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Enslaved odyssey to the west trophy guide

Story-related, not to be missed. This level ends up teaching most of the basics when you get to the escape pod. Story-related, not to be missed. At this level you can learn a few of the basics as well as eventually learning about the upgrade system near the end. The last part pits you against the demolition machine. Keep attacking away until he gets furious (with a proper red effect around him). The statue in the middle is where you can charge him, so go between you and Mecca and press to charge him. You have to do this 3 times to beat him. Story-related, not to be missed. At the end of this level you will face another demolition mech, but it will be a different situation. There are no statues. You can use the staff to shoot with stun blasts (blue ammunition). This stuns it and gives you a chance to attack. When you become frantic, just taunt with it and charge it into the wall. Now just press follow the takedown move. Story-related, not to be missed. In the last area of this level, you need to raise a light platform to go to a platform belonging to a dog (a big mecca chasing you). Lighting order: green-blue-red-blue. Story-related, not to be missed. At the end of the chapter you have to face a Mecca dog. To destroy it, make sure you have stun ammunition for your employees (there are a lot scattered around). Hold long and aim to shoot. hit until it went up again. Repeat until you are told to use takedown. Gets the cloud hoverboard device (click). Now race to it and perform a takedown. Repeat this for a second life bar. Story-related, not to be missed. This mission is fairly short and mostly stays from point A to point B. There are a few mech fights, but no bosses. Get results as soon as you use the zip line. Story-related, not to be missed. This mission has a large amount of Mecca, especially to the end. You will be taken here with the staff, introduced to the more powerful mech enemy at the end of the level. Story-related, not to be missed. This level focuses primarily on windmill (wind turbine) operations. First, climb to the top to start the puzzle. If you can use the trip to control the windmill (right or left option), you need to ride on top and center the windmill there. If you are prompted to drop the sail, press it. Do this again for the last part. You must, of course, go to each side to get on East Sea right wing. There are other robot dogs at the end, so use the same tactics as before (this shoots you). If you've upgraded a lot of employees, you should be able to upgrade very quickly with stuns and headshots (to take out each line of life). Story-related, not to be missed. This level is based on a lot of travel and using boats. When you make your way through your way, you will eventually meet the dog and it will be chasing the trip on the boat while you follow behind Cloud. There's the achievement of being a bad puppy who needs to do this in less than 36 seconds. For more information, see the corresponding performance description. Story-related, not to be missed. This is a pretty short level. You have to deal with an enemy that has never been called a rhinoceros. It is the only one you will see in the game. If you don't have a performance yet, you can reload the check point because the performance doesn't match the charging attack. After that fight, you have to chase after a lot like a dog chase. There are also achievements that can do it very quickly, so take the horns and make related achievements. Story-related, not to be missed. This is a pretty short level that ends with Matador. Don't be hit by it and you can also catch up quickly in chase sequences. This will give you two achievements related to that achievement. Story-related, not to be missed. When you arrive at the part where the cart is, the final scenario should all be a red light on the cart facing away from the bottom of the middle red track. If both do that, move things forward and travel the serve will now move to the cleared path. The level ends when you drag the pig back to the sub. Solution to Vere Puzzle: Pull the first switch you get. Jump the field and move forward using the Forward command. Move the cap to the next veer and re-order the command. Go out and hit the level of the new side and get back. Now I have a command to move forward. Pipe to the right and use this route to return to the first lever. Use the first cane to face the dead end and get commanded to move forward. Both carts travel to the dead end and the serve can move forward. Story-related, not to be missed. This mission with tons of acrobatic jumps is at the end, you make the most mecha fights you've had to fight in every level. Just keep cool and attack Mecca and eventually the level will end. Story-related, not to be missed. Make your way through levels that destroy leeches landing in Mecca. A giant mech that looks like a scorpion is actually the end of the level. Keep following what the game dictates, and shoot what it represents. Don't get too stressed if you miss out on targeting some of the time, as if you