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Stick ranger 2 guide

Warning! This article contains instructions, instructions, or instructions for Stick Ranger 2. It is very likely that this guide was written by only one author. It was probably not studied, verified, corrected or corrected by other authors. Content is based only on the opinion of the author. Content can even be completely incorrect, misleading, or outdated. If you follow any advice from the following article, you are doing it at your own risk! Welcome to the first-ever guide to Stick Ranger 2 on the Dan-Ball Wiki! My name is Heisparke, and throughout this guide, I will give tutorials on which items and monsters to deal with first, in order to help you through all the roadblocks you may face and make your Stick Ranger 2 adventure more enjoyable. Here I will focus on evaluating weapons that you can find and assess whether or not they may be useful to you. My guide also comes with a many-route guide you can try to take at every point in the game and you get a little flexibility to choose which routes you want to take. Heisparkshe / her ★ Weapons ★ before launching, take into account how many aspects of these weapons evaluation will have. I judge the weapon not only by its power, but more importantly, what role it tries to fill, what stage of the game you can get, and its ease of use. I rate each weapon using a star system, with 6 ★ highest rating and 1 ★ lowest. If the gun has a 5 or 6 ★ rating, I would recommend checking it out. Weapons rated 3 or 4 ★ are considered average. Weapons rated 1 or 2 ★ be controlled outside. Glove - ★★. Starting gun. It has a small range and peashooter damage. But as a glove is a starting gun that is perfectly fine, and almost anticipation - Many classic games have starter guns with small range and peashooter damage. At least the glove always hits your target! Power Gloves - ★★★★★. Hits hard and hits fast for a very nice damage output. A figure with Power Gloves can defend himself from beer and great damage to bosses. Despite being acquired from one of the first monsters in the game, the Power Gloves remain viable all the way to the very end of the Cave series. Light glove - ★★★. An overrated weapon that was put in the spotlight by calculating the damage done by fools. Ditch the weapons slot damage to make the charges faster. This is not a good trade-off, because better charging frequency can not prevent your physique from hurting almost every time you encounter a common monster. Sword - ★. Safer than gloves, but not safe enough to outrange common gets and droplets. Plus, its damage output is almost the same as that of gloves. Picking up the weapon and leveling it will prove incredibly meaningless. Spear - ★★. Accidental damage output is not enough to stop this weapon from being a powerhouse in Cave 1 because it outweighs all the weak gets in the area. Weapons that will be available soon after will be Damage output ridiculous, but his instant style of attack makes him a weapon of choice once more in the Cave 2 droplets section. Bow - ★★. This weapon is a great choice for removing standard monsters because its range is long and always hits for respectable damage. He has no problem dealing with damage to ceiling trees or flying enemies, and this makes him a useful tool to get his hands on. Lightning Ball - ★★. This weapon is like an elemental-attribute counterpart to Bow. His suggestive ability only serves to make it more accurate against the monster he was aiming for because the balls disappated quickly after he was ejected. Fire sword - ★. Most short range weapons have a feature that makes them snap at their targets and guarantee a hit when the character is within range. The fire sword doesn't have it. As a result, it is excruciatingly difficult for this weapon to hit its target. It often does no harm at all in seconds. This is quite possible the worst weapon in the game and should be avoided at all costs. Lightning Spear - ★★. It tends to hit weaker than Spear tends to, but Lightning Spear does something very special that quickly becomes a mid-range category's best asset: the ability to hit more monsters that are deployed from each other, resulting in higher damage than Spear's at the end of the day. Fire Bow - ★★. The constant long-range damage to the area is pretty cool, but Fire Bow struggles on an important long range feature, which is to make monsters that hang in the air. Ice Ball - ★★★. An ice ball is easy to retrieve and slow down monsters, which is very good as a support weapon. It has no side to any damage. It is not expected from the early game support guns. Sadly, the Ice Ball is a single-target, and it doesn't really keep monsters frozen in time due to the speed of its projectile. Poison bow - ★. Damage to the poison of this weapon is enough bare bones, so the most compelling reason for its use is to restore the timer damage to the poison of a stronger poison weapon, such as a poisonous arrow. If a player gets a Lightning Shot then this feature becomes quite irrelevant because Lightning Shot charges just fast enough to keep the poison timer almost constant, and also makes the weapons slot do some damage beyond the poisonous effect. Light Bow - ★. This weapon defines the primary slot for faster charging attacks in a similar way to light gloves. In the case of the Long-Physical Build type, having a Light Bow charge triple arrow instead of a regular bow actually leads to less PCB, so don't even calculate the damage to a nerd like this gun. Lightning Shot - ★★. Very severe damage compared to all previous long firearms. It's amazing for similar reasons that Lightning Lance is amazing; it has the potential to do high damage, and rolls for high damage several times. A little silly before the extra projectile at max level, but even before that, Lightning Shot will still charge twice as well as previous weapons and do great damage. Iron Sword - ★. Iron Sword has an important update that allows it to achieve the standards that have been set in place of the Stick Ranger gladiator class by hitting multiple monsters at