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## Head soccer death mode tips

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Death Mode is the 7th game mode in Head Soccer. It was added to the 5.0 update. Head Soccer Wiki has a collection of images related to the death mode. Animation (edit | and edit source)
In death mode, there are animations before the game starts. There are two symbols standing next to the left side of the goal line, and two other characters appear and put them in cages, with Colombia watching them. The character you select makes your power shot, and Colombia will use it on you, making your own power shot in return. Your character will get the effect of the power shot of Colombia, and Colombia goes away. After that, the game begins and the stadium changes its appearance. There are also animations up to the 11th and 21st stages. In one before the 11th stage, you see your character defeat three random characters. When your character is about to open the cages, Denmark will appear and he shoots missiles at you with his rocket launcher. In the episode before the 21st stage, you see your character standing by the cages and opening them. However, Greece is behind the cage and uses it Sparta Shot against you. Description edit | Source
there are characters in the cages (one is usually the opposite sex of your character) and you have to play to release these characters from their cells. At each stage, there are some obstacles that every few seconds try to harm you: stun/damage/kill/electric/block/freeze/suck. If you lose your death mode, you can continue by paying 5,000 points or watching the video. You can watch the video to continue only 2 times. You can pay to continue 5 times. If you don't pay, your character will jump into the toilet pot, but his head will get stuck in it and then you will get some points as a reward. In the first 10 stages, each stage you have to face three characters; two normal and one boss at the end of each stage. In the next 10 stages, there are 3 normal characters and one boss, and in the last 10, there are 4 normal characters and one boss. Rivals, at least bosses, are always the same. In boss matches obstacles are more difficult (faster/more/does not affect the opponent badly). Playing | Just like in the Head Cup, you have to pay 5,000 points to play Death Mode, with the exception of Mon-K, for which the game mode is free to run. But unlike the Head Cup, you can give up or enter the title screen during the match and then play other game modes and continue later. You can also continue the game, in which you have already lost for 5000 points. Information table | Editing source
Serbia when it's in Episode 1, Ukraine in all the others. Episodes edit | In order to unlock Bulgaria, you must collect all the keys to all episodes in death mode. Episodes: You are a woman. The prisoners are men and bosses of both. You man. Prisoners are women of both. You man. The inmates are men on the left, women on the right. You man. The inmates are women on the left, men on the right. Right. | Editing Source
The reward you get after winning in death mode is 100,000 points. The reward after one match is the number of stages multiplied by 100. In the boss's matches, you will receive a double reward. For example, if you are in stage 18, you will get 1,800 points in the first three rounds, and 3600 points in the boss match. As mentioned, you have to pay 5000 points to start death mode if you play like Mon-K. Also, every time you lose a match in death mode and want to continue, you will have to spend 5000 points more. This means that for the first time you will have to pay 5000 points, and the third time you will have to pay 15,000 points to continue. You have five lives, after that it's finally game over. Unlocking characters (edit | editing source)
there are 6 characters that you can unlock by doing something in death mode. Tips and tricks (edit | source editing)
The best character to use in death mode is definitely France. If you use it in the right place, it will always score no matter what obstacle in that area. NSW and Ireland work well as well, because straight power shots usually won't go too high in the air, but won't hit the targets that are on the ground, but unlike most other direct power shots New York and Ireland are also good against the processors. The same is true of Thailand. His aerial shot may be less effective, but he has a good ground shot. This means you can choose if you are going to use a high or low power shot. Other effective characters are South Africa, India and Hong Kong. Mon-K's air shot is another one that will score most of the time in death mode. Tips and tricks regarding individual steps, take a look at the tips and tricks section on the page of this stage or take a look at our Mode of Death Guide. Step-by-step guide to edit | edit the source of Trivia edit | Edit the source
