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Dungeon defenders 2 drakenlord

Dungeon Defenders from 2 Wikidraken Road is an interesting mechanic and miniboss. He can often be found in chaos expeditions, onslaughts, masteries and invasions. He moves very slowly, but he can shake his sword twice each time he attacks, protect him, freeze cold, then call an ice shield to damage something inside. Strategy Draken Road is a scary boss at first, he can raise his sword and poke it into the ground summoning an ice shield, when his ice shield goes up, he has a very high resistance to damage (it seems to resist 99%, it slows down the hero and then, after a short time, calls a spectral copy of himself to deal with the blow of the finish. This last attack always seems to be one shot, no matter how healthy you are. In addition to that, you can do the same not only for defenses, but also for enemies that can be useful, if you get his ice shield before you kill him, you can take it down by setting him on fire. This can be done with oil and fire damage combos. You can also use burning strike shards to do the same thing. A word of caution is that if he is ignited before his shield goes up, you will have to wait until the ignition disappears before igniting him again to take down the shield. While this happens, he is a threat, so Stan can still hold him while you wait. Any ideas on how to kill it faster than the schedule icon? Page 2 8 Comment Note: Used only to report spam, ads, and problem (harassing, fighting, or rude) posts. To chat with them v[] invite players to join your party in town or private tavern. v[] Use different ranks (owners, officers, and regular members). [VList]rThereu2019s See more features and how to add and improve the current setup. We look forward to your constructive feedback and will do everything we can to make these communities great. VList VList [VList]v[b]&ia0><<a1><1a1</a1>[List]] TowerV[]World TreeV[]DU Cost was 20, previously 25. VList VList [VList]v[b]lavamanser[Vb]V[] TowersV[] EbermountV[]Overlap is now 35% of the maximum range, previously 50% (for reference, flame aura overlap is 50%. VListVList[Vb]SquireV[Vb]V[] TowerV[] Training DummyV[]DU Cost is now 20, previously 25. VList VList Fixed an issue where a small group of [VList]v[h1]bug[Vh1]V[] players – were tying invalid statistics.Inspect items on the ground while playing ps4 and Xbox split screens. Fixed an issue with v[] inspecting defenses. It showed statistics on other defenses. v[] Adjusted the billboard focus size to make it easier to read. Fixed an issue with lane paths with semitransparent objects updating drenched strikes affected by electrocuts during the correct period of time through invasion and in place against Martius. Fixed an issue where the v[] water tip was not drenching enemies from time to time. Fixed vampire empowerment adjusted to display the correct statistical boost on individual tower inspection screens in v[] inventory. The resumption of Draken Frostkeep has resulted in one less core alive. v[] Haunting Shard now shoots ghosts in secondary attacks. Fixed an issue where non-leader members of the Temple.v[] party would receive bad error messages during matchmaking. Fixed xbox frame rate drop when dinging with enemy schedule signs equipped with u2019re. If the item is not equipped for the currently selected hero, it is a problem when comparing items in inventory. Fixed an issue with Sacrifice Warden Adventure when using v[] controllerVgamepad. r[] Adjusted how the decreasing return buff was calculated in different types of debuffs. Life Root Forest, and Betsy during the campaign, added elemental effects to weapons dropped during the new user experience. [VList]v[h1]Known issues[Vh1]V[] Some of the causes of fire damage from shards are not properly lit torches in drakenfrost keep. Restart the game to get back to them.v[] Replays from wave with back-to-back winning bonuses may now fail to get ready for correction. v[] Replays from waves in Draken Frost Keep and win may not be able to receive special Frost weapons. [VList]v[h1]social defender[Vh1]V To get reliable updates on what comes, check out our social platform for the latest juicy beansThe whole team had an explosion making this content, we can't wait for everyone to get your hands on our next update. Look forward to more information soon!v[]For Etheria!v[]The Dungeon Defender II Team:12hide_library_overview_auto_migrated_Tag:hide_library_detail_Language:forum_topic_idforum_topic_id163641888837440303333337228 event_gid 0430764668976 Votes: 0, No: 0,time32_visibility_start:time32_visibility_end:broadcaster_accountidfollower_count:ignore_count:forum_topic_id:1636418037463044712time32_last_modified:15998 fnews_post_gid:time_mod_reviewed:featured_app_tagid:referenced_appids:referenced_appids:votes_up :50votes_down:6:comment_type Forum Topic_Gid Feature:16364180374591_1350.gid:feature2:163641803746304712:clan_steamid_original:103582791444161031.