once. However, there are no opportunities for the fact that they are not overshadowed by Barrage Spear's safer beer-killing potential, and the knee's excellent speed charge and damaging output also give him a run for his money. Short-range characters are likely to use it, but not for long. Barrage Spear - ★. It's like a Lightning Ball with higher damage potential and more limited movement of its projectiles. When one monster succumbs to several projectiles, they simply move forward to the next monster in a row, which allows Barrage Spear to put together many kills against small monsters. This weapon is great for killing mobile peony like bats, which are widespread in the Sky Garden series. Knee - ★. This weapon is quite hard to come across, and its total cost of the upgrade is not laughable. It may not hit more monsters, such as the Iron Sword, charge as fast as a light knee, or have a spectacular freezing effect like the Ice Sword, but it's a reliable old workhorse that sits among them all. It's not so much more powerful than its spiritual predecessor Power Gloves, but understand that Power Gloves is insanely powerful for something that can be obtained in the first screen game, and the 42 fee rate is enough support for the weapon. Light knee - ★. This weapon's overall price upgrade surpasses the Poison Arrow as the most expensive in the game, and its one-in-nine chance to drop out of the Orange Big Diamond Tree is hard to get in the first place. The gun itself shines more light than gloves because of the presence of new ongoing short-range charges that can be stacked over time, not the Firecracker and Flame Saber. It still does peashooter damage, so the right fees need to be collected to ensure that common monsters don't give it any problems. Ice sword - ★. Double bullet ice-attribute weapon, you say? And it's also in the short-range category? Bravo, really bravo! Adding this weapon shows that there is a chance for each category of range to get handled with weapons of each attribute that would make way for more flexible and powerful teams. This sword can not hit more enemies on the swing, but its damage is not reduced seriously in exchange for a slowing effect, and it is amazing. Thunder Halberd - ★. First, a nice name and sprite. This great cousin of Lightning Spear spreads his needles out like a shotgun. There are so many initial needles that you can always count on more of them arching out of a targeted monster to hit something else. When needles multiply and take it to a few enemies away from their initial firing site it's really something to look at. This weapon weapon is very effective against the crowds, and at this point in the game it's maybe even the best for it Flame Bow - ★. Well that's interesting for gun gun. Flame Bow shoots what appears to be regular darts until it breaks away into a fiery fantasia that slowly bounces off the surfaces while piercing targets in its path. This behavior is most similar to that of a laser gun from an old Stick Ranger. Combining a series of 120 all bow guns with a double bullet rate means that the Long-Elemental character can have their cake and eat it too, but they may have to get used to that terribly slow projectile speed before multiple arrows spread out in formation. Fireball - ★. This weapon's low arc is very, very problematic, making it literally impossible for the character using this weapon to hit any flying enemy or hanging tree. The arch doesn't just stop - it's so bad that every enemy on a hillside can't even touch the Fire Ball. Even if one uses this weapon to drop the ball at his enemies from above, it did not matter what you would expect, because the balls will only rush around their targets quickly, as well as bounce very high above their heads. Fees Bash - ★. One of the few attacks in the Charge slot that can sometimes hit only one monster when used. It's great in the early stages when you can wallop weak gets to kill early, but as HP scales quickly you lose the ability to do it. Range Attack - ★. Mines of white skull bats. If freezing weapons were brought back then a weapon of this archetype might be more useful, but as it stands now there is not much reason to use other than for white skull bats because of its low damage to each target. Slash - ★. A better alternative to Bash in most cases because it can hit groups of monsters and has a sufficient range that you don't have to worry about missing out. Lancer - ★. Hits more monsters, but rather unreliable for burst damage. Since the Lancer only rolls the dice once to decide how much damage it will do, it's not rare for a strike from a Lancer to be a dud. Triple arrow - ★. Triple Arrow is a great weapon for destroying weak monsters that hang in the air, and can do some good damage to big monsters if all the arrows hit. This is expected from the classic darts flurry move that made its way into the old Stick Ranger as a skill that did not require an MP. The long-physical nature will use this weapon for a while, not because it's particularly good, but rather because of the lack of weapons in the Long-Physical Archetype. Fire bomb - ★. A fire bomb can be one of the most deadly long-range weapons at this stage of the game on some targets. A character with SP split between Long and Elemental can kill green big gel with two fire bombs if all its fires stay close. This weapon's inspecting is that it is activated only when it hits the ground tiles, so it's situational, but ground monsters beware! Flame Slayer - ★. Another big flamethrower weapon. This weapon is even more powerful than the higher fire bomb, and can become perhaps one of the most lethal weapons in the game if the player opted for glass cannons to build short range weapons. His resemblance to Fire Sword may turn a few heads, but Flame Slayer doesn't have as much trouble with landing hits on its targets because of how he spreads his flames. Lightning Lance - ★. The go-to weapon for dealing huge damage to groups of monsters. Just enough damage to easily beat most peony in one attack, along with a very large hitbox. Mid-range characters find themselves totl this gun in