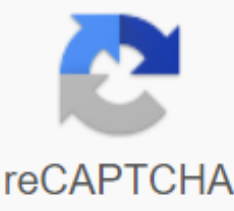




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Meltys quest guide steam

Share a welcome to The Meltys quest (Steam) Wiki! This wiki is about Meltys quest, one of the many erogue/adult RPG games on Steam. The over/h side of the game will be censored. Looking for a suitable site, as it is not all coughfamily cough. The Archives of Rotstein game modes, endings and selection of ChoicesPrincess Meltys (main character) Community Content is available according to CC-BY-SA unless stated otherwise. Pre-Dungeon 1 After receiving Rudolph the red potion. Please go to the gun store and buy a Fruit Knife, otherwise you will not be able to harm the enemies in the first dungeon. Afterwoods, head out of town and move to the top left for the first dungeon. Extras: Head to the Noosel Plains to grab 500 gold, and buy stronger weapons instead. Dungeon 1 Goodvis Quarry ---- Boss Gobblers HP 60 Mp 0 Attack 22 Defensc 5 Water Weakness ---- Home ilea of this dungeon teaches you how to learn costume ability. Killing enemies give you EXP gear and successfully complete the outfit gives you anim. Maxing adventurer outfit gives you the water shot that you need to defeat the first boss. You may have to align a few to have enough MP, its also important to note that if you'reon princess mode for your first run, that means you're likely to lose. It will be the same process to follow all the dungeons Another board, you can align the princess outfit for 50% gold passive (and beating enemies with it equipped with another 50%). This area will give you 5 stones --- ---- and can be dropped very quickly by just going outside and coming back again. Be quickly assembled for construction or potion-aking. Next to right, through the secret path of hidden 500 gold. If you are having trouble level up the princess outfit and farm slimes here or in the previous dungeon. Then head back to the gun shop and buy a soldier's spear 1100. This makes dealing with mucus much easier. By now you're probably lost if you haven't, I suggest you consider starting now so you can wear a nurse outfit. The ability it rewards healing and it is very useful for this boss. This boss doesn't mess around and you may have to give him a few tries, which is not bad as it raises S.Level and aligns outfits. Completing this boss rewards you with China High attack statistics are very useful in the next dungeon, along with a double strike. Dungeon 3 Mundele --- Boss Lilf HP 100 Mp 12 Attack Attack Defense 15 Weakness: Fire ---- there are two important parts of this dungeon, first make sure you level up the China dress. The second lizard farm, until they fall down the Lizard Sword, its quite strong. Collect everything you see every time you go through as you basically want Pelts. Head back to Tamlyns dresses and craft yourself a Wizard outfit. This outfit was essentially made for this dungeon as it rewards you with a fire shot and gives you 20 pounds. This means that you can spam the fire and heal yourself while fighting the boss. Winning over this boss rewards you with an apron that you probably can't use yet. If you can I recommend it as the ability of Defense Aura has been helpful when working with bosses who leak moves. Go to the city you just opened and talk to the mayor. Next talk to Carpenter Jimmy and build a bridge and fill holes The additional task is to permanently lose lizardmen, which can cause you to be able to lay the monster eggs that are needed in crafting and unlock the Goldol Side Story. Dungeon 4 Vanguard Tower --- Boss:Pietra HP 120 MP 12 Attack 38 Defense 17 Weakness:Fire --- This dungeon is pretty straight forward and you could defeat it in one attempt. If you want too, feel free to farm Holy Water with spring on the ground floor. As for the green button, don't worry about it now as its just a shortcut. Dungeon Reward is a gym, and Omni Strike's skill is incredibly useful. He will hit each enemy and lower their attack at one stage by about 5 turns of Max. I suggest creating a Nun set here to unlock Wind Shot. You need it later, but you can't go back. Talk to the mayor of the second city, go to Jimmy and build a bridge and go into the unknown. Go to a desert village and get a bomb, otherwise there is literally nothing there, but one to collect a capable forest once and a statue to heal (or just

