<?xml version="1.0"?>

<CurrentUser ID="1" />

<Warriors>

<Warrior ID="1" FirstName="NAME\_SHADOW" Voice="Male" Money="8293" Bonus="99" Strength="3" Stamina="3" Level="13" Experience="841" Power="5" PowerSyncTime="-1" Difficulty="50" LastLotteryEnterTime="0" LastLotteryPlayTime="0" LotteryDaysMax="6" LotteryDays="0" RateTime="0" Skeleton="Skeleton" Armor="ARMOR\_CHAIN" Helm="HELM\_VIKING" Weapon="WEAPON\_STEEL\_NUNCHAKU" Ranged="RANGED\_KUNAI" Magic="NoMagic" ShowUpgrades="1" ArenaRating="0" ArenaRank="0" Tutorial="END" Tactic="Player" CurrentZone="ZONE\_3" ServerUserID="6670574" AskedForDumps="1" IndexSlider="0" PaidBonus="0" PaidMoney="0" LotteryLevel="0" LotteryExperience="0" LastDailyTimeOffset="0" LastEnergyTimeOffset="0" LastDumpTime="539127141" LotteryPlayedToday="0" FightID="0" Language="eng" TrySocialLogin="1" DailyProgress="0" DailyPlayTime="0" PeriodicPlayTime="1400551844" GPlusAutoLogin="1" GPlusFiledLogins="0" FacebookLiked="0" FightIDS="ZONE\_2|BOSS\_HERMIT|6">

<Items>

<Item Name="Body" Equipped="0" Count="1" UpgradeLevel="0" DeliveryTime="0" AcquireType="Item" />

<Item Name="Head" Equipped="0" Count="1" UpgradeLevel="0" DeliveryTime="0" AcquireType="Item" />

<Item Name="Fists" Equipped="0" Count="1" UpgradeLevel="0" DeliveryTime="0" AcquireType="Item" />

<Item Name="NoRanged" Equipped="0" Count="1" UpgradeLevel="0" DeliveryTime="0" AcquireType="Item" />

<Item Name="NoMagic" Equipped="1" Count="1" UpgradeLevel="0" DeliveryTime="0" AcquireType="Item" />

<Item Name="WEAPON\_KNIVES" Equipped="0" Count="1" UpgradeLevel="100" DeliveryTime="-1" AcquireType="Item" />

<Item Name="ARMOR\_ROBE" Equipped="0" Count="1" UpgradeLevel="200" DeliveryTime="-1" AcquireType="Item" />

<Item Name="HELM\_LIGHT" Equipped="0" Count="1" UpgradeLevel="200" DeliveryTime="-1" AcquireType="Item" />

<Item Name="Energy\_Refill" Equipped="0" Count="0" UpgradeLevel="0" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="WEAPON\_SAI" Equipped="0" Count="1" UpgradeLevel="330" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="ARMOR\_OLD\_LEATHER" Equipped="0" Count="1" UpgradeLevel="330" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="HELM\_KENDO\_MASK" Equipped="0" Count="1" UpgradeLevel="330" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="WEAPON\_NUNCHAKU" Equipped="0" Count="1" UpgradeLevel="430" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="ARMOR\_KENDO" Equipped="0" Count="1" UpgradeLevel="430" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="HELM\_GABLED" Equipped="0" Count="1" UpgradeLevel="500" DeliveryTime="-1" AcquireType="Item" />

<Item Name="WEAPON\_NINJA\_SWORD" Equipped="0" Count="1" UpgradeLevel="540" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="HELM\_CLOSED" Equipped="0" Count="1" UpgradeLevel="630" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="ARMOR\_LEATHER" Equipped="0" Count="1" UpgradeLevel="620" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="drop\_name\_blueseal" Equipped="0" Count="1" UpgradeLevel="0" DeliveryTime="0" AcquireType="Item" />