are in 0 ammo, the game will give you more from the ammo generating point. The fight seems to drag on a bit with a lot of interruptions going on, but you'll finish the game. Story-related, not to be missed. After you win the last chapter, the game moves to the esillog. Unlocks this achievement at the end of the scene/event. Demolition Mechie headshot 20 times. Demolition Mechie has some appearance. At the beginning of the game, you'll see 2 and 3 (the final enemies in both levels). You'll find this later in Chapter 10, where you can easily hone your accomplishments. There are two types of ammunition counts for this. Shoot Mecha with stunned (Blue Ammo). Now keep shooting at your head. If you run out of ammo, you can die on your own and start fighting again (reloading checkpoints will start your mission at this point). Upgrades can actually help, such as providing more ammo capacity and much longer-lasting stuns. Easy.See complete all chapters on the great sage equivalent achievement description of heaven. Complete all chapters on the summit. This game is very easy, even hard. Some points will get a little stressful, but you may well take on most enemy encounters as you learn to block at the right moment. Also the upgrade helps a lot, especially if you win the game easily first. The reason I suggest it's easy is that if you win hard, you can still likely be missing beads from almost any chapter. It also needs to be fully upgraded for performance, and there are not enough beads until it's close to chapters 9 or 10. So you can create a hard mode second play to make it look like you're back in easy mode as well because you're going to play most/every level again. Chapter selection allows you to play hard mode and still get results. Hard mode unlocks for each level only if you have beaten the level before on the hard. Note: Difficulty-related performance stacks. If you win the game hard, you will unlock it normally and easily as well. Beat the pigs to the top of the decaying titans. A race occurs between you and the pig near the start of Chapter 10. This is a climbing race. It will most likely be called very close and may take some attempts. If you see yourself lost at the end, or if you only use chapter selection, you can restart the inspector. A dog rescue journey in less than 36 seconds. This achievement can be earned at the end of Chapter 9. The dog is chasing the trip and you have to keep up with it with your cloud (hovering device) and use the same take-down method as the previous encounter. You need to take advantage of the speed boost very well to make it in time. The video below is beaten in about 35 seconds or so, so if you don't do it by that point you'll need to restart your checkpoint. Takedown ends the task. Rescue journey from rhino in less than 35 seconds. This achievement is very similar to a bad puppy. You need to save her by pressing when the journey is asked to come close enough to chase after the rhino is on. There are no real shortcuts here, you need to paint all the boosts to make it in time. Do not jump if the rock falls into the ramp. If you do it and don't get it achieved (it will show seconds after the cut-down of the take-down occurs) you can have a dashboard to save yourself from completing the level again. sneak past a group of enemies without warning them. The groups of enemies you can sneak past are the ones you have (usually) That's when the incoming circular blue sensors (of course they're in a type of sleep mode). The first area where you can get this one is in chapter 2. Just follow a path that doesn't involve stepping into a circular patter that radiates from mecca. The rhino does not fit his charging attack and kills the rhino, which is located on the end of Chapter 11. You just have to make sure you don't get hit by a charging attack. If it hits you with it, then reload the checkpoint. If you get his by storm attacking, you can still get achievements. Push the enemy back into the mines. The first area where you can do this is step 2 as you progress through the levels. There are larger mines in the following areas: Press + knock enemies in the direction of mine, as enemies will attack in this area. If it helps, you can faint first. Distract 20 different enemies. Tap to perform a distraction. Do this when your enemies are not currently targeting you (usually mecca on the street). This can be done even if the trip is not around, and you don't have to distract them away from her. If you have 4 enemies and use them as distractions, all 4 will be counted. Just do this once because they have to be different enemies. You should be able to get this pretty quickly if you think about it before you attack or move from the area where Mecca will detect you. Stunned 75 other enemies. The enemy is stunned in two ways. You can use stun attacks with grabbing staff, or you can use employees to shoot with stun ammunition. If the machine falls into a slump, you can see the electrical effects around it. You can't shoot to keep the same enemies stunned, they must be different. Kill the broadcaster with 1 second on the clock. Broadcasters are