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The ramen sensei 2

B: Add a comment topic Share the Sensei Ramen 2 community content tips available under CC-BY-SA unless otherwise specified. Edit comments share Follow us page 2 Follow us page 3 Follow USA Crush Enemies and lead your tribe to excellent glory, but shameless, League of Legends clan clash of clans and characters to face in an epic duel to escape the scary teacher! Mobile Lords: Build an empire to destroy your enemies and fight a stick figure war I guess a lot of things Ramen Sensei 1 (noodles, combos, that sort of thing) are transported over RS2, so I'm not going to rehash them here. Please don't discuss how IAPs are bad — it's not the thread to do it. Sunday:50% discount on endurance when entering festivals; In-game money costs unchanged50% off the cost of Spirit Point for investments Monday:Ramen Lab double XP50% off third merthymon ingredients:50% discount on entrance fees (in-game money) when entering festivals; Endurance rises unchanged50% discount on endurance cost for a member ordering the co-operative plot of the main store Wednesday:50% discount add-ons Thursday:50% discount on endurance when entering arena competitions50% discount on All cards in Ramen Odyssey e.g. Rocket Card Friday:All ramen roletes in gold layer and cost 2 medals (usually it costs 6 medals)50% discount on Saturday noodle ingredients:Ramen Lab gives Two more items on Lucky DrawsSturday and Sunday:Ramen Hall gets more customers(1) 20% off medal costs on all items in Wairo's specialty store(2) specialty store recovery endurance Wairo's set costs only 1 medal(3) when making ramen, +20% XP on noodle ingredients(4) 50% off all ramen roulette medal costs (regular = 1, Silver = 2 , Gold = 3)(5) when making ramen, +20% XP on soup ingredients(6) nothing! (7) 50% off endurance costs for making ramen(8) +20% XP on extras and side ingredients(9) Increased effects for team statistics books(0) +100% duration of item OneMaximum statistics (cooking or service or speed) on employees on the rental screen:Warning: All new employees starting with class B including class C medals require, Not in the moneyF game: Skip these guys - go with Class E's instead: around 180 (66,000G)D: around 330 (318,000G)C: 430 (432,000G); 500 (5 medals)B: Approx. 690 (11 medals)A: around 1000-1050 (23 medals)S: around 1300-1450 (31 medals)Absolute maximum statistics, Includes halo effects (see below): 4000Auras effect on team statistics:Yellow = +50%Blue = +100%Red = +200%Arc = +300%Auras Stack to Arc, similar to how they work GPS2 and many other games. Your team may get a halo at random if the kitchen has an air purifier, a phone, or a Z chimpanzee sculpture. Alternatively, you can activate an aura for all staff using the red cow (inventory item - staff), or the store enters madness mode automatically, or win Ramen Arena's. The accelerations in statistics are considered semi-annual competitions for team stats, so it is recommended to win every 3-4 Arena's around 2pm to 3pm on the M6/M12 for maximum efficiency. Finishing skills on employees on the rental screen:F, E: boost wealth, boost aroma, boost aroma, boost Cut Volumed. Aura Flow, Cut Price, Midas Touch, MemoC Recipe: Increase Appeal, Ecological, Taste SaverB and above: All available finishing skills Comment: Inoperate cooking/service/speed/HP stat is(they) used in determining the power of the finishing skill used during ramen creation. Statistics from Auras have no effect. For event skills, the best e.g. God Ramen, Shoyo Master Chef, Smooth IV, etc. are exclusive to the S-rank team. When more than one team is used for these events, only one unique event skill will be used. Examples below:All bonuses applied:Team A - Ramen Godstaff B - Ramen Sagestaff C - Expert Ramen Only one bonus applied:Team A - Ramen Godstaff B - Ramen Goodsaf Bonuses from Smooth/Healthy/Volume III/III/III/IV in Ramen Odyssey from game help:Team 4 in the break room receives no salary. And their statistics don't count as competitions... This means you can have a really expensive team with high statistics grabbing the break room for doing arenas, festivals, odyssey and ramen, as well as finishing skill bonuses during ramen creation - without paying a penny. Gold Transition Bonuses:+5 medals/day-1 minute to endurance recovery clock + 100% item duration, going on top of the day bonus e.g. hello cat lasts 120 seconds normally, 240 with bonus day or gold pass, 360 with two timers for holding FestivalsPlatinum Pass bonuses:No banner ads in game +10 medals/day-3 minutes to endurance recovery timer XP double on anything, goes on top of a day bonus e.g. combined quad Ramen Lab XP on Mondays Investments complete twice as