<Item Name="WEAPON\_CRESCENT\_KNIVES" Equipped="0" Count="1" UpgradeLevel="730" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="ARMOR\_BARBARIAN" Equipped="0" Count="1" UpgradeLevel="710" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="HELM\_LOBSTER" Equipped="0" Count="1" UpgradeLevel="730" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="ARMOR\_CHAIN\_ROBE" Equipped="0" Count="1" UpgradeLevel="830" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="HELM\_BLOOD" Equipped="0" Count="1" UpgradeLevel="830" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="WEAPON\_STAFF" Equipped="0" Count="1" UpgradeLevel="930" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="WEAPON\_NAGINATA" Equipped="0" Count="1" UpgradeLevel="910" DeliveryTime="0" AcquireType="Upgrade" />

<Item Name="HELM\_SMART\_GABLED" Equipped="0" Count="1" UpgradeLevel="920" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="ARMOR\_RONIN" Equipped="0" Count="1" UpgradeLevel="900" DeliveryTime="-1" AcquireType="Item" />

<Item Name="RANGED\_SHURIKENS" Equipped="0" Count="1" UpgradeLevel="1020" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="HELM\_KABUTO" Equipped="0" Count="1" UpgradeLevel="1030" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="ARMOR\_SENSEI\_KENDO" Equipped="0" Count="1" UpgradeLevel="1030" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="WEAPON\_KERIS" Equipped="0" Count="1" UpgradeLevel="1020" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="WEAPON\_SWORDS" Equipped="0" Count="1" UpgradeLevel="1130" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="HELM\_HARDENED" Equipped="0" Count="1" UpgradeLevel="1120" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="ARMOR\_GUARD" Equipped="0" Count="1" UpgradeLevel="1110" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="HELM\_VIKING" Equipped="1" Count="1" UpgradeLevel="1230" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="RANGED\_KUNAI" Equipped="1" Count="1" UpgradeLevel="1220" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="WEAPON\_STEEL\_NUNCHAKU" Equipped="1" Count="1" UpgradeLevel="1230" DeliveryTime="-1" AcquireType="Upgrade" />

<Item Name="ARMOR\_CHAIN" Equipped="1" Count="1" UpgradeLevel="1200" DeliveryTime="0" AcquireType="Upgrade" />

<Item Name="drop\_name\_greenseal" Equipped="0" Count="1" UpgradeLevel="0" DeliveryTime="0" AcquireType="Item" />

</Items>

<Battles>

<Battle Name="ZONE\_1|BOSS\_LYNX|" Locked="0" />

<Battle Name="ZONE\_4|BOSS\_WASP\_LOCKED|" Locked="0" />

<Battle Name="ZONE\_5|BOSS\_HUNTRESS\_LOCKED|" Locked="0" />

<Battle Name="ZONE\_6|BOSS\_SAMURAI\_LOCKED|" Locked="0" />

<Battle Name="ZONE\_1|Tournament|" Locked="0" />

<Battle Name="ZONE\_1|Survival|" Locked="0" />

<Battle Name="ZONE\_1|Duel|" Locked="0" />

<Battle Name="ZONE\_2|BOSS\_HERMIT|" Locked="0" />

<Battle Name="ZONE\_2|Tournament|" Locked="0" />

<Battle Name="ZONE\_2|Duel|" Locked="0" />

<Battle Name="ZONE\_2|Survival|" Locked="0" />

<Battle Name="ZONE\_2|Challenge|" Locked="0" />

<Battle Name="ZONE\_3|BOSS\_BUTCHER|" Locked="0" />

<Battle Name="ZONE\_3|Tournament|" Locked="0" />

<Battle Name="ZONE\_3|Duel|" Locked="1" />

<Battle Name="ZONE\_3|Survival|" Locked="0" />

<Battle Name="ZONE\_3|Challenge|" Locked="1" />

</Battles>

<Sounds>

<Sound Value="1.0" Mute="0" />

<Music Value="1.0" Mute="0" />

</Sounds>

<SessionSettings>

<VideoAdCounterCurrent Value="1" />

<VideoAdTimer Value="1400549131" />

<VideoAdCounter Value="10" />

<AdvertRate Value="0" />

</SessionSettings>

<Fights>

<Fight ID="-1" IDS="ZONE\_1|Duel|1" CompletedCount="0" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400551844" RandomizeTimeLeft="1400551845" RandomGroupSeed="737642880" RandomRuleSeed="1885539968" />

