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Recently verified 15 Dec 2020 Lazada FREE shipping for orders above SGD30 Enjoy free shipping as you buy 100% authentic Korean products. Apply apply T&C. Recently verified 15 December 2020 Fallout Shelter has been on the market for almost five years, and much has changed in Wasteland since those early days. The game was a huge departure for Bethesda, a company usually known for its extensive open-world titles. Not only was the overall design of the game radically different from previous Fallout titles, but Fallout Shelter was also originally released as a mobile title before it was moved to consoles. If you return to Fallout Shelter after breaks, there is a lot of new content to explore. Even if you've created a thriving Vault, you can take a lot of steps to optimize your setup. Here are some tips on how to make your Fallout Shelter time more efficient. Further reading Build smart At first it is easy to build new rooms accidentally when they become available. Scroll down and see how deep your vault can run to see how much space there is to expand as the population grows. Larger, connected rooms are more efficient than the sum of smaller rooms of the same type. Since the rooms have a maximum of three seats, they always leave room for expansion. Extending the initial lift directly down leaves room for three wide rooms on both sides. Building elevators instead of using more horizontal space can be a bit more expensive, but you can't beat the long-term performance of this simple, two-column structure. Rooms require more power to work farther away from the power plant, so be sure to distribute the reactors evenly to maximize their efficiency. Don't build too fast, though! Diners and water treatment use energy even if no one uses them, so building facilities that can't be used yet is a waste of valuable energy. Even if you have staff, sometimes it's better to focus on training them to work more efficiently in the rooms you have instead of building new ones. The exception, however, is the rooms for generating energy. If you're producing excess electricity, you can safely build more facilities to increase storage capacity without burdening resources. Special statistics explained All your inhabitants have the main special stats of the game Fallout, standing on strength, perception, stamina, charisma, intelligence, agility and luck. These skills correspond to how effective a resident will be in a given room, so let's guide where you can assign them to work. The force increases production in power plants, perception helps the water treatment plant, endurance helps them survive longer in the wilderness, charisma helps them multiply faster in living quarters and attract new followers through a radio station, intelligence assistance in the production of Stimpaks and RadAway, and help agility in food production in the dining room and garden. Happiness helps residents in any job be more likely to succeed when they rush production, and also increases the chances of hikers finding good loot. Once you have access to the training rooms, strengthen the strongest statistics of the inhabitants to maximize their effectiveness in a given work. Happiness is a good second stat to focus on for everyone and then charisma to repopulating faster for everyone. Keep the vault residents busy You can sort the list of treasury residents by different columns, including their current work. Everyone on Coffee Break doesn't breath from the power plant - it's just a euphemism for unemployment. Without work, your residents are simply food and water, so be sure to periodically check and make sure everyone is busy with work or training. They are happier when they are busy, so you have no reason not to pursue full employment. When assigning residents to rooms, holding them over a given room shows a net change (positive or negative) on its effectiveness. This is an easy way to make sure that the tasks of the resident are the most influential, especially when trying to meet the goal of assigning residents to the right room. Arm the inhabitants of the vault After your wandering wanderers begin to bring weapons, the best place to store them is in the hands of every adult citizen you have. Your biggest and most powerful guns, such as alien pitchers and Fat Man, are best saved for these wanderers to stay safe in the wilderness. Most of the weapons you find will be less powerful, like rusty sawn-off shotguns and pistols. You can sell them for a few hats or build a store to keep them, but it's best to arm each of your citizens first. Having at least a few guns in each room ensures that they remain safe in the event of a radroach invasion or if the invaders break through your defenses. Do not worry about arming pregnant women. When the disaster strikes, pregnant residents flee to the pirms to wait, so the weapons will not do them any good. Also, don't worry about weapons that deal only 0.1 damage. This is no better than the damage they will do with their bare hands, and additional caps are always useful. Upgrade outfits Just like with weapons, the best place to store the outfits your wanderers bring are on the backs of the vault dwellers. Outfits increase specific combinations of special stats, so try giving each outfit that increases their strongest statistic corresponding to their work. Endurance- and strength boosting outfits are best saved for hikers to keep them safe there. The nightwear's charisma injection is an easy way to help someone breed more quickly in the living areas. For lack of something better, formal consumption to increase happiness is useful for rushing every