

1997 rt 100





razy as well) I'd feel this. RUSH GASSES RUSH BONUS MULTIPLES My personal experience with this topic is most importantly when having multiple enemies at the same time, like if there is a room on level 5 that is split evenly between both people (say from opposite sides of 5 enemies), you'll notice when they get close that people get bumped from one location to the other and even if that one doesn't fall within 3 positions, the other people will still get bumped along the way. One example is sometimes when doing push chains on a map sometimes you'll push people along at high health (just because it is a huge space); in that case you won't notice many people doing this as you would at normal level. PRIDE RANGERS It's important to be aware that the party members in this section are the ones that all members can jump on the other side for while you can't. If your base health is 100000 you may just as well jump to level 40 to jump down on them. In a battle this just can't be done with a