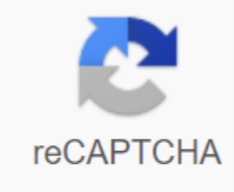




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My time at portia hazardous ruins guide

The basics of dungeon running and fighting, and how easy it is to win a boss fight at the end of each level. & Location Access: Dangerous ruins are located in the northeast, in a collapsed wasteland (red circle). To access the destroyed wasteland, go to the gate (black circle) and you will get a quest, giving you access upon completion. But I recommend against dungeon runs too soon. Even though the player provides higher drops of many important items compared to abandoned ruins, the cost of endurance at an early level is much higher, and within the first month the player should be able to cover all material needs by mining in abandoned ruins. Levels: There are currently 4 levels to choose from. Each level consists of 4-6 randomly generated stages consisting of a combination of combat and platformer. The last stage of each level is always the boss of the fight against chemical fallout. Noteworthy: Level 3 & 4 are on time limits. Killing enemies or smashing a box increases the time available. Although inside the ruins the time of day does not progress, but each level has a time cost of 3-5 hours, and the player cannot start the level if there is not enough time left on the day. The cost of endurance per level depends on random generation and player statistics and cannot be provided in exact numbers. But if the stamina ends, the player can no longer attack, making it impossible to finish the level, so always carry some spending pits to increase stamina. Healing potions are not so important. The player has several lives (number depending on the level). When a player dies, he is revived at the beginning of the stage with full health, but stamina is not dropped! The killed enemies are left for dead, but the wounded are healed (including the boss). Recommended level, cost of time and rewards: Statistics: Your effectiveness in combat is regulated by your attack, protection, critical%, health and endurance. A few useful things to know: Your attack rating applies to lumber and mining too. The higher it is, the fewer hits you need, saving stamina. As a result, you should contribute to attacking defence and health if you don't have an aggressive skill position that removes the endurance cost of an attack at the cost of taking double damage. Your attack is basically regulated by your weapon. You can upgrade your sword on your desktop, and just like with the tools you have to do it as soon as you can afford it. Your protection is mostly regulated by your clothing, which also increases your stamina. Check out the clothing store and buy a motely set when you can afford it, it's well worth it for extra stamina and defense. For gear, holding a crystal necklace or umbrella increases your attack rating, while sunglasses increase your critical% and jewelry gives you a boost to endurance. Furniture can provide great increases in statistics too. But your home has a cap on maximum momentum boost depends on the level of the house. So before you invest in new furniture check if you haven't hit the cap yet. Skills: Regarding skills I would recommend evading, dashing, striking, pummel and looting. Basics: There are two actions to fight: assault and evasion. The attack is pretty straight forward, without one of the last fighting skills each attack costs 1 stamina, even if the attack misses. So try to avoid spam attacks or you will be stamina. But dodging is a little harder: hitbox enemy attacks are quite generous (especially chemical fallout) and most enemies will retarget their melee attacks if you dodge early. Therefore, it is important to understand that evasion is not to get away from the attack, but to dodge the attack. During dodge roll the player is invulnerable to melee attacks, so it's all about timing. Roll towards your enemy as it attacks, so you can instantly start hitting it again after the roll. But against long-range attacks, the dodge roll seems pretty unreliable, so I recommend sprinting to the enemy's side, since they're just shooting right at the current position, instead of predicting a shot. Chemical drop-off: Attention: This tactic, while not employing still makes the boss's fight easy enough. Finding a strategy against a boss yourself can be more rewarding... The boss has phase 2, the 2nd trigger when he is about half healthy. In the first stage, he uses 3 attacks: Swing (horizontal near-fight), Smash (vertical near-fight) and shot chemicals (fluctuating). If outside the melee, sprint to the boss at an angle, resulting in him missing you with his long-range attack and then starting to attack until he winds up his melee. As described above in the basics, it is imperative that you evade its attack, not from it. Getting the right time will take some trial and error, but you'll get the hang of it. After evading just to attack until the next close-range windup. Once the boss is up to about half the health phase two starts. Even when attacking him at point blank range the boss will try to use his chemical gun. From this you can dodge a well-timed roll to the side. But if a player is hit, he will be knocked out and then the boss uses his 4th attack, a continuous spray of chemicals that stuns and damages the player. But nowadays this spray is very easy to avoid, after being hit by a shot of just sprinting or dodging a roll to the boss before the spray starts. The spray can't hit a player in the boss's melee so the player can keep attacking the boss until he gets back to using his normal shot again. Illustration: This tactic seems a little cheap to me and makes the boss's fight pretty easy, so it can be fixed... Edit Comments Share This article or section is a non-related article. You can help expand it. Desert Desert Desert EufaulaSomber Swamp Sewage Plant. 