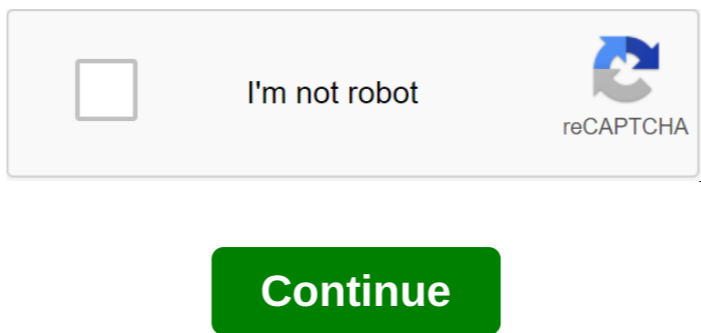


Outbreak prime perfected guide



How to get the return of exotic pulse rifle in Destiny 2. Destiny 2's Outbreak Perfected is an exotic quest available for a year 2. It sees the return of the original Destiny's Outbreak Prime as the renamed Outbreak Perfected, but fortunately this time the quest is much easier to complete. However, it is not easy. Although the first half of the quest can be completed solo, the second and final half is an intense, long mission that requires a special fire service and a lot of practice. I hope you're ready for the challenge! On this page: Here's a rundown of the steps needed to get Flash Perfected. Scan the device in Rig at Titan's six lost sectors and find the fallen transponder nodes at The Vest Farm and find the quest giver. Complete zero hour mission over time. With this done, Flash Perfected yours. Thanks to Datto on YouTube for helping to flesh out the above steps. This content is hosted on an external platform that will only display it if you are targeting cookies. Please turn on the cookies for viewing. To start searching for Outbreak Perfected in Destiny 2, head to Titan's The Rig and head south across the bridge. This will lead you to the tidal anchor. From here, it's a fairly linear & winding section of corridors across the area, past a section with consoles and screens above them. Keep going and eventually you will come to the locked door. Use the Unlocked Query to open it to arrive in a room filled with computer monitors. If you can't, you may have to complete a basic set of mission history first. On the right side, next to the front of these monitors, is a hint of studying the fallen device. This will give you a Fallen Transponder search for your pursuits. Now you have started your quest to get Flash Done. A study of the Fallen Transponder in your pursuits will show six nodes that you should complete. ... Doom Eternal Secrets lists places - where to find every hidden item on each level they refer to the six locations in Lost Sectors throughout the game. At first glance, they are. In detail, here's the location of the fallen nodes of the transponder: The Walk of the Widow (EDS) - At the end of the chest, look up and straight to see the ruined building from which the top floor you can climb into. ATRUM (EDS) - Once you clean the first room, head left down the stairs to see the corridor through the doorway to your left. Go through and the location of the site is at the end. Drainage (EDS) - Part of the way to the end, the cave opens to the left, where you can fall on a small area at the far end that is surrounded by purple hanging pieces of cloth. The location of the site is between two boxes. Falls (EDS) - In the beginning, you can fall into a cave. Turn right, where there is a green cave in the corner, which can be entered from both sides. In the middle is the location of the site. RH - To the left of the final breast are several containers. The end of one, which hangs a little over the edge, can be climbed from the back. The knot is inside. Carrion Pit (Nessus) - At the end of the chest, look west and you will see some flat panel screens against the wall. If you sit down at the edge and look underneath it, you will see a knot. To get to it, jump off the edge and around the screen - having a double (or triple) jump is recommended here! With those who did, it's time to head to the farm - where you can meet your contact and start a zero hour mission. The Lost Events Festival, which features ciphers, is currently active and coincides with the end of the Interference quest. Looking ahead to year 4 and beyond, we're looking at the Destiny 2 P5S and Xbox Series update details. The arrivals season has introduced new exotics, including Traveller's Favorite and Furious Entity, as well as powerful new and Pinnacle Gear sources. Elsewhere in year 3 we saw the introduction of Armor 2.0 and K1 Logistics, K1 Revelation, K1 Crew quarters and K1 Communion locations. There are also several new weapons quests, including the Deathbringer quest, the Divinity quest, the Leviathan Break quest and the Xenophage quest. We also have a list of our best recommendations for Destiny 2 weapons, which includes Journ and Le Monarque. To start the zero hour mission, head to the farm, and as soon as you load, turn right, walk along the side of the warehouse, and head underground going left where you can. At the end of your contact. The conversation will begin the mission. The zero hour is a time mission that sees you return to the (spoiler forward) old tower. You will travel through parts of the destroyed tower, seen in the first mission Of Destiny 2, as well as many new locations. As a warning - it is very difficult. You have to be in Fireteam, and it will take time to practice, not just to learn enemy placements and strategies (there are a lot of annoying Sharks all over!), but the route is not obvious at first glance, especially when