Level, Wated Solar F, ALL while (Longing just ALL & Wated Solar Kall Kall Kall Kall Kall Kall Kall K		ALI + CHA			0100000	v1.0	April 12, 2024	Author:	NewSchoolBoxe			
Standard and the Ad Lampia was using in webs (pole gaves and table) to accord The care of the Ad Lampia was using in webs (accord and table). The care of the Add table is not charge Add on the Care of the Add table is not charge Add on the Care of the Add table is a contrained and the Add table is not charge Add on the Care of the Add table is a contrained and table is contrained and table is a contrained and ta	File -> Make a copy or Dov	vnload to use							x®.			
Multiple status 1-The data bill in dot change ALL or PALK. In the data bill in dot change ALL or PALK. In the data bill in the data base have by the bill in the base have beaba have beab have have beab have ba base have b	found the ALI and CHA formu	as easily enoug	h by testing on I	English SNES. Th	ne main							
 Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all releases. Clear and Box PLANL values are consistent arrors all rele	he ALI difference of the attack	was wrong in eve er and the enem	ery English guid y. Or doing so ir	e was not taking correctly. Other t	han bosses,	- Tarot card k	tills do not chan	ge ALI or CHA.				
 Case lase 64. Al fail black duelon. 36 stimurgh and 26 at request black duelon. 36 stimurgh and 36 at request black duelon duelon duelon duel	enemy ALI is consistent per cla	ss and is what y	ou see in your s	starting units, reci	ruiting at a	- Class and E	Boss CHA/ALI va	lues are consis	tent across all re	eleases.		
The set of		-										avor.
Clear a velocity of the same to be average on ALL dronge. An Alge of a tail of the same the same time 2 - Compared with large of a velocity of the velocity of the same time 2 - Compared with large of a velocity of the same time 2 - Compared with large of a velocity of the veloci	Formulas match those found b	https://gcgx.ga	mes/ogrebattle/	on Japanese Su	per Famicom.	This is repre	sented as Gares	1st / 2nd / 3rd in	the dropdown.	-		
The good and your disks have beams good AL drongs. An Argel and Mage et equal ALL where a here you have been and performed as a higher of the performance of the per	Takeaways:									eir dialogue nar	nes.	
apple terminal What is a miny s. A. Markes it will be a start of A. Markes it will be start of A. Markes it will be a start of A. Markes it will be a	The good news is your class h	as no bearing on		Angel and Mage	at equal ALI		e by deleting it the	en clicking outsit	de its area.			
Mail a ging ALI diff from the solution was Worker allow and ALI diffusion and ALI diffusi	get the same results.	as no bearing on	ALI CIIdilge. Ai	Angel and Mage	e al equal ALI							
Construction The speech set by a point of the speech set	What is a thing is ALI drift from	the starting valu	es. Wizard star	s at 45 ALI and V	Varren at a	What if the	magic attack def	eats multiple e	nemies at the sa	me time? *Con	plexity Warning	g*
Increase to Up of NULL Increase to Up of NULL Increase to Up of NULL Sector Secto	lower 42. Knight at 62 and Lan	s at a higher 65.	If they each kill	a Fighter or Ama	zon at equal	- The game p	rocesses the ALL	change of each	kill one at a time a	ind continually i	Indates Al Land	СНА
Citiks activity dependent on level difference, as well how known. If you just aver is existed at a citik activity dependent on level attern to existed at a citik activity of the set interacted by the set interac	increases to ±2 per kill.	Knights gain 1 A	LI. If Wizards h	t 39 and Knights	nit 70, the drift	- No EXP is a	warded until the b	attle is complete	e. Keep your chara	acter's level the	same.	
CHA. can be All and energy level but into inequal delenges. Same A increase 19 1 - Provide a series of the access		ual difforance a	waa lana know		at to coloulate							
Instance of 4 arequal energy level but do engented attempts. I the Anomales before the 8 energies in the Austication of the same data-sevel, such a with Since, Average attempts of the												
	instead of 4 at equal enemy level	el but not on rep	eated attempts			- Put the A en	emies before the	B enemies in the	e Auto Tracking lis	t to get the corr	ect results.	
Back Row Front Row Back Row Fron												
Soft Point Counter Light Point Soft Maint M											sie is enough ind	01001.
NOT POR CONVERCIDELYON OR MUCKETIZATION OR POR NECLUSION OR A WIRD STRUMT ADJUSTINGS AND DERIVATIVE WORKS MUST MAINTAIN THIS LICENSE. Image: manual structure st						Back Pow	Front Bow	Back Pow	Front Row	Back Bow	Front Bow	
