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BI2 shame the foreman

Save-Quit-continue to go back to a fast travel station if you have a long way to go back, such as wildlife exploitation protected. One notable exception is the bloodshot ramparts, the area from which you save Roland. If you go back to the entrance area of the S-Q-C, bloodshot citadel in that area, you come back to the entrance to the ramparts and run a long way to get out. The reason why putting all the missions into one document is that you can load it into the tablet's browser (the phone can be too small to view maps) and use it offline without loading a separate page for each region/mission. The page uses a black background to cut glare if you use it while playing in the dark room. For a black color on the white page suitable for printing, click here. Content: The following links in this file are for information. Video links are in text. My first gun blindfolded this city bad enough hair day isn't the best minion ever shielded favor southern shelf bay symbiosis leveled, the three-horn partition sanctuary game named Neither continued to rain.. 1 Medical mystery killers murder firehawk dam fine rescue after dust cult rescue, eternal flame, false idols, match light, Enkindling back in memorium to catch a train out of the body experience of fine rescue splinter group, mighty Morphin mine all mine, you are inviting Cordially, very good train robbery, growing action snow man cometh bright lights, Flying City Back to The Sanctuary: Caustic Cave and Other Missions to Dust Back: Clan Warfare Missions, Challenge Sanctuary Holes and Caustic Caves Cold Shoulders and Self-Person Note and Slap Whole Hidden Magazines and Torture Chairs to Hunters and Shields of Medical Man and Hunter Slap Torture Chairs Good, Bad, and Mordecai Wildlife Conservation and Doctor's Order Rakkaholix gave the opportunity to level future slabs and poetic justice and shoot this man in the modern struggle of face rocko , Joe Jack and Statue and Home Movies and Hell Hah No Fury Hyperion Contract and Turned Lynch Wood where angels fear Eridium frost mission toil and trouble and other Sawtooth Cauldron mission data mining and other dry nexus missions in BL1 as Lord's Talon and end my first gun, Instead of immediately following Claptrap at the start of the game, you can scrape the initial area for money, health and ammo into containers or green glowing blobs (piles of ice). Unlike BL1, where you can find some good weapons and money in the opening area, it's pretty much a waste of time in BL2 because the money you get is only \$1-\$2 at a time, and you'll soon be enough on health and ammo, and you won't find any weapons in this outer area. Location of claptrap: vault symbol: in the closet on the right. There's a card in the middle of the first room with table cards and bundles of cash on it, but no yellow spikes (sneaky bastard). Click on cash to get yellow And pick up cash. The next room has a fast-travel station. If you have a DLC, you can travel to them faster to get any nearby loot in those areas and then come right back. The payoff is that such a loot will be more than \$1-\$2 which you find scattered in the main area. Rascal is perhaps the most attractive, plus it's a vending machine with several cash boxes in the area and often a grenade in the ammo box to its right. though... If you have some level 50+ characters saved from previous BL2 games, you can pass them expensive weapons (e.g. \$10k+) to your current character through Claptrap's Secret Stash (once you go to the sanctuary). See the Arsenal page for more information. Then your current character can sell them to raise cash. With this virtually unlimited supply of large sums, you don't really have to worry about picking up small amounts of cash nor selling cheap gear, despite what can be advised throughout the rest of this document. I still pick up these things if I don't need to go out of my way just because I'm obsessively compulsive. Blindfolded just before meeting with the knuckle drager, the claptrap will go through a large metal shipping container with loot boxes on 2 sides of the entrance. Shipping containers are often good places from where the whole game has to take cover and fight and that's no exception. Go through the first container. When the claptrap starts talking, turn immediately and return to the container. Keep facing the back and after the cut scene, the finger puller will drop down there. Shoot him and he usually jumps back to the top of the container then jumps back. After 2 or 3 times, he heads back onto the cliff where he originally appeared. Switch to a sniper rifle to eliminate it. If you don't have a sniper rifle, he'll eventually come back and you can kill him with whatever you do, just not as easily. Once you hit KD, many small bulimog will come running towards you. Come out and shoot them with a fast shoot weapon as soon as you can. Some are small enough to get into containers if you do them. Finger puller is your first chance to get a very powerful (for the next few levels) great weapons. See the link above for the legendary weapons page or video. Cleaning the berg will be at or close to level 3. (If you cultivate KD, you may well be in level 4.) Next story mission is the best minion ever, but it's a Level 5 mission. You can either do alternative missions or follow the process below or both level. Glitch: Once one of the bulimongs who attacked has been lost as you approach Berg. I thought nothing of it and continued my usual approach of living on the cliff, being abandoned until I could jump down to the roof of a building from a nice vantage point from which to kill everything. After I was on, Claptrap did not open the gate, so I assumed I remembered someone was. I scoured the area and killed all bulymongs in the cemetery, but still no go. I then assumed The missing Bulimong was the reason. I was going back up the hill to the top of the cliff when I found it stuck on the side of the cliff and killed it. Mission accomplished? Nope, once the gate opened, had killed bandits and Bulymongs I all respawned. Oh well, that's more XP for me. This city is not big enough that kills all bulimog but you want. Unlike most other places, these bullies will not be re-egged or replaced by others when you come back here (with the exception of the glitch described above). Flat If you cultivate knuckle drager, you can already be at level 5, in which case you can skip this section. Once farsely out of Berg through the gate, you should see rakk in the distance. During the game, when you see rakk, it's best to get your back against a wall, such as against the cliff around the left corner outside the gate, shoot to draw them once or twice, and kill them as they swoop towards you, usually 3 or 4 at a time. If you don't, they can attack you later while you're fighting other enemies. Also, early in the game, killing rakk gets you some decent XP. If you have a sniper rifle, shoot the bandits in the building with a health machine (straight forward), then start by shooting the bandit camp right down the slope (fuel tank), then camp beyond that. A glitch in the current version is that the fuel tank in the camp down the hill usually shows up not from where you killed rakk, but appears when you start down the hill. But if you aim at where it should be, the target data appears and you can shoot it twice to explode it, even if it doesn't appear. Shooting fuel tanks instead of just shooting bandits has many advantages: (1) It can kill many bandits when it explodes. (2) Fuel tanks typically spit out gear, money or even eridium (but not before reaching the sanctuary) when they explode. (3) You earn challenge points. After killing the bandits in the first camp under the hill, they go to the next camp and kill the bandits there and loot them in the area. Then jump down to the ground past this camp to rob the frozen skaag piles in the area. Now you can bad hair day (below) if you wish. If you are level 3 or 4, don't bother getting mission level 5. You'll be firing from a distance until they're almost dead. The main problem would be getting close enough to grapple without hitting their snowball. Continue to repeat a save-quit-in steps until you level up to at least level 5 where you get your character's skills. (for example: robots, turrets, etc.) that you really need before going on symbiosis side missions. You don't have to do all the side missions in the game if you don't enjoy, but it's well worth symbiosis to field the KerBlaster rifle from Midge-Mong. It's a very powerful weapon that you can use for many levels, and later in the game when it now easily kills enemies. It can still be used Ammo for rocket launchers When used with simulated shields you can farm from BNK3R. If you don't want to do side missions, you can stop leveling after reaching level 5 and activating your skills and going on the main mission. You will be giving a lot of loot along with challenges for these areas, but if you just want to get going, they are not as big deals. I recently played a game in which I played no side missions nor challenges. I described above and later described later in some places. Near the end of the game (Killing Jack), I ended up playing the main mission which were level 2-3 at the level I had and where the enemies had skulls all by their name, but using weapons from my arsenal didn't make it too difficult. I often skip some side missions that I'm less interested in accomplishing, but at least once in a while bl2 – side missions, sub-missions and every part of the region's challenges are fun to do. If you don't have a sniper rifle, you'll have to run too much and fight to kill all the bandits with a pistol or shotgun. But just fine for killing pistol rakk and you get a ton of points for them, you can just kill more rakk at the level, leave for a save — continue after each round. Beautiful Jack Here's a mission you get from an echo at Raktid Camp down the hill. It's easy to do before proceeding. Bad Hair Day after the second bandit camp down the hill, you can circle around the left until you see some Bulymongs in the distance. A sniper rifle is the easiest to wear down their health, but a pistol would do in a pinch. If you keep your distance, they won't come after you, which can make you as weak as you need. You do use horns or fire weapons as this makes it difficult to significantly reduce their health without killing them. Eventually they will come after you or you have to contact them to kill them with a scramble and take the hair off. You should be able to get all the hair samples you need here, but if you kill yourself for something bully to defend yourself, you can continue the initial bunch to find some more bully. In fact, when you're sniping to bully from a distance, you may be surprised by some bully wandering towards you from the left and you'll have to kill them. Hornet pistol (from knuckles) works quickly out of them. When you first reach the area, a brat bulimog will be wandering around. Aim for your feet. A shot to the body usually hits him. The shots will get the 2-3 big Bulymongs to come down and walk back and forth in the same area. The first couple of shots could be for your body. Once you get your health down to about 1/4, aim at their feet until they have one left just a sliver of health. They constantly walk in front of each other, so you have to be careful not to accidentally lower one into a sliver you already have, but that's fine if you kill one Anyway get all four at once. Once you approach them all down to a sliver (or Brats below 1/4) of health, by going to the little hill to correct them in order to stop before they start throwing stuff. If you have a weapon that has bonus melee damage such as a hornet with a large blade, equip it. Then Wade in and the scrimmage start-ing. You can be killed, but a 2-air ready to go with 3-4 of them is pretty easy. As useless as it sounds at this point, if you can't get one to scramble and you're about to die, you can just shoot one of them to get a second wind. Even after receiving 4 hair samples, if I'm taking my time to see everything and appreciate all the art work, I continue to circle the area to take in the sights which also involve killing more Bulymongs. Once you're ready to turn into a mission, you can continue saving-leave-to come back to Liar's Berg and turn the mission into a hammerlock to get an advanced sniper rifle. Best Minions will ever usually do all the side missions in one area before you continue with the main mission, but it can be beneficial to launch this main mission – killing boom-bevam and opening the gate for claptrap – before doing side missions. The main advantage is that boom-bevam can skip the legendary lobbed bonus package Grenade Mod. While symbiosis side missions are not highly difficult, fighting its way through all the bulimog to get to the vault symbol in the southern shelf, and this being a very powerful grenade mod as well as leveling up will make extra hitting power things easier. The hornet also helps a lot by dragging the knuckles. On the contrary, it's much easier to hit boom-bevam if you've followed the steps above and reached level 5. After opening the gate for the initial battle and claptrap with boom-bevam, it only takes about a minute to save-quit-continue (which causes the boom-bevam to claw again), which returns you to the fabled berg, sell gear and buy ammo, then goes back to boom-bevam. There is no need to stop fighting bandits in two camps, just run by them. Then it takes only another minute to kill boom-bevam and collect their loot. So in less than 15 minutes you can kill boom-bevam 7 times. In Game 4 or 5 I've gotten great on my first try. Recently I've repeated the fight to get it, levelling 4 tries first game and 6 tries the next two games, meanwhile due to the 5 to 9-time boom-killing Bewm. Make Boom Go Boom: This challenge requires you to hit Boom-Bewm without being hit by the big Bertha (Canon). After entering the boom bevam field, run to the left. A cut scene will disrupt you, but as soon as it's done, run to the far left of Boom's large cannon mechanism and go as far back as you can and still see the boom on the cannon. When you arrive in front of the canon, activate the deathrap that will keep Bevan and some bandits busy, You shoot on the boom sitting on the big bertha. Hornet is an even better weapon to use than sniper rifle. After the latter Shots over the head, there will be a big blast, but he somehow comes out alive. Deathrap should still be attacking him, however. Circle around so you can see where the battle is going and stop at a distance to throw in some grenades and take a few more shots with a sniper rifle or hornet. Look at the gear boom-bevam drops to see if you get a legendary bonus package Grenade Mod. If they didn't drop legendary, you can replay this fight until they do. First open the gate for claptrap before continuing save-quit. Otherwise, boom-bevam will not be known again. If you choose to rob the area (which I don't do when repeating the fight), return to the elevator where you came to the arena. Send it without you and find a hidden room to perfect with a so-called weapon chest. Save-quit-continue. You'll be back next to Hammerlock. Sell loot and buy ammo, if needed, then run back into the area of boom as before. It shouldn't take more than anything quickly tries to get the legendary modern. Playing as commando requires a different strategy because the Turret Mechromancer robot is not as powerful and aggressive. Run to the left as before, but don't stop until you reach the back wall, then turn around and watch for Bewm. He likes to come out and then jump over you on the back wall. If you take that position first, when Bevam first comes out, you can activate the turret and start shooting at Bevam. He can still try to jump where you are which just makes it easy to kill him. See the Legendary Weapons page for more information on this mod. Shields favors to get shield on the head. You can get out of bag space on these missions, so sell any extra gear first. When you get to the first structure, try to use the elevator to get instructions to find the elevator part which is behind an electric field in the next camp. To disable it, you need to shoot a box about 2/3rds of the way from the left and about halfway through. It encourages bully from the next area to come down and attack whoever is there (bandits, you, whoever). For fun, you can snip the box from a distance and see the upcoming action, then go to the area and clean it. Pick up part of the elevator, return to the health machine, and buy a shield. If the machine has a better one than you, keep it. Otherwise, get the cheapest and sell it back immediately. Mission accomplished. Symbol 1: When done, go out of the back door, turn right and go to the corner of the building, go to the ledge (sloping pieces of corrugated metal) on the edge of the building, stay close to the building so you don't slide off. (See pic.) Jump as far as you can and to the end of the crane. Turn and jump on the roof, cross and jump down, then turn back and get on the balcony. It has a arms chest and is the first vault symbol for the southern shelf on the floor. Here's a video. Hammerlock after turning into this mission Symbiosis will give the mission. Southern Southern Bay (SSB) Challenges: Vault Hunter on a wire, I can see your corpse from here (4 telescopes), vault symbols (2), Miz-Mong have no friends. Only the first vault symbol for SSB is in the area outside the city of Miz-Mong; The rest of the challenges (or passes) are in town. When you come to SSB, you will get gunpowder and health machines. Sell as much as you can bear to part with because you will run out of bag space when exploring SSB. Stop at the mouth of the cave you are in and kill all the rakk. When you get to the shore where the ground falls a few feet down, you will see bulimog. Kill them. On the left side of this area is a bridge that takes you to the town of Miz-Mong. On the right, you'll see another bulimog. If you attack him, all his friends, family and neighbors will be involved. If you keep going to the right, you'll be fighting too much bully. That's why you want to be on level 5 (minimum) and want your skills first, as well as Boom's legendary Grenade Mod and Hornet Pistol. I initially played BL2 several times without ever taking paths to the right, so you don't need to do it, but it's a fun challenge and it also leads to a vault symbol without which you can't meet that challenge. You can do very well in the game without ever worrying about challenges, but they add some interest to the game if you decide to try to accomplish as much as possible. If you take paths to the right you will eventually come on a ship leaning to the left tied to ice. This is not what you see when you look out at the water from the cave, which happens when the loop made from being right is completed. The one you want is almost half way through the loop. Symbol 1 (for SSB): There is a vault symbol on the right side of that ship's cabin. Then you have to leap a running to the next area that leads to several groups of very tough bulimongs. Once the symbol is found, if you do not want to continue the loop back and fight the bulimogs, you can continue saving-quit to return to the cave; Otherwise, continue fighting until you get to the end of that terrain, jump down on some snow flows and go back to the land where you will again be near the cave. On vending machines, the gears you picked up and sell ammo restock. Head over the bridge to find biz-mong. Symbiosis Vault Hunter on a wire: When you go to the bridge, move on to the chain. When you're farming midge-mong for KerBlaster, you'll take this series on a run, with bullyogs chasing you, so it should be a piece of walking cake. (Warning: In some areas of BL2, icy water doesn't bother you, but here it can kill you, so if you fall in, be prepared to die if you can't get out in a hurry.) Tip: Go in front of the bridge.) Telescope 1: Go up the slope and have a telescope on the right. Telescopes 2 and 3: When you get to where the string of boats starts on the right, go over them rather than going straight through the city. Two on boats