<Fight ID="-1" IDS="ZONE\_2|Duel|1" CompletedCount="0" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400551844" RandomizeTimeLeft="1400551844" RandomGroupSeed="811370112" RandomRuleSeed="1021658368" />

<Fight ID="-1" IDS="ZONE\_3|Duel|1" CompletedCount="0" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400551844" RandomizeTimeLeft="1400551845" RandomGroupSeed="397078080" RandomRuleSeed="1257502080" />

<Fight ID="-1" IDS="ZONE\_4|Duel|1" CompletedCount="0" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400551844" RandomizeTimeLeft="1400551845" RandomGroupSeed="397078080" RandomRuleSeed="1257502080" />

<Fight ID="-1" IDS="ZONE\_5|Duel|1" CompletedCount="0" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400551844" RandomizeTimeLeft="1400551845" RandomGroupSeed="397078080" RandomRuleSeed="1257502080" />

<Fight ID="-1" IDS="Punchbag|Training|1" CompletedCount="0" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400554908" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="Punchbag|Bosses|1" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400098574" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|BOSS\_LYNX|1" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400098678" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|1" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400098845" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|2" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400099005" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|3" CompletedCount="1" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400099391" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|4" CompletedCount="1" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400099714" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|BOSS\_LYNX|2" CompletedCount="1" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400109706" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|5" CompletedCount="1" LossCount="3" StoryCount="0" CompletedTime="0" TimeLeft="1400109516" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Survival|1" CompletedCount="1" LossCount="22" StoryCount="0" CompletedTime="0" TimeLeft="1400292828" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|6" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400109839" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|BOSS\_LYNX|3" CompletedCount="1" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400113099" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|7" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400110219" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|8" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400110287" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|9" CompletedCount="1" LossCount="2" StoryCount="0" CompletedTime="0" TimeLeft="1400112672" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|10" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400113214" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Stranger|lvl4" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400112856" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|11" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400113322" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|12" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400113430" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|13" CompletedCount="1" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400118202" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|14" CompletedCount="1" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400120184" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|BOSS\_LYNX|4" CompletedCount="1" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400122036" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|15" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400120419" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|16" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400122225" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|BOSS\_LYNX|5" CompletedCount="1" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400300323" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|17" CompletedCount="1" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400122646" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|18" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400296038" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|19" CompletedCount="1" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400296349" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|20" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400296470" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|21" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400300255" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|22" CompletedCount="1" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400820320" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|BOSS\_LYNX|6" CompletedCount="1" LossCount="2" StoryCount="0" CompletedTime="0" TimeLeft="1400165129" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|23" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400820570" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_1|Tournament|24" CompletedCount="1" LossCount="2" StoryCount="0" CompletedTime="0" TimeLeft="1400164955" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Survival|1" CompletedCount="3" LossCount="37" StoryCount="0" CompletedTime="0" TimeLeft="1400537545" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|BOSS\_HERMIT|1" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400435344" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|1" CompletedCount="1" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400256160" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|2" CompletedCount="1" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400342952" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|3" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400435017" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|4" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400435146" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|5" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400435463" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|6" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400522094" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|1" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400253698" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|7" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400783825" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|8" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400784104" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|BOSS\_HERMIT|2" CompletedCount="1" LossCount="5" StoryCount="0" CompletedTime="0" TimeLeft="1400356268" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|9" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400356745" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Stranger|lvl9" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400356651" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|10" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400356877" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|11" CompletedCount="1" LossCount="2" StoryCount="0" CompletedTime="0" TimeLeft="1400450559" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|12" CompletedCount="1" LossCount="3" StoryCount="0" CompletedTime="0" TimeLeft="1400618506" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|2" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400253797" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|3" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400262010" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|4" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400268091" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|5" CompletedCount="1" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400268425" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|6" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400268661" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|7" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400268770" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|8" CompletedCount="1" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400618748" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|9" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400293298" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|13" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400288871" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|BOSS\_HERMIT|3" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400289162" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|10" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400293495" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|11" CompletedCount="1" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400293810" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|14" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400293986" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|12" CompletedCount="1" LossCount="16" StoryCount="0" CompletedTime="0" TimeLeft="1400343326" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|15" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400328582" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|13" CompletedCount="1" LossCount="5" StoryCount="0" CompletedTime="0" TimeLeft="1400355523" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|16" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400347403" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|BOSS\_HERMIT|4" CompletedCount="1" LossCount="3" StoryCount="0" CompletedTime="0" TimeLeft="1400350790" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|17" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400350394" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|14" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400355687" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|15" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400355879" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|16" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400355994" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|18" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400358039" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|17" CompletedCount="1" LossCount="6" StoryCount="0" CompletedTime="0" TimeLeft="1400415093" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|19" CompletedCount="1" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400374879" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|BOSS\_HERMIT|5" CompletedCount="1" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400423004" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|18" CompletedCount="1" LossCount="2" StoryCount="0" CompletedTime="0" TimeLeft="1400417173" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|20" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400417371" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|19" CompletedCount="1" LossCount="2" StoryCount="0" CompletedTime="0" TimeLeft="1400423307" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|21" CompletedCount="1" LossCount="2" StoryCount="0" CompletedTime="0" TimeLeft="1400422927" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|BOSS\_HERMIT|6" CompletedCount="1" LossCount="6" StoryCount="0" CompletedTime="0" TimeLeft="1400560209" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|20" CompletedCount="1" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400466795" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|21" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400467242" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|22" CompletedCount="1" LossCount="2" StoryCount="0" CompletedTime="0" TimeLeft="1400642155" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|22" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400470354" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|23" CompletedCount="1" LossCount="0" StoryCount="0" CompletedTime="0" TimeLeft="1400525115" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|23" CompletedCount="1" LossCount="1" StoryCount="0" CompletedTime="0" TimeLeft="1400525303" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Tournament|24" CompletedCount="1" LossCount="2" StoryCount="0" CompletedTime="0" TimeLeft="1400547967" RandomizeTimeLeft="0" />