SITE WITH ADVERTISEMENTS. A B A B ALL and CHA Formulas A B C B C B ALL and CHA Formulas C						Dack NOW	TIONTROW	Dack NOW	TIONCROW	Dack NOW	TIOIR NOW	
A B C C C There are two important values: the stacker and detroder Level afflerence and Alignment afflerence. A A B A B A B A B A B A B A B A B A B A B A B B A B B A B B A B B A B B A B B B A B B B A B B A B B A B B A B B A B B A B B A B B A B B A B B A B	SITE WITH ADVERTISEMENT	S.				L	В		A		В	
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An a set to important values the stacker and definition definition of definitions. A A B N.V., Diff = formary Level - Attacker Level A B C B C B C B C B C B C B C B C B C B C B C B C B C B C B C C B C </td <td></td> <td></td> <td></td> <td></td> <td></td> <td>A</td> <td>В</td> <td></td> <td></td> <td></td> <td></td> <td></td>						A	В					
There are to important values the attacker and depindent difference. VL_DIFF = Teamy Levit - Attacker Alignment = Energy Align	ALI and CHA Formulas								В	A	В	
LD_DFF = Enerty Level - Altacker Level A A A A ALL_DFF = Altacker Alignment - Enerty Alignment - Enery Alignment - Enerty Alignment - Enery Alignment - En	There are two important values: **	e attacker and do	fender Loval diffe	rence and Alignma	nt difference	A		A		A		
LVL_DFF - Encory Level - Actacker Asignment - Encory Alignment - E	There are two important values. It	e allacker and de	lender Lever dille	rence and Alignme	nit dillerence.		Α	Α		Α	в	
ALL DFF = Attacker Alignment - Energy A	LVL_DIFF = Enemy Level - Attac	ker Level				L			в			
Can reverse the order on one by adding a negative sign but positive values gaining AL is senable. Chardman Formula Chardman Formula Chardman Formula Can adding an equate sign but positive values gaining AL is senable. Chardman Formula Chard	- /		nt				В	L		L		
$\frac{2 \text{ VV} \text{ UPF } + 4 \\ 2 \text{ VV} \text{ UPF } + 4 \\ 2 \text{ VV} \text{ UPF } + 4 \\ 2 \text{ VV} \text{ UPF } + 4 \\ 2 \text{ VV} \text{ UPF } + 4 \\ 2 \text{ VV} \text{ UPF } + 4 \\ - 1 \\ 2 \text{ VV} \text{ UPF } + 4 \\ - 1 \\ 2 \text{ VV} \text{ UPF } + 4 \\ - 1 \\ 2 \text{ VV} \text{ UPF } + 4 \\ - 1 \\ 2 \text{ VV} \text{ UPF } + 4 \\ - 1 \\ 2 \text{ VV} \text{ UPF } + 4 \\ - 1 \\ 2 \text{ VV} \text{ UPF } + 4 \\ - 1 \\ 2 \text{ VV} \text{ UPF } + 4 \\ - 1 \\ 2 \text{ VV} \text{ UPF } + 4 \\ - 1 \\ 2 \text{ VV} \text{ UPF } + 4 \\ - 1 \\ 2 \text{ VV} \text{ UPF } + 4 \\ - 1 \\ 2 \text{ VV} \text{ UPF } + 4 \\ - 1 \\ 2 \text{ VV} \text{ UPF } + 4 \\ - 1 \\ 2 \text{ VV} \text{ UPF } + 4 \\ - 1 \\ 2 \text{ VV} \text{ UPF } + 4 \\ - 1 \\ 2 \text{ VV} \text{ UPF } + 4 \\ - 1 \\ 2 \text{ VV} \text{ UPF } + 4 \\ - 1 \\ 2 \text{ VV} \text{ UPF } + 4 \\ - $						В			В			
12 · LV_DIFF - 10 / CM Change 10 / GM CM Change A A A A A A A A A A A B A B A B A B A B A B A B A B A B A B B A B B A B B A B C B B C B B C B B C B B C B C C B C C B C </td <td>Can reverse the order on one by a</td> <td>idding a negative</td> <td>sign but positive</td> <td>alues gaining ALI</td> <td>is sensible.</td> <td></td> <td>A</td> <td>A</td> <td></td> <td>A</td> <td>В</td> <td></td>	Can reverse the order on one by a	idding a negative	sign but positive	alues gaining ALI	is sensible.		A	A		A	В	
12 · LV_DIFF - 10 / CM Change 10 / GM CM Change A A A A A A A A A A A B A B A B A B A B A B A B A B A B A B B A B B A B B A B C B B C B B C B B C B B C B C C B C C B C </td <td>Charisma Formula</td> <td></td> <td></td> <td></td> <td></td> <td>Δ</td> <td></td> <td></td> <td>в</td> <td></td> <td>в</td> <td></td>	Charisma Formula					Δ			в		в	
or 2 (U_L) (DFF + 2) 2 and higher 8		LVL DIFF	CHA Change			<u> </u>				А		
Can attend we we a table: 0 4 A A A B Additionally instructing costs 1 -2 0 - A B B B B A B A B A B B A B B B A B B A B A B B A B B A B B A B B A B B B A B			-			L	В	L			A	
Additionally, retreating costs 1 1 2 0 Additionally, retreating costs 1 -2 0	Max shifts of -8 and +8	1								L		
Additionally retreating costs 1 -2 0 A B B B A CHA point for every charater in 4 -4 <t< td=""><td>Can alternatively use a table:</td><td></td><td></td><td></td><td></td><td>A</td><td></td><td></td><td>A</td><td></td><td>В</td><td></td></t<>	Can alternatively use a table:					A			A		В	
CHA point for every durated in 3 2 A A A A A A B A A B A B A B B A B B A B B A B B A B B A B B B A B <	Additionally, retreating costs 1						P	B	р	B	•	
the unit, not just the Leader. 4 4 4 6 7 <th7< th=""> 7 7 7 <t< td=""><td></td><td></td><td></td><td></td><td></td><td>Α</td><td></td><td></td><td></td><td></td><td>~</td><td></td></t<></th7<>						Α					~	