If you clear the death mode without losing a single match (or if you lose a match/match and continue to just watch the video), you will win exactly 325,500 points (or 330,500 points if you use Mon-K). This is the only mode of play with episodes before games and during games. This is the only game mode with obstacles in the stadium. Death Mode, Head Cup and Fight Mode are the only game modes that require points to play. Playing against Asura or Pluto in the Arcade is paid too. This is the only game mode where opponents are always the same (depending on the episode). If the boss of the scene is in one of the cages, Ukraine or Serbia will capture all his matches as a boss and possibly as a henchman on stage 24-30. Ukraine usually does, but Serbia will replace the first boss in order In Episode 1. Bulgaria, Finland, Honduras, Fiji, Madagascar, Norway, Mongolia, Philippines, Senegal, Bolivia, Silicon Valley, Box, Iceland, Panama, Peru, Vietnam, Iran, Costa Rica, Ghana, Henos, Venezuela, Boomtank and Algeria have not appeared in death mode since they were added to the updates that came after the death regime was added. PumpKill, Bulgaria, Finland, Finland, Panama and Iran
Unlock Requirements apply to the death regime. There are 120 rounds played in total when a player wins this mode of play. &l;font-weight=bold; The contents of the game mode community are available in accordance with CC-BY-SA, unless otherwise stated. This page should lead you to victory in death mode. Death Mode is the most challenging game mode of all, and at each stage there are different obstacles, hence there are many different tips to give. All kinds of useful tips and tricks can be found here: practice these tips to become an expert in the death mode! General 'edit | Source
Best Character to use in Death Mode
France. If you use his midfield, he will always score no matter what obstacle is in the box. NSW is working well as well, because straight power shots usually won't go too high in the air, but won't hit the objects that are on the ground, but unlike most other direct power shots. New York is also good against processors. The same is true of Thailand. His shot in the air may work less effectively, however, but he also has a ground shot. This means you can choose if you are going to use a high or low power shot. For the same reason Serbia can work well for you, which is better because it is necessary to unlock Bulgaria. Mon-K's air shot is another one that will score most of the time in death mode. It can even surpass The Forth in Stage 6 and The Grey Rockets in Stage 21, for example. If you use it on the opponent's side of the field. The Philippines also helps because when you use her shot air, it moves. Pause Glitch (edit | editing source)
on iOS/Windows devices, if you pause/leave the game just before your opponent can score a goal against you, you can avoid the goal! Later, when you continue the game, it starts at the beginning, but it starts right at the time you stopped (time is not reset, but all other things do). Both characters will also have their costumes back and they won't be damaged anymore. In addition, obstacles will start again. This at most stages is not really an advantage, but it can be good at the stage with landmines, for example. When there are a lot of them on the field, it can become more difficult to win this stage, but if you leave and come back, all the landmines will be on the sidelines and everything will start again. But the best part is that you can avoid conceding balls with this glitch! For another glitch, go to Stage 29 on this page. If interested in other glitches see this page
Stage 1 edit | Edit Source
Obstacle: 100 tons weight edit source | edit you can play with a character such as France here, while characters like Cyborg and Colombia are not very good because the ball is often blocked by 100 tons of weight and then it can end up in your own goal as well. You can see it when you play against Colombia, who is the boss of the scene. There are many that the ball hits in front of the Colombia goal, so be prepared to walk it as fast as you can! However, the zlt;font-weight=bold; With low power shots such as Italy and Cyborg can be really treacherous opponents at this stage. Remember to always stay on the ground when they have their power shots ready, because if you're hanging out somewhere in the air there's no way that you can stop them. Besides riding on weight in the air, you can get a big boost of height! This can be used to block aerial shots, such as in India. Stage 2 edit | Edit source
Hurdle: Big Drill Heads edit | Editing Source
Recommended to use France here, because his shot goes underground and spikes certainly won't be in the way of your power shot. The same applies to Mon-K's air shot and most shots when you use them close to the target, the most notable shots are like Brazil and straight line shots. Ground images such as India are almost useless at this stage, due to one splash appearing after another, blocking the shot. France are also your opponent in the boss round and you have to be ready when he uses his power shot. Make sure you are in front of your target in time to stop it! Stage 3 edit | edit source