their charge slot for a while. Flame Arrow - ★. This weapon is inaccurate and usually lands only half of its fires on its target, which will do dubious damage compared to its gun counterpart slot. fire bow. His increased MP's cost makes it even more unreasonable. It's not a good choice for crowd control, outranging monsters or even for big goals. Sand Blaster - ★. The Sand Blaster is well worth the backtracking needed to get it. Thanks to his high-damaging Physical-attribute attacks, he is the MVP inside the Cyan Roundhead Fish Pool in Cave 4. The reach of its sand clouds make it comparable to mid-range charge weapons, but using it with a mid-range weapons weapon reveals its weakness: the character must be in close proximity to the monster when used, otherwise it will not release any sand clouds. Sorry spearman, you have to look elsewhere! Poison Arrow - ★. This weapon is a nuke that can be used in pretty much any situation due to its Poison writing and activation when in contact with the first monster that strikes. If a weapon with +2 charging speed such as Lightning Shot is in the weapons slot, it can ensure that the Poison Arrow effect remains almost constant if the character uses it is not pulled! This weapon is great for ensuring the death of mid-health enemies like Blue Roundhead Dragons, taking down hanging trees, and doing anything. Lightning Orb - ★. This crazy spark ball does better when it is further away from your goal. Spacing from long-range characters is even more important when one of them has this weapon because it likes to arc faster in a short range than the arrow does, and it would reduce the amount of time it has to fire sparks. Firecracker - ★. This gun bakes monsters near it, and it's easy to get more firecrackers orbiting the player at once to build up even more damage. Its super-narrow area of influence can be uncomfortable, though, even for a short-range character. Soul Blade - ★. In the place where it is first acquired, the Soul Blade is almost useless because its spikes keep hitting the walls when they are supposed to be hitting monsters instead. His real home is in Sky Garden 1, where he constantly deals with the damage of far-away White Roundhead Bats across the screen. Star Lance - ★. This weapon is very unique. Direct path piercing arrow allows you to hit enemies from extremely far away, and if the arrow ricochets in the right direction it can deal a lot of damage over time to bosses, such as the white large skull of a tree. However, this is a difficult tool to handle because the exact location of the character is necessary for Star Lance to deal with any meaningful damage. And most areas just don't have the geography to support guns like this. Still, looking forward to what Thunder Halberd brings to the table, I think a modernized version of this weapon would please the critic in the because linking the damage from monster to monster is a spearman's powerful suit. Ice bomb - ★. The combination of good damage to a wide area and a strong slow effect make this weapon capable of many things. As with other slowing weapons, this weapon is most effective when used against monsters that move quickly and/or attack quickly, such as white skull stickmen. Flame Saber - ★. It's good to see the spiritual ruler of Stick Ranger 1 being a lightsaber, even if it's not in the Lightning attribute. This weapon sports rapid damage to an area that melts trees, dragons and anything else its deal. It's a good weapon, although enemies who resist the Fire attribute are commonplace. More arrow - ★. More Arrow is the first real upgrade to the Long-Physical Archetype fireprow from the initial combination of Bow and Triple Arrow. This answers the age-old question of how to get out crowds of peony monsters by wraps up the project count. It also serves as a nuke weapon, able to deal up to 800 damage in total in enough scenarios. All in all, it was a much-needed addition that left most players satisfied. Burst Range - ★. It's a step above the original range attack because it shoots a lot of projectiles like the Sand Blaster and spreads them around for more coverage. It's sure to help the short-range stickman out if they find themselves swarming bats, but as a player you shouldn't let that happen anymore now that there will be plenty of long-range weapons available at this point of the game. Explosion - ★. The explosion can be a very powerful nuke when used on just a monster, and at just too much shook my socks off when it was released, but as time went on a couple of glaring problems were revealed with it. In addition to the obvious facts that the explosion costs 50 MP to use, and that resistances to fire elemental weapons, that's fine, because the next part that produces actually a blindspot in the middle, and that blindspot just happens to be around the origin point at the of the monster charge the attack is used for. The effect of this is illustrated when a reusable charge weapon runs of the split between LP and 5500 LP, while the Green Diamond Tree can avoid a flurry with a good third of its 2500 LPs remaining. Blindspot reduces explosion use even more, except for targets that not only lack fire resistance, but are also really large. Deadly wound - ★. Unlike other improvements to previous weapons or charge weapons, where the weapon is given AT support somewhere 25% and 33%, or AT is reduced in exchange for many other projects, Deadly Blow takes Bash at a straight-up doubles it. This allows people without a glass cannon short-ranged to build on oneshot monsters that could only dream of those as before. His signature single-gol attacking style means it's not always practical, but that fancy red lightning effect will never get bored. Power slash - ★. When the deadly blow was released, it was only natural that we would get a new version of Slash as well, and what it does is pretty mediocre. The more damage hits more monsters, but the surprising part this time is that unlike most charge upgrades, Power Slash doesn't actually cost more MP to use than Slash does. You could try to use that for a spam build with a light knuckle, but