


Fallout 4 how to break down items

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No one ever said that it was easy to survive the apocalypse. Fallout games have always been somewhat unforgiving, and Fallout 4 is no exception. You'll die early and often. But if you follow the sentences outlined below, you just can live. 1. Save Often Source: Bethesda You Never Know When You'll Die in Fallout 4. A giant radscorpion may be lurking around the corner, or a super mutant may have rigged grenades to blow up as you walk through the doorway. The only thing that can be said for sure in the wasteland of the Commonwealth is death itself. And if you don't like playing long sections that you've already completed, you'll want to keep your game often. With the convenient features of the fast on-screen pause, it's quick and easy. The only hard part is not forgetting to do so. 2. Stock up on healing supplies Source: Bethesda If death lurks around every corner, so does the damage. Look for every downed enemy and every nook for stymps, purified water and blood packets. Also, watch out for any food or drink that has a good HP-to-happy ratio like Nuka Cola quantum. You will need all the health you can get. 3. Pump points to intelligence early on Source: Bethesda Every time you get a level in Fallout 4, you can add a point to either the main stat or delight. If you want to make the game easier, put points in your intellect stat early on. Having high intelligence makes you earn more experience points that aligns you faster, making you more powerful faster. 4. Use VATS to discover hard-to-find enemies Source: Bethesda Often as you explore the Commonwealth, you will shoot from enemies you had no idea were there. When this happens, the red light pops up briefly to show you where the shot came from. If you don't catch it, spin around, looking at the compass bar at the bottom of the screen; enemies appear there red dots. When you find the direction of the enemy, enter THE VATS to highlight the bad guy (or girl or ghoul). Now you know where your enemy is. Now you can fight back. 5. Sweep Leg Source: Bethesda Many people use VATS solely to get shots to the head. It's great when it works, but the head is small and often hard to hit. Sometimes it's best to go for a confident thing and use VATS to shoot in the torso. But if the enemy rushes at you, the smartest course of action is to pull your foot out. This will make the baddie fall and you can easily pop out a few rounds into his skull. 6. Use the same weapons your enemies use Source: Bethesda If you run out of ammunition, smart tactics to capture the dead enemy's weapon and use it. Such enemies are almost always grouped together, so if you use the same weapons they use, you will find a lot of ammunition on their corpses. 7. Don't be afraid to run away Source: Bethesda Fact, You're Going to myself outgunned from time to time in Fallout 4. If you are seriously outgunned, there is quite a lot of nothing you can do to stand the chance. So if you keep dying in Part, or you get overwhelmed by enemy fire, don't feel like you have to stay and fight. Almost every fight in the game can be avoided by yelling and sprinting away. Here's a tip for your tactical retreats: If you put your weapons away, you'll run faster. To holster it, keep an X or square. 8. Sleep to restore your health Source: Bethesda You will find beds in the strangest places in Fallout 4. Anytime you work for health, you can take the power of sleep and you will be as good as new when you wake up. The game allows you to choose the duration of each time you sleep. If all you need is a health freshener, sleep for an hour. But if darkness interferes with your ability to see enemies, feel free to sleep until the sun rises, around 6 a.m. Don't let the Fallout call you down. With these tips, the wasteland will be yours for some time. Follow Chris on Twitter @_chrisreed more from Entertainment Cheat Sheet: Love the new Fallout game, but hate your measly gun? Fret No: Thanks to some digital sleuthing on the already frenzied Fallout 4 base of players, those who are the new post-apocalyptic Boston won't have to wait long before getting what might be the best weapon in the game. Named Cryolator, this two-handed gun instantly freezes and kills almost any enemy you come across in one shot. In other words, you want that gun. You need that gun. Whether the actual process of acquiring game-changing weapons remains one of many bugs and glitches hailing from the recently released title, at the moment it works and we do not recommend hitting the wasteland without it. Just follow the simple step-by-step example below, and you'll immediately have an advantage on almost everything you encounter in Fallout 4. You are welcome. Step 1: Find yourself a Dogmeat shortly before leaving your home storage at the beginning of the game, your player will come through a locked container in the warden's office, requiring master lockpicking skill - one usually purchased at level 18. Believe it or not, however, you don't really need a Level 18 designation, no master lockpicking skill and a handful of bobby pins. Rather, cracking this container requires nothing more than having a Dogmeat on your side, simple and simple. Leaving the vault and going out in the gloomy environment of Boston, your character will soon stumble upon a deserted gas station in the Commonwealth, called, aptly, a stop truck Red Rocket. In addition to a few stray mole rats, stopping the truck gives your Fallout character one of their first chances of getting a companion, Dogmeat. Once the puppy becomes part of your surroundings, turn around and head back to the drain. Step 2: Go back to the vault and claim your prize with Dogmeat in tow and vault the entrance into view, walk to a small booth at the entrance to the vault and press a small button inside to signal the elevator. As soon as it arrives, just step and click on the necessary button to go down back to the countryside. Now that back inside the vault, travel to the warden's office - which is directly down one of the first corridors you see - and walk to the cage room with the door open. Then, the Dogmeat team come to sit in front of you near the room in the cage and choose The Action Conversation as soon as it arrives. Next select Fetch and Items when the necessary combinations of buttons appear and Dogmeat must instantly bark the alarm that it has found something. The dog will work in the cage room, barking on a closed container, and the water! The gun magically falls out of the closed container, which remains locked, and into Dogmit's mouth. As soon as it falls to the floor, just take the weapon and add it to your inventory. Among the trophies should be about 200 rounds (check the inventory of Dogmeat if you are short), which is incredibly important given the vendors throughout the wasteland tend to sell Cryolator rounds at steep prices. Our recommendation? Easy on the Cryolator cartridges at the beginning of the game and save it for some of the more formidable enemies of Fallout 4. Using it exclusively in VATS is another way to make sure you get the most out of each precious round. Recommendations by editors back in the 50s and 60s, your home wasn't full unless you had your own housing fallout. This classic educational video shows you how to build your own. Welcome to retro week where we'll light up the capacitor flow and bringing you 1950s know-how on everything from casserole-making to fallout housing potential to the joy of letting kids relax and play with trash. This is advice, I hope you never need, but should know anyway. A nuclear attack is the worst for everyone... Read moreThe video, entitled Walt Builds Family Fallout Shelter, can be watched in full below, thanks to the U.S. National Archives YouTube channel: To see what kind of material you need, and to help you follow along with the video, you can use this Family Fallout Housing newsletter that was released at the same time. G/O Media can get a commissionMario Kart Live: Home CircuitOnce built, Walt says you can live in it comfortably for at least two weeks, which is probably enough time to avoid nuclear fallout (assuming that the world has not been completely blown up in smithereens). Just be sure to stock it up well with food, clean water, fresh clothes, and what you can use as a toilet. It's hard to say how effective this type of housing will really be during and after the explosion- there are many variables in the game, but if it's built in the basement as proposed, it should be pretty safe. It happened. A bright, white light flashed in front of your eyes, the power of the sun licking the skin,... More! would like to say that we don't need things like this in our homes anymore, but the threat of nuclear war seems to be as realistic as it was in the heat War. It happened. A bright, white light flashed before your eyes, the power of the sun licking your skin, and then felt a shock wave of dust and debris plough through the city you call home. You are one of the lucky ones at the moment, but your fight is not over yet, not even close. This is advice, I hope you never need, but should know anyway. A nuclear attack is the worst for everyone... Read moreWhat is a nuclear fallout? Once a nuclear bomb is detonated, residual radioactive material enters the upper atmosphere. This material, usually consisting of radioactive dust and ash, then falls out of the sky, hence the name. The material can travel hundreds of miles along natural wind patterns. The impact of any type of precipitation, whether debris, dust, ash, radioactive rain, or anything these materials contaminate, is extremely deadly. In the short term, exposure to precipitation will cause you to develop acute radiation syndrome. You will suffer rapid cellular degradation and DNA damage and, depending on the dosage, experience nausea and vomiting, adverse neurological effects, and even rapid death. In the long term pregnant women may miscarry or have deformed children, the risk of cancer increases significantly and you may die a slow, painful death. Fallout radiation doesn't hang around forever, however. It disintegrates rapidly, exponentially, and many contaminated areas eventually become somewhat safe. Your goal after the explosion is to mitigate the impact of the rainfall, find the right place for you and your family to hide, and create a feasible escape plan. G/O Media can get commissionMario Kart Live: Home CircuitThe Initial Blast: Destruction, Burns and BlindnessExample from 10 CT nuclear warheads exploding over Los Angeles Air Force Base. Notice the trail of precipitation. Created in Nukemap.Anyone a few miles from the detonation will either be killed instantly or will die very quickly. For example, the epicenter of a bomb dropped on Hiroshima is estimated at about 300,000 degrees Celsius. Body cremations are carried out in furnaces that reach only 1200 degrees Celsius. A 10-0 bomb, about the size of a bomb north Korea is experiencing, never aligns anything or anyone within a one-mile radius, and it's one of the smallest bombs. According to Brooke Buddemeier at Lawrence Livermore National Laboratory, an area of one to three miles is considered a light damage zone. Glass will break down, possibly injuring people, paint will be cleaned, and thermal radiation travel speed light will give exposed skin third degree burns. Seven miles away, you're probably getting first-degree burns from your face. Through FEMA. Even if you are 13 miles from the explosion, however, you will still be temporarily blinded if you were looking in the direction of the explosion (53 miles at night). And the precipitation hazard zone (DF zone) at least extends from 10 to 20 miles from zero. First hour: Find accommodation and get Mes. So you've survived the explosion, and you can see the obvious mushroom clouds billowing in the distance. The general rule of law It is to hold your hand if you see a mushroom cloud, close one eye, and raise your thumb to it. If the cloud is bigger than your thumb, you are in the radiation zone and must