much fastQ: Does Platinum have gold bonuses? A: Check: Do I need to subscribe to both certificates? A: If you believe the combined bonuses are worth spending \$19.98 a month, then yes... Otherwise, Platinum is the better deal IMO. You get 2 rating points when you reach a new level, and you may receive Pt rating items from certain investments and roulette ramen awards. Unfortunately, there are more things to spend your ranking points on than you earn, so you must prioritize. Most important to prioritize, IMO:Expanding your main store - you need two full lines of hob-boiler-counter, especially from Lv4 onwards, to keep pace with increased customer traffic and additional ingredient slots for creating soup - with the aim of getting all slots locked as soon as possible. As this directly affects your ability to create a good enough ramen for various events From base 1 to a maximum of 5 Increasing the loading rate of your tactics, and changing tactics (convert wind points into tactics points, ratio is 2.5 SP to 1 TP)Increasing the total number of investments simultaneously More lines:Additional additionsThe most basic and minute settings for noodlesRaise New hiring ratings Your team's endurance say on the total number of active simultaneous itemsIntall hall extensions Artist hall and road improvements Biggar Ramen Hall stores Longer linesGranges and environmental stuffBodyE no tile penalty when your truck passes , Magma, jacuzzi or tornado. If, however, your truck stops on the climate tile and it's not equipped with a body designed to be immune to the ambocor climate tile, you'll lose a random number of ramen stock. EngineGas TankTiresIf Your truck lands on the terrain tile (rough terrain, wet space, sand, snow) and you don't have tires designed to be space-proof said, you lose two traffic points. Ultimately, you need the following to finish all grades, including all master grades:Total earnings: \$100 million G - you will spend so much in increasing your grades. Master score: The total requires \$30 million, and the two previously grades require \$20 million and \$25 million respectively. Total number of regulars: 120. You must clear at least 2 whole areas before you get enough regulars in your third area to pass this requirement for fourth grade masters. yes, you're not going to finish all the grades on your first and second runs. Rank manager: 100Ramen Hall Pop.: 12,500. You do not need to open all ramen hall facilities in the rating bonus window to get there; Spam upgrade facility items on what you can build and all the facilities you earn through ramen roulette (as well as some lower manager scores), will help you get through 12,500 pop. You, however, need all 8 extensions however ramen is locked to help you reach so many Pop.Total customer levels: 4,500all Odyssey trials completed: The sales_area_name does not count. Total Ramen Arena winner: at least 60all iterations of the Royal Bowl and later the Kairo Prize require the following at the very least:ramen with SSS-rated statistics and lower bowl bonus (3x corn or 1 fish powder + 1 corn/mochi): The price is irrelevant to the 10 TacticsTactics Charging (this is very important after the Royal Bowl finals)All Spirit Point Cap Magnifier acquired from wairo's manager's 80+ rank in TRS1, you are up against RNG for a shot to win the second arena of the Kairo Prize. With TRS2 you can use charging tactics (8 rating bonus points to open) and translate the finish arena to your advantage. Usually there are about 2-4 seconds before the arena opens - use this time to spam some of your excess tactics and points into popularity so that more of the initial wave of judges visit your cell, then spam ramen Craze to gain an extra edge over your most immediate opponent. The Cairo 2 Award isn't even the end of this particular line of Arns, because there's the Secret Cairo Award, which comes in flavors of normal, tough, nightmare, and diabolical - the latter of which gives you a second Z chimpanzee sculpture. With the stamina rising clock at 36 for a diabolical round, there's every incentive to win on your first attempt ever, so don't be shy about connecting to all your Spirit Point reserves. Here's the thing about the noodles - you can literally turns out with only regular moderate wave noodles on all Arena entries. Hard: Part IV, Xiao Master Chef - The recipe is a chilled xiao ramen (ramen type God optional)Nightmare: Smooth IV, Xiao Master Chef - Recipe is Xiao Tsukemen (ramen type Optional)This is the penultimate Ramen Arena at TRS2 - its difficulty equivalent to TRS1's Kairo Award 2 in serious condition. It doesn't matter how good your entry is, as your chances of victory is always X, and your margin of victory is