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Hope you all know Jurassic Park Survival Title Card: JurassicParkEE v6.4ux.w3x (extended edition of SaMM) But now I had an epic game, so I want to share the replay, but also share some tactics because I haven't found anyone to write about it. If you have any suggestions, or tips, just share or tell me if I made a few mistakes I'll fix it here. So the first replay: J2 120min with 3 (1 out), so yes. Two players. I liked that Adeptation Sent got like a 500'250 dmg - a single shot of dinos is also an epic start with a tranquilizer. And here are some tips:1. The basic defenseOn base is starting, you want maybe just to get as many resources as possible to build fences to close the base and one or two towers for quick killing. You can explore the map first a bit to find some bundles of lumber or dino eggs (gold) or thornflowers (it's really nice) and other items. It's also good to build camping supplies so you can exchange gold for lumber and get resources faster. When upgrading to a megastore, you can also buy good buildings like bundle fences or reactor bundles. For example - one reactor costs 10g 10l, but a bundle where you have 3 reactors and they are caused not built with a survivor cost 23g and 20l so you have as one for free. And I think the main good point is, they're built automatically, so you can in the meantime mine gold with the survivor. And one very important thing - if you get big dinosaurs at the beginning, you have to buy a tranquilizer gun and darts. It's the savior of the whole game. Just look at the replay, you'll understand Tranquilizer is worth 15g 8l and 3 darts 8g 8l (you have more darts with a higher score I think).2. Gathering resources Is something very important to get as many resources as possible. Build camping resources so you can exchange gold for lumber. For me, the best way is to upgrade your survivor at the beginning and then use the F.R.E.D. - they have a good steady income. But, if you have some problems like you still have to Repair, then Fred is a better option at the beginning. But if you survive peacefully, you can simply go full biology research of your survivor. The first revenue growth cost in full: 5g5l 1e for learning unit, 5g5l 2e for biology 20g20l to join 30g30l first update 35g35l second update - completely 95g95l and 3energy. For Fred it's a very similar similar Training center joining - it's 30g30l and 3e, then 40g40l read studies and 60g50l is one fred. But they can always mine. Just 1 fred is 130g 120l 3e and the next Fred cost more. You can have 3 freds on a higher score. I have 3 gold mines - 2 for the freds and one for my survivor. Also, if you are insane, you can also buy weapons and go hunting or you can try your luck and try catching dinosaurs. If you have some nets, always use them to try to capture some dinosaurs, you can use them later (hard I'm not actually using them)3. Building positioning To begin with - build a tent as close as possible to a large number of trees for quick collection. For gold mines - build them right next to or one space away. If I can, I always build one space away (no more) so I can pass with my survivor. If you build fences, turrets, etc. make sure you can repair them. Also try to make your base free walking - make sure that you have at least one free place to walk survivor. Fences may someday be built to increase damage as one pixel up/left or down/right, so if some dino comes in, they will be like an attack, not just one. The fur wall (which is upgraded) has a short range, so if you want to use it, build it as close as possible to the walls/bunkers, but don't forget to repair the space. Also, build your camping resource store somewhere in the middle of your base, or close to the walls, so you can exchange gold for lumber if the dinosaurs attack you and easily repair.4. Transportation For transport, you can use vehicles and upgrade your survivor. One of the most important things is to upgrade your survivor's hp and cultivate as many flower thorn grasses as possible if you want to board a helicopter. It's from a biological warehouse and research. They have a regen hp and that's good when you run and dinos attacking you. If you have teleportation, save it for the end - if dinosaurs surround you, you can just teleport. (never happened to me) You can also use t-rex poo for invulnerability if you get it somewhere, or a carcass potion. Ground is good to give you a short trip. Sometimes, if you need to get from a topleft corner in the bottom right corner, it can be painful. So I recommend upgrading the ground as well as equipping it with weapons to scare some dinosaurs (not very strong to kill, even after combining for more damage, they are not super strong). Ground will probably be destroyed, but it may take a bit without your survivor losing hp.5. other ideasTerrests may exchange gold for lumber, some also (tanks), so your survivor can just mine. Build an RRR to repair your walls. Build bunkers to strengthen defense. The fur of the wall is weaker than the adeptation of the sentry. Short range, slower attack speed. The adeptation of the hour-long journey is better. Use only if you have 2 entrances and the adeptation of the sentry is far from one. Tranquilizer gun OP lifeguard. If you find a nest, you can build a fire around it and then get resources (beware (beware Dinosaurs) Also, be sure to use your happy food toys. If you have any ideas/suggestions, feel free to write, I'll try to compile them in this post. Last updated at 01, 2016 7:11pm, edited 1 times in total. 