psychic Tracer Which of these is not in Monster Vita? Mud Hammer Hideout Maple Aquatic Home Maple Water Park Mushroomy Organic Mine House Pantheon Temple Aquatic Home Fish Farm
Fruit Farm Psychic Audition Room Puriel House Shammos' Storage Room Sushi House Which of Does these articles do not exist in Maplestory? Gloves Hand Alchemist Beated Sunglasses Donkey Cook Hat Frantic Forcina Minotaur Nose Earring Phoenix Single Cursing Dandruff Promise Ring Sugar Small Dog Last Harp Helm Venom Buccaneer Which
Cannon Dragonic Deck Sweeper Handcrafted Ignite Crash Necro Beryl Cannon Which of these jobs doesn't exist in MapleStory? Art Designer Bard Beast Ladies Blue Mage Cannon Puncher Demon Hunter Eric Necromancer Water Dancer Wind Runner Which of these jobs is a part of Cygnus knights? Blaze guided knight Which of
 these jobs is a part of the explorers? Double blade bishop Which of these jobs is a part of the Nova race? Angelic Buster Kaiser Which of these jobs is a part of the resistance? DEMON Avenger Xenon Which of these monsters does not exist in MapleStory? Bertus Corbie Dark
Cactus Downey Fenelle mountable Golem Red Peppers Sledge Hammer Sharplan Solarion Which of these monsters is not a dog? Birk which of these monsters is not a mammal? Spores Which of these monsters is not a plant? Octopirate Which of these monsters is not a mammal? Spores Which of these monsters is not a mammal? Spores Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a mammal? Spores Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant? Octopirate Which of these monsters is not a plant. Octopirate Which of these monsters is not a plant. Octopi
Which of these monsters is not from the Nihal desert? Water thief monster which of these monsters is not in the z tower? Ancient mushroom blue bat crocodile murupa roolag yellow flower cow Which of these monsters is not alive in the sea? Captain
Latencia Which of these non-dead monsters is? Pink Bean Snipe of competence that of these people is not resident in MapleStory? Agamennone Carno DJ Koo Gigante Joe Harcourt Jacklyn Joe Bob Kaiso Stitch Sybil If you want a plain text local copy of the plan 39 Questions and answers: Pastebin Connect a floor 40 - Boss Battle: The Wait A floor 40 is
guarded by the scarecrow. It's a hard question. He made hay therefore it is difficult to face many damage with general attacks. But it is also its weakness. Do you see those flames? Bring the scarecrow to the flames. That hay of his is Dry. Which leads him to burn him faster, but he could also make him a little angry. I'm sure the attacks of him will be
 much stronger than him crazy. Just keep in mind. Oh, and watch out for the cloning capabilities of him. Touch Damage: Related to fire fighting fleece (without image) Lightning storm Damage: Related to the focolare Pile Magnet quickly pulls
 from there. Stacks Damage Time Damage to the Max HP player 0 0 100% 1 Unknown Unknown 2 1,500.000 10% 3 1,800,000 45% 4 2,000,000 45% 10 4,000,000 50% 11 4,200,000 55% 12 4,500,000 60% 13 5,000,000 60% 13 5,000,000 60% 14 7.000.000 70% 15 8,000,000 75% 16
9.000,000 80% 17 10,000,000 85% 18 11.000,000 90% 19 12,000,000 90% 20 20,000,000 100% target: Eliminates the scarecrow. Tips: You cannot attack the scarecrow normally. You must draw it into the fire to damage it. Longer is in the fire, more damage you will take. See the focus stack table above. Knockback and binding skills work on
 scarecrow. Å ¢ â € piano 41 - calm first ... the meteors Å ¢ â € œ- hm ... this place seems ... different. It was a regular forest with regular creatures, but you can't give up now. Arriving to it! Objective: reach the end of the jump search. Å ¢ â €
'Piano 42 - Casual only Å ¢ Å € "(7 min) beetles, double beetles, daging magic power is tearing the pieces from the ceiling. So
