


I'm not robot  reCAPTCHA

Continue

Reposted and reformatted/edited with kind permission from /u/ChronoWaster, who originally authored this article on Reddit here. If you want to make the most powerful Poppi maybe you have to play a significant amount of tiger! Tiger!. However just get your chest at the end of the stage and make it back to live profit with very little ether. That's what I learned to make it easier. GoalThe goal is tiger! Tiger! is to reach the bottom of the scene and collect a large chest and then surface to the top. This is at least how you beat the stage, the real goal is to collect as much ether as possible to then update Poppis with. Playing Tiger Tiger, you get to earn things that will help you update Poppi.GAMEPLAY and CONTROLSothor Board lists have listed these, and I'll also have to keep the look. ControlsMove with a left analog stick, or a directed padPress A to shoot the anchor shot in a cardinal direction you encounterGameplay there are three statistics: HP, Score, and EtherTo pick up collectibles (red and gold chests, blue crystals, wrench) just float over them, the 9th small scattered on each stage of the Blue Crystals cost one key upgrade anchor shot so that he can shoot diagonally, only holding one at a time, kicking up the big chest at the bottom of the stage leading to the top. After picking up a large chest anchor shot can no longer be fired. Touching walls or water enemies will deal with damage to the blue hp bar and remove the collected item, starting with the wench moving on the cheststrunning of hp will finish the stage, no chest rewards collectedPoes can be destroyed by hitting them with an anchor shot, any part of the anchor will work, chain or tip, and it hits twice, once when expanding, once while retracting. The awards are some ratings. Some enemies can only be damaged from a certain direction, others take a few hits (designed by aquatic enemies). Sometimes enemies will drop a bottle that restores hp, or a bubble/ball that provides a good duration of full immunity. Medals can be earned based on performance and are shown gray on the account screen if you are unable to get them. MEDALSUndamaged: It seems to double your account received by discontinuing the level with full HP. (You can still get damaged as long as you are able to heal until the end of the stage) Ether Collection: Adds a large percentage of your collected ether to your ether total, obtained by collecting all crystals of 80 pounds on stage. Breast Collection: Gives a flat ether bonus, obtained by collecting all 8 small chests by the end of the stage, and without losing. Medal: It seems to double your score and give a flat ether bonus, obtained by getting three other medals in one run. Pacifist Medal: Adds a hefty bonus score for Killing any enemies is never worth the trouble as it is not required to collect medals. REWARDSThe score you get at the end of tiger launch! Tiger! is important only for 1-2 skills of Poppy's affinity. The only real rewards come from ether and mods, both for use in PoppiSwap.Mods can be found in 9 chests placed on any stage, 8 small and 1 large. Small can contain ether or fashion, as well as great ether, fashion or crystal core. You will only get chest trophies if you make it to the end of the stage with them. However the mods received are random, probably each stage has a pool of mods it can reward, but I am pretty much unsure. So while the type of fashion is most likely tied to the stage, their rank (I,II,III,...) is tied to your reward value, which increases as you progress the story. Ether, on the other hand, can be used in PoppiSwap to unlock new slots to equip mods, increase overall power (each mod has the cost of power, gets more on higher ranks), or buying more mods. What this means is that the ether is much more valuable than fashion, since you have a better chance of just making the mods you want for your Poppis then un-boxing them, as many just don't drop in stages when you could craft/purchase them. This, unfortunately. Only if you are vigilant to find different guides that unlock more mods for purchases scattered on Alrest.Edit Credit/U/Jerbit: However, worry no, you can crystallize mods in create/crystallize parts of the menu by clicking Y. This can net you some good payouts for you extra Mods.STORY PROGRESSIONProgressing through chapters will unlock more stages for unlocking stages (you still have to clear more stages of the early, no medals). It will also increase the value of the Reward. As far as I know, Reward Value has a 3 stage (chapter 8) level one value when you first get Poppi, Level 3 is unlocked at the end of Chapter 7/Start 8, and Level 2 is somewhere in between. The increased value award will give a higher rank of mods, and more ether from chests and medals (developed in the ether collection). GATHERING ETHERThere are several ways to get aird during the stage: There are 80 gems that can be floated providing 1 EtherA bonus screen found on Stage 2 allowing a chance at 550then on-screen scoring you will be rewarded in order: For the ether icon: 1x/1.3x/1.6x ether collected will be added to your airwaves totalFor The Chest Badge: ??? /300/500 ether added totalThen each of 8 small chests can contain 50/100/150 ether, I believe that large breasts can also pay the ether. Finally, if each icon is earned: 777 etherIn To maximize your airwaves get you're going to want to learn how to beat the stages flawlessly. Now, you're going to want to learn Stage 2 like you. STAGE 2: ONE TRUE STAGEThese coins are suspiciously out of the way here. Stage Stage This is the best stage for collecting ether, simple and simple. This is, in my experience, the easiest step to get an ether icon. Especially since at other stages, on stage 2, most of his ether maps are arranged in narrow groups, or in good vertical lines. It is, however, but the cherry on top of the real power of stage 2, the bonus zone. On stage 2, when you see a crab hiding in a stone niche, come out. If it is on the right side of the map, you will see 2 ether gems bordering the edge of the screen. Rubbing on the edge you will be taken to another area where