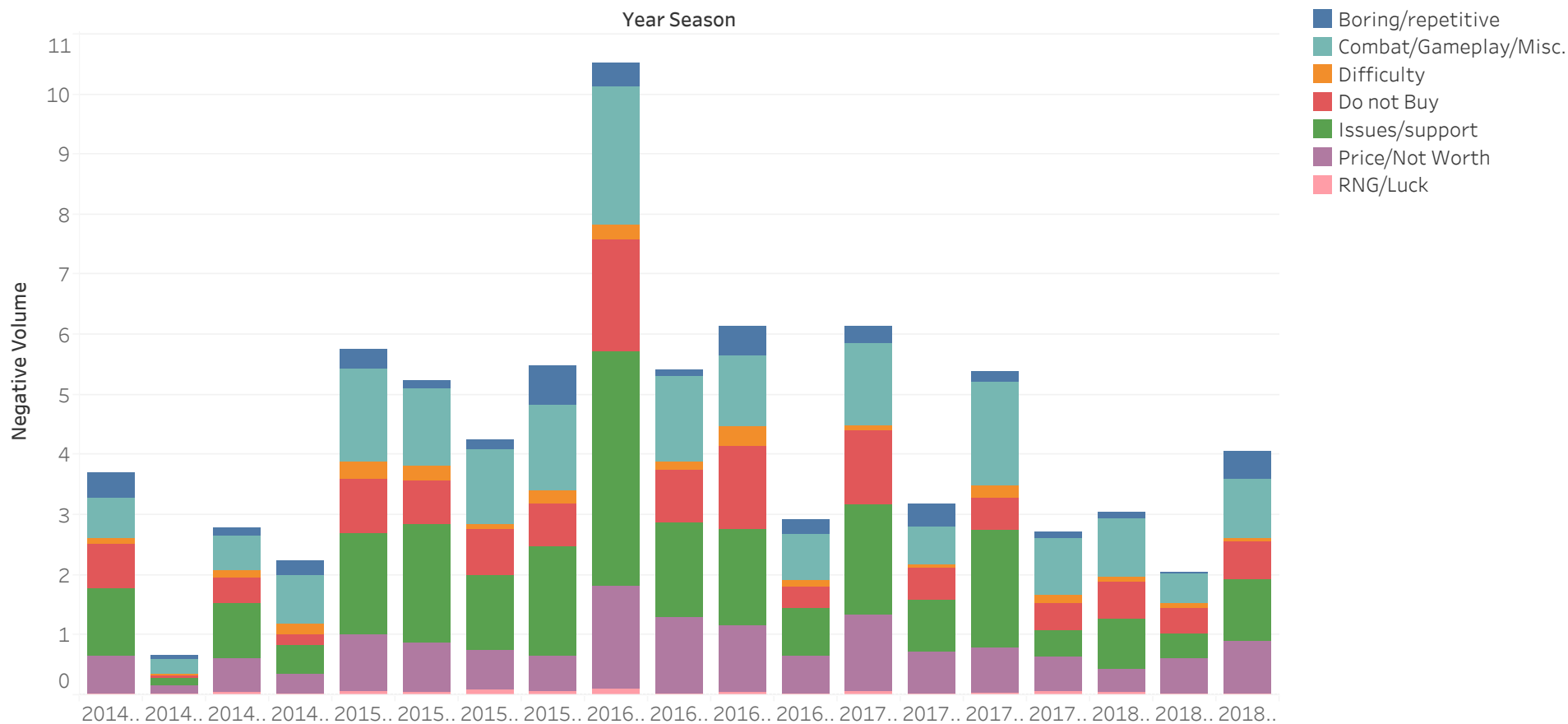
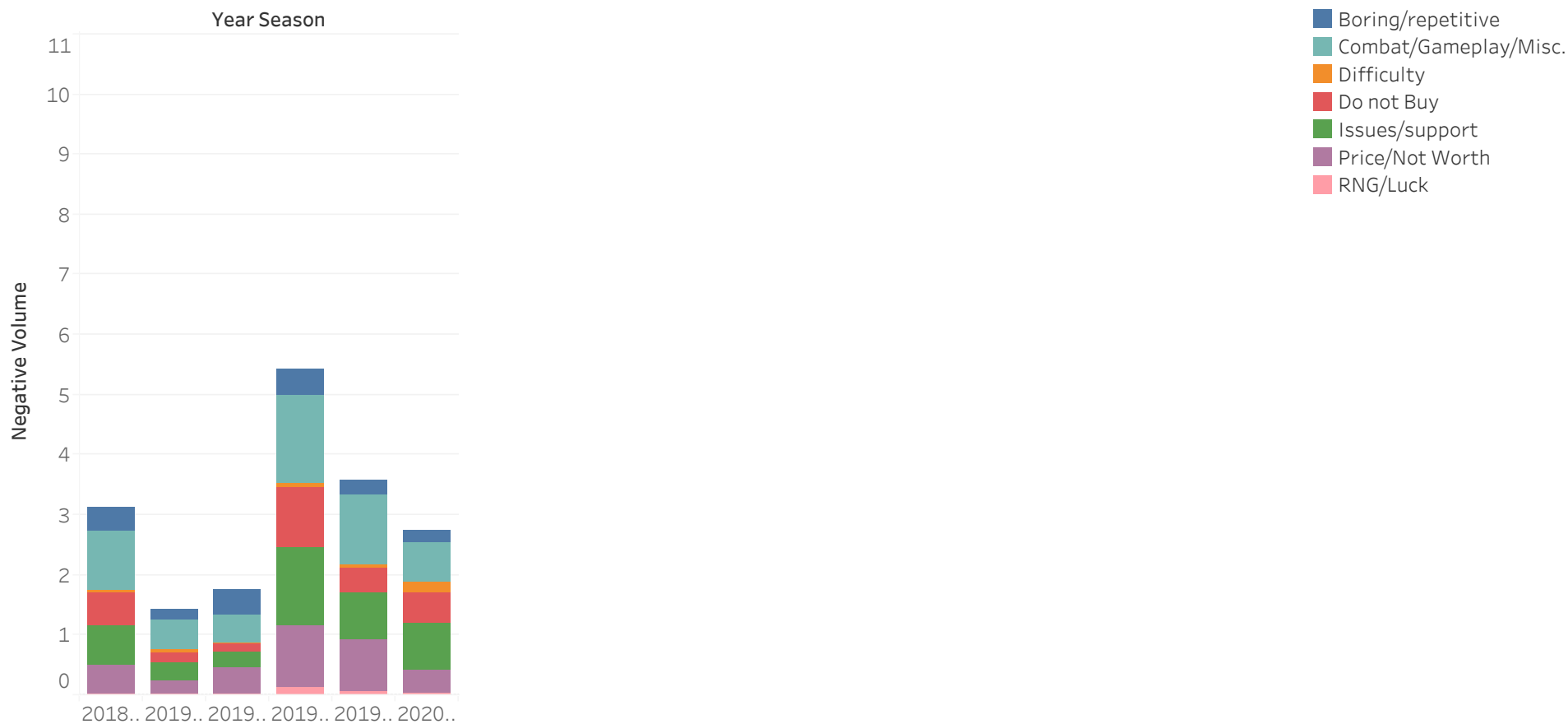


# Review Distribution Overtime



Boring/repetitive, Difficulty, Do not Buy, Combat/Gameplay/Misc., Issues/support, Price/Not Worth and RNG/Luck for each Year Season. Color shows details about Boring/repetitive, Difficulty, Do not Buy, Combat/Gameplay/Misc., Issues/support, Price/Not Worth and RNG/Luck. Details are shown for Boring/repetitive, Difficulty, Do not Buy, Combat/Gameplay/Misc., Issues/support, Price/Not Worth and RNG/Luck.

# Review Distribution Overtime



Boring/repetitive, Difficulty, Do not Buy, Combat/Gameplay/Misc., Issues/support, Price/Not Worth and RNG/Luck for each Year Season. Color shows details about Boring/repetitive, Difficulty, Do not Buy, Combat/Gameplay/Misc., Issues/support, Price/Not Worth and RNG/Luck. Details are shown for Boring/repetitive, Difficulty, Do not Buy, Combat/Gameplay/Misc., Issues/support, Price/Not Worth and RNG/Luck.