it comes to multiple jumping sections - as well as how to solve a coordinated puzzle and a tough final battle. It's a bit of a riddle, basically, and the best way to learn how to end up is watching a video explaining how it works step by step. There's no way you'll finish this first time - so we recommend playing once or twice to get your head around it and then watching a video step-by-step guide that goes into the details of what's expected - us describing it in the text isn't quite enough, unfortunately! The following video from Pause Reset Play explains each part of the mission step by step and is very useful: this content is placed on an external platform that will only display it if you are targeting cookies. Please turn on the cookies for viewing. Once it's Done, then you'll have the flash perfected. FU Sometimes we include links to online retailers. If you click one and make a purchase we can get a small commission. For more information, click here. Read more about Destiny 2 Destiny 2 News Review (224) Guides (120) About the Author There's a Big New Secret in Destiny 2. Update 2.2.2 has added a new exotic weapon, Flash Perfect, which is only available from a secret mission similar to Whisper, the infamous hard secret call that opens the whisper of a worm. The powerful new Pulse rifle is the update of Destiny 1 Favorite, Flash Prime, and it's totally worth getting - but if you don't know where to look, finding an item that kicks off your hunt for the exotic can be pretty tough, and that's not telling anything about the riddles you need to solve along the way. To start a mission to unlock Outbreak Perfected, you first need to decipher a series of clues that will stroll you in several lost sectors. Gun hunting takes you back to the tower after all, and includes a meeting with an old friend: Mirae, the Fallen Warrior you may encounter in Destiny 1, who has a fair bit of knowledge about it. Here's how to start the quest, where to go, and how to handle the final, long mission time at the end. Step 1: Head to Titan unlocking quest to get Outbreak Perfected, you first need to head to Titan. Land on Riga and head south, in an area called Tidal Anchor. You'll remember this area from mission history where you had to turn on the pistons to get power back to Rig. Keep moving until you hit the room with a large glass front window (after the room where you usually first try to turn on the pistons). To your right as you enter is the scanned Crystal Hive, which contains a bit of knowledge from the ghost. Turn left and you'll see a room lit in red, with doors with number 7 printed on them. Check the left door, which should prompt you to unlock it. Inside you will find basically an empty room filled with computers. Check a small supply box near the alien computer on the right side to find the Fallen Transponder item. It's going to start with your way. Step 2: Find nodes Your next business item is to find six nodes to add to your transponder. Open the aim of your inventory and you'll see six icons lined up in a ring around the center. Each one gives a bit of a puzzle that describes the location - in fact, they are all lost sectors. You can figure out each of the places on your own, but we ran down what lost sectors they are and where the nodes are hidden in each below. Node 1: Drainage, EDS. The first lost sector is located in the Suburb. Go through the Lost Sector until you get ready to Walk past where the Lost Sector chest is and look for a large side room with a blue banner. Check at the back of this room for an object projected with a red hologram. Knot 2: Whisper of the Falls, EDS. Also also Ouslairs. The knot is at the very beginning of the Lost Sector, where you fall down into a large cave filled with enemies. Head down to the bottom where there is water and look to the right side for a small hole in the cave wall that burns green. Go inside to find the knot. Node 3: Atrium, EDS. The last two lost sectors on Earth are in Trostland. Go to church and go to the one whose entrance is in the floor. You will go about halfway through the Lost Sector to find this one. Clean the room, illuminated by only one large spotlight, and look for a doorway with a broken rusty staircase leading down. The wall will have another big 7 stencil on it. A small corridor leads to a dead-end corner, and the knot is hidden directly from view. Knot 4: Widow's Walk, EDS. While you're still in Trostland, find the entrance to the buildings next to the church. Head to the back of the chest, where you will find a locked chest. When looking at the front of the chest, look up and right at a small ledge where you can jump and find the knot. Knot 5: Pit Career, Nessus. It's on Echo Polyana. Fight to the end of the Lost Sector until you get to your chest. Right behind it is a hole that allows the label back to the entrance. Do not go down, but check the black wall to the right of the chest; You must be able to jump over the edge

