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The Nuka Mir power station from above. Operators (optional) Package (optional) Apprentices (optional) Nuka-Cola Corporation (formerly) NukaWorldPowerPlantCheckpointExtWorldPowerPlantExtDLC04NukaWorldPowerPlant01 (internal)DLC04POISCO1 (South -East) xx00341bxx0034dex008b57 (inner)xx00349e (southeast) Nuka-World Power Station Record Nuka-World Power Station is the site in Nuka-World Amusement Park in the year 2287. It is located to the west of the Galactic area, in the northwest of the map. It can be seen from afar as it is on top of a small rocky hill. The contents of the show BackgroundEdit According to a terminal employee, there was a crisis on April 28, 2050, just months before the park was scheduled for its first opening. The accident was then covered by Nuka-Cola Corporation. The staff member who reported the matter, an employee named K. Carlson, apparently was fired, and other employees had to be reminded of their employment agreement in order not to discuss the park. The problem has since been ignored. LayoutEdit Outside the factory is pretty quiet. Inside, however, crawls with wild ghouls. The path through the plant straight forward, consisting of a linear trajectory with several turns. There are several Nuka Mixer stations downstairs as well as several Nuka-World Raiders (Apprentices, Operators or Pack). In the basement there is a room protected by a terminal, keeping a full set of aligned power armor. The upstairs office has a pool table and a desk with a terminal on it. Heading down the ramp from there, jump into the room through a broken roof. The door has a locked door that requires a key to open. Behind this door are controls that restore electricity to the rest of Nuka Mir. The key can only be obtained from the boss who betrays Sole Survivor during Power Play (Nisha, Mags Black or Mason). The door is also unlocked at the end of the open season. Famous lootEdit Two full suits lined with armor power - one is in a room in the basement, while the other is in a maintenance building in the southeast. Both are behind Advanced Locked Terminals. Fusion Nuclei - Pre-installed in the above-mentioned power armor. Nuka-Power recipe - On the table in the room with the pool table and Nuka-World Power. Terminal employee. Overdue book - In the basement in the locker, next to the skeleton on a comfortable pillow. Factory Control Room Key - On the boss of the gang that betrays Sole Survivor during Power Play. NotesEdit AppearancesEdit Nuka-World Power Station appears only in the Fallout 4 Nuka-World add-on. GalleryEdit Nuka-Power recipe inside the power plantAdd image in this gallery LinksEdit - Employee Communication Record - 4/28 Meltdown: What Happened HELL? We submitted a full report last week explaining the entire series which has led to someone who knows how much pollution. WHY NOT PARK OPENING DELAYED? - RE: 4/28 Meltdown entry: For all employees: After consultation with our corporate offices and careful consideration of events, it was determined that the on-site assessment of the Class 7 event was conducted incorrectly and that the incident was not as serious as initially feared. The good people at Corporate have assured us that everything is wonderful, we will have a great season and ask you to please read the pages of your employee's 94-107 agreement, particularly regarding the dissemination of any information about your work here in the parks. They would like to remind you that discussing any activities in the park is a violation of this agreement and may lead to administrative action. Thanks to everyone - let's have a great year! Mags and William BlackMasonNisha Previous quest leads to house Sweet House Cleaning House Nuka-World achievement / Trophy 30 Silver Xbox Achievement Image Power Play is one of the major quests and achievements/trophy in the Fallout 4 supplement Nuka-World. Content show Fast Step-by-Step Guide Elit Nuka-World's main quest: Power Play Talk with Shank. Travel to the Nuka Mir power plant. Meet the gang bosses. Mason rebels. The niche rises. Mags and William Black rebel. Talk to Nisha. Speak with Mason. Speak with Nisha. Enter the power plants. Clear the way to the roof. Kill Mason. Restore the control room key. Enter the control room. Activate the main power switch. Talk to Gage. Reward: 400 XP Ace Operator perkChosen Apprentice perkReward: 400 XP Ace Operator perkPack Alpha perkReward: 400 XPC chosen Apprentice perkPack Alpha perkPack Disgust leads to: Cleaning house talk with Mags Black. Speak to Mason. Speak to Mason. Reward: Relentless Sniper Rifle OperatorsReward: Furious puncture battReward: Furious puncture bat Talk with Nisha. Speak to Mags Black. Speak with Nisha. Reward: Incitement Apprentice CutlassReward: The Relentless Sniper Rifle OperatorsReward: Incitement Apprentice Cutlass Detailed Step-by-Step GuideEdit The Girl Begins After The Creation of the Third Raider Outpost in the Commonwealth. The first step is to