<Fight ID="-1" IDS="ZONE\_2|Challenge|24" CompletedCount="0" LossCount="3" StoryCount="0" CompletedTime="0" TimeLeft="1400551868" RandomizeTimeLeft="0" />

</Fights>

<Quests>

<Quests>

<Quest Name="AttachScripts\_Zone1" FileName="assets/quests.xml" />

<Quest Name="UpgradesCleanup" FileName="assets/quests.xml" />

<Quest Name="SetTime0" FileName="assets/quests.xml" />

<Quest Name="lang\_SessionStartCheck" FileName="assets/quests.xml" />

<Quest Name="UpdateStart" FileName="assets/quests.xml" />

<Quest Name="FirstGuardBeaten" FileName="assets/quests.xml" />

<Quest Name="UpdateTo1'5'2'1Final" FileName="assets/quests.xml" />

<Quest Name="SetShareFlag" FileName="assets/quests.xml" />

<Quest Name="LevelUp" FileName="assets/quests.xml" />

<Quest Name="FirstTournamentWon" FileName="assets/quest\_extensions/zone\_1/story.xml" />

<Quest Name="DiscountRollFailure" FileName="assets/quest\_extensions/dynamic\_discounts.xml" />

<Quest Name="RatingOffer" FileName="assets/quests.xml" />

<Quest Name="ArmorAdvice" FileName="assets/quest\_extensions/zone\_1/story.xml" />

<Quest Name="ArmorRegister" FileName="assets/quests.xml" />

<Quest Name="HelmAdvice" FileName="assets/quest\_extensions/zone\_1/story.xml" />

<Quest Name="HelmRegister" FileName="assets/quests.xml" />

<Quest Name="EnergyTutor" FileName="assets/quests.xml" />

<Quest Name="TournamentAdvice" FileName="assets/quest\_extensions/zone\_1/story.xml" />

<Quest Name="SurvivalUnlock" FileName="assets/quest\_extensions/zone\_1/story.xml" />