you'd get very far without a sword-based weapon weapon to properly support the Power Slash. Laser Lance - ★. Hey, is that the flash upgrade we've all been waiting for? Eh... you can at least consider him his spiritual successor. Laser Lance does half the damage, but had three times the projectly, making it stronger and more consistent if all lasers hit. And it costs 5 MP, and each punch hits fewer monsters too... Wonderful. There's a new attack method now that really annoys me: instead of all the lasers being projected in the same direction and in the same position, the lasers are now fired from a horizontal axis, with slight random vertical distribution changes. Dan-Ball, what did you do? Now not only is it very difficult to use Laser Lance against flying monsters, you can't even use it on grounded monsters without some serious complaint. You know, the things that were handicapped are only used again. You'll find that very often, especially with the head only monsters that are very short, many of those lasers will fly over the monster's head and the Laser laser will deal even less damage than the hard-to-outdated Lightning Lance that's supposed to be an upgrade! That's disgusting! Poison Mist Shot - ★. One of the main flaws of poison arrow as a nuke weapon is that although it releases three clouds theoretically to poison three monsters per attack, usually all three poison clouds are absorbed by the same monster, effectively making it a one-target charge weapon. But there's something to be said for what chaos happens when a person takes the damage to what works well as a one-target Charge gun and makes it usable throug a very large group of monsters. Poison Mist Shot is the lovechild star lance and pyramid arrow of the first Stick Ranger and it feels like Dan-Ball really star Lance concept some justice. Maybe a little too much, because this weapon completely deconites the crowds in Sky Garden 3, because every beer monster just so happens to be in a one-set line. I gave Poison Arrow a six-star rating as well, but there is nothing I can say to justify not giving poison mist shot the same rating. Perhaps he inherited Star Lance's troubles to string together many monsters for multiplying the damage. Lightning - ★. Lightning Bolt mp's price is 50 as the explosion is, and the resulting damage is about the same. But lightning bolt stands much stronger because it is without all the special limitations the explosion had. Since lightning bolt has no kind of blindspot, one can apply it to regular-sized monsters as well as big ones. Even better, because it is an attribute of Lightning, not Fire, almost every monster will be prone to it. There is still technically a way lightning bolt can be missed. If the ball hits a grounded monster on the way up, something of a medium height like Big Gel, the needles can all fly over your head. But that's nothing that some good old positioning can't solve. Part 1: An early game at the beginning, fighting monsters is a slog. Every monster seems to have as much time to kill as the boss monster should. But you have to start somewhere. Green gel is the most suitable monster for any completely fresh character kill. His health is low, and it usually doesn't do much harm. Every couple kills, you have to rethink the village to heal your character. The only other thing you can really do to protect your character is to keep her away from groups of monsters. After you have killed at least 10 gets, you will level up to level 2, and this is where the game begins to branch into many different possible experiences, depending on how you decide to educate your party with that hard-earned SP. There are seven things on which you can spend points to make your character more powerful. Progress to Cave 2 50 now that you have a lot of weapons and maybe something for your charging and leading slots, it's time to fight some snakes. Green Big Box Snakes are simple bosses. It's just a bit of a pity to race. Try to focus on one of the snakes at once, because you can't get away from them. Access 2A: Quick XP There are many routes that you can take to strengthen now, but this is best for quick amplification. If this approach is used, it is recommended that the second character of the SP distribution of 50/50 be split between long and elementary. Move either character around the Orange Smiley Tree and cross the cliffs to travel to Cave 3. (Don't worry, your second character will follow you.) Now that you are in Cave 3, you will find the entrance to the lower tunnel, which is marked with a standing torch and a column of three mural torches. The screen wraps back into Cave 2, except that you are now deep underground. Small droplets here are the best source of XP at this stage of the game because the outranging tactic kills them very quickly. Spear's directing mode of attack makes it a good weapon here, so put it on your second character. When all the droplets are killed, refresh the screen and do it again. Once you have reached level 10, they have the character to equip either an ice ball that #2 can get from an azure droplet, or a Fire Bow that can be obtained from a red droplet. Now you should be able to select Red Big Droplets, which can be summoned by dragging the character into a large pocket at the left end of the tunnel. Just drag that character back to the way quickly, because otherwise Red Big Droplets will rip it into a bit. Now, just relax, and let the long-range character while these droplets out with the very same tactics as used on the little ones. When all three are dead, a treasure chest appears. Get close to her to open up and catch the Onigiri that appears. Now you can return to Cave 1, not similar to green big gel that will drop range attack when it dies. Have your first character equip range attack. Head to the bottom right of Cave 3, where the third character is trapped. 