return to talk to Schenck, whether he was sent to the Commonwealth or stays in Nuka World. It shows that, depending on how the previous eight territories were doled out (five theme parks, three Commonwealth outposts), a gang that gained several territories rebelled against the decisions of the Ovboss by taking control of the Nuka-World power plant. Meet the other bosses outside the power plant. No matter what dialogue choice is chosen, the end result is that the treacherous gang and its leadership must die. Bosses join the attack on Battling through the forces of a treacherous gang and some wild ghouls. The boss is doing his last position on the roof outside. By killing them, they character removes the key from the control key from the corpse boss and proceeds to turn on the main power in Nuka-World. Fireworks erupt over parks as the lights return on. Talk to Gage to complete the quest and put an end to the main story of Nuka Mir. Several reward optionsEdit Perks After the end of this quest and conversation with Gage, the player character will receive perks under which the gangs did not rebel. Weapon After defeating a treacherous gang and turning to power, speaking to two surviving gang leaders back at their bases will provide some follow-up dialogue and new weapons in addition to unlocked perks: Nisha provides the apprentices with a blade with incitement to a legendary effect that inflicts double damage to enemies with full health. Mags provides operators with a sniper rifle with an unforgiving legendary effect that replenishes the point of action on a critical impact. Mason provides a piercing rocket baseball bat with the Furious Legendary effect that inflicts increased damage for each consecutive hit on the same target. The quest stagesEdit StageStatusDescriptionLog Talk to ShankNow that I have created a proper foothold in the Commonwealth, I have to go back to Shank to discuss our next move.10 Meet the gang of bosses near the Power Station. Shank informed me that Nisha had betrayed us, and used apprentices to capture Nuka-World's Power Plant. I have to meet with Mags, William and Mason so I can decide how to proceed.20 Talk to NishaThe decision unanimously... leaving Mason under the control of the power plant is unacceptable. I have no choice but to track him down and kill him. It's time to end Disciples.40 Talk to Nisha Solution unanimously... leaving Mags and William under the control of the power plant is unacceptable. I have no choice but to track them down and kill them. It's time to put an end to the operators.50 Hunt down and kill Nishanis was killed. I have to get the control room key out of her body.60 Hunt for Down and Kill Mags BlackMags and William were both killed. I have to get the control room key from The Hunt Down and Kill William BlackMags and William. I have to get the control key from the body of Mag80 Hunt Down and Kill Mason Mason was killed. I have to get the control room key from his body.90 Retrieve Control Room Key100 Proceed to Control Room110 to activate the basic power switchC parks completely under our control, and our presence is firmly established in the Commonwealth; it's time to turn on the power in Nuka-World and let the world know that our gangs are here to stay.120 Talk to Gage255stGage told me, even if we have established our presence, there are many caps out there just waiting to be taken, and as long as I continue to bring them, the gang will always have my back. It is noted that since there are three gangs, it is impossible to distribute evenly the eight territories that have been scattered throughout the plant, and because of the cramped spaces, they can easily kill the player's character. One should also be careful because of the raiders accompanying them, as they may have set off the traps. Once power is enabled, new areas in Nuka-World parks become available for study, with secrets to reveal. When a player's character has an active outdoor season quest, they will also get different goals to activate power in Nuka-World in the same vein as it does in this quest. Therefore, choosing to kill gang leaders and release Nuka-World will not cut the character off items only available in sealed areas. After this quest, entry into the territory of the opposing faction will lead to an attack. BugsEdit PC After the completion of Power Play, a group of raiders in the surviving factions can be found patrolling the Commonwealth. However, they are hostile and, having started the fight immediately, turn all the Raiders into Nuka World hostile. (checked) (checked) fallout 4 nuka world power plant location. fallout 4 nuka world power plant how to turn on power. fallout 4 nuka world power plant walkthrough. fallout 4 nuka world power plant security key. fallout 4 nuka world power plant glitch. fallout 4 nuka world power plant roof. fallout 4 nuka world power plant open season. fallout 4 nuka world bottling plant power armor

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