



I'm not robot



**Continue**

## Geometry wars 3 dimensions evolved trophy guide

Just complete the main mode of the game. The difficulty slowly ramps up and you unlock drones and supers along the way. Although you can try 3\* stages at this point, it is highly recommended that you wait until you're near the end before doing so. The reason for this is that up to this point you must have 2 best items for your loadout maxed out: Attack Drone and Turret Super. Maxing out the Collect Drone would be a secondary priority for pacifist levels and Sweep The Drone grinding geoms later. Although you can work through such steps at your own pace and order, they are listed, no matter how effective you can address the rest of the trophies. Upgrade any Drone to its maximum level Kill 100 enemies with one Smart Bomb Beat Topaz boss Adventure Mode Score at least 1 million points at any level Adventure Mode Earn multiplier at least 1000 at any level Adventure Mode Kill every enemy type found in Adventure Mode at least once activate every Super State at least once the smartest way to deal with this platinum begins to grind the geomass at the earliest point you can so you can get rid of it by the time you've trimmed all the remaining misc trophies. Fear is not so this whole process can be broken and done overnight with the AFK method associated with the Collector. See the following trophy for more in-depth information on what you need to do. Again, although it is not necessary that you present the whole process at this point, it is highly recommended that you at least start and make a constant effort to make this trophy at any time you do not use the PS Vita system. You can and should divide this part between the following steps. You are also allowed to spend any and all the geoms you get along the way to improve whatever you want because the numbers are cumulative, so the expenses don't go against you. Since all this will be done in the AFK and effortlessly none included, the time taken in this step is not considered against platinum's total time, hedged the 18h mark. Beware, however, this TROPHY alone would be about 30h to be won by a grinding method designed for a special trophy. Upgrade 5 Drones to their maximum level Collect 1 million Geoms adventure, Ultimate or Hardcore In this step you should focus on getting all the easy misc trophies for the game, some of which could include progress against Geometry Warrior. This step will help you improve your skills in the last two stages of this guide. To learn more about the details of each, see the specific trophies. Earn 3 stars at any level Adventure mode kills every enemy type found in adventure mode at least once beat developer high score of 11,261,635 on peanut dreams adventure mode to beat developer high score of 4,769,150 on Gate Dash adventure mode beat developer high score 21,478,525 on Nufo Streams Adventure Mode Destroy 10,000 Rocket Enemies Total Complete Deadline Classic Without Losing Life Defeat Any Boss Adventure mode without using a Drone Super or Smart Bomb Score over 500,000 for twisted blister in Adventure mode without moving survive 30 seconds pacifism Classic without leaving through the gate to survive 60 seconds of deflector adventure mode without shooting and passing the score over 500,000 points wave which is nothing more than 2 million maze adventure mode without dying Beat Developer high score of 21,468,350 for pacifism Classic Spend 60 seconds outside the safety of king zone King Classic Destroy cleaner Now you need To complete 10 collaboration stages in the Multiplayer menu. With a real partner, they may not take you more than an hour to be fully finished, and while you can try solo it, it is highly recommended that you do not. Playing with someone who has no experience in this game at all is more recommended than soloing it. Check the respective trophies for a more detailed explanation. Beat Garnet boss In Co-op Mode Reach 3 Stars on all 10 levels of Co-op Mode Everything you did until this point was nothing but training at this point. Now you are going to transfer all the knowledge and skills that you have gathered so far to complete the most difficult and tax tasks of the game: 3\* all the remaining Stages of Adventure Mode and finally tackle Retro. Good luck, and may God bless your soul. After this step, if you completely finished the previous one, you should finally get your much deserved platinum trophy. Geometry Wars<sup>3</sup> Dimensions Platinum Trophy Earn 3 stars on all 50 levels of Adventure Mode Score over 10 million evolved Classic levels before losing life Welcome to Geometry Wars<sup>3</sup>: Dimensions Evolved. Evolved version is a free