Calculator has a refreat option. 9 and lower -8 A L B L B Alignment Formula Main and megalive is over-leveled A B	the unit, not just the Leader.						в		A	А		
Positive difference is under-tereled and negative is over-tereled A B A Alignment Formula A B B C New ALI = Current ALI + LUL, DIFF + TABLE(ALL DIFF) C C A B Nom that is binned and capped at 35 points. C C C C C The two values can offset each other and cancel out. C C C C C ALI drift pushes high ALI ever holgren and low ALI ever lover for defeating the same targets. B C C C C 10 to 19 0 C C C C C C C 10 to 19 1 C		-5				L					В	
Algoment Forward Algoment for XU_DIFF Algore for XU_DIFF Algore for XU_DIFF Algore for XU_DIFF Algore for XU_DIFF Algorefor XU_DIFF Algorefor XU_DIFF	Calculator has a retreat option.		1				A	L	В	L		
Alignment Formula B B B B B B B B B B C		Positive difference	e is under-levele	d and negative is c	ver-leveled	•					•	
New ALL Control ALL LUC ALL	Alignment Formula					<u> </u>	в	в		в	<u> </u>	
The ALL_DIFF half is binned and capped at ±3 points. I	-	FF + TABLE(ALI	DIFF)								L	
The two values can offset each other and cancel out. ALI drift pushes high ALI ever higher and low ALI ever lower for defeating the same targets. ALI drift pushes high ALI ever higher and low ALI ever lower for defeating the same targets. ALI drift pushes high ALI ever higher and low ALI ever lower for defeating the same targets. ALI drift pushes high ALI ever higher and low ALI ever	No limit on shifting up or down fro	n LVL_DIFF.					А		A	В		
B B B A B A ALl dift pushes high ALl ever higher and low ALl ever lower for defeating the same targets. B A B A B<	-					L		L			A	
ALL_OIF Bin A A A B				ting the same targ	oto	B			р	•		
ALL_DIFF Bin B AL B AL B AL B AL B AL <	ALI UNIT PUSHES HIGH ALI EVEL HIGI	IEI ANU IOW ALI EV		ung the same targ	ets.	В	A	А	В	A	в	
B L A 10 to 19 1 1 Image: Constraint of the constraints is arranged from the Leader slot cycling top to botom, back row to from tow. The A and B terminology follows that used in FFaddict's OBEdit tool. Can just look up units with that. The A and B terminology follows that used in FFaddict's OBEdit tool. Can just look up units with that. The A and B terminology follows that used in FFaddict's OBEdit tool. Can just look up units with that. The A and B terminology follows that used in FFaddict's OBEdit tool. Can just look up units with that. These 18 possible enemy unit combinations are supplemented by ones formed with no A or B slots. A relatively simple matter then of processing the Boss ALI change first. Example 1 New ALI = 50 - 11 + TABLE(-15) New ALI = 50 - 11 + TABLE(-15) Image: Constraint of the Constrai		ALI_DIFF	Bin			В				В		
10 b 19 1 1 0 b 9 0 0 -1 b -10 -1 -1 -1 b -10 -1 -1 -1 b -10 -1 -1 -20 and lower -2 -2 -20 and lower -3 -2 -20 and lower -3<			-				L	Α			L	
0 to 9 0 0 Each row of formations is arranged from the Leader slot cycling to bottom, back row to front row. The A and B terminology follows that used in FFaddid's OBEdit tool. Can just look up units with that. Thes 18 possible energy unit combinations are supplemented by ones formed with no A or B slots. A relatively simple matter then of processing the Boss ALI change first. Example 1 -20 and lower -3 Lvi 5 Fighter defeats Lvi 4 Cleric: LVI_DIFF = 0. +65 = -15 A relatively simple matter then of processing the Boss ALI change first. New ALI = 50 - 1 + TABLE(-15) New ALI = 50 - 1 + 7ABLE(-15) A relatively simple matter then of processing the Boss ALI change first. Lvi 6 Knight defeats Lvi 8 Wizerd: LVI_DIFF = 2, ALI_DIFF = 62 - 45 = 17 A relatively simple matter then of processing the Boss ALI change first. Lvi 6 Knight defeats Lvi 8 Wizerd: LVI_DIFF = 62 - 45 = 17 A relatively simple matter then of processing the Boss ALI change first.						В			L	A		
-1 to -10 -1 The Ara B terminology follows that used in FFaddict's QBEdit tool. Can just look up units within that. -11 to -20 -2 -2 These 18 possible enemy unit combinations are supplemented by ones formed with no A or B slots. -20 and lower -3 A relatively simple matter then of processing the Boss ALI change first. -20 and lower -3 A relatively simple matter then of processing the Boss ALI change first. -20 and lower -3 -4 -4 -20 and lower -3 -4 -4 -20 and lower -3 -4 -4 -4 -4 -4 -4 -4 -4 -4 -4 Example 1 -4 -4 -4 -4 -4 -4 -4 Example 2 -4 -4 -4 -4 -4 -4 -4 -4 -4 Example 3 -4 <												
Image: constraint of the state of the s						Each row of for	rmations is arrange	d from the Leader	slot cycling top to I	oottom, back row	to front row.	