meccas that demand reinforcement. Appears above the displayed head when the countdown is called. Kill it in 1 second, it's the easiest to kill everything around you first. The countdown pauses when stunned, so you can stun first and avoid being caught in the defense while you wait. Gain some distance and shoot with plasma explosions to kill with one attack in 1 second. Use bomb takedowns to kill 2 enemies. Bomb Takedown will be introduced to you in Chapter 5. The trip will mention it when you come to the mecha set in sleep mode. In the middle of 2 different mechs is a mecca with an explosion sign above your head. First, attack the bomb-type mecca, and tap when prompted for a takedown. Now aim and tap in the direction closest to the middle of the other mek. Kill 10 enemies using gun scout kidnapping. Some mechs that shoot you have icons over their heads that look like targets. The icon appears and attack until you have a gun. You can probably get this in one play-through, but sometimes you can forget to kill another mech first or do a takedown. Only 10 are required. Note: Being able to hike with the same icon is not included in the performance. This achievement describes the upgrade you need, but the actual name of the upgrade is the stun effect of the staff menu. You must have at least 3 enemies near each other and shoot with stun ammo. Hold and press the selected stun () and press to fire the gun. If your enemies are close enough, they'll all be stunned at once. The easy place for this is in Chapter 8. When the fence opens and Mecca attacks, they're all running after you. Just fire a gun at one in the middle. Stun Blast Kills 25 shielded enemies using the following plasma explosions. Mechie with a blue shield is the goal for this achievement. They later begin to appear more heavily in missionary insufficiency. First you have to faint and then shoot twice with other ammo. The combination of buttons should look like this: Press Next. Both must have ammo. This will come naturally throughout the progress of the game, as all types of mecks are counted for achievements. You're probably going to kill about 250-300 in the whole game. You must first purchase a counter attack (45,000 TP) from the upgrade menu before you can use it. It also helps to have combat awareness (5000 TP). First you will block with . Now, when the enemies are trying to attack (red with combat awareness), press just before pressing the shield. Automatically attacks enemies. You can do this multiple times against the same enemy. Use plasma explosions to kill 3 enemies with penetrating plasma Blast.To, you must have ammo for your employees (red ammo). Three enemies must be lined up, and your shooting must destroy them all. This is best to do for proximity mech to run you. A good place to try this one is in Chapter 6. There are a few bridges for Mecca to follow you (freely track back and let them follow you). If you have a shield, first stun it with blue ammo. You can switch ammo by pressing and pressing. If you want, you can stun all 3 of them and give them. One shot with plasma exploded shots should kill them all and give you achievements. You may need to reload the checkpoint a few times or try another area. Attack the enemy and carry out 20 evasive attacks. You must first purchase Evade Attack (50,000 TP) from the upgrade menu. Go on a roll and follow up with an attack. This movement can be made against the same enemy, and if you face demolition mech, you can get everything at once in the same place. Complete the chapter without dying (except chapter 1). The only level at which you can't perform this performance is, of course, One. In general, you can get it during the game. You should be used in the game by Chapter 6, and if you didn't get it by that point you will likely get there. There are no areas where you can fall, no shooting mech, no boss, and it's Short level. By this time you should also be able to significantly upgrade your health. You can play this in any difficulty. Also, feel free to restart the checkpoint if you are going to die or be unhealthy. Three rescue trips after she performed the EMP. When Mechi gets close enough to the trip to pick her up with her head, she will use EMP to disable Mech to attack her. Then you need to destroy Mecca. Most of these scenes are automatic, and often don't happen at all. The one listed is in the turret while you're on the turret using EMP in chapter 3 (I'll get mecha close to her) when you take over the turret early in Chapter 2 (Auto) (if mech gets close to her and you use EMP after Chapter 10, I'd recommend playing Chapter 2 again. Complete the chapter without losing your health; the easiest chapter to do this is chapter 1, but you can do this at any level. Upgrades will still carry over to this chapter , you don't have a HUD. If the screen flashes red, it means you will lose health. Tips You can easily play on battle awareness upgrades if your health is compromised, you can tap and reload your checkpoints, you still have an accomplished upgrade to take over to the level selection shooting mecca and hurt only shields and are not included