DLC/patch that adds 2 additional game modes, some extra enemies and a new Drone and a new Super. The game is a fast paced twin stick shooter where your goal is to survive for the longest possible time while solving the highest possible score. Each stage has the same leaderboards where you can compare your points with friends or around the world. The only way to die is through contact damage because nothing shoots back at you so your skill will be tested through dodging and killing enemies before they get too close. Enemies killed by bombs do not award any points, but still drop their geoms into your handy pickup truck. For this reason, you shouldn't use bombs offensively, but you can, however, use your bomb if you have a Magnet powerup active because it will make all the ball-generated geoms immediately directed toward you or if a lot of enemies spawn next to you to quickly increase your multiplier. Enemies killed by Supers DO award points, and that would be your main scoring tactic. Turret Super lasts about 4 seconds and should be used at the very end of each stage. The reason for this is that at that point you have the highest multiplier you can reach and it will give Super a lead for so many points that you could go from 1\* to 3\* stages only only This, Rainbow and Infected game types must be the highest proof of your power. While it is to maximize trophy leveling to 5 different Drones to the maximum, it is recommended that you keep all your geoms up to just Attack, Collect and Sweep Drones, as well as Homing and Turret Supers as soon as they are unlocked (you can smooth out everything else by making a geom grind, so don't worry). You can ignore all other unlocks because they are not nearly as useful as mentioned. Attack should be your main drone for the entire game, but collect to be used only during pacifist stages. Sweep is a drone requiring a geom grind mentioned in gatherer. Homing is the original and most useful Super until very late in the game when you unlock turret Super. When you unlock that there is no turning back because nothing is comparable to its power. Drones and Supers are unlocked by the progression of Adventure Mode. The former is locked behind the boss fights until it is locked behind the stars count. While you can play Hardcore or Ultimate (Evolved DLC new modes) to help unlocking Supers locked in a number of stars, it's a big waste of time because you might be spending that time on adventure mode instead of trying to get 3\* on the levels. When trying the 3\* level of Adventure Mode, be aware of how you are going to place your specials. You might consider using Ball/Super to trigger a Super State if you can't find yourself or, for example, rainbow game mode if you can't find painters blasting your block count. PlatinumGeometry Wars<sup>3</sup> Sizes Platinum Trophy 1.18% Ultra Rare SpecialistUpgrade any Drone at its maximum level of 23.47% Uncommon Maxing its first drone will unlock this trophy. For more information, see Maximum information. MaximizeUpgrade 5 Drones to a maximum level of 9.04% Very rare Maxing out of 5 drones out of 6 you are available to unlock and use will unlock this trophy. The most useful drones are Attack (the ones you'll use most of the time for extra firepower), Collect (for pacifist passes) and Sweep (for geom grind). Don't worry, because all the geoms that you spend leveling drones still count toward the 1 million grind to level up them fearlessly. There isn't a trophy associated with supers, but if you are wondering which ones are best to level up, it's Homing until you unlock the turret. When you're in a turret, you're never looking back again. Don't bother leveling any other Supers because they are totally unnecessary and disposable of. BoomKill 100 enemies with one Smart Bomb 39.12% Uncommon Simple as it says and you should get this through a normal game or trying retro. If you don't already have this trophy by the time you've finished all the others, you can easily get it to level 49 in Adventure Mode. Difficulty Specific Every stage of Adventure Mode can be 3\*ed even the boss struggles. You can check the requirements for a 3\* reward just before you start a mission and you'll get some 3\*ed, going to Devs trophies because they are actually higher than 3\* requirements. All these indicators become significantly easier as you unlock the turret drone because it can generate a lot of points really fast. It's always advisable to use that super at the very 10 last seconds of the game for maximum point efficiency. The balls don't create any points at all, but cause the geoms to get picked up. Feel free to use them when you have a Magnet Super State running like all the geoms of the blown up enemies will be brought to you by increasing your multiplier by a bunch. Keen AdventurerBeat Topaz boss Adventure mode 6.33% Very Rare Story This is the very ultimate boss of Adventure Mode, located at level 50. He doesn't differ too much from other bosses, has several stages and goes non-woven after you're enough injury to trigger the next stage. If you want, you

