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EDIT After played about 2 weeks I decided to write in detail-----pro:-good graphics using UE-has BnS PC feel good event for beginners, you can get middle class equipment by clearing them and you'll use eq for a long time friendly grinding system (can switch screen to save battery, stop automatic grind when you don't have pots left) that's ok for me, since the skill combo is too long to play by hand when grinding or queuing-just auto wrestling can't make you win, this is what I really like, on a specific dungeon you can't just automatically fight to clean it up, you need to dodge properly and use the rollback skills properly to win in real time and completely manual pvp-----no English, even with Google translate yet confusing solo to the end? I've played up to 90 no party with anyone, and it's kinda boring with almost no interaction needed with other players, even there's faction wars, you just go out there and clear the goal, if possible don't talk necessary- I joined the guild for a week, there's no guild activity at all, all that----- I did just collect guild awards: its almost like playing an idle game , uninstalled There is an immortal question about all Bns players or not playing Bns, but there is always skepticism of one problem: NCsoft developer Blade and Soul Game in South Korea and Garena Operator opens servers in Vietnam is a game PAY TO WIN KO??? I am a Bns player from close beta in July 2017 to now almost three years of sticking, experience also quite a lot about each feature of the game, following I will go straight to the problem. First, how to re-define the pay to win? Pay TO WIN means only one action where a player, one game, wants to spend almost real bag money to buy a top-up card to get virtual items in the game. This activity has an important impact on your PERSONAL INDEX in the game, which involves gaining the advantage of COMPETE with every other player in the game. Unlike today's popular Moba games such as LMHT, Dota2, you have to show your personal level to compete with other players in the game more than you have to spend money. Veteran games like martial arts and even gunny web games are extremely defeating for a while, it's inevitable that PAY TO WIN is a label, because in fact you download a card no different from the form of increasing character strength in the game with YOUR OWN ECONOMIC FINANCE. Ok! Back to the question IS BNS GAME A GENUINE PAY TO WIN GAME?? The question is the answer, in my opinion, YES, but not COMPLETELY. Why? A game that wants to be sustainable, which should always exist in every COMPETITIVE game. What is COMPETITION here? is a CONCURT with the same genre of the game as NGO (MMORPG). As well as COMPETITION of all levels of the player in the same internal in a certain game game What is the game Bns pay for it? I always share 2 basic questions about PVE: For a beginner, this is the starting point to do. NPH was very interested in these people, giving all the legendary items to the beginner. But all beginners just need to give up the hard time plowing the hoe into some maps such as Tien Lu, Kuu Nguyen Island to achieve legendary items at the most tentative level. When going to the sub/raid, with the current equipment, you should start with an easy under-version, gradually you will have a little material to update the item, raise your limits with more complex accessories accompanied by training and familiarity with the boss mechanism. Where's the fee? With updated ingredients you can still fully trade time to get it, but if you pocket money, I LIKE TO CONFIRM TO YOU: needs sold in real MONEY at f9 diamond shop or in case, only TIME seasonED NATURE, are not always sold according to the needs of gamers (the stand at the top of f9 is always reset and changed every day). In terms of PVP: It's a very competitive part between people. The Bns features 1vs1.3vs3 is a fairly specific form of competition that each game in the same genre has almost no: Fighting the nature of the indicators is absolutely independent of the inherent equipment, both sides are equipped with a fairly similar power. Winning and losing depends entirely on your own thinking and TACTICS. As for the 6vs6 match function, it's a feature that depends on your internal equipment. But what do you do to get this equipment? If you participate, you will get a Dragon Fruit score and use it to exchange all items to upgrade PVP equipment. Where does it pay? As mentioned above, you should also trade tgian to get it and if you pocket money to get it. Just like I mentioned in the PVE section, and besides, the cost of upgrading pvp equipment is actually a lot cheaper than PVE, but the Bns game most gamers often pay what: To improve the level of aesthetics, Bns games appear a lot of outfits. Unlike other MMORPG titles, the line of costumes in the game is very diverse and rich to help decorate your character more gorgeous and shiny, most costumes absolutely NOT increase personal performance (except for a few special costumes sold to increase HM points). In the early levels you only get a few high-level costumes. But later, with more beautiful and more uply trendy costumes, if economic conditions allow, you can fully own the costumes of a few hundred VND, even millions of zgt, and tens of millions of VND to get the legendary costumes. What other issues in the community I won't mention to the zgt; Thank you, please AD browse is Blade and Soul Pay to win? I mean actually pay to win, let me bring you Answer. Being able to pay real money for faster exp not to pay to win by paying real money for ingame currency to buy powerful items that anyone can grind for it not to pay to win. Buying powerful items for real money that free players can't squawk without paying, giving the obvious advantage of IS pay to win. So, with that, Blade and Soul actually pay to win? I've tried Google, but most streams are years old, and most people just complain about buying powerful items with real world money, although free players can still grind for these items. Note: This is only to be used to report spam, advertising and problematic (harassment, wrestling, or rude) messages. The name speaks for itself, please tell me your thoughts. 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