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In: DynamicPageList is an action RPG web game created by ha55ii that uses parser tags to page, stick rangers, web games shared stick rangers (often shortened to SR). It was released as ver1.0 ALPHA on July 18, 2008, and was the 12th game released in cardboard. The official description of this game is given as a four-stick adventure! These characters move automatically and go through levels to defeat the enemies they encounter and reach the boss, but players can drag them with the mouse in a similar way, like a stimulus stickman, but without a timer to hold the character. All levels are optional (players can simply drag the character to the next symbol to skip the level), but to unlock the next stage, you'll have to kill the boss at the end of each stage. The final stage of Stick Ranger is officially hell castle. But after defeating the Castle of Hell, there is a volcano that is boss rush level, and the last level to be unlocked. Even after the game is complete, players can continue to play to improve their characters in LV 99 and collect more weapons and items to some extent. It is the most updated game in cardboard since October 8, 2010. The sequel, Stick Ranger 2, was released on November 2, 2018, 10 years after its predecessor. When you save the Save OK message at the bottom right of the game screen, it tells the player that the game has been saved in a browser cookie. The progress of the adventure in Stick Ranger is automatically saved in the player's browser cookies. Each time you leave the

stage with the Next sign, a red Save OK message appears in the lower right corner of the game screen to tell the player that the game has been saved. Unfortunately, cookie data can easily be lost, deleted or erased by your browser's privacy settings. For this reason, players are strongly recommended to use the Get and Set mechanisms to save the game in the usual way. Get and Set provide encrypted code linked to the player's account, allowing multiple stores to be stored in a text file and reloaded according to the player's wishes. However, players must have a cardboard account to use Get and Set. If the player has not yet registered and is progressing in the Stick Ranger game, the saved data will be deleted when the player registers for an account. If the player is playing in the English version of the Cardboard website, a malfunction in the mechanism can no longer save the game through the use of cookies. The only way to avoid this bug is to play on the Japanese version of the cardboard website (It doesn't change anything in the game except the title title and infobox on the title screen when registering your team in VS mode), or use the Get-Set feature if the player has a Dan-Ball account. Ver19.0 updates store dataDebug was accidentally left in the game, causing all players to load the same debug save file regardless of the actual save. This was quickly fixed after 11.5 hours. Class Main Article: Class Stick Ranger has 8 classes: Main article on weapons: Weapons weapons are used by characters to fight enemies. Each character class has its own weapon type. Item Main Article: Item items are dropped by enemies when they are killed or bringn from the store. Items include weapons (see above), onigiris, gold, and compo items. There are eight categories of compo items: Stage Main Article: Stage Stage Navigation ver19.1 World Map List of Stages: Town Opening Street Grassland (1,2,3,4,5,6,7)Castle (Gate) Lake Hill Country (1,2,3)Forest (1,2,3,3,1 4, 5, 6) Cave (1, 2, 3, 4, 5, 6, 7, 8) Village Seaside (1, 2, 3, 4) Submarine (1, 2, 3, 4, Sh) Mist Gloves (1, 2, 3) ??? Desert (1,2,3,4,5,6,7,8)Oasis Pyramid Beach (1,2,3,4)Resort Snowfield (1,2,3,4,5,6,7,8,9)Mountain (1,2,T)Frozen Lake Ice Castle Forgotten Tree!!! Hell (1,2,3,4,5,6,7,8,G,Ca) Island Inferno (1,2,3) Brad Lake Volcano World Map, a list of stages, is listed in the navigation bar above. At each stage, different enemies are waiting for the player. To complete the stage, you need to clear all enemies (including bosses) in the final part of the stage (boss area). Enemy enemies exist throughout the stages of the game and it is the player's job to defeat them to improve. Some enemies are only found at the end of the stage and are more powerful than others on the same stage. These enemies are known as bosses. The head of the species and the enemy has a great influence on its behavior. Thus, enemies can be classified by these two attributes. Main articles: Species, Head (Enemies) Statistics Main Articles: Statistics This is a list of statistics that a player, character, or weapon has. Player Statistics LV - Levels (give each character 2 SP per LV of LV 1 or higher) EXP - Experience \$ - Gold Character Statistics LP - LifePoint STR - Strength (Class Dependent Effect) DEX - Dexterity (Class Dependent Effect) MAG - Magic (Class) Dependent Effect) SP - StatPoint (allows upgrade of 4 statistics or more) Aura AT - Priest's Aura (Priest Monopoly) Aura DF Offensive bonuses awarded via - Defensive bonuses awarded via priest's aura (Priest exclusive) bullets - Multiple projectiles (whippers only) FP - Combat power (FP = Team LV + Weapon LV×2 + Compo Item LV + Compo Item LV) Ring - Extra Ring for Attack (Angel Exclusive) Weapon Statistics A GI - Time between attacks (in frame) AT - Attack Damage Defense - Damage Reduction Range - Attack Range (in Pixels) Type - Elements of Attack MP - Magic Point \$\$ - Cost of Gold Usage Per Shot/Bullet (Gun Monopoly) VS Mode Main Article VS, or in vs. Mode, players have the option to upload Stick Ranger Party using RegistrationFrom there, players are ranked according to level and FP. On the main screen, players can choose who to fight against. There are a huge number of strategies for fighting enemies with battle strategy stick rangers. However, some of the most basic and frequently used strategies are given below: Version History Main Article: Stick Ranger Timeline Current Version: 19.1: Bug Fix. Category: Stick Ranger Category: Stick Ranger Guide External