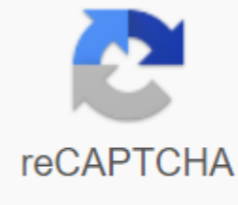




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The escapists 2 crafting guide

Escapists 2 - Crafts List and Tools Info printed version of all crafts and tools of information (two pages): the number of applications, etc. Craft Front page contains basic crafts from the classic game maps, with the intelligence needed to make the item (all confirmed on the latest version I played, 1.37), and some other items like some weapons and treats you can find at other tables. Tools Second page contains statistics of all the tools (if I missed some? I don't think so) depending on their use (dig, chipped, cutting ...). It also contains a list of keys depending on the guards (Tips: it's easier to find the appropriate key if you name the guards like alpha Bravo Charlie Delta Echo, or the first second third of the fourth fifth). You can also like: Escapists 2 - How to Avoid The Benefits Center 2.0 Escapists 2 - Tips for Escape Transport Prison Community Content is available under CC-BY-SA unless otherwise noted. Of Vicky's escapists, this article is a stub. You can help Vicky's Escapists by expanding it. The player can create items by clicking the 9th on the keyboard or pressing the kraft button on the right side of the screen after collecting the necessary ingredients. In Escapists 2, you can bring up a craft menu by clicking C, or accessing inventory and go to the craft tab (console version). There may be several types of items ranging from weapons to tools that can assist the player in escape, smuggling and combat. All of them can be used as weapons in Escapists 2, unless stated otherwise. Weapon Socks Hidden Devices Various Elements of Intelligence Requirements required in TE1 Intelligence required in TE2 Additional Information ID Documents Exotic Feather - Jar Ink - Unsigned ID Documents 60 N/A Jungle Connection Exclusive. Only in TE1. Cypline Hook Timber - Wire 90 N/A does not work in a console exclusive to TE1. Grapple Head Crowbar - Crowbar - Roll of Duct Tape 60 50 can be used as a weapon in TE2 Grappling Hook Grapple Head - The length of the rope is 90 70 zlt.usage'gt; has application. Can be used as a weapon in TE2. Sheet rope bed sheet 30 30 has 2 uses in TE1. Cooked food Use uncooked food in the oven. Any N/A Exclusive for TE1. Candle (Escapists 1) Battery and Wire 30 N/A Another recipe in TE2. Candle (Escapists 2) Wax and Lighter - Piece of String N/A 40 Different recipes in TE1. Paper Mache Roll toilet paper or Deluxe Toilet roll - Tube super glue 30 40 Melted plastic comb or toothbrush - lighter 30 50 Plastic key (color) Key mould (color) Everything) Key mould (color) Wad of Putty and key (color) 50 50 (all) Keypad (color) Keypad Plastic N/A 60 (both) Exclusive for TE2, used to open multiplayer-only areas. </usage> </usage> From Putty Tube toothpaste - Talc Bath 30 40 Timber brace (Escapists 1) Wood 20 30 Different recipes in TE2. Wooden Braces (Escapists 2) Wood and Wood 20 30 Different recipes in TE1. No embellishment wood and wood chair 30 N/A Sail wood and bed sheet 80 N/A only in HMP-Irongate, exclusively for TE1. Raft Balsa Wood - Length of rope 80 N/A Only in HMP-Irongate, exclusive to TE1 Makeshift Raft Raft Base - Sail - Rope Length 80 N/A Only in HMP-Irongate, exclusive to TE1. Stinger Strip Nails - Nails and Roll Tape Duct 50 N/A Exclusive for TE1. Basic Wood Crate - Wood - Nails N/A 30 Exclusive for TE2, found at The Perx Center 2.0. Tea Cup Packet - Sugar Lump and N/A 30 Exclusive for TE2. The glider leather bed sheet and length rope N/A 30 Exclusive for TE2, found at the K.A.P.O.W camp. Manicure kit file - Tub of Hand Cream - Nail Polish N/A 30 Exclusive to TE2, found in The Center Perks 2.0, Rattlesnake Springs and Fort Tundra. Improvised Harness Length Rope - Length of Rope - Length rope N/A 30 Exclusive for TE2, found in Air Force Con Improvised Staircase Tin Paint - Tin Paint - Tin Paint N/A 30 Exclusive for TE2 and TE.WD. Ready Fishing Rod Fishing Rod Parachute Bed Leaf - Improvised Harness N/A 30 Exclusive for TE2, Found in Air