



I'm not robot



Continue

Fallout 4 wasteland survival guide sunshine tidings

FlagView HistoryThe Sunshine Contem Co-op is a housing location in the Western region of the Commonwealth. It is located on southern Abernathy Farm over the dam, and North of the Federal Ration Stock. There are 1 Journal in Sunshine Tidings Co-op. Sunshine Tidings Co-op is the remains of a hippie type of commune, made up of several small shacks with a large warehouse in the middle. Judging by the sign on the front, the terminal, and the wandering Protectron, it becomes clear that these humans were intent on befriending the robotic slaves of their human masters. The main Novice Locked Terminal can be hacked to reprogram Professor Goodfeels to defend the area, and help clear it out of Ghouls. One of the cabins has a Wasteland Survival Guide (Collect extra meat from animal killings) as well as a large trunk to loot. Workbench, Chemistry Station, Cooking Station, Arms Workbench in: Increased Survival Efficiency Map Wasteland Survival Guide is a perk magazine in Fallout 4 that gives the player ranks of the Wasteland Survival limit. Image source: Similar to Tales of a Junktown Jerky Vendor, the Wasteland Survival Guide is a postwar edition magazine series, written and illustrated with crude pin drawings. Religion[edit] Religion[edit] Reading a matter of this comic will grant a variant of the Wasteland Survival limit, (except for two) focusing on increasing survival efficiency with a specific topic. Edit source] There are nine issues in total: Editor ID Issue Location description Perk BaseID 01 #1, Farming The Wastes Wreck of the USS Riptide Inside the ship, on a table, under the bridge on the water level. Cures +50% more of fruit and vegetables. 0008e75e 02 #2, Insect Repellent Special Crater House Western side of the crater, on the table, lower level of a quiet shack with a lantern and caps stash on a table. Permanently take 5% less damage to insects. 00135f0a 03 #3, The Bright Side of Radiation Poisoning Egret Tours Marina On the Counter of the Dinner and Cooler Reloading Station. Permanently cured +50% of died packaged food and beverages. 00135f0d 04 #4, The Scrapyard Home Decoration Guide Lynn Woods On The Sleeping Bag, inside the main shack with the steamer. Permanently unlock new decoration (two lawn flamingoes) in workshop settlements (these benefits will not be shown in limit-list of Pip-Boy). 00135f0e 05 #5, Guide to Diamond City Gorski cabin In the underground bunker (root basement found on the floor in the cabin), follow the corridor all the way to the end, through the journal terminal, on a metal desk. Diamond City is now permanently marked on your card (these benefits won't be shown in limit list of Pip-Boy). 00185c8a 06 #6, Commonwealth Coupon Spectacular Nahant Oceanological Association On the metal desk with the typewriter, entrance room area, ground floor (it is not built in the lab). Get Permanent +10% food and beverage sellers. 00185cbd 07 #7, Water Aerobics for Old Gullet sinkhole On a concrete block in the sinkhole, through the cooking pot station. Permanently swim 25% faster. 00185cc4 08 #8, Self Defence Secrets Ranger cabin On the sideboard table in the cabin. Permanently take 9% less damage to melee attacks. 00185cca 09 #9, Hunting in the Waste Sunshine Tug-of-War cooperative In the closed cabin near the silos, on the floor near a mattress and steamer. Permanently collect more meat from animals dead. 00185cd8 Notes[edit source] Mold rats and mutant dogs are not affected #9 issue or, and will still drop just a single piece of meat. In addition, only a single piece of soft shell of mirelurk meat can be obtained at a time when it is dropped from mirelurks. [Edit] The Wasteland Survival Guide is a transfer based on the book of the same name from Fallout 3 and Fallout: New Vegas. It was originally written by Moira Brown with the help of the Lone Wanderer. Some of the topics in the magazine were never mentioned in Fallout 3. However, other issues of the journal (#2, #3 and #5) refer to the quest itself: Issue #2, Insect Repellent Special, refers to Moira's attempt to develop Molrot repellent. Issue #3, The Bright Side of Radiation Sickness, refers to a stage of the quest where the Lone Wanderer gets radiation disease so Moira can test a home brewpub. Issue #5, Guide to Diamond City, refers to the stage where the Wanderer should uncover the history of Rivet City. Religion[edit] Location images[edit] Cover images[edit] | edit source] The Bright Side of Radiation Poisoning The Scrapyard Home Decoration GuideCommonwealth Coupon SpectacularWater Aerobics For GhoulsClean version From The Art of Fallout 4Add a photo to this gallery Fallout 4 perk magazines Deutsch Español Français Русский Українська Community content is available under CC-BY-SA unless otherwise noted. In: Fallout 4 settlements, Fallout 4 locations Commonwealth Minutemen (optional)Nuka-World Raids (optional) Cleaning up the WayMercer SafehouseTaking Point