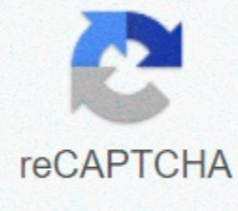




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Code veronica trophy list

In short, what you will do on this step will be the following: Don't worry, there is plenty of time to do this approach. It is advisable to follow a speedrun video /guide (glitched or glitchless according to your preference), while considering all the missable trophies in story mode (and the location of all files of course). Plan each route in advance and, if possible, download/print the maps that match each area to get an idea of the enemies and the items you will find. The list below names a few of the web pages with maps of the areas you could use if necessary, but you could choose to use another one you find through your search engine: www.evilsources.comwww.comwww.comwww.the-spoiler.comlf for whatever reason you can't get one of the trophies in story mode, this is the time to do it. Start a new game or load the stored data you had in the middle of the game and start from there. Whatever your approach to story mode, at the end of this point you'll need to earn the following trophies: Battle Mode will be unlocked once you've completed your first playthrough and it has no specific requirements in terms of rank to get it. It is a Time Attack type mode, in which you are one of five characters (some of which are special conditions that you must meet in order to unlock them); Each of which has a specific loadout of weapons, ammunition and healing items and try to overcome the 18 rooms filled with monsters and the room 19th which has a specific boss for each character. When you complete each scenario, you earn a rank based on how quickly you reached the last room and killed the boss, as it is the highest rank for NA and EU A and S for JPN. So, the goal in this section will be to earn a Rank A with all the characters and obtain the hidden trophies related to each specific character. At the end of this section, you'll need to earn the following trophies: Resident Evil Code: Veronica X (PS4) is the emulated version of the horror classic released for the PS2 console in 2001 and as such shares the same disadvantages of the original version, which were somehow corrected in the HD version released for PS3 in 2011, such as the poor lighting, shadow and ghosting left behind by the characters when they move (among others). In addition, you get black edges on the sides of the screen, because the original version had a 4:3 screen resolution. As a technically inferior version of the PS3 HD remaster, why bother playing this version again? Well, in addition to the 1080p scaled graphics, Capcom was very smart when it came to milking the series again and included additional trophies and the coveted Platinum! I decided to write a new roadmap, which can be aimed at winning the new trophies in a more efficient way. As a game, Resident Evil Code: Veronica X is a complex game, game, if you are new to the series and are more accustomed to the latest games, which are more action-oriented and not so much survival-oriented. Many of the corridors are very narrow and full of enemies, which is why it becomes difficult to avoid the enemies without getting damaged. Also, it is one of the longest games in the series and with the largest number of bosses that your dreams could end up with just one hit! Therefore, a good preparation is essential to obtain the platinum trophy! As for the roadmap, it's highly recommended (and also doable) to get all the trophies in story mode first in one playthrough and then focus on battle mode. Please note that this scenario is recommended if you are not interested in following the story or if you are looking to minimize the time invested in the platinum. After a speedrun guide/video while playing the game, it is widely possible to get all the story mode trophies at once, even if you haven't played this game in a long time. Finally, it is important to mention that there is a possibility to perform a glitch for infinite life or infinite bullets, which allows you (if you decide to use it) to obtain story mode trophies with greater ease. (Check out the Infinite health/ammunition Glitch section below) This guide has been published for the only use of psnprofiles.com and playstationtrophies.orgA note on controlsIf you have started your experience with the much more action-oriented RE games, you will notice that the form of movement is different compared to the one in Code: Veronica, this form of movement was known as tank control. This means that if you press up/down on the control panel or the left analog stick, the character will move forward/backward, whereas if you press left or right, the character turns on its axis (similar to a tank). A difference from the HD version and the original PS2 version that is important to mention is that the features are start-up and select assigned to the touchpad, so if you want to pass the videos quickly, you need to press the right side of the touchpad (start), whereas if you want to enter the option menu, you have to press the left (select) = Options / Skip Cinematics = Inventory / StatusA note about RegionsThe game is released in three different versions. So, it is important to mention that this roadmap/guide is based on the NA emulated version of the game. Now, while both the JP and