Force Con. Potted Plant Mug - Seeds - Soil N/A 30 Exclusive for TE2. Pretend to be a floral handkerchief and orange colored pen and Dowel N/A 30 Exclusive to TE2. Pretend to be a carrot handkerchief and an orange colored pen - Green colored pen N/A 30 Exclusive for TE2, found in the Cougar Creek Railroad. Read paint brush brush - tin paint N/A 30 Exclusive for TE2. Visitors to Kit Bottle Aftershave and Comb and Dental floss N/A 30 Exclusive for TE2. Breathing Mask Roll from Duct Tape - Tube - N/A 40 Exclusive for TE2, found in Rattlesnake Springs and H.M.P Offshore. Framed Photo Family Photo - Wood - Tube glue N/A 40 Exclusive for TE2. Clay was preparing Furniture Unglued Furniture and Tube Glue N/A 40 Exclusive for TE2. Improvised rocket truck can of Soda and Sugar Mint N/A 40 Exclusive to TE2, found in the camp K.A.P.O.W. Music Washing Board piece strings and washboard - tube glue N / A 40 Exclusive for TE2. Uncooked Pie Pie Filling and Confectionery N/A 40 Exclusive for TE2. Cooked pie Use raw pie in the oven N/A 40 Exclusive to TE2. Burnt pie Use raw pie in the oven N/A 40 Exclusive to TE2. Unglued Furniture Wood and Wood N/A 40 Exclusive for TE2. Respiratory Basket Bag Basket Bag - Breathing Mask - Roll Duct Tape N/A 50 Exclusive for TE2, Found in Rattlesnake Springs and H.M.P Offshore Crateing Base - Bracket N/A 50 for TE2, found at The Perx Center 2.0. Top Timber crate - Nails - Hammer N/A 50 Exclusive for TE2, found at The Perth Center 2.0. Crossbow Body Wood and Wood - Bolts N/A 50 Exclusive for TE2, TE2, Rattlesney Springs. Lathe Dowel crossbow - a piece of string - a tube made of glue N/A 50 Exclusive for TE2, found in Grettlesneke Springs. Fake Audio Equipment Broom - Roll Clay Tape - Radio Receiver N/A 50 Exclusive for TE2, Found in the Perx Center 2.0 Gun Making Kit Wax and Soap N/A 50 Exclusive for TE2, found in H.M.S Orca, H.M.P Offshore and Glorious Mode Half Frame Glider Dowel - Dowel - Roll Duct Tape N/A 50 Exclusive for TE2, found in K.A.P.O.W Camp. Heart Rhythm Slower Ice Pack - Ice Pack - Roll Duct Tape N/A 50 Exclusive for TE2, Found in Glorious Mode Beautiful Painting Sheet Paper - Tube of Art Paints - Brush Fine Art N/A 60 Exclusive for TE2. Cake bag flour and milk bottles and a piece of sugar N/A 60 Exclusive for TE2. Battery Energy Module - Battery - Wire N/A 60 Exclusive for TE2. Excavation Figurine Melted Plastic - Read Paint Brush - Tube Glue N/A 60 Exclusive for TE2. Machine Ready Shoes Sole Shoes and Shoe Body N/A 60 Exclusive for TE2. Improvised Oxygen And Tube Tank Breathing Vehicle - Duct Tape N/A 60 Exclusive Roll for TE2, found in H.M.S Orca Moulded Gun Making Kit - Lighter - Tray N/A 60 Exclusive to TE2, found in H.M.S Orca, H.M.P Offshore and The Glorious Regime. A pair of Shoes Ready Shoes - Ready Shoes N/A 60 Exclusive for TE2. Security Pass Empty Security Pass - Jar Ink - Feather N/A 60 Exclusive for TE2, found in zone 17. A full crossbow of the body crossbow and a labbet lath and a tube glue N/A 70 Exclusive for TE2, found in Rattlesnake Springs. Fake Gun Moulded Gun and Jar Ink N/A 70 Exclusive for TE2, found in H.M.S Orca, H.M.P Offshore and Glorious Mode. Rod Timber Fishing - Paper Clip - A piece of string N/A 70 Exclusive for TE2, found in H.M.P Offshore. Escapists 1 DLC Prison Below is given only in escapists 1 in DLC prison and unattainable in Escapists 2. Escape Team Duct Tapes Forever Craft Santa Claus Sweatshop Craft Jingle Cells Crafts Energy Module - Battery - Battery - WireSuper Sock Mace - Battery - sockSuper knuckleduster - knuckleduster - energy moduleSuper baseball bat - baseball bat - duct tape - nailsSuper metal baton Duct tapeMakeshift stun gun (5 uses) - paperclip - energy module - duct tapeSuper whip - whip and duct tape - razor-wire bladeFyi metal baton can be obtained only by knocking out riot policemen and stealing their weapons, a normal police baton is a soft baton, not with a metal truncheon. Thank you /ConformistOwl and you /MudkipYoshi for helping with this. Page 2 66 Comments With the launch of Escapists 2: Pocket Breakthrough