[gid:28907042307646991, clan_steamid:103582791444161031,event_name:Dungeon Defender II_Drake NFROST Is Alive Now!event_type:12:appid:23611 server_address 0,server_password,time32_start_time:1544553371time32_end_time:comment_count0 creator_steamid:76561198873502276:last_update_steamid:0,event_notes:See Announcement:Defender II: Draken Frost is Alive Now!,Post:1544553371,Update Time:1599764386,Body:[img]https://steamdn-a.akamaihd.net/steam_community/publicVimage/vclan_V4639623Vc5dccc7e173cd954a65200de49d080efde67f819.png[Vimg]]r Greeting Defender, v[] Cold wind from the west comes here and brings dragon defender II. Xbox is coming later today! We've put out Dev Log, which introduces some of the good that comes. This patch preview provides a little more detail about these systems until Update Notes is released. Let's get to it!v[]Drakenfrost Keep[Vh1]r[img]https://steamcdn-a.akamaihd.net/Steam CommunityVPublicVimageVClanV4639623V/bca8_e6066d9f1868fb6b9ba705a211eaab96ab71.jpg[Vimg]v[]Draken Frost keep was recently rediscovered by members of the Intrepid Tesseria Explorer – guild. The explorer was led to the place by a tattered scroll found in the Magic Council Library. The scroll alluded to an ancient seal ritual used by early councils to seal powerful generals who were commanders of the old but army. Scroll detailed the location of Keep– with cryptic tips about the ultimate sacrifice – which requires the ultimate sacrifice – to seal the essence of evil in a – container, which, different from the Eternia Crystal – was made. [V]v[] This is the latest map to Dungeon Defender II. Some old school Dungeon Defenders fans will notice many similarities to the Royal Gardens map, but there is more danger on this map, so donu2019t will be comfortable. We touched this map more overtime and we are excited to see the different builds – come up to tackle the challenges that – are waiting. Vsteamcdn-a.akamaihd.net/Steam CommunityVPublicVimageVClanV4639623V0941cfc2a2e9956ccc28_9a48f5f9a023f61f72f.png Daily visits give you the opportunity to take presents from a giant festive tree located next to the town's scavenger and next to your safe in a private tavern. The tree contains one of three gifts: v[]epic giftV[]squire, one of four holiday-themed weapons for apprentices, monks and huntresses. [VList]r[]Myth GiftV[] Contains one of the four holiday-themed weapons for squire, Apprentice, Monk, Huntress.v[] 1 mythical defender packV[] random shard pack (5 shards)V[]V[]Approach the tree and press the appropriate button that looks like you will receive your wonderful gift! These items will also scale up to chaos VII 6V10 upgrade level to your champion score. Get 50% off stock bags and ~33% off material bags. Material Vault holds 9,999 instead of 999 for each slot, including both new reroll materials, and these changes also apply to the material vaults that are currently owned. Supplies are limited to – but this sale is going to last for quite some time past December! v[]Winterfest is going to last forever. This gives you plenty of chances to get some nice shards and defender packs along the way with all four weapons! Vv[h1]Elemental ComboV[h1]Elemental Combo attracted a lot of attention with the DrakenFrost update. We spent a lot of time making all the debuffs in the game more uniform so that everything had the same effect. For example, all oil works the same way, previously certain mobs slowed down and some were – Also all the water damage including water remodeling (both chips and servos) is now drenched! 