20 white skull bats reproduce. Let the bats pile on the character #1, so when the range attack activates, it will hit all the bats at once. They will be severely weakened after just two attacks in the area, and the Fire Bow or IceBall can finish them off. When all the bats of the white skull are dead, the white large skull bat reproduces. Without a powerful long-range weapon, this boss turns out to be hard to kill, but if you use Onigiri just before you're going to lose, you can overcome it. The third character will now be available for use. It is recommended to divide your SP evenly between long and physical, and give it a bow from the white skull of the Bat, as well as a Triple Arrow from the Orange Smiley Tree. Access 2B: Cave 1 backtracking Because some people like to get everything from previous areas before solving the latest areas. If this approach is used, it is recommended that the second character of the SP distribution be a 50/50 distribution between long and physical. If you have chosen this route, then you should have no problem with catching small gets for the rest of their drops. After all the drops of the three small gets have been obtained, all that is left should be a Range Attack and Knitted from green big gel, and a bow from the white skull of the bats. Attack the green big gel with a spear while dodging its bullet spread attacks. Once green Big Gel is dead, give a Range Attack that fell on your tankner. Bring both characters into the White Skull Bat cave and let the bats pile up on the tankner so that they all get hit at the same time. Get a bow out of these bats and then everything is good because you have a weapon weapon that allows your second character maximum potential. With Cave 1 clear, our third and final target is Orange Smiley Tree in Cave 2. You can move the character #2 the platform on the right side of the tree, and fire at it with a bow. Alternatively, you can intervene with the #1 when weaving between bullets. You may need to do this several times before it drops the Triple Arrow you need for your second character. Drag either character around the Orange Smiley Tree and over the cliff to travel to Cave 3, where any of the monsters should be relatively easy picks for the bowman. You can get XP here, even if it's a little slow, like some of the fancier guns that you missed while you were preparing your second character for battle. Once you are level 10, head to the bottom right where the third character is trapped. 20 white skull bats are screed, but can be wiped out with Range Attack again. In the second stage, a white large skull bat will be rubbing. Resist his spread of attacks and kill him quickly with a bow and triple arrow. The third character will now be use. It is recommended to divide this SP character evenly between long and elementary, and give it any long-elemental weapons you have. If you don't have any long-elemental weapons, that's fine, because the next part has approaches that focus on the weapons that you put on it. Access 1B: Make Cave 1 easily made specifically for getting beginners through this area if they have too many problems. Its effectiveness will be questioned later, but this method will unlock Cave 2 and Cave 3, which introduces many interesting things for players to consider in future runs! If this approach is used, it is recommended that the first stickman SP distribute a 50/50 distribution between LP and physical. This is useful in Cave 1 as each weapon is a physical attribute. Start by getting a sword from Green Gets. Once you have the sword, move to cyan gets and get both spear and power gloves from them. Use Spears for now so you can grind XP out of these gets. Beginners should try to be at least level 6 before taking on Green Big Box Snakes. Switch back to power gloves when you are ready to fight them. Equip bash and/or headband if you find them. Access 1C (experts only): Melee Challenge This trip is designed for experienced players who have played through the entire game before at least once. New players don't have to pay. To make it simple, we will use SP distribution, which allows us to treat all our characters with a short range of the same - 6 points in Dodge, and divide the rest between LP and short. One can also use characters with a split between short and physical/elemental to pop off monsters at an alarmingly fast pace, but with four short-range characters one will probably find the enemy going down quickly as well. So this guide opts for the aforementioned SP division. What is a melee challenge? Melee challenge rules are simple: play through the game with a team of characters using only short-range weapons like our old Stick Ranger 1. It is possible to create a team of melee characters and let them last all the way through the whole game, thanks to a new feature that allows characters to attack in the air if they are not dragged by the mouse. This part of the game is simple enough for those ambitious enough to start a melee playthrough because there aren't many options to outsmart the gets of Cave 1 as well. Be prepared to take your character back to the village to let them heal before the fight resumes. It's probably best to use Power Gloves and Bash for the best damage output against an appearing fight with Green Big Box Snakes, but having light gloves in your collection will be useful to put on your second character, which you will get very soon. Part 2: Progress to Cave 2 50 now that you have a lot of weapons and maybe something for your charging and leading slots, it's time to fight some snakes. Green Big Box Snakes are simple bosses. It's just a bit of a pity to race. 