on iOS and Android, we wanted to help all new escapists make their way to freedom. Once you in the tutorial game, plot 17, you can still have some questions - and that's where our Escapists 2 Guide to Freedom comes in. Do absolutely everything, but we hope to teach you enough to be able to (impeccably) plan and perform your wildest shoots. Let's get started! Short version: - Play Center Perks 2.0 first. In this prison there is an inmate named Robinson (look for a red exclamation point) who can teach you the ropes. - Make sure to attend to the roll of any other routine only to have to be present for a second (or not at all if you don't mind a bit of heat). - Check out the benefit of quest lines and in-game payphones for tips on unique escape opportunities. - Consider if your escape is best done during The Light Out. Bed mannequin and sheets on your camera bars will hide the fact that you are not where you need to be. - Any items needed for unique spawn shoots at least one table each game day. Be sure to look everywhere, including behind locked doors. - Items with a red background are considered contraband. Don't let them through smuggled detectors and don't leave them on the ground for guards to find. - The fastest way to make money by doing favors. Also, get a job in prison or just sit in a bureau chair to get some free money while working. - If the guards are chasing you, hide in the locker. Provided they don't see you enter, you can stay there until your heat is 70 pounds (or 80 pounds if you don't object to potentially followed by security guards) and then safely get out. - When participating in combat, use both normal and charged attacks, blocking and blocking on your target. Plot 17 can teach you the basics. Full version: Where to start? Although you have access to several prisons from the beginning, we recommend that you start with The Perks 2.0 Center. Not only is it an easy prison, it also has a very special prisoner who can teach you the basics of perimeter shoots. Look for an inmate named Robinson who will have a red exclamation point over his head. Talking to him will initiate a perimeter escape tutorial from where you can choose from three types of perimeter shoots. Should I attend these prison procedures? Prison life dictates that you should do everything the guards tell you to do, like attending different routines during each game day. Fortunately, the guards have their hands full with every other inmate already, so it's perfectly normal if you just show up to the routine for a second just to get a tick and then be on your way. You can even skip most of the treatments completely if you are busy doing something different. Missing routine increases your heat, which can make guards suspicious about you, but in most cases it's not a big problem at all. Not they're on the same. Missing that will result in a prison lock and you are in solitary confinement peeling potatoes. You've been warned! How do I escape? On the perimeter of the escapes, each prison has a unique single single multiplayer shoots. There will be small clues around the prison to show you where and how they can be pulled together, but if you want some pointers, check out the in-game payphones. They will allow you to buy both escape tips as well as secret crafting recipes. If you can't afford to buy tips just yet, look for a green exclamation point above the prisoners' heads for affordable services. Not only is it great for making money, but some have quest lines (as indicated on 1/5, for example) which in some cases can lead to unique escape opportunities. Keep your eyes under your eyes! Oh, and if electrified fences are on your way, look for something that can generate your power. When is the best time to escape? Depending on the type of escape you make, you may want to consider making some of them during The Light Out. The guards will have you believe that you should stay in your cell during this time, but that is not the case. A crafted bed dummy and/or some sheets on your camera bars will help you hide the fact that you