can use the video at the bottom for visual help. Recommended Load: Attack Drone and Turret Super. Stage 1 He moves slowly and each time spawns the same waves of enemies. Lower your health and farm enemies in the geoms, then kill him when there are 5 seconds left. Don't worry, your time resets every wave you beat. You should destroy the boss on this wave at the first rocket wave he spawns. You don't want him to spawn snakes, not green seekers, it's a pointless fight you don't want to go through. If you have an Attack Drone and camp at the block opening, it shouldn't cause too much question to you. This is where you are going to get most of your points. In each corner of the card, 4 spawning blocks appear. They work as follows: 4 Spawning lives: all spawners create blue looking enemies. 3 Spawners Live: All the remaining spawns are creating orange looking enemies 2 spawners alive: all the remaining spawners create green looking enemies. 1 Deathman Alive: The ultimate spawner will create pink, fast looking enemies, divided into 2 when destroyed. The main thing here is that you want to avoid the last 2 events at the entire price. While I recommend staying with 4 spawners alive for up to about 30 seconds, you can drop down to 3 spawn if you feel confident enough about handling orange looking enemies. They spawn in larger numbers, so give more geoms, but not so many points, it really is limited to personal choices here. All spawners have their own green circle inside them, it is representative of their health bar. Deplete everything, and he dies. What you really want to do here is leaving all spawn with as much life of health as possible so you can quickly kill them when you reach 30 seconds to focus on the boss itself. The boss is closing himself for a long time, while spawning waves of rockets takes place in four directions under the rules of positioning the red wall around the boss himself. Destroy the waves from the side and you should not have too many problems. At the end of this stage the boss, who will challenge it in a circle or pink, enemies of enemies Another wave of bouncing whiteish balls. The boss will not summon any other enemies after that, and you must have plenty of time left to kill him, even if you had your time killing all the enemies around him, which is recommended to do. Now the red walls will cover the edges of the map and the boss will begin to chase you, each wave more aggressively. The small walls around him are now broken and they are going to spin around themselves. Blue enemies spawn next to the edges of the map, you need to focus on killing them as soon as they spawn, because you don't want to have corners between them and the boss. Focus on keeping your distance and don't be afraid to use your own bombs or supers. The boss will become more aggressive in his chase and no more blue enemies will spawn in this wave. Instead, the yellow orbs spawn next to the edge or its location and cross the map vertically (if spawning at the top or bottom) or horizontally (if spawning on one side). It's very easy to die here to be as trigger happy as you think it is necessary. It's a home stretch, the wall around the boss will become overwhelming, and he will chase you even faster than before. The good thing is that he goes back to spawning enemies on the edges of the map, and they are not just blue this time, you should get some passive yellow and purple spiral enemies that may not create a threat as well as some of the pink passive blocks too with one or two waves of blue chasing enemies. While enemies shouldn't be your priority at this point, they shouldn't be put off either. If you are lucky enough to see that your drone is between you and the boss, don't hesitate in using Turret Super because it would spiral to destroy the boss if well placed and if not locked in the walls. With patience and a bit of luck, the boss should be killed soon and the trophy would be yours. Credits youtube father\_bloopy. MillionaireScore at least 1 million points at any level of Adventure Mode 70.28% Total Multi MillionaireScore at least 100 million points at any level of Adventure Mode 8.84% Very rare GeomasticJär multiplier at least 1000 at any level of Adventure Mode -27.53% Uncommon Unmissable This would be the first trophy you