either evacuate or seek shelter. Now you have 10 to 15 minutes to get somewhere safe. Fallout moves fast and can travel long distances, so you need to immediately seek proper shelter, especially if you're down the wind from scratch. The U.S. government outlines three key factors for finding proper protection and avoiding precipitation: The longer the distance between you and the precipitation particles, the better. An underground area, such as a basement of a house or an office building, provides more protection than the first floor of a building. Protection: The heavier and denser the materials - thick walls, concrete, bricks, books and earth - between you and the particles of precipitation, the better. Time: Radiation fallout quickly loses its intensity. Over time, you will be able to leave the drop-down shelter. Radioactive precipitation poses the greatest threat to humans during the first two weeks, by which time it has decreased to about 1 percent of the initial radiation level. It is important to remember these items so you can tell who you are with if you have been blinded. Do not try to hide in a car, trailer or any vehicle unless you think you can drive away from the area for up to 15 minutes. If you see a cloud of debris moving towards you, leave the area along the perpendicular way of precipitation. If you are near a building that can offer the best shelter and you can get there in a few minutes, do so. If you can't get underground, get to the very center of the building. Through FEMA. The farther underground you can go, the better. If you can't go underground, head to the center of the building. Once inside, turn off the ventilation systems and seal the doors and windows. Once this is done, you will need to clear off any radioactive material that may have settled on your body. Failure to do this kind of life can lead to beta burns on the skin and exposure to deadly radiation levels. Instruct everyone outside to remove the clothes - at least the outer layers - to put it all in a plastic bag, tie it up, and then place the bag as far away from everyone as possible. If there is running water, wash your body with plenty of soap, wash your hair with shampoo (without conditioning), wash your nose, wipe your eyelids and eyelashes, and wipe your ears. The goal is to remove as much radioactive material from your skin as possible. What's your nightmare since November 8? Perhaps your subconscious, like mine, reserved ... MoreFirst 24 Hours: Find supplies and hunker DownNow that you have found shelter and removed any pollution you need to prepare for the long term. You should expect to stay put for at least 24 hours. Longer if you blow by the wind. This is be a few days, or it could be a month. It all depends on the level of radiation in your area, which will be monitored Staff. When it's safe for you to leave, you'll be tasked with doing so. So you're going to need supplies. First, you have to find drinking water. Bottled water is the best choice, but if it's not available, you'll need to get it out of taps that are drawn from deep wells, water tanks, or indoor tanks. The types of wells you find on a farm or a farmhouse are ideal. Keep in mind you can't remove radioactive elements from the water through boiling or any type of disinfection. If you can't find a clean water source soon, you'll have to filter some yourself. It is best to filter it through the main clean earth filter (as shown in the video above) which removes about 99% of the radioactivity in the water. Next, you need to find an emergency radio that will allow you to listen to updates. You don't want to be trapped in your shelter any longer than you need to. There's a chance most electronics won't work because of the emp effects of the explosion, and even if they do, you'll probably experience constant power outages, so hand cranking emergency radio is your best bet. Make sure someone always listens to the news about what to do, where to go, and any places you should avoid. Through FEMA. But let's say, as you've built up your base, you see someone starting to feel nauseous and displaying severe fatigue. Acute radiation sickness is established and you should help them. There are other ways to manage internal pollution, but potassium iodide pills are the most common. If they don't start vomiting up to four hours or more after exposure, this is a good sign. They are more likely to recover within days or weeks as long as they can stay inside and rest. If they start vomiting within an hour of exposure, go unconscious, or experience seizures, they need serious medical attention and will need help from a professional. It's National Readiness Month, which means it's time to make sure you're ready for any life More First Week and for thankfully you now have shelter and water, so you're ready to play the waiting game. You can try to find any canned or packaged foods in your area (anything that is not in contact with radioactive particles), but you should be fine for a while if you can't find it. Be sure to carefully ration and share what you find, however. Keep listening to emergency radio, maintain morale if you're with others, and check if anyone with you needs any medication. Some people may be shocked and forgotten. Waste management will also become a problem, whether sharing space with people or not. James Roberts and Mark Lawrence on Survival Secrets to offer a trash can or a large bucket should Appointed as a toilet, and cat droppings can be used to keep odors to a minimum. A little steam of Vick rub on the

nostrils can block out any unpleasant odors like Fema. After the first 24 hours, precipitation will be given up on about 80% of its energy, but it is still better to stay indoors if not told otherwise by the emergency services. Eventually you'll hear a message and say where to go and how. For more resources and useful printouts, check out: I hope you never need this information, but it's always better to be safe than sorry. Excuse me.

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