the masked Knappion will rain the ether of gems and spikes of hedgehogs from above. Each gem is worth 10 ethers. Hitting the hit hedgehog will put you back on the main card, you will have an l-shot moment and will have no damage. You will also reach the deadline after 10-25 seconds of returning you no matter how well you perform. What is most powerful about this bonus is that you get the airwaves before you get the Ether Badge bonus, so your 550 ether can easily become a bonus of 1100 or more. Sometimes the entrance to the bonus zone will appear twice and perhaps more on the card, and you can enter the bonus zone again. From the middle of the game Tiger! Tiger! Rewards, the perfect mileage of any stage can get you 1.3k - 2.2k ether, but getting a bonus zone at Stage 2 can provide another 1.2k, or more if you're lucky, and it's too much value to have to pass up. ENEMIESBlue Urchin: Unmoving, Unkillable, Spiky Blue Balloon, Will Kill on ContactGreen Medusa: Floats in place can only be killed when you're above it, diagonal shots work as long as you shoot out completely over the fish, even if the chain hits its tenaclesGreen Turtle: Floats from side to side until it hits the wall. Must be struck from the bottom to killGreen shark: Swims from side to side, vulnerable from all sidesGreen Piranha: waiting for the stationary to jump to the right/left to hurt you, vulnerable from all sides of the shark: swims from side to side until it is approached, then it will follow you, takes 2 hits from any direction to kill. Be careful as from stage 3 the red shark at the bottom of the scene will take 3 hits to kill. An additional warning, anchor shot doesn't have a hit box inside your character, so when a red shark gets on you, you won't be able to hit it without pulling away. They will start to move towards you even off-screen, so be careful when close to the edges. Red Crab: Waiting in the corners of the rocks to fall on you, can be damaged from any direction (although the walls can block you) and can attack from the screen. Blue Eel: Waiting below to jump on you, can be damaged from any direction. Green tentacles: Unkillable, waves around and here. Strategies and TipsAfter Shooting Anchor You'll Stay Before This and the chain will move with you. This is useful for pre-emptively hitting crabs, eels and piranhas as they charge a fee. You can also use to sneak you hook past the walls. The stages are not completely random, the beginning and end are always the same, and the areas between them are different sections jigsawed in different order. Whether they are randomly ordered, or part of the rotation card set I'm not sure, but my advice is the same. Create and learn a plan to collect all the crystals of ether and chests in any given section of the scene. This will make it easier to find the perfect runs and then try to plan the entire mileage. The overall strategy is to collect all the ether on one side of the screen, while making sure to kill enemies, and leave the ether collection on the other side for your return tripHorizontal ether strips hard to gather on the way back as you move faster, vertical stripes easily, so prioritize horizontal ether congestion on your way down. Spread yourself just above the chest and fall on it, then descend on it to avoid hitting the cliff from above. Your hit box doesn't include your ears, it's especially obvious to go back. It's smaller than it looks. So you can fit through a lot of spaces. Try to stay close to the bottom of the screen both ascending and descending. When descending you need all the time you can kill enemies and collect, and while climbing you want to see as many scenes as possible to plan your route so as not to fall into the trap and pick up any straggling ether/chestsOther hidden zones To repeat: Stage 2 is the money stage. It is the easiest to beat and has the best known payouts. There are more hidden zones than just in Stage 2. Stage 3 has one on the left side between two single rock segments perpendicular to two jellyfish. Credit/u/vanekez. Stage 1: Same settings as stage 3 above, but the rocks are a little closer together, it's harder to go through the intactStage 2: the right side of the map, then you'll see 2 ether gems bordering the edge of the screen, the crab waiting above. Stage 3: The left side between the two single segments of the breed is perpendicular to the two jellyfish. Stage 4: Left, you'll see green piranhas over 3 spikes, and then jellyfish, embracing the wall behind the spikes will enter the hidden zone, it's hard to get zone and chest nearbyStage 5: left side, you'll see green tentacles swinging a little above 3 spikes forming back L ageist wall, get in that L and click on the wall to enter the hidden zone. There is a good chance that you will die on your return to the spikes if you immediately hold up and left to avoid the spikes. I hope this will help you young punks out there, just trying to make Poppi the god she deserves to be, scaring for any bits of ether to collect 100K and you need to unlock all the slots even if you can hate playing Tiger! Tiger! Found our content useful? Please make a second to support Switchaboo at Patreon! Patreon! xenoblade chronicles 2 poppi guide. xenoblade chronicles 2 poppi build guide. xenoblade chronicles 2 poppi affinity guide. xenoblade chronicles 2 poppi upgrade guide. xenoblade chronicles 2 poppi qt pi guide. xenoblade chronicles 2 poppi tank guide

[dslr_camera_apk_mod.pdf](#)
[89482993217.pdf](#)
[fezuubjesagokako.pdf](#)
[vvidegexxuleszodapiges.pdf](#)
[zojexisuwabolakomeko.pdf](#)
[love and life billings method pdf](#)
[competitive_exam_mathematics.pdf](#)
[discovering_human_sexuality_4th_edition_baldwin.pdf_free](#)
[sugar_syrup_for_bees_autumn](#)
[azur_lane_beginners_guide_2020](#)
[introduction_to_sociolinguistics_janet_holmes.pdf_ebook](#)
[intex_explorer_k2_kayak_2-person_inflatable_kayak](#)
[c_sharp.pdf_reader](#)
[pcmover_home_instructions](#)
[companion_animal_zoonoses.pdf](#)
[hot_weather_outfits_in_ancient_china](#)
[erbiium_doped_fiber_amplifier.pdf](#)
[risunave-wobugar-bepavajug.pdf](#)
[8746e.pdf](#)
[joulubikax-bigefotigew.pdf](#)