get in this game, if you aren't focusing 3\* early (you should get around stage 3 in Adventure Mode), just get enough geoms to the counter in the upper left corner reaching 1000x. Kill them in AllKill every enemy type found in Adventure Mode at least once every 16.51% Rare Story you are forced to kill every enemy the way you progress. You should get this trophy with stage 33 in adventure mode. Dying TimeBe killed by every enemy type found in Adventure Mode at least once 3.98% Ultra Rare Die in this game is pretty easy and constant. You're supposed to be killed by most enemies, if not all of them, by the time you've completed 3\* all the stages and beaten all developer scores. Below will be listed the hardest/less common enemies to die Location. The following small list is drawn up to save you time going through the entire list. In case you die for all of them, and still don't have a trophy (remember you need to finish the stage, lose or win to save your deaths), the full list is at the bottom. Enemies in bold are unlikely to kill you unless you upset, so they should be your priority by going to this trophy. Void + Blue Hurricane: Stage 3 (Twister Blister), one void should spawn if you have about 300k points. Run into it and waste your two remaining lives at the losing stage and keep your progress. Start over, shoot the force this time, but don't destroy it, let enough enemies run into it so that emptiness closes itself to spawning Blue Hurricane enemies. Let one of them kill you, fail the stage and keep your progress. You can press or to skip the animation and return immediately to the menu. Painter: Stage 14 (Cubist), they should start spawning as soon as you do. When your spawning shield ends, run into one of them to get to death and fail at the stage. You can press or to skip the animation and return immediately to the menu. Spawners: Stage 18 (spawn), two of them should spawn immediately after you run into them as soon as your shield is out. Rarier and more aggressive enemies that you might be dead but will be listed as a secondary priority if you have a GeomWars3 vet/pro/MLG: Boss (any): Stage 5 (Sapphire) Mine Placer, Yellow Circle, Purple Chest: Stage 24 (Nufo Flow), these are all enemies at this level. Mine placejers are the blue enemy that... Spot mine so you can use to blow up the rest of the enemies. Yellow circles slowly cross the screen and increase its speed with each wave. Purple Chest crosses the screen very quickly against the position you had when he created it. Its name is because of the ammount geoms you are given after its defeat. Red Gate and Golden Gate: Stage 12 (gate dash), make sure you hit the colored end as going through the white line between will make you kill them instead. List of remaining enemies: Blue Diamonds Purple spinning shuriken examines things Green witty things pink homing diamonds broken into smaller diamonds when hit. Smaller pink diamonds that have been created when pink homing diamonds are hit once. Pink square duos that sit around and move slowly snakes (red head [weakspot], blue body [non-woven]) Yellow + features, spin and move slowly (they go after geoms and eat them) Yellow discs (look like CDs and go through the level) Red disk (red version of yellow CD looking for things; but this one moves to your location when it spawns and drops a lot of geoms) [Purple Chest] Red and blue rockets (they'll move very quickly in a straight line, targeting you, and can only kill by avoiding them and shooting them back when they past you in Orange) Ultraviolet/purple bouncers Bacteria are looking for the enemy infected (those with yellow centers that geoms) Pond scum looking stuff (with infected mode enemies, who doesn't drop geoms but get in the way) Little orange triangles that attack huge swarms of red blocks (un-killable walls that appear in some levels) Colored mine that pop up formation and which gives you a super state if you destroy them all fast enough powered UpActivate every Super State at least once in a 18.20% Rare Story This trophy should unlock you by the time you reach Stage 16 (Pianola Roller) Unless you purposefully avoid activating super states (by shooting each block). Using the ball will activate the Super State in almost every situation and Super states are always announced when they spawn, so pay attention to it. Best FriendsBeat Garnet boss Co-op Mode 1.54% Ultra Rare Offline Co-Op Story Unmissable Stackable Garnet Boss is the 10th and final phase of the Coop campaign. Since you also need 3\* that stage BFF, see this trophy for more information. BFFAchieve 3 Stars on all 10 levels of Co-op Mode 1.34% Ultra Rare Offline Co-Op Difficulties Specifically for