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## Stellar hunter wiki

Get Up Stand Up is a 2004 dance song by Stellar Project with Emma Brandi. [1] Her 2004 single stellar project feat. Brandi EmmaGet Up Stand UpSingle by Stellar Project feat. Brandi EmmaReleased2004RecordedHND Studio, MilanoGenreHouseLength2:55LabelARS Entertainment Belgium, Universal MusicSongwriter (s) Armando Maggiorana, Kevin Hunter, Stefano Silvestri, Stefano SorrentinoProducer(s)Stefano SorrentinoMusic videoGet Up Stand Up on YouTube The song reached #1 on the U.S. dance dance airplay chart on November 20, 2004 in 2004 #14 also reached the official UK singles chart. Track Lists Get Up Stand Up (Phunk Investigation Radio Mix) - 2:55 Stand Up (Phunk Investigation Club Vocal Mix) - 7:46 Stand Up (F&M;W Remix) - 6:11 Stand Up (Paul Jackson Head Banger Mix) - 6:56 Stand Up (Phunk Test ElettroDub Mix) - 7:48 References ^ Stellar Project. Accessed March 31, 2011. .php?title=Get\_Up\_Stand\_Up\_(Stellar\_Project\_song)&amp;oldid=996992457 Edit Comments Share Travel Guide, Star Ring Pirates, History of Humankind, Secrets of Star Ring, Encyclopedia Didi is an environmental scientist. He is one of the first heroes to be opened by Stellar Hunter. With her Bio class and first aid recon ability, she helps team members left healed throughout the fight. Acquisition[edit | edit source] He earned the opening tutorial. There are no special requirements to unlock Didi. Class and skills[edit | editing source] Didi's special Recon Ability First Aid. This allows him to restore HP (Didi INT\*5) and MP (Didi INT\*0.5) to an ally price of 1 Action Point. Recon (Recon Ability) Restore HP Restore MP Lv. 1 (Didi's INT \* 1) (Didi INT \* 0.1) Lv. 2 (Didi's INT \* 2) (Didi INT \* 0.2) Lv. 3 (Didi INT \* 3) (Didi INT \* 0.3) Lv. 4 (Didi's INT\*4) (Didi INT\*0.4) Lv. 5 (Didi INT\*5) (Didi INT\*0.5) Lv. 6 (Didi's INT\*6) (Didi INT\*0.6) Appearance[edit | editing source] Didi's default appearance researcher. There is a addition to an appearance which can be resolved at the Arena Honor store with 10,000 Honor called Hacker. Tavern[edit | edit source] Gift Affinity grows and answers Star Ring Travel Guide: Music Box: Beer: Clockwork: Gummy Star: Trivia[edit | edit source] Life Story: The folks in Sieta don't care much about fame or profit. They rarely participate in human affairs unless it threatens the natural environment they love. Didi was once an employee of the interplanetary group Ark before being expelled and wanted by his employer for some unknown reason. After you met him, he agreed to join you as a doctor. But your goal is to avoid the Ark's men? Social content is available under CC-BY-SA, unless otherwise stated. Stellar Hunter is a space-themed RPG with enhanced roguelike elements that are full of possibilities. You can also clear stages of simply rolling cubes and make a dark-map Dungeon Survivor II will surely spice up your experience. Background intro [edit | editing source] All begin with a spaceship crash. You, the only survivor, have to go on an adventure on different strange planets. You can collect your own team by recruiting alien races to take full advantage of your weapons and skills, overcome the challenges, become famous and make your own fortune! Game features[edit | edit source] Random Events[edit | edit source] Experience updated Roguelike! With improved roguelike elements, luck matters as a strategy. You are not only faced with exotic alien beings, but also dilemmas of different choices. Trap or surprise? You never know, but there's always a way to solve them. Assemble & Upgrade[edit | edit source] Gather the most powerful team ever! On the edge of the universe, there's a secret star-stalk where you can meet all kinds of hunters. Interact with them and recruit whoever you want; Fake weapons and choose the right promotional paths for five classes for them. Build your own perfect team! Win Strategically [edit | edit source] Make enemies to hang up brilliant tactics! You can only make up to 4 members for each adventure. Choose wisely and choose the right weapons, gears, and skills. Make better tactics for different targets to crush your enemies! Discover unsecured galaxies[edit | edit source] 8 alien galaxies await discovery! Every planet has its secrets and rules. By the time you land on the planet, you will be placed in a completely mysterious environment. I wonder what's going on in space. Take a step on these bizarre planets and reveal the secrets. Epic & Challenging Battles[edit | edit source] Battle against the most dominant Boss in the galaxies! Gather your team and get ready for epic Boss fights. Defeat them and plunder the treasures. Challenge the impossible and earn great results. Build your