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Livestream Link YouTube Link Part One YouTube Link Part (Flagship) The Crystal Cruiser is FTL's secret ship. If I remember correctly, the crystal ship and the crystal race itself were added to the game by an amateur who promised the best donation when FTL was making its kickstarter funding boost. In the pre-expansion version of FTL, the only way to unlock this ship was to complete the secret crystal mission, a very difficult feat in fact involving hitting three different missions in the same race. (First find the ecstasy capsule, then pull a crystal crew member out of it, then find the beacon that leads to the secret crystal sector at rock homeworlds.) Fortunately, the Advanced Edition added another condition for unlocking the Crystal Cruiser: beating the game with the A and B designs of the other nine ships. The difficulty level doesn't matter (Easy is fine), you just have to win with all the other boats and the Crystal Cruiser is yours. I still hear people complain about this all the time at FTL Reddit, and it doesn't make much sense to me. Of course it must be difficult to unlock the secret ship of the game! What's the point of it being secret otherwise? With this second non-RNG dependent way to open this ship added in the Advanced Edition, the system feels fair enough to me. I defeated the rebel flagship with all the other ships and unlocked the crystalline ship that way. The Crystal B Cruiser is generally regarded as the strongest in the whole game: 4-Shink Teleporter + Camouflage + Crystal Equipment - Severe Rebel Strike. Crystal A often seems to be overlooked, however, possibly because it does not stand out as much as its mastered brother. Some of the reviews I've seen online rate this as a mediocre boat for the poor. I don't agree with that feeling at all, as I placed Crystal A at the top of the ships above average on my list of FTL levels. While this design is not Mantis B or Zoltan A, the boat has an excellent configuration. Crystal A begins with very unconventional weaponry in Burst Crystal I and Heavy Crystal I. These are essentially a foreign glass version of burst laser I and Heavy Laser I, with slower loading times and the ability to drill a shield layer. They also have the opportunity to break the enemy hull (and can be shot down by enemy defensive drones like missiles) in exchange for losing the ability to catch fire. I value these weapons as a little weaker than their non-crystal counterparts, as additional loading time will most often allow an enemy ship to shoot out before its own ship can fire. That said, Crystal A remains like starting with a Burst Laser I and a Heavy Laser I - they're very strong starting weapons! And since all ships at the beginning of the game have zero or a shield bubble, your opponents are effectively shieldless for the first two sectors. Remember to Remember Most other strategy games, the start of the race is extremely important to get out in front of The Curve, and Crystal A thoroughly dominates the early parts of the game. This ship also has the advantage of starting with possibly the best crew in the game: two humans and two crystals. The two humans can pilot the ship and control the engines, leaving the crystals dominated to use their blocking ability against guests. Or the player can buy a Teleporter and look to invade themselves. (Sorry, just the two-tile version of the Teleporter on this ship, though!) Crystal A also has no serious weaknesses in its boot systems, and the game begins with the rise of Crystal Vengeance, which can (and should) be sold by a huge 40 scrap in the first store. You can effectively change that useless boost to Level 4 shields or a defensive drone, which cost 50 scrap. On the other side of the ledger, there are no obvious drawbacks to crystal A design. It is a well-balanced ship that can be adapted as the player wants. I guess the biggest drawback is the lack of additional boot systems, without Hacking or Mind Control or Cloaking or anything else. In many ways, Crystal A is a superior version of the Kestrel A: another complete design. This write does not have a Livestream accompaning binding. (I've added a link to a Crystal A race, but it's for a different run than the one described here.) He had started an out-of-the-ordinary race with Crystal A, not thinking too much about it and looking to have some fun. Because the early game of Crystal A is quite strong, I was able to invest my initial scrap in bringing shields to level 4 for the second layer of shield, instead of having to save everything for an immediate upgrade of weapons. I also hit a big stroke of luck when I was able to sell Crystal Revenge in exchange for an increase in scrap recovery arm at the first Store in Sector One. Normally I can't afford the Scrap Recovery Army (+10% scrap from all sources) in my careers, as it is essentially a condition of winning harder. Troubled races can't afford to invest 50 scraps, and winning races don't need it because they're already ahead. It's FTL's Mejai Almatealer! This was the perfect opportunity