you may want to look at your head. Objective: reaching the end of leap search after killing 30 of each monster. Suggestions: The real platforms in the middle of the map are those with the grass facing right. Your pets are de-summoned on this floor. Make sure you heal yourself if you are struck by Meteors, while HP Auto will not work. The meteors
 make 1/3 of your HP. Also make sure of Buff if necessary. The platforms after beetles and the two beetles do not have the same appear / the timers disappears for longer than the first - make sure you keep it in mind so as not to fall. Reminder that you can celebrate on
this phase! It's not so hard as a solo, though. Ä \phi â \phi piano 43: yes, about the floor 11 ... Ä \phi â \phi piano 43: yes, about the floor 43 is just like a minar forest. You have to pass through. Flute is just trying to help, so please, don't hate! You
already so far, I'm sure this will not be terribly difficult for you . Objective: Answer all 7 questions, you will need to kill some mobs and try again the questions or your race correctly. If you have a wrong question, you will need to kill some mobs and try again the questions. Plan
 the color, then the number, with a space in between. Floor 02 Was it the number on the card you used to fool the green barrier? Insert only numbers unless you have used a purple. Plan 02 What was the number on the card you used to fool the red barrier? Insert only numbers unless you have used a purple. Plan 02 What was the number on the card you used to fool the red barrier? Insert only numbers unless you have used a purple. Plan 02 What was the number on the card you used to fool the red barrier? Insert only numbers unless you have used a purple. Plan 02 What was the number on the card you used to fool the red barrier? Insert only numbers unless you have used a purple. Plan 02 What was the number on the card you used to fool the red barrier? Insert only numbers unless you have used a purple. Plan 02 What was the number on the card you used to fool the red barrier? Insert only numbers unless you have used a purple of the red barrier? Insert only numbers unless you have used a purple of the red barrier? Insert only numbers unless you have used a purple of the red barrier? Insert only numbers unless you have used a purple of the red barrier? Insert only numbers unless you have used a purple of the red barrier? Insert only numbers unless you have used a purple of the red barrier? Insert only numbers unless you have used a purple of the red barrier?
you used to fool the yellow barrier? Enter the numbers only A Violet was used. Plan 02 What was the number on the card you used to fool the Blue barrier? Insert only numbers unless you have used a purple. Type the color, then
the number, with a space in between. Plan 02 How many times have you chosen Ripley? Plan 03 How many times have you chosen up? Plan 04 How many times have you chosen Ripley? Plan 03 How many times have you chosen up? Plan 04 How many times have you chosen up? Plan 04 How many times have you chosen Ripley? Plan 05 How many times have you chosen up? Plan 06 How many times have you chosen up? Plan 07 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many times have you chosen up? Plan 08 How many ti
many points of balance You lost? Plan 06 How many slime kings is to eliminate advice:? See the chat window for Messages King Slime Display the eggs in blue. Plan 08 How many monsters Do you delete? Plan 09 The 1st to the low area, which the platform was the correct one? (Conte the most left platform like 1 and more to the right one like 4.)
Enter only numbers. Plan 09 The 2th area, which the platform was the correct one? (Conte the most left platform like 1 and more to the right one like 4.) Enter only numbers. Plan 09 on the
Giusto 4, which the platform was the correct one? (Conte the most left platform like 1 and more to the right one like 4.) Enter only numbers. Plan 09 The 6th zone, which the platform was the correct one? (Conte the most left platform was the correct one? (Conte the most left platform was the correct one?)