room. Get ready to fend off raiders enemies will occasionally harry your vault, but a little readiness goes a long way. You can assign two vault residents to your entrance to protect yourself from attacks, but this is often unnecessary because otherwise they do not produce anything or improve. Place two of your more powerful weapons with the residents who work in the room closest to the first floor entrance, then upgrade the health of the vault door at the beginning. When the invaders knock, simply move your two designated guards from a nearby room to the entrance to fend off the attack. You don't even have to drag them back. When the invaders your guards will return to their previous work without prompting. As you dig deeper, more challenging threats such as wild ghouls and deathclaws will also be knocking. If you find that your attackers are beating to the door, upgrading the vault door will buy you extra time so they can get in place before the enemy breaches. Use Stimpaks and RadAway Accidents to happen, and sometimes residents will get beat up from invaders, radroaches, or fires. They will gradually heal back to full, if left alone after solving the problem, but sometimes a series of unfortunate events or a poorly armed room means that several may be seriously injured during the service. Instead of paying caps to revive them after the fact (because no one ever dies permanently), it is much more effective to choose residents that you see a lack of health and immediately apply Stimpaks that restore a significant portion of their health immediately. Radiation reduces their maximum health (as indicated by the red bar, which grows from the right), so use RadAway before wasting Stimpaks on irradiated residents. If you do not dig a bucket, do not despair! Anyone who dies, whether at home or wandering the wasteland, can be resuscitated. This is

expensive, but better than losing your favorite citizens forever. Go for the revolving lunchboxes three goals you have at any given time is a great way to supplement your income. They will never run out, so if there is a low-value goal, you will not be able to finish easily at any time, feel free to give it up in the hope of a better option. Targets that ask you to equip weapons or outfits are easy to achieve when you have a decent stock, because you can simply undress and re-equip your residents to meet the requirements. The goals that reward lunchboxes are most valuable because they often contain more hats than other resources, weapons, and sometimes rare residents with exceptionally high special stats. Under no circumstances do you need to buy extra lunchboxes to play successfully, but an injection at the beginning of deliveries and special residents can do wonders for setting themselves on the right path. Given that the game is otherwise free, I had no qualms about kicking the developers a few dollars for such a great little game, but if and how much to pay, it is obviously a matter of personal preference. Rebuild the population New residents are a rare commodity if you just wait for them to show up at your door. This means that you will have to encourage a population that you need to develop from within. SPECIAL statistics of parents affect the resulting children, so in general you will want to breed your best for the stronger next generation. Thumbing your nose at the conventional wisdom of genetics, this also applies to statistics that have been raised through training. Rare locals that show up with lunchboxes, with their naturally high stats, do for the best breeders back then. Since the vast majority of unique characters are (problem) men, the easiest way to do this is to bring one into the living quarters and fill available slots to women to gradually knock down. Knock down. I'll definitely put them back to work once they do because they don't do anything good just wandering around the pims once pregnant. Fortunately, the game does not allow parents to make children with their own children, so you will have to rotate the male characters when you are done with too many direct relatives. Your residents are not particularly picky besides, so don't think too close about the relationships you create. In the morning, at night, unless you plan to buy a lot of lunchboxes, you will need to send locals to explore the wasteland and restore valuable weapons and outfits. They are essentially in the conventional Fallout game for you, reduced to a passive stream of descriptive updates. No residents can survive forever in the wilderness, but you will want to push them as far as they can go to get the most out of each trip. Endurance is the most important survival statistic, but any other high SPECIAL seems to help. Higher-level characters also tend to stay alive for longer. Reload them with stimpakami and Radaways to help them stay alive for as long as possible, but periodically check in to make sure they are not close to death. When their healing supplies are over, bring them back home to collect your discoveries. No one will be injured on the way home, so you can safely use all their healing supplies before withdrawing them. No matter how effectively they use their healing items throughout the day, residents inevitably seem to die if they are overlooked overnight (IRL). We found a good rhythm in sending residents first thing in the morning, checking them from time to time throughout the day and then recalling them back before going to bed at night. They don't take on additional damage or radiation when they return home, and will probably be back just in time in the morning to collect what they found and send them back for another day of hunting. Over