to achieve it, however, right at the beginning of a race and paid for with the sale of a futile increase. This ideal window to buy the scrap recovery arm would pay off in an important way. A +10% scrap difference might not sound like much, but it was enough to propel me well in front of The Curve, especially with a ship that was already strong for For someone like me who plays difficult difficulty almost exclusively, the extra income was definitely remarkable compared to a normal race. The weapons of Crystal A allowed me to ignore the first layer of enemy shield altogether, and I had problems with two layers as well, letting me spend my increased junk income on defenses. That meant I took less damage, which means fewer repairs, and so on. I was in front of the Curve and flying high. I'd buy a Hull Laser II in Sector Three, the 15-second loading time of this weapon matching very well with Burst Crystal I. Later I would even find a helmet beam and a defensive drone II for free throughout my journey. It would collect drone control, hacking and concealment systems to further pimp Crystal A with extra advantages. This looked like a routine winning race, nothing too special or out of the ordinary that is taking place. And then I visited a lighthouse in Sector Seven and this happened out of nowhere: Holy shit! That was the text of the secret crystal event! I hadn't even considered this a possibility, not to note that I had been in the Homeworld rock sector. Also note that it does not use the Ruwen trick, which causes a mission beacon to appear in the Rock Homeworld sector if you have a Crystal crew member on board. This was a complete surprise to me. I've probably completed about 200 FTL races at this point, and this was the first time I've managed to get to the secret crystal industry. This was going to be a whole new experience for me as an FTL player. Here's the map of the Hidden Crystal Worlds. I was hoping the store would have some of the unique glass weapons for sale, just to be disappointed with regular things. (In particular, I wanted to try heavy crystal II: a single shot that deals 4 damage when hit. And I had Hacking, so I would have hit! Ah well, maybe some other time.) However, he would pick up a third member of Crystal's crew in an event dialogue in this sector. I could have had even more Crystal guys on my ship, but that third put me up to eight life forms on board. I didn't have a Teleporter, so I guess it really didn't matter. With three crystals and a Mantis, I laughed when someone was trying to approach me. I also had the opportunity to test my ship against some of the best warships in the Crystal sector: Since glass weapons are extremely rare and never appear on normal enemy ships, I had no idea what this enemy was doing sport. It was a strange feeling! It was like being a newcomer again, having to wait and see what would come out of the other side when he said goodbye. I think I've said this before, but you have to repeat: recognizing which weapons are present on the enemy ship is very important in the fight against tactical battles in this game. Knowing what they do, how many times are their loading times, and so on helps a *LOT* in FTL. Of all it didn't really matter because the Crystal A I was piloting was exceptionally strong for this point in time. I had almost impregnable defenses (good shields + engines, defensive Drone II, camouflage) combined with a lot of projectiles to destroy the enemy enemy Glass weapons are a little rare in the sense that they will not break that last shield bubble; I had to experiment a little bit with the shooting time to get all the shots aligned well. I had to fire the Burst Crystal first, then the Hull Laser half a second later, then the Heavy Crystal and the Hull Beam. When done correctly, the Burst Crystal and helmet laser would pop all enemy shields and then the Heavy Crystal and Hull Beam would go to work. Once I discovered it, this + Hacking setup has just decimated everything. I forgot to mention that I had bought a second scrap recovery arm sometime in sector four or five. That had pushed the snowball rolling along the hill even faster. Do you think I had the opportunity to buy a THIRD scrap recovery arm from a store in the Hidden Crystal Worlds? Well, I could have, but I went for the pre-ignite of weapons instead. I hope you'll forgive me. It's always a pleasure to use that thing as I rarely have enough junk for her. While this was not a weapon configuration especially pre-lighter friendly here, there is no Flak II + Glaive Beam combo or anything like that, getting into the first salvo instantly at the beginning of each battle is a pretty big plus. In fact, I forgot to shoot many times, sitting there with fully loaded weapons at the beginning of a fight doing nothing! Je. Strength of habit at work there. I ended up with a lot of junk in this race: Like, a lot of junk. Normally I'm struggling to keep everything on the ship running at a disaster pace; for this game, I had more money than I had things to spend it on. Level 8 engines are a huge waste of junk - the last