one? (Conte the most left platform like 1 and more to the right one like 4.) Enter only numbers. Plan 09 at 7 ° towards the low area, which the platform was the correct one? (Conte the most
left platform like 1 and more to the right one like 4.) Enter only numbers. Plan 09 How many times do you return to the starting point, why can't you find the correct way down? Plan 11 How many Black Flower Golem is deleted? Only you. Not your parties, tips: should you get a friend for practice ticket (or possibly, to sacrifice their run?!) To this plan
to kill mobs for you so that your answer will be 0. Plan 13 how white spiny bears made you delete at the 13th floor tips:? 15 WHITE Spinose Bears then only in their first specific wave, then a random quantity will appear in the final wave. Plan 13 How many Green Flower cows always appear
in their first specific wave, then a random quantity will appear in the final wave. Plan 21 How many monsters you cancel advice:? This does not include killings made by her party or Eliza. Plan 22 How often did you fall? Enter only numbers.tips: In-game, the question says "on the 21st floor", but in reality it is to ask the fall on the floor 22. Piano 23
How many times did you drop and had to ask Alicia to send back? Plan 23 When you tried to look for the paths on the 23rd floor, Has Alicia Mai said to wait because someone else was already looking for? Insert yes or no.tips: this question used to be spied on and you had to include the "no" period, but it is solved. Floor 24 Which cities was the correct
answer to the first question? Enter exactly how Dorothy said. Plan 24 Which cities was the correct answer to the fourth question? Enter exactly how Dorothy said. Plan 24 Which cities was the correct answer to the fourth question? Enter exactly how Dorothy said.
Dorothy. Plan 26 How many times have you suggested monsters by falling orange slime liquid advice:? Evoke where Alicia says you can don't evoke more don't count. If you are in a party, it could become hindered and the answer could become hindered and the answer could become 0. Piano 26 how many orange slime liquid slime get? Enter only numeri. Tips: if you're solo, you can easily
calculate it using this formula: (convenes * 10) + (slime orange liquid taken when entering into the floor 27, see the chat box) = 28 Floor Answer How many times the monsters on the side at the top right of the room were summoned? Plan 28 monsters have been
summoned How many times on the left side of the room? Plan 28 How many times the monsters were summoned on the lower left side of the room? Plan 29 How many red sand
crystals have dropped near the tree on the right? Enter the numbers only. Plan 31 How many times did you do them? Tips: See the chat window to the Fairy Spawn messages in blue text. Plan 31 How many times did you do them? Tips: See the chat window to the Fairy Spawn messages in blue text.
call for equal been sent. Call 1 is sent when directly kill a fairy that has generated the blue text. For example, directly kill a fairy that has generated the blue text and 4 of their peers spawn fairy. But the fact that 4 of fairy generated the blue text and 4 of their peers spawn fairy. But the fact that 4 of fairy that has generated the blue text.
left when you did 33 Å of loor? Enter the numbers only. Plan 33 How many keys counterclockwise (red) Labyrinth you left when you extracted the 33 Å of loor? Enter the number of couples who have purchased at the time that you've deleted.
Enter only numeri tips: If you reset the stage, do not count purchases made before the reset. Plan 34 How many times have you used yellow skin to go to the next level? Plan 35 How many seconds. For example, if you 1:02:55 to your
stupid timer, your answer would be 3775. That Plan 36 cos'\tilde{A}" your password? Tips: Orange Mushroom snail = 1 = 2 = 3 tape pig muck = 4 floor 38 How many times did the transfer of dark energy in a different monster? Tips: this does not include the first hunter Grizzly Bear you've always started with. There are many changes in dark energy there
Plan 43 Questions Thestor Testotto Fill-in sheet: Pastebin links à ¢ â 'Plan 44 - Easy enough! Ã ¢ "The floor 44 is a bit 'as a playground. A playground where they can frolic monsters. The monsters do not like to have it interrupted their playing time, so this will not be a walk in the park for you. just a little 'well! actually you're doing great! I can not
believe it! Objective: reach the end of the skip search. If you made it through the floor 42, this should be a cakewalk. A ¢ â "Tips: good job in making it far! Take this time to celebrate if there's someone with you. The next plan is a simple search of killings. Do not use your buffs for Dorothy yet - Plan 49 will delete all
of your buffs. If you need to damage to the floor 47, go ahead, but if you want to use to buff Dorothy, wait until you get on the floor 50. Å ¢ å 'Plan 46 - Simple enough! Å ¢ "(5 min) plane 46 is still minimal forest. I was astounded by colored Wyverns of the Dragon Canyon, and I just had to have a place like mine. Be careful, they are stronger than they
seem! Delete 200 them! Goal: eliminate 200 monsters cumulatively. You can pause the stupid timer on this plan trying to enter the next floor while in a party after canceled it. A ¢ â €th floor 47 - a strange type of story A ¢ a €th floor 47 - a strange type of story A can pause the stupid timer on this plan trying to enter the next floor while in a party after canceled it. A can be a strange type of story A can pause the stupid timer on this plan trying to enter the next floor while in a party after canceled it. A can be a strange type of story A can be a
will appear In one of the green square positions in the extraction map below). Tips: See map extraction map below). Tips: See map extraction map below). Tips: See map extraction map below).
