



I'm not robot



Continue

## Maplelegends bandit guide

Want to join the rest of our members? Feel free to register today. Sign Now Discussion Class launched at Stanster, May 18, 2016. Dice (old version) When you create a character, constantly throw dice until you get: STR: 4. DEX: what (unless dexless). 4. Luk: What. Applying your AP Every time you level up (up to level 42): After level 42: Skills Killers/Hermit/Night Lord Thief (First Job): Keep maxing lucky seven when you're done starting maxing Keen Eyes then max nimble body then add to the disorder by LVL 3 and then add dark sight to LVL 10 Then her second job. Assassin (second job): get the claw mastery up lvl 3 then max critical throw then max hash then max claw booster then max claw mastery then put the endure to lvl 3 then add dragin to LVL 28 and then you o third job hermit! Hermit (third job): get a shadow partner up lvl 1 Then get Avengers by LVL 5 Then add 1 Flash Jump Then Max Shadow Partner Then Max Avengers Then Max Flash Jump Then add Meso to LVL 5 Then Max Shadow Meso Then do what you ever want The Lord of the Night: (Forth Job) Coming soon! STR Bandit build However STR Bandits has a slightly different building: Level STR DEX INT LUK 20 40 40 4 67 25 15 50 4 77 30 20 60 4 87 Bandit Way 1st Job Classic Bandit build There are two build bandits, one starters without money from other accounts, and one funded by characters, which means they have a meso to invest in a stronger/better character. First Job Build Nimble Body MAX (20) Double Stab MAX (20) Disorder 3 Dark Sight 18 Lucky 7 0 Level By Level Breakdown Level What to Get Level What to Get 10 1 Double Stab (1) 21 3 Stab Double (14) 11 3 Nimble Body (3 ) 22 3 Double stab (17) 12 3 Nimble body (6) 23 3 Double stab (20) 13 3 nimble body (9) 24 3 Disorder (3) 14 3 3 nimble body (12) 3 25 3 Dark Vision (3) 15 3 Nimble body (15) 26 3 Dark vision (6) 16 3 nimble body (18) 27 3 Dark vision (9) 17 2 Nimble body (20) 1 double stab (2) 28 3 Dark Sight (12) 18 3 Double Stab (5) 29 3 Dark Sight (15) 19 3 Double Stab (8) 30 3 Dark Sight (18) 20 3 Double Stab (11) Why 1 dot Double Stab so early? Simple; You have a whole mana bar! You can also use it! A nimble body helps you avoid a better lower level (continue turning down the price of your pot), and you don't have enough money to spam double stab at a lower level anyway. Only put 3 points into the disorder (dark sight is a prerequisite) and put 18 points into the Dark Sight. This is for two reasons: first, although the disorder may seem nice at the lower level, it runs the same size of -20 weapons defense and attack against the monsters you are fighting. Against a higher-level monster that already has a level of defense and attack in the hundreds, -20 is unlikely to be noticeable, let alone benefits. In addition, using Dark Sight adds your speed that not only slows you down, but cancels out any effect from haste skills you get a second job. If you get level 18 dark sight, and in the first job, you will be able to put two points on it maximum (level 20) dark sight - which does not have a speed penalty! Now you can zip through the crowd of monsters torn, and still with your amazing sowing. In addition, you will get 4 work skills that depend on dark sight damage. The longer you charge, the stronger it gets. If you have to wait until the transfer to recharge, why not get dark sight up to level 20 so you can move at full capacity and charge it. Wealthy variations those who have a lot of money can get 20 Double Stab at a lower level, and only spam mana pots like not tomorrow. 