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Defuse bomb puzzle far cry new dawn

FlagView HistoryThis page contains instructions for the twelfth story of the Far Cry New Dawn mission. This game follows Far Cry 5 and has spoilers for this game. After you find out Rush disappeared the twins will contact you and invite you to come to the fertilizer plant on the Penalty Pass. We encourage you to pick up a weapon with a decent range, such as a sniper rifle, before you do so as it will make part of this task much easier. As you approach the plant, the twins begin to make a smile at you. An icon appears on the map telling you to get to the hostages. Be careful how you head into the sila as there will be enemies around. Try to take as much as you can see before you get there. Once you get a broken silo you will be put on a 1:30 timer and instructions to monitor the pipe to prevent its explosion. That's a lot of time for this first mission, so don't worry too much. If you look between the silo and the main building, you will see a pipe heading into the building, that's what you need to watch. It disappears into the wall, so break the door right down and go inside to follow it to the main area and out the back exit. Around the corner to the right outside you will find a covered area and the switch is under some broken planks. Smash and flip the switch. Next up, the twins have hidden four hostages with bombs on them in the area. You get waypoints on everyone, but they can be a little tricky to find. South of the main sila where you first freed the hostages, you can see a pink shipping crate. Crawl under the garage door and turn left and break through these slats on both sides of the hallway. You can find the first victim in this room. Follow them and defuse their bomb. Leave the path you have come and return to the main sila. From there, turn back to the main building and you will see a door covered with slats. This will walk you through the same room you were in when you were watching the pipes. On the left is a pinboard with a key card, grab it and use it on the door next door to get to the hostage. North of the sila are two pink shipping containers stacked on top of each other. Jump on one to get to the next and disarm the bomb on this hostage. Now go to the back corner of the complex, where you will see a brick shed and a tractor. You need to move the tractor - either repair and drive, or place explosives to get it out of the way. This allows you to access the door - next to it is the key card, grab that open the door and defuse the bomb from the hostage inside. Go back to the main room where and you will see that another one of the card keys are now open. Go down and you'll find a switch puzzle. Pull the switches in the following order: 2, 3, 4, 1. Shoot locks Now you have to shoot the locks to save the hostages. Unfortunately, when you get too close, they explode. Climb onto the roof of the main building and pull out your best weapon over long distances. There Three locks that you have to shoot around the main building. Be sure to shoot the yellow locks and not next to the locks, or they will explode. At this point, there may be several enemies around. Continue ignoring them if possible. Just head to the waypoint and hide your weapons in your bag before you go inside on the outscene. Once it's over talk to Kim back at Prosperity complete the mission. Far Cry: New Dawn 07 March 2019 | Filip Galekovic's Far Cry New Dawn has a number of missions that are not as simple as some may have thought. The timed 'Through the Wringer' bomb defuse quest is one of these missions. Far Cry New Dawn bomb disposal requires you to work fast because a suitable countdown timer is running early in the search. If you haven't been able to complete this mission and want an effective tutorial, or just don't want to bother too much, you've come to the right place. - visit a fertilizer plant to start a mission: Go to the place marked on the map as soon as the quest's active-countdown timer starts when you get to the marked location, so find out where the nearest pipes are and follow them to the circuit breaker-switch circuit breaker for the second countdown to run-track the waypoints on each of the four hostages, defuse their bombs. As you go on-when all four bombs are defused, the third countdown is triggered-fight your way into the basement and solve the switch puzzle to defuse the last bomb (2-3-4-1) - shoot locks from each hostage from a distance (we recommend packing a range rifle) - store your weapons in a designated bag and follow the waypoint to the buildingit is not the only mission guide we have for New Dawn here on Game Watcher Mind. For example, visit our rescuers to go under for a thorough guide to that particular mission. However, if you're into a more general survey, the MP3 music player guide can be faster. Related: Far Cry: New Dawn Last updated: 2019/3/9 04:20 Check out this guide to the full Far Cry New Dawn Chapter 3 Through The Wringer mission guide. This includes game tips, tutorials and more! Progression & Story Instructions<it< Previous PartNext Part >>HomecomingNow This is EntertainmentCheck Out The Story Walkthrough HereThrough The Wringer - Instructions The Wringer - Instructions ChartNo.Procedure1Come to fertilizer plant to start the mission and go to the marked point.2Upon reaching the point marked in fertilizer plant, countdown timer starts. Follow the pipe to the circuit breaker.3Using the circuit breaker and the next countdown begins.4Defuse of the bomb. After all of them have been defused, the next countdown begins.5Regrant to the basement and solve the switch puzzle to defuse the bomb. Solution: 3-4-1-2.6Shoot hostage locks. Snipe is gone from a high point.7Site the weapons in the bag and go to the building. A series of movies will start. This mission will have countdown, and the mission fails if the countdown drops to zero. However, you need to work quickly, because after each goal is completed, there will be checkpoints, so it is easier to repeat. 