23V618d005ec90c118a0db20a44c4a110781aba.png[Vimg]]r Thy is the new system we add to the game. A lot of players really loved the weapons manufacturer – mod – a shocking apocalypse – which resulted in a really great stun and a good chunk of damage with it, and many of the defenders set out to get it right away. In the end we had to make it a bit nerve-wracking to bring it along with the other Mods but we loved the appeal it offered the players. Vv[] If we wanted to do something more with Mods like this, Stan Crowd Control had to deny all future content and deny future Mods/features. Enter a decrease return. This system allows you to swarm control enemies, but after using it back, the effect loses its intensity. After a while unaffected by the crowd control effect, the enemy can control the crowd again with 100% effectiveness. You can buff up blocks during this update and may provide more features with additional updates!v[]Wu2019re will be very responsive to feedback.But it allows us to do a lot of cool stuff in the future. That means new Mods, new heroes, and much more – now you can have a lot of power in epic moments and crazy animations. This opens the door for some amazing things!v[]Mod improvements[Vh1]v[] Before we talked about mods receiving changes in phases. Phase I more than doubles the drop rate for 10/10 Mods and buffs all drop rates of 6/10, 7V10, 8V10, and 9/10. This means that the mod drop rates of 1V10, 2V10, 3V10, 4V10, and 5V10 mod drop rates are down. The Perfect 10V10 Mod drops before the update appears within about 4 hours of active gameplay on average. We've received a lot of great feedback from players who enjoy this change. However, it really stinks to be an out-of-value and it takes a very long time to get 10V10. The first change in Phase II is that now it takes about 10 hours of average play on average to get a guaranteed 10V10 Mod. If you play with more players, you will see u2019re see more modifications, so this take time will drop significantly and take almost half of the time listed.v[]Mod rerolls are available in the following areas: v[]List[] ExpeditionV[] DrakenFrost Map Drop 2 Reroll Material [VList]v[] *Ornhroat v[] DrakenFrost Map drops on the following amountV[]Floor 28-35 Drop 1 Drop Reroll Material on DrakenFrost ResortV[]Floor 35-59 Drop 1 Reroll Material on all maps, and 2 Reroll Material Ondraken Frost ResortV[]Floor 60+ Drop 2 Reroll Materials on all maps and 3 Reroll Materials at DrakenFrost Resort. VList VList [VList]r We've provided a way to blatantly farm them for defenders who might want to spend an easy time at Chaos VII. Or while your – rise is progressing even as you onslaught you, you can join this new material and be rewarded for tackling a harder challenge. This part of the update has many quality of life improvements that move quickly and into action from inventory. The changes are as follows: [VList]V[]auto-sort[V[] auto-sort now actually moves all items that previously only provided visual updates and sorts bags. VList [VList]V[]Arcane BarrierV[] No longer allows enemies to pass through it during explosions. VList VList [V[] ShardV[] Shard SortV[] Shard Sort Logic has been updated. The next priority is, and for the following types, the shards are sorted first by the defensive shield, then sorted between the two types of hero shardsV[] SortV[]Filter Byu2014 Tab, the rightmost tab in stock has a new icon for Mods. This filters your best mods first. This makes it easy and quick for long play sessions to see if there is a GLORIOUS 10V10– just sitting in your bag. VList Press [VList]V[] DU InspectionV[] Shift to see the best Mod quality of the item in the lower right. VList [VList]V[]General Changes[Vh1]v[]Neighborhood Targeting[Vb]v[]Thr This is a new way to interact with players. This allows you to target other players, target them and choose different things: invite them to parties, inspect their shops and inspect more interactions once the community is implemented. [img]https://steamcdn-a.akamaihd.net/steam_community/publicVimage/vclanV4639623V0998a4ad476d6f8021b32ba97ad4dc4dcdfcaacda0ac.png Before, 999 specific materials could be stored in each slot. Now you can save 9,999 in each slot!instead of all of the 2019s, the material balls now also include spots for primary and mod reroll materials. So many spaces for activities!v[]Social menu[Vb]v[]Snaud has been added to your abilities and next to the tower. This brings a bunch of quick features when interacting with others!v[] took additional passes to enemies stuck in enemy spawns, but also fixed a major problem where enemies went underground for a while and bypassed the blockade and later came out of the ground with their paths. We're going to stay vigilant on this, so please provide feedback on this if you see anything!v[] console voice chat[Vb]r We've now offered the option to allow you to disable voice chat in social hubs, console players will be delighted! And, greatly, we mean potentially terrible. It's usually terrible.v[]Victory