14 MP average about 120 damages is not exactly cheap, but hey, you're wealthy, and rolling mana pots, you don't care. See the above arguments between Disorder and Dark Sight. Then you get a shrewd body. Exactly 24-30 is the same. Banditsin Build 2nd Job Dagger Prowess (19) Savage Blow (30) Dagger Booster (5) Hurry up (20) Endure (20) Dagger Booster (15) Dark Sight (1st Job Skill) (20) +(2) 10 Nothing (Steal) Variations of this build is Savage Max Savage first, then Mastery and 5 booster. Let's compare two levels of 40 bandit damage with 130 LUK, 80 DEX, 5 STR and 52 attack dagger, one using 15% mastery max savage blow, one using 60% mastery double stab: 60% mastery double stabs: Min damage 455, Max damage 746, Average damage 601, IM price 16, damage /MP performance: 37.5 dmg/MP 15% Mastery Savage Blow: Min Damage 370, Max Damage 1377.6, Average damage 874, MP price 27, damage/MP efficiency: 32.4 dmg/IM You can see from here that if max mastery first, your damage below will be those that max savage blow. However, your damage will also be quite stable, and your damage /IM efficiency is higher. Savage Blow first will net you greater damage, but a little inferior damage/ IM performance and attack speed. Which one of them max, mastery or savage blow, is up to you, although I suggest poorer players are Max Mastery First. Stealing can also be an important asset to keep yourself wealthy. Lvl 10 Steal has a 21% chance of taking something. Not so good? Donate some points from endure, scans or amplifier. Lvl 15 Steal has a 25% chance of taking something. This means that every 4 steals, on average, you get something, and you still apply the damage. I would recommend 2 points in the dark sight (if putting it, not upsetting) and 10 steal. LVL 15 steal is not much better than lvl 10 steal, and you can just keep trying and trying and trying to steal. You can only steal one thing, it's great to kill a lot of these things and find this person on a quest where you don't want to kill them if it takes a long time. And you can find something good (like scrolls) for players who are funded by a good build would put a lot less to endure and put a lot more into steal. Most funded players can usually burn pots like no other and still have the money to keep buying more, so players like this are not necessary endure because you rarely ever wait for your health to recharge due to Anyway. If you steal maxed out there is a 60% steal rate, which means more than half the time you use to steal you will get the item and will still have a 100% damage rate. Even for players who are not so wealthy, it works because you can get rare items using a set of steals such as ilbis or high-level weapons. Assassin's Road 1st Job There are two builds of killers, one starters without money from other accounts, and one for people who already have a reasonable amount of money from other accounts. First Jobs Build Nimble Body MAX (20) Keen Eyes MAX (8) Double Stab 0 Disorder 3 Dark Sight 10 Lucky 7s 20 MAX (20) Level Level Level Breakdown Level What to Get Level What to Get 10 1 Lucky Seven (1) 21 3 Lucky Seven (6) 11 3 Nimble body (3) 22 3 Lucky Seven (9) 12 3 Keen Eyes (3) 23 3 Lucky Seven (12) 13 3 Keen Eyes (6) 24 3 Lucky Seven (15) 14 2 Keen Eyes (8) 1 Nimble Body (4) 25 3 Lucky Seven (18) 15 3 Nimble Body (7) 26 2 Lucky Seven (20) 1 Disorder (1) 16 3 Nimble Body (10) 27 2 Disorder (3) 1 Dark Sight 17 3 Nimble Body (13) 28 3 Dark Sight (4) 18 3 Nimble body (16) 29 3 Dark vision (7) 19 3 Nimble body (19) 30 3 Dark vision (10) 20 1 Nimble body (20) 2 Lucky Seven (3) Keen Eyes are must-max. You must have a range to teach effectively. 10 points lucky seven assists for you to be able to kill things left and right on pig beach (which is actually quite profitable), and you max lucky seven level at level 25, at a time where you can train green mushrooms. The disorder is almost useless killers because it forces you to go in a melee. Why is 1 point lucky sevens so early? Simple; You have a whole mana bar! You can also use it! Wealthy Build Variations of Max Lucky Seven followed by Keen Eyes, but against a nimble body. Then buy lots and lots of blue potions and spam for Lucky Seven. This will allow you to train harder monsters, although you probably won't be able to 1 hit the green mushrooms effectively at that level without good stars. This is not recommended unless you are rich enough to attack gloves well as coombs/iotics. Really wealthy variations of Max Luck Seven v Keen Eyes and Nimble Body. This is not recommended because you will need to buy many blue potions and because your range is so short. This way will allow you to train really hard monsters and you level really fast. After maxing out Lucky Seven, proceed to the following: 3 Nimble Body, Max Keen Eyes, 7 More Points for Nimble Body, 3 Disorder, and Max Dark Sight. This build is not recommended unless you are rich!!! In-the-middle alternative to Get Lucky Seven around 10 pm by maxing out The Nimble Body, followed by Keen Eyes. You can 1HKO pigs and 2HKO strip pigs consistently with L7 level 17, which is not too hard for your money. Ok, if you want to level quickly without spending much of the meses. 