Image: Control of the set of the se						These 18 poss	ible enemy unit cor	nbinations are su	oplemented by ones	s formed with no	A or B slots.	
Lv1 5 Fighter defeats Lv1 4 Cleric: Lv1_DIFF = 0.4Li_DIFF = 50 - 65 = -15 Image: Clear and the		-20 and lower	-3			A relatively sim	pie matter then of p	processing the Bo	ss ALI change first.			
Lv1 5 Fighter defeats Lv1 4 Cleric: Lv1_DIFF = 0.4Li_DIFF = 50 - 65 = -15 Image: Clear and the	Formula 4											
New ALI = 50 - 1 + TABLE(-15) New ALI = 50 - 1 - 2 New ALI = 50 - 25 - 40 New ALI = 50 - 3 + 7ABLE(40)				5 = -15								
NEW ALI = 50 - 1 - 2 Also gain 2 CHA Image: CHA <t< td=""><td>2.1.5 r ignor doreats Lvi 4 Olelic.</td><td></td><td></td><td>-10</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></t<>	2.1.5 r ignor doreats Lvi 4 Olelic.			-10								
Example 2			, ,									
Lvl 6 Knight defeats Lvl 8 Wizard; LvL DIFF = 2, ALI_DIFF = 62 - 45 = 17 Image: Constraint of the constraint of t		NEW ALI = 47		Also gain 2 CHA								
New ALI = 62 + 2 + TABLE(17) NEW ALI = 62 + 2 + 1 Image: Constraint of the co												
NEW ALI = 62 + 2 + 1 Also Gain 8 CHA Image: Comparison of the comparison of t	LVI 6 Knight defeats Lvl 8 Wizard:	_	-	o = 17								
NEW ALI = 65 Also Gain 8 CHA Image: Comparison of the compariso												
Example 3 LVL JIFF = -3, ALL_DIFF = 65 - 25 = 40 Image: Comparison of the compari				Also Gain 8 CHA								
New ALI = 65 - 3 + TABLE(40) NEW ALI = 65 - 3 + 3	Example 3											
NEW ALI = 65 - 3 + 3	Lvl 13 Angel defeats Lvl 10 Imp:	_	-	5 = 40								
			. ,									
				Also loso 2 CHA								

PSX Names			Searchable			Result		Auto Calculat	ion Table	
	Attacker Level	ALI	Enemy Class	Level	ALI	New ALI	Change	Levels Below	ALI Above	ALI Bin
	18	82	Galf (Devil)	18	0	85	3	0	82	3
	Attacker Level	ALI	Custom ALI Entry	Level	ALL	New ALI	Change	Levels Below	ALLAbove	ALI Bin
	13	65	N/A	10	35	65	0	-3	30	3
			01							
			Stage Pogrom Forest							
Defeating	Attacker Level	ALI	Neutral Class	Level	ALI	New ALI	Change	Levels Below	ALL Above	ALI Bin
	5	50	Skeleton	9	0	57	7	4	50	3
	-	•	Imp	6	25	53	3	1	25	2
	-	-	Ghost	9	0	57	7	4	50	3
	Auto Track De	efeating Multiple	Enemies			Cumulative	7			
	Attacker Level	Amarkan 611	1st Enemy Class	Level	ALI	New ALI	Change	Levels Below		ALLDIA
	2	65	Debonair (General)	11	82	72	T Change	9	-17	-2
	-	00	Debonaii (General)		02	12	,	0	-17	-2
	Level	Previous ALI	2nd Enemy Class	Level	ALI	New ALI	Change	Levels Below	ALI Above	ALI Bin
	Level	Previous ALI	3rd Enemy Class	Level	ALI	New ALI	Change	Levels Below	ALI Above	ALI Bin
	Level	Previous ALI	4th Enemy Class	Level	ALI	New ALI	Change	Levels Below	ALI Above	ALI Bin
	Level	Previous ALI	5th Enemy Class	Level	ALI	New ALI	Change	Levels Below	ALI Above	ALI Bin
	Level	Previous ALI	6th Enemy Class	Level	ALI	New ALI	Change	Levels Below	ALI Above	ALI Bin
	Level	Previous ALI	7th Enemy Class	Level	ALI	New ALI	Change	Levels Below	ALI Above	ALI Bin
	Level	Previous ALI	8th Enemy Class	Level	ALI	New ALI	Change	Levels Below	ALI Above	ALI Bin
	Level	Previous ALI	9th Enemy Class	Level	ALI	New ALI	Change	Levels Below	ALI Above	ALI Bin
	Level	Previous ALI	10th Enemy Class	Level	ALI	New ALI	Change	Levels Below	ALI Above	ALI Bin

PSX Names				Searchable		Result		Result	_	Auto Calculatio	on Table
	Attacker Level	ALI	СНА	Enemy Class	Level ALI	New ALI	Change	New CHA Change	Retreat		ALI Above ALI Bin
-											
	Attacker Level	ALI	CHA	Custom ALI Entry N/A	Level ALI	New ALI	Change	New CHA Change		Levels Below	ALI Above ALI Bin
				N/A							
				Stage							
Defeating	Attacker Level	ALI	CHA	Neutral Class	Level ALI	New ALI	Change	New CHA Change		Levels Below	ALI Above ALI Bin
	Auto Track De	feating Multi	ple Enemies			Cumulative	-42	Cumulative -32			
Same Level	Attacker Level	ALI	СНА	1st Enemy Class	Level ALI	New ALI	Change	New CHA Change	Retreat	Levels Below	ALI Above ALI Bin
	15	45	55		7 54	36	-9	47 -8		-8	-9 -1
_									_		
			Previous CHA	2nd Enemy Class	Level ALI		Change	New CHA Change			ALI Above ALI Bin
	15	36	47	Ninja	6 38	26	-10	39 -8		-9	-2 -1
	Level	Previous ALI	Previous CHA	3rd Enemy Class	Level ALI	New ALI	Change	New CHA Change		Levels Below	ALI Above ALI Bin
	15	26	39	Ninja	6 38	15	-11	31 -8		-9	-12 -2
						_					
	Level 15	Previous ALI 15	Previous CHA 31	4th Enemy Class Ninja	Level ALI 6 38	New ALI 3	Change -12	New CHA Change 23 -8		-9	-23 -3
	15	15	31	Ninja	6 30	3	-12	23 -6		-9	-23 -3
	Level	Previous ALI	Previous CHA	5th Enemy Class	Level ALI	New ALI	Change	New CHA Change		Levels Below	ALI Above ALI Bin