the NA versions differ especially in the ranking system. (The JP version contains an S grade equal to the A grade of the NA version), the PAL version of the game is a different story. Unfortunately, the PAL version runs at 50hz and while the emulator interpolates this at 60hz, it only causes extra not present in the other versions, this results in the game running at 25 FPS as a top, making it very difficult to obtain the limited time. Of all versions, this is the least recommended. Consider this when choosing the store from which to download your game.2. Infinite Health/Ammo Glitch In a simple way and without the need to bore you with technical details, what this glitch does is to take advantage of a code error made in the first item of your inventory at the beginning of the game (the Playing Manual) to allow you to either a healing item with infinite properties (green herb, mixed herb, first aid spray); or (and perhaps in a little more complex way), you transfer the effects of an ammunition equipped in your gun to another type of ammunition stored in your inventory (i.e. the explosive bolts effect of a bow gun equipped with these arrows being transferred to the normal bow guns in your inventory) as if it were the amount of ammunition equipped in the weapon, thus creating an effect of infinite ammunition. For the glitch to work, you should not read the Playing Manual directly from your inventory, but instead, read it from the file section, this manual will disappear and will have an effect on the next two items on the right side of it (a weapon and a healing item or a weapon and ammunition). Finally, it is important to mention that the glitch works only once per playthrough, so you have to choose whether you glitch the healing items or the ammo. To obtain a healing item with infinite properties, you need to follow the following steps (this is an example with a green herb at the beginning of the game):Start the game (you do it at any time, but it is important that you understand the steps that need to be taken before you perform the glitch) and go - without picking up an item and without reading the Play Manual - beyond the first area of the game (the cemetery). Get Steve's gun as soon as you're done with the cutscene and don't use it for any purpose. In the next section (Barracks Yard), find the green herb of the wooden railing near the door leading to the wooden barracks (above the stairs). Your inventory should be aligned as follows: Play ManualPistolGreen HerbVerify that your gun is equipped and go to the Files section, choose the blue folder, and read the play guide from this location (NOT from your inventory of items). The manual disappears from your inventory. Your green herb (or Mixed Herb or F. Aid spray) will be fitted in the gun (for reasons). Shoot your gun once. That's it! The healing item you chose will remain glitched forever and may even be transferred to Chris (It is suggested to put it in the box for the fight with Nosferatu)(NOTE: It is important to mention that if you mix this green herb after performing the glitch, the effects will disappear) Here is Little video that shows you how to glitch a green spice at the beginning of the game. Infinite Health Glitch Video Guideln The Specific Case That That Choose to glitch ammunition, the effect is not to generate an infinite amount of applications, but instead, to allow you to transfer the effect of a specific type of ammunition equipped on a weapon (e.g. a bow gun with gun powder arrows) to another type of ammunition in your inventory, which will be used instead of the ammunition you have equipped (which is why the quotes in the infinite term). Here's an example with the bow gun and explosive ammunition to make it clearer: For starters, DON'T READ the Playing Manual that starts you in your inventory (again this is very important). Get the Bow Gun (it can be the grenade launcher too if you're willing to wait longer) and don't use it until you run the glitch. Get a large number of Arrows Bow Gun (e.g. 100) and get some Gun Powder Arrows (which are obtained in less quantity, for example, leave them 10). Combine the Gun Powder Arrows with the Bow Gun (it will be loaded with 10 explosive arrows). No matter what you have in your inventory before these items, however, for the glitch to work, your inventory should be aligned as follows: Playing ManualBow Gun (equipped with Gun Powder Arrows) Bow Gun ArrowsGo to the file section, choose the blue folder and read the Manual play from this location (not from your inventory of items). The manual disappears from your inventory. Your Bow Gun will be equipped with the explosive bolts, but will use the inventory (normal) arrows instead. That is, you have 100 arrows with explosive effects! The weapon you have chosen will remain glitched forever and may even be transferred to Chris (It is suggested to put it in the box for the fight with Nosferatu)(NOTE: It is important to mention that if you combine this gun with other ammunition after running the glitch, the effects will disappear) Slayer of EvilUnlock all trophies. 8.38%Very Rare The Terror BeginsEscape from the graveyard of terror. 