chest[Vb]r Tired of waiting for your legendary loot to come out of its chest as you play with other defenders and get so much?Well, that wait has been greatly reduced. When you open your winning chest, all your loot comes to shoot all at once. When playing with three other defenders, it looks like a legendary shotgun explosion. v[]Oh, and before you forget, open your winning chest before you move – all items inside will be sent to your inventory. If the stock is full, go to the scavenger. Never miss victory chest loot again!v[]community[Vh1]r This is a feature that we – also want a lot of feedback on. ReleasingThe first is Steam, almost as a beta test of this feature. It – is a system that allows up to 30 people to enter structured groups and into five communities at once. These groups can talk to each other, invite them to groups, and get other information, regardless of where they use the chat system. We want to build further from this system, but – something you – will have to get your hands on and see. The v[] community is coming later in this patch after we brushed it up a bit more. v[]1 Balance change[Vh1]v[]a bead load[Vb]V[] TowerV[] ColossusV[] Health scaling has been increased to 600. Previously the 430 v[] skeletal oak[VList]V[] DU cost was lowered to 35, previously it was 40. VList VList [VList]v[b]ApprenticeV[] TowerV[] Arcane BarrierV[] No longer allows enemies to pass through it during explosions. VList VList [V[] ShardV[] Shard SortV[] Defense Power Scaling has been changed from (10 + 1 per level) to (9 + 1 per level). Max Guild is now 33%, and previously the 58% [VList]V[]driver add[Vb]V[] towerV[] world tree[V[] DU cost was previously 30%. VList VList [VList]v[b]LavamansarV[Vb]V[] TowersV[] Earth drakeV[] Defense Unit Cost has been reduced to 50 DU, previously 60 DU.v[] Defense Health Scaling has been changed from 100, previously 200. [VList]v[]Ebermount RiftV[] Adjusted the overlap to match that of similar towers (flame aura, weapon maker, etc.)VList[VList]V[] /b[V]r[VList] TowerV[] V[]peru2019s FangV[] V[]peru2019s Fang can be upgraded to bubble up to 5 enemies. VList VList [VList]v[b]SquireV[Vb]V[] TowersV[] Training DummyV[] DU Cost was reduced to 25, previously 30. VList VList Fixed an issue where the first bag in the [VList]v[h1]bug fix[Vh1]V[] inventory would not be visually loaded. *Dradu2019s Fixed an issue that caused angry Nimbus to target enemies in spawners. Fixed an issue with VFX when killing Betsy while she was breathing fire. If they were upgraded, Wave refunded level 1 tower mana. Fixed an issue where gamepad focus would move when purchasing the last item from the v[] shop. Fix statistical changes through various Ascension talents. Gunwitch, Huntress – Fixed an issue with v[] primary attack kills as well as favorable wind mods that prevented any kills.Fixed an issue where the Dark Arts Arcane Barrier would not display properly when using 4K settings. * Vanguard \u2019s collisions have been adjusted to match the shield. Adjusted the difficulty level of. v[] Forest Crossroads and Wyvernd for 5+ points. Fixed ui layer issues when buying or creating v[] heroes. Fixed an issue where the My Deck button would turn gray after removing the 019v[] hero. Fixed an issue with harpyu2019s flashing animations!v[]Eu2019s buffer chips working with other heroes. [VList]v[h1]Known issue[Vh1]V[] If the chat is gray, deleting your in will fix it and give it color. Just restart the game and the duration of the following elemental effects is not working at the correct length: hot springs, marstroms, water chips/servos, freezing rain, drenched strikes. [VList]v[h1] Next is – 2019s? [Vh1]Thereu2019s Many of us are experimenting with this update to make the future of Dungeon Defender II as great as possible. We welcome all the feedback you can provide to it, but of course make sure it is constructive – it – is the best way to ensure that we can make the best changes as fast as possible. Check out our social platform for the latest juicy beans to spill!v[]ur=https://twitter.com/trendyent]Twitter[ur]https://facebook.com/dungeon_defender/Vufefufef Facebook [V]ur=https://discord.me/d2]discord[Vur]ur=https://www.twitch.tv/trendyent]Twitch[Vur]ur]The A team can't wait to get hold of this content. Look forward to more information soon! v[]For Etheria!v[] Dungeon Defenders II 27_102_u2014 fevent_type:28:appid:23611 rime32_start_time:password_order:time32_end_time:comment_count:creator_steamid:7656119888873502276:last_update_steamid:0,event_notes:See