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Melee challenge rules are simple: play through the game with a team of characters using only short-range weapons like our old Stick Ranger 1. It is possible to create a team of melee characters and let them last all the way through the whole game, thanks to a new feature that allows characters to attack in the air if they are not dragged by the mouse. This part of the game is simple enough for those ambitious enough to start a melee playthrough because there aren't many options to outsmart the gets of Cave 1 as well. Be prepared to take your character back to the village to let them heal before the fight resumes. It's probably best to use Power Gloves and Bash for the best damage output against an appearing fight with Green Big Box Snakes, but having light gloves in your collection will be useful to put on your second character, which you will get very soon. Part 2: Progress to Cave 2 50 now that you have a lot of weapons and maybe something for your charging and leading slots, it's time to fight some snakes. Green Big Box Snakes are simple bosses. It's just a bit of a pity to race. Try to focus on one of the snakes at once, because you can't get away from them. Access 2A: Quick XP There are many routes that you can take to strengthen now, but this is best for quick amplification. If this approach is used, it is recommended that the second character of the SP distribution of 50/50 be split between long and elementary. Move either character around the Orange Smiley Tree and cross the cliffs to travel to Cave 3. (Don't worry, your second character will follow you.) Now that you are in Cave 3, you will find the entrance to the lower tunnel, which is marked with a standing torch and a column of three mural torches. The screen wraps back into Cave 2, except that you are now deep underground. Small droplets here are the best source of XP at this stage of the game because the outranging tactic kills them very quickly. Spear's directing mode of attack makes it a good weapon here, so put it on your second character. When all the droplets are killed, refresh the screen and do it again. Once you have reached level 10, they have the character to equip either an ice ball that #2 can get from an azure droplet, or a Fire Bow that can be obtained from a red droplet. Now you should be able to select Red Big Droplets, which can be summoned by dragging the character into a large pocket at the left end of the tunnel. Just drag that character back to the way quickly, because otherwise Red Big Droplets will rip it into a bit. Now, just relax, and let the long-range character while these droplets out with the very same tactics as used on the little ones. When all three are dead, a treasure chest appears. Get close to her to open up and catch the Onigiri that appears. Now you can return to Cave 1, not similar to green big gel that will drop range attack when it dies. Have your first character equip range attack. Head to the bottom right of Cave 3, where the third character is trapped. 20 white skull bats reproduce. Let the bats pile on the character #1, so when the range attack activates, it will hit all the bats at once. They will be severely weakened after just two attacks in the area, and the Fire Bow or IceBall can finish them off. When all the bats of the white skull are dead, the white large skull bat reproduces. Without a powerful long-range weapon, this boss turns out to be hard to kill, but if you use Onigiri just before you're going to lose, you can overcome it. The third character will now be available for use. It is recommended to divide your SP evenly between long and physical, and give it a bow from the white skull of the Bat, as well as a Triple Arrow from the Orange Smiley Tree. 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your short-range character in the azure Big Roundhead Fish blindspot and your long-moved characters in the shooting range. In the end, victory will be yours. Access 3B: Grind for Poison Arrow Just for when Azure Big Roundhead Fish was you really hard times. Poison Arrow is one of the most powerful weapons at this point in but it's hard to upgrade right now. Go kill the black gels in the upper right corner of Cave 3 with a long-physical character until one of them drops the Poison Arrow. Poison Arrow should be dedicated to your long-elemental character. Now you can pool all your money into upgrading that child. How much for the maximum level, you say? 3300 gold. Well, I found that it was wiser to spend half of that amount for now, raising the Poison Arrow level to just level 8. It costs 1680 gold, which is much more real. The best way to grind gold right now is to go back and forth between the White Great Skull Bat and the Arena Cyan Big Gel and kill them repeatedly, as well as click on tricks scattered nearby whenever one of them dies. When you're ready, turn off the automatic motion setting of your long-elemental mallet and place it directly on the lakeshore. Each Cyan Roundhead Fish succumbs to its injuries by the time two doses of poison are over, so it's not uncommon to kill a few of these monsters before the big fish even notice. When Cyan Big Roundhead Fish you notice, drop everyone into the pool to put it on. Focus on using the tanker to block pellets, but just block the pellets that put your moved characters in danger, so your tanker takes a lot longer than you need onigiri. Treat the whole page with Onigiri if the LP character is close to zero. When all the cyan roundhead fish are down, just keep your tanker in the boss' blindspot and your moved characters in the shooting range. You're going to win soon. Approach 3C: Get ready for later This approach is very beneficial for the endgame long-physical character who has already assembled all the weapons they want for a while. The reason for not getting a good Long-Elemental weapon anymore is that lightning ball will soon become an outclassed lightning shot, and that it's hard to grind gold for Poison Arrow without access to the Yellow Big Droplet. No fire-attribute attack will work on the next group of monsters, so you will want to give your tanker a powerful weapon that is not from the Fire attribute. Sand Blaster comes into play here. The Sand Blaster is stored at the end of the lower cave system in Cave 2, and it can be omitted by the Red Big Droplet. Killing all three red big droplets rewards one Onigiri, and killing the Yellow Big Gel will reward you with another. Take your time as you progress through these caves, get rid of their baddies, and then defeat the great monsters by regrouping them. Here's a modernization investment. You're pooling your gold in a bow and triple arrow because you'll find that they're still the best weapons for the long-physical character for a while down the road. Once you're