in this achievement. However, you should be aware that the shield is limited. Proximity will bypass the shield and reduce health. Tap and block the attacks you take away from your shield. Use quick attack combos after. Fire takes away your health and negates your achievements if you touch it. At some point you have to make a leap with a huge time firefly. Run for the shelf, and immediately when the fire stops for a while, jump and jump back as fast as possible to avoid. Purchase all upgrades. You need a total of 1,212,500 technical points to buy them all. You can perform these upgrades in Chapter 2. You can upgrade unless the trip is close and related stories (some points you leave her somewhere). To do this, press and hold. The currency of this game can be found in all chapters (except the first). They are in the form of spheres that you collect at the level and get from defeated enemies. There are three types that can be found within the level: Single Sphere: Grant 400 TP Tri Cluster: Grant 1500 TP Full Circle: Subsidize 4000 TP Purchase All Health Upgrades. After you learn how to upgrade, you can use the experience whenever it's available. Press and hold. A health upgrade is the bottom option. You will need a total of 390,000 technical points to buy them all. The upgrade unlocks if you buy the levels in front of them as well as if you have enough points to buy them. Health Expansion 1 (20,000 TP) Health Expansion 2 (TP) Health Expansion 3 (50,000 TP) Health Expansion 4 (65,000 TP) Health Regene 1 (60,000 TP) Health Regene 2 (72,500 TP) Health Regene 3 (90,000 TP) purchased all combat upgrades. After you learn how to upgrade, you can use the experience whenever it's available. Press and hold. A state upgrade is the correct option. You will need a total of 247,500 technical points to buy them all. The upgrade unlocks if you buy the levels in front of them as well as if you have enough points to buy them. Wide Attack Upgrade (45,000 TP) Stun Charge Upgrade (42,500TP) Intensive Attack (60,000 TP) Counter Attack (45,000TP) Battle Awareness (5000TP) Purchase all employee upgrades. After you learn how to upgrade, you can use the experience whenever it's available. Press and hold. Employee upgrades are the left option. You need a total of 337,500 technical points to buy them all. The upgrade unlocks if you buy the levels in front of them as well as if you have enough points to buy them. Fire Rate 1 (7,500 TP) Fire Rate 2 (12,000 TP) Ammunition Increase 1 (10,000 TP) Ammunition Increase 2 (20,0,000 TP) Ammunition Increase 000 TP) Ammo Increase 3 (35,000 TP) Stun Time 1 (15,000 TP) Stun Time 2 (27,500 TP) Stun Time 2 (27,500 TP) 0 TP) Stun Time 3 (45,000 TP) Stun Effect (22,500 TP) Plasma Penetration (35,000 500 TP) plasma damage 2x (42,500 TP) plasma damage 4x (65,000 TP) buy all shield upgrades. After you learn how to upgrade, you can use the experience whenever it's available. Press and hold. Shield upgrades are the best option. You will need a total of 237,500 technical points to buy them all. The upgrade unlocks if you buy the levels in front of them as well as if you have enough points to buy them. Shield Charge 1 (15,000 TP) Shield Charge 2 (22,500 TP) Shield Strength 1 (20,000 TP) Shield Strength 2 (30,000 TP) Shield Strength 3 (50,000 TP) Shield Strength 50,) 000 TP) Block Strength 1 (20,000 TP) Block Strength 2 (30,000 TP) Block Strength 3 (50,000 TP) Collects Half of the Mask.See Mask Curator Accomplishment Description. This achievement is the first of its time in Chapter 7 (because only 13 of the total 26 masks must be collected). Collect all masks. To see your progress in each level, go to Chapter Selection from the main menu and highlight the unlocked chapters to see the total number of possible chapters. If you're playing a level, you'll see it again because some people will see it as story-related, but if you've already collected it, you'll most likely not be there. Most of these are very easy to find, but if you need help, check out the mask collection guide below: The Mask Collection Guide collects half of Tech Orbs. Collect all skill Orbs, which will be the most difficult achievement in this game. It can cause you to play the levels, maybe several times again. How much to see You are looking at chapter selection. Level 1 has no spheres. The rest of the level will be how much percentage you have. Because the number of spheres varies in a level, getting a 1 phrase at one level gives 1%, which does not mean that each sphere is 1%. Sometimes you can catch one and it will give you a higher percentage. There are 3 types of spheres you will see. A single sphere, spheres are grouped by 3, and spheres are grouped into 8 (full circles). Orbs are not counted from enemies, only from what they look for within the environment. Since more than 75% of the spheres are found on the path and on the ground, a complete guide to all spheres will be very redundant. You can see most spheres in the game. But there are a few, that may not be so noticeable. If you're having problems with your sphere, check out the link below: Technical Old Guide: Brambleble Bramble