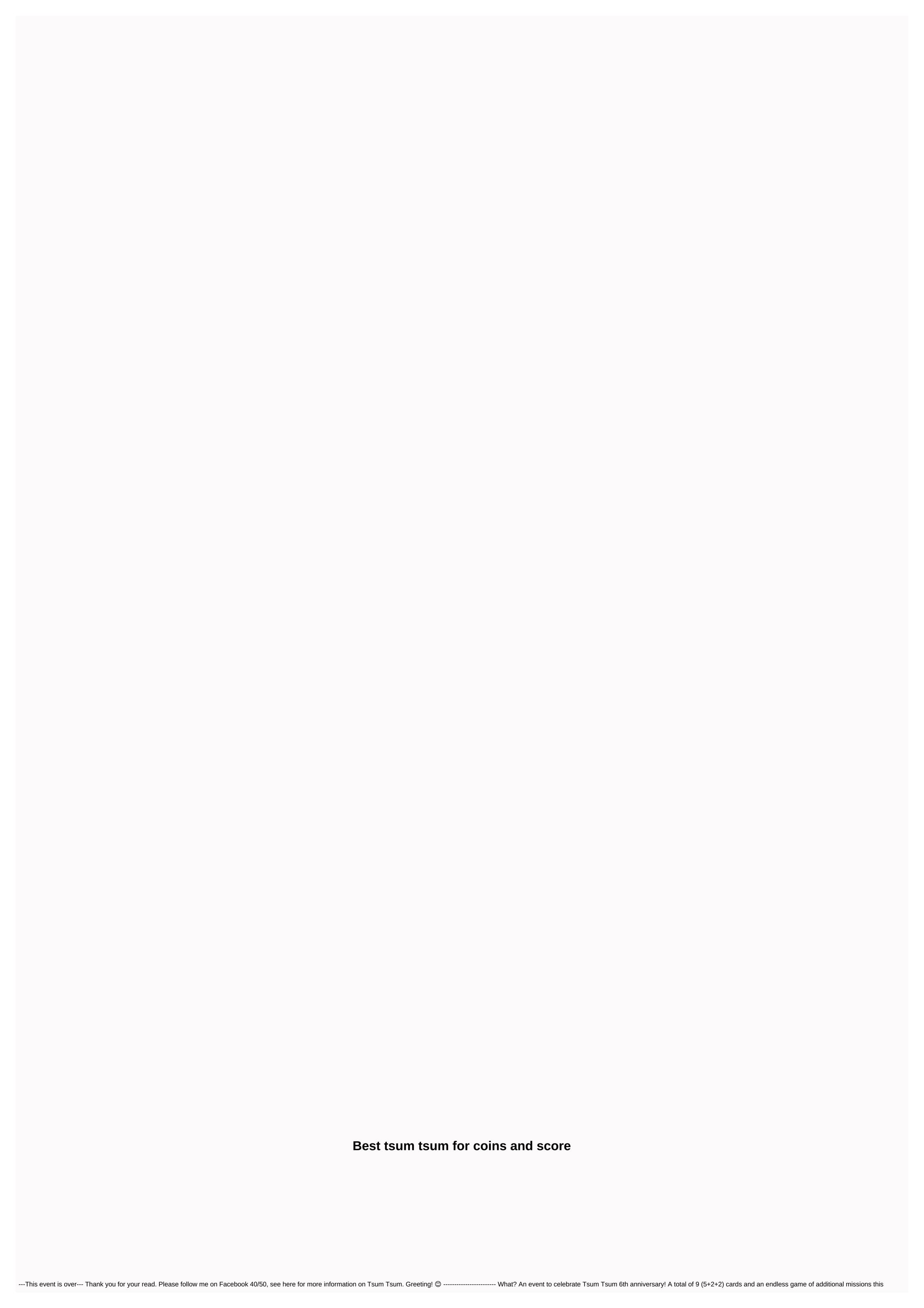
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month, the new Tsum (alove) give a character bonus: 30% - Chain. Exp 40% - Combo. Fever, Skill 50% - Coms. Points, MyTsum. Tsum 80% - Magical Bubble, Bubble Store 100% - Big Tsum. Bubble Star, Time Bubble, Coin Bubble Events Missoins are and explained from the table to seel and the reactivated event card on the bottom button to seel on their languages Where? sinside [Map], lower for the terms of the property of
[18]Use 6 9 Skills (total)Earn 2700 Coins in 1 game with black nose Tsum Tsum [1,600]Start 10 Fever in 1 game with white eye Tsum Tsum [8]Clear 280 Tsum Tsum in 1 game [200]With new this month Tsum just clear 187 Tsums [134] Win 1,540 Exp (total)Get 200 Combo in 1 game [127]Use 22 skills
in 1 game with boy Tsum Tsum [11]Pop 19 Score Bubbles in 1 game [1]With the new Tsim of this month just pop 12 Points Bubbles [7]Guesses: Mo anana/ GastonStart 30 Eyebrow Fever Tsum Tsum (total)Transparent 280 MyTsum in 1 game [200]Score 7500 000 points in 1 game [4,000,000]Earn
11,600 Coins (total)Clear 270 pink cheeks Tsum Tsum 1 game [190] Pop 6 star bubbles in 1 game [1] Win 715 Exp in 1 game with black Tsum Tsum [1535]Clear 7 big Tsum Tsum in 1 game [1] Score 22,500, 000 points (total)Get 40+ chain with girl Tsum Tsum [19]Pop 5 Time Bubbles in 1 premium game
Tsum Tsum [1] Event Capsule Awards When JV released this event 6th anniversary, Daruma Mickey, Freddie and John Deacon are also represented, and Daruma Minnie is one of the capsule awards. In the global version, Daruma Minnie is not a prize and is replaced by Premium tickets. N.B. The
Drooma doll, modeled after Bodhidharma, is a round Japanese traditional doll that symbolizes perseverance and success. Capsule - *x 1 Capsule - *x 2 3 Capsules - 100 Coins 2 Capsules - 300 Coins 2 Capsules - 3000 Coins 2 Capsules - Ticket Level x1 1 Capsule - [+Result] Ticket for
1 ticket x1 1 capsule - [+Time] Item Ticket x 1 1 capsule - [+Bubble] ticket for 2 capsules - Premium ticket x1 Last prize - Premium ticket x1 prizes of #1: 3,900 coins, heart x3, Bonus item x3 (+score] x1, [+time] x1, [+Bubble] x1}, Ticket level x2, Premium ticket x3 event capsule +2 1 capsule - *x1 1
capsule - • x2 capsules - 100 coins 2 Capsules - 300 coins 1 capsule - 300 coins 2 Capsules - Ticket level x1 capsule - [+score] Item ticket x1 1 capsule - [+score] Item ticket x1 1 capsule - [+score] Item ticket x1 1 capsule - [5>4] Item ticket x1 3 Capsules - Premium Ticket x1 Last Prize - Skill Ticket x1 #2 : 3,800 Coins, Heart x3,