own rules and be the only commander of all galaxies! Edit comments Share The journey minigame is made up of several sections (or windows): Main, Ship (divided into Gear and Cabin), and deck. Main[edit | edit source] The first window you open, and where all operations take place, is where you will reset your day and choose from 3 meeting options per long-distance wave (up to 250 waves per day). One in ten waves is a boss ship, with numerous encounters between types. Ship[edit | editing source] The top of the screen is accessible via the small ship icon button in the lower right corner of the main window, displays the; Ship name (and allows you to change the name of 50 gems) Ship statistics: affects ship level, gear parts themselves and level gear slots, as well as point value of the characters assigned to cabin (landing crew does not matter) Ship image ship Gear slots: Here you can upgrade (Mod), and swap (Replace) ship parts. The level increase is based on the opening, not on the individual component, component. You can swap parts without fear of losing levels. To update slots, simply tap the slot you want to change and a pop-up menu with current component information and mod and replace options will appear. The Mod list allows you to select which parts you want to sacrifice either by selecting individually or by selecting the item buttons at the bottom of the popup window. Replacement will give you a similar list of available parts and offer a side by side comparison for you to choose from. Cabin: Displays cabin crew and landing squad, allowing you to modify ship statistics based on class types assigned. Be sure that the icons appear in each character as different classes affect different ship statistics based on components (ultra, main, and secondary weapons, as well as shield and engine). Each character has an impact on the HP stat. To change your cabin or landing team selection simply click on one of the portraits to make up the selection windows. Deck[edit | edit source] The last tab (available via the Deck button) displays the ship's hangar, with all available ships and the current levels/statistics. Select the desired boat by selecting and pressing the Replace button in red. Compare the ship's statistics by clicking on the ship you want to switch to, the +/− stats will appear side by side in the ship statistics window above. You can also upgrade your ships on this page once you have acquired enough of the required scraps and then press the Upgrade button. Meeting Guide to Phoenix: Overview [edit | editing source] The intention of the guide is to help new players learn about the mini-game detailing the available rewards and encounters. It won't be offering detailed strategy since the auto-combat 'balanced' option works wonderfully for the total of its 250 waves (and you can always alternately through the different auto types if you're stuck on a specific encounter). Credits Leigon to help me when I started and giving some tips on priority, ship and parts selection. Initially you'll want to focus on getting upgrades in any way you can, so if you can afford the gold to buy leftovers for green trader encounters rather than fights or yellow encounters go for it. I suggest putting your focus on buying parts for one or two ships at a time, so you can't drain any money and worry about streamlining the process after you get a boat in 2. For example, I started buying Vulture (the best departing ship due to the frequency of debris rewards checkpoints, etc.), then upgraded To Hangman, and finally saved up with Revelation, which is my current favorite ship (most balanced statistics from the long-term IMO). Be patient and don't give up right away, as some boss waves can take 50-100 before the win (Waves of 150 and 210 in great pain, probably the biggest time to sink your failure attempts until you upgrade your ship and crew significantly). Once you hit wave 150 for the first time you can unlock the speed battle option that allows you to switch between (upper right corner of the main window) to quick battles similar to planet reconns. Resets are allowed once a day and the timer is updated every morning at 9am PST, I would recommend doing a full clear every day as the amount of rewards are available. Encounter types priority -[edit | editing source] Raided Merchant Ships (red encounter): First billing hands down; 2k gold adds up quickly alongside the typical scrap + gold + parts x2 you get for each fight. I average 30-50k+ per day for a full 250 clean. Rare encounters (green): Reward blue-quality planet turn-ins that will help you down the line, allowing access to certain locations you wouldn't be able to get into anyway, as well as lost rewards like unlocking item caches while out