<Quest Name="ShowNews" FileName="assets/quests.xml" />

<Quest Name="ShowUpgrades" FileName="assets/quests.xml" />

<Quest Name="ShowUpgradesSai" FileName="assets/quests.xml" />

<Quest Name="DuelUnlock" FileName="assets/quest\_extensions/zone\_1/story.xml" />

<Quest Name="FBFirstTimeOffer" FileName="assets/quests.xml" />

<Quest Name="DifficultyAlert" FileName="assets/quests.xml" />

<Quest Name="LaunchDuel" FileName="assets/quests.xml" />

<Quest Name="DuelEnterNoDescription" FileName="assets/quests.xml" />

<Quest Name="DuelRun" FileName="assets/quests.xml" />

<Quest Name="Zone1Stranger1Greetings" FileName="assets/quest\_extensions/zone\_1/story.xml" />

<Quest Name="Zone1Stranger1Challenge" FileName="assets/quest\_extensions/zone\_1/story.xml" />

<Quest Name="Zone1Stranger1Fight" FileName="assets/quest\_extensions/zone\_1/story.xml" />

<Quest Name="SendStrangerInfoAndFight" FileName="assets/quests.xml" />

<Quest Name="Zone1Stranger1Drop" FileName="assets/quest\_extensions/zone\_1/story.xml" />

<Quest Name="DiscountRollSuccessLvl5" FileName="assets/quest\_extensions/dynamic\_discounts.xml" />

<Quest Name="DiscountTick" FileName="assets/quest\_extensions/dynamic\_discounts.xml" />

<Quest Name="DiscountReact" FileName="assets/quest\_extensions/dynamic\_discounts.xml" />

<Quest Name="UpgradeDiscountRun" FileName="assets/quest\_extensions/dynamic\_discounts.xml" />

<Quest Name="HardDiscount1" FileName="assets/quest\_extensions/dynamic\_discounts.xml" />

<Quest Name="HardDiscount28" FileName="assets/quest\_extensions/dynamic\_discounts.xml" />

<Quest Name="SimpleDiscountWrapper" FileName="assets/quest\_extensions/dynamic\_discounts.xml" />

<Quest Name="RandomDiscount1Offer" FileName="assets/quest\_extensions/dynamic\_discounts.xml" />

<Quest Name="RandomDiscount1OnGameEnter" FileName="assets/quest\_extensions/dynamic\_discounts.xml" />

<Quest Name="RandomDiscount1Confirm" FileName="assets/quest\_extensions/dynamic\_discounts.xml" />

<Quest Name="RandomDiscount1OnPurchase" FileName="assets/quest\_extensions/dynamic\_discounts.xml" />

<Quest Name="SendDiscountInfo" FileName="assets/quest\_extensions/dynamic\_discounts.xml" />

<Quest Name="Delivery" FileName="assets/quests.xml" />

<Quest Name="NotificationGeneral" FileName="assets/quests.xml" />

<Quest Name="Last\_Lynx\_guard\_beaten" FileName="assets/quest\_extensions/zone\_1/story.xml" />

<Quest Name="Lynx\_won" FileName="assets/quest\_extensions/zone\_1/story.xml" />

<Quest Name="Lynx\_beaten" FileName="assets/quest\_extensions/zone\_1/story.xml" />

<Quest Name="PackDownloadShop" FileName="assets/quests.xml" />

<Quest Name="PackDownloadWrapper" FileName="assets/quests.xml" />

<Quest Name="zone2\_PackDownload" FileName="assets/quests.xml" />

<Quest Name="currency\_alert" FileName="assets/quests.xml" />

<Quest Name="RollMoPubAd" FileName="assets/quests.xml" />

<Quest Name="AttachScripts\_Zone2" FileName="assets/quests.xml" />

<Quest Name="ResetDownloadFlag" FileName="assets/quests.xml" />

<Quest Name="DiscountRollSuccess" FileName="assets/quest\_extensions/dynamic\_discounts.xml" />

