

Continue



Resistance trophy guide

Welcome to Terminator: Resistance Trophy Guide! Estimated Difficulty: 2/10, Estimated Hours to Completion: 9-11 hours. No missable trophies here! To earn all trophies, simply play through the game story on any difficulty (Easy, Medium, or Hard). Focus on completing story missions, side quests, collecting notes, and completing the two missable trophies: "No Hope" and "Turn Up the Radio". Don't worry about the details; just enjoy the ride! 1. You will have to locate and destroy an HK Tank. Utilize rockets to strike the front of its head, which will momentarily stun it, allowing you to approach it. 2. Once behind the tank, shoot rockets at its back head to deal significant damage. 3. Continue this process until the tank is destroyed. 4. Approach the tank and hack it to obtain Skynet security codes. 5. Upon destroying the HK Tank, follow the instructions to hack it again as instructed in a humorous phrase: "Fool Me Once...Destroy the Infiltrator." 6. You will eventually team up with NPCs to destroy the Infiltrator after it was detected in your area. 7. As you progress through this level, you'll be the only one who must battle the Infiltrator. 8. After successfully escaping Downtown with Alvin by destroying enemies and keeping him from getting killed, you will earn a trophy. 9. To obtain the "Contact" trophy, find and talk to imprisoned Resistance Soldiers in a hospital that serves as their temporary prison. 10. Complete the game on any difficulty level to earn the "I'll Be Back" trophy. 11. Obtain an enemy killed by a hacked Turret after you can hack Turrets. 12. To achieve the "Taste Of Your Own Medicine" trophy, have an enemy get killed by a hacked Turret. 13. Sneak up behind a Terminator and kill it using your Termination Knife to earn the "Efficient Killer" trophy. 14. Locate 10 notes in the game to obtain the "Historian" trophy. 15. Find the locations of these notes as listed below: 15 Location notes repeated. Destroy Pasadena's T-47 by shooting its head to deplete health and destroy it for Still Counts as One Trophy Blackout. Complete 5 side objectives by talking to NPCs like Jennifer, Patrick, Ryan, Alvin, Erin, Baron, or Mack. These quests will provide blue spot locations on your map, helping you find the required items or information. Upon completing any 5 of these, you'll earn Priority To Me! Trophy. Destroy your first T-800 using weapons and environmental objects to earn No Hope Trophy. In Pasadena, use lockpicking skills and have lockpicks in inventory to open the unlockable door, earning No Hope Trophy. Find a note for Journalist Trophy by following note locations (Historian). Open 10 locks with Lockpick skill to earn Easy Money trophy. Craft 5 items using resources scattered throughout the game to earn Handyman trophy. It seems like this game has various tasks and requirements that need to be completed in order to unlock certain upgrades and trophies. To start, players are told they'll have plenty of resources available, but some might be harder to find. One of these is the CRAFTING TABLE, which can be used to create items as long as you have the necessary materials. When five items are crafted, a trophy will unlock. Additionally, there's the Researcher Trophy, where players need to take at least one good photo of an enemy using their special scan vision, which gives them night vision-like abilities. To do this, they'll need to be close and have a clear view or use ZOOM mode. The Turn Up the Radio trophy requires players to retrieve Ryan's boombox after returning to Pasadena, then collect it in the signal source area. Once back at the safe house, turning up the radio volume will unlock this trophy. Tinkering with weapons is also an important aspect of the game. Eventually, players will be told about upgrading their guns using CHIPS, which can modify various aspects such as clip size, damage, and rate of fire. The goal is to combine CHIPS in a way that works together for optimal results, although even PINK CHIPS (the rarest) can be combined with any other CHIP. Finally, there are several action-oriented trophies, including Helping Hand, where players must successfully hack a Turret by completing a mini-game involving moving a dot from left to right. Hacker requires hacking 10 different devices in total, while It's a Bird... demands that a T-800 Flamethrower be destroyed by shooting its fuel tank using stealth. Trophy guide for Terminator: Resistance - Annihilation Line DLC. This DLC picks up mid-way through the main campaign story, where Jacob Rivers assists in investigating Northridge Outpost, a civilian settlement that's mysteriously gone silent. The investigation leads him and his team beyond the Annihilation Line, into the most dangerous territory. The DLC is divided into 11 chapters, each with its own set of quests and objectives. To earn all the trophies in one playthrough, make sure to complete all main and side quests in each chapter. The only potentially missable trophy is "Quick on Your Feet," which can be earned by completing a specific task within the DLC. Players have the flexibility to choose any difficulty level and still earn all the trophies. Side objectives are indicated on the map with blue points, while main objectives appear in yellow. Completing one side objective will earn this particular trophy. Unlocking the full trophy set is a multi-stage challenge divided into eleven distinct chapters. The campaign commences at Reseda Highschool, where it all starts, but this chapter only sets the stage for what's to come. Next, players are thrust into the Resistance Shelter, a crucial hub of activity. Chapters three and four transport us to Northridge, where we experience a sense of belonging, and Bakersfield, where we unleash our full fury upon enemies. The narrative then takes us through various hideouts, including the Ruins Hideout, where resourcefulness is key, and the Ruins City, where survival hangs in the balance by a thread. Chapter seven brings us back to the City Hideout, but this time with added urgency. Further along, we reach the Annihilation Line, where planning and strategy are put to the test. The Skynet Research Facility awaits, requiring quick thinking and cunning, while chapter ten sees us retreating to our Last Hideout. Finally, we arrive at the Skynet Prison Camp, a somber reflection on the fall of society, mirroring the decline of the once-great Roman Empire.

Terminator resistance trophy guide and roadmap. Resistance retribution trophy guide and roadmap. Resident evil resistance trophy guide. Sniper elite resistance trophy guide. Watch dogs legion resistance trophy guide. Resistance retribution trophy guide. Invizimals the resistance trophy guide. Terminator resistance annihilation line trophy guide. Resistance 2 trophy guide. Terminator resistance trophy guide ps5. Resistance 3 trophy guide. Resistance burning skies trophy guide. Resistance fall of man trophy guide. Terminator resistance infiltrator mode trophy guide. Terminator resistance trophy guide.