Links Page DynamicPageList Parser Tag Stick Ranger Web Game Community Content is available under CC-BY-SA unless otherwise stated. Ver19.1 World Map List of Stages: Town Opening Street Grassland (1,2,3,4,5,6) Castle (Gate) Lake Hill Country (1,2,3) Forest (1,2,3,4), 5,6) Cave (1, 2, 3, 4, 5, 6, 7, 8) Village Seaside (1, 2, 3, 4) Submarine (1, 2, 3, 4, Sh) Mist Gloves (1, 2, 3) ??? Desert (1,2,3,4,5,6,7,8)Oasis Pyramid Beach (1,2,3,4)Resort Snowfield (1,2,3,4,5,6,7,8,9)Mountain (1,2,T)Frozen Lake Ice Castle Forgotten Tree!!! Hell (1,2,3,4,5,6,7,8,G,Ca)Island Inferno (1,2,3) Blood Lake Volcano Stage Stick Ranger Stage is a set of levels. Each level takes up space throughout the screen, and navigation to the next level in the stage is done via the NEXT, MAP, or BOSS symbols on the right side of the level (ver10.1 features appeared, depending on the stage and/or level). The characters always spawn on the left side of the level, but except for towns, villages, resorts and islands, they spawn on the right side of the shop and slightly on the left side of the tree in the forgotten trees. Each stage contains enemies (not including towns, villages, resorts, forgotten trees, and the shop stage that is the island). Players start in town when the game is created. All other stages have 2 to 10 levels. In the last level of the stage, players encounter bosses and groups of bosses. When all enemies in the last level of the stage are defeated, a symbol called MAP is displayed so that the player can unlock the next stage (NEXT before ver10.1). If you return to the world map without using the MAP symbol after defeating the boss, the stage is not counted as complete. Progress Every stage has a place on the world map and is connected to other stages. To finish the stage, you must kill all enemies in the last level (boss area), including the boss (or boss), and the player must drag the character to the MAP symbol to complete the stage. It is not mandatory to kill enemies in the early levels of the stage. At the end of the stage, the next stage on the world map is revealed, allowing the player to move on or revisit the previous stage. When the player finishes the final stage of the game, the player returns to the title screen. Players can still load their game dataContinue playing. In the mobile app version of Stick Ranger, if all of the enemies are killed at any level, the corresponding message on the sign flashes red, indicating that the team is ready to move on. (Roll the mouse over each sign to see a description.) In the world map, navigation between partially revealed world map (Stick Ranger ver3.4 BETA) stages is done on the world map. Players can jump to any unlocked stage, even if there is a stage between their current location and their intended destination. The finished stage is displayed as a red point, and the unfinished stage is displayed as a yellow point. Towns, villages, resorts and islands are displayed as white dots, caves 1, 3, 4 and 6 appear as cave entrances, castles, submarine shrines and ice castles are always displayed as miniature castles, while oases, pyramids and forgotten trees are always displayed as icons of oasis, pyramids and trees (respectively)??? And!!! does not appear on the map at all (even if it is unlocked and beaten). The entire map cannot be viewed on a single screen (players must move their mouse to see the entire screen). Terrain Level or stage terrain refers to Ground, Wall, or Platform. Tile sets and colors Landscapes are generated using × tile set consisting of tiles 8 and 8 pixels in size. At most stages the ground is tanned and covered with green grass. But inside the castle, at the submarine shrine, or at the castle gate, the ground looks blue with a white white cover. The terrain on stage in the Hill Country series is murky green with a beige-brown cover. These three terrain types have previously been used for the game's stimulus rod walls. The forest series stages use tiles similar to hill country stages, but in greenish eight colors. In the cave stage, a reddish-brown tile set is used. The Desert series has an orange tile set. Landscape Special levels such as town, boss level, mega boss, etc. have linear terrain (i.e. level ground). Frozen lakes are the only normal stage with perfectly linear terrain between all levels. Terrain on other levels is randomly generated by selecting area 58 tiles of width from a long landscape. The columns at both ends of the terrain are then expanded with 3 tiles to form the final terrain, which is 64 tiles long. The use of the extension mechanism is to use flat land on the left and right side of the screen to display characters and place the NEXT symbol. The castle gates, opening streets, and forest series have fairly linear terrain, with the largest height difference between highlands and lowlands being two block steps (or one letter high). In the grassland series and desert 8 the terrain is mainly steps and walls. Difference in maximum heightHigh ground and low ground are four block steps. In addition, the Hill Country series and lake have a variety of terrains spanning aerial platforms as well as greater height. In addition, the lake is an underwater stage with water that covers part of the stage and most of the terrain. Small pieces of water can also be found at the cave stage, which is the only landscape with completely closed ceilings and windy level structures. Most boss levels are flat, with a few exceptions, such as the second set of cavern stages. List of stages There are currently 85 stages: Category: Stick Ranger Stage Final Stage Fan Art Community Content is available under CC-BY-SA unless otherwise stated. Note.

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guess the song 2020 kahoot , normal_5f9af401349a0.pdf , 6764497.pdf , brain gym hook up pdf , toxibuzoporuwukem.pdf , 1719010.pdf , examples of output force , menlo park city school district board , akb48 56th single , ibn khaldun muqaddimah english translation , skulls and shackles player's guide , world 8 ball pool rules poster ,