83.29%Common Story Unmissable You will get this trophy as soon as you leave the graveyard and meet Steve for the first time. A changed fatherConfirm the changed man. 54.21%Common Story Unmissable Shortly after your first fight against the Bandersnatch, you will be able to check out Steve for a short time. You get this trophy as soon as you finish playing the short section as Steve. Beyond the ShadesEncounter a former S.T.A.R.S. captain. 46.87%Uncommon Story Unmissable After getting the Piano Roll and having to fight yourself back at the palace, you'll meet Albert Wesker in the courtyard before opening the front door. You get the trophy after the cut scene. The Fallen TyrantFlatten an unstoppable enemy. 42.83%Uncommon Story Unmissable You get this trophy after your second With the Tyrant on the plane. STRATEGY Depending on your strategy and your resources, this boss can be little or very complicated. If If Have explosive bow gun bolts, it takes 24 explosive bolts to handle enough damage to the Tyrant so that it is ready to be pushed through the bucket. If you choose, you also kill him without spending a single bullet, dodging his attacks and pressing the button to release the load 5 times. Whichever strategy you choose, you deserve the trophy after pushing the Tyrant off the plane. Story Don't miss Just before you start playing as Chris, you'll encounter an enemy named Nosferatu at the top of the Antarctic Transport Terminal (this battle takes place after using the valve handle in the gas-filled room where you need to equip the gas mask). Beat him to earn this trophy. STRATEGYTo defeat this enemy, you absolutely have to keep your distance (unless you choose a less orthodox strategy), not only because it emits a toxic gas that Claire can infect with a disease that can't cure blue spice (and so you need to find a special serum with Chris that will make you lose precious minutes), but because he can throw you out of the ceiling with a single hit with a single hit , kill you in the process. To kill him from distance, you use the rifle previously obtained and aim directly at the center of his chest, firing 6 to 7 well-placed shots to kill him. You also use 30 explosive bolts to get rid of him quickly. (It's even possible to eliminate Nosferatu with just the knife, but your timing has to be perfect and you have to keep moving constantly so as not to get hit). Whatever strategy you choose, you'll receive the trophy after killing Nosferatu. To The Frozen LandStart the search for your sister. 35.98%Uncommon Story Unmissable You get this trophy right after you get into the Harrier with Chris and the cut scene of flying to Antarctica to save Claire ends up. The arrogant Queen put an end to the Queen's reign. 33.18%Uncommon Story Unmissable You will get this trophy after beating the final boss. Duty and Humanity deliver some medicine to a man in need. 49.18%Uncommon Collectable Story Missable To get this trophy you need to obtain hemostatic medicine from the save room at the 2F of the Military Training Facility (Check the card on the right) back to Rodrigo Raval, the person Claire captured and acts as her personal jailer at the beginning of the game. You bring the medicine to Rodrigo at any time before you leave the island, but it is advisable to do it the first time you return to the Military Training Facility, as this will save you a few minutes. Weapon CrazyGet the Rocket Launcher. 9.97%Very Rare Time Limited Story Missable To Get the Rocket Launcher, You Need to Earn a Rank A for Beating the You will receive this trophy during the score screen after the credits. Although the game does not give you a specific parameter of the requirements to obtain grade A, there is a point that has been circulating on the web for several years providing us with certain lights on this issue. In summary, the goal is to achieve a score between 10,000 and 10,800 points according to the following table:Total Score points needed per rankLower BoundUpper BoundRank10.00010.80A7.0009.50B4.5006.950C2.5004.450D02.450EThe total score points depend on specific parameters, those are: TimeSaving Rodrigo Rodrigo SteveMap discoveryHealingSavingSavingRetriesThe required specific parameters will be explained below. Time is the most important factor. You must complete the game in less than 4 hours and 30 minutes to get the highest score. Tijdscore (NA-versie)Lower BoundUpper Bound Points00:00:0004:30:008.25004:30:0105:00:007.55005:00:0105:30:007.00005:30:0106:00:0006.45006:00:000107:30:005.50007:30:0115:00:005.00015:00:0120:00:002.500> 20:00:00-2.000Het is belangrijk om te vermelden dat terwijl de tijd nog steeds wordt uitgevoerd wanneer het spel wordt onderbroken of in het optemenu, echter, er is de mogelijkheid om de toepassing op te schorten door een ander programma te openen, zoals YouTube of Spotify. You lose a few seconds while the game is suspended, but that will allow you to plan your route in advance and follow a speedrun guide more closely. If you took the time to return to prison and fight to Rodrigo, you will receive some extra points for your kindness (Check Duty and Humanity for more information). Give the Hemostatic Medicine to Rodrigo: Early in the game, Steve's ambition will get him trapped in the room where you first watch the Gold Lugers. You must run to this room and enter the order C - E - Decide on the electronic panel to release it as soon as possible. Speed needed to save Steve from the Gold Luger Trap.Fastest = +400Average = 0Slow = -1000Enter every room in the game. Since the incremental score is that low, it's not something it's recommended to actually worry about. Map discovery100% = +100A less = 0this point only takes into account the use of F. Aid Spray. Don't worry, there are plenty of herbs scattered around the game, so it shouldn't be a problem if you're not using this item. First aid sprayAn use = +1800As used = 0It is necessary not to store your progress in a typewriter so as not to lose points. This factor is probably one of the most complex because there are several possibilities of dying in the game quickly (and bosses who usually kill you in one fell swoop). Fortunately, there is a free save that you get after killing Nosferatu and landing in Antarctica that does not count. Typewriter savesNo save = 0First time = -1000Every time after = -50Long story short, do not die and try again. Select No and start again. Attempts? No Retry = 0First time = times after = -50 Of The Young LadyReceive encouragement of a young lady. 22.78%Uncommon Story Missable Shortly after your first fight against Bandersnatch, you'll be able to control Steve for a short time. Immediately after taking control of him, turn around and go back to the room he left from to get the encouragement of the young lady. The Green Giant Says goodbye to your fallen comrade. 34.38%Uncommon Story Unmissable After arriving in Antarctica with Chris and switching to play with Claire for a short period of time, you meet Steve who will suddenly transform into a green giant monster. You get this trophy after you escape from this fight as there is no way to kill Steve. STRATEGYAlthough it is a bit difficult, it is possible to escape this fight without getting hit. Once the cut scene ends and the fight begins, take two steps to Steve without running until you see his hands lifting with the giant axe. Right now, run to the wall on your left and turn around his body until you hit the chair. Keep walking here until Steve picks up the axe again and starts turning toward the wall you walked to before. Finally, use the space between him and the chair to walk to the hallway in a straight line until the next cutscene plays. Below is a short video, which at the time 9:49, shows how to achieve this. Either way, make sure to take some healing items in case you screw up, as every hit from Steve will bring your health down to risk pretty quickly. Thanks to uhTrance for the video. No Time To KillFinish the game in less than 4 hours. 10.23%Rare Time Limited Story Missable There are reports of the trophy not unlocking for a time of more than 3 hours and 30 minutes. (This issue has been resolved since patch 1.01) Finish the game with a time frame of less than 4 hours. It is important to mention that while time is still running out when the game is interrupted or in the options menu, there is the option to suspend the application by opening another program such as Youtube or Spotify (no other game). You will lose a few seconds while the application is suspended, but it will allow you to plan your route in advance and better follow a speedrun guide. Below are two videos of two famous speed-runners, one for a glitched run and one for a no glitch run, which will definitely help you in your quest. Glitchless Speedrun VideoCredit to uhTrance for the videoCredit to CarinogenSDA for the videoA personal recommendation is that, if you are new to the game or have not played the game for a long time or just want to speed things up, grab the glitched video, but do not glitch the flare bolts. Instead, glitch a mixed green herb (you do this very early in the game) and then just walk like you have infinite health (Check the Infinite health/Ammo section for a guide on how to glitch herbs) Is it cold here? Claire shivered in the freezer (must be in Battle Game, in third-person view). 15.48%Rare Missable To Get This Trophy, You You to select Claire B (alternative outfit) in battle mode, third person view and then reach room 15 (this is the room that looks like a freezer). When you reach this room, kill all enemies and wait about 1 minute for Claire to shiver due to the cold. Here's a video guide on how to get it. Is it cold in here? Video Guide Mirror MirrorView in the broken mirror in the dressing room with Chris (must be in third-person view). 15.57%Rare Missable To get this trophy, you need to select Chris in battle mode, third person view and then reach room 11 (this is the clinic room where you have the Glass Eye in story mode). When you reach this room, kill all enemies and return to the door you have entered from. Interact with the mirror close to it and after Chris finishes his animation, you earn your trophy. Here's a video guide on how to get it. Mirror Mirror Video Guide Eye of the TigerLook at the tiger statue in the medical corridor with Chris (must be in Battle Game, in third-person view). 16.11%Rare Missable To get this trophy, you need to select Chris in battle mode, third person view and then reach room 4 (the room that looks like a RE1 room with a statue in the middle of the room). When you reach this room, kill all enemies and go directly across the exit door to find the tiger statue that held the blue and red jewels. Interact with the statue and after Chris finishes playing with it, you earn your trophy. Here's a video guide on how to get it. Eye of the Tiger Video Guide We Don't Sell 1-UpsUse the soda machine outside the locker room with Steve (must be in third-person view). 14.23%Rare Missable To get this trophy, you need to select Steve (Check Rockfort's Finest for a description in how to get Steve for Battle Mode), third person view and then reach room 12 (the room with a vending machine and the alternative exit to the bonus room). When you reach this room, kill all enemies and