Obstacle: Sawblade Wheels Anvil edit | Edit the source
You have to upgrade your jump until you can jump high enough to jump over the saws and a nice SS Rank suit that gives you a good amount of extra jump points to avoid the saws. The best character to use here is any character with a non-straight shot line like Chile or Brazil. France is also recommended. Characters with a very long power shot animation are useless at levels such as an anvil, perhaps already standing in the way of a force shot. Power shots that travel on the ground, like Nigeria, will have to deal with saws lying in the way and usually don't do it either. Characters like Romania, Colombia and Asura are worse because they start in front of their gates. Stage 4 edit | Source
Obstacle: Laser edit | Editing Source
It's quite difficult to avoid a laser, because of its fast speed and randomness, with an almost instant shot. France are still recommended for this, but all the power shots will work in this obstacle because there is nothing blocking the ball. Just dash away and make sure you're not under the laser when it stops! Also, your speed and dash stats are important because they are what you get from the laser quickly. Virtually every character can be used on this stage. Stage 5 edit | edit the source of Obstacle: Ground Electrocutio edit | Edit the source
It always warns before the electricity comes, so watch carefully when you see a circle appear at the place where you stand and time your jump. Addition, if you go to your opponent's target, you can avoid being electrocuted without jumping. You also want a highly upgraded jumping stat for this. Each shot can be used here, and most of them will even work better than usual because the processor can get electrocuted. When your opponent is under effect, you can also easily kick it away. Stage 6 edit | Edit the source
Obstacle: I Edit the source, you can use certain force shots even if the fort is in front of the enemy's gate. Even if they won't go, they can make your opponent disappear or knock him out, so once the fort is gone you can score. Watch out though, because if you do it wrong, it can bounce back to its own goal rather than. You can also get rid of your opponent with the costume you wear. While the fort is in front of the opponent's goal, try not to concede to yourself, because at this stage it is quite difficult to turn the game over. The best thing to do at this stage is to keep the ball with you and wait until the ford has disappeared into the ground and then shoot or use your shot power. What can work is to jump over your opponent, so you have the view eliminated it, wait until the fort is gone and then you can hit it! The best character to date to use in Stage 6 is France. It seems that his power shot is made to bypass this obstacle: if you use France's Underground shot around the midfield, the ball will come at goal, behind the fort Characters who do good at this stage as well as the U.S. if you use his shot right in front of the goal, Mon-K (his air shot only) Philippines (air shot again!) and Australia because he teleports the ball forward into the goal in his ground shot if you use it close to the fort. Maybe some other characters with power shots that make the ball start a bit in front of them to use well here. For maximum defense, you can let the fort close you inside your own goal and go out to clear the ball when the fort is down, going back to your goal just as the goal locks the goal again. Stage 7 edit | Source
Obstacle: Electric PlugEditing | Edit source
If not play against Georgia yet, just try to avoid the middle part of the scene. In the rounds with Georgia henchmen, there is only one fork and the effect is very short, so you don't even have to pay much attention to it at all. Just play your game at your best (because the fork is one of the stage obstacles that bother you the least), but you should definitely avoid the middle of the field while your opponent performs his shot power. Most power shots can work from this stage, so it's easy to score a goal if not distracted by a fork. But, in the boss stage, make sure to stay out of the way of each fork. Power shots are still applicable, but make sure to be careful. A good SS suit will be helpful to keep your opponents away from you like a Sawblade suit. Finally, be sure to watch out for a Georgia costume that can hit you from afar. Fortunately, the hat can be easily removed from one fork. Stage 8 edit | Source
Obstacle: Gun edited | edit the source
Remember that when the wheel is a gun he always strives for you. When he stops, he has set his direction and he will shoot the cannon ball a few minutes later. You can go to the enemy's side of the enemy After scoring a goal, so you create a chance that the cannon ball hits another player, not you after a fresh start. Good symbols to use will be France, Brazil, or any other air/underground shot, since cannonballs can waste ground shots such as Nigeria. Stage 9 edit | Source:
Meteoros Editing by | Edit the source
Make sure you have a good suit or at least high walking stats to quickly avoid falling avalanche rocks. Also, use air/underground power shots to effectively execute targets. If you use a ground shot like India, the little stones on the ground can waste a shot. Also, keep an eye on the boss of the round. Thailand will wear an Antennae suit and it will make it very fast and it charges its power shot much faster, so make sure to get rid of it. Stage 10 edit | Source:
Lightning Bolts Editing by | Editing Source
It doesn't exactly matter what the power of the shot is/ones it's activated, but make sure you keep moving. If you stop for a while, there is a higher chance of being hit by lightning. Always pay a little attention to where the circles appear, so you know which place you should avoid for a while. After scoring a goal before the new start there is a short period of time. At this time, you have to go to the side of your opponent's field. When a circle appears on the ground just before the start, lightning can hit your opponent immediately after the start, and this will create a chance of an open goal! If you go to an opponent every time a goal is scored, it will give you one or two free goals on average. A good, fast suit is also good for this stage. Stage 11 edit | Source:
Homing Rockets Editing | Edit source
France power shot very well at this stage, as the garbage can not interfere. If an air/land power shot is put, there is a chance that the debris blocks the power shot, ultimately put in as used to be a chance easy target. In other words, it will not succeed. It's best to use a power shot that contains a big ball here like Australia and Austria. The dashing ball to score basically won't work either at this stage, because of the debris constantly lying in the way. And be prepared for the boss's match with Denmark, because all the rockets crossing the screen and the huge amount of debris on the ground will make it a chaotic match and it can disrupt your gameplay. Stage 12 edit | Edit Source
Obstacle: Giant Magnet Edit source | Edit Try to stay away from the magnets and lure the enemy into them, for a chance for an open goal. Also, ground shots will do very well, since there are no obstacles on the ground. If you make air shots, it will sometimes bounce off magnets, but Thailand Ground Shot is also good here in matches with one magnet in the middle as the ball bounces off the magnet and then hits the crossbar. Also, don't worry about Croatia Air Shot, as it is most likely Goal. Most of the time he even scores his own goals because the shot almost always hits one of the magnets. The best tactic to use here is playing defensively. Stay close to your target or between two magnets and let your opponent come at you. Often it will get pulled up by a magnet and you can wait for the moment to score out of it! Stage 13 edit | Edit the source of Obstacles: Big Red Trident edit | In matches with mates, there is only one trident, so you have to be good if you avoid the middle. In the boss match, however, there are three of them, which makes it much harder to avoid and you also won't be able to score many goals. You have to pay attention more than usual to not concede in this boss round, because once you are behind only one or two goals, catching up will only succeed with great skill and - seemingly more importantly - good luck. Avoiding tridents is the key tip to succeed. So stay in a place on the field where none of the tridents go down, because once you get pierced by one of them, you are immobile for such a long period of time that your opponent is more likely to score before you finally go down. Especially since there's also going on a bug after you've got picked up by a trident. When you come down, you won't be able to dash and jump until the goal is scored or you have used your shot power, so make sure one of the two happens as soon as possible. Anyway this is another good reason not to get picked tridents. There's another bug at this stage that you can resolve with tips from this guide. Tridents are able not only to take players up, but also the ball. When this happens, there is only one way to release the ball from the trident: get yourself taken by the trident and activate the power of the shot. It will take some time before you use it: only when the trident is high in the air, you will use it. It probably spends your power shot, but it's the only way to get the ball back into the game. In addition, someone has to do it, and your opponent basically won't. If you don't want to waste time away when you are of course, then it's ok to leave the ball there. However, when the ball falls under the trident, it will not be taken away, instead the ball will almost always be launched in your direction, which can lead to goals! Watch out for it, kick or head the ball away before it trident can hit the ball or defend your goal and stay on the ground until it happens. The best character to use at this stage is France, because his shot can always bypass the tridents. The downside is that you have to use a shot of France in the middle of the field, in a position where the trident is, so always watch out for that. Remember that tridents, even their handles, stop the ball and most other Power. This means you don't have to use a power shot when one of the tridents is on the ground because it won't score, but instead can bounce into your target. Stage 14-edit | | Source:
Giant swinging axe (edit | source editing)
Make sure not to keep the ball in the air, or it will just stay there for the duration of the match. Make sure not to use air shots, either, or it is likely to be wasted. In the boss round, be especially careful. He'll stay for the rest of the match if he's axed. The power of Pluto's Shot has a lower chance of doing so, but you still have to be careful because when it comes to the end, the axis will make it more difficult for you to jump and block/resist it. Watch out from the beginning to concede a goal in the mission boss, since Pluto will always immediately go to the ball, and there are many that he heads it against the spit, and through the spit the ball lands in the goal. When that happens, you're already 1-0 behind while there's still 1:00 on the clock. To prevent this from happening, you must go ahead immediately. In this particular boss round it's very hard to come back from behind, so don't let that happen to you. It is also best to stay in the middle in this boss match to avoid being pushed off the screen. It's a mistake that can happen when you're close to one of the targets and the axe comes swinging in your direction, and when that happens, you won't come back and Pluto will probably score. In all this scene, the characters that work best are France when you use his shot around the middle line, and Mon-K provided that you use his aerial shot to the opponent's half field. Nigeria works well as well as the ball won't get caught on the axes normally, it's too low and too little. It's good to use a suit at this stage as well: It will probably make it easier for you to get rid of your opponent and score. A bubble suit is a good example of a hat that you can use. This suit captures your opponent's bubble and takes it in axes, so often you and the ball alone on the ground for a moment! A dragon costume, a wolf costume and a one-eyed drone mask will be a great choice as well. Stage 15 edit | Source
Hurdle: Ice Cannon edited | Source
Use the same tips and tricks as for stage 8. Stage 16 edit | Source
Obstacle: Slime Shooters (edited | edit source)
Is a difficult obstacle. Try to get them to hit your opponent, not you. But they will, unfortunately, beat you more often because they are always directed in your direction. You have to upgrade your jump to the max and suit that allows you to jump high to avoid the sticks, otherwise, try the slime trick by going erratically around them. Stage 17 edit | Edit source
Obstacle: Giant Spider edit | Edit the source
Every shot of power works here until it's high up in the air like Chile, India, Spain or Portugal. Of course you should avoid spider silk, is on the ground and if you let your opponent step into it, you will have a good chance to score. Very sometimes, spiders will come very low, something to keep in the back of your mind. Stage 18 edit | Source of Editing
Obstacle: Obstacle: Carnivorous plants | Edit the source
The most important tip for this stage: don't pass plants too often. If you do this, the plants won't eat you. In the first three stages of Mignon, you can also try to save in the middle of the field, however it doesn't work for the boss round. When you have lost your suit, after scoring a goal, walk to the factory next to your goal and let it eat you. After a new start, there is a chance that the ball will bounce off the bones thrown by the plant, and fall into the opponent's goal. Also, the plant will still chew then so you have more time to dash away. It's kind of risky, however, and you have to find out for yourself if it works for you. Maybe you want as few things on the ground as possible to avoid the ball being blocked. In this case, you should avoid plants at any time. China's second power shot (Shot Buddha) isn't working at all at this stage. This is because it will always shoot in the place where the plant is located. He tends to eat China before he can shoot the ball. The ball disappears and respawns in the center of the field, so for that reason don't use China here. Also, for many other characters applied that you don't have to use their power shots right where the plant can eat them. Stage 19 edit | Edit source
Obstacle: Landmines edit | Editing Source