<Quest Name="RangedAvailable" FileName="assets/quests.xml" />

<Quest Name="Zone2Guard1Greetings" FileName="assets/quest\_extensions/zone\_2/story.xml" />

<Quest Name="Zone2Guard1Defeated" FileName="assets/quest\_extensions/zone\_2/story.xml" />

<Quest Name="HardDiscount14" FileName="assets/quest\_extensions/dynamic\_discounts.xml" />

<Quest Name="HardDiscount29" FileName="assets/quest\_extensions/dynamic\_discounts.xml" />

<Quest Name="HardDiscount41" FileName="assets/quest\_extensions/dynamic\_discounts.xml" />

<Quest Name="Zone2ChallangeUnlock" FileName="assets/quest\_extensions/zone\_2/story.xml" />

<Quest Name="FindTopItems" FileName="assets/quests.xml" />

<Quest Name="ChallengeEnter" FileName="assets/quests.xml" />

<Quest Name="ChallengeRun" FileName="assets/quests.xml" />

<Quest Name="SecondDuelUnlock" FileName="assets/quest\_extensions/zone\_2/story.xml" />

<Quest Name="Zone2Stranger1Greetings" FileName="assets/quest\_extensions/zone\_2/story.xml" />

<Quest Name="Zone2Stranger1Challenge" FileName="assets/quest\_extensions/zone\_2/story.xml" />

<Quest Name="Zone2Stranger1Fight" FileName="assets/quest\_extensions/zone\_2/story.xml" />

<Quest Name="Zone2Stranger1Drop" FileName="assets/quest\_extensions/zone\_2/story.xml" />

<Quest Name="UpgradeDiscountWrapper" FileName="assets/quest\_extensions/dynamic\_discounts.xml" />

<Quest Name="DuelEnter" FileName="assets/quests.xml" />

<Quest Name="ChallengeDenied1" FileName="assets/quests.xml" />

<Quest Name="HardDiscount4" FileName="assets/quest\_extensions/dynamic\_discounts.xml" />

<Quest Name="HardDiscount42" FileName="assets/quest\_extensions/dynamic\_discounts.xml" />

<Quest Name="ChallengeDenied2" FileName="assets/quests.xml" />

<Quest Name="ChallengeDenied3" FileName="assets/quests.xml" />

<Quest Name="Zone2Guard5Greetings" FileName="assets/quest\_extensions/zone\_2/story.xml" />

<Quest Name="HardDiscount30" FileName="assets/quest\_extensions/dynamic\_discounts.xml" />

<Quest Name="Zone2Guard5Defeated" FileName="assets/quest\_extensions/zone\_2/story.xml" />

<Quest Name="HermitWon" FileName="assets/quest\_extensions/zone\_2/story.xml" />

<Quest Name="Hermit\_beaten" FileName="assets/quest\_extensions/zone\_2/story.xml" />