are. One is in The Sight on the right side of the boat is the cabin with the staircase on the right side that you come after the boat to the left. Other telescopes are on the previous boat and a couple of levels on a balcony and unlike an automobile trunk loot container. Take the ladder on the right and the next ladder on the right when the building reaches. Symbol 2: When you get back to the edge, stay on the right and some stairs, you'll see many big support. Walk behind them to the left, turn, and look to find a vault symbol. You have to jump to be able to click on the symbol. By the time you come back around, deathrap should have killed the rest of the bandits in that area. Before going up to Miz-Mong's room, you need to clear all bandits at all levels, including on boats that you should have already killed. Telescope 4: Just on the top deck outside the room where you find the Midge-Mong. Do not get too close to the door or you can activate the miz-mong before you are ready. Miz-mong: Another challenge is to kill Miz-mong (both dwarf and bulimog) before Miz can rally his troops. If you have a turret, throw it down to block the door before it arrives. It can trap the miz-mong inside. Join the turret in shooting at them. If it doesn't trap them, you probably can't kill them on time to complete the challenge, although you can still complete the mission. If you have a robot, deploy it just before approaching the door, then contact the door in the middle to try to block them (usually doesn't work, but a few times it happens). They won't get stuck inside, even if you stand in front of them, but Deathrap will chase them down the stairs. When they stop, throw some legendary grenades at them and kill them and complete the challenge. If you're a siren, you can pick up the miz-mong in the air and shoot them. You probably won't be able to kill them, but you can make a good dent in them, then keep chasing them when your skills are recharged. Zoom in with the hornet as soon as the door opens (for 6-shot bursts) and drag the trigger as soon as possible. It should take a good share of their health. After killing Miz-Mong, you want to get robbed and go inside their room to use vending machines, but after you enter, a hard enemy will come out of a door in the far corner and after you kill him, a second will come out, so be prepared. If you have modern legendary grenades, you can toss a grenade towards the back door as soon as it starts to open, which will kill the first man, then repeat for the second one. If you are out of grenades, the hornet will take them down very quickly. You could totally kill all the bandits in town because they constantly respawn (though they didn't when I played as a siren, for some reason). Save-quit-continue to remodeling in the cave. If you ran back instead and want to farm the M-M, you'll have to do S-Q-C anyway. You didn't find KerBlaster when you killed Miz-Mong, check out the legendary weapons page for farming tips. The best minion ever released, everything released is pretty straightforward until you reach some stairs and know that Claptrap can't climb the stairs, so he waits off an elevator/elevator. Symbol 2: After killing all the regular bandits, you will go to a ramp to the place where you bring the claptrap. If your bag is full or almost full, continue the ramp on the vending machine and come back to this point. Jump to the area next to the ramp. As far as you can, turn left, and jump to the next stage. In the next jump, the current level goes down to a slightly lower platform. Instead of trying to make it from a higher level, jump into it. Some of the jumping distances seem impossible, but you can do them. The symbol of the vault is on the floor. Watch the video. Jump back to the lower level, go back to the ramp and bring the claptrap. Fireproof: The next challenge is to kill the flynt without incineration. On the left side is a partially enclosed area (facing Flynt) where you dropped down. Proceed until the Claptrap thing starts and there's a cut view, then turn around and get into the fence in the area. Snip the bandits but don't shoot at the flyant until you can see any more bandits. When all the bandits are dead, Flynt will jump down without shooting his on it. If you have a turret or robot, use it when the flynt closes and helps to kill it. Throwing out a couple of legendary grenades will help if he's gotten close enough. You complete a challenge to not get burned in the process. It's pretty simple. Flynt drops a great weapon, Thunderball fist, on rare occasion, but it's one of the farming runs in the game now. See the Legendary Weapons page for more information. Return to the top. The three-horn symbol divided 1: When the corporal is going down the road to Reiss, keep going a little more until you reach a billboard on the left. Scale it to find a vault symbol on the back. Go back to finding Corporal Reiss. He is beaten on the ground. Toss a grenade to kill your attackers. Reiss isn't going to make it anyway. Will attack the rakes in a minute. A turret or robot can handle them while you continue on a structure beyond. They loot that area. If you don't have a robot/turret, run into the loot area before the rack arrives. Symbol 2: After talking to Reiss, go to the nearby Bandit Camp. After killing people there, go to the left and there is a vault symbol on the back wall of the left building. (How do people get these things?) Another vault symbol is in a large enemy camp across the street from the first symbol (on the billboard). You'll enter the side mission The Ice Men Cometh there, so you'll get it later. Sanctuary Symbol 1: Report to scooter. Look at the floor in the bottom corner of the stairs. Help the scooter. He will give you 4 times of eridium and you should have picked up 2-6 more by searching for hemorrhoids etc. Upgrade your When asked to do so. I start by adding space to the bag four times (4 caps, 8 caps, 12, then 20) as eridium becomes available. Extra bag space is very easy when playing slot machines so you don't even run to vending machines often, and you'll need them in the long run to catch a variety of weapons, residues and mods. If you have an arsenal, you'll soon be able to get any gear in it for your level, so it's no better than what you'll be getting to clean your bag. If you don't already have an arsenal, when told, visit Roland's headquarters. In preparation for slot play, store anything to keep you (including equipped weapons) in safe after selling the rest except for a weapon (for example: pistol) required for Marcus's mission. Ideally, your bag should otherwise be empty except for your shield and grenade mod, any of which you can play slots. Symbol 2: On the way to see the claptrap - jump over the tire pile, under the Dahl sign (on the right) from the newspaper. Jump over the pipe, then to the ceiling, then cap over the vent post in the center. From there, jump to the next roof. On the other side of that roof you can see some loot boxes, but if you go down after them, you can't get back. Instead, jump to the curved ceiling on the left. On the other side of the curved roof is the building with the newspaper out of the of. From the top of the curved roof, jump into the path of that roof (don't try a running start). Jump to the top of the high ceiling if you do not get on the fly there. You will see some loot boxes on the right side on a flat part of the roof. The symbol for your right. Claptrap's Secret Stash: Assuming you ended up helping the scooter, get access to its secret stash, but don't take any gear from your arsenal until you play the slot. If you still have weapons you don't want to sell in your bag, you can temporarily put them in a stash locker other than a pistol, which you'll need for Marcus's missions. Don't do any harm : Go to Jade and do that mission. You end up with a shard of eridium to move to the tennis. Now you can do that. On the way to the Marcus store - Echo 1: To the left before you get to Marcus. You can't miss it. Symbol 3: The half left side is hidden behind the left side of the dumpster in the nook. Echo 2: Marcus on the counter. Rock, paper, carnage: A simple side mission, but this is where you need pistols (for lava follow-up). Later, you can alternatively sell that pistol and do whatever you get from Marcus. Symbol 4: Go back out and next to a pipe to bench 2 on the right with it being with a joint just below the awning. Where your face is about to move even with that combined and a few inches from it. Turn to the outside edge of the joint to see and jump over the pipe. It could take many tries. Jump on the roof. Jump past Marcus Sign on the next roof. Get on the mattress and jump on the next Follow it around until you reach the balcony. The symbol is at the door. Go to Moxi. Get the Bulingmong mission from Hammerlock. Play slots. Echo 3: In the middle room in Moxxi. Symbol 5: Look left to see a small symbol immediately, out of the nearest door to the Echo. Echo 4: On the way down the stairs to the right. Echo Challenge completed. If you have trouble above, watch this video. If you have an arsenal that has high-priced gear for conversion into cash by the current character, transfer those weapons first so that they can be sold and cash can be used to play more slots; Otherwise, send on saved weapons for the current character level. See the Arsenal page for details. When the slot game completely ended and Arsenal are getting geared off, get your gear, if any, back from safe at HQ. Include Z-to-Side Mission Medical Mystery, name games from Hammerlock, and Assassins from mission board in sanctuary. Unkempt Harold- Unkempt Harold is a good time to farm a very powerful legendary weapon while doing this mission: back to the game named Three Horn Partitions. It has been dropped by a man named Savage Lee who can be found fighting bulimog in Marofield (the area you went to find corporal rees). What makes this farming opportunity good: Unkempt Harold is a weapon you will have to use for a long time. It's a fairly low drive for Marofield from respawning point. With the help of Deathtrap (or even a turret) and a couple of lobbed bonus package grenades, you can kill Bulimog and Lee very quickly. Although the drop rate is only about 5%, many people report getting within it's first 4 or 5 tries or even on their first try. Meanwhile, you can complete name game missions in or around Marofield. Three Horn Valley Mission: No Vacancy, Neither Rain... Medical Secrets, Killing Killers, Dam Fine Rescue (Start Only). Challenges: Vault Symbol (3), this is not my first rodeo. There are two entrances to the Three Horn Valley (THV) from the three horn split. Take the left one. After entering THV you can go a way to the left to get some loot in a small camp. Symbol 1: Continue through the camp and finally get left around the pond for a small shack. Contact your car slowly in front and two crooks will come out. After killing them, go inside to find a vault symbol. Happy Pig zips on around the hotel, taking the path behind it for some loot chests which are sometimes eridium. Jump down from there to the roof with some loot containers. If you want, loot the rest of the area. Move to the right end of the building and jump to the roof of the next building with a chest of loot. Rodeo: Happy Pig has a big, amazing pig in front. A challenge is to get over it. There is a gysar across the road. It may take some tries, but if you stand on it just right (edge out of the ground) it will blow you up to the top of the pig. Instead of coming Geysler, from the direction you want to jump from, contact that side so you can get a better view of the sloping area you want to get. This makes it easier to judge where you stand so that if you miss, next time you can correct your position. No spacing: Turn on power on Happy Pig. There's a recent video in which the man does this mission on foot. If you lose your car, there is a C-A-R station around the corner from Happy Pig. Why walk when you can ride? Neither rain...: With lightning back on, neither rain meets missions, as much gear as you can bear to part with and sell a car and head over to neither rain mission site. Park by first mail box and start the stairs to the first corner of the building on the left where you usually jump over the stone on the left to circle around the building, but you have the option to keep the stone going until you reach a campsite. It says some loot sources, but also some hard rakk to get some level-up points. If you farm to legends when you can, the points level won't be a problem, so skip the rakk if you want. When done, go down and finish killing everyone at the neither rain site and note where all the mission mail boxes are — they're the ones who won't open yet. If you don't already remember them, you may want to practice with the list below. Drive back, sell all your extra loot, give up to pick up mail, and back on the drive. Some people leave their car there, run back to the happy pig, and then transport back to the car, supposedly save time. If you just drive back and follow these steps there's way more than enough time: don't forget to use the mailbox before where you stand. Get up the stairs, jump left and go around the building for the next mailbox. Jump from that level to the pier right on that goes right out to most cabins. Go to the right of the cabin for mailbox 3. Run back on the central path, turn right, and go to where the stairs start on the other side, but turn right, run down to the first path on the right (opposite the near end of the boat) and continue to the stairs, up stairs and back around to mailbox 4. Jump from that level to the path you just took and go back to the stairs on the right. Drive down that path, down the stairs, to the left, and you can see the final mailbox. Medical Mystery: Hopefully, you upgraded your rifle ammo capability back to 820 or more (preferably 820) in the sanctuary. If you've never upgraded it and have some eridium, you might want to go back and do it. A mod is also good for increasing the damage of your rifle. Before I amassed an arsenal of powerful weapons for each level, I had trouble with Doctor Mercy. Now after killing all my minions, I get out a rocket launcher, walk to the bottom of his stairs, and when he comes out, blast him with some rockets. She never made it on the stairs Makes. If you don't have a mythical weapon, you can kill him with whatever it is, Just may take more time. Playing as mechromancer, I deployed robots to kill bandits, but once you have mercy weapons, you need robots to go away because you don't want it to be considered bandits to kill you. After killing Doctor Mercy, get your weapon and get positioned at the top of the stairs and fire a few shots. Bandits will come running up the stairs giving you easy critical (head) shots at them. There are only 15 bandits to kill the 25 you need, so when you kill them, go back to happy pig, refill your ammo, and drive to the right edge of the mountain until you meet some skags. If you want to farm mercy for a great infinite pistol, do so now and kill the other 10 bandits at the same time. (See legendary weapons.) Otherwise, you can get the other 10 bandits required in Southpaw Steam & Power. Southee is steam and power compound to the right. Kill the skags or they will tease you when you're fighting SS&P bandits. Pull around the front and exit the car, then shoot at some bandits inside to get their attention then kill them when they come through the gate. Symbol 2: When you have the other 10 bandits needed to complete the mission, eliminate any stragglers, then circle the compound out to the left until you reach some pipe. Go over the pipe and look back to see a vault symbol. Go back to the gate and climb some boxes and luggage on the left side of the gate until you reach the ladder to get the upper level loot. Killing killers: SS&P has its own challenges: Pratik (3), Boss Run (kill all 4 bosses in 10 minutes). The weapons required to kill the killers for extra credit are pistols, sniper rifles, and a shotgun. A melee attack is also necessary so the bonus will help a weapon with melee damage. Be careful deploying a turret or robot as they can hit targets before you do. If you somehow didn't kill 25 bandits yet, keep using mission weapons until that's done. There are vending machines inside the SS&P and there are plenty of lockers to rob in the next room, some of which may have eridium. Symbol 1: Around the corner to the bottom of the staircase and right into the large sunken area outside the room with the locker. Symbol 2: After killing the first killer, go to the next level and clear it, then go to the far right corner (from where you enter the area), jumping on the railing next to the large pipe, then on the pipe. It's just below the fan in the middle - left. The third murderer, on his way to Reith, will usher you into a large room with a platform and bandits filled with a platform at the door. After you kill all of them, enter the room and go down the stairs, more bandits will come out and easily you can swamp, so make sure your skills are charged. When you go down towards the end of the room, yes, more bandits. Symbol 3: After reith's murder, back up and look for this big wheel on the left. Jump over it from the end and move it to you where you can jump in on the structure of symbols. If you forget to jump, you die. There is a small area with a lot of loot boxes before the last murderer (rauf). There is a room with elevated areas on either side of the stairs, and a second area where the killer comes out which can only be reached by going through the side room. Even if you're trying to challenge time, Rauf won't come out until all the bandits are killed. When done, you only have to go through a couple of doors to go back to the room where you've started. You can sell the loot you picked up and go back to the last chest if you can't move all the weapons from it. Each of the killers can leave a different mythical and any one of the four can leave the great Emperor SMG. Ice Man Cometh has a three-horn split mission you get in the three-horn valley mission, but you can't get it until later. This is the previously mentioned mission that lets you reach the last vault symbol in the three horn partition. Return to the top. Frostburn Valley Firehawk Hunting: From vending machines, go out and turn right and right again to get a way going down to the entrance to the cave. There are plenty of enemies to hit the entire area on the left side of the way, but nothing can be achieved but a little XP and a little loot. If you choose to kill them, sell vending machines and return to stock again, then head down the path. Totem 1: At the top of the path is looking for a big wheel with a totem at the bottom of it. Totem 2: Another totem can be seen further down and to the right. Symbol 1: At the entrance of the cave, look a path to the left and follow it for a symbol on the ground. Then go back to enter the cave. Echo 1: Bear right on the water and then bear left and go as far as you can. An echo is on the floor. Totem 3: Going above some pipe on the long set of stairs. Totem 4: Past the top of the stairs down the path near where two badass psychosis jumped out. Totem 5: Go up to the field on the right manoya jumped out and go through another area. The bear is left to overlook an enemy camp. Tires and skulls - not far away you will see behind a totem. Totem 6: Path to the right of where there is large puddle of water at the entrance. Totem 7: Hanging on to the next one way is not ahead. Totem 8: Hang down from the center of the raised path to the left. Totem 9: Keep walking straight to a drop down to an icy area. Totem is just overhead before you get to that area. Symbol 2: Jump down into the icy area and go to the right. The 10th totem and two more echoes are found as part of another mission and will then be pointed out. From the icy area, climb back to the staircase and turn right into the tunnel with the spout fire that leads to the firehawk. A dam fine rescue: The bloodshot citadel is rushed to the right when facing the happy pig motel. When you first go to the gate for bloodshot defenses and horns, do enough to avoid being overrun by bandits coming out. After you kill them, up to the gate The turret will rise to the right side of the gate. Or you can just leave them kill. Dust Mission: Damn Fine Rescue (second part). Too close to missiles, positive self-image. (Later more missions in exchange for dust,) Challenges: Vault Symbol (3), Echo (3), Van Is Cursed. If you're Not The First You're Last. Welcome to dust: When you first enter the dust from the three-horn valley on the west (right) side of the map, once you're around the curve and facing the east, you'll see a buzzard (bandit helicopter) coming into the distance. Stop and fire at him. When it's down, another will come after it. You can leave them and go straight to Ellie's right if you want. Buzzards will continue to haunt you the rest of the time you're driving around the dust. You'll also see bandit vehicles driving around and spiders popping up all over. Eventually you will find the area on the left side of the map. In the far lower left corner of the map is a train depot with an entrance to