ready, skeddadle back to the upper right corner of Cave 4, station your moved characters off the lake, turn off their Auto-Move settings, and let them fire away. Finally Cyan Big Round Fish will notice you. When that happens, it's time to put your characters in the water. You should still clear the area of all the remaining Cyan Roundhead Fish before focusing your attacks on the big one. When Cyan Big Roundhead Fish attacks, drag your characters into a circle of bullets before activating them, and you can avoid all the damage, but you've got to be quick. This fight can be a little chaotic as you have to keep the long-physical nature of fring at the boss, but also capture and pass bullets with the first character too. Just remember that you have two Onigiri waiting to be used. In the end, you should win. Access 3D (Experts Only): Melee Challenge Next up we have not only a few things you can get, but really more of a list, to prepare for the fight for Azure Big Roundhead Fish. If you're lucky, you'll have a lot of them already! Here are the items, marked in order of importance, so if you can try to skip any of these items if you want. Sand Blaster (from Red Big Droplet). These guys are going to be tough cookies if you don't focus all your characters on taking them out one by one. Sometimes they all group together in the same place to make it impossible, though. Put the Sand Blaster on a light-glove-use character. Slash (from yellow gel). Give it a sword-wielding character. Silk hat (from the white large skull bat). Use the previous methods for this monster. Beret (from green large gel). Use the previous methods for this monster. Beret (by Orange Smiley Tree). Dodge his pellets as they descend, and return to attack the tree whenever there is a hole. Try to level up all your weapons to level 3. To do this, you will probably need to grind some gold ... I found that the best way to grind at this point was to put together a really good combo in Cave 1 by placing characters on different layers of cave on multitasking, killing Green Big Gel to get a clear bonus, and then clicking on all the tricks to collect free money. The fight against Azure Big Roundhead Fish will involve defeating Cyan Roundhead Fish first using Sand Blaster and Slash, while also trying to reduce the amount of damage that Azure Big Roundhead Fish Pellets do. Once most underlings are gone, just wait at the boss himself and try to stay inside your blindspot, which shouldn't be that hard because all your characters are short-range. Once you're winning, distribute the fourth figure of sp as you did for the first three, and just give them gloves for now. There aren't many primary weapons options, are there? That's what's going to change. Part 4: Moving with azure big roundhead fish loser, you get your fourth and final character. The game here resembles the old Stick Ranger. There is nothing that prevents you from heading all the way to the edge of the map, but monsters get stronger the further you go. If you want to prepare for a hypothetical chief executive who blocks your party, there are a few things I would suggest doing: Approach 4A: Spears for Spearman This fourth character will play the role of spearman. It is recommended that half of this SP character goes to the middle, and that the other half goes to Dodge, but the LP instead once the Dodge cap of 25 SP is reached. Now let's farm some gold for all the new weapon options we have. Yellow big droplet? More like a golden big droplet. This monster has an astronomical 150G gold drop, which makes it the hands-down best solution for gold farming. Calling is part of a small puzzle. Puzzles are fun, and also a rarity in dungeon-rambing sidescrollers. But sometimes you just can't figure out a puzzle solution, so there will be spoiler sections for this... If you want to fight this monster, just pile on it because it's a one-goal instant striker. A golden drop is not guaranteed, but you can quickly switch between the central cavity and the row cave and restore the screen. You can kill yellow big droplets as much as you want, as long as you follow her summons ritual. Spoilers on how to summon Yellow Big DropletClick either three or four tricks in the lower right corner of the terraced cave, and then drag the character to the end of this hallway. There aren't many middle-range guns, and all of them are spears. The two spears I recommend are Barrage Spear and Lightning Lance. Barrage Spear can be looted from the white skull of Stickman, who dwells on a bridge at the top of the terraced cave. Only one of them initially reproduces, but if you bring each member of your party under the bridge, the other fifteen white skull stickmen scream. Kill them, stay away and pick them up with the weapon being dismantled. Lightning Lance is one of two weapons that can be omitted by the Pink Roundhead Tree in Cave 3. This little finger dies pretty quickly if you confront - even if you dodging all the pellets - but it can respawn to another place on the field up to twice. When you have both of these weapons, equip barrage spear into the fourth character weapons slot, and use Lightning Lance for his charge weapon. Access 4B (Experts Only!): The Melee Challenge immediately heads up to the top of the terraced cave, ignoring green skull snakes and both yellow and blue box trees. There's a single stickman of a white skull dancing on top, and this is the monster you're after. Throw all four figures under the bridge and into the Cave of the White Big Skull Tree, not fighting against the tree now, but rather rubbing the other fifteen white skull stickmen. Each of these monsters are quite strong, but with four melee characters of their own, they will go down pretty quickly. Get the Iron Sword from one of them and put it in your fourth character. While you're here, you can also take out the White Great Skull Tree, though, because killing it gives you a third Onigiri to use. To fight, juggle the figure in the air above the tree in a similar way to how you fought a white large skull bat in Cave 3. Nothing in the Terraced Cave there is value to us, except for the