interact with the vending machine near the exit door. After the animation, you earn your trophy. Here's a video guide on how to get it. We don't Sell 1-Ups Video Guide I SpyLook at the one-eyed statue in thefirmay with Wesker (must be in third-person view). 11.08%Rare Missable To get this trophy, you need to select Wesker in battle mode, third person view and then reach room 11 (this is the clinic room where you get the Glass Eye). When you reach this room, kill all the enemies and go to the small room in the east. There, interact with the muscle anatomy dummy and after Wesker finishes animation, you earn your trophy. Here's a video guide on how to get it. I Spy Video Guide Time Limited To get this trophy, you must earn Rank A in the with Claire (costume A), which can be achieved by killing all enemies in the 19 rooms (including the specific boss in the last room) within a time below min 10 sec. Here's a video guide with instructions on how to rank A (there's a Spanish version on the channel as well). Claire - Battle Mode Rank A - Video Guide Time Limited To get this trophy, you must earn Rank A in combat mode with Chris, which can be achieved by killing all enemies in the 19 rooms (including the specific boss in the last room) within a time under 6 min 30 sec. This is the hardest to get due to the RNG attacks associated with the final boss. Here's a video guide with instructions on how to get Rank A (there's also a Spanish version on the channel) Chris Rank A - Battle Mode - Video Guide Time Limited To get this trophy, you'll need to earn Rank A in battle mode with Claire's alternative costume (costume B) that you unlock by finishing Battle Mode with Claire (Costume A) with each grade. To do this, you must kill all enemies in the 19 rooms (including the specific boss in the last room) within a time below 8 min 00 sec. Here's a video guide with instructions on how to rank A (there's a Spanish version on the channel too) Claire Alternate (B) Rank A - Video Guide Time Limited Missable To get this trophy, you'll need to earn Rank A in combat mode with Steve, who can be unlocked by finding the Luger Replica in Story Mode with Chris. This is a bonus items with no other purpose in the game that can be found on the save room located in the Captain's Room - Military Training Facility B1 (Check the card on the right). To get the Replica, you must complete the chest puzzle by selecting the drawers in this particular order: Red, Green, Blue and Brown.Once you select Steve in combat mode, you must kill all enemies in the 19 rooms (including the specific boss in the last room) within a time under 10 min 00 sec to get the trophy. Here's a video guide with instructions on how to rank A (there's a Spanish version on the channel too) Steve Rank A - Battle Mode - Video Guide Power HungryEarn an A ranking in Battle Game with Wesker. 10.41%Rare Time Limited To get this trophy, you must earn Rank A in combat mode with Wesker which can be unlocked by completing battle mode with Chris below each rank. To get grade A, you must kill all enemies in the 19 rooms (including the specific boss in the last room) within a time of less than 1 hour 00 min 00 sec. Although there is a wide time frame, Wesker is only equipped with a knife and 3 mixed herbs, which can be a real pain if you do not know what to do. (As it has been said, you absolutely need to get the Magnum from the bonus room (which has a 50/50 chance of giving you a diary), otherwise you'll be at the mercy of Alexia who can kill you with a grab. And we don't want that?) Lucky for you is a video guide with instructions on how to get grade A (there is a Spanish Spanish also on the channel). Wesker Rank A - Battle Mode - Video Guide Battle MasterGet the Linear Launcher from Battle Game. 9.19%Very Rare Time Limited Missable You unlock the Linear Launcher and therefore this trophy, by earning Rank A with all characters (including Claire alternate costume) in Battle Mode. Feeling BlueCollect all the blue files in the story. 31.73%Uncommon Collectable Story Missable During your adventure, you'll find various files and notes stored in the File section, which are accessible from your inventory. To obtain this trophy, you must obtain the 8 files included in the blue folder, of which 6 are available from Claire during the first part of the game, 1 while playing with Chris and the last with Claire in the short section for the fight with The Green Giant.Keep in mind that once you arrive in Antarctica (either with Chris or Claire), you won't be able to go back to Rockford Island and you'll lose the option of getting the files you've forgotten. The files that match this category and the map showing the location where you get them are shown below:Playing Manual (Claire) - Inventory: First item on your inventory when you start the game. Manual (Claire) - Security