canceled it. \tilde{A} \notin \hat{a} \notin 'Piano 48 - The true hero of oz? \tilde{A} \notin \hat{a} \notin "Plan 48 is ... Kinda Weird. You must depend on all your senses, not only to your view, to pass. Stone mushrooms are there to distract you, then eliminate them while you go. Ah! The explorer you met before is here. Asking you to guide you! Objective: Follow up to the end of the map. The
video shown above shows my minimal overlap and driving through the floor. See the guide below on how to set the minimal overlap in the
minimal mode Expanded in which it shows the region and the name of the map. This minimous has been updated last time 2019-01-29. How do you use it as an overlap, ask? In the Studio OBS, it creates a new scene (bottom a left of the OBS) and naminate it "Floor 48 minimap" or something in which this effect. Select the scene you just created
Subsequently, in the sources (to the right of the scenes), Add Maplestory as a game capture source (if the Capture window) - IT name "MapLestory" - and the above image is a source Image as a "Floor 48 Minimap" image source. "I did it,
but the Maplestory is not shown on the OBS preview window at the center! It is only the overlap from for itself ... "Two possible causes: 1. OBS cannot register or not even see Maplestory While the Maplestory is reduced to a minimum in fullscreen mode. This does not mean that you cannot use the overlap in a full screen type mode - you will only need
to do a couple of additional steps, detailed a little below. Go to window mode for now. 2. OBS may need to be executed as an administrator to record or even see MapLestory: Window or Fullscreen? Follow the applicable guide to set the
OBS below: Spoiler: Mapplestory window you need to set the OBS Studio as always at the top by clicking File> Always at the top of the Maplestory window you need to set the OBS Studio is forced to be at the top by clicking File> Always at the top 
Installation of Fullscreen Mapplestory, Go to File Settings and in general, check "Make the projectors always up". Now, pass the MapLestory's fullscreen mode of the OBS. OBS will be the one that goes full screen, not Maplestory. Next, right-click on the preview window
in OBS (the center of the OBS window where it displays the MapLestory overlay and the minimous floor 48) and click on full screen projector (preview) then select The displays the MapLestory overlap in fullscreen, now it is necessary ALT + tab in MapleStory to get
the control of your character. The projector full screen of the OBS (which includes Maplestory together Overlap) should be in top of your display, above all else. It should be essentially the same to play MapLestory in fullscreen, except that the overlap is now there! Once you have finished with the full screen screening, you can right-click on the screen
and click Close to exit it. "It works well, but the minimappa is too small for me to see it clearly!" To expand the minimaface, create a new game (or window displayed, select "Add Existing" and select your existing Maplestory acquisition. You should have two
mainsorial sources now, and should be ordered This: from there, you need to right-click on the MapLestory source in the middle (as highlighted above) and the Floor 48 Minimap source and click Transforms the transformation options
transforms the options for the floor 48 Minimap Source: transform the options for the Maplestory source in the center: the transformation of the options for the Maplestory source in the options for the Maplestory source in the center: the transformation of the options for the Maplestory source in the options for the
the options for the floor 48 Minimap Source: Transform the options for the MapLestory source at the bottom is intact. If you're correct, this is the way your OBS window should look in the z lobby tower: it should be everything! Good luck and no clown! Tips: Delete the
path to ellipa to go through. If you die (unlikely, even if it has a lot of HP. In fact, it has about 3 minutes to be constantly hit until it ran from HP), you will be immediately driven out of the tower. Yes, I tested. However, don't kill the monsters too much in front of uphill, because it won't stop for you if not at certain points. You will probably need that
you are stopping to kill some monsters in the case that you are falling behind her. If you find yourself too far from you for too long (about 30 seconds), you will be immediately driven out of the thing of the fluffy green
