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Fallout shelter quest guide reddit pc game

Explorers can provide decent early game weapons. These contain four cards which have a mixture of caps, the three priorities (explained below), outfits, and weapons. Second to that, put someone with high I in the science lab too, as by this point people will start feeling the radiation from the wasteland. In between waiting for the labs to open, leave the couple in the living quarters that the tutorial has you set up. Makes sure power is good before merging. They are earned mainly through daily quests, but they do show up in lunchboxes. Also every time a dweller levels up, you get a small amount of caps. The game has two methods of obtaining items, lunchboxes, and wasteland exploration. Until you know power can handle it, put a lower level of the same kind of room between higher level rooms of the same type. So, this is the first "draft" of this. They are also people you want in living quarters as they will breed faster. They seem to be locking up the further you get in the game. I'm going to do a blanket thank you for reading, and for all the great feedback. Breeders need high stats all around, more on next edit. I - Intelligence: People strong in I are the researchers. Keep in mind that when you use a rad away, it will not heal the dweller. Post your findings, and I will add it to an edit. What was the last question in your GOAT in Fallout 3? I will add everything over time to make this a decent guide! Page 2 Posted by 7 years ago 223 comments It typically takes between 3-4 hours real time to have the baby, and the same for the baby to become an adult. The other primary way is the radio room. ALWAYS have someone training there, because they train the most important stat there. Put them in the med lab or the science center. A - Agility: These guys can handle carrying food around. It's OK if their stats suck, that will be fixed later. I cannot stress this enough. 8 comments Page 2 3 comments Latest update: Due to reddit's post size limit, I am going to start working on a wiki for the sidebar. Those three add SPECIAL stats to people you assign there. I have found that water pumps at the same level that merge into one room consume more power than a level 3 room beside a level 2 room. Equip these on high S guys, as the S adds to the attack they do. They belong in the cafeteria. L - Luck: Luck is a stat that doesn't have a job that I've found (will update if proven otherwise). It will say *x/x*. */u/alcoholsuperhero* argues that L should be high as well. Try not to have a baby boom though, your resources will take a hit. If you are unsure if you have room, tap the gear in the upper left to bring up the list of everyone. Put the gear with the appropriate stat to the room they are in, and the speed at which they finish the job gets faster. Weapons: While they aren't important early game (within the first few hours), as you level up, you need people to defend the vault from raiders and rad roaches. Later in the game, you need bigger weapons for attacks, as roaches and raiders have more health and attack. How you get people: There are a few ways of increasing the population. If you want to spoil it for yourself, keep reading. Put your best C people in there. After you work your way through the 30 people range, set up the Gym, Athletics Center, and Armory. Please be patient while I work on this. First off, I know Android people, it sucks. This was also a failure in my first play through, do not merge until the power can handle it. Buy if you want, but I won't discuss spending real money. Outfits: They are important, even to people IN the vault! For example, Military Fatigues give S+3. Without food, they die. However, family members will NOT reproduce, so you need people outside the family chain when setting up a new living quarter. A constant stream of 2 babies at a time is easier to manage than a wave of 6 new babies. Note about pregnant dweller mechanics: They can still work, however, if there is a fire, rad roach attack, or a raider attack, they run to another room. When you have a pregnant dweller, make sure you have extra space for the baby. Devote a floor to living space, power, food, etc. Strangely enough, one guy will spread his seed to multiple women in the same quarters if there is room for all of them (polygamy is a thing in this game)? However, until you have the power to handle it, do NOT make rooms of the same type at the same level. If not, come back later! So the purpose of this thread is to discuss the strategies and tips you have found to help your vault grow. Afterwards when you have a classroom, put people there too so they can gain the I stat to work in the labs. Vault layout: Early game, the tutorial has you set things up close together. However, people with higher luck improve rushes. They also contain rare characters which were NPCs from the fallout games. Just keep an eye on them and pull them back often using recall until you feel comfortable leaving them out there based on the gear they have equipped. You can't emulate Craster's keep from Game of Thrones here. However, radiation is always seeping in and it will damage everyone. It also helps people who are exploring to find better items. From here out, SPECIAL stats will be listed with the letter only! Staying alive: Your dwellers can get hurt from rad roach attacks, raiders, and radiation. You need them to find weapons. Put a couple people with high C in the radio, and they will have a chance to have another person from the wasteland show up at the door. I recommend always having a couple in a quarter, so you are constantly increasing population. After a few hours, start making floors. Believe it, because that's you. **HARDWARE NOTICE:** I have seen many reports that iPad 2's have issues running the game. You'll have it, just give it time. I personally did one vault that failed within the first 12 hours because I did not have a science lab set up, but I learned from that experience. They also have an affinity for making Nuka Cola at the plant at end game. C - Charisma: People strong in C are the ones you want in the radio station, as they bring in wandering people from the wasteland. Whenever the game says you need a new living quarter, make a new level for it. Sure, without water they die too, but water is also essential to much more than ingesting it. Only stop when you need to get your resources higher again. Power stations must have your strongest S people. Food is the second in my opinion at the moment. Keep slims in constant productions to help heal them. Put that on your guys in the power generator, and they produce power faster. It has been great since! However, I have not seen anyone else that's been playing constantly post anything, so here goes: The basics Each dweller has a SPECIAL stat, very similar to the ones in fallout. I agree, but especially early in the game, you want your highest E to be the explorer until you have a better option. The second method is lunchboxes. It will always happen, there is no chance for failure there. They are baby makers. One is through sex. Devote that level to living space. After the labs are set up, radio opens to try to grab people from the wasteland. Every few hours pull them back and then send them back out. As soon as the med bay is available, put someone with high I in it. Luck increases the chance as well. The last way is through lunchboxes. They seem to fall in an order like this (Which I will update based on findings): S - Strength: Dwellers strong in S are specialists for power P - Perception: Dwellers strong in P are specialists in water production E - Endurance: Dwellers strong in E are great explorers. Without power, all other rooms cannot run. The NPCs have high SPECIAL stats, use them where appropriate. If you have ever played Hearthstone, it's kind of like opening a deck: there's always a rare or better. Note: Lunchboxes are available through in game quests or real money purchase. They will include common people, or rare people, some of which you may recognize. The order of importance: Power is THE PRIORITY. I then created a second vault with making sure that power was the utmost important room (because it is), and then as soon as a science lab was ready, I made one. Leveling up also heals the dweller, but it does NOT get rid of radiation. How you gain items: Caps is the currency, it's what you use to buy new rooms and upgrade them. These people should be the wasteland wanderers (not to be confused with the Lone Wanderer from Fallout 3). You need to use what they find. Put a man and woman in a living quarters, and after a few minutes, they will do the deed. They heal very slowly over time though, if you don't have the stims to spare. Exploration requires someone with high E stat, but they can find some treasures. So, water is the third on the list. Always have the person with the highest E stat explore, as soon as the game starts. If you are maxed out in room, she will not have the baby until there's room.

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