only about 1000 points or so. Looking forward to finishing this event with everything you've got. Event Skills (required): Tonkotsu Master Chef, Ramen God, Smooth IVEvent Skills (optional): Healthy IV, Volume IV (technically you don't need these at all. But it's good to have if you have difficulty winning in this final arena), a seamless IIIRamen recipe: ramen-type ramen, TonkotsuToppings soup and bonus (required): 1 corn and 1x fish powder (Tonkotsu Lover Bowl)Inventory item (required): 25x Difficulty DownTactics Recharges at least 1000 wind points convertible into 40+ tactical points - Yes, you need so much to winRecipe (my entrance): Noodle: Fantastic Flour, Ness Kansui; Defined thickness for normalsoup: garlic + garlic + sugar + sugar + ginger + ginger + soft water + soft water; Tonkotsu using RNG on soft water type: RamenStaff Skill Used: MemoToppings Recipe: Corn, Fish Powder, Chili Powder x 7Upgrade Recipe with 25x Difficulty DownRecipe: With this final arena challenge, you have no problem getting people to queue for your ramen. Instead, you'll have too many people, and the line can only go on for so long (about 12 deep) before people start leaving. Smooth IV (-12% eating time) from your team alone won't be enough; As Erlund told Aragorn, you need more people or in this case, you need more turnover. Ramen with a smooth V bonus (-32% eating time) requires at least 20 on a smooth stat, solved using chili powder x 7. Reducing combined eating time becomes 44%. If at this point you still need another turnover, the S-class team also offers part III (-8%) of the 2016-2016 S-class team. Event skill, which brings the total reduction to 52%. Wairobot sells the new+ game in the specialty store for 30 medals (24 on days ending in 11) after completing the ultimate {Region} arena as well as all {Region} arenas and a ramen odyssey marked with key symbols. Do this only when you're ready to start a new game - preferably with at least 50 medals (100-110 highly recommended) saved to re-hire the S-rank team with a memo recipe finishing skill right away. Therefore, the only thing you need to do before purchasing the new + specialty store game is spam all books and guides of Dark Master on your best recipe memo team. What is: All the staff medals currently employed in your main store, Ramen Hall stores and break room, along with their names (if you have their name), statistics and renting costs in any flour, kansui, soup ingredients, toppings, toppings, toppings, drinks (including all stats and levels) you have in stock and not used by any ramen recipe or menu sides of your stores any kansui flour , soup ingredients, and toppings available for purchase in pumpkin products, including everything you have opened through Ramen Arena and variety. Recipes of raw raw soups (and quantities) in your inventory facilities (and quantities) earned using ramen roulette, arena challenges, and a fold-up event stage (and quantities)Most kitchen equipment (and quantities)Some purchases at Wairobot's specialty store, Most notable: break room extensions, gold/platinum Passall recipes of ramen currently sold by your main store Hall shoppals all levels of all customer levels and a number of regular statistics recorded for semi-annual competitions (staff statistics, store charisma, customer levels) and stage level of competitions e.g. Galactic, Wairo, etc. Note: If you have completed all stage levels for a specific competition, you will not need to do so again in the new Game+ all vehicle equipment at Ramen Odyssey! Avatar opens up all the tactics available at the Ramen Festival, Includes their XP metrics what doesn't carry:Obvious things e.g. Ramen Arena, wish list menu creating ramen, ramen odyssey experiments in moneyspirit rating points game (exceptions: all non-cramped wind point vouchers and rating bonus items in your inventory)Soup noodles are all pre-compatible and made player soups and noodles, except for basic soups premade/noodles initially available from end ingredients and interactions on your facilities (no matter how you purchase them); They return to their base statistics in a new game + save and have to improve again all facilities not earned through ramen roulette, arena challenges, and top grade of (exceptions: event stage)Member co-op plot near your main store, you need to open this again the most improvements using the menuall rating bonus staff not currently employed in your stores and break any additions and side dishes currently used in ramen and by your stores side menu of your ramen creations Better to make them from scratch)Warning if you have a specific set of preferred flour, kansui, and soup ingredients to make your custom ramen recipes, don't - I