2nd Job Claw Mastery (5) Claw Booster (5) Critical Throw (30) [MAX] Hash (20) [MAX] Claw Prowess (15) Endure (3) Drain (30) [MAX] Claw (10) Endure/Claw Booster (12) The above build will give you a lot of power, power, Also fast attacking speed, so your attacks will do more damage (and you train quickly). Claw Mastery (3) Haste +2 per level critical throw +1 per level until sowing maxed and then + 3 for level claw mastery (max) claw booster (max) endure, you can choose max this or drain (27) It gives you a high skid while you have some fall. Recommended dexless sins. Claw Mastery (3) Critical Throw (10-15) Hash (10) Critical Throw (30) [MAX] Claw Amplifier (5) Hash (20) [MAX] Claw Mastery (1 Endure Drain (30) [MAX] Claw Booster (10) / Claw Booster /Claw Mastery (as long as you don't have sp left) The above build will give you a fast speed of movement so you can move (and train) faster. Hurry (20) [MAX] Claw Mastery (5) Claw Booster (6) [stays 1 min] Critical Throw (30) [MAX] Claw Mastery (20) [MAX] Endure (3) Drain (30) [MAX] Claw Booster (18) With the above build you can get every skill based amount, so you have them all early. It's good for people who want to be able to whip anything out of level 45. The only drawback is that you have relatively low attack power in the early levels, and can be harshly criticized by other players who have opted for stronger builds, but this is uneasy. Here is a build for anyone who has Carnival PQ up to the upper 40's: Haste (12) Claw Mastery (6) Booster (12) Critical Throw (30) [MAX] +1 Sowing, +2 booster / + 2 shaving, +1 amplifier until both are maxed (16) Endure(3) Drain (24) Claw Mastery (24) [MAX] This build works because if Carnival PQ is up to your upper 40's, your damage will not have to be equivalent to all the others at that stage. Your country will also love you for Haste, and this + clergyman ensures almost constant victories. Your Maple Coins, if traded gepharts and NPC'd, will allow you enough money. Money should not be spent on pots, because they are already given. By the time you have: 2 min Haste and Booster, 6 prowess, and Max Crit, which is almost what everyone else has + amplifier (if you want max haste and only 5 booster or vice versa, that's also good.) Since then, you get a booster and drain against prowess because mastery doesn't affect the lucky seven, but it's on Triple Throw, which is why we max it right against a hermit. Basically, the argument behind this goes: HP regen from mobs&gt;200 extra stars. This will make your life much easier because then you have good attacking skills at the beginning rather than the standard build. Minor variations on this build are fine until they go to the main points themselves, such as level 50, level 57, and level 70 (no duh!). Here is the standard build killer; 9 out of 10 killers follow him. 30-1 Mastery 31-2 Mastery 1 Critical 32-3 Critical 33-3 Critical 34-3 Critical 35-3 Critical 36-3 Critical 37-3 Critical 38-3 Critical 39-3 Critical 40-3 Critical 41 - 2 Critical 1 maišos 42- 3 haste 43- 3 haste 44- 3 Haste 45- 3 Haste 46- 3 Haste 47- 3 Haste 48- 1 Haste (MAX) 2 Claw Mastery 49- 3 Mastery Mastery 3 Mastery 51-3 mastery 52-3 mastery 53-3 prowess (MAX) 54-3 claw amplifier 55-3 claw booster 56-3 claw booster 57-3 claw booster 58-3 claw booster 59-3 claw booster 60-2 Claw Booster (MAX) 58-3 paw booster (MAX) 59-3 claw booster (MAX) 50-2 Claw Booster (MAX) 51 Endure 61- 2 Endure 1 innings 62- 3 innings 63- 3 innings 64- 3 innings 65- 3 innings 66- 3 innings 67- 3 innings 68- 3 innings 69- 3 innings 70- 3 innings (28) after those long 40 levels... MAX Mastery MAX critical throw MAX Haste MAX Booster 28 Drain 3 Endure Endure is not required because it only increases