2. Circuit breaker is on the east side of the building Circuit breaker is behind some planks and emits sparks. Close up or shoot planks to reveal the circuit breaker. Then pull the switch. You have to look for hostages and bombs with search zones. The bombs are tweeting, look for them. These are the hostage sites. The first floor of the building near Corkboard Hostage is locked behind a door that requires a card. The card's only on the cork board, so pick it up to unlock the door and release the hostages. On a stack of container vans The second hostage can be found on a pile of container vans in the northern part of the area. Inside the shed at the southern end of the Hostage area is in one of the shelters at the southern end of the area. In a shed with a crashed tractor you must have to decorate repair torch in order to save this hostage. The shed is in the northern region. Repair the tractor and get it out of the way. Then take the card from the nearby cork board and open the locked door where hostage v. 5 is. The switches must be flipped in the correct order to defuse the bomb, the switches must be pushed in the correct order and the bulbs glow green from left to right. If incorrect, the light will turn red and the sequence will restart. The sequence is random on the playthrough, but try 3-4-1-2, or 4-2-1-3 based on the above labels. 6. Shoot locks from a distance sniper rifle is recommended for this mission so you can easily spot padlocks. Be careful not to approach the hostages, as this will trigger bombs that explode. They have a slight shine or shine that makes them easier to spot. Progression & Story Instructions<it< Previous PartNext Part >>HomecomingNow This is a Fun All Story Mission List & WalkthroughAll Side Mission List & Walkthrough Bomb Disposal is the target in Far Cry New Dawn (FCND). Defuse bombs is the target in Story Mission, Through the Wringer in Far Cry New Dawn Walkthrough [edit] In the main room of the fertilizer factory, you have to go southwest door. Open the door and run down the stairs. You will find a number of people trapped inside a cage with a large number of bombs just behind them. To release them, you'll need to rotate the switches in front of you in the correct order. When you switch the right switch, the green light comes on, otherwise all the lights will turn red and the sequence will reset. This order is (left to right) 3, 4, 1, 2. If entered correctly, the cage door on the right will open. Once again, run up the stairs to the main room fertilizer plants. Goals[edit] Next Story Missions Now That's Entertainment Prev Story Missions Joseph's Secret for Through the Wringer, one of the missions in Far Cry: New Dawn. This mission has several stages where you have to complete a task within the time limit - holding hostages or disarming bombs. Get a repair tool and a sniper rifle before starting this mission - they will make this mission much easier to complete. Launch of the Mission Bomb Disposal Rescue Hostage Upgrade Prosperity unlock through mission Wringer. You need to get all the specialists and upgrade the base to the maximum level - it works in the same way as when you completed Upgrade Prosperity for the first time. You can get ethanol by captures the base. Check out specialist missions to learn how to get them. Launch mission Talk to Kim Rye. You'll learn rush hasn't returned from reconnaissance. You will receive a message - you will learn where Rush is being held. The location is automatically marked by the game. Follow the mission marker - you will get to the place between the destroyed siding and the red building. The hostages are in a sym up. Go to the red building and reach its eastern part (the one outside). There you will find the switch - activate it to save the hostages. Defusing the bomb your next goal is to disarm four bombs - you can find them in different places. You have three minutes. One bomb is inside a pink building - enter it and defuse the bomb attached to the hostage. Another bomb is near the garage - the entrance is blocked by a broken down vehicle. This is where the repair tool to decorate comes in return - repair the vehicle, drive away and then enter the garage. Inside you'll find another hostage with a bomb. Another bomb is inside the red building, the one where you activated the switch. The card that opens the nearby door is on the board - go inside and help the next hostage. The last bomb is in an orange container, the one between blue and pink. Inside you'll find the last hostage with the bomb. After disarming the four bombs, go to the basement in the red building. You must communicate with the switches in the correct order. Solving this puzzle is different every time you play this mission, but it's not hard to figure it out. All lamps must glow green. Go outside. Hostage rescueChs's next goal is to save three hostages - you have a minute and a half. They stand on top of tall buildings - their locations are marked by the game. Shoot the chains. Remove the sniper rifle and avoid shooting hostages. One hostage is on a billboard in the east side of the site. The second hostage is near the destroyed sila. The last hostage is near the colored containers. Then follow the mission marker. Put the guns in the bag before you enter the building. Watch the scene. Then the Wringer mission is over. Next Story Mission Now It's Fun Prev Story Mission Joseph's Secret Secret Secret

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