Vita version Geometry Wars 3, because there isn't a second controller, you split the screen and hand in two, one person controls using the Left Analog stick and DPAD, while the other will use the Right Analog stick and buttons. Claims 3\* level is not much difficult overall, but expect quite challenging stages 4 (King Maker) and 8 (Infect). The coop catch is that your multiplier is shared and at the same time is not. Each player has his/her own personal multiplier, which increases cooperation. For example, if player 1 is a 10x combo and player 2 is an 80x combo, any kill draw with any of the players will have its score multiplied by 90 (10+ 80). At the same time, anytime one of the players dies, they lose all their multiplier (the other player keeps his as long as he stays alive), so staying alive is the key all the time. While it is very likely to solo an entire collaboration campaign controlled by one character and idle the second, regardless of whether he dies or not (it's a good pacifier in some stages), it's highly recommended that you have another person being manning the second character. For comparison, I played with someone very mediocre that never played geometry war games and was able to complete all the collaboration for about an hour and a half without too many fights. GathererCollect 1 million Geoms Adventure, Ultimate or Hardcore 1.49% Ultra Rare Grind By the time you've completed all that you've had to do in Adventure Mode (and since Ultimate and Hardcore have been useless time invested, trophy wise), you should be about 20% done with this trophy if it does. Fear is not because you can, and you are advised to grind the remaining geoms using the alk method. There is a video PS4 version below to provide convenience, but all you have to do is start Stage 49 Adventure Mode with Sweep Drone and have something Down. This will automatically save after each run as well, but you should keep these small bursts to avoid burning the OLED/LCD screen for your vita. Video by StrickenBiged. Beat CraigBeat Developer's high score of 11,261,635 on Peanut Dreams Adventure Mode 5.17% Very Rare Difficulty Specific Peanut Dreams is the adventure mode of stage 11. This stage is in deadline mode, you have 2 minutes to reach the required record, which is very easy to reach until you never die. Consider using your ball when you get magnet super state and keep your super until the end. Since Super States are permanent and a lot, you have the right to change your drone to collect because it is unlikely that you will get exceeded at this stage. Use both your Supers at the end of the 15 seconds and 7 seconds mark and the result should come without problems. Beat ColBeat Developer's high score of 4,769,150 on the Gate Dash adventure mode to 4.05% Ultra Rare Difficulty Specific Gate Dash in the adventure mode 12 stage. This stage is in pacifist mode, the only way to score goes through gate after gate as fast as possible, healed with it in the title stage. This record is not a joke and you are looking for several runs until you can overcome it. The stage lasts one minute and you're looking for a perfect, flawless run with some luck involved in terms of gate spawns. If you have ever played and got enraged by death mode sound forms, Col hopes you'll have some nasty PTSD flashbacks of it. Beat PhilBeat Developer's high score of 21,478,525 on Nufo Streams Adventure Mode 2.84% Ultra Rare Difficulty Specific Nufo Flow is the adventure mode 24 stage. Game mode is pacifist and the only way to score is blowing up the mines placed in blue enemies. This stage does not bring a timer, but you only have one life to achieve the result. The key is using mine to blow up Purple chests that spawn off the map and rush you. Camp next to the mines and cause them as enemies come, rinse and repeat for as long as possible. As time passes, all enemies become faster, making it harder to survive, so do your best to never miss your goals. Rocket DestroyerDestroy 10,000 Rocket enemies total 10.15% Rare Unmissable Rockets are passive orange enemies in triangular form that go across the screen ignoring the player while killing him after contact when hit. Killing 10k of them would be natural, but you can grind Stage 49 if it happens that you don't have this trophy after finishing the rest of the Adventure Mode trophies. DeadliestComplete Term Classic without losing a life of 5.93% Very rarely you can find this mode in Single Player &gt; Classic Mode. It is the first option, a blue cube with a clock symbol on it. In the Deadline Classic, you have to try to get the highest possible score in 3 minutes. The catch here is that the more you kill, the harder the enemies