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post intersmack View last post W 16 October 2018 7:14am 1 933 Views Last post by Siadom Post Sat 13, 2018 9:42 pm 4 Responses 1304 Views Last post by Sieada View last post Sat Oct 13, 2018 9:57am 1 Responses 747 Views Last post by Siadom View last post thu 27 , 2018 7:41am 8 Responses 3320 Views Last post epicdeath View last post St. Saint 05, 2018 12:38am 7 7 07 0907 Views Last post Merex View Mon Post Mon 03 03 , 2018 1:01am 1 Responses 801 Views Last post randomloser View last post Fri 31 August 2018 8:48am 2 Responses 884 Views Last post Unittil View last post Sat August 22, 2018 8:31pm 0 0 0 0 779 Views Last post CaptainPants View last post Aug 18, 2018 8:31pm 0 0 0 0 0 779 Views Last post CaptainPants View last post Aug 18, 2018 8:31pm 0 0 0 0 0 779 Views Last post Bizai View last post Sat 21, 2018 6:23pm 5 2010 Last post On Saturday, 2018 5 p.m. 8,439 Images Last post 2018 4:23pm 1 Responses 839 Views Last post by wTc_JediMaster) View last post Thurs 12, 2018 6:47 pm Go to Page 4 News about Entrepreneurship. Hazardous Staff Division Communications: 9051 Joined: Mon Jan 12, 2015 9:36pm :70:70-times Sun Sep 15, 2019 12:56 Hey, all! As the name suggests, I made the decision that it was time to move on. ENT has been in work since April 8, 2012. Community members have come to volunteer their time in order to provide our community with bots, tracking statistics, moderation games, leagues, tournaments and countless other services. THE ENT wasn't perfect. It had its difficulties in the future, but everyone - staff and players alike - was going to the same goal to provide for a fun and entertaining gaming environment. Being part of the staff for so long has given me a one-sided perspective. The prospect in which I mostly dealt with the negative side of things like banning requests, complaints, banning appeals due to unreasonable prohibitions, etc. however, I have never forgotten the reason for all this. It may only be a game, but if people come here to place banning requests or to ban appeals or complaints, it's because they care about this game and it's community. They also wanted to make it a better place where it would be the most fun and most competitive place to enjoy the game. Being able to see this side of the coin is the reason why so many other staff and I have stayed around for so long. However, we must not turn a blind eye to the reality that has become Warcraft III and ENT. The community has shredded a lot over the years. People moved on. Recent patch updates - most notably the latter - have not helped the situation. ENT is no longer the community it once was, but it's only normal... After all, Warcraft III was first released in July 2002. It's a miracle that people are still playing it so far, but it's going to show how passionate and tenacious this community has been. We have been happy to be on the status quo for years, but recent patches have made this situation untenable. @uakf.b, founder of ENT and Genius, who has reverse engineered WCIII in order to code the bots you all met, are no longer actively around. We haven't had a tech guy to implement meaningful things for years. Many employees went further, and many of the remaining, including me, lost their passion. At this point and because of the above, I believe ENT no longer has a purpose to be. We don't know much about being reformed yet. We don't know whether there will be an influx of new players, nor what Blizzard will implement on the technical side to compensate for all the utilities that bots have brought into the game. We also don't know if there will be a target for the outside community. However, and if there is a need for that, I believe it is best that it rises on its own, with passionate players, just as ENT did in 2012. Our server contention will remain in place as a way for everyone to keep in touch and discuss about any potential way forward. I decided to shut down passively down, that is, we will no longer moderate our games, starting tomorrow. You'll still be able to play, but the quality of the game is expected to go down until we finally pull the plug. As I said, the discord server will remain as a way to keep in touch. This passive shutdown will also allow players (and above all LIHL) to slowly migrate towards battle.net.I would like to specifically thank @aRTY , for the tremendous work he has done as a