are not where you need to be. You can either hide somewhere during the RETURN TO CELL phase, or leave the camera through a shattered wall or vents. Just make sure you haven't seen any guards (or a guard tower search for lights) or you'll meet the painful end of a virtual baton. Where can I get the items I need? There are several ways to collect items, but the main one is to plunder any table you see. Each table will hold random items, and each inventory table will randomly generate new items each in the game in the morning. This means that if you can't find what you're looking for, try again the next day. In general, be sure to check absolutely every table. The items needed for specific craft recipes may have spawned in the table behind the locked door. Everything you need to escape, like bolts in Rattlesnake Springs, will appear somewhere every day. Be careful and look everywhere. The tables aren't the only places for items, however. If you see an unconscious prisoner or guard, sneak a peek into their inventory to see if they have something interesting. Just make sure no guards catch you stealing! If you need both items and money, favors should be your going to. Don't worry, we won't tell anyone. The ultimate way to get items is by buying them. You will notice some prisoners with a coin over their heads. This means that they have items for sale for a limited time. What prisoners sell, what they sell and how much it is It's all by accident. Keep checking back if you're looking for something specific. What should I craft? There are many elements in Escapists 2, and many of them can be created by players. Items that you are almost guaranteed to need, at least for perimeter shoots, include Picax, Cutter and Shovel. They come at different levels with higher levels with higher strength. One of the key steps in preparing to escape is to find out what items you need to pull it out. Look at the recipes to find out what items you need to follow as you look through tables, prisoners and guards. Another thing you can create is a good weapon. You can see the stats of each weapon in the description of the item, so we'll leave it up to you to find your favorites. Keep in mind that some weapons are contraband and others are not. This can be important if you need to go through a smuggling detector to take over the guard or prisoner you are looking for. Any contraband you may carry with you if you are knocked out and taken to the infirmary will also be removed from your inventory. With that in mind, the most powerful weapon is not always your best bet. Carefully consider your options. Finally, before you start crafting you need to make sure you have intelligence high enough to create the element (s) you require. Look for any bookshelves (look for a book icon on a prison map) that allow you to increase this statistic. You'll notice all the recipes in the craft menu are divided into several levels of intelligence, so depending on the item (s) you're looking to make, you need to increase your stats to a certain level. Unlike the statistics in Escapists (1), your health, stamina and intelligence will not diminish over time in Escapists 2. What is smuggling? Each item in Escapists 2 will have a specific background color of the item depending on the type of item. Normal elements will have a green background, while the contraband will have a red background. A few tips to keep in mind: - Don't go through a contraband detector with contraband on you, or you set the alarm. You can avoid this by creating and wearing a contraband bag that will hide your other contraband items. Take note of the durability of the bag, which decreases every time you pass through the detector. - Smuggling dropped to the floor will be taken by guards if noticed. You can safely store normal items on the floor, however. - Make sure you hide the most important contraband in a hidden compartment in your personal desk. This keeps him safe in case your camera is searched by security guards. Guards.

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