Lynchwood. You won't find a mission to Lynchwood until much later in this game. If you do clan combat missions later, the final part is at Train Depot and you can use the portal to discover the Lynchwood Fast Travel Machine that you can use if you're doing lynchwood missions later. If you don't plan on doing clan combat missions, but plan on doing Lynchwood missions, you might want to hop in and discover the fast journey now. While in Lynchwood, you can pick up loot, but don't buy from the vending machine as prices are raised to a higher level. The way you came to get back into the depot in the dust-behind or you can travel faster wherever you want to go. The moonlit shack near the depot has a symbol and echo of the vault. (I didn't have these numbers because it depends on when you're in the field.) After hitting the residents, climb the roof of the shack to the left of the entrance and work your way up where you can jump on top of the large cylinder. The vault symbol is to your right. Pick up the echo on your way. It's a pleasure to play the slot machine in this area because you can position yourself in front of the machine and reach the loot from the left side as well as without moving the front anytime. As mentioned on the slot page, even if it takes longer than playing two machines at once, just having a machine means you don't have a revolving space to get two machines. But the biggest advantage is that when your bag fills up, you are just a few steps away from the vending machine. Another advantage is that if you're doing a mission in which you have to destroy bandit vehicles while you're playing slots, sometimes a bandit vehicle will stop outside the building and you can step over the door and destroy it. A good corrosive pistol would do, as would almost any weapon. Chasing them around the dust beats, although you can not find all the necessary vehicles like this. Wayne's It has a special weapon which randomly eggs in dust in one of the five smash chests marked on the map. It's not a great weapon, but it's a really good Easter egg if you're a fan of the movie Se7en. Echo 1: To the right as you enter Ellie. If you are not at Modak Speedway below the first map. As you enter the track, there is a timer that starts when you get under it. Hit the turbo before going to the timer. The pass looks like what's being left one lane and take the next left. After the bridge, take the shortcut on the yellow and black striped pole on the right, then hit the turbo to jump straight and at the end of the bridge. Exit with timers is just right to do after you land. It's not hard if you practice it once or twice, but don't forget to save - quit - continue when you're ready to do it for real. If you don't see an acknowledgement on the left side of the screen that you completed the challenge you didn't make it on time, and you'll have to save-quit-continue to zero the timer so you can try again. Damn Fine Rescue: For this part of the mission you need to destroy bandit cars so you can get part to build a bandit car that you'll find in the citadel. Too close to missiles: You get this mission from the man on the right to store Ellie. Get a car, exit Ellie and turn right. First go to the long rampish rock (it comes to a point) to the left and use it to fly to Buzzard Camp. Symbol 1: After landing, go to the round stage along the stairs and go up the stairs to the left. Circle around to find loot boxes and jump to the ground right. Go down to the stage and look for icons. When done with the mission, you can drive your car off the cliff to drive Ellie back or continue a save-qui. The van is cursed: every once in a while a van with a smash box on top will cross the dust with a couple of bandit vehicles. Destroy the escorts and the van will stop. In front of the van, jump up to get to the smash box. Positive self image car parts are similar to the mission. Complete it and you are done with dust right now or you can leave it to do on your next trip. Return to the top. Cult following - Back to Frostburn Valley If you're following this walkthrough, you should now be around level 13. Even when I skip all side missions and only to the level when I have (mainly on the fabled Berg), I'm still at level 13 at this point. However, the following missions are at level 9. Possibly the reason for the low mission level is for people who have somehow made it yet and are still below Level 12, which is what is defending very precisely. It hardly seems possible, but why else make it so low? Anyway, if you made it to dust, you can go back to the sanctuary and get missions from Lilith after the cult (in Frostburn Valley) and in Memoriam (in the Three Horn Division). When you go to Frostburn Canyon, you'll get the following extra side Eternal Flame: You don't want to try to ignite pyro nomads because they are highly fire resistant, so kill them with non-fire weapons and use your fire weapon on other bandits. False sculptures: The challenge is to scorch without harming (killing too little) your minions. This means you can't use anything with explosive damage like a turret or robot nor grenade or launcher. Even a shotgun is risky. Since scorching is a fire critter, you can't use a fire weapon. It adds to a high-level electrical sniper gun and a good shield. Once the scorching dead, you can kill all the others, but you want to. Scorching mythical smog can leave HellFire. After scorching, you can eliminate two challenges from your first trip here - Totem 10: Keep going across the snow until you get to a large set of stairs. A totem is above the stairs. Remember these stairs because when you hit Dr. Z's Amonation, this is where you want to come. Echo 2: Go right to a shack on the stilt at the top of the stairs. Behind an Echo Shack. The fuse box is close to the buzzing on the shack. Echo 3: Continue with the snow that ends on a second shack on the stilt. Lighting the match: You have to take the matchstick to the freighter where you (temporarily) killed the flynt. You can fight your way to the top again, or you can simply run from everything. You don't get many points for killing all these low level bandits. If you didn't get great Thunderball fists before Captain Flynt, you might want to try again because you have to be there anyway. Enkinding: It takes place in the cave area just past 3 metal elevated paths in the large open area before you get to totem 10 (see Hunting Firehawk, above). Then, you can fight your way in there or just run everything. Back to split three horns in Memoriam: As in the scorching mission, one challenge is to kill Boll without harming his pet. (Of course, once Boll is dead, you're going to kill skags at all, but whatever...) Just snip it from the entrance. He's a shield, so good for an electric sniper. If skags come after you, just keep sniping back out of the entrance until they stop and speak sniping. A nice sniping point is on top of the rocks on the right side of the entrance. If you see Boll moving around by himself, you can try running in with a launcher and blast him before his skaggs join you. After Killing Boll and picking up his resonance, you get a second part for mission-picking 3 other echoes. (Echo numbers are the commands we get them, they don't match the numbers in the game.) Echo 1: From Bol's campground you can see an anchor hanging down on the rope above it. (If you don't see it shining, you won't have echoed the lyrics.) Shoot echo to drop anchor. It has snip bandits. Then pick up the drive and echo. 2: Drive back the way you came to the cliff at the second door of Bandit Camp Boll's. Drive your car from the edge of the cliff The next container to climb a container which you get to the pipe gets up to a ladder, the echo is a weapon near the chest. Echo 3: Head back toward the sanctuary for black patches of ground on the right side of the road. Or you can simply save-leave-continue, which keeps you very close to the previous echo. The wheel on the mound would turn to the right side of the large noise pump to get the echo spit out. Back to a dam needs fine defense weapons: Bad Maw is very easy to kill, so pick the weapons you like best. Just for fun I sometimes kill him with nothing but novas from the legendary flame of level 9 firehawk shields. Bad Maw is one of the few names enemies who doesn't drop a great weapon. Another named enemy inside the bloodshot citadel, Mad Mike, who doesn't even have a great drop. At the end of this mission you have to kill a constructor and a lot of robots, so I like a launcher with multiple ammo capability upgrades. In between you will encounter robots and bandits in many hordes and ramparts of bandits in the citadel. I usually use a fire sniper for bandits and a corrosive sniper for robots. I use the legendary Unkempt Harold Pistol for close battle. A singularity grenade is the task to challenge the vortex, although I've never met one at that low one level. You can come back after you find a personality modern if you wish. All the side missions available at this point have been carried out, so it's time to return to the bloodshot citadel, honk, get out and kill some bandits. Bad maw will come out. Symbol 2 (THV): After you kill him, go to the left side of the drawbridge wheel and along the edge of the ice until you reach a vault symbol. It's easy to fall back to the sidelines, then come back to the edge rather than jump over something. Farming Eridium and Leveling: You must be level 13 or 14 by now. To reach level 16 and get quite a bit of eridium, repeatedly enter the Bloodshot citadel, respawn SQ Bad Maw, kill bandits in the water room, smash that area and the next, go back and kill Bad Maw again, and repeat. You don't have to kill bandits and rob areas, but it takes a little effort and helps level up fast. It also seems that killing bandits and pillaging the area yields as much eridium as bad Maw murder, if not more. When you come in after Maw's murder, you can run up the stairs to the water room door, throw a couple of grenades to start things, then release the death trap to kill bandits while you smash the room you just came through. Then you can come back to crack safes and rob lockers. If you don't want to kill bandits inside, close as soon as you get into the door after killing Maw and Save-Dust-continuing. The result of the fast journey in doing so by the door rather than your reappearing from the door, you can then just turn around and go out the back door. Then - it's fast, but you won't get as much erydium. At each level from 13 to 16, you get fewer and fewer points Bad Maw, take it now to go to each level. For example, you can level 13 to 14 by killing 10 times Bad Maw, but it may take 14 times to go from levels 15 to 16. Finally, toss a grenade into the next room and kill the bandits there without entering the room (which attracts more bandits who takes longer). The first time you level up, if you have an arsenal, go back to the holy to get all the levels 14 and 15 gear from Arsenal. After reaching level 16, go back again to get level 16 and 17 gear and dump gear, you don't need any more. Then back... As a coup de grace, you can go to the next room door that will see some bandits on the left and throw them a grenade. After it does its job, you can continue to quit to save and go back out to kill Bad Maw again. Note that just going back out the door won't respawn Bad Maw. You have to save — leave — continue first, and if you do so while still outside, you'll be back on Happy Pig instead of inside. If you farm inside as well as what you get when killing Bad Maw, you can easily get 70 bars of eridium being 13 to 16 from the level. After reaching the level of 16, the amount of points you get for killing Bad Maw is quite low that it takes a lot now to get to the level of 17. You can do it, but at 16 you'll already have a level above the mission you have to do. So after reaching 16, go back to the sanctuary to update your gear from your arsenal, update your bag with the iridium you've raised, and come back. Mission: Rescue Roland first kill bandits in the room (which is small and full of water in the middle), then go to the next room and smash it. Echo 1 and Sofa 1: Pick up the echo on the table and jump on the couch to start a couple of challenges for bloodshot defenses. Unless you get a splinter group side mission, you won't be able to complete either challenge. The next room will have a lot to kill bandits and when they are done, a bigger door will open and more will enter. Echo 2 and Sofa 2: After hitting them, exit the room and step down to the right side of a hallway (with two bandits) moving to a room with a main area in the middle and high levels running the length of each side. An echo is half way down to right field and a sofa is in left field. Give it a detour: There's a big vortex in the middle of the next room. A challenge is to get a bandit to fall into the vortex. The easiest way (if you're not a siren) is to get close to the water's edge at a bandit level below and then drop a singular grenade into the water near him. Since a personality grenade doesn't usually appear to be up to a very high level, I just blow off this challenge, although you might return later if you really want to do it. Echo 3 vortex is at the top level from next in the room. As a Merchromancer, I've had this whole Run from the far end are to the stairs, release the death trap on the way, go up the last set of stairs on the right, go, Left, and get between the locker and wall for cover and shoot at the bandits from there while Deathtrap does his thing. When you enter the next room, pay attention to the location of the room protected by an electrical field. Kill the bandits at the entry level and high level and enter a hallway which goes to the left. There is a doorway to the bottom left of the hall. Go up the stairs to find the fuse box for the electric area. If you have a big arsenal and a lot of cash, you might want to leave it. Echo 4 and Sofa 3: The next room has a small 3-walled area on the right side of the center with an echo recorder. The past is to jump on the third couch on that right. That's all that can be done on the couch challenge at the moment. Echo 5: Room with Roland in one cell comes next. An echo recorder is on a table to the right. Symbol 1: Look for a staircase on the right wall when facing Roland. Go up the ladder, jump on the tracks on the pipes and follow them in a room which has a symbol on the wall. It also has switches that unlock the cell with loot. If your pack is already full, wait until you sell off the gear on the ramparts and come back to open the loot cell (which you have to do, even if you open it now). Echo 6: After killing robots and bandits in areas on the other side of Roland's cell, the final echo is in the previous area. Don't forget to shoot the fuel tank. You can now exit to the Bloodshot ramparts with a couple of vending machines to the right and chest a smash to the left. You can sell extra gear and you can't take any if you want. Bloodshot ramparts: Bloodshot ramparts have their own set of challenges. Key 1: After coming through the portal, you'll see a car where some bots chased bandits from the edge. A key is in the trunk. Toll booth and key 2: When you go to the toll booth, pay the toll for that challenge. A car on the front and left side is hanging on the edge. Get the keys out of the trunk. Key 3: When you move to the next small area, there is a bus on the right with a car at the top with a key. Key 4: There is another small area from which you have to walk through a couple of shipping containers to another large area. After entering that area, the stairs to the left are going up. Follow with that level until you see a car on the right with a key. Vault symbol: Keep the way you were until you go down a ramp. On the wall under the ramp is a vault symbol. Key 5: Fight your way around where constructor is Holding Roland. After freeing Roland, see the last key in the car behind it. Splinter Group: This bloodshot occurs in the heartland and continues its challenges. Couch 4 and 5: The final 2 sofas for the couch challenge are in plain sight. The vault symbol hole is on the wall on the right side you go down to the splinter group. The order in which to kill the splinter group is Lee, Dan, Ralph, Mick. Each of them will come out in the correct order at which time you can Kill them as soon as possible, your turret or robot and a launcher. Don't kill any you will first come back as a group and it will be much harder to kill them in order. With all of them at once, you should not wear spiked armor, use splash weapons, and not use turrets or robots. These people can leave the legendary storm front grenade modren. See the legendary weapons page. Red light turning green: Turn the wheel 1 time. Turn on the TV 2 times. Flip the next switch 3 times to the right. Out of body experience: This mission has been taken up at the beginning of the splinter group. When you're through with the splinter group, you'll continue in the bloodshot ramparts as you'd when defending Roland, but the mission ends at the Moxxi Bar. Return to the top. Tundra is a lot to kill here, especially if you do may morphine missions, expect levels, even if you're just starting a level. If you have an arsenal with a more powerful rocket launcher or other weapons and/or better shield for the next level and/or better corrosive weapons, you might want to go back and get it/there. Also beneficial will be mods to increase your launcher damage or corrosive damage. Bandit snip in front of the shack down the hill before introducing the powerful morphine. Mighty Morphine: This is the first side mission in tundra. While tundra has all the workkids, the mighty morphine marked area is best to use for this mission because there is easy to control varkids. The goal is just a varkid which will cause it to make a kind of blow-up pod which should inject you with stuff hammerlock is injured given you. A large, flying, mutated varkid pod will spring from what you have to kill. After hitting the first one, the mission changes and you have to kill 4 more. Because it is very difficult to kill mutated varkids, it is best to inject 1 or 2 pods into one session. Then save-quit-continue to respna the same workkids. Bandit down the hill also respawns, then sniping him to XP every time. All other crawling workkids are just a nuisance, so you want to hit a bunch of those people and try to mute 1 or 2 of the remaining ones. That's why it's better to use the marked area on the map where there are fewer varkids than on the right. If things go badly, just save - quit - continue and try again. If you have turrets or robots, you don't want them out before the injection pod hatch because they will kill workkids or pods too soon. Once a pod is injected and hatch, you can release the hounds. Don't shoot varkids with a fire weapon because if they burn, you'll wake Mordecai (as part of the train to catch the mission) and he shoot at Varkid before they make pods, making it harder for you to control the situation. Once you hit four mutants, switch to the train to catch the mission. A train to catch: If you're doing missions on all sides, in the area on the right And kill all the varkids there. A lobbed lobed Package