	Level	Previous ALI	Previous CHA	6th Enemy Class	Level ALI	New ALI	Change	New CHA Change		Levels Below	ALI Above ALI Bin
	Level	Previous ALI	Previous CHA	7th Enemy Class	Level ALI	New ALI	Change	New CHA Change		Levels Below	ALI Above ALI Bin
	Level	Provious ALI	Previous CHA	8th Enemy Class	Level ALI	New ALI	Change	New CHA Change		Levels Below	ALI Above ALI Bin
	20101	TICHOUS AL	T ICTICUS CITIX	our cherry onos			onunge	nen one onunge		Levels Below	ALIADOTE ALI DIT
									-		
	Level	Previous ALI	Previous CHA	9th Enemy Class	Level ALI	New ALI	Change	New CHA Change	-	Levels Below	ALI Above ALI Bin
	Level	Previous ALI	Previous CHA	10th Enemy Class	Level ALI	New ALL	Change	New CHA Change		Levels Below	ALI Above ALI Bin

SNES		BOSS LEVEL	CHA	ALI	LUK	RECRUITABLE	LEVEL	CHA	ALI	LUK	SNES						
Fighter	Fighter		46	50	45	Lans	4	60	65	53	Castle of Warren		8 Sky	Wyrm 8		Cockatris 8	
Knight	Knight		55	62	50	Warren	4	51	42	54	Sharom Border	Hawk Man	3 Ocean	Dragon 1	Mountain	Golem 3	Forest
Paladin	Paladin		62	78	60	Canopus	5	71	62	68	Sharom District	Octopus -	4 Ocean	Gryphon 4	Mountain	Giant 4	Mountain
Samurai	Samurai		56	61	47	Gilbert	6	53	54	46	Lake Jannenia		5 Ocean	Werewolf 5	6 Mountain	Octopus 5	Ocean
(Samurai) Master	Samurai Master		64	79	54	Ashe	9	55	65	50	Pogrom Forest		9 Forest	Imp 6		Ghost 9	
Beastman	Beast Tamer		50	45	43	Lyon	9	53	43	41	Deneb's Garden	Pumpkin	1 Mountain	Dragon 5	Dark Mountain	Faerie 8	Forest
(Beast) Master	Beast Master		56	33	46	Deneb	10	59	43	68	Slums of Zenobia		9 Ocean	Dragon 7		Hellhound 9	
Dragoner	Dragon Tamer		55	50	46	Aisha	10	59	72	61	Island Avalon		0 Ocean	Octopus 1		Angel 1	
Dragon Master	Dragon Master		63	50	65	Norn	10	63	53	53	Diaspola	Silver Dragon			D Dark Mountain	Angel 1	
Wild Man	Berzerker		54	41	54	Rauny	12	58	60	53	Kastolatian Sea		9 Ocean			Fire Giant 1	
Evil One	Black Knight		58	23	62	Saradin	15	50	50	48	Kalbian Peninsula	Silver Dragon 1		Ice Giant 1		RockGolem 1	
Ninja	Ninja		47	38	48	Tristan	16	63	65	61	Valley of Kastro		2 Mountain	Black Dragon 1		Wyrm 1	
(Ninja) Master	Ninja Master		56	22	56	Slust	17	62	78	60	Balmorian Ruins		5 Marsh	Black Dragon 1	2 Forest	RockGolem 1	0 Ruins
Doll Mage	Doll Mage		52	53	47	Fenril	17	62	75	64	Muspelm	Red Dragon 1	5 Mountain	Fire Giant 1	5 Mountain	Ravenman 1	5 Mountain
(Doll) Master	Enchanter		58	69	42	Yushis	18	65	75	56	Organa	IronGolem 1	5 River	Demon 1-	4 Mountain	Cerberus 1	4 Mountain
Wizard	Wizard		50	45	50	Galf	18	72	0	53	City of Malano	Wyvern 1	5 Ocean	Hawk Man 1-	4 Ocean	Fire Giant 1	5 Ocean
Mage	Mage		55	35	48	Debonair	18	62	82	56	The Tundra		5 Snowy Mountain		4 Snowy Mountain		5 Snowy Mountain
Sorcerer	Sorcerer		60	21	45	Fogel	21	58	50	63	Antalia	Phantom 2		Wraith 2		Cerberus 1	
Lich	Lich		62	9	43	roger	21	30	30	03	Antanjyl		6 Marsh	Vampyre 1		Werewolf 1	6 Snow Field
			50	19	62								8 Sky	Cherubim 1			
Vampyre	Vampyre										Shangrila						
Werewolf	Werewolf		31	38	49						Fort Allamoot		8 Mountain			Kraken 1	
Tigerman	Weretiger		28	36	52						Ruined City	Red Dragon II 1		Gold Dragon 1		Tiamat 1	
Amazon	Amazon		46	50	48						Dalmuhd Desert	Red Dragon II 1		Fire Giant 1		Wyrm 1	
Valkyrie	Valkyrie		53	54	52						Rhyan Sea	Pixie 2		Kraken 1		Nixie 1	
Muse	Muse		53	75	64						Fort Shulamana	Salamand 2	3 Volcano	Kraken 2	3 Ocean	Phantom 2	5 Marsh
Cleric	Cleric		57	65	49						Shrine of Kulyn	Kraken 2	3 Ocean	Cerberus 2	3 Mountain	Pixie 2	3 Forest
Shaman	Shaman		64	76	53						City of Xanadu	Platinum Dragon 2	4 Forest	Cockatris 2	0 Shallows	Ice Giant 2	3 Snowy Mountain
Monk	Monk		68	87	56						Zeteginea	Tiamat 2		Raven Man 2		Cerberus 2	
Witch	Witch		53	47	67						Temple Shalina	Gold Dragon 2		Seraphim 2		Ice Giant 2	
			53		63												
Princess	Princess			81							Dragon's Haven	Platinum Dragon 1	8 Shallows	Zombie Dragon 1	8 Ruins	Salamand 1	8 Mountain
Hawk Man	Hawkman		40	50	42						PSX						
Eagleman	Eagleman		60	66	56						Castle of Warren	Dragon		Wyrm 8		Cockatrice 8	
Ravenman	Ravenman		55	31	48						Sharom Border		3 Ocean	Dragon 1	Mountain	Golem 3	
Mermaid	Mermaid		53	57	44						Sharom District		4 Ocean	Griffon 4		Giant 4	
Nixie	Nixie		57	74	41						Lake Jannenia	Ravenman	5 Ocean	Werewolf 5	6 Mountain	Octopus 5	o Ocean
Angel	Angel		50	65	50						Pogrom Forest		9 Forest	Devil (Imp) 6		Ghost 9	
Cherubim	Cherubim		60	76	54						Deneb's Garden	Pumpkin		Dragon 5		Faerie 8	
Seraphim	Seraphim		70	87	57						Slums of Zenobia		9 Ocean	Dragon 7		Hellhound 9	
Imp	Devil (Imp)		50	25	48						Island Avalon		0 Ocean	Octopus 1		Angel 1	
Demon	Devii (imp)		60	15	48						Diaspola				D Dark Mountain	Angel 1 Angel 1	