It's not one of the hardest obstacles to avoid, but it can get tricky with more landmines on the field. Always make sure that during the match you do not step on them. Note that they don't usually explode after jumping on their top. If you stand on a mine that is upside down, or jump close to the mine that is on top of your target, nothing will happen. Landmines only explode if you touch the sides. The good thing, however, is that your opponent can step on them, too! You can also drive away landmines. Use the time between goal and kicking wisely, kicking mines from your half to the opponent, or, a little more risky, to get them to explode by touching their sides. So you can focus on the ball rather than worry about the mines. Although the Swiss shot in the air and counterattack are good here, it may not be a very good choice to use because when it activates its power button effect, the entire field plus landmines will be covered with snow. That means you can't see them anymore! Stage 20 edit | Edit source
Obstacle: Fire Geyser edited | Edit the source
Of course you have to avoid fire geysers, but they will also create chances for you as processors are not averse to walking in the fire. In matches against henchmen, you will start every start on the geyser fire. If you know that the geyser is activated soon and you are in that original it's better to go backwards rather than forward, reducing the likelihood that you'll get burned. Characters that have a high power shot like Chile or the United Kingdom can cause problems here because when they use them, you have to through the geyser area to block them. In the boss round you have to stay between the geyser close to your goal and one on the middle line most of the time, and get away from the fire geysers quickly after each start! Stage 21 edit | Source
Hurdle: Grey Rockets Edit | Edit the source
Even if the steel spear goes to your opponent's target, you can still score. There is a small gap between the crossbar and the spear. However, the ball does not fit between the small space between the ground and the spear. Also, when the spears appear, you have to make sure to be on them. Then (but it's hard) to get the ball under control, and walk the ball into the goal carefully - and keep it low - to score. When the spears are in the box, you don't have to worry for a while about conceding goals because the processors will be exceptionally able to score. Instead, focus entirely on scoring yourself. The Philippines also works well, with its air shot going right through the middle of the spear. Georgia works well here because its aerial shot will always go if you jump high in the air, even if a steel spear comes out of the enemy's gate. When you use a straight power shot with the maximum jump, it will probably go as well. France, of course, works very well here as well. Cyborg's first shot, on the other hand, doesn't work here at all. It starts in goal and when the spear comes out of it too, the ball will just stay there. If you use a small power shot like Nigeria, Switzerland's ground shot or a straight line power shot on the ground, the result depends on where you use it. If you use it below the spear that goes out of your goal, it can lead to your own goals or it won't score at all when you use it below the spear that goes out of your opponent's gate, it will almost score for sure, while the other player is unable to stop him! Stage 22 edit | Edit Source
Obstacle: Tornado Edit | Always avoid tornadoes and make sure the ball doesn't get caught by a tornado because a tornado can run it towards your target and the ball will be very difficult to control. Remember that in rounds against henchmen, there will be one tornado, and this tends to start on the middle line. To lock the ball when it gets launched towards your tornado goal, stay close in front of your goal. It is even better to head the ball away from the center of the field when the match starts. In the boss round, however, there will be two tornadoes and they usually start close to both targets, so you can avoid the sides of the screen and you can avoid them by staying in the middle. Also, don't use power shots containing a small ball when a tornado roams the field because it will waste your power shot. However, the more ball in your power shot, the less it depends on a tornado! At that point As the little balls dramatically change direction, the big footballs only fit a little on the way to the goal. However, ground images of Hong Kong and India be an exception to this rule, as they work great and go right through the tornado. There may be even more exceptions, but they are not yet known. Stage 23 edit | Source
Obstacle: Trapdoors (edited | edit source)
Listen to traps. They are a bit noisy, so you can hear when one of them opens and you just start jumping if you are close to the goal. Power shots that travel very high won't work here as the pipe will block them. Even the shots of power that go to land work here, like Italy and Nigeria, they won't fall into the hatches! Also, avoid manholes, especially when your opponent is firing a force shot! Stage 24 edit | Source
Hurdle: Black Hole 'edited | Editing Source