Grenade Mod helps to clean the area. Structures beyond this last varkid area are used in another mission, there is no hard feeling, which is why you can now even kill workkids. This mission is given by an echo recorder that you can kill, usually between or around the shack and the worked ranch observation builiang. Symbol 1: Go to the shack and then go to the Workid Ranch Observation Building. Circle around the right on the path or on the rocks. When you get to a ladder, go up to the roof. Go on the opposite side of the building where you will find a vault symbol on the floor. Look inside to see the fuse box on the opposite wall. Shoot it, go back down and smash the building. The loot in the building is nothing special, so I usually leave it to go inside to rob. There are two ways to get Tina from here. One is to follow the path through the working colonies, kill all of them as soon as you go and loot their piles. The tundra has more than its usual share in piles, so it can be worth the effort. The other way to go is through the river which lets you bypass all the varkids. As mentioned earlier, icy water can be deadly in BL2, but not here. What's mine of yours: The goal is to disable 5 pink bombs whose locations are shown on the map. The problem is that if you get too close they explode. You spend a lot of time trying to sneak closer and be successful 3 or 4 times, only a shock. I've tried it many times, but think it's not worth the effort. Symbol 2: Tina will send you after some of her dolls. Exit Tina's gate, turn left, then move to the next right, then follow the path up to some train tracks. (See map.) Kill bandits and discover other vault icons on the right side of the building. Follow the map above Old Man Johnson Farm. There is an area of slope in the house. The switch off is in the barn. To get in, climb tires and jump through holes in the ceiling. To get back out, look for a staircase on a column inside, jump to go under the hole in the ceiling, then jump out. Go back to the house and through a trap door to a basement. There's some loot, but the important thing is a fast travel station which offers a way to get more quickly/more quickly. Go down to The Bajard Academy on the left side of the map. When you reach the last building, go around it and it gives you a protected vantage point from which to fight bandits. The first doll is on a table on the far left side of the area. Go up the way to the right to get to level with 2 a. Wheel 1: Get the first building you have to do at that level to have a wheel for one of the challenges for the region. Turning it brings out waves of bandits to kill. Normally, you don't want to do this unless you've killed all those who welcome you first. Buzzard King of the World: Another challenge is to scale the building with piles of smoke the head. Tilt against the roof to jump from a box with two more boxes to a square and continue from there. Tina who will turn the doll into rocket go back. You must invade a bandit camp. The straight path is over the bridge. A safe passage is to go through the water in the front-left corner of the fence, go through, and climb onto the roof of the building on the left to snip while Deathtrap handles the work off. The safest route is to go past the bridge, through the water, and come in when you get past the fence, then go up the ladder to the stage where you place the doll. If you go in the front or left way, then after hitting everyone, circle behind buildings on the right side of the camp and go up a ladder to a raised platform. After placing the doll and giving up the weapon, jump down and climb the resulting downed train car. Line's Inter-Vault Symbol: Kill all robots between vending machines and rock under Wilhelm. After the last 3 robots run over you and you kill them, look at the wall on the left for a vault symbol. Before jumping into the area of Wilhelm, check your ammo. If necessary, run back to vending machines. Jump under the cliff and immediately run past the left side of where Wilhelm comes out so you feel in position when he left behind the area to go. If you have a robot or turret, deploy it immediately (but master of all, see below) and start shooting Wilhelm with a rocket. His goal is to kill him before he gets his shield. A strong corrosive weapon is also good against him. Master of all... This challenge asks you to kill Wilhelm without destroying any of your surveyors. This means that you cannot deploy turrets or robots. This is trivial if you're Level 19 or so and have a strong corrosive launcher. To reload, use the trick of bringing your bag and swapping the launcher back and forth. If you're at level 18 (or even 17), you should be able to do so if you've completed all the missions at this point, and if you have some powerful weapons and mods, which you should have if you're using an arsenal. I just completed the challenge with a corrosive rifle and a modern that radically increased damage. Lt. Davis doesn't turn into mission yet! Doing so will start a series of events that will keep you out of the sanctuary for a while, so first sell your loot, any side missions you haven't done (and want to do yet), play slots and spend your erydium. If you have an arsenal, upgrade your weapons; In fact, it's probably a good idea to get weapons for at least the next few levels and take them with you because when you actually reach the top level you can't be able to get them and you'll have an uphill battle to get back to the sanctuary. But first you can do some missions back in the tundra. Go back to the sanctuary and get these missions. Mine All Mine: Go to the Mount Molehill Mine. Kill everything, the one near the center for that challenge Look for. Kill then. About where the point of arrow is on the map will be some boxes, a large shipping container, etc., leading to a conveyor belt which you can go up, some under snappy device, and continue to the top area to complete the mission. You're cordially invited: Go to madame von Bartlesly marked area on the map, on a plateau overlooking Buzzard Academy. Kill Madam without striking her. She can leave great baby maker smog. Later, if you look at the edge of the path you can see a machete chest. You can jump down to rob it, but the weapons are nothing special and you have to save - leave - continue to get back. Very good train robbery: Go to Ripoff station on the map. Kill staff. Look for a wheel to complete that challenge and kill more stuff. The mission is simple. Growing action: This is where you turn to the train to catch missions, then say goodbye to the sanctuary for a while. Ice Man Cometh: The main mission (bright lights...) will take you to The Happy Pig in The Three Horn Valley, where you can lift this mission. When you get it, correct the road to go back to the three horn partition. You'll see the billboard on the right where you found the vault symbol. On the left is the bandit field for this mission. Symbol 3: This is the last vault symbol for splitting three horns. Go up some stairs to the right. Continue some double-wide stairs and go upstairs. Go past a fuel tank and have to lean a quarter round to the left. The symbol is on the distant wall of lean-to. Bright lights, flying city: this mission takes you through the fridge. Vault symbol: Before entering the fridge itself, you can enter fink's abattoir. It embodies a vault on the top floor on a pillar towards the far left corner of the area. If you don't want to fight, you can just leave. Fink is a really tough fight and you get nothing for it except to level something slow. I like the level in the opportunity if necessary. If you're still farming for legends, you probably have all the levelling you need that way. You can face fridge challenges as part of subsequent missions. If you killed a Goliath on your way through and mission Goliath picked up is a good idea, save it for later when you can do it with other missions. Our priority now is to get back to the sanctuary. Return to the top. Highlands fast travel station try. This should tell you that there is an error. Bring your mission list and make sure he has checked off to try fast travel. I cannot tell you how many times I have fought my way to the end of the region only to find out that it has not been checked off and I have to go back and do it all over again. If you want to fight through the hunter, cross the bridge and give the right to go to the loot area, then continue to the right edge of the area until you reach the area where the hyperion robots are hanging. Alternatively, you left off the fast travel machine Can reach the edge of the cliff until you reach Hyperion robots, jumping down, either kill them in a hyperion extraction plant or run. Cross the water. Kill the constructor. Kill the thresher to get the fast travel component. Exit the next Highlands area. If you are around level 19 and have the help of a corrosive launcher and deathtrap, you should be able to kill the thresher without any more difficulty. After destroying the constructor, wait for the deathtrap to run down and then recharge to make sure it is available for thresher-killing duty. Once you enter the Highlands, on the right is a catch-a-ride with loot boxes on its roof. Also there is the total acquisition area. There are many challenges and side missions, but they come later. You must be around level 19 now. If you have a good arsenal and equipped yourself with some strong weapons, you can go to the opportunity and farm for Eridium and XP. I do this when I'm playing as a macromenser because the robot is very helpful. Here's the gear I use: launcher - preferably with chemical damage, sharp rocket and 5+ magazine. Caustic Infinity Pistol - whether it's lacking in power makes it with constant firing. Mechanical Sniper Rifle Good Shield (600+) legendary grenade is helpful but not necessary. >Farming is a drawbridge entry for the opportunity which follows the road as far as you can: made easy. Run to the left in the first area where the building overhangs the walkway. When you get to some loot boxes, deploy robots if you're a Mechromancer. It would be better if you could kill a hyperion robot without it to ensure that the deathtrap is ready when the constructor appears. Open loot boxes. You may find some erydium or loot box dwarf. When you go to an open area, 1 or 2 robots should be around. If not, wait. Switch to whatever modern and relics will help you the most with your weapon. If using Deathtrap, do not help him too much as the constructor will come out first. When Deathtrap disappears, quickly switch to Cooldown Mod and Relic. Smash some boxes and get to the left between some large shipping boxes and water. If you have a launcher, a launcher residue and a switch to a fundamental mod. When you hear a rumble, deploy the deathtrap and a constructor will land. Wait for it to settle down and then hit with all the rockets in your magazine. Bring your weapon menu, swap out some other weapons for launcher. Swap it back. It gives you a loaded launcher without delay of reloading. Kill you and everything after death, smash the area. The constructor does not leave some erydium more often. Because you're too quick to be officially in the opportunity, Save-Dove-Continue puts you out of opportunity by vending machines. Sell loot, buy ammo, drive the nearby C.A.R. to get back to the opportunity and repeat. Defend the Beacon: Follow your map to mission point on the unseen. your The beacon has to be protected, while the fast travel station is being repaired. There are two ways Protect the beacon. The easiest way is not to try. As you deploy the beacon, run back to the gate, get into your car, and shoot at the robot remotely. At some point you'll kill them all and go back safely to repair the light, then run back into your car again. Repeat it until the fast travel station is ready. It's really about as fast as the next way. Robots are a more adventurous way to live in the vicinity of the beacon to fight. During any lull, you can go to the vending machine to refill the ammo. If you did farming on the opportunity described above, you should have no trouble with this approach. Even if you have to repair the beacon, you fix it, reload your ammo, and keep going. You have to succeed in this mission because otherwise the game cannot continue. Stand in the front area of the beacon. Keep cooldown mods and residues loaded as deathtrap needs help. Be particularly cautious for fast charging robots that blow themselves up. They'll run next to the beacon and try to explode. Back to the sanctuary when the beacon is ready, loot the area and travel fast to the sanctuary. Lots of missions await, one of which you can see out the door from the fast travel station. Won't get silly again: quick and easy. Facing the suspects, 2 from the right did it. As a sub-mission, you are asked questions on Moxi and Z. Before doing so, visit Roland (if you haven't already done this) and get wildlife exploitation missions, visit Claptrap and get invitations for your birthday party so you can hand them over while meeting the people below. Claptrap's Birthday Bash: Pick it up and talk to the invitees when you're doing other stuff. It's a nuisance mission, so feel free to leave it. The following missions are included in the order shown below, but they can be accomplished as you wish or in any order left in full or in part. Many missions cause more missions when you go to the destination. Mission Board: Clan War, Good, Bad, and Mordecai [Dust] Marcus: Safe and Sound [Caustic Caves] Hammerlock: Totally Peaceful [Caustic Caves] Scooter: Medical Man, Swallowed Whole, Cold Shoulder [Fridge] Hammerlock: Slap Happy [Highlands] Roland: Main Mission: Wildlife Protection Of Exploitation (WEP) Tannis: Hidden Magazines, Doctor's Orders [WEP] Are Back from the Next Two Mission Santuary Missions for Dust. * Good, bad, and Mordecai: The first step is to find Carson. If you had missiles switched to mission too, his body, partially covered by a sheet of metal, was one of the last places you went on that mission. This time, after you fly your car to the swan rook rather than fight through bandits the long way around, you can be abandoned, climb rocks, and you'll be closer to where his body is. Or you can jump your car and end up in that area when veer to the left. There Go to the friendship Gulag. Go. The left side will have to fight your way backwards. After getting closer to your target location, the battle becomes harder. On its left there are some shipping containers that you can move backwards. While Deathtrap is keeping them busy, you can put your head out now and then join the fight. From there, the cemetery has to go to the top of the map in front of the church. Normally, to get to the cemetery, you have to start behind Ellie's garage and fight critters all the way back. A less stressful shortcut is to go where the right is the asterisk and climb rocks from the left and walk on. Two guys you can be cultivated fighting there for a great Lyudmila sniper rifle. After killing two people, you can drop down in the bug gulch and farm the Black Queen Spiderant. See the Legendary Weapons page for more information. Clan War: This side turns into a series of missions: starting the war to follow instructions started the war. Echo 2: After getting through the gate to the Hodak camp, it's in front of the first building on the left. First place: After you blow the distillery at the Holy Spirits Bar by overlooking the Highlands, the owner, Mick Zaford, will recruit you to help him get back into the Hodunks in the dust. He will give you some dynamite to place on the Hodak race track. Follow those instructions. Wait for 3 racing cars to get all over the bridge then hit the plunger. If you don't destroy all the cars, you have to chase and destroy survivors. Vault symbol: At the start of the bridge where there is dynamite plunger, go up the ladder, past the plunger to the ducts which go on the parallel track of the bridge, but before you get to the end of the ducts, you have to jump off to the right of the fence. The symbol is behind the first building it. Reach dead door: Visit The Hodak Speedway and get instructions to go to the Holy Spirit's bar in the Highlands and hear an echo on the Sed floor. Vault icons: Get the room on the first floor with medical vending machine. Turn right and you will be facing a wall with a bunch of posters on it. A very small symbol is on the left edge of the posters and near their bottom. Rainbow End: This is an immediate follow-up to dead drop missions. Stay way back of the bag man while chasing him. Trailer trashing: You've got this mission from a man standing around there to drive out to the Highland Portal on the lower left section of the map. Go back to the race track and set some trailers ablaze, then go back and turn the same guy into the mission. As an alternative to driving there, you can increasingly visit Lynchwood if you went there as recommended earlier, then come back through the Lynchwood Station portal of dust. Wake Wake Veki: Drive back to the racetrack and get this mission from the old one-legged man. Go to Moxxi's bar in the sanctuary. Drink 3 lager to get a good discussion. Go to the holy spirits in the Highlands. collision to wake up. Zafords vs. Hodunks: Turn into Wakey's Wake Mission for Ellie and get the last mission in this series. Travel fast to Lynchwood train station or Lynchwood to drive back and come back to the portal for dust. Pick one side, kill the others, and that series ends. For me, this whole series is just running back and forth and not very challenging or interesting, so I usually skip this when I'm not a run in which I play every mission. However, each side can leave a mythical weapon (Maggie or Slaga), depending on who you are with. See the Legendary Weapons page for more information. Sanctuary Holes and Caustic Caves Symbol 1: You first encounter bandits in a small area under some stairs. Get those stairs up and to the left of the next stairs. The symbol is around the corner on the left. Fuse box and sugar shack: Get up another set of stairs and jump onto the rails to the platforms on the right. Keep walking and jump to the other stage. You'll see the fuse box and the door to the Sugar Shack is around the left corner. Rabbit hole: Go back to the stage and take a running leap into the hole. Caustic Cavern Mission: Completely Peaceful, Safe and Sound, and Minecart Prank. Check your HUD map to find out when the original evidence echoes and when the Minecart mission is nearby. The lost treasure mission comes later, but you have to mention this map. Challenges: Ever Blow Bubbles?, Harchek Revenge (Blue), Bet I Can Make It, Can't Feel a Thing, Vault Symbols (2). This video shows the challenges being tackled. This walkthrough assumes that this playthrough has your first trip through here, so the Southern Vault symbol cannot be reached without first opening from the other side. Ever blown Bubbles?: Turn right into the shack and go past the left side of the junk pile. Keep jumping on (corrosive) water. You will reach some country with broken overpass. The idea is to get over a bubble and grow it and burst, throwing you over the overpass. You have to deal with a lot of crystalline that will have you going on a completely peaceful mission. You have to wait for a bubble to start next to a section of the overpass and then walk into the bubble - not run or jump. Harchek's revenge: Instead of going back the way you came, go along the outer edges of the islands until you see a small cave. Through it await a giant blue crystal by the name of blue. Kill the crystal before laying eggs. A launcher can be the best, depending on your weapon. Safe and sound: Blue is holding on safely, so once you hit it, open safe and take pictures. Moxi gives them a better reward than Marcus. Blue mythical shields can falsely leave the tortoise, but it's not worth cultivating. I'm sure I can make it: at the point of land shown on the map, you can look out and see a small island. Run out there. There are no skills involved here. You either have a high enough gradient or you don't. Can help a modern to help you cope with the rust A shield that claims to make you immune from corrosive damage and it was gone in two