Devil	Devil		70	5	55						Kastolatian Sea		9 Ocean	Devil (Imp) 1		Fire Giant 1	
Faerie	Faerie		25	50	62						Kalbian Peninsula	Silver Dragon 1		Ice Giant 1		Stone Golem 1	
Pixie	Pixie		37	55	65						Valley of Kastro		2 Mountain	Black Dragon 1	3 Ruins	Wyrm 1	
Sylyph	Slyph		49	60	68						Balmorian Ruins	Wraith 1	5 Marsh	Black Dragon 1	2 Forest	Stone Golem 1	0 Ruins
Pumpkin	Pumpkin		0	45	72						Muspelm	Red Dragon 1	5 Mountain	Fire Giant 1	5 Mountain	Ravenman 1	5 Mountain
Halloween	Halloween		0	18	82						Organa	Iron Golem 1	5 River	Demon 1-		Cerberus 1	4 Mountain
Skeleton	Skeleton		0	0	55						City of Malano	Wyvern 1	5 Ocean	Hawkman 1-	4 Ocean	Fire Giant 1	5 Ocean
Wraith	Wraith		0	0	55						The Tundra		5 Snowy Mountain		4 Snowy Mountain		5 Snowy Mountain
Ghost	Ghost		0	0	48						Antalia	Phantom 2		Wraith 2		Cerberus 1	
Phantom	Phantom		0	0	50						Antanjyl		6 Marsh	Vampyre 1		Werewolf 1	
	Griffon																
Gryphon			30	45	53						Shangrila		8 Sky				
Cockatris	Cockatrice		40	36	55						Fort Allamoot		8 Mountain	Tiamat 1		Kraken 1	
Wyrm	Wyrm		30	42	47						Ruined City	Salamander 1		Gold Dragon 1		Tiamat 1	
Wyvern	Wyvern		37	30	49						Dalmuhd Desert	Salamander 1	7 Mountain	Fire Giant 1	B River	Wyrm 1	9 Forest
Giant	Giant		33	50	44						Rhyan Sea	Pixie 2	0 Mountain	Kraken 1	9 Ocean	Nixie 1	9 River
Titan	Titan		47	75	41						Fort Shulamana	Salamand 2	3 Volcano	Kraken 2	3 Ocean	Phantom 2	5 Marsh
Ice Giant	Ice Giant		38	70	48						Shrine of Kulyn	Kraken 2	3 Ocean	Cerberus 2	3 Mountain	Pixie 2	3 Forest
Fire Giant	Fire Giant		36	27	47						City of Xanadu	Platinum Dragon 2		Cockatrice 2		Ice Giant 2	3 Snowy Mountain
Hellhound	Hellhound		17	44	51						Zeteginea	Tiamat 2		Ravenman 2		Cerberus 2	
Cerberus	Cerberus		23	30	53						Temple Shalina	Gold Dragon 2		Seraphim 2		Ice Giant 2	
Octopus	Octopus		23	50	50							Platinum Dragon 1		Zombie Dragon 1		Fire Breath 1	
											Dragon's Heaven	Platinum Dragon	8 Shallows	Zomble Dragon	6 Ruins	Fire Breath 1	8 Mountain
Kraken	Kraken		20	57	50												
Golem	Golem		20	50	39												
RockGolem	Stone Golem		30	55	40												
IronGolem	Iron Golem		48	73	45												
Dragon	Dragon		40	50	50												
Silver Dragon	Silver Dragon		52	71	50												
Gold Dragon	Gold Dragon		62	77	51												
Platinum Dragon	Platinum Dragon		67	82	53												
Red Dragon	Red Dragon		50	50	50												
Red Dragon II	Salamander		53	50	53												
Salamand	Fire Breath		57	50	56												
Black Dragon	Black Dragon		48	29	50												
Tiamat	Tiamat		51	23	48												
Zombie Dragon	Zombie Dragon		47	0	63												
Warren (Wizard)	Warren (Wizard)	4	51	42	54												
Usar (Wild Man)	Usar (Berzerker)	5	57	43	59												
Gilbert (Beastman)	Gilbert (Beast Tamer)	6	53	54	46												
Sirius (Werewolf)	Sirius (Werewolf)	7	70	48	49												
Kapella (Mage)	Kapella (Mage)	8	57	32	48												
Deneb (Witch)	Deneb (Witch)	10	59	47	68												
Debonair (General)	Debonair (General)	11	62	82	56												
Gares 1st (Prince)	Gares 1st (Dark Prince)	12	59	46	57												
	Norn (Shaman)	12	63	53	53												
INUITI (SINAMAN)		13	59	63	51												
Norn (Shaman) Porkvus (Nixie)			61	53	59												
Porkyus (Nixie)	Porukyus (Nixie)				62												
Porkyus (Nixie) Figaro (General)	Porukyus (Nixie) Figaro (General)	15															
Porkyus (Nixie) Figaro (General) Ares (Ravenman)	Porukyus (Nixie) Figaro (General) Ares (Raven Man)	15 16	46	38													
Porkyus (Nixie) Figaro (General) Ares (Ravenman) Albeleo (Doll Master)	Porukyus (Nixie) Figaro (General) Ares (Raven Man) Albeleo (Enchanter)	15 16 17	46 62	70	48												
Porkyus (Nixie) Figaro (General) Ares (Ravenman) Albeleo (Doll Master) Slust (Dragoon)	Porukyus (Nixie) Figaro (General) Ares (Raven Man) Albeleo (Enchanter) Slust (Dragoon)	15 16 17 17	46 62 62	70 78	48 60												
Porkyus (Nixie) Figaro (General) Ares (Ravenman) Albeleo (Doll Master) Slust (Dragoon) Fenril (Dragoon)	Porukyus (Nixie) Figaro (General) Ares (Raven Man) Albeleo (Enchanter) Slust (Dragoon) Fenril (Dragoon)	15 16 17 17 17	46 62 62 62	70 78 75	48 60 64												
Porkyus (Nixie) Figaro (General) Ares (Ravenman) Albeleo (Doll Master) Slust (Dragoon) Fenril (Dragoon) Apros (Dandy)	Porukyus (Nixie) Figaro (General) Ares (Raven Man) Albeleo (Enchanter) Slust (Dragoon) Fenril (Dragoon) Apros (Vanity)	15 16 17 17 17 18	46 62 62 62 51	70 78 75 39	48 60 64 49												
