Monty Hall problem explained

<https://www.bing.com/search?q=monty+hall+problem+explained&form=ML2UYA&OCID=ML2UYA&PUBL=RewardsDO&CREA=ML2UYA&rnoreward=1>

neuralnet

Gaming with Raven

Strength

Toughness – durability of muscle, bone and sinews

Speed

Intelligence

Perception

Medieval Inquisition - 1184–1230s

WacDougle’s

Time Difference – 12 hours ahead –

GameInsight.com

|  |
| --- |
| https://www.oldest.org/culture/spoken-languages/ |

C:\Users\Burgess\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\0LM9LILP\MC900065312[1].wmf

Welp

Celebrities

* Dr. Philip Everworth – CEO of Quantum Entertainment
* Bob – Host of YouTube channel Quantum Everything
* Nobel Prize winning Dr. Albert Swizer - when she created pseudo matter for the first time

===+

Stats - Raven Solarsmith

**Level:** E-Rank 5

**Raw Essence:** 0

**Refined Essence:**

**Physical Stats**

**Strength:** 8 -> 17

**Agility:** 8 -> 17

**Dexterity:** 21

**Stamina:** 7 -> 16

**Vitality:** 7 -> 21

**Mental Stats**

**Mind:** 26

**Willpower:** 28

**Perception:** 29

**Spiritual Stats**

**Spirit:** 32

**HP (hit points):** 2100 of 2100

**MP (magic points):** 2600 of 2600

**SP (spirit points):** 3200 of 3200

**Spells**

* Fire Shot
* Rock Launch
* Compress
* Bubble wall
* Trip lattice

Titles

* Giant Killer – Weak willed enemies will be 10% less likely to target you. Their attacks will be 10% weaker than normal

Kitchener, Ontario, Earth – Solarsmith Family

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  |  |  |
| Great grandfather (Gigi) - Joseph | 102 | Born: June 7, 2 BC |  |  |
| Grandmother (Grammy) - |  |  |  |  |
| Grandfather (Grampy) - |  |  |  |  |
| Mother - Iris |  |  |  |  |
| Father - Ken |  |  |  |  |
| Sister - Emily | 18 |  |  |  |
| Brother Raven - Luke | 16 |  |  |  |
| Sister - | 14 |  |  |  |
| Brother - | 11 |  |  |  |
| Brother - | 9 |  |  |  |
| Sister - Rainbow | 6 |  |  |  |

Other people

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Mr. Ilgard | Math teacher |  |  |  |

Irish Potato Famine (1845 – 1952). In 1849, family moved to Ontario.

Team (Wisdom Seekers)

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 1 | Great grandfather (Gigi) - Joseph |  |  |  |  |
| 2 | Grandmother (Grammy) - |  |  |  |  |
| 3 | Grandfather (Grampy) - |  |  |  |  |
| 4 | Mother - Iris |  |  |  |  |
| 5 | Father - Ken |  |  |  |  |
| 6 | Sister - Emily |  |  |  |  |
| 7 | Harold Bilbanks |  |  |  |  |

Team (Deep Divers)

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 1 | Raven Solarsmith |  |  | No Pain, No Gain | Gaming channel: Gaming with Raven |
| 2 | Eric the Red (M) (Brad) | Barbarian +1 Strength/level  +1 Vitality/level |  | No Pain, No Gain | Black football player |
| 3 | Artemis One-Shot  (F - Simone) | Ranger  +1 Strength/level  +1 Perception/level | Bow | Easy | Indian |
| 4 | Evelyn Graywaters (M) (Peter) | Cleric  +1 Mind/level  +1 Willpower/level | Light Bolts | Medium | Watches Nosy Neighbors (Sitcom) |
| 5 | Annie Von Agate |  |  |  | Dual whips |
| 6 | Linda |  |  |  | Gun |
|  |  |  |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Harold  Barry  Pamela - Viking Lily |  |  |  |  |
| Marauders | 1. Judge Dredd (Hunter) 2. Killagin Killmore - Assassin 3. Pummeler 4. Prenses Merida - Archer 5. Baphomet |  |  |  |  |

Country of Agatha - Terra Plana

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Royal Wizard Baldric | Rank ??? |  |  |  |
| King Legared |  |  |  |  |
| Queen Anarath |  |  |  |  |
| Annie Von Agate | D-Rank 1 |  |  |  |
| Linda | D-Rank 1 |  |  |  |
|  |  |  |  |  |

Country of Borostein - Terra Plana

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Royal Wizard Taranis Luftwing | Rank ??? | Title: Eminence | Professor at the Royal Academy of Wizardry in Borostein |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

Newbie City - Avaria Continent

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Guild Hall | Taranis Luftwing | Guild trainer |  |  |
|  | Leah | Guild Clerk |  |  |
|  |  |  |  |  |
| Rusty Bucket |  | Tavern | 85 silver/night |  |
| Millie Mollie Pub and Inn |  |  |  |  |
| Wayfarer’s way | River going to the city |  |  |  |
|  |  |  |  |  |
| Captain Haddock | Captain of the galleon the Sturgeon |  |  |  |