top staff over the years. A true pillar of the community I have never seen lose it cool. Special shout-out @Haunt, @matdas and @Merex (Av1oN) that have all been employees longer than I can tell. Thank you very much @Jabba41 @nabo. @Beerlord @FalenGa @Unittil @HyO @RadiantCrystal other employees and former employees who have devoted countless hours to this community. Finally, cheers for all the players and donors who have also been involved in making this community that this has been for years. It was a hell of a trip. Good luck to all BeerLord Conservationist Messages: 6652 Joined: Sat September 22, 2012 9:07pm Thanked: 22 times Were thanked: 150 times Postby BeerLord Sun September 15, 2019 1:31am O irony ent closing the day after kk let it back in ... Well Haz, you may be a football-loving socialist, but you ran a good ship. Good luck to you and all my ex-employees. Merex Surveillance Personnel Communications: 6626 Joined: Sun August 25, 2013 11:45 Pms: United States Thanked: 297 Times Was Thanked: 175 Times Postby Merex Sun September 15, 2019 2:32am It was a hell of a run. From the beginning of my journey to ENT around the end of 2013 until now, it's the end of 2019, I've had some bumps on the road, no doubt, but in the end I decided to stay true to ENT and seeing us move on for the better. It's never ideal to see a community closed, but at least I can be proud of knowing that I along with my fellow existing staff (particularly Chase, Falen, Haz and Mate) have been here to stay and made great things happen over the years. But of course I still won't forget the ones that went on as well. And for the rest - Note to me to the rest of our community, I know that some of you have mixed feelings for the staff. And I see this through suggestions, complaints, appeals and even on our own disagreements about our activities/commitments, and I want you guys

who keep that feeling known - I personally have never stopped taking care of ENT. I know that my activity was low and honestly I could sit here and make excuses, but the only reason for this was the lack of motivation. I have been a member of this forum for over 4 years, and during that time I have done with hand and I think I just got worse in my performance and let our situation get the best out of me, and for that I apologize to members who have been brqs/calls for weeks, maybe even months. I won't speak on behalf of other employees, but I can say most, most, not all of us cared deeply for ENT, but it's just a situation that doesn't age well for some of us. And finally, thank you. To hang around, to continue to keep ENT alive, even if it has shrunk, and especially for our own LIHL, which I know will have to scramble and find a new home after us. Hope everything goes well for you guys and for the rest of our members. It really was a trip here to ENT as I'm sure it is for some, if not most of you. Take care of everyone. The next part goes to art)Y, former manager - you were one of the greatest managers ever to step foot in this community and I never told you that personally. We bowed our heads, disagreed, went through various arguments and more, but in the end - you cared about this community and you never broke that professionalism that made you a manager we all knew and loved. Even in dark times, I knew you were just looking at the community and doing what's best - and for that, you'll remember. I hope you manage to see this somehow if you still occasionally pop up from time to time. For HazarDous - I'll be honest with you grandfather, I didn't want you. Your situation coming into the ENT and the whole NWU drama has already shaken my confidence in you and seeing you climb on the manager definitely didn't help. But in the end, you passed. I know it must not have been easily promoted and the learning wheels move away with aRt)Y leaving soon after, but the way you handled this community as you were able to continue it was wonderful. You too maintained a level of professionalism and were able to clean/calmly handle everything thrown at you, and for that you have to remember as well. I know I never told you any of this, but you did a good job and my view of you turned around / only became stronger as time went on. I hope that the future for you brings only good and farewell. I want to give the post the old. My friend. Mr. Heo, I know that you are no longer part of this community and don't particularly love him, nor his staff/myself specifically. But, while you were in ENT and doing your thing - you did great. You put in a workload no other staff can even remotely compare with. I want you to know that I knew what you went through being the only green administrator and having to deal with almost every sub-forum here from ranges to appeals to complaints so on. but you did it anyway, and I want you to know your work has not been forgotten. I know you probably don't think anything of this post and still hold the same view about me because of our personal history - but I feel like no one