start spawning. The trick to avoid death is to avoid Letting those harder enemies spawn, spawn, Something. If you follow this strategy, the screen would be full of pink gemstone cubes and purple spirals by the time you get at the end of the clock. By the time you have 30 seconds left, dodging everything should become hell so you can kill a couple of them to make your life easier. Remember, you have 3 bombs if you killed too much and things are getting out of control. BossmanDefeat any boss in Adventure Mode without using Drone Super or Smart Bomb 37.48% Uncommon This would be another of the very first trophies you achieved in this game, you could even get it without trying at the first boss stage 5 because you won't have any supers until then and usually there is no moment that requires that you get the ball either. If it happens that you don't have these trophies after getting 3\* on each stage of Adventure Mode, replay Stage 5 and stay away from the R and L buttons. RetroScore more than 10 million evolved Classic levels before losing a life of 1.82% Ultra Rare If this trophy list was like the Garden of Eden, this trophy alone would be the apple that ended up making Adam and Eve out of it, much like Challenge 6 VANQUISH. 10M is not an easy result, reaching it without death is no joke. You are allowed to die after you have achieved the required result. There is no time limit, the stage ends when all your 3 lives are at the end. You start with 3 balls and get an extra 100k and another at the 1.5M points mark (you get third at the 10M mark, but the ball is useless for this trophy for obvious reasons). Since the bombs do not give any points, just geoms, and kill all enemies on the screen, forcing more and harder enemies to spawn, you should try your best not to use one for the longest possible time. Don't be afraid to use one when pink chasing enemies spawn at 4 corners of the map, though, it's almost a guarantee of death. The Red Gate is your Lord and Savior here. Any kills from ricochet kills will net a 4X normal result. Any enemy blown up by proximity on the Red Gate crossed, also nets 4X normal amount points. Try always having red gate close to you so you can run through it when you get around and the enemies are too close. it's about when enemies spawn at 4 corners of the map right away and when they spawn around you. Voids are also very useful if you use them correctly. Trigger them and let them consume some enemies, then destroy it. You will get load points and large geoms to increase your multiplier. At some point, the voids will spawn at the corners of the card with pink and green chasing enemies, it is a chance to score great if well used. There is a nasty glitch in this trophy that could make your efforts be rubbish. If for some reason you get disconnected from the leaderboard, you may not be able to get a trophy even after the requirements have been met. For this reason, it is highly recommended that you try this trophy without inserting your vita into rest mode or from the PCA. Sharp ShooterScore over 500,000 for twisted blister adventure mode without moving 5.58% Very rare Twister Blister is in adventure mode stage 3. Game mode has evolved and you have 3 lives to complete the score requirement, so don't worry too much about dying. It requires you to beat at least the first star without moving your ship even once, but getting moved by the void is right until the left analog stick remains intact. You still have access to Drones, Supers and bombs to use them as you see fit. Using Turret Super is a no-brainer, but the drone you want to use is up to you. Collect can increase your multiplier, but leave you too exposed to enemies; The attack should keep you less exposed to enemies, but doesn't help you get the geoms; Sweep kills something that gets too close, and you'll get most of the geoms of those killed without trying, in the vicinity. It's up to you, play round with each of them and stick with the one you feel most comfortable with. SurvivalistSurvive 30 seconds pacifism Classic without going through the gate 8.86% Very rarely you can find this mode in Single Player &gt; Classic Mode. This is the fourth option, a purple cube with a symbol of peace on it. Just avoid all the red gates and blue enemies for 30 seconds, and the trophy should pop when you finally die. If you choose, you can try to beat Andy after you know that 30 seconds have passed as well. PeacekeeperSurvive 60 seconds deflector in adventure mode without shooting and passing level of 3.39% Ultra Retior Deflector is stage 45 Adventure Mode. The game mode has evolved and you only have one life to achieve the score needed and exit the level. There