<Quest Name="zone3\_PackDownload" FileName="assets/quests.xml" />

<Quest Name="AttachScripts\_Zone3" FileName="assets/quests.xml" />

</Quests>

<Variables>

<Variable Name="TimeSet" Value="1" />

<Variable Name="LastRatingOfferTime" Value="0" />

<Variable Name="UpdateTo1'5'2'1Mark" Value="1" />

<Variable Name="langPrevious" Value="eng" />

<Variable Name="langCurrent" Value="eng" />

<Variable Name="ChallengeUnlockCount" Value="0" />

<Variable Name="DuelUnlockCount" Value="0" />

<Variable Name="StrangerTriggerLevel" Value="16" />

<Variable Name="ShareFlag" Value="0" />

<Variable Name="rnd100" Value="11" />

<Variable Name="ActiveDiscount" Value="0" />

<Variable Name="RatingTurnedOff" Value="1" />

<Variable Name="ArmorAdvice" Value="1" />

<Variable Name="ArmorRegister" Value="1" />

<Variable Name="HelmAdvice" Value="1" />

<Variable Name="HelmRegister" Value="1" />

<Variable Name="TournamentAdvice" Value="1" />

<Variable Name="EnergyTutor" Value="1" />

<Variable Name="SurvivalUnlock" Value="1" />

<Variable Name="ShowUpgrades" Value="1" />

<Variable Name="FacebookOffered" Value="1" />

<Variable Name="DifficultyAlert" Value="1" />

<Variable Name="CurrentDuel" Value="ZONE\_2|Duel|1" />

<Variable Name="DuelRunning" Value="0" />

<Variable Name="StrangerStore" Value="0" />

<Variable Name="StrangerDifficulty" Value="1.26895" />

<Variable Name="Zone1Stranger1Greetings" Value="1" />

<Variable Name="Zone1Stranger1OnShopLeave" Value="0" />

<Variable Name="Zone1Stranger1Challenge" Value="0" />

<Variable Name="Zone1Stranger1OnHold" Value="0" />

<Variable Name="StrangerResult" Value="1" />

<Variable Name="FightsRemained" Value="0" />

<Variable Name="BackupFight" Value="ZONE\_2|Challenge|19" />

<Variable Name="DiscountItem" Value="HELM\_VIKING" />

<Variable Name="DiscountValue" Value="45" />

<Variable Name="DiscountItemType" Value="Helm" />

<Variable Name="DiscountType" Value="Regular" />

<Variable Name="DiscountItemFinal" Value="HELM\_VIKING" />

<Variable Name="RandomDiscount1Offer" Value="2" />

<Variable Name="DiscountMoney" Value="7699" />

<Variable Name="DiscountBonus" Value="106" />

<Variable Name="DiscountResult" Value="1" />

<Variable Name="DiscountStore" Value="1" />

<Variable Name="Lynx\_won" Value="1" />

<Variable Name="ShopDownloadOffer" Value="0" />

<Variable Name="globZoneToCheck" Value="ZONE\_3" />

<Variable Name="Zone2CurrencyAlert" Value="1" />

<Variable Name="RangedAvailableTag" Value="1" />

<Variable Name="Zone2Guard1Greetings" Value="1" />

<Variable Name="CurrentChallenge" Value="ZONE\_2|Challenge|24" />

<Variable Name="ChallengeRunning" Value="0" />

<Variable Name="Zone2Stranger1Greetings" Value="1" />

<Variable Name="Zone2Stranger1OnShopLeave" Value="0" />

<Variable Name="Zone2Stranger1Challenge" Value="0" />

<Variable Name="Zone2Stranger1OnHold" Value="0" />

<Variable Name="DiscountableQuantity" Value="4" />

<Variable Name="DiscountItemNumber" Value="0" />

<Variable Name="Zone2Guard5Greetings" Value="1" />

<Variable Name="HermitWon" Value="1" />

<Variable Name="Zone3CurrencyAlert" Value="1" />

</Variables>

</Quests>

<Counters>

<Counter Name="FirstHits" CurrentValue="651" />

<Counter Name="HeadHitRound" CurrentValue="222" />

<Counter Name="PerfectRound" CurrentValue="13" />

<Counter Name="Unarmed" CurrentValue="6" />

<Counter Name="BodyguardsWin" CurrentValue="10" />

<Counter Name="HeadKick" CurrentValue="701" />

<Counter Name="Losses" CurrentValue="148" />

<Counter Name="StyleAggressive" CurrentValue="19" />

<Counter Name="BarelyAliveRounds" CurrentValue="45" />

<Counter Name="Combo3" CurrentValue="134" />

<Counter Name="Disarm" CurrentValue="21" />