~ Hiatum (Chasm - Latin) City – Coolamon Dukedom – Avaria Continent (Billbanks Palace)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Wallace (Wally) Billbanks | Duke |  |  |  |
| **Brimley** Billbanks | Duchess |  |  |  |
| Aspen Billbanks | 1-year-old girl? | July 27 |  |  |
| Brenda | Mother |  |  |  |
| Harold | Aspen’s Uncle | 20 years old |  |  |
|  |  |  |  |  |
| Derrick | Guard Captain |  |  |  |
| Escher | Maid |  |  |  |
|  | | | | |
| The Sleepy Pub and Inn |  |  |  |  |
|  |  |  |  |  |

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|  |  |  |  |  |  |

20

20

20

40

50

140

200

Spells

|  |  |
| --- | --- |
| Fire bullet | Fire, Compress, Launch |
| Launch stone/pellet | Launch |
| Bubble wall |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

Runes

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Fire | Water | Sticky | Vibration |  | Trip fence |
|  | Launch | Soap | Oily | Amplitude |  | Bubble barrier |
|  | Compress |  | Slippery | Frequency |  | Sticky barrier |
|  | Silence |  |  | Phase |  | Pellet gun (Launch, wind) |
|  | Bubble |  |  |  |  |  |
|  | Wind |  |  |  |  |  |
|  | Sharp |  |  |  |  |  |
|  | Hover |  |  |  |  |  |
|  | Spin |  |  |  |  |  |
|  |  |  |  |  |  |  |

Ranking

To rank up, you need 10 monsters of the level you are aiming for.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| F-Rank | Needs 10 times more Essence than what a monster of equal rank gives | | | | | | | | | |
| Level | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| EP cost | 10 | 10 | 20 | 30 | 50 | 80 | 130 | 210 | 340 | 550 |
|  |  |  |  |  |  |  |  |  |  |  |
| Attribute Level | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Attribute Cost | 2 | 2 | 4 | 6 | 10 | 16 | 26 | 42 | 68 | 110 |
|  |  |  |  |  |  |  |  |  |  |  |
| Monster Essence | 1 | 1 | 2 | 3 | 5 | 8 | 13 | 21 | 34 | 55 |

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| E-Rank | Needs 10 times more Essence than what a monster of equal rank gives | | | | | | | | | |
| Level | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| EP cost |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
| Attribute Level |  |  |  |  |  |  |  |  |  |  |
| Attribute Cost |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
| Monster Essence |  |  |  |  |  |  |  |  |  |  |

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| F-Rank | Needs 10 times more Essence than what a monster of equal rank gives | | | | | | | | | |
| Level | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| EP cost | 100 | 200 | 300 | 400 | 500 | 600 | 700 | 800 | 900 | 1,000 |
|  |  |  |  |  |  |  |  |  |  |  |
| Attribute Level | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Attribute Cost | 20 | 40 | 60 | 80 | 100 | 120 | 140 | 160 | 180 | 200 |
|  |  |  |  |  |  |  |  |  |  |  |
| Monster Essence | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 |

Rank Up F-E: Vitality + 10, Mind + 5, Willpower + 5, Spirit + 5, Perception + 5

Rank Up bonus +10 stat points

Need 20 monsters per rank

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **E-Rank** | Needs 50 times more Essence than what a monster of equal rank gives | | | | | | | | | |
| **Rank** | E-1 | E-2 | E-3 | E-4 | E-5 | E-6 | E-7 | E-8 | E-9 | E-10 |
| **Level** | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| **EP cost** | 5,000 | 10,000 | 15,000 | 20,000 | 25,000 | 30,000 | 35,000 | 40,000 | 45,000 | 50,000 |
|  | | | | | | | | | | |
| **Attribute Level** | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| **Attribute Cost** | 1000 | 2000 | 3000 | 4000 | 5000 | 6000 | 7000 | 8000 | 900 | 10000 |
|  | | | | | | | | | | |
| **Monster Essence** | 100 | 200 | 300 | 400 | 500 | 600 | 700 | 800 | 900 | 1,000 |

Rank Up bonus +20 stat points

Need 50 monsters per rank

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| D-Rank | Needs 100 times more Essence than what a monster of equal rank gives | | | | | | | | | |
| Level | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| EP cost | 10,000 | 20,000 | 30,000 | 40,000 | 50,000 | 60,000 | 70,000 | 80,000 | 90,000 | 100,000 |
|  |  |  |  |  |  |  |  |  |  |  |
| Attribute Level | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| Attribute Cost | 400 | 800 | 1200 | 1600 | 2000 | 2400 | 2800 | 3200 | 3600 | 4000 |
|  |  |  |  |  |  |  |  |  |  |  |
| Monster Essence | 100 | 200 | 300 | 400 | 500 | 600 | 700 | 800 | 900 | 1,000 |

Need 100 monsters per rank

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| C-Rank | Needs 500 times more Essence than what a monster of equal rank gives | | | | | | | | | |
| Level | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| EP cost |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
| Attribute Level | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| Attribute Cost |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
| Monster Essence | 1,000 | 2,000 | 3,000 | 4,000 | 5,000 | 6,000 | 7,000 | 8,000 | 9,000 | 10,000 |

Need 200 monsters per rank

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| B-Rank | Needs 1000 times more Essence than what a monster of equal rank gives | | | | | | | | | |
| Level | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
| EP cost |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
| Attribute Level | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
| Attribute Cost |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
| Monster Essence | 10,000 | 20,000 | 30,000 | 40,000 | 50,000 | 60,000 | 70,000 | 80,000 | 90,000 | 100,000 |