Bonus x3 {[+Score] x1,[+Exp] x1,[5>4] x1}, ticket level x2, Premium Ticket x3, Skill Ticket x1 Event Capsule - \$\vec{4}\$ x2 3 Capsules - \$\vec{4}\$ x2 3 Capsules - \$\vec{5}\$ x2 3 Capsules - 5000 coins 1 Capsule - 5000 coins 2 capsules - ticket level x1 1 capsule - [+Result] Ticket for x1 1 capsule - [+time]
Item ticket x 1 capsule - [+Bubble] Item Ticket x 1 capsule - [+Exp] Item Ticket x 1 1 capsule - Premium Ticket x 1 Last prize - Skill ticket x 1 Rewards of #3: 5,600 Coins, Heart x 4, Bonus Element x 4 {[+Score] x 1, [+Exp] x 1, [+Ex
capsule #4 1 capsule - ** x1 1 capsule - ** x2 1 Capsule - 100 Coins 1 Capsule - 300 Coins 2 Capsules - 500 Coins 1 Capsule - 1,000 Coins 1 Capsule - 1,000 Coins 2 Capsules - Ticket Level x1 1 Capsule - [+Result] Ticket Item x1 1 capsule - [+time] Item Ticket x 1 capsule - 1,000 Coins 2 Capsules - Ticket Level x1 1 Capsule - 1,000 Coins 2 Capsules - Ticket Level x1 1 Capsule - [+time] Item Ticket x 1 capsule - 1,000 Coins 2 Capsules - Ticket Level x1 1 Capsule - 1,000 Coins 2 Capsules - Ticket Level x1 1 Capsule - [+time] Item Ticket x 1 capsule - 1,000 Coins 2 Capsules - Ticket Level x1 1 Capsule - [+time] Item Ticket x 1 capsule - 1,000 Coins 2 Capsules - Ticket Level x1 1 Capsule - [+time] Item Ticket x 1 capsule - 1,000 Coins 2 Capsules - Ticket Level x1 1 Capsule - [+time] Item Ticket x 1 capsule - 1,000 Coins 2 Capsules - Ticket Level x1 1 Capsule - [+time] Item Ticket x 1 capsule - 1,000 Coins 2 Capsules - Ticket Level x1 1 Capsule - [+time] Item Ticket x 1 capsule - 1,000 Coins 2 Capsules - Ticket Level x1 1 Capsule - [+time] Item Ticket x 1 capsule - 1,000 Coins 2 Capsules - Ticket Level x1 1 Capsule - [+time] Item Ticket x 1 capsule - 1,000 Coins 2 Capsules - Ticket Level x1 1 Capsule - [+time] Item Ticket x 1 capsule - 1,000 Coins 2 Capsules - Ticket Level x1 1 Capsule - [+time] Item Ticket x 1 capsule - 1,000 Coins 2 Capsules - Ticket Level x1 1 Capsule - [+time] Item Ticket x 1 capsule - 1,000 Coins 2 Capsules - Ticket Level x1 1 Capsule - [+time] Item Ticket x 1 capsule - 1,000 Coins 2 Capsules - Ticket Level x1 1 Capsule - [+time] Item Ticket x 1 capsule - 1,000 Coins 2 Capsules
[+Bubble] Item ticket x 1 1 capsule - [5>4] Current x 1x Last Prize - Premium Ticket x1 #4 Awards: 6,900 coins, Heart x3, bonus item x4 {[+Score] x1, [+Time] x1, [+Bubble] x1, [5>4] x1}, Level Ticket x2, Premium Ticket x1 Event Capsule #5 & amp; on on on 2 capsules - *x1 4 Capsules - 200 coins 5
Capsules - 300 coins 1 capsule - 1,000 coins 1 capsule - ticket level x1 1 capsule - [+Result] Item x1 1 capsule - [Exp] Ticket x 1 Last prize ticket - 2,0000 on #5: 5300 Coins, Heart x2, Bonus Item x2 {[+Result] x1, [+Exp] x1}, Level Ticket x1 Gallery Disclaimer: All information about this post is written in
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