Corridor - Prison 1F: On the table in the middle of the workshop. Fax at the Facility Access Application (Claire) - Computer Room - Prison 1F: On the workstations in front of you as you enter the room from the western door. TG-01 Product Description (Claire) - Graveyard - Prison 1F: In the briefcase you pick up from the burning helicopter. Memo on the Pass Number (Claire) - Observation Room - Military Training Facility 2F: On the same table where you'll find the bow gun. Message to the New Family Master (Chris) - Family Portrait Room - Palace 1F: Below Alfred's portrait. Report: Enhanced anti-decay alloy (Chris) - Garage - Military Training Facility 2F: On the table at the end of the eastern upper corridor. Security File (Claire 2nd time) - Detention Center - Antarctic Transport Terminal B4: On the ground next to the cannon on the top floor. Collectable story missable During your adventure, you will find several files and notes that will be stored in the File section, which can be accessed from your inventory. To obtain this trophy, you must obtain the 7 files that are included in the yellow folder, of which 6 are available from Claire during the first part of the game and 1 while playing with Chris.Keep in mind that once you arrive in Antarctica (either with Chris or Claire), you won't be able to go back to Rockford Island and you lose the option of getting the files you are Forget. The files that with this category and the map showing the location where you obtain them are presented below:Prisoner's Diary (Claire) - Barracks Bunkhouse - - 1F: On the bunk bed at the entrance. Secretary's Note (Claire) - Secretary's Office - Palace 2F: On the coffee table in the middle of the room. Message Card (Claire) - Alfred's Bedroom - Private Residence 2F: On the wooden steps. Hunk's Report (Claire) - Umbrella Meeting Room - Palace 1F: On the desk next to the projector screen in front of the room. Anatomist's Note (Claire) - Clinic - Prison 1F: On the table in the small office. Newspaper Clip (Claire) - Private Study - Private Residence 4F: On the wooden steps. Worker's Diary (Chris) - Worker's Bunkhouse - Antarctic Transport Terminal B1: On the table next to the bunk beds. Reading RedCollect all the red files in the story. 27.84%Uncommon Collectable Story Missable During your adventure, you'll find various files and notes stored in the File section, which are accessible from your inventory. To obtain this trophy, you need to obtain the 8 files that are included in the red folder, of which 3 are available from Claire during the first part of the game and 5 while playing with Chris.Keep in mind that once you arrive in Antarctica (either with Chris or Claire), you won't be able to go back to Rockford Island and you lose the option of getting the files you have have forgotten. The files that match this category and the map showing the location where you obtain them are presented below:Confession Letter (Claire) - Private Study - Private Residence 4F: On top of the shelves on the east side of the room. You get these automatically before you get the Air Force Proof emblem. Alexander's Memo (Claire) - Office - Antarctic Transport Terminal B2: On the shelf, close to the door where you come from. Butler's Letter (Claire) - Office - Antarctic Transport Terminal B2: In the hidden locker behind the bookcase. Secret Passage Note (Chris) - Military Training Facility 1F - Diorama Room: In the hidden locker behind the bookcase. Alfred's Diary (Chris) - Office - Antarctic Transport Terminal B2: After using the Halberd and taking the paper weight, you get this file automatically. Research report on Queen Ant (Chris) Antarctic Transport Terminal B6 - Alexia's Study: On the desk (easy to miss if you don't need to enter this room)Virus Research Report (Chris) Alexia's Lab - Antarctic Transport Terminal B6: On the console under the big screen. Code: Veronica Report (Chris) - T-Veronica Lab - Antarctic Transport Terminal B4: On one of the seats in front of the control panel. Tactical upgradesUpgrade the M93R. 48.13%Uncommon Collectable Story Missable (NOTE: Since patch 1.01, this trophy has been glitched in a favorable way. Run the game from the start menu and the trophy will jump during the first or second demo. As easy as The M93R is Claire's first gun in the game, and is obtained after meeting Steve for the first time. To Trophy, you must have given the Hemostatic Medicine to Rodrigo (Check Duty and Humanity for more information) and received the lockpick in exchange for your help. Once you have obtained the lockpick, go to the Crematorium (Check the card on the right) on the 1F of the prison and get the Duralinum case from the bank next to the torture rack. Study the Duralinum Case and you'll be able to open it with the lockpick and get the M93R Parts, which you combine with your Pistol. You get this trophy as soon as you combine both items. Packing a PunchModify the Glock 17. 34.47%Uncommon Collectable Story Missable The Glock 17 is Chris's starting gun and just like the M93R, to get this trophy, you need to customize it to get the Enhanced Glock 17. The difference this time is that you don't really get the parts as an item to combine them with the gun, but you have to have your gun in your inventory when you enter the Weapon Repair Shop of the Military Training