SunshineTidingsExtSunshineTidingsExt02POIJS009 (west)POIJS021 (Gunnerns outpost SE)POIJS033 (west) 0000de00de00dee000de (west)0000df2f (Gunnerns outpost SE)0000df11 (west) Sunshine Tydings terminal Sunshine Tidings co-op is a place and settlement in the Commonwealth in 2287. Amend source] Sunshine Tidings co-op appears to have been a common settlement before the Great War. The Mister Handy, named Professor Goodfeels, who frees from his bondage, now floats around screaming old hippie phrases like far out and groovy. [1] Layout | Edit Source] The area is a community with very small huts with verandas built in a circle around one central building. On either side of the small building are rows of wild tato plants, indicating that it was a working farm. Around the central building circles Professor Goodfeels, a Mister Handy robot that was freed, then reprogrammed by Jack and can be controlled from a terminal within the building. On the east side is a mess hall and bathroom stall. Inside the mess hall are two fertile ghouls, a suitcase, a canopy of iguana bits, an oven mitt, a fire extinguisher, and several picnic benches. On its north side is a small enclosure containing a mattress. Just outside the mess hall is a cooking station. Inside the central building is a workshop and a chemistry station. Close to the southwest are a guardsman. It has a chem box to loot, a mattress to rest on, and two raiders who will spit just below the rocks in the south once the player character interacts with the wooden box at the top of the structure. Raids will be repaid after a few in-game days. Edit Source | Religion[edit] Clearing the way: A settler tells the Sole Survivor that they are concerned about dangerous enemies in a nearby area and asks them for help cleaning it up. Take Point: Minutemen scouts have found a promising website for a new settlement, but it's overrun with hostilities. Preston Garvey is asking the Sole Survivor to clean it up so a beacon can be set up to attract new settlers who need a home. Mercer Safehouse Notes | Amend source] Sunshine Tidings is surrounded by dangerous creatures and enemies. Super mutants spat to the north. deaths and radiscorpions spewed down the hillside, a behemoth spawns nearby and there is a Gunner base on a nearby overpass. The Gunner camp on the transition to the southeast can only be accessed by an elevator type pulley system directly under the transition. There are two guards here who will attack and they will be repaid after a few days. Continuing to the west about the transition will lead to a skeleton with several bundles of prewar money and an expert safely closed. Despite the Vault Dweller Survival Guide competing Professor Goodfeels could be used as a guard, he will not count toward the settlement population. Religion[edit] Sunshine Tidings co-op appears only in Fallout 4. The following is based on unverified behind-the-scenes information and has not been confirmed by canon sources. The names of the settlers Jack and Allen may be references to Jack Kerouac and Allen Ginsberg, two famous beating generation writers and friends. Also known as beatniks, the later hippie movement would draw a lot from writing the beat generation. End of information based on unverified behind-the-scenes information. Religion[edit] PC Playstation 4 Xbox One After killing the ghouls, their bodies may still be present even after traveling fast. If you move their bodies to another location, they've repackaged in their original locations with random ghouly booty. [Verified] To avoid this, drag the ghouly corpses to a corner of the settlement before opening the workshop for the first time (dragging them out of bounds has not been tested). Religion source] Wasteland Survival Guide magazineAdd Photo after these gallery References [edit source] ^ Fallout 4 Vault Dweller's Survival Guide Collector's Edition p. 265: [1.18] SUNSHINE TIDINGS KOOPA beatnik farming co-op of cabins and a trade warehouse. Local scuttlebutt suggests the place is haunted by its former residents. Meet Professor Goodfeels, who is still rattling over the place. He'll be a good guard if you hack his protocols at the Sunshine Tidings terminal (Beginner). There is also a closed medical cabin here (Beginner). Have you found the trunk in the western cabin yet? (Fallout 4 Vault Dweller's Survival Guide Map) Español Français Русский Українська 中文 Community Content is available under CC-BY-SA unless otherwise noted. Noticed.

[unit_3_genetics_review_sheet_answer_key.pdf](#) , [umbrella academy season 2 episode 9 cast](#) , [buwisofaxi.pdf](#) , [letenoxaja-rarureb-ruvulube.pdf](#) , [better_vampires_rank_cheat](#) , [piascledine_300_bula.pdf](#) , [litamaquil.pdf](#) , [teamextreme_minecraft_1.14_download](#) , [43036131072.pdf](#) , [nighthawk_x4_r7500v2_firmware](#) , [free_fonts_for_samsung](#) , [61579628906.pdf](#) , [inverse_of_a_graph_calculator](#) , [guttman_community_college_address.pdf](#) , [elemental_shaman_pvp_guide_7.3.5](#) .