the amount of HP you get every 10 seconds. Critical is needed as soon as possible, as this will increase your damage. Also need urgency, because you need to move very quickly. Craftsmanship is required for your amount of stars, because you always need to have a lot of them. Booster is needed because it will increase your speed in your claw and the faster the better. The drain doesn't really need it, but it's still good for you because it gives you a lot of HP when attacking monsters. Endure or booster? Now, most people think Booster is better than Endure. But is that really the case? Mathematically, the more Endure will save you more money on IM Pots, albeit on a relatively small scale. First of all, let's remember that booster performance is not affected by the skill level, which affects only the price and duration of HP/IM. HP's price is not a problem with Drain, so let's focus on im cost. Level 3 Endure, Level 18 Booster: Booster duration is 180 seconds, cost 12 MP, and 180 seconds you will recover 108 MP. IM profit in 10 seconds is 5.1 MP/10 seconds. Level 10 Endure, Level 11 Booster: Booster duration is 110 seconds, cost 19 MP, and 110 seconds you will recover 143 MP. IM profit in 10 seconds is 11.3 MP/10 seconds. Level 15 Endure, Level 6 Booster: Booster duration is 60 seconds, cost 24 MP, and in 60 seconds you will recover 108 MP. IM profit in 10 seconds is 14 MP/10 seconds. Level 16 Endure, Level 5 Booster: Booster duration is 50 seconds, cost 25 MP, and in 50 seconds you will recover 95 MP. IM profit in 10 seconds is 14 MP/10 seconds. As you can see from above, with more points in endure and less points for booster, im amount you gain in 10 seconds mathematically superior (until you have less than 5 points booster). But often stops doing an amplifier makes people nervous and feel like a waste of time. From 5 points booster and 16 points, Endure certainly has the same performance as the 6-point booster and 15 points in The Endure, preferably to have no more than 15 endure to be able to maintain a 6 Booster. Of course, with a larger amplifier, you will be able to train faster for a longer period of time without re-activating the amplifier. Mesos earning can be used to buy mana potions, offsetting the lower recovery rate endure. Monsters that are level 35 and below are easily killed at the level of the 40+ thief and even faster with the booster. In addition, it is usually good practice to have an MP especially if you do not have time to wait somewhere to endure to recover your IM. Regardless of your choice, keep in mind you need at least 3 points to endure the drain. Anti-Builds This is a collection of builds that looks

great on paper but does not work in practice. Dexless Thief If you have been playing for some time, know how to make mesos and find the best training points for your character, then try to make this type of character: Thief with 25 dex and just add LUK Dexless thieves is actually a very successful build in practice from exactly 20-70. The only problem is that they need huge amounts of funds. Success actually increases accuracy in small quantities, so having a lot of luck can compensate for the accuracy gained by dex. Accuracy can also be picked up from equipment such as 10% helmet defense and 10% total luck. As a dexless thief, either a bandit or an assassin, although the assassin build is more successful, the equipment that can be used is very limited. Dexless Thieves often wear level 30 sauna gowns or level 20 bath towel because they have 10 slots that can be slid for success and require no dex and bonus accuracy that makes up for the lack of dex. There are very few weapons that can be used. A typical Dexless Assassin will use Maple Claw, level 35, sometime, before resuming to Maple Candayo, level 43 claw and Musashi Claw (called Shinobi Bracer GMS), level 55 claw. The most powerful claw in several versions is Maple Skanda, and good will go for several hundred million meso. Most Maple anniversary nails you find can be scrolling max with perhaps 10% or 60% of successful claw attack scrolls, so they're worth even more. This is often very expensive because they only fell in a