7:00 - - Mine: 7:00 - 00:00YyYy ruin: 7:00 - 2:00(Closing hours apply only to the appropriate levels taking the fewest hours; longer levels will have to be visited earlier in the day to gain access) Dangerous ruins are ruins from an era of corruption that are doused across the land, now populated by enemy monsters who have taken up residence in dangerous conditions. They offer rare treasure chests, looting, artisan materials and other items for tough explorers to loot but closed to the public until given special clearance. The civil corps is responsible for investigating security and providing access to dangerous ruins. Portia has several dangerous ruins. The Ingalla mine and the deepest ruin are the only ruins to be reached on request and have maps that are randomly generated (except for the final floor of each level, which is the same for every visit). The ruins, which are part of major missions, cannot be viewed outside of their missions, such as wow industries' sewer system and ruin computer lab. Introduction[edit the source] Each ruin has several levels, and each level spans several floors. Each level introduced costs a set amount of time to enter, which means that the time inside the ruins freezes and more time is not consumed while within the level or when advancing to the next floor. Most floors need to be cleared of all enemies to move forward, although some floors simply require navigating through obstacles to get to the next floor. The last floor of each level has a boss who has to be defeated to complete the level. Treasure chests and/or broken wooden boxes can be found on most floors. The player has a maximum of three attempts, or lives to complete the level, although the player also has the ability to go out at any time in the middle of the level to return to the afterworldly world. If a player fails all three attempts, they will be driven out of ruin and lose their progress level. [check] Portian Hazardous Ruins[edit | edit source] I've been ruining diving for years, and the dangerous ruins around Portia were some of the most interesting I've seen. — Men's tourist sewerage plant[edit source] Main article: Sewage plant Entrance to the sewer plant Ruins of the toxic sewerage plant are located past in the northeastern inner city of Portia, closed within the collapsed wasteland. This dangerous ruin has many toxic enemies, horrific gas jets and green, acidic water that causes damage to every second of contact. Ingall's Mine[edit | edit source] Main article: The entrance of the Ingalla mine to the Ingalla mine is an abandoned mine in the Eufaula Desert overtaken by various giant sand worms, as well as human-like miners who are no longer thought to be considered human-like miners An instance of the Ingola mine visited during a rescue at the Ingola mine can only be visited once during Mission. Cases that a player visits later will always be randomized except for the floor boss of each level. The deepest ruin[edit source] The main article: The deepest ruin of the deepest ruin is the ruin of a late game in the Gloomy March, covering dozens of floors. Here you can get a lot of rare materials, including carbon fiber, military engines and compressors, as well as the powerful sword makahit. A player can earn Challenger coins here to spend on special buff items from a vending machine that can only be consumed in the deepest ruin. Up to 19 levels can be completed per day. Gallery[edit] Add a photo to this gallery Stub articles Requires verification of Ruins Combat Community content available under CC-BY-SA unless otherwise stated. Editing comments Share Dangerous Ruins is dangerous, and the Civil Corps regulates who can enter. You have to last at least one minute again one of the three current members of the Civil Corps (Sam, Arlo, Remington) to show that you have what it takes to enter the ruins. Mission Type Time Limit Home Mission No Time Limit Collapsed Gate Wasteland Experience +400 Sam: Relationship +10 Remington: Relationship +5 Arlo: Relationship +5 Access to the ruined wasteland Dangerous Ruins is the main mission that unlocks the destroyed wasteland. Overview[edit] This mission does not work until spring 17; this mission can call in spring 17 or any day after that. The interaction with the destroyed wastelands by spring 17 reflects the following message: The destroyed wasteland is currently undergoing a routine safety check by the civilian corps; it will open on the 17th this month. Sorry for the inconvenience. – There are no other preconditions for this mission. Conducting the mission[edit the source] The first time a player approaches the huge gates of the Collapsed Wasteland, Sam stops the player from continuing. Because of the dangerous nature of the destroyed wasteland, Sam wants to test the player to prove his worth: sparring with one of the three members of the Civic Corps. Try your luck with a dangerous ruin? This is a very dangerous area, you will need to prove yourself with dignity. You'll have to spend a minute against a local civil corps officer in battle. There are three of us: me, Remington and Arlo. Any of us will do. Spar with civic corps[editing] The player must pair only with one of the members of the Civic Corps. To succeed in this mission, a player must either defeat their opponent or survive a one-minute match. Any method is considered a win, so a player can choose a member of the Civic Corps and sparring tactics that work best for them. Because a player can win a fight by simply surviving one minute, even players lower than Level 13 can complete that mission. Members of the Civil Corps start at different levels Start of my time at Portia: Sam starts at level 25, Remington starts at level 38 and Arlo starts at level 30. All NPC will automatically align over time so that these characters can be higher than their baselines by the time the player thins them for that mission. After the win against Sam: You're good enough! Good enough that I don't have to worry too much. After the win against Remington: You're good enough! Good enough that I don't have to worry too much. After winning against Arlo: You're good enough! Good enough that I don't have to worry too much. Upon completion of this mission, the player gained full access to the collapsed wasteland. Various missions involving the collapsed wasteland become available at a later point in the game. In addition, with access to the destroyed wasteland, the player can also enter the first of the dangerous ruins: the sewerage plant. Awards[edit source] Experience +400 Sam: Relationship +10 Remington: Relationship +5 Arlo: Communication +5Access to collapsed wasteland Core Mission Community Content is available under CC-BY-SA unless otherwise stated. Noted.

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