Yellow Big Droplet, which can be used to farm a lot of gold very quickly. Come be the first monster with resistance to physical-attribute weapons, and in order to make things easier against him, we'll have to go back to Cave 3 and get Flame Slayer from the Pink Roundhead Tree. Taking it should be a simple process now - just use one character to kill all the Blue Roundhead trees first, then put it into the Pink Roundhead Tree, then twice as many each time the Pink Roundhead Tree respawns. Finally, flame slayer should fall, which we put on a character that uses the base sword. Part 5: That stubborn tree! Welcome to a new world with a new set of tiles. Here there are several pits that act as a one-way way back to the level of the Cave series. If you let a character fall off one of those pits while you're fighting, not only will all the monsters you're currently fighting get reset to their state as you entered the screen, but you'll also have to make the long journey back to get into the fight again. So no matter what your team looks like, don't fall into those pits! Access 5A: Swing through sky garden The first thing you have to do when you enter the Sky Garden is not sit there and let the monsters reach you first. That's because dragon-body monsters here can be particularly brutal to any characters left unattended. Their AI is changing from how it was in the first Stick Ranger, because now they fly around aimlessly, even if you've seen the characters. However, they will still be attacking all the characters they see as it fly-by, which is one of the most annoying monsters to deal with. Sky Garden has five of them: four Blue Roundhead Dragons (only two of which will be on-screen at the moment), and one Orange Roundhead Dragon. Blue fire basic arc projectiles on you, three at a time as Triple Arrow does. The orange one is much more dangerous because it spews piercing fire breath, which does a lot of damage up close. So yes, don't leave your characters unattended with roundhead dragons. If you want to fight roundhead dragons head-on, it is recommended to be at least LV 15 - you can get stronger by killing green skull snakes on the first floor of the terraced cave, they're not that bad. If you want to make a Roundhead Dragon quickly and efficiently, juggle the character with an LP and short in the air atop the Roundhead Dragon, and they will attack when they're not holding you. It may take some time to get used to, and the worst-case scenario is that if you miss your character it can fall into a pit and be twisted back into Cave 4, but it's a great skill to get used to, and it also opens up other opportunities on the XP farm in Sky Garden. The first way to Farm XP is to place a side on a low-hanging island in the middle of a large open space in the Sky Garden, and let long-ranged characters shoot down fragile White Roundhead Bats. In the second The XP farm is much faster, but can result in some damage to your side - place the entire side inside to bridge the gap between the two cliffs on the left side of the Sky Garden in order to spawn the maximum amount of Pink Roundhead Bats. Let's wrap it back into the terraced cave, the last time (hopefully) to prey on the Lightning Shot of the White Great Skull Tree. One will have to avoid the fires being placed on the ground by this monster boss. The Dodge-Middle character is best suited for this type of fight, even more so with the Barrage Spear and Lightning Lance have now. As a small gift for killing the White Great Skull Tree, you will get a third Onigiri! Lightning Shot's drops should be given to the Long-Elemental character, and upgrade all the way to MAX so that the next third needle will be thrown out of it. Take advantage of the Yellow Big Droplet if you don't have enough money to upgrade. A complete upgrade as it's rather necessary to get gun drops from the upcoming Sky Garden 2 monsters that will be much tankier. Access 5B (experts only!): Melee Challenge There's only two new weapons to get to sky garden's first screen. The first is held by the Orange Roundhead Dragon, which cruises the sky no matter who is around it. Juggle one of your characters to follow her wherever it goes, but watch out for his fire breath. If you kill him enough times, it will drop Flame Saber, which is one of the best weapons of short range against something that is not resistant to fire-attribute attacks. Give it to the character who wields the Iron Sword. Next up is Range Burst, which can be looted from the Orange Diamond Tree. This monster is resistant to all elements, so a figure with Power Gloves will be your best bet. When you get a Range Burst, it's best to put it on the character using light gloves, for a more constant stream of splash damage. Now, to the next area. Introducing the Orange Big Diamond Tree. First, he has several high-damage bullets, such as his smaller cousin, which fire in the spread of five. Don't touch those bullets. Second, whenever a quarter of his LP remains, he loses the segment and rubs more Brown Roundhead Bats for each segment he loses, replenishing his LP bar to full, and being able to do it up to ten times. The strategy for this boss begins by getting your all-physical figure (this one is fire resistant too) to the base of the tree to blow while dodging all his bullets. When you rubbing bats, you'll want to evacuate to a smaller platform on the right where the rest of your team will reside, so you can focus on picking up from the bats before returning to the tree. Evacuate quickly, but take a moment and hold your position if bullets block you. In the end, the battle is won, and you can safely say that you beat one of the toughest bosses in the game, and only with a short range of characters. Thanks for This may be the first Stick Ranger 2 guide on the Dan-Ball Wiki, but that doesn't mean it will be the first to stop being updated too. For the future I plan to start pushing the guide further into the game to cover all Terraced Cave and Sky Garden 1 and 2 for regular players. Next time! Helisparkshe/her Helisparkshe/her

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