seconds. Don't really understand this. On the other hand, if you field blue for your great tortoise shield, it has a couple of features which can help - a very high loss resistance to your level and although it reduces your movement speed by half, it doubles the speed of your movement when it ends up so that when your shield is running out and you feel doomed , suddenly increase in speed and you make it easily. Videos on YouTube have players at different levels from 22 to 50+, and they take the challenge from about 1000 to more than 70,000. One thing it cannot feel challenges initially appears as undiscovered. If you challenge past, you automatically complete it. Otherwise, the key is to stay in the water until your shield holds out and returns until it is recharged, then goes back in. In other words, you can break the challenge into a manageable part. Vault Symbol 1: Follow the map above until you reach the marked point with a red asterisk. You have to circle the jutting area from the right to receive the symbol, which just begins to the left of the original evidence. Minecart Prank: Look for yellow exclamation marks on your HUD for the location of Mission Echo, then visit the location of the cart, which is just south of the entrance to the space shown on the map above Minecart Easter Eggs. Minecart TIME-OUT: Jump over Minecraft-ish-looking stones next to railroad tracks and keep moving until you find a mine entrance blocked by minecart-ish blocks. Break your way to find out. Rascal Constructor can leave the legendary Longbow sniper rifle which is a poor weapon. Back to mischief: Push the cart along the tracks until it won't go any more, then look in a nook to the edge of the door for a wheel to open the door. Maintain it until the ore reaches the processing area. Dump the ore, but don't pull the lever until you've looted the area. After drawing the level, flocks of workkids will attack. After completing this mission, go to the stairs to the far left of the area and open the door for future use. Come back and jump into the lower area, go through a long hall, turn right and through another door. Vault Symbol 2: Going up a ladder path to the left. Stop when you're almost to the top and turn around. You should finally see a recess with a vault symbol on the wall. You may need to be just above that area and then jump into it. Return to the top. Back to the fridge mission: Cold shoulder, self-noticed person, swallowed the whole. Challenges: Vault Symbol (2), It's Off to Hell We Go, The Beautiful of Them All, Stiff Competition, Rakk Knight Echo, Trapped Rat. Name of the area (for easy reference). The opening area is the first area you go after opening the door with the wheel; Mostly empty space... The central region is the next area with an icy area on the right, cars and in a line of The remote area is between the central region and the frozen river. Symbol 1: On the far right side of the opening area, turn right and climb onto the roof. The symbol is in the middle of the front of the ceiling. Symbol 2: Look at the central region to see a platform with a tarp on it and some boxes lit. There is a small shelter area for its right on the ground. Squeeze from the left front to see the symbol. Cold Shoulder: Get 2 girly magazines from vehicles inside in the central region. Get pizza from around the edges of the frozen river to the pile of flowers and cars in the middle. The last piece of pizza is down from a ledge toward the nearby frozen river. Go to the edge and look below to find out the spike of pizza, then drop it down. As you return to the opening area, look right for a staircase leading up to a platform. Go up the ladder and find the last girly magazine. Follow the map marker at the nearby location to put the goots and wait for lenny to come out. Kill Laney without killing any of her dwarfs. All challenge to meet the beautiful of them all. If he comes out first, you can use a rocket launcher on it. Later we'll leave to save - coming back to continue hitting him to complete the first challenge it's the hell we go off. A fire sniper rifle is good for lifting them without hurting Laney. Laney can leave legendary Gub. Rakkman laney's quarters have located a way past. He's not part of a mission nor challenge, but he can leave the totally useless Gunerang, if you're into collecting weapons which mainly blow you up. Self-noticed person: A Goliath mission drops. If you didn't get it through the fridge during your first trip, go to the away area and watch and kill a Goliath. After choosing the mission, go inside and follow the map from room to room. Eventually you will reach a wide open area with a lot of people running around the rat. On the left side of that area is the booty chest enclosed in the snow. When you open it, a huge goliath, smash-head, will come out. His weapon is very deadly, so after opening the chest, do not stand around lifting the booty; Run for cover. The smash-head veteran could skip the sledge's shotgun. Tough competition: Kill the booty head before killing any of your dwarf. Your best bet is to head back to the entrance and sniping at it. He can follow you in, but running forward back and he'll turn around. Watch your HUD map to see when he's leaving, then run and shoot him in the back and run again. Don't shoot at his head when the dwarf is on his shoulders. You can farm him for the legendary sled shotgun. Trapped rat: You will have to face some double doors after crossing the large open area and moving in. You want to head towards them, but first turn right and pick rakk knight echo, then double

go back towards the door again. You see an opening in the wall with a view of a frozen new U machine. If you have an incendiator homing grenade (don't think to be corrosive You can throw it in the window and kill the frozen rat; Otherwise, shoot new – you free it from ice so make it easier to kill yourself and drop a grenade on your feet to remove your shield. You will remodel the room and explode the frozen rat. Swallow Hole: Follow the map on your Echo Communicator. There's a bonus for using an electric weapon. Return to Highlands Outwash Slap Happy is a mission you get from Hammerlock in the sanctuary. To get to the slap, you can pass through the same area where you fought the thresher for the fast travel part. In doing so, you have the opportunity to kill a bunch of hunters and check out their stacks. Assuming you've already found a hunter of the Stockers mission, you should be able to complete it here. If you don't need to kill stockers, the portal to the right of the Highlands map shown below is an easy way to go through the Highlands outwash. This portal is a bit odd because even though there is a road in the area, the portal is a door closed. Once, through, turn right and you're there. It's really convenient if you're going to farm Slappy, because this is where you reappear with you save-leave-continue, though the great striker's shotgun he drops isn't a very good weapon. Back to highlands missions: Hidden Journals, Medicine Man, Hunter of hunters, Shield Up, Weapon Dealing, Best Mother's Day Ever. Challenges: The winds of the Highlands, failure to communicate, vault symbols you can do the first three missions at the same time. If you want to avoid killing the same enemies again, do not try to leave-save before finishing all the missions, although they will spawn anyway after enough time has elapsed. Before leaving the unseen, go to the bounty board and take up all the missions, then start the mission in Medicine. Drug 1: Repair the health machine and buy the first dose. Then hunters make the current mission. Flag Pole 1: Drive a car and to the left of the C-A-R (as you see it). To your left is a flag pole to touch you. Hunter: Drive to the edge of the cliff in the area below with all the hunter piles. Kill all hunters, shoot all piles (and any hanging pods) and look for blue mission spikes to pop up. Go to the next rock at the next lower level and repeat. It is possible to get all 5 chapters from these two places but if you don't, there will soon be other opportunities. Flag Pole 2: Go to the back edge of this area to touch the flag pole seen from above. Drug 2: Drive on the road and turn left. Cross the bridge and see until you take an engineer a health machine. Kill him and buy the next dose. There are more predatory and predatory piles in this area if you haven't found all the chapters yet. Tower 1 for failure to communicate: Exit the car and look at the tower above the wall at the end of the road. Shoot the round tank looking cheese next to the antenna. Flag Pole 3: Turn left and pass through the gate Invisible. There's a shack on the right, then one on the left, then a few rocks around the left with a flag pole on the far corner. You can find a lot here if you still need stockers. Journal 1: A magazine is off the end of a pier in a boat. Journal 2: Get back down the road to the bridge and look for a platform on the right. Get down the stairs to a shack with a magazine in it. I played a lot of games in which I would inch out by the end of the beam, turn, and hop on to the next beam (sometimes falling off) to get inside the shack. So I realized that if you approach the table next to the shack, you get a hint to pick up the magazine on the other side of the wall. Assuming you're ready to turn into a predatory mission, or if you just need to sell some gear, ignore it. Flag Pole 4: Drive through the tunnel and across a small bridge. On the left is a river with a path on the other side that divides left and right. Take the left path and go to the waterfalls and the park base. Cross over the flat top cliff and climb up to the flag pole. Next big is a building on Boulder which is part of the total acquisition. From now on you will be fighting robots and some engineers/soldiers (and a constructor, for good measure). Fuse box: Go down the stairs on the other side of the building and shoot the fuse box on the tall square building which protects a room with a journal in it. Tower 2: Fight your way towards the square building and when you reach it, look at the round tower on the left. Shoot the tank from above. Symbol: Go to the left of the tower and find a vault symbol on the back. The map shows a flag pole near the northern edge of the AGC. We will get it later. Journal 3: Come back out and circle around the small square building on the right. Continue in the room with the magazine. Flag Pole 5: Exit the gates of the AGAC. Go straight past the C-A-R, and just on the other side where there is a portal to the Highlands Outwash (see map above), take a path to find a flag pole. Continue driving towards the next water wheel. Journal 4: To the left of the water wheel is a trailer next to a building. You can see a magazine inside at the other end. Shoot the pod to leave the door. A door with a shack on the left side of the trailer is blocked on this side. It has a mail box on the other side required for arms dealing. You want to kill pigments in the area now so that they don't disturb you while doing that mission. Flag Pole 6: Go back down and take the left path until the tower, but turn left toward a fence and drive the stone over the fence until almost on top. Stop, get out and touch the pole. Drive back down, get out, and go through the fence to portal to wildlife conservation to activate the fast travel station to preserve itself to save this drive in the future. Come back through the portal, walk down to the C.A.R., get a car, and drive over the nearby tower. Tower 3. Rocks to climb Left of the tower. Look out at the water for another tower in the distance and shoot it. Tower 4 and fuse box: Drive down the path and front around the left to a building with a mail box. Go to the left side of the building and get to a shed with an electric barrier through a doorway on the right. Shoot the tank on top of the tower you just came from. Also shoot the fuse box on an antenna. Medical 3: Visit the beach area on the right side of the bridge for the opportunity. The drug machine is further on a small island. Flag Pole 7: Go up the way to the right of the flag pole. Pay attention to the building in the water on the left side of the path that has a mail box you will be going. Medicine Man: Return to the unseen to finish this mission and achieve the mission shield. Shield up: Buy five shields from the drug machine or if you're hard to cash, either wait until you get five shields or travel fast to Fably Berg, where you can buy them cheaper. Stand at one end of the grinder to allow plenty of room for dropped shields to land when you leave them from your bag. Leave them one at a time. Pick the results, turn them, and get the second part of the mission. Go for total acquisitions, enter the gates and finally fight your way to the stairs on the right. Go up the stairs to the stage and do the mission. Flag Pole 8: Once done with the mission, go down the stairs on the other side of the platform and look at the edge of the cliff for the last flag pole. Jump down to your level to touch it and continue to return to save-quit-downlook. Best Mother's Day ever: Drive over the cliff behind C - on an R unseen like you did before. Kill Henry the giant hunter. Do the mission. Henry's legendary crib can leave the shield. Dealing with weapons: It's a timely mission. Before starting it, create a dry run where you go to every mail box shown on the map. Be sure to kill all the critters and robots in each location so they don't slow you down. You are asked to go to the first mailbox to start the mission, next to C-A-R in Outlook; However, the timer does not start if you do not take the second step to take the hand out. So save that last since you have to come back unseen to finish it anyway. Instead, drive to the most distant mail box before starting the timer and working back toward the unseen: drive to the beach area next to the bridge for the opportunity. Get into the building to the right at the end of a pier, get up the staircase, and (1) open the mail box and (2) take hands. Don't forget to do both steps. Come back on the road, turn right and go a short distance then drive over a cliff to the left for the building with the front mailbox. Drive back to the tower where you first shot the fuse. Go to the mailbox up the stairs. Drive back down the road side but go on the road towards AGAc. Turn right to move towards the water wheel. Park in the building on the left side with an electric barrel in front. On the barrel and on the roof. If you have a robot or turret, deploy it on the roof. Jump down into the mail box on the back. Open it, get hands, use boxes to get back to the ceiling. If the barrel isn't there or if you get knocked down in the lower area, you can climb back to the right behind the shack. If it's your dry run and you have a good weapon, you can jump into the lower area and kill all the workkids, but it's not necessary to do so. On the real run, you can shack up without too much trouble and get on the back. Drive back to the unseen and get the hand you left in the mail box, then run to the mission board and deposit the weapon into a small mailbox next to the gun machine. Return to the top. Torture chairs: You just walk around the sanctuary and pick up some echoes. The only hard thing to echo in the Z-HUD marker looked at me as if it was an in-arrow which would indicate that it's on the roof but it's back in the left room in the Z. etti wildlife exploitation is protecting it halfway through a lengthy mission with only one set of vending machines (initially in addition to those). So while picking all the loot is usually a good policy, here you might want to leave anything under \$300. Mission: Wildlife Conservation (Story Mission) and 10 Slag Samples) and Doctor's Orders (4 Slag Notes). If you intend to farm legendary smash box midgets then check out the legendary weapons page before doing these missions. Challenges: Siren Songs (4 Echos), Vault Icons (2), Bear Min (5), Secret Stashes (3), and Rides Die Together. 10 slag samples are very easy to find, so they're not mentioned below. The first 6 are shown on the map, and the last 4 are in the last couple of rooms near the end, so they are not even shown on the map. If you're farming the loot box dwarf before continuing the mission, you'll pass a couple of lava samples every time you run a farming. They respawn and you can get all 10 if you have at least 5 farming runs. When entering the area first, look for a stone bridge/ramp to the right and follow your way up the mountain, stopping to kill rakks along the way. (If you later field, run for this ramp and jump down the river to get out of varkids' area.) After meeting Mordecai, he will start sniping at the stalkers below. You can get involved in the fun if you want, although you don't really achieve anything by doing so. Just the relationship with Mordecai, you know. Echo 1: Start back down the path but jump off on the lighthouse. An echo is on its steps. Bear 1: The small bridge continues to down, but cross it rather than turn left and go hanging down with a bear in the first goo. Fuse box: The robot heads back to the killing area, go through the gate and note a room on the left side with an electric barrier under a hyperion sign. You can't shoot the fuse box, so shoot the fire barrel on the roof above the room instead. Symbol 1: Watch paw cranes come down on your right it will take a box. Stand On Where it says, end the hyperion and hop on the claws when it starts. It rides on the roof of a building and jumps before it goes down. A vault symbol is on a wall on the ceiling. Above the stairs is a sunken area with skags. Before going down there, if you want to get naughty bear (Easter egg), watch the video (click on the name above). Head to the far right of the lower area and fight your way to enter a much larger outdoor area. Stash 1: As you enter the large area, bear towards the right overpass until you come to enter for a stash on your right. After robbing it, come out and turn left and keep moving forward. When you get to the distant area which is the door to the next area, go towards the door, but turn up and go up to overpass rocks like ramps. Alternative approach: Get coming right out of the stash and until you can use stones to reach the overpass. Kill the rakhs. Continue down the overpass until you get against the overpass past the hills. Don't worry about Tumba and Pimon yet; You can get them later. Symbol 2: Although you went to the overpass, now you keep going and find a vault symbol on the road. Stash 2: Finally go where a giant mushroom is looking to speak with claws glued out. Jump over a mushroom claw, cross the mushroom, then jump over the center edge of a field on the same level with the top of the mushroom matter. The stash is in the back #2.. Stash 3: Jump down on the ground, turn to the left and go under the waterfall for the final stash. Bear 2: Go back to the large open area and circle around the left side towards the observation tower. Just lacking the tower is hanging down a giant mushroom with a bear in its goo. Echo 2: Continue to the steps of the tower to find an echo. Finish the area looting and come back to the door to the next area. Sell extra gear on vending machines, top ammo, smash boxes, and fight hunters to go round the field, then fight robots and some more hunters in the next outdoor area. Just to the right of the vending machine the creature slaughter dome is a door to the DLC. If you don't have a DLC, it's worth \$5 Microsoft is currently charging for it on Xbox Live. This is because without it, you should start every cultivation that runs from the beginning of the WEP entry into the current building. With DLC, every time you save-quit-continue, you'll spawn outside the DLC door, saving a lot of time and excitement. You can also go out the door you just came to the (building door, not the DLC) hunt or farm Tumba and Pimon. If you kill them within 10 seconds of each other you complete a challenge. They don't always appear, but when they do, they'll be within sight of the door. Bear 3: Go through this building and outside the door away, turn left and wake up on the concrete path around the building you just exited. With the walkway next to the windows until you