It's a good idea to activate your power shot when you and your opponent are drawn into a black hole. If you are able to pick up the ball, you can activate your shot power. He won't go, but he will hit your opponent (unless he contradicts him, which is always possible) and make him disappear. Then when the black hole disappears, you and the ball fall to the ground and you can score! Another good thing to do is by using a power shot that scores, even if you're high up in the center of the field like France, India, Hong Kong and Serbia aerial shots. However, the best character to use at this stage may be Luxembourg as the first two balls in his power shot are not dependent on black holes at all! Maybe the other characters with mthe-ball power shots will score like this as well. At this stage, costumes such as a dragon costume can be a great time comeo too! This particular suit will quite often burn your opponent down until you are both stuck in a black hole, and when the black hole has disappeared, you can score in an empty gate! This costume works best because of its good and relatively long effect, but of course it works the same way with some other costumes, the most remarkable wolf costume. Stage 25 edit | Source:
Wolves Editing by | Edit the source
Beware if the wolf/yes come at you and you are close to your own goal and you have the ball. You're not going to be able to jump over them. So don't let yourself get attached and jump over them when needed, but for that your jumping stats should be upgraded to the maximum. Also, use only power shots that go high because otherwise the wolf is likely to block them, and this can lead to their own Goals Stage 26 edit | Edit

Source Obstacle: Arrow Gun Edit | Edit the source Because there are arrows in the ground almost the entire match, ground shots usually don't work, so try to use power shots that travel higher in the air. They can be used as ramps, so be when Ecuador counterattacks because you will pass and he scores. When you play against Sweden and he uses his Viking Boat Shot, you have to jump because the arrows on the ground will block the ball when he is shot low. Stage 27 edit | Source Obstacle: Laser Cutters Edit | source editing It's not hard to avoid lasers, lasers, they are considered one of the easiest obstacles in all 5-round stages. Just avoid it until it stops firing lasers. It's a little more difficult in the last round. The movements of the lasers are a bit slow, but it takes a while before they finally stop. In this case, it is better not to lose patience. You can see when the laser is about to shoot; The top part lights up. Stage 28 edit | Edit source Obstacle: Giant Earthworms edit | Edit the Source It can be hard to avoid when the earthworm comes out of your side of the screen and dives into the ground in a curved arc. When you feel like a worm can hit you, walk backwards (to your goal) rather than forward. It's proven to work better. They can also come from the goal, but only in the boss round, so dash as far and fast as you can without losing control of the ball as you move towards the opponent's goal. Finally, they come from the ground. This is very difficult since it can separate and block you from the ball, block power shots or eat you. Stage 29 edit | Edit Source Obstacle: Accidental edit | Editing source Since all the obstacles are random here, you have to look at sections of other stages on this page to know what to do. Stage 1 to 28 obstacles can appear here. You can use the stage 29 glitch here. If you run into a serious obstacle, just get out of the game and come back and there will be another obstacle. Use this until you come across one that is easy for you. Stage 30 edit | Source: The Big Dragon edited | Edit the source you want almost maximum stats for your characters here. The dragon, unlike any previous obstacle, can attack you from anywhere on the screen. Make sure to dash away during his attack and not jump because of the low distance travelled when you jump. You can see when the dragon will use their lasers. Before he uses them, he will tilt his head towards you. If you want your opponent to get hit instead of you, walk to the opponent on the other side of the field and stay there until the dragon's head stays in place. Then, walk back to your half and watch as your opponent gets wiped out. To avoid his fists, quickly get away from them and stay in your goals or on the middle line, although the middle line only works in rounds against the minions. Remember that fists can block power shots and this will trigger your own targets. Surprisingly, Austria's ground shot and counter-attack work well here. The ball will always beat the cages, but it will just push them away and continue on his way. The great thing about this: when the power shot first hit another object, the opposing player can't resist it anymore! So: this is an automatic target! That's because the ball will always be on goal as well. Ok. Ok.

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