of reconnaissance. Some examples are recon and artificial satellites, SOS Signal, Merc warship, and the unknown spacecraft carrier Leaf (the Kestrel, which requires encounters 2x starting with wave 101, before showing the Tavern). Be sure to grab these when available, as certain rewards require multiples of 3-5 for a single turn-in or unlock. There's also a chance encounter with a sky merchant (also known as a drug dealer) asking you to borrow money to do it. He pays back 100% interest when he meets him again (just a couple of waves apart). This slot is equally divided into a few types of encounters: Emergencies (red): Raided Marsha Island, Poacher and Get Your Shipment Rewards for typical skirmish loot, as well as an additional section (or delivery to the Download option). Assault (red): Use your landing crew for a recon style battle and reward typical recon combat loot according to the enemy type, as well as an additional set of ship debris x20 2-6 ships (greater travel distance = multiple stacks). However, the greater the distance, the higher the enemy level, for example, a team in the level 40 range caps around a wave of 100. Space Wreckage & Space Junk (yellow): Appears with a cube icon that rewards a random ship's waste x20, but the wreckage awarded with the ship icon gives it a random encyclical instead. Also equally divided into a number of encounter types, I prefer to prioritize based on what the alternative options are (for example, I prefer red skirmishes over yellow encounters to single ship part rewards). Skirmish (red): The most common encounter type, skirmishes between bread and butter when higher priorities are not present. They reward some gold, ship debris up to 10 based on the ship you are fighting for and the designated quality (based on how much damage you took during the encounter) and ship parts x2. Get a shipment (yellow): The chain of events depending on which stage you receive; the emergency does not actually reward anything, but chains at another stage of the encounter; in exchange for Energium or other resources, stranded vessels may be rewarded; The Alliance Express ship is the big turn-on, rewarding many piles of ship's waste and a green badge in exchange for 5 shipments; once turning the initial 5 5 Unlock the space station and continue encounters, which are all reward buffs, the latter gives you a full set of 4 in exchange for the green badge. Dealer (green): Offers 6 random ship scrap types with 200 gold per (stock 20 each). Obliterative readings (yellow): Chain encounters ranging from a mysterious reading, then repair work, and finally a collection of ship debris piles x3 (displayed with a cube icon instead of a ship in the last encounter). This last set of encounters is the less desirable choice, better left if none of the higher priority options are available, or if you get to the point that you can no longer win fights for some extra chances of free loot. Getting the full range of buffs can make quite a difference in the fights to get you an extra boss wave or two if you're lucky. Other yellow encounters: Ranger colleague rewards a random ship part, as does the battle side. Robot Graveyard, however, is a double-edged sword that randomly gives parts, buffs, or a melt debuff (avoid long distances when issue winning fights melt active). Geographic artifacts and unknown beings are repeated collection turns that are similar to Shipment Retrieval, which require 3 (or 10) amounts for higher geconnection. Once the required amount is collected the encounters will appear on a cube icon you can turn them into ship icon encounters of the same name. Both rewards are a random ship part and some gold, with a better chance of better quality components if you use the 10 count turn-in geographically. Buff encounters (yellow): Includes lead engineer (repair), Energy amplifier (2 versions based on ship icon displayed; Profusion of Longsword and Ultra Weapon Protection from Assassins), the Space Station version of Transport Retrievals (Profusion), the version of spacecraft wreckage displayed on the ship icon (random buff, if I remember correctly). Encounter Types - Detailed Breakdown [edit source] Skirmish (red): Rewards - Star Coins, 2 misc. mods, & SpaceShip parts (x10 @ S rank, x8-9 @ A rank, x7 @ B rank, x5-6 @ C rank, x4 @ D rank). You can randomly add damage gain bonus. Smuggler's Spacecraft (vs. Gray Heron) Pirate Robbery (vs. Vulture) Merc Warship (vs. Kestrel) Free Army Battleship (vs. Vindicator) Free Army Warship (vs. Purgatory) Free Army Deserter (vs. Planet Destroyer) Pirate Flagship (vs. V. Osprey) Arcane Warship (vs. Assassin) Human Trafficking Warship (vs. Longsword) Free Citizen Pursuit (vs. Stary Sky) Bounty Hunter's Warship (vs. Executioner) Extremet