reach the goo with the bear you can't enter next Until you defeat an army of bots and hunters. When done, enter the building, go down the hall, turn right, and the smash box dwarf boxes are in a room on the right. The smash box dwarfs in four cardboard boxes sometimes drop legends. See the legendary weapons page before continuing beyond this room. Bear 4: When you are ready to get out of the hunter field, first go to the left of the exit for another goo-bear in the right corner of the area. Echo 3: Go to the room on the right side of the exit to collect a sample, a note, and loot, then go out the door and to the end of the path to an echo. Bear 5: After you drop down into the hunter area, take a sample to follow all the way to the creek end until you have 10 already while farming. As you approach next door, turn left and go for mushrooms with the last goo bear. Go through the door, across a small area to the stairs, rakks, skags, and finally stairs to another area with some soldiers. Go in. Push the button behind the receptionist. Open safe to find a note for doctor's order mission, although you should not pick up these items if the loot box dwarfs want to continue farming. After clearing the next area, go to the storage containers on the left wall (as you entered) and drag the switch to open them. A note is in the previous container. Echo 4: The opposite is a chair with the last echo against the wall. Take the elevator down to the arena and kill the bloodwing. You can either run back at the beginning of WEP or continue to rematerialize the save-quit-places until you've used the DLC, where you'll re-create. You can come back later and Mother's son would have replaced Bloodwing. Kill it for a chance at receiving the Chikamin Scullas sniper rifle. Back to the sanctuary as usual: get new gear from your arsenal, sell junk gear, play slots, buy bag upgrades. Turn into mission. Pick the new mission: Rakkhalolics, animal rights, poetic justice, once and future slabs. Rakkaholix Anonymous: Go to the dust. Direct mission. Animal Rights: Go for Wildlife Exploitation . Again, there's nothing hard about the mission, but you might want to farm the loot box dwarf again as well as murder and cultivate the son of Mothrak. Return to the top. Flat on occasion: There are 10 divisions in the flat bar. At this point I'm just over 23.8 and waiting a lot of level 24 gear, so I'm going to take a detour to the level opportunity quickly. I also came here at level 19 and usually a time or two when I first get missions here, as well as a later level traveling any time I needed a quick level. Fast journey to the Highlands - Hyperion Bridge. Get any car from the C-A-R to your left, turn right, go to the bridge and enter the opportunity. Weapons: This work can be done with nothing more than a good launcher. At level 23 I have one with a loss of 8148 with a 3 rocket clip. Also equipped a launcher to damage residue and/or improve weapon reload time For a modern. On entry Be left and left past a couple of barricades until you reach some shipping containers. (Level up area further down on the map.) The goal pad is sticking out where a constructor will land. Turn right on shipping containers and look around for robots. If you don't want to use your skills on these people, it doesn't recharge in time for constructors. After killing them, you have about a minute before the constructor lands. I have upgraded my bag to carry 30 rockets. You may need around 10 more rockets to destroy both constructors (with a robot helping 8148 takes 3 shots from the damage launcher) and more robots. If you don't have enough, you can walk like a cat back on the vending machine to re stock or use other weapons for robots. I wait for the constructor between the first shipping container and the water edge to provide cover from upcoming robots. A rumble begins before the constructor lands. When you hear this, deploy your robot or turret. The constructor bounces before installing below. I wait to avoid missing with a rocket. Three rockets destroy it with the help of plus robots. After eliminating the Hyperion robot and lifting the loot, I'm now at level 23.9 and need to kill another constructor, so let me save-leave-continue. Since I haven't yet received a mission in opportunity, its fast travel station didn't activate when I arrived (which is unusual because fast travel stations in other areas would be active before they achieved their mission). So I would materialize at the Highland-Hyperion Bridge station and cross the bridge again, but first sell gear and restock ammo. The repetition of the above becomes more than 6 times the level of erydium - 2 for the first time and 4 next. The average is around 1-2 bars per kill. There's also a few arms chest and a lot of ammo and cash boxes to show what a good weapon level 19 caustic infinity pistol is. Just for fun I equipped it with +24% fundamental damage modern and +10% pistol damage and extended the residue and when it landed, my robot was positioned, standing a few feet in front of the constructor, and the constructor dropped his reflector shield, shot it in the eye until dead - with a pistol. Thousand Cut Mission: Poetic Justice, Once More Futuristic Slab (Main Mission), Shoot This Guy in the Face. Challenges: Vault Symbol (2), Portrait of the Gunjarkar (Echo), Grave Matter, Slab UHF. Weapons used: fire snipers for bandits, pistols/buzzards and rifles for close combat, slab launchers for battle. Words cannot describe slab uhf. Watch the video. Echo 1: Enter the fighting area first. On the right is a vending machine with an echo on its right. All buildings in thousand cuts have plenty of loot containers, so they will not be told individually. Tomb 1-2: Go to the next group of buildings and take the bridge to the left for an island with 2 graves and photo op for the mission of the scooter. To the right of that bridge The stage and stairs below an area have to rob. There is one crossing from him With a Noody magazine for scooters. It's all of that mission for this trip. Echo 2: When you get to the bridge/shipping container to the next area, look right to see a shed which has an echo. Cross the bridge, turn right, go up the stairs and get around to the shed to jump and then jump back. Echo 3: Keep moving until you reach a large metal bridge with some sections removed so you can go under it to get an echo. At the end of the bridge, turn right, and finally go to the stage. Below is a ledge that has a machete chest and a ladder back up. Shoot this guy in the face: Cross at the end of the bridge and circle the rocks to find the face McShooty. Fuse box: When done with McShooty, the bear left on a path to a tower. Circle around the tower and send lifts without you. Either drop down into the hole or walk around it and shoot the fuse box. Echo 4: Get the elevator back down and ride it up. Keep circling around until you are buzzing. You can jump in the way from here. Tomb 3: Keep bearing the left at the end of the path back to find a grave. Tomb: Continue to have left effects until you reach a cemetery with the rest of the tombstones. Vault Symbol 1: Go to the far left corner of the building to find a symbol on the building and circle around. Go inside the building for the slab initiation. When done, come out and fight robots. When he's over, you'll be close to the bridge before you entered the area. (You can sell gear now if you need to.) Cross the bridge and take a picture for the scooter. Symbol 2: A bomb crater is the last picture site in the last distance. After you take it, turn left and go to the right of the bombed buildings. Go right to the roof of one, hop on a post, then on the front of the one on the next one. Turn right and a symbol is on the wall. Back to turn sanctuary into mission for scooter. Report to Roland. New missions: Rocko's Modern Struggle (L20), the man who performed this mission to Cut The Thousand To Jack (L22), Home Movies (L21), Hell Hand No Fury (L22), Bane (L24) Rocko's Modern Struggles: Thousand Cuts. No new challenges nor side missions. There are some videos of people running around searching all the loot containers in thousand cuts to the smash box dwarf, but there doesn't seem to be much return for time and effort compared to protecting wildlife's discovery. You have to go to a turret to kill hyperion robots as they come towards you, but eventually they start to be born behind you, so leave the turret when the bots start moving to that area and go back to kill them. Return to the top. Opportunity Mission: Statue, The Man Who Will Jack (L22), Home Movies (L21), Hell Hand No Fury (L22). Challenges: Echo, camera, vault symbol, foreman shame. Weapons: Whatever you need to fight constructors, robots of all kinds and engineers. The top O'Wood challenge is not covered here because it requires a co-op partner. On entering the opportunity, go to the Mission Board on the right and Statue mission. See the section above about leveling in opportunity. If you want some more levels, just repeat those steps with the following exceptions: Each time you restart, reclaim mission assignments. It unlocks a loot area for you. Don't interact with constructors in the unlocked area until you're ready to start the mission. When you s-Q-C, you'll be back in the opportunity instead of the Highlands as you did before. You can see enemies in the first area next to the fast travel machine, but you can run right by them to get to the constructor area. When ready to continue, go into the trailer and pick up the supply beacon for home movies missions. Then interact with the constructor in the unlocked area and complete the mission, then come back to the starting area for the rest of this walkthrough. Man who will jack up: This mission overlaps with many challenges so make it the current mission. The hardest challenge is finding the cameras because they are small and difficult to spot, there are many of them (8) and they can be anywhere and some of them may already be destroyed during the fight. Hopefully, the following walkthrough and map you will find them. The best video I can find here, but it's not in the same order as the following nor does it take into account other nearby challenges or missions to do at the same time. The Echo 1 is next to the gunpowder machine (above the following map). Camera 1: From this point you can find a camera on the left side of the building ahead. If you've done the statue mission, some cameras may already be destroyed, in which case you can see black spots smoking instead of the camera. Camera 2: Go up the stairs in the direction you just shot and go to the end of the building and get right. You should see a turret gun on the side of the building in front of you. Destroy it and look at your left in the corner of the same building for Camera 2. Go up one of the sloping support and at the top, turn left and head to the ceiling where there are beacons. Camera 3: Go from the roof under the far side lit sign and go down the stairs in front of you until you come into a pool with a rail around it. Look at the H sign on your right and shoot the camera to your left. Symbol 1: Jump on the rails in the pool and go under the right section of the way to find the symbol. If it's too dark to see what's under way, just keep watching and moving around until you see the prompt. Echo 2: Jack is in the area of double kiosk k0. Kill him. An echo is on a bench behind the kiosk marked on his HUD. Camera 4: Look past the kiosk to find a camera on the corner of the far wall. If you have trouble opening it, compare your HUD map with the map above and put a marker on the HUD map in one place. Don't forget to unmark it when you're done it. Go around the kiosk to use it. Turn around and go up and hold the stairs to the left Left until you reach an area overlooking the grass kiosk 1. (See map above). Camera 5 and 6: Go as far as you can go to the end of the grass and look at the top left and top of the jack poster where the camera 5 is glued to the corner of a building. Rotate right and look across the camera on the wall behind the walk way to 6 (rotating H lit right and up). Echo 3: After moving to the kiosk below, get buzzing by vending machines on the bottom left edge of the map. Camera 7: Go from machine to north west (towards large pier) to the first stairs on the right. Go up those stairs and next stairs to see a camera on a post in front of you. The stairs on the other side of the post are going down. Put a map marker on your HUD map because this is where you have to come back to get into the underground room at the end of the guy who will jack mission, then release the 2 kiosks on the map and then go to Kiosk 3. After doing the last kiosk, which is near the place where you have entered the opportunity, switch to home movies mission. Jack's three posters are in the same area. After being lured to them, you should be ready to have the orbital beacon that you picked up from the trailer where you found the handicapped constructor for the statue mission. The easiest way to get it is to go past the entry area (where there is fast travel machine) to your right and follow the edge around until you reach the pier. Finally there is a large shipping container with a weapon chest. Follow the HUD marker you placed earlier to find the underground room where you finish home movies missions. It's near the room where you finish the guy who will jack mission, so you can finish both of them on the same journey. Camera 8: After finishing that mission you still have a side mission marker (j) on your HUD map will be. When you get to that point you can look to see camera 8 between the two doors, although it may already be destroyed. Check out the list of challenges to make sure you've finished the challenge. Symbol 2: You will be close to the second vault symbol when you go to kill the foreman. Go to the point shown on the map. Get down the stairs. Circle around until you can go down to a stage. Go down a few steps, turn around and see the vault symbol. Foreman shame: Use a launcher and kill him quickly, then follow your HUD to your shed. After hitting a constructor, cross to the other side of where it was and go for the lift to the fuse box shown on the map above. As you push the button to go down, start walking from the elevator to get off to the next floor where there is a fuse box. Leave the elevator shaft down and go back to the top. Cross back towards the foreman's shade until you spot a structure with a hyperion sign on it. Go down the small staircase on the left side of that structure then drop down onto the balcony below to get the loot room that was protected by the electric field. When to loot, finish the mission. Jasper can leave a great shield, black hole. Before you can farm it, you have to s-Q-C. Return to the top. Bane you have Moxxi on the left side of the side entry to see this mission in the sanctuary from a man on the ground. Then you have to go to Marcus and then go to the dust and follow the map marker that takes you to a man named McNally to get your echo. McNally randomly drops a great SMG called Hammer Buster. McNally is ideal for hammer buster farming by continuing a save-to-leave-McNally without picking up the echo. (You can pick up your other loot, however.) She's quite close to Ellie's where you come back when you walk from Continue as you travel fast to the car machine, so you can check the egg point for Wayne's head. As you drive from Ellie to McNally (she's to the right of the racetrack), you can check the second egg point for Wayne's head. Unfortunately, it's a rare combination of a particularly great unique weapon (Wayne's head), mythical weapon below average (Hammer Buster - I never use it), and a completely useless mission weapon (made) after you get McNally's echo, you have to go to Lynchwood to finish the mission which you can do while working on other missions. Still not worth it. Hyperion Contract It's simply a mission to kill a bunch of random bandits. If you don't already have it, go to Highland - ignore and get it off the mission board. You will be hitting a ton of bandits in the upcoming Lynchwood mission. Hyperion contract requires you to kill 100 bandits. For additional XP sub-missions you need to kill 25 bandits using a variety of attacks/elements. It is quite difficult to do. If you also kill 1 extra bandit with a type of attack/element, you won't be able to complete all the sub-missions, so look at your cases carefully, but still you or Deathrap 1 can hit incorrectly and the mission fails. Lynchwood Mission: Bane, 3:10 Kaboom, Animal Rescue, Breaking the Bank, Showdown. Challenges: Vault Symbol (2), It's Impossible, Do or Die (Echo 4), Last Train, Watch Ma. The duel of death challenge is not covered here because it requires playing co-op. Echo 1: Exit the station door and look in the dumpster to the left. Breaking The Bank: Follow your HUD map to the bank and check it out. Go to the nearby stairs and pick the laxative marked on the HUD map. Don't miss it or you'll have to return a long journey to get it later. Echo 2: Continue towards Echo 2 until you go into a building with multiple stairs. Get them up and look around for the echo. Animal Rescue: To start this mission, go! Marker on your HUD. For the first mission, go back down the tracks for the first set of stairs on the right. Go up the stairs to the top of the building. Jump into the next building and pick up the medicine. Symbol 1: Jumping on the box was on medication, jumping to the left side of the roof. Turn right and go until you reach the vault symbol on the roof of the final building section. Go back and Animals are part of the rescue. Go back to the station. Buy ammo by selling goods. Exit the station and go right. Continue until you reach the elevator. Switch back to break the bank. Fight your way to the stairs going to the right, but keep clear of the green glow switch on the right, because if you're just too close, the timer will start. Up the stairs, the rat continues to kill the bots until you get the bank mission purpose. Go back to the next lower level. Switch to... 3:10 to Kaboom: After the last paragraph, you must have killed all bandits at both levels, which makes this mission much easier. Go to the switch which is now to your left. Flip it and switch to the other side to run across and close it door to flip and stop the car carrying the bomb. Grab the bomb, run the rest of the way - first up the stairs to the rail car and then switch the detonator. When you go to the detonator, do not push it until the train stops and the train with a bomb is under it. If anything went wrong and you failed in the mission, you have to go back to the mission board at the station and get it again. The stairs have gone up to the detonator where the Mad Dog will come down later when you're cultivating him. It's impossible: the flame shooting out is the tower, where you've thrown grenades. It's four light around and flames it out after the fourth one. You have to give it time so that the grenade hits after it opens and before the flame comes out. A Longbow grenade makes it easier. Watch Ma, No Hands: Switch back to the bank mission and go to the next point. Some rat people will come across your riding huge skags. Try to kill riders without killing skags, but skags are very dangerous so feel free to use a launcher on them once the rider is down. You can't find the required 5 riders here but will come up more on the mission later. Share the laxative-bomb of the bank mission and stay back at the Save-Quit-station. Sell junk. Buy ammo. Bank. Follow your HUD map to escape and bury loot. Push your button once to set the loot down and a second time to actually bury it. Continue going back to the station to turn into a save-quit-mission, sell junk, buy ammo, and take up showdown missions. Switch back to animal rescue and head toward food locations which are in the same area as showdown missions. Fuse box: After getting to the first foods, take the first clear area to the left for a shade with the fuse box. The protected area is a car trunk loot container on the next area. For now, keep picking up food for the scagg. In a bit you will get into the showdown mission. When it's done, go back to picking up food. Echo 3: When you