Porkyus (Nixie) Figaro (General) Ares (Ravenman) Albeleo (Doll Master) Slust (Dragoon) Fenril (Dragoon) Apros (Dandy) Galf (Devil)	Porukyus (Nixie) Figaro (General) Ares (Raven Man) Albeleo (Enchanter) Slust (Dragoon) Fenril (Dragoon) Apros (Vanity) Galf (Devil)	15 16 17 17 17 18 18	46 62 62 62 51 72	70 78 75 39 0	48 60 64 49 53												
Porkyus (Nixie) Figaro (General) Ares (Ravenman) Albeleo (Doll Master) Slust (Dragoon) Fenril (Dragoon) Apros (Dandy)	Porukyus (Nixie) Figaro (General) Ares (Raven Man) Albeleo (Enchanter) Slust (Dragoon) Fenril (Dragoon) Apros (Vanity) Galf (Devil) Mizal (Seraphim)	15 16 17 17 17 18	46 62 62 62 51	70 78 75 39 0 67	48 60 64 49 53 50												
Porkyus (Nixie) Figaro (General) Ares (Ravenman) Albeleo (Doll Master) Slust (Dragoon) Fenril (Dragoon) Apros (Dandy) Galf (Devil)	Porukyus (Nixie) Figaro (General) Ares (Raven Man) Albeleo (Enchanter) Slust (Dragoon) Fenril (Dragoon) Apros (Vanity) Galf (Devil)	15 16 17 17 17 18 18	46 62 62 62 51 72	70 78 75 39 0	48 60 64 49 53												
Porkyus (Nixie) Figaro (General) Ares (Ravenman) Albeleo (Doll Master) Slust (Dragoon) Fenril (Dragoon) Apros (Dandy) Galf (Devil) Mizal (Seraphim) Omicron (Sorcerer)	Porukyus (Nixie) Figaro (General) Ares (Raven Man) Albeleo (Enchanter) Slust (Dragoon) Fenril (Dragoon) Apros (Vanity) Galf (Devil) Mizal (Seraphirm) Omicron (Sorcerer)	15 16 17 17 17 18 18 18 19	46 62 62 51 72 70	70 78 75 39 0 67	48 60 64 49 53 50												
Porkyus (Nixie) Figaro (General) Ares (Ravenman) Albeleo (Doll Master) Slust (Dragoon) Fenril (Dragoon) Apros (Dandy) Galf (Devil) Mizal (Seraphim) Omicron (Sorcerer) Gares 2nd (Prince)	Porukyus (Nixie) Figaro (General) Ares (Rvern Man) Albeleo (Enchanter) Slust (Dragoon) Fenril (Dragoon) Apros (Vanity) Galf (Devil) Mizal (Seraphim) Omicron (Sorcerer) Gares 2nd (Dark Prince)	15 16 17 17 17 18 18 18 19 20	46 62 62 51 72 70 60	70 78 75 39 0 67 21	48 60 64 49 53 50 45												
Porkyus (Nixie) Figaro (General) Ares (Ravenman) Albeleo (Doll Master) Slust (Dragoon) Fenril (Dragoon) Apros (Dandy) Galf (Devil) Mizal (Seraphim) Omicron (Sorcerer) Gares 2nd (Prince) Fogel (Dragoon)	Porukyus (Nixie) Figaro (General) Ares (Reveral) Slusto (Dragoon) Fenril (Dragoon) Apros (Vanity) Galf (Devil) Mizal (Seraphim) Omicron (Sorcerer) Gares 2nd (Dark Prince) Fogel (Dragoon)	15 16 17 17 17 18 18 19 20 21 21	46 62 62 51 72 70 60 63 58	70 78 75 39 0 67 21 36 50	48 60 64 49 53 50 45 57 63												
Porkyus (Nixie) Figaro (General) Ares (Ravenman) Albeleo (Doll Master) Slust (Dragoon) Fenril (Dragoon) Apros (Dandy) Galf (Devil) Mizal (Seraphim) Omicron (Sorcerer) Gares 2nd (Prince) Foeg (Dragoon) Castor (Gemini)	Porukyus (Nixie) Figaro (General) Ares (Riven Man) Albeleo (Enchanter) Slust (Dragoon) Apros (Vanity) Gaff (Devil) Mizal (Seraphim) Ornicorn (Socreer) Gares 2nd (Dark Prince) Fogel (Dragoon) Castor (Gemini)	15 16 17 17 17 18 18 19 20 21 21 21 22	46 62 62 51 72 70 60 63 58 54	70 78 75 39 0 67 21 36 50 40	48 60 64 49 53 50 45 57 63 45												
Porkyus (Nixie) Figaro (General) Ares (Ravenman) Albeleo (Doll Master) Situst (Dragoon) Fenril (Dragoon) Gaff (Devil) Mizal (Seraphim) Omicron (Sorceer) Gares 2nd (Prince) Fogel (Dragoon) Castor (Gemini) Deuces (Gemini)	Porukyus (Nixie) Figaro (General) Ares (Raven Man) Albeleo (Enchanter) Silust (Dragoon) Ferni (Dragoon) Apros (Vanity) Galf (Devil) Mizal (Serephin) Omicron (Sorcerer) Fogel (Dragoon) Castor (Gemin) Polkes (Gemin)	15 16 17 17 18 18 18 19 20 21 21 21 22 22	46 62 62 51 72 70 60 63 58 58 54 58	70 78 75 39 0 67 21 36 50 40 60	48 60 64 49 53 50 45 57 63 45 55												
Porkyus (Nixie) Figaro (General) Ares (Ravenman) Albeleo (Doll Master) Slust (Dragoon) Fenril (Dragoon) Arros (Dandy) Galf (Devil) Mizal (Seraphim) Omirorn (Sorcerer) Gares 2nd (Prince) Fogei (Dragon) Castor (Gemini) Pocchon (Ninja Master)	Porukyus (Nixie) Figaro (Genera) Ates (Raven Man) Albeleo (Enchanter) Situs (Dragoon) Fenni (Dragoon) Apros (Vanity) Galf (Devil) Mizal (Seraphim) Ormicron (Sorcerer) Gates 2nd (Dark Prince) Fogel (Dragoon) Castor (Gemin) Polkes (Gemin) Polkyon (Minja Master)	15 16 17 17 18 18 19 20 21 21 21 21 22 22 22 23	46 62 62 51 72 70 60 63 58 58 58 58 58	70 78 75 39 0 67 21 36 50 40 60 22	48 60 64 49 53 50 45 57 63 45 55 55 56												
Porkyus (Nixie) Figaro (General) Artes (Ravenman) Albeleo (Doll Master) Silust (Dragoon) Fentil (Dragoon) Apros (Dandy) Galf (Devil) Mizal (Seraphim) Omicron (Sorcerer) Gares 2nd (Prince) Fogel (Dragoon) Castor (Gernin) Deuces (Gernin) Deuces (Gernin) Prochon (Ninja Master) Randals (Dandy)	Porukyus (Nixie) Figaro (Ceneral) Ares (Rayven Man) Albeleo (Enchanter) Slust (Dragoon) Fennil (Dragoon) Apros (Vanity) Galf (Devil) Mizal (Seraphim) Omicron (Sorcerer) Gares 2nd (Dark Prince) Gares 2nd (Dark Prince) Castor (Gernin) Polkes (Gernin) Polkes (Gernin) Polkes (Gernin)	15 16 17 17 17 18 18 19 20 21 21 21 22 22 22 23 23 24	46 62 62 51 72 70 60 63 58 58 54 58 58 58 58 58	70 78 75 39 0 67 21 36 50 40 60 22 39	48 60 64 49 53 50 45 57 63 45 55 55 56 45												