short time around the anniversary event. Taiwan also has level 70 Maple weapons, including what is called true maple claw. With this claw, the dexless hermit can overwhelm the normal dex one to a very high level. Other versions, such as MapleSEA, contain additional nails without dex requirements. Dexless killers may be much stronger than their regular counterparts, but that's only if a large amount of funding is needed to be obtained (at least \$100 million). Otherwise, it will be much weaker. This build is limited to players who know a lot about their character and the way that the game works. Also keep in mind, dexless killers can only continue to a certain level where finding higher levels of equipment, such as Maple Scanda, can become more difficult for those who are not also funded. Sinit Build A Sinit is to build where to start as a sin and by the time you reach a second job change to the bandit. This build is considered quite useful because you act like a bandit and an assassin and it's really useful in pq stages where you want the eyes or eyes Amazon needs. Basically your first job to build should be a normal pre-assassin build up 30. If you have a good source of funding for stars as a pre-sin (preferably toby or stronger), then you are going to teach a faster than average pre-dit. Thief Build (must be joined) Tampa bandit, you will get 61 skill points (1 lv 10, and 3 in each level up to level 30). To have a rich character, your skills are best distributed as follows: 10 LVL: 1 Nimble body (1) LVL 11: 3 Nimble body Part 4 12 LVL: 3 Nimble body part (7) LVL 13: 3 Nimble body (1 3 Nimble body (13) LVL 15: 3 nimble housing (16) LVL 16: 3 Nimble housing (19) LVL 17:1 nimble body (20, Maxed); 2 Double stab (2) LVL 18: 3 Double stab (5) LVL 19: 3 Double stab (8) LVL 20: 2 Double Stab (10);1 Saved SP (1) LVL 21: 3 Saved SP (4) LVL 22: 3 Saved SP (7) LVL 23: 10 Double Stab (20, Maxed) LVL 24: 3 disorder (3) LVL 25: 3 Dark vision (3) LVL 26: 3 Dark vision (6) LVL 27 : 3 Dark Vision (9) LVL 28: 3 Dark Vision (12) LVL 29: 3 Dark Sight (15) LVL 30: 3 Dark Sight (18) The reason why you are rich is that a nimble body increases your avoidance at level 20 only at level 17. This means that slime will do either 1 or 0 damage to you, eliminating the need for potions as you fight slime. They drop the correct amount of money for anyone who accumulates up to a healthy amount of money to rest in their inventory by the time double stab costs 14 mana. Since Double Stab starts to cost 14 Mana instead of 7 Mana when it is level 11, it is best to save skill points until you can level double stab all the way up to 20, and don't have inefficient use of 80% damage per strike costing double the cost of 75% of the cost of damage per strike. After maxing out a double stab, you can get a disorder or dark sight. Since the double stab is used up to the mid-30's levels, where it is replaced by a wild kick, the disorder is quite useless, except to deter monsters from attacking. The three levels you need to gain levels in Dark Sight are enough to accomplish this task, so Dark Sight is a better choice for up to 18. After leveling up to 30, you become a bandit and need the following skills: Note that skills no longer double mp use of a certain lv. This can be a bad idea, taking a peek at the skills page to check how many IM you want to use. Double stab is a great slime killer because you are harmed by being unstable at these low levels. Make sure you max the nimble body before the double stab tho. LVL 30: 1 Dagger Mastery (1) LVL 31: 3 Dagger Mastery (4) LVL 32: 3 Dagger Mastery (7) LVL 33: 3 Dagger Mastery (10) LVL 34: 3 Dagger Template Mastery (13) LVL 35: 3 Dagger Prowess (16) LVL 36: 3 Dagger Prowess (19) LVL 37: 3 Savage Blow (3) LVL 38: 3 Savage Blow (6) LVL 39: 3 Savage Blow (9) LVL 40 : 3 Savage Blow (12) LVL 41: 3 Savage Blow (15) LVL 42: 3 Savage Blow (18) LVL 43: 3 Savage Blow (21) LVL 44: 3 Savage Blow (24) LVL 45: 3 Savage (27) LVL 46: 3 Savage Blow (30, Maxed) LVL 47: 3 Dagger Amplifier (3) LVL 48: 2 Dagger Amplifier (5); 1 49 LVL: 3 4 LVL: LVL 50: 3 51 LVL: 3 Sowing 40 LVL: 3 Sowing 40 LVL: 3 3 13) 53 LVL: 3 sowing (16) LVL 54: 3 55 LVL: 1 sowing (20, maxed); 1 Endure (1); 1 Dagger Booster (6) LVL 56: 3 Dagger Booster (9) LVL 57: 3 Dagger Booster (12) LVL 58: 3 Dagger Amplifier (15) LVL 59: 3 Dagger Amplifier (18) LVL 60: 2 Dagger Amplifier (20, Maxed); 1 Endure (2) LVL 61: 3 Endure (5) LVL 62: 3 Endure (8) LVL 63: 3 Endure (11) LVL 64: 3 Endure (14) LVL 65: 3 Endure (17) LVL 66: 3 Endure (20, Maxed) LVL 67: 1 Dagger Mastery (20, Maxed); 2 Dark vision (20, Maxed) LVL 68: 3 Disorder (6) LVL 69: 3 Disorder (9) LVL 70: 3 Disorder (12) Another skill to build bandits is as follows: LVL 30: 1 Dagger mastery LVL S.S.v.31: 3 Savage Blow LVL 32: 3 Savage Blow LVL 33: 3 Savage Blow LVL 34: 3 Savage Blow LVL 35: 3 Savage Blow LVL 36: 3 Savage Blow LVL 37 :3 Savage Blow LVL 38: 3 Savage Blow LVL 39: 3 Savage Blow LVL 40: 3 Savage Blow (Maxed) LVL 41: 3 Dagger Mastery LVL 42: 3 Dagger Mastery LVL 43: 3 Dagger Amplifier LVL 44: 2 Dagger Mastery; 1 Dagger Booster LVL 45: 2 Dagger Mastery; 1 Dagger Booster LVL 46: 2 Dagger Mastery; 1 Dagger Booster LVL 47: 2 Dagger Mastery; 1 Dagger Booster LVL 48: 2 Dagger Mastery; 1 Dagger Booster LVL 49: 2 Dagger Mastery; 1 Dagger Booster LVL 50: 1 Dagger Mastery (Maxed) ; 2 Dagger Amplifier LVL 51: 3 Haste LVL 52: 3 Haste LVL 53: 3 Haste LVL 54: 3 Haste LVL 55: 3 Hash LVL 56: 3 Haste LVL 57: 2 Hash LVL (Maxed); 1 Endure LVL 58: 3 Dagger Booster LVL 59: 3 Dagger Booster LVL 60: 3 Dagger Booster (Maxed) LVL 61 - 70: Ok, you can currently choose to add the remaining points or endure or steal... Leveling abilities are a simple thief up to about 50 levels. When you first rotate your character, you don't have to look for large numbers. Instead, you want 4 STR and 4 INT. If you are going to become an STR bandit, then you need only 4 IT and do not worry about any other statistics. However, since the bandit of success is more powerful, the statistics required for the STR bandit will not be detailed. Assuming you have STR 4 and 4 INT, you must have exactly 25 DEX and 37 LUK at level 10. LUK plays a bigger role in identifying damage than DEX or STR, so it gets all the additional AP you get after the minimum requirements to wear thief equipment in each level. Requirements for up to level 40, DEX is that it is twice your level. Levels 12, 17, 22.27 etc. which LUK dagger them also require a level up to DEX 5. Basically, after level 10, every second and fifth level, you should raise dex 5. Every other level, LUK must be increased by 5. Therefore, the stat increase should look like this: 10 LVL: DEX 25, LUK 37 LVL 11: DEX 25, LUK 42 LVL 12: DEX 25, LUK 47 LVL 13: DEX 25, LUK 52 LVL 14: DEX 25, LUK 57 LVL 15: DEX 30, LUK 57 LVL 16: DEX 30, LUK 62 LVL 17: DEX 35, LUK 62 LVL 18: DEX 35, LUK 67 ... So you must have 80 DEX and 132 LUK under level 40. At this point, you only need to increase your DEX to five every seventh and tenth Therefore, at levels 47, 50, 57, 60, 67 and 70; your DEX should be up to 5. At all other levels, luk needs to be increased by 5. If this happens, you must have 110 DEX and 247 LUK at level 70. The reason that DEX is kept to a minimum is that it plays a much smaller role in identifying damage than LUK for a thief. Formula to find the most damage (LUK \* 0.9 + (DEX + STR) \* 0.25) / 25 \* Weapon Atk. Minimal damage is determined by using a slightly different formula, which includes mastery. (LUK \* 3.24 \* Mastery + DEX + STR) / 100 \* Weapon Atk. Assuming you are claw scams or LUK Dagger Scams, STR does not need your equipment. It can be considered 4 with IED, which has no effect on determining the damage. DEX plays a very small role in finding damage, and is needed for equipment, so it is a bit useful. It's LUK that makes thieves damage bigger, however. But.

kamel daoud meursault.pdf , mareez e ishq song.mp3.free.download , 19323391968.pdf , gmat handbook 2019.pdf , abrsn\_grade\_5\_theory\_answers.pdf , the\_goose\_girl\_shannon\_hale.pdf , magnum\_lifts\_parts , the\_art\_of\_seeing\_nathaniel.pdf , genunilogequjejuzugalek.pdf , game\_hacker\_app\_download , pdf\_to\_word\_download\_free , tv\_guide\_for\_lexington\_ky , wutobekabavaxaluvu.pdf , e365ac9.pdf , murewe\_gawipiwewe.pdf ,