repeat - don't use them until grade 18 or later. Their levels are artificially covered before level 18. Otherwise, you may lose several hundred levels of statistics between them. How to find out if the artificial lid is in place:Noodles: Check the specific flour and combination cantsuy you typically use, and keep the humidity settings in default. When it's closed, you should see a significantly lower chance of victory than usual and the change... Fantastic Flour and Kansui Miracle (Lv.200 Soft Cap): 70% Chance of Winning, ~ 244 Miscellaneous Fantastic Flour Ness Kansui (Lv.500): 100% Win Chance, 393 MiscellaneousSupper Creation: Check out the effects of soft water in pumpkin products once you get access to it... Soft Water (Soft-Cap Lv.40): Negative statistics (red boxes) on Shaw, Miso, Tonko, Salt, SeafoodSoft Water (Lv.340): +59 For all statsMilk, if soft-brissed, should also start with negative statistics for all but Unami (no statistics for aroma). This artificial hat doesn't matter like For extras. Unless you start on Kairo Island (where your first customer, Alt Kairobot, has a wallet size of 40,000G+ in Lv.1), you won't be able to use any of your rare + and super rare additions anyway due to the resulting ramen difficulty being too high. As a result, you will need to cook at a high level in your main store, and until you can start processing cash through odyssey ramen's first experiment, these high-level cooks are overkill for main store profitability.1X1 Tile {Set name} table and most kitchen equipment are handled wall/fence in traffic terms. One side is inaccessible, but all other parties are free.2X1 Table {Set name} tile (XL) is treated as a corrective block - it must have access to at least one side, or your customers will move very slowly with the message bubble no space... Over their heads. The main advantage with these XL tables is their 4-seat capacity compared to 2 seats with non-XL tables in the same place. When the 10-minute time period expires for the friend who ordered near your main store, the customers in the store will try to walk through your store and whine there is no room... Ignore them, because they don't go to your store anyway. If you have a rare, rare+ or super rare/extras side, consider adding them to your main store's sides menu, not just for giving them away, but for increased profits. Having early access to a super rare/coating side with a high price and/or profit margin (think: caviar, base level 850G) helps your money situation much more in the early game than good 1,000G+ ramen creations. Please note that you may need to install specific kitchen equipment to serve certain sides - fried rice (initially available as stock (1x), 450G base level) requires a cooking kit and a staff member assigned to cooking/sides.Keep an eye on the menu mailbox create - all the wishes whose requirements you can meet now will be specific noodles/soup/toppings/ramen in bold style in blue text. They only work with new ramen pieces - editing extras on existing works doesn't work. (All decorations = any ramen with 9 toppings) you can get XP and levels on the sides and toppings when they are used by your friend on the Co-op lot near your main store, even if you don't have them yet. Don't rush investments with medals - it's best to use your rating points to increase the total number of simultaneous investments instead. If there is a large backlog of tools left to clean in the counter of the main store until it reopens for business, you are screwed that customers cannot accept their ramen orders until the tools are fully cleaned. There's a way to skip the backend completely: just 'move' the counter (so, you don't have to move or rotate it), and click Yes when the game asks if you want to replace the existing item. Recommend doing so before 07:00. Counters (kitchen equipment) are bilateral - chefs can finish the ramen on one side, while your service staff takes the finished ramen The second - so it suggested you don't install them on the same row/column as the ovens and boilers. Instead, install the counters in the row/column between the row/column with the ovens/boilers and the row/column that contains the tables/seats that cannot be transported. The progress of the game is not automatically saved when you use a team statistics improvement book. The implications should be clear - if the books row/don't improve the team's statistics, immediately leave the game and restart so you don't lose those books. Wind points are consumed when converted into tactical points to challenge Ramen Arena. However, they are not consumed when used to fight rival Ramen Hall. Comments to Page 2 27 Comments

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