Portyua (Nixie) Figara (Greena) Atees (Ravennan) Abeleo (Doll Master) Siust (Dragoon) Fenri (Dragoon) Apros (Danol) Mizal (Seraphim) Omicon (Socreer) Gares 27a (Prince) Fogel (Dragoon) Castor (Gemini) Prochon (Ninja Master) Randas (Danoł) Previa (Gemer)	Porukyus (Nixie) Figaro (General) Arese (Raven Man) Albeleo (Enchanter) Slust (Dragoon) Ferni (Dragoon) Apros (Vanity) Gaff (Devil) Mizat (Seraphim) Ornicorn (Sorcerer) Gases 2nd (Dark Prince) Fogel (Dragoon) Castor (Genini) Polkes (Genini)	15 16 17 17 17 18 19 20 21 21 22 22 22 22 22 22 23 24 25	46 62 62 51 72 70 60 63 58 58 54 58 54 58 56 59 60	70 78 75 39 0 67 21 36 50 40 60 22 39 34	48 60 64 49 53 50 45 57 63 45 55 55 56 45 56 45 54												
Portyua (Nixie) Figara (General) Albeleo (201 Macon) Slust (Dragoon) Fenril (Dragoon) Agros (Dandy) Galf (Dewi) Mizal (Seraphim) Omicon (Socreer) Castor (General) Deuces (Gemin) Deuces (Gemin) Prochon (Ninja Master) Randals (Dandy) Previa (General) Lurvalon (General)	Porukyus (Nixie) Figaro (General) Arese (Raven Man) Albeleo (Ichchanter) Slust (Dragoon) Ferni (Dragoon) Apros (Vanity) Gaff (Devil) Mizal (Seraphim) Omirorn (Sorcerer) Gares 2nd (Dark Prince) Fogel (Dragoon) Polkes (Gemin) Polkes (Gemin) Polkes (Gemin) Polkes (General) Lurvalon (General)	15 16 17 17 17 18 18 18 19 20 21 21 21 21 22 22 22 23 24 25 26	46 62 62 51 72 70 60 63 58 58 58 58 58 58 58 56 59 60 65	70 78 75 39 0 67 21 36 50 40 60 22 39 34 62	48 60 64 49 53 50 45 57 63 45 55 55 56 45 55 56 45 54 51												
Portyua (Nixie) Figara (Greena) Atees (Ravennan) Abeleo (Doll Master) Siust (Dragoon) Fenri (Dragoon) Apros (Danol) Mizal (Seraphim) Omicon (Socreer) Gares 27a (Prince) Fogel (Dragoon) Castor (Gemini) Prochon (Ninja Master) Randas (Danoł) Previa (Gemer)	Porukyus (Nixie) Figaro (General) Arese (Raven Man) Albeleo (Enchanter) Slust (Dragoon) Ferni (Dragoon) Apros (Vanity) Gaff (Devil) Mizat (Seraphim) Ornicorn (Sorcerer) Gases 2nd (Dark Prince) Fogel (Dragoon) Castor (Genini) Polkes (Genini)	15 16 17 17 17 18 18 19 20 21 21 21 22 22 22 22 22 23 24 25 26 27	46 62 62 51 72 70 60 63 58 58 58 58 58 58 59 60 65 65 64	70 78 75 39 0 67 21 36 50 40 60 22 39 34 62 72	48 60 64 49 53 50 45 57 63 45 55 56 45 55 56 45 54 51 50												
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Portyue (Nixie) Figaro (General) Ares (Ravenman) Albeloe (Joll March Senti (Dragoon) Ferril (Dragoon) Apros (Dandy) Gaff (Devi) Mizal (Seraphim) Omicron (Sorceal) Gares 2nd (Prince) Gares 2nd (Prince) Deuces (Genrin) Deuces (Genrin) Deuces (Genrin) Prochon (Ninja Maste) Randais (Dands) Prevada (General) Luvalon (General) Lilkak (Overhord) Findora (Overhord)	Porukyus (Nixie) Figaro (General) Arese (Raven Man) Albeleo (Ichenherf) Slust (Dragoon) Ferni (Dragoon) Apros (Vanity) Gaff (Devil) Mizal (Seraphim) Omirorn (Sorcerer) Gares 2nd (Dark Prince) Fogel (Dragoon) Polkes (Gemin) Polkes (Gemin) Polkes (Gemin) Polkes (General) Lurvalon (General) Hikashe (Highlander)	15 16 17 17 17 18 18 19 20 21 21 21 21 22 22 23 24 25 26 27 28	46 62 62 51 72 70 60 63 58 58 58 58 58 58 59 60 65 65 64	70 78 75 39 0 67 21 36 50 40 60 22 39 34 62 72	48 60 64 49 53 50 45 57 63 45 55 56 45 55 56 45 54 51 50												
Portyue (Nkine) Frigaro (General) Ares (Ravenman) Albeloe (1081 Montal) Sulta (Toragoon) Apros (Dandy) Gafi (Dewi) Mizal (Seraphim) Omicron (Soncerer) Gases 2nd (Prince) Fogel (Dragoon) Castor (Genini) Deuces (Geninia) Deuces (Geninia) Precha (Naipa (Master) Randala (Dandy) Precha (Naipa (Master) Randala (Dandy) Precha (Naipa (General) Hiskah (Overlan)	Porukyus (Nixie) Figaro (General) Ares (Raven Man) Albeleo (Enchanter) Slust (Dragoon) Ferni (Dragoon) Apros (Vanity) Gafi (Devil) Mizat (Seraphim) Omicron (Sorcerer) Gares 2rd (Dark Prince) Fogel (Dragoon) Castor (General) Potkoro (Ningh Master) Randross (Vanity) Previa (General) Lurvalon (General) Lurvalon (Black Queen) Endora (Black Queen)	15 16 17 17 18 18 19 20 21 21 21 21 22 23 24 25 26 27 28 26	46 62 62 62 51 72 70 60 63 58 58 58 58 58 58 59 60 65 64 69 67	70 78 75 39 0 67 21 36 50 40 60 22 39 40 60 22 39 34 62 72 45 26	48 60 64 49 53 50 45 57 63 45 55 56 45 55 56 45 51 50 63 57												
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