get to the building with a large star at the top, turn left between buildings and look behind round talk for an echo. Echo 4: Keep going into a cave with a vending machine inside. Across it is the minivan with a rusted outside inside an echo. You will also see the last food items nearby. This And watch Ma: Now you can switch to the built-in mission. When you're finishing that up, you can get the rest of the skaag riders you need. First move the elevator up. Symbol 2: Look for car trunk smash container. Climb it up to the ceiling and look down between the blue roof and the green roof. Switch back to animal rescue. Let the Dukino eat. He needs more food - 5 skag tongues. Go up the stairs near him and shoot a few more huge skags with riders and pick up the tongue. Give The Dukino a tongue and then you have to follow him to a shelter. Once you help clear that area, the mission is finally over (for now). Final train: Saving the toughest challenge for the last. 5:00 Train (more or less) is a bandit on the back that you have to kill. The train runs fast so you only get 1 or 2 shots. Launchers and homing grenades seem very slow. Which leaves a very powerful sniper rifle. A mod that enhances its damage and will be an amp shield helper. If you can't get it now, you'll be back here later if you do the Monster Hunter mission. Go back to the sanctuary. Take care of normal business and meet with Claptrap to start the next mission. (All other missions should be completed by now.) Return to the top. Where angels are afraid to walk when Claptrap gets you in, you can only go so far before you stop from a barricade where a turret pops to your left. Once you explode and the barricade is down, I lived back and destroyed all the bots before moving forward, but if you can go straight, you can destroy a constructor that comes out of there, you don't have to deal with all the robots that make it. When you run down the road to the next area, stay to the right so that an explosion doesn't knock you over the edge. Soon you go to the gate and some soldiers and bots will come out. Once they're down, it pays to be aggressive again and run around to the right and go up the stairs to the next level. Another constructor lands on the level above that and you can blast it with a launcher and enter to the bunker to keep working your way up the stairs. Alternatively, you can stand just outside the gate and snip over the constructor from there. Keep going until you go through a portal door to the bunker area and destroy all the big guns. After BNK3R comes out, the safest place to go is back to vending machines, but stop in front of the Hyperion sign where you go after the battle is over. I used to go to the top back area which was recommended in the video but this lower area was found to be much better. For one thing, you'll get only 1 or 2 bots down there and the bunker won't hit you at all when you can shoot it with whatever you want when he camps out on one end or the other of that area. Another advantage of being in that area is that when you run out of ammo, machines are there. If your weapon and shield advanced enough So you can go to the open level and it's easy to shoot The bunker can be cultivated for fake bullet absorbing shields and bitch submachine guns (both legendaries). Challenges: Vault Symbol: It is with the ring to the left of the waterfall. You can get it by jumping at that point into large leaves next to a couple of vertical pipes. Bunker Buster: Destroy BNK3R without destroying your auto cannons. The rest of the mission is very straightforward. This is where Mohini is being held and free involves her going down. Back to turn sanctuary into mission. Pick carriers of bad news. Get other missions while meeting people. Monster Hunter - Mission Board. Chosen One - Marcus Monster Mash 1 - Jade Truxican Standoff - Out of Scooter; Finish it when you get it. Capture the flag - brick open Roland's arsenal - finish it when you get it. Labor and trouble - main story mission. After converting to mission, you can go back to form BNK3R. The Hyperion contract is probably still open. Demon Hunter back to Lynchwood. Do the mission. You can farm The Mother of Dukino for legendary Mongol Launcher. Eridium Frost's New Mission: Customer Service, To Grandma's House, Kill Yourself, Slaughter a Real Boy, Hyperion. Challenges: Dreaming pipes, you can hear me now (4 comms), Twas' slag, vault symbols (3), tie clips, save turrets, bring out big guns (5 turrets), vault hunter vs volcano. Com 1 and 2: After choosing new missions at the Eridium Blight Mission Board, drive across the road on the broken bridge. Look forward to see a com dish to get out and shoot. Turn around and look at each other in the distance. Turret 1: Drive at the gate on the right side of the road and destroy the turret gun (marked G1) go through the gate. Kill rakks (Monster Mash 2) and bully. 'Twas' Lava: This challenge involves King Mong. When you go through the gate (G1 on the map) you can see it to your right on the rocks. If he's not there, he's often on the left side of the bridge/bridge. Or he may have eggs at all. King Mong weakened with turret shots then get out and finish him with a lava weapon. He sometimes dropped the legendary Badaboom launcher. Tie clip: The challenge is to get mong close enough to clip your tie without getting hit by a barrel. He's harder to find than King Mong. See the strategy section on this page for help. Symbol 1: Take the first route just after the gate and follow it to the second entrance. Turn left and move towards the big gates. First take to the left and the symbol is on the other side of the left building. Fuse Box 1: Get back from the gate to the road. There is a fuse box near the top on this side. It controls an area and the right side of the road just turned past where you go through the gate to the area. You can get that area later if you want. It's full of really bad animals. Killing them is not part of any mission or challenge. Go down the road on this side of the gate where it curves left and a path For correct and partition. The upper way leads to the real boy and hyperion slaughter mission. Pick up real boy missions and then get in. Hyperion slaughter: If your level is high enough, slaughter the hyperion first. The first four rounds will be leveled to your initial level. That is, if you're level 28.9 and sign up for Round 1, each of the first four rounds will be level 28 even after going to level 29. The final round will be at least one level higher and more. So if you started at level 27, the final round is usually level 30. You'll have to leave and come back when you've reached level 30 in order to make the final round because you can't get 27 to 30 rounds out 1-4. When I started at 28.9 and were round 1-4 level 28, Round 5 was 29, even though I was at level 30, and some videos show players at level 32, so it's unclear how to set the level for Round 5. The first couple of rounds are pretty simple. You can just run to where bots come out and start shooting. If you die, it's easy to come back with the fight for your life. At a later stage you have to go to some place where you can recover and hide from rocket fire. When you first enter and go to the circle in the middle, keep running directly on the yellow platform and go to the shipping container on the edge. This is a very good home base from which you can deploy your turret or robot and/or your turret. You can't be attacked from behind and rarely anything comes up to the front of the container. If you die, save-leave-continue quickly before you re-assemble. Either way you're going to start the level on. If you s-Q-C, you save the rematerialization fee while the only disadvantage is that you lose any good loot that you haven't raised yet. But not that very good booty drops anyway. If you see idium or purple weapons, make a special effort to take them as soon as possible. If you're playing slots and upgrading your ammo carrying ability, you shouldn't have any trouble; Otherwise, you can mainly run out of some ammo in the final round. That's good to maximize your carrying ability for snipers and launcher ammo. Nevertheless, you have to be very careful about how you use your rocket, and in the later stages you can get out of sniper ammo if you stay back in your shipping container then snip over the bot on the far verge. A relic that boosts the sniper's ability to carry ammo will help you get almost unlimited rockets with a combination of evening shields (from bunker to farm), a Kerblaster rifle (cultivated from Midge-Mong in symbiosis), and rifle ammo to spare. When you run low on the rocket, change in the evening and fire the kerblaster on your feet. You get a rocket shot taken with each Kerblaster (up to its maximum rocket potential). A Level 20+ Caustic Infinity Pistol is a good weapon for here because it never runs out of ammo and kills rust robots, even from a great distance. one damage damage (for example: +19% damage) and fundamental damage will help modernize. Also auxiliary launchers, rifles, etc. are mods and residues to increase damage, and to reduce freezing times. Sniper ammo is a relic to increase the carrying capacity by more than 40%. Already with the maximum-out capacity, it extends it from 132 to 189 rounds. Since the sniper rifle is usually the most useful and the first time to run out of ammo, this relic is great. It's also good to be able to carry 9 or so grenades. A high damage (e.g.: 2400x7) corrosive homing grenade like the legendary homing epidemic is great for general use because it can kill enemies from any distance you can't even see. A transfusion grenade for when health is handy if you don't have great weapons and shields. The Hyperion Slaughter Vault symbol is below the elevator floor. Pick the elevator, push the button to bring it back down, get under it and search the icons. You'll be crushed, but you can continue to save-leave-to-avoid rement charges. Turret 2: When done with hyperion slaughter, your car will be gone. Run down the hill

and find a nearby C-A-R to the right. Before you get it, you'll see a structure on your right. Go toward until a turret gun pops out. A couple of bots will also appear. Coms 3 and 4: When you've finished them, look back at how to get up to the composition to see the last two com dishes in the distance. Turret 3: Continue down the road to the bridge and turret 3. Turret 4: Turn left on the bridge and go to the tower on the right. A turret will appear. Fuse Box 2: If you keep driving, the road runs in another road. On the right side is a platform with Mailbox 4 when you do customer service and bot with a ladder and crammed with a room with an electric shield down to another platform. Fuse box releases more bots easy to find. Get back in your car and you can turn left to go back on the road, or follow the path as far as you can to reach a couple of safes and temporarily do customer service missions to bully areas which can be handy when you come back , although it is not absolutely necessary to do so. Go back on the road and go back through gate G1. If you shot the fuse box, you can drive across the road to the right side of the barricades and follow the path around to the right. If there is still an electric barrier, go back and shoot the green light near the top of the gate tower. Otherwise, you can jump down to where the ladder is and kill some really bad bully (or die trying). It's a purely alternative practice — there's no big swag and no challenge. Turret 5: Continue down the road a small path to a tower on the left with a turret gun. Symbol 2: Cross the bridge then bears left and then right. Clean the camp of bandits. Cross the next bridge and park. Move the pedestrian bridge towards the ladder. Half way to the left is a vault symbol. Kill Yourself: Climb the Ladder, Pick Up Smash, and jump. Don't push the consultation button if you're going to kill yourself. You may hate giving Jack satisfaction, but that's a lot of eridium to pass up if you don't. If you save-quit after you die- continue, but before you rematerialize, you can save the reedmission fee, but if you don't care about the money, you get the benefit of rematerializing right where you left your car parked. Real boy: Continue on the next bridge, turn right and park. Clear the area of bandits and pick up the stuff for the mission. Be sure to go up the ladder to the cabin on the platform and clear it for customer service missions. Cross the next bridge and take the first left in a small town. Clean it for customer service missions. Drive from the end and land near the bridge. Customer Service: Go back to the first camp you approve after crossing the bridge. This must still be clear. If not, clean it again then go to the mail box. This starts the timer. Go back to where you posed for real boy missions. Go in the entry and get to the mail box up the ladder to the right. If you are following these steps, this area should still be clear. Go to the next city you get cleared and go to the mail box in the middle of town, then drive off the platform at the end of town as you did before to land by the bridge. Go across the bridge and immediately turn left and go straight down the bottom of the pipeline. Follow your HUD to the next nearby mailbox; Come back out and get up the road near the left and back off the bridge. Mailbox 5 and Symbol 3: Follow the road and look right for the Hyperion compound just before getting back to the G1 on the map. It wasn't worth trying to clear the area in advance because now you can drive down near the door, go inside and run all the way to the left side of the building for the vault symbol. Run back the mail box marker shown on your HUD then take the cat out there. A turret or robot is handy, but you should be able to get ok without one in and out. This completes the mission. A real guy: Turn into that mission and pick up the next one (face time). Face time do missions and continue to grandma's house... To grandma's house: It's just the last of the city that you've cleared and fired from the sidelines. Complete the mission then drive off the cliff to get across the road from the fast travel machine or you can simply continue to save. Dreaming pipes: From the fast travel station, down the road, across the bridge, but instead of bearing the left as before, turn right to get based on a pipeline support. Go to the other side and do a running jump on the right side of the horizontal pipe-looking thing, then jump to a small ledge, then on the pipe, then level with a dumpster. Open it and jump to the edge of its lid and then to the next level. Circle around the pipeline. If you haven't already cleared the bully area, they can jump over the pipes or throw stones and knock you. Mong can also show up here. So look for the red dots on your HUD and have a weapon ready to kill them if they join you. Once things get clearer, run with the pipe until you get to a break in it and jump to the next section. Don't try to give it time until the last second; Just try to jump before the end. The next section has a chest. Mission accomplished and you can continue from the leftovers - leave-there. Save the turret: This challenge later comes as part of the main mission where you're protecting claptraps as he tries to hack the gates. Vault Hunter vs. Volcano: This challenge is a pain and not much of a payoff. Here's a video if you really want to do that. Return to the top. Sawtooth Cauldron Mission: A Chosen, Flag Capture, Labor and Trouble, Great Escape, Lost Treasure. Challenges: Walt Emblem (2), Happy Camper, Race to the Top, Haiku Hitman (4 Echo). This inaugural area and bandit city which is the top right area are famous for the loot box dwarf who drop legends. I got a level 27 legendary Frakker from washing machines next to vending machines in the opening area while preparing this page. You can farm this area by checking the washing machine, then fall into the large area below and check all your chests. Unless you are satisfied, you can continue to save. There are other ways to farm it, but they're all time-consuming and don't pay often in wildlife exploration protected form, so I'm not taking it here. You can watch YouTube for videos. In the center of the above map is a vault symbol and echo in the area, but they are located at the top of that area (area of mortar). You need to use a lift to get them. Echo 1: As you head through the city, you'll spot the first echo in a short opening on your right. Continue to the edge if you want to snip over some bandits below. Take a look at his left to see a lower stage with two ammo boxes on it and a ladder back up. Straight down where the horns stick out enters the cave where the main mission will take you. It's a shortcut to the time you don't want to go from banditry areas, such as Race to the Top or when to farming mortars. Chose one: Go to the end of town to pick Moss's first echo. Capture Flag 1: Continue on platforms ignoring the top left part of the map above. Jump down and clear the area of thresher and bandits, then go to the flag pole and pick up the flag. Echo 2: Pick the stairs and echo from the last camp area before the small tunnel to the next area on the top right map. Lost treasure: While circling this area you will see some staircases going along a hill where you will find this mission. If you get clues from killing random bandits, it's better to take this mission before clearing this area of bandits, but still, you can't get all the clues in this area alone, in which case you keep an eye out for blue mission markers Wherever you kill bandits. After the latter Four clues, the mission ends in caustic caves. Capture Flag 2: Take your time to explore a large number of chests and bandits of this area. After killing local civilians, follow hud markers at one location to raise and defend a flag. Labor and trouble: Follow the mission marker in the cave. Note the stairs to your left which is where you will go when the elevator doesn't work. You can either circle around the mission point to bear left or right. Try to remember the route whichever way you go, when you race to the top or farming. When the robbers did murder after pushing the elevator button, the back circle around the stairs noted you just to get to the next area which is the large lower right section of the map. Selected: When you get into the lower right area with the thresher, you'll see a HUD map marker on the left and a right. To complete the sub-missions, you'll have to save the one to the left for the last, so follow your HUD map to the right marker, then turn around and go back to the other marker, which is on Moss's body. This completes the mission. Capture Flag 3: Follow the marker on your HUD on the nearby flag pole. Toil and trouble: Now is the active mission. Tannis ride a fish: (Easter egg) You are on the bottom right of the map above. Shoot the barrel from the water in this order: blue shock barrels, red incendiator barrels, green corrosive barrels which land out in the water on your side, yellow explosive barrels behind a fence near the flag pole, and purple lava barrels. (Memory: Get ready. Get your pie.) Symbol 1: After the main mission again you will reach the area in which the vault symbol is indicated on the map above. It is on the inside wall of the shipping container. After activating this, go back to the stairs indicated on your HUD map and go upstairs. Echo 3: After clearing the area, push the button and destroy the buzzard (plane). Go to the stairs on the right side of the building. Go up the stairs, up the ladder to find the echo. For more loot, jump to the rounded structure and then to the next roof (which looks too far away, but doesn't). Go to the far left corner and jump under the roof with barb wire around it. Echo 4: Before starting down, climb a junk pile to get over a pipe that goes into an outhouse for some loot. Then head back down to the elevator by following your HUD map. After hitting the mortar (a launcher is good), get up the elevator. After cleaning the area, start marking the crate in front of the elevator and the circle counterlockwise from there. Behind one of the buildings you will find an echo. The Great Escape: If you're still circling counterlockwise, behind the final