ball next to it, which strikes you slightly right. Zero is extremely good on this floor - you can tag in alpha / beta on the platform in front of you. You can pause the stupid timer on this plan, trying to enter the next plan while it is in a party after canceled it. A ¢ â € 'Piano 49 - The snails are mammals! A ¢ â € "Piano 49 is the last before dealing with
Dorothy. The illusion of Dorothy will test your knowledge to see if you are a worthy challenger. This is where many bigger explorers before falling, intimidate from the His overwhelming trivia. But you can do it, right? Objective: Reply as monsters are in the cage to proceed. Tips: if you are wrong or ask a wrong question, Dorothy instantly deduces 5
minutes from your stupid timer, no question. The dwarf of the sand It is witnessed in GMS. If you get the dwarf of the sand, jump. Not really sure why, perhaps a typography or capitalization error in the list of game answers? It is not censored in the chat ... please don't Select the last option in the Dorothy dialog. You will regret. (It makes Droothy tells
you from the tower.) You can pause the stupid timer on this plan trying to enter the next floor while it is in a party after canceled it. A ¢ â € Piano 50 ... can be defeated? Honestly, I don't even know more. But you have to try. Be careful of its magic. And His clones. Oh, and his pet. Bad little thing.
If you launch endless flames, activate an ability to push or pull the enemies to stop it. He won't lie, it will be difficult. But please pull through. Defeat his succeeds All! That's right. Far away from its lobs energy lobs 4 balls in air bounce damage: 25% Max Hup Cooldown: 10 seconds that trapping the obscurity convening dark traps to instantly kill the
damage: 100% max HP Summon Wall of Fire Exmons in Wall of Fire Exmon
Super Super 60 seconds Summon Toto under toto (abbreviations and HP detailed below) Cooldown: 50 seconds Cooldown: 60 seconds Cooldown:
(physical) Objective: Defeat Dorothy. Tips: Get ready to use many HP recovery capacities. The meteors here will never stop falling. Bowmaster, time to block blood arrows. Don't go too far from Dorothy. It can use a laser that damages more heavily far from you. Dorothy has an inverted version of the reduction of the blue damage of Magnus Aura,
which means you should keep a small distance from you to inflict your full damage. Standing right next to you will reduce your final damage of 90%. A ¢ a € 'Piano ??? - The end? "Thank you, but I still don't have the control of the tower ... I have a problem that things are not finished ..." "This is not the end. We will pick up and group it for now ... but
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we will come back. "Does this mean that the OZ tower will be expanded or get a sequel? Chissã ... maybe it will happen when Florina beach and Neo City return. Cough. CREDITS A: LOCKED OF SOUTHPERRY.NET For the original extraction data for the first versions of the guide Remitost (Haruko) of Aurora for the original floor 39 List Q & A List Paul (Formosa) of Aurora to help with data, video, Tests and suggestions The Creator / s) by WZcomparerr2 and Piratyizzy's in English Translation Driving Bivio Author Sky, find all the guides from SKY V1.0 (2018-02-03) V1.1 (2018-02-04) Fixed formatting errors Added a group of images V1.2 (2018-02-04) Fixed the contents of the contents Anchoring

links to not charge the page V1.3 (2018-02-04) Fixed the content of the contents of anchoring links to refer to the Published Guide V1.4 (2018-02-06) Added a group of horizontal rules to break the fixed floor sections 39 questions and answers to show 100% correctly V1.5 (2018-02-09) Added browsing on / Giù for the games of each section fixed some formatting adding videos and Gif V1.6 (2018-02-09) Reload the page Fixed on navigation up / giù connections Anchoriny V1.7 (2018-02-14) Added minum overlay thorial dodd 70 western fixed for the fixed floor 39 questions added this to the floor 43 Questions Added Ups to the floor 43 Questions Added tips to the floor 43 Questions Floor Ra Minimum overlay Other various improvements V2.2 (2018-04-16) Improved classing Special Special Plan Added Special Plan Added Special Plan Added Special Plan Added Added The section Various improvements V2.3 (2018-04-18) Added Instance of the page V1.5 (2018-04-18) Added Instance

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