two levels cost 200 scrap for 6% extra evasion - but I had the junk, so why not? Even with that disbursement, it could still damage each system's buffer and take Piloting + Medbay to level 3, none of which were necessary. Technically it was still at a long distance to completely maximize the boat, however, curse you drone controls with its eight levels! The flagship didn't pose a big threat this time. I fired a pre-ignited volley as soon as the ship's initial camouflage was worn out, and with Hacking on board, that was a guaranteed damage of 3 that went through more of a hull beam in four rooms. You may notice that I disabled the missile weapon on the flagship on my initial volley, and I haven't even needed to use my own concealment unit. I've gone back and forth on whether it's better to focus on the flagship's Shield room, to eliminate their defenses and get the battle faster, try to deactivate the missile launcher, the flagship's most dangerous weapon. Here on difficult difficulty, the AI crew will repair the missile weapon very quickly, so it is very different from Easy or Normal where breaking the missiles is almost always the best tactic. If I can get a guaranteed knockout of the missiles using or beams, I'm usually going to go get him now. If not, I'll accumulate all my shots in the shield room as I don't know how many are going to happen, and then decide where to aim the second volley depending on what happens. In this situation, I fired the hull laser and crystal burst at the shields, and used the Heavy Crystal (2 damage) + The Hull Beam (1 damage) to remove the missiles. This image came after the second volley, which paralyzed the rebel defenses and essentially ended the battle. There has been no damage in the first phase. The second phase was even easier, as I didn't have to work around the flagship's ability to hide. The first pre-launched volley + Hacked pulled out the rebel missile weapon again, and would never see a single missile in either of these first two phases. That left my own concealment available to dodge the drone wave, and effectively eliminated all danger. He was doing so much damage that the battle was almost over before the flagship could get out of its wave of drones. Zero damage taken again. The third phase was a little more complicated as I had to go through the super-Zoltan. There would be no immediate removal of the flagship's missiles this time, and despite the defensive drone + camouflage + maximum engines, some of the rebellious shots would pass this time. Not many, of course. He had failed to kill many of the rebel crew members in the first two phases, which meant five or six of his Marines being transported on board throughout this final phase. However, my crew was extremely strong in hand-to-hand combat this game, with 3 crystals and a Mantis and a whole available for combat service. With so many hands on deck, plus the maximum level 3 Medbay for quick healing, the rebel invaders didn't achieve much of anything either. I can't remember who was hit by Mind Control on my side; Do I think it could have been the Zoltan? In any case, this was as easy as the final phase and I won with 4 total damage received: I actually ruined the micromanagement and couldn't have my defensive drone powered by one of the missile volleys. This could easily have been 1-2 damage taken if you had played it a little smarter. With very good luck evading, it could even have been a perfect flagship battle. Nevertheless, it was a dominant victory, and it's always fun to crush the final boss like soft putty in his hands. This race came as my second highest score to date at 6436 points. I think I would have taken first place with a little more luck meeting in the Hidden Crystal Worlds; I only fought two battles all over the area. This race never managed to find long-range scanners, which makes the highest score most remarkable. For the curious, increasing the scrap recovery arm does not increase your final score of the game, so it did not take into account this result (apart from the benefit of having tons of money to spend). It was noteworthy that I did a crew record for most jumps survived with my pilot, and I finished a short lighthouse of the most visited. All in all, it was a very memorable race. So there you have it, the story of my first encounter with FTL's secret Easter egg, the Hidden Crystal Worlds. I love the fact that the secret sector is so rarely found as it really makes it special to meet the place. I still hope to go back there with a live stream at some point, and I want to find one of those Heavy Crystal II weapons in a store! Too bad he wasn't recording when this race took place. That said, the Crystal A race I linked at the top of this page was also a pretty amazing race. It also reached the top five rankings on my high score list, and somehow ended up with the following weapon combo: Burst Laser II, Burst Laser II, Burst Laser I, Burst Laser I. Ten total shots per volley in a 12-second cooldown. Do you like bank stock? Go take a look! Out!

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