building you'll find a goliath with this mission. Alternatively, facing the elevator is building it to your far left. Symbol 2: Go to the elevator, push the button and quickly go back out, then jump to the top and face right. If you see the chest of the loot, jump over it. Smash it Face inside the elevator shaft. A couple of floors below will see you an area with a clearing. Jump on that girder and the vault symbol is on your right. Or try it: send the elevator down without you, then push to bring the button back, then immediately jump down to its right and look for the chest. Jumping along the way gives you more time but you can miss the elevator. Great Escape: Jump down to the top of the elevator and follow the HUD marker. When done, you'll be back on top again. Send back the lift for later use, then what should be a round empty area on your HUD map. Race to the top: Save and leave, then continue. The timer starts to materialize as soon as you run to open in rocks on the left side of the vending machine immediately. Jump down near the entrance into the cave (where the horns stick out) and go in. Take the left or right route to the elevator - whatever you are more familiar with. Keep running past all the bandits firing at you. Lift up and out. Be. Very simple. Happy Camper: Coming out of the elevator to turn left and go as far as you can. In the corner where there's a break in the tracks, see below to see the camp site including a car trunk weapon chest. Jump down to complete the challenge. Mortar can leave a mythical pandemic grenade modern. This is one of the best weapons in the normal mode game, so you should definitely farm it for it. Lost Treasure: You should have easily got all the clues from killing bandits. Go to caustic caves to complete the mission. You may need to refer to the Caustic Caverns map to move the page to be able to follow the clues. Each clue leads to a switch you must throw, then finally a smash chest. All the videos for this search are confusing because the player has to run in circles fighting crystallisk and thresher, which you will also be doing. That's why you'll need to get your bearings using the CC map above. You can run by critters going from one point to the next, but when you get to a switch, you'll probably have to stop and fight something. Use the directions under cc map to get to the point marked bubbles and continue those directions until you reach the first switch which is at the edge of a column. The first column you come to is actually a couple of columns. Beyond these are the next pillar one you want. The second switch is on the outer wall of the infested warehouse. When you get into the door, turn right from the side door, flip the switch, come back to the next side door and come out of the top door. Go past the structure with loot chests and through the tunnel to the right. Go under the overpass and the switch is on the left side. You'll see some big round nests ahead. Run through those guys and get to the door leading into L4. The bear is left and the switch is on the wall. Go back the way you come until you can circle around the L5 point. This is a large open air elevator. Go up and continue The way upwards to the right. Continue until you get into a large switched area sticking to the center. It brings about loot. Return to the top. Dry Nexus - Bonyard Mission: Data Mining, In This Bus, Monster Mash. Challenges: Vault Symbol (2), Under Pressure, Dead Air. Monster Mash: Dr. Z's Monster Mash mission gives parts and while fast travel machine locations will be highlighted to go for each part, only part 3 missions have to be performed at special locations. The first part is to kill the spiders. The second part is to kill The Rax and Skaggs. 3 to kill 20 Skrakks which are located only in the dry Nexus Bonyard, then go to Frostburn Valley and kill The Hateful (Spycho). After converting to Part 3, you can come back and prepare the spycho for the legendary Newsenator Shield. When you turn up in MM2 and take MM3 to go back to the sanctuary, you should be able to get into this just mission if you haven't already had it. It's just in and dead air: the mission is to kill the man. The dead air challenge is to turn off the radio on his back before you kill him. It can be difficult when you kill him for a mission, but you should cultivate him for a bee shield, in which case you can easily open the door, walk behind him, turn off the radio, and kill him. Before farming, get him back to the sanctuary and turn into a mission. If you don't get this mission before you do a data mining mission, be sure to get it before turning it into data mining or you'll be blocked from doing this mission until after you hit the jack. When you farm the radio man, he'll eventually leave a bee shield which is one of the best pieces of gear you can get. Data mining: Get up the ramp for the ladder to the pipeline. Monster Mash 3, Part 1: Go to the map marker and kill the skrakks. Part 2, Killing the Abomination, Comes Later. Symbol 1: Go all the way south. The symbol is on the edge of the turret tower. Data mining: Go to buildings on the other side of the pipeline and turn on the wheels. Symbol 2: Drive the ramp to the top of the pipeline and turn right. Go as far as you can to find the symbol. Under pressure: Go north towards two beams of light going up in the sky. On the C-A-R there is a button to press to bring down a constructor and other bots. Kill them all. Data Mining: Do the rest of the mission to go to Badlands. Dry Nexus - Badlands Mission: Go to know hungry people like Data Mining, Jack, Uncle Teddy, Scag. Challenges: Hey! Over here, Bond, beginning of the end (5 echoes). Hunger like skaag: This mission drops when you kill skags. You can complete it by hitting more skags as below steps. Go to know what Fyrestone used to be and go to the mission board to get to know Jack and Uncle Teddy to go to enter. Echo 1: Go across the road to the old C-A-R station to get an echo. Echo 2: Continue back in Baha's old house. The Echo is in the outhouse. Uncle Teddy: Get into Baha's Old House, Fan Series Get down in the basement, and complete the whole mission. To turn the mission into an evil corporation, go back to the mail box by fast travel machine; Otherwise, hold it until you get back to the mission board and use the mailbox next to it to turn the mission into una. If you take Una, you will get lady fist pistol. It's not a great weapon; You have to turn the mission to Una to achieve this, but it has +800% significant hit damage and other improvements. Boned: Keep circling around clockwise looking for skags to kill and eventually come to the old camp of bone. Kill bone 2.0. Go to know the inside of a Jack Echo in the shack with a chest by it. Hey listen! Over here: Back in Fyrestone, go into the building on the left side with the ammo vending machine. Continue to climb the rocks on the right and find the old claptrap and a smash chest. Fuse Box: Get the right of the electrified room. Climb the roof and go to the right as much as possible. Look north for a structure in the air on two support with the fuse box sticking to the left. You just have to be able to see it sparking. It may take a few shots to hit it. Echo 3: Go inside the room to find the echo. Echo 4: Cross from the room is a building with a ramp on the right. Go to the roof of the ramp to get the echo. Echo 5: In a dumpster next to the building where you fight the giant bot (named Saturn). Data mining: This building is a good place to fight Saturn from where. You can keep it between you and the bot, and the shed provides protection from your rocket. Saturn can leave any of the two mythical objects: invader or hive. After destroying Saturn, complete the mission, after which the builders will appear at each end of the building. If you have a bot or turret, you can position it at one end to fight that constructor, then run to the other end to destroy that one. Don't miss the ladder at that level to get to a smash chest. When done, jump down to the ground and go back to the small building where the last echo was. Go to know Jack 2: There's a smash chest on the roof of the building and an echo for the mission. Get up your stairs, jump over the railing, on the shed and on the far right edge of the roof. The rest of the Jack Echo are in the dry: Bonyard. After you go back through the portal to dry: Bonyard, turn right and fight on your way to C-A-R. Looking out of the C-A-R you will see a tall windmill with a small structure. The next jack echo is in the rakk nest on top of the windmill. To get the echo, flip the switch to the edge of the small structure. It awakens the rakkis, one of which will echo. Shoot him to get the echo. It can fly into an area to the right of the portal to dry: badlands. To get back there, you have to go where you broke the pipeline and go into it like you did before. Other jacks are relatively simple to get to the echo, but you want to get a car first. While there, you can flip the switch to bring out constructors and bullies if you want A little fun. After you get the last two Jack echoes, go back to dry: turn them into the Badlands Reward Board to Kill Monster Mash 3: Dr. Z's Abomination: Go to Frostburn Valley and mission it. The map marker is misleading, so follow this page further under the return to Frostburn Canon. Return to the top. God Challenges The Bottom: When Nature Calls (3 Toilets), Environmental Protection (3 Terminals), Vault Symbols (2) Here's just a video for challenges. For a video of God's Mission Topper, use the link above. Symbol 1: To the right of vending machines. Toilet 1: Across from vending machines. Terminal 1: On a raised platform on the left before moving on to the brick, which is well past where you have to jump over the bridge with the difference in it. This will be the first time that brick really stops and waits for you. You don't have to get to it, just shoot it. Toilet 2: Facing the bottom and terminal. Terminal 2: At the beginning of the low bridge with big battles with brick vs bots. Terminal 3: Turn right at the end of the bridge and go as far as you can in the point of land on the map. Fight your way to the scene of a big battle with rogue bots and hyperion soldiers. Once those people are dead, you can get on the bridge where the soldiers come out and sniping at the constructors in the distance. Its rockets cannot reach you. If you run out of sniper ammo, even pistol ammo will eventually kill it without getting your hit. Symbol 2: Go down the stairs to the left of the bridge, take a U-turn to the right of the stairs, first jump on the support of the bridge and then the second. Toilet 3: Finally on the second level above the ground, it's behind you and facing you. End vending is a fast traveling machine by machines. If you go to anywhere with it, you can't come back to it. The closest you can come is the beginning of Hero Pass and you have to (or run) your way through it again. After you sell gear and buy ammo on vending machines, drop down into the jack/shower machine. This is called the entrance wall. On your way to meet Jack. When you come to an ammo machine and shortly thereafter, the path is a ledge where you jump down to continue jacking. You can't jump straight back up to the top of the ledge, but there's a small piece sticking out to the right of the ledge which you can jump over and then jump to the ledge. (You can run around the ledge, but it's fast.) You can kill the warrior though you prefer, but here's a less stressful way: After Jack comes out, you don't have to chase them. Go back and mention just at the top of the brink. Jack will come after you. It puts you close to the security of the entry wall after killing him (not that getting back there's actually a problem). If you have a robot, you can deploy that when the jack comes out, go back to the wall, and wait for the robot to kill him. If you have a homing grenade, you can toss it to help the robot. After Jack Warrior on you, go back to the entry wall. The Warriors can't do anything for you (on the rare occasion he can throw something and do minimal damage) and you can shoot him with whatever it takes for you to kill him. Try to stay on one side or the other because in between you bring the exit option and if you press the X (on Xbox) you're going to reload your weapon, instead you'll travel out to the Eridium blight and start the hero's pass to get back. If you have residues or mods that increase the damage to your weapons, they will help speed things up. The bee shield actually speeds things up with because of the amp. Don't shoot the rakkis. They lay eggs infinitely, so you're simply encouraging them to attack you. If you've deployed your bot, he'll shoot rakkis and they'll attack him, but you don't. The bot/turret warrior won't attack all out, though it seems the bot will shoot him with bolts of lightning now and then. If you have followed this guide to get iridium and maximize your sniper and launcher ammo, you should have a lot of ammo. If you run out, you can always go out to the ammo machine first. If you die in this area, save-qui-endo before rematerializing to save the fee. You don't achieve anything by letting it do you again and pay the fee because warrior full health is restored when you go back. You have to get to the ledge past the ammo machine before you trigger the warrior spawn. Then go back to entry to fight. Then, a crystallique sometimes comes out and it needs attention. After killing Jack and the Warrior, Jack's body sometimes covers the point you need to activate to move forward. If this happens, save-quit-continue what you should put by vending machines, then come back and jack's body will go away. Activate to trigger the finished view. When this is done, you can interrupt the credit, then press Save-Quit-Continue and you'll be prompted to choose which mode to play. If you want to farm the warrior for tons of XP, erydium and other loot, choose Normal. You will materialize by vending machines next to the warrior's field. If you don't choose Normal, you can go back to normal mode later using Fast Travel, but you'll have to go through the hero again. In the game played for the video, I cultivated the warrior for a long time and never got a great one, so I just left. I had grown over 300 bars of eridium and leveled twice while warrior farming, so it wasn't a total waste of time. If you're a macroner, Deathtrap will infinitely continue to kill the spating racks, which leave the booty and give you level-up points even after you kill the warrior while you run away taking the loot. This requires skill tree items that happen every time you or it do something . Then adds 5 seconds to the duration of the bot. If you decide to go to lunch, while DeathTrap is threatening a level-up for you, it won't work. Once you're gone, he exits Rakkis, but you can get him going again when you come back. The end for me has also made it yet, the funniest for me is to start using a new character (and improve) Arsenal. To use this character as an Arsenal character, save and left to the BL2 menu, bring the list of characters and select this one more True Vault Hunter (TVH) mode. This will start you back in the snow outside claptrap place. Once you get in, go to another room and activate the fast travel machine. You don't need to go anywhere, just get close enough to activate it. If you don't, the next time you use this character you'll start back in the snow again. Go back to the closet in the first room which symbolizes the vault and now you will see a safe and secret stash locker of claptraps inside the closet on the left side of that closet. Use this locker to pass all gear from current character to arsenal characters. If you don't have an AC yet, the current character will be your first. For more information, see the Arsenal page. Return to the top. True Walt Hunter Tips Jack after a dozen or so hours of stopping after hitting him, I get an itch to play in True Vault Hunter mode (TVH) instead of starting a new game. I did this in my most recent game and have passed along some tips from that experience. Things get tougher. Playing to start each level with more and the strongest weapons available for arsenal and on the first stage (to kill Jack), the game is very easy. In high levels (above 32 or so) without the benefit of an arsenal with lots of legendary weapons for every level, the game is a lot tougher. The most terrifying mythical weapons like Caustic Infinity Pistol and Homing Epidemic Grenade Mod are not as lethal. After playing all or at least a lot of side missions or fighting bosses, once you start in TVH, you no longer have many levels above mission requirements, so you're fighting enemies that are equal to you. In my most recent game, I started TVH at level 34 and was still there by the time I got to Berg. My experience getting to Berg taught me that all those side missions which I basically wind through would be a lot tougher in TVH, so I didn't feel like doing all those side missions. I would have liked to do symbiosis to have a crack at a great Kerblaster, but the odds of getting one are small, the time and effort needed to retly try are large, and advanced enemies would have been awfully harder, so I abandoned it. I didn't even have bad hair days, even though I would have liked a Level 34 sniper rifle, but didn't think I could scramble an advanced Bullymong. The best minion ever rated at level 35 and I was 34.5, so I leveled the same way I did the first — killing rakkis and bandits in nearby camps with the help of a distance and death ktrap. Got to level 35, I caught claptrap and Out for Boom-Bevam, hope to get a level 35 legendary Grenade Mod and plan to try again until I find one. After all, my main goal in playing TVH was to build my arsenal to a higher level. After an uphill battle, including once killed, I finally killed Boom-Bewm but didn't get great. I thought it was too hard to keep trying again and again, so I pushed on with the main mission with the intention of coming back later. After getting to the sanctuary, I upgraded with relatively few Level 35+ weapons I had in the army, picked up missions, and took off. I did the Bullymong mission, fixed power in the three-horn valley, killed Doctor Mercy once and 25 bandits, and by then, I was at level 37 and decided to go back to Boom-Bewm and try for grenade mod. I found out I could boom from bandit camp next door - Bewm Snip, so I released death combat to clean up. In 2-3 tries, I had great homing bonus package. Next farming doctor is Mercy, who can leave one of the great weapons in the game - an infinite weapon which never has to be reloaded. It just spits out a steady stream of bullets, making it far more destructive than its damage rating. It's an ideal level up and farming opportunity — he's close to the respawn point with the ammo machine. You just hop into a car, drive around to open the cave, hop out, and toss a couple of homening bonus package grenades at bandits with the death trap release. When bandits are all dying, doctors look for mercy to come out. Throwing 5-6 grenades at him is enough to get him inside. I've even killed him from a distance with a powerful sniper rifle. If there are no mythical drops, you save-quit-continue and repeat until it's done. Meanwhile, you're getting XP for all the killing and doctor sometimes eridium drops as well. It took nearly 4 tries to get a sizzling infinity. I would have liked a caustic infinity and later went back to try again, but after over 50 tries with no luck, I quit. It only takes under 2 minutes per try, but that's still 40 minutes for an hour and 50 tries, and the longer you try, the less XP you'll take so levelled even longer. Even if I had found another infinity, there's no guarantee that it would have been a caustic. I'm happy to have at least one. Farming wasn't as productive as in eridium and THV to the level for bad maw. It will go up to a level to take 20-30 kills. Return to the top. I have gone very well on this document, but given its scope, I would be surprised if there are not some errors in there. If you get anything, please leave comments on the video on YouTube. If the master page is still open, close this page; Otherwise, click here to open it. this.