will be a lot of bouncing balls all over the place, so it is suggested that you play defensively and use sweep drone to kill whoever gets too close but is your tobuds regardless. It's suggested that you keep the countdown close to you so you can pass guns blazing after the initial minutes are gone. The result takes is 250k and you can use bombs and even supers to kill enemies while you wait for the original timer to run out. Even if you are allowed to shoot after a minute is gone, it is not advisable to try to stack this run with a 3\* run at this stage. StationaryScore over 500,000 points waves Classic without moving 5.17% very rarely you can find this mode in Single Player &gt; Classic mode. This is the fifth option, a red cube with 4 ^ symbols on it. This is one of the easiest Classic trophies. Don't use the left analog stick under any circumstances and shoot rocket enemies when they get close to you. Since you can't move, use drones, super or bombs, you need to make the geoms spawn as close to you as possible so that your ship's car magnet kicks in and draws them to you. Increasing your multiplier is as important as ever to be your main focus, some time, other enemies other than missiles will begin to begin closer to you. You must be 500k or very close to that by the time that green dodging seekers start spawning if you follow the tips above. Bullet ProofScore over 2 million maze adventure mode without dying 7.66% Very Rare Maze is in adventure mode stage 7. This is a checkpoint mode game where the screen is rectangular with 3 small walls to split the screen into 4 areas of W shape. 2M isn't actually much, it's a little over 2\* requirement. It's recommended that you stack it up by getting 3\*, but if you decide against it that you can always let the timer run out after you get the result you need. Remember that you have one ball and one super exercise here. It is highly recommended that the ball be used to kill twins pink blocks and use black hole super to kill one or two spells in quick succession, if well placed in the middle of the lower part of the card, as close as possible on both sides of the wall. Beat AndyBeat Developer's high score of 21,468,350 for the Pacifism Classic 4.02% Ultra Rare You can find this mode in Single Player &gt; Classic Mode. This is the fourth option, a purple cube with a symbol of peace on it. For the Pacifism Classic, you don't have any balls to use, nor are you allowed to shoot. The only enemies who spawn are red gates and blue looking enemies. Also, the only way to score is to go through the red gates, preferably, if there are as many blue seekers around you as possible, but it's fine to go through them if they are cluttering the screen and blocking you from moving freely. Remember to get all the geoms you can from the kills you make, and this trophy shouldn't cause too many problems for you. King KillerSpend 60 seconds outside the safety of King Zone King Classic 5.37% Very rarely you can find this mode in Single Player &gt; Classic Mode. It is the second option, the green cube with a crown symbol on it. King Classic is not much different from the King mode itself. Your goal is to spend 60 cumulative seconds of king security zones on one level. You can go inside them and shoot a couple of enemies if you feel that the screen is too crowded, just avoid staying too many inside areas as you don't want to make this trophy take longer than it is. Cleaning upDestroy cleaner 3.15% Ultra Rare You can find this mode in Single Player &gt; bonus levels. It is the third option, a bee cube with a character symbol on it called a list. It is unlocked after beating topaz boss in adventure mode and getting Keen Adventurer. It's basically a credits screen where the words people associated with the game spawn on the bottom and move up until they disappear unless they are completely destroyed in advance and you have a Super State running all the time. The description of the trophy refers to Mary Roddy, who was the actual cleaner/farmer in the company in charge of the game. After you completely destroy your name from credit and either die or complete Level, the trophy will pop. Below is an image reference to what you should be looking for. for what.

[normal\\_5faeec37a75a6.pdf](#) , [a clockwork orange quotes from book](#) , [normal\\_5f8b3f8f978b0.pdf](#) , [indiana plagiarism certification test answers](#) , [ad blocker apk 2019](#) , [55804049019.pdf](#) , [colt gun parts](#) , [old colony line mbta](#) , [average atomic mass worksheet answer key pdf](#) , [normal\\_5f8b3641c677e.pdf](#) , [general knowledge questions and answers for competitive exams pdf](#) , [normal\\_5f7ac9a18dfc.pdf](#) ,