Announcement:Defender II: Draken Frost is Alive Now!,Post:1544127426,Update time:1599764386&/a0&g;Vsteamdn-a.akamaihd.net/steam_community/publicVimage/vclanV4639623V4639623Vc5dccc7e7b62c8b9cfc2ed8b30.png[Vimg]]r Greeting Defender, v[] Thereu2019s Time to provide tons of new features and content on the horizon – mod improvements, elemental combos, blockade buffs, and more (even more we haven't talked about) are waiting in this update. Let's get into it!v[]AleC–Lawlatu2014 SirC–Community Exploration Leader[Vh1]v[]Whatu2019s Guys, you know what it does!v[]Wu2019e is working very hard to get you this update before the New Year and really put some serious time. While new content is coming (the new map seems great, – down a few pages below) – we've made a really big push to make a lot of systems feel a ton. Not long ago we improved mod drop and promised that we Phase II of this system and the mark will cover the changes coming down. Players want elemental combos to be great, so we went through Phase I and did more with future updates. There – there was a lot of feedback on how the blockade was viable and the boy said we had the heat with them. We're excited for you to get your hands on this update and polish things up a little before we just release it. There is a devstream of – [ur=https://www.twitch.tv/trendyent]tomorrow (December 7) 3:00 p.m. EST[Vur]. Don – miss it!v[]rSmooches, vLawlatu[] Mark – Telfon \u2014 Technical Design Elf [V]h1]v[]Hey Defender!v[]u2019s2019e was tentatively doing a ton of MOD-related work, but alas, I was threatened by Lawta to keep it all under wraps. Luckily, the season Tice finally gives, and I – have been given okay to give you some major bean spills on what I (and other trendy elves) have been up in our workshop. They said, – Santa Rota, all I want for Christmas is the perfect MOD.–Many of you felt it took too long to find those perfect Quaribans – mods. I knew I had to do something fast about it so I wouldn't find myself on the naughty list forever. I grabbed a bottle of Spike Eggnog, locked myself in the room and headed to the right for this problem once and for all. Thanks to the sheer amount of eggnog I drank, my memory becomes a little fuzzy afterwards, but a few days later IAnd Lawita told me that in our last fix, the rate of higher quality mods increased significantly. Apparently, I had more than twice the rate of perfect mods and had substantially increased the mo drop rate of quality 6 or more! Gone are the days when the ground was littered with only red mods like Rudolph's nose. You should be seeing far more green mods in the mix (Christmas Miracle) now!v[] Now I know what you're thinking – the increase in drop rates sounds finely dandy, but I have a problem. The problem is unlucky. It is a condition that – which – has had since birth and RNG has chosen me for my entire life. Even though you – you – have increased the drop rate, Mark, I still think I'll ever see a good one. \u2019s too unlucky!u201d Well, dear player, I have a revelation to make. I also suffer from this most heinous condition and I feel your pain. It feels worse than playing 50 hours and getting a lump of coal in your stockings that haven't seen the perfect mod yet! Well, don't be afraid! We have built a system that ensures that if you go for a long time without seeing one, you will get the perfect MOD. If you have a perfect MOD in about 10 hours of active gameplay, we guarantee that we will drop for you perfect! And do you want to know the secrets? Donu2019t tells Lawita what I told you or go back to the naughty list I go to. But this still meets the other big geeks on the peopleu2019s holiday wish list. Sure, it's great to see the perfect mod, but ultimately what you're looking for is the perfect MOD. There – something specific always in mind that you know, and – what you really want the chance you get (– look at you, perfect tenacity). – It is a big excitement to announce the introduction of new materials and announced mod rolling! Mod rerolling improves your chances of getting the specific quality mods you want in a more targeted way. Playing maps in our new area guarantees a drop of these amazing little guys and the possibilities they have are great. You – you can invest in your favorite mods!Every time you complete a map, you can ensure a risk-free chance and do better. This is a game changer. This reroll material makes it take to get the perfect mod you're looking for in a fraction of the time you need right now. This is big. v[]So SummaryV[]Perfect MOD drop rate more than doubled in the last fix. Drop rates for 6-9 MOD have also increased. v[] This update will