<Counter Name="FastRounds" CurrentValue="9" />

<Counter Name="Survived3" CurrentValue="29" />

<Counter Name="Survived5" CurrentValue="19" />

<Counter Name="BlockedRound" CurrentValue="5" />

<Counter Name="TournamentsBeaten" CurrentValue="2" />

<Counter Name="BossWin" CurrentValue="2" />

<Counter Name="LongRounds" CurrentValue="2" />

<Counter Name="KickFights" CurrentValue="11" />

<Counter Name="Survival1" CurrentValue="1" />

<Counter Name="Survived15" CurrentValue="4" />

<Counter Name="Combo6" CurrentValue="12" />

<Counter Name="Survival2" CurrentValue="3" />

</Counters>

<Achievements>

<Achievement Name="achievement\_name\_perfect\_1" ObtainedReward="true" />

<Achievement Name="achievement\_name\_losses\_1" ObtainedReward="true" />

<Achievement Name="achievement\_name\_aggresive\_1" ObtainedReward="true" />

<Achievement Name="achievement\_name\_firsthits\_1" ObtainedReward="true" />

<Achievement Name="achievement\_name\_barelyalive\_1" ObtainedReward="true" />

<Achievement Name="achievement\_name\_headhitrounds\_1" ObtainedReward="true" />

<Achievement Name="achievement\_name\_maxcombo\_1" ObtainedReward="true" />

<Achievement Name="achievement\_name\_barelyalive\_2" ObtainedReward="true" />

<Achievement Name="achievement\_name\_disarm\_1" ObtainedReward="true" />

<Achievement Name="achievement\_name\_firsthits\_2" ObtainedReward="true" />

<Achievement Name="achievement\_name\_perfect\_2" ObtainedReward="true" />

<Achievement Name="achievement\_name\_fastrounds\_1" ObtainedReward="true" />

<Achievement Name="achievement\_name\_bodyguards\_1" ObtainedReward="true" />

<Achievement Name="achievement\_name\_headhitrounds\_2" ObtainedReward="true" />

<Achievement Name="achievement\_name\_tournaments\_1" ObtainedReward="true" />

<Achievement Name="achievement\_name\_bosses\_1" ObtainedReward="true" />

<Achievement Name="achievement\_name\_losses\_2" ObtainedReward="true" />

<Achievement Name="achievement\_name\_longrounds\_1" ObtainedReward="true" />

<Achievement Name="achievement\_name\_kickfights\_1" ObtainedReward="true" />

<Achievement Name="achievement\_name\_unarmed\_1" ObtainedReward="true" />

<Achievement Name="achievement\_name\_kickfights\_2" ObtainedReward="true" />

<Achievement Name="achievement\_name\_survivalmax\_1" ObtainedReward="true" />

<Achievement Name="achievement\_name\_maxcombo\_2" ObtainedReward="true" />

<Achievement Name="achievement\_name\_bodyguards\_2" ObtainedReward="true" />

<Achievement Name="achievement\_name\_firsthits\_3" ObtainedReward="true" />

<Achievement Name="achievement\_name\_survivalmax\_2" ObtainedReward="true" />

<Achievement Name="achievement\_name\_blockedrounds\_1" ObtainedReward="true" />

<Achievement Name="achievement\_name\_tournaments\_2" ObtainedReward="true" />

<Achievement Name="achievement\_name\_bosses\_2" ObtainedReward="true" />

</Achievements>

<Shop>

<Lock Name="ZONE\_2" />

<Lock Name="ZONE\_3" />

<Lock Name="ZONE\_3\_DONATE" />

</Shop>

<Perks>

<Perk Level="2" Name="PERK\_DOUBLE\_SWEEP" />

<Perk Level="3" Name="PERK\_TOUGH\_BODY" />

<Perk Level="4" Name="PERK\_HELM\_BREAKER" />

<Perk Level="5" Name="PERK\_DOUBLE\_JUMP\_KICK" />

<Perk Level="6" Name="PERK\_DESPERATE" />

<Perk Level="7" Name="PERK\_MASTER\_OF\_STYLE" />

<Perk Level="8" Name="PERK\_ELBOW\_STRIKE" />

<Perk Level="9" Name="PERK\_MIRROR" />

<Perk Level="10" Name="PERK\_GRAPPLER" />

<Perk Level="11" Name="PERK\_TWO\_FOOT\_JUMP\_KICK" />

<Perk Level="12" Name="PERK\_IRON\_HIDE" />

<Perk Level="13" Name="PERK\_FURIOUS" />

</Perks>

<RepostAchievements />

</Warrior>

</Warriors>

<Versions>

<Version Value="1.5.2" />

<DataVersion Value="1.5.2.1" />

</Versions>