lose in the dungeon). Otherwise, head north to the succubus forest. Dungeon 5 Sukbus Forest --- Boss Muuma HP 90 MP 40 Attack 33 Defense 23 Weakness : Wind --- Yuuko BOSS 80 MP 25 Attack 28 Defense 19 Weakness: Water --- Progress, although this dungeon is as simple as interacting with fires to remove trees. As for beating the bosses, if you haven't created a nun set, then you're out of luck with the wind attack on Muuma and then go to the fire on Yuuko. I suggest wearing a master set like Yuuko does a lot of Eros damage, and if you Eros defense is low then you get hit quite a bit. The reward for beating these two succubus set is that you will most likely use for the remainder of the game as it has got a very good balance of statistics and regenerates the MP when equipped. Before I leave, I suggest to the right exit to move to the village of Sukkub. The leader gives you a dress of purity (only princess mode) that you can't use if you have 0 S.Level. Well, don't work hard. Now. Tailor in the village of Succubus also crafts ninja uniforms and Babydoll, the ninja set is really good for NG, and if you can use it, will be able to cheese a lot of bosses. Dungeon 6 Underground Towers --- Boss Ema HP 210 MP 8 Attack 42 Defense 27 Weakness: Water --- Another dungeon where you can skip everything and rush the boss. The boss doesn't have a real trick other than a lot of damage, so if you've done enough grinding it's mostly skippable. Completing the dungeon rewards you with the Ema Crimson sickle that you want to equip for the next boss. Head up, hit the green switch and you can finally go back to the surface and label down. If you want to move on, head back down and blow up the next wall and follow the vines up. The way up has yetis and a ton of crystals if you still need them. Step-by-step Guide Part 2 --- Boss Garent Hp 280 MP 20 Attack 50 Defense 32 Weakness: Wind --- Once you enter the blacksmith's house, you'll be forced to fight grenades. The pomegranate itself is not too hard, but it has a drainage to move. If you have a protective aura, you can use it to reduce the damage you take and reduce its regen. If you are struggling, make sure you have a succubus set for the deputy to maintain and farm some yetis. Once you beat the grenade you open Gudios Smithery. Everything is optional here, but in the end you will need to get Melty's sword. Dungeon 7 Part Castle Grolido --- Boss Dahlia HP 450 MP 40 Attack 54 Defense Weakness: Fire --- This dungeon has many hidden paths, 4 to be exact. Make sure to keep yours for hidden ways. Cyclops is nothing special, but with the baby's cyclopod gives 4 gold, which is useful if you need to process it for the outfits. Combine it with the baby doll effect to make the chance to have a cyclop baby 100% and you can farm the golden stuff pretty quickly. Also, if you plan to fight the optional Cenus boss, make sure you do it before you defeat daliah underground. --- Boss Cenus HP 777 MP 0 Attack 58 Defense 5 Weakness: Fire --- If you find this guy, he doesn't give anything special, so don't feel obligated to beat him. It is also pretty deadly and will beat you to the floor. To get to the distance, just go to the northwest room and go down. Dahlia herself is a huge pushover. Don't feel obligated to lose either if you don't want stats (as it gives 9 of the first S.Level stat). But beating her without losing for the first time gives you an item that allows you to view her defeat scene. Hence a lot of history going on until you can fight the next boss. Dungeon 7 Part B Castle Grolido --- Boss Devil Khan HP 2800 MP 666 Attack 58 Defense 30 Weakness: Light --- This Boss Can't hurt at this point in the game without the molten sword. Melty's sword does easy damage, for NG, you can use all the easy moves and weapons you want, but until then you need your head to gudio and its his your sword. If you need to take a break to grind outfits. This fight is pretty easy, make sure you have a succubus set and just attack until you start getting low and then throw a heal. If you're not healing fast enough, I suggest getting a maid set for more treats and install Miko to remove the disease. Once your done, more plot is going on and you unlock the final dungeon Of the Final Dungeon Hyperspace --- Boss Dark Daliah HP 6666 MP 6666 MP 6666 Attack 70 Defense 37 Weakness: Light --- This dungeon is broken into 3 main parts. Alfredo, Esmeralda, Melty. Each part has a run cube that you want to collect, and if you haven't tried to find one in the chest inside the castle. If you have all 4 you can create a JK kit and upgrade Alfredo's sword. First go in Alfredo as it is the reward 3 jewels you need to make progress at the end of Melty's. Completion of his dungeon gives Melty Alfredos a sword that is really strong when updating on the forge. The next turn between the paths of Esmeralda and Melti is when each fire is activated. Before you enter the final portal make sure you've got each of the dice from each path and updated the gear. Finally, you may run into the ultimate boss. Dark Dahlia itself isn't hard for so long if you have a set of succubus and an upgraded sword of its only a matter of time. After the game is over, congratulations! But it's not done yet. When you continue saving, choose to continue from the last point instead of NG

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