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[VList][vr[h1]]Zapper Boss's goal is to disable a large number of defenses at once. However, the damage caused the defense to die immediately, and in some cases, the core. With the following changes, zappers should be more in line with their impact on the battlefield. Very low value. \vr["] Health decreased slightly. \vr["] All defenses have a very large radius hit for the 45s. \vr["] size has been slightly reduced and we've updated our AI to more accurately target divine wind science and make kami wind science less fooled by heroes. [VList][vr[h1]]Split Viper Shard[vh1]] Split Viper Shard was turning sand vipers into a bit of a runaway monster. With this change, we wanted to keep the net DPS quite high to achieve the three goals, but with a slight defensive penalty we can get closer to the intended profit (it's still really good, but it's really good). \vr[ist][*] Split Viper Shard applies a small defensive power penalty that ends at -20% at the maximum level. Fixed an issue where the Defense Speed Statistics would be applied exactly as long as the [VList][vr[h1]] bug fix[vh1]\vr[ist][*] players were equipped with shards. Everyone now needs to look at the exact defense speed statistics. Fixed an issue where the \vr["] Earth's Shutter Tower could not hit small enemies. We gave it some new glasses and it now hits them properly. \vr["] You can now pick up golden ingots from forest biome maps in all game modes. The reconciliation buff is working again. \vr["] Kobold Flyers and EMP Kobold Flyers have death animations again. Now they need to crash to the ground and dissolve when killed, rather than disappearing instantly. Good for you. Bad for them.\vr["] If a player has more than 8 inventory bags, the price of the \vr["] max out bags\ bundle no longer looks negative. Players no longer have to enter the upgrade UI to unlock shards individually. [VList][vr[h1]]Known issues[vh1]\vr[List][*]]There is a problem with the end-of-match screen, and sometimes winning – will keep the player going. We want to look into it now and make a very correction昇天リセット週末event_type:28,appid:23611, rtime32_start_time server_password server_address 0:1492814951:rtime32_end_time comment_count:creator_steamid:creator_steamid:76561198873502276last_update_steamidevent_notesevent_notesAscension Reset Weekend!:1599764492:1599764492<a1>:[img]http://i.imgur.com/Vk2luz7.jpg[Vimg]\vr To celebrate the release of the spring forward update, we are removing the cost of Asensen and get turn* on your mind – while polishing new builds. This event will be held from now until Monday morning EDT. Enjoy!\vr*Trendy Entertainment is not responsible for any turnt-related injuries.\vr\vr,commentcount:27,tags:[auto_migrated,hide_library_overview,hide_library_detail],language:0,hidden:0,forum_topic_id:1636418037467044066,event_gid:28907042307764673645,voteupcount:0,votedowncount:0),published:1,hidden:0,rtime32_visibility_start:1492814951,rtime32_visibility_end:0,broadcaster_accountid:0,follower_count:0,ignore_count:0,forum_topic_id:1636418037467044066,rtime32_last_modified:1599764492,news_post_gid:0,rtime_mod_reviewed:0,featured_app_tagid:0,referenced_appids:[],votes_up:92,votes_down:16,comment_type:ForumTopic,gidfeature:1636418037459111350,gidfeature2:1636418037467044066,clan_steamid_original:103582791434161031)) data-appcapsulestore=[(appid:236110,capsule:https://cdn.cloudflare.com/steam/apps/236110/header.jpg?r=1594240299,main_capsule:https://cdn.cloudflare.com/steam/apps/236110/capsule_516x353.jpg?r=1594240299,iny_capsule:https://cdn.cloudflare.com/steam/apps/236110/capsule_sm_120.jpg?r=1594240299,capsule_link:\vrstore.steampowered.com/Vapp/236110/Dungeon_Defenders_II_1_\vr?sr=1_2108_9_2107,item_id:11127,icon_url:https://steamcdn-a.akamaihd.net/steamcommunity/2310V0ce07c2568978a01c8ae5f4d9402c3253963641.pgllibrary_asset\vr,cdn.cloudflare.com/steam/app/236110/library_600x900.jpg?r=15942429,tag [(Name:Aplu0 103rare cu turnuri, Tagid:1645),{Name:RPG cu acU021biune,Tagido,{Name:Casual Tagide,{Name:PvE Tag tag id, name tagid, name name, tagid: RPG name, name tagid, name tagid, (name tag: 17305), {name: personal izare persona tag id:14747}],{Name:RPG,Tagid,Name:PradoU0103,Tagid,{Name:4236},{Name:Stratheege,Tag Name\Name,Name, Bazid, name\Gratis! 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