time and you have several high-level residents and weapons, you can start letting them stay longer, even for a few days at a time. The longer your inhabitants are, the harder the challenges and the bigger the rewards. Quest smarter, not harder In July 2016, Fallout Shelter added quests – Instead of simply exploring the wasteland for consumables, you can send groups of up to three residents to explore buildings and even other vaults. These missions, like most other in-game quests, require some planning. The people you send will not be able to help in the Crypt in the event of an invader attack or food shortage. Each task contains certain level and weapon requirements; In general, you are pressured to send your best people, not new, less useful people. However, if you do not want to distract additional residents from their work, we recommend sending one or two skilled characters on a mission, instead of three people who barely meet the requirements of the task. For example, a level 50 resident can easily search on their own. The other two people who would mark each other along may remain in the vault safe and sound. If you're sending a smaller team to a mission, you can also complete it by connecting it with your pet, which can increase support during close encounters. In addition, these missions typically require several hours of travel time before and after the actual mission. If you need your heroes wandering the wilderness quickly, you can call them back from Nuka-Cola Quantum – obtained from quests, lunchboxes or a real money store – to make this process instant. We suggest you to use them sparingly, but they can help in the crosshairs. Once the inhabitants of your vault have completed their mission and come home, make sure you reallocate them to your previous rooms or their talents can be quickly wasted. How to gain an advantage in battle quest combat is slightly different from raids and invasions. By clicking on the enemy character, you can choose the enemy you want your vault dweller to attack first, and the lucky characters can land critical hits through mini-game time. Therefore, there are three statistics that you will want to maximize in quest-bound characters: Agility affects the speed of their attacks, while both perception and luck improve their critical hits. Raising a resident's perception slows down the icon you need to touch during a critical hit, making it easier to hit critically. Happy residents will get more chances to hit critically. Mysterious Alien AlcoholicAtaxia /Imgur Imgur/AlcoholicAtaxia As in the main fallout game series, you may occasionally encounter a character known as the Mystery Stranger in Fallout Shelter. Unlike Fallout 4, where it helps you in heavy combat, aliens just pop up around your vault every now and then and give you plenty of caps if you happen to find and touch it. When a stranger arrives, you'll hear a mysterious melody with three notes: The louder the melody, the closer it is to the room or resident you're currently studying. If the music is loud, make a quick sweep around the rooms adjacent to the place you are looking for; if it is softer, zoom out and look at the rooms in other areas of the vault. You only have a few seconds to find it, so make sure your eyes and ears are open all the time. Sex and radio are proven mood boosters Happy vault residents are productive vault residents (increasing their exit rooms), so it's always in your best interest to keep smiles on everyone's faces. Having enough food and water and a good job are basic requirements for happiness. When that's not enough, there are several other ways to turn those frowns upside down. The radio station will help attract new residents from wasteland, but it also serves a secondary function of keeping the population at home happy. its most charismatic inhabitants to entertain the masses. The second (and perhaps obvious) method of increasing the happiness of the population? Get them laid! Specified! Your depressed residents in living quarters with someone of the opposite sex, can throw on some sexy nightwear and let nature take their course. No one's foul mood can survive a little dancing and repopulating. You can easily avoid microtransactions Fallout Shelter is free, so this means that you can offer real currency for in-game items. In fact, despite being a free-to-play game, Fallout Shelter earned more than \$90 million for its creators. That doesn't mean you have to contribute to this number because Fallout Shelter does some unique things. Unlike other free-to-play games that rely on microtransactions, Fallout Shelter doesn't limit your progress if you don't invest. Fallout Shelter does something different than other free-to-play games. It does not allow you to wait for more resources to become available. You don't have to spend a dime of actual cash on items to have a lot of fun and progress in history. But there are some small purchases that are worth the investment if you are looking to enhance your experience. The basic microtransaction is the lunchbox, which is an in-game loot box that gives you six new items. This is by far the most cost-effective purchase you can make – and Fallout Shelter won't let you regret it. Of course, players can also buy in-game currency bonuses, among other items. You can use cash to buy anything you encounter in Fallout Shelter. You can get through the game faster by purchasing items, but going through it without additional help is more rewarding. After all, half the fun of the game is checking into the hostel all day for short gaming sessions. Editorial recommendations

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