Gang (vs. Reaver) Ark Warship (vs. Falcon Eye) Ark Capital Ship (vs. Viper) Dask Merc (vs. Thunderbird) Retrieve Delivery (vs. Osprey) - in addition to the usual rewards, gives x1 Star Express Delivery more comes... Emergency (red/yellow/green): Poacher (vs. Gray Heron) - rewards misc. Secondary Attack Weapon Mod Raided Merchant (vs. Vulture) - Reward Coin: 2000 2000 Marsha Industry - (vs. Osprey) - Rewards Accessory mod Assault: Pirate Ship - rewards Star Coins, mob loot, 3 misc. x20 spacecraft parts #1 - Sword Pirate (Kinetic dmg / Assassinate: Kinetic dmg, 60% Chance Bleed) #2 - Shotgun Pirate (Shotgun Fire: Kinetic dmg / Shield: Reduction of dmg 35% #3 – Heavy Pirate (Heavy Weapon: Kinetic dmg / Cannon Fire: Kinetic dmg, knockback and interrupts random) #4 – Sniper (Sniper Shot: Kinetic Dmg / Fatal Target: Targets enemy lowest HP, Kinetic dmg, 30% chance critical) Assault: Abandoned Space Station - rewards Star Coins, mob booty, 3 misc. x20 spacecraft parts #1 - Sec Bot (Swipe: Kinetic dmg / Toss: Electric / De struct: AoE Kinetic / Stun Strike: Electric, 50% chance of stun) #2 – Pistol Navy Mecha (Pistol Fire: Electric /Electric Shield: Reduction of DMG 35%) #3 - Heavy Navy Mecha (Heavy Weapon : Electric / Fire will: increase dmg 10% #4 – Tesla Cannon (Attack: Electrical) | Res: K - Normal, H - Low, E - High, M - Sun High Assault: Ancient USC - rewards Star Coins, mob booty, 3 misc. x20 spacecraft parts #1 - Stork (Punch: Knetic, 25% chance to interrupt / Self-Destruct: Heat Interruption / Defiant Shout: Mocking all enemies, lasts 10 sec, dmg reduced to 10%) | Res: K - High, H - Normal, E - Low, M - V High #2 - Tower (Attack: Heat) | Res: K - Normal, H - High, E - Low, M - V. High #3 – Tesla Cannon (Attack: Electric) | Res: K - Normal, H - Low, E - High, M - V. High #4 - Tower / Soldier (Attack: Heat) | Res: K - Normal, H - High, E – Low, M – V. High Assault: Coprolite Asteroid – rewards Star Coins, mob booty, 3 misc. x20 spacecraft parts #1 – Giant Scorpion (Toxic Sting: Kinetic, causes Poison to reduce 6% of HP 20sec, pile 5 times / Heavy Slash: Kinetic, penetrates 1 enemy dealing with 20% dmg, stuns hit enemies: Charge: Kinetic all diminished enemies | Res: K - High, H - Low, E - High, M - Normal #2 - Xenomantis (Wind Blade: Kinetic / Toxic Sting: Mental, 80% Chance to Poison/Toxic Dust: Mental and 35 Stupor Points/Accelerate: Increasing SPD by 30% for every 3 attacks carried out, stacks 3 times) | Res: K – Normal, H - V. Low, E - Immune, M - Low #3 - Xenomantis Merchant - Buy spaceship parts, x5 misc. types, quantity: x20 @ 200 Star Coins ea. Energy Amplifier - grants status bonus Profusion to Longsword or U-Weapon Protection for Assassin Retrieve Transport - read the description or the ship attacked asking for help or Alliance Express ship If attacked ship (Longsword), asking for status bonus No reward. If you are Alliance Express ship, replacing x5 Star Express shipments will give you 7 misc x20 spacecraft parts and x1 Express Guardian Medal Senior Engineer - grants status bonus Repair Geographical Finding - exchange x3 or x10 geographical profiles, rewards Star Coins and misc. mod Unknown Being - exchange x3 Unknown creature profiles, Star Coins and Misc. mod illiteracy measured - detected gamma, radiation radiation requires x20 Composite) Unexpacted Discovery (yellow): Ranger Colleague - gives misc. Ultra Weapon mod Robot Cemetery - gives misc. Shield mod, can trigger Melt at higher levels SpaceShip Wreckage - gives x20 misc. SpaceShip parts (box ship icon) or status bonus Weapon Resistance (Osprey) Battle Site - gives misc. Main Weapon mod Space Junk? – gives x20 misc. SpaceShip Parts Retrieve Shipping - Scrapper Ship (Vulture) Replacement x50 Energium x1 Star Express Transport Wreckage (box ship icon) gives x1 Star Express Transportation Retrieve Shipping - Read more -exchange x1 Express Guardian medal status bonuses Damage Gain, Weapon Resistance, and Repair, which is the last 10 Flight Distance geographical finding - gives x1 geographic profiles unknown creature - gives x1 Unknown creature profiles Obliterative Readings - source of gamma radiation , 3 aside. x20 Spacecraft Parts Rare Encounter (Green): SOS Signal, Merc Warship, Black Market Dealer, and Unknown Spacecraft: 4 Encounters unlock Leaf, found after distance 101 Recon - Shady Black Market Dealer - asks for a loan, repays 100% if met again by artificial satellite - gives different mission items depending on story progress: Crust observation data to be used crust Observatory Varbel - Scorched Earth (9.22) - Rewards Star Coins : 16091 , Alloy-α: 50, Alloy-β: available under cc-by-sa of 100 social content, unless otherwise noted. Noted.

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