knew the amount of work you really took on and only saw the bad in you when this chaotic period of ENT happened. But, I did/still Hope your future with FBG goes well, honestly. Maybe not friends anymore, but I never hated you, even You're me. Be in the well. Slap God - EoC StoryENT Rules, Guides and more can be found on our Wiki.Contact employees and interact with others by joining our Discord.Now available: Host of the user interface game. xSAINTx1 Treant Messages: 415 Joined: Sun March 18, 2018 5:05am Location: Detroit, MICHIGAN Thanked: 10 times Was thanked: 26 times Postby xSAINTx1 Sun September 15, 2019 3:42am So, does that mean that ENT will be permanently closed? If so, when will the last day to play on? Sucks ENT should end, it was great while it lasted. I wish I was around to see better days. Good luck to all the mods and administrators who worked tirelessly to provide a free service for all of us. Thank you again, goodbye. Pinheadlarry Forest Walker Posts: 195 Joined: W.I.T., 2013 4:31am :6:6 Pm. And here I thought that my days dota would be limited because of changing the card or being banned in oblivion ... If I can prod regarding closing details, is this something uakf.b know about or is this just a consensus among mods? (i.e. uakf.b waltz back to ENT one day and be wherever everyone goes?). Is there any indication of how long servers will be around as a battle network style wild west? In all seriousness, I have a great respect for ENT. During The Dotacash days I shit on ENT servers and purposefully ruined games. When DC died, I was in an awkward situation reluctant to join this server. At first I hated it, but then especially bad mods to quit smoking and new fashions like Kappa, beerlord and arias that made ENT awesome. Those years were amazing. While ENT has been declining for a while, I totally enjoyed playing on it. As much as I want uakf.b will come back and make another wonderful ENT save, I don't feel that will happen. I remember when the patch came out and everyone at ENT felt like we had just received a terminal diagnosis, uakf.b came out of nowhere coded to awesome new client and saved ENT. He will always be a legend in my book! Well for all ENT mods and former mods (except nabo. and Astros) I thank you for your service. I apologize for my brash behavior, but I only did it to call (what I saw was) injustice. I really cared about ENT, and as you saw, fought fiercely to protect my integrity. All the best for everyone! -Pinheadlarry Desire ENT Staff Messages: 729 Joined: Sat Apr 08, 2017 9:44pm Venue: Canada Thanked: 15 Times Were Thanked: 10 Times Postby Desire Sun Sep 15, 2019 4:43am For those who are not so familiar with me, I was in is dedicated to the LoD community of ENT. However, I remember the days when I played ENT bots for various games it hosted before merging with BGN. This is how I discovered everything communities with all the friends who came with him. I'm not going to pretend I didn't know it was going to happen the day the ENT finally closed. After all the blizzard shit that happened, it sucks. Anyway, my point is the little journey I dedicated myself to ENT (2 years) was fun and I wish I'd been here before and had a long run for all the good times I missed. If I had to thank anyone it would be-SWABS Fearless Leader and all the people who stuck in the LO Lor LoD game even when there was the best version on RGC.-CheW and Hyo for inspiring me to become a mod, it's definitely worth the experience. -- And of course everyone else who was involved in creating this community experience to remember, you know who you are. I wouldn't say it's the end of WC3 and all the communities that came with it. But we say goodbye to perhaps one of the biggest reasons why communities have been started or continued, and this is ENT. GG WP ENT. Thank you for the millionth time. Xd-Clan TCO, -Clan Mmk, -Desire (DreadEasy and ChuBaLuB) Napolion Storage Resource Messages: 11 Joined: W Dec 18, 2012 3:39am Postby napolyon Sun September 15, 2019 5:20am Goodbye, my brothers we lived, played and enjoyed.... Taywon2 Aura Tree Posts: 31 Joined: Sun Jul 16, 2017 6:03am Location: Cambridge: 3 Times Postby Taywon2 Sun September 15, 2019 7:32am O's No, Don't Do It With Us... where should I play now...? So sad.... Nukid Forest Walker Posts: 132 Thu Oct 01, 2015 8:07pm 10 pm:10 PmEd by Postby Nukid 2019 9:06am thx at friends and foes, it was fun x) filebanan Armored Tree Messages: 98 Joined: Mon 11 May 2015 9:19 pm thanked: 5 times Were thanked: 1 times Postby filebanan Sun September 15, 2019 11:26Am All times should come to an end I After thousands of games here. on ENT I can just say its been a good time with hell a lot of fun. Lots of friendly players from all over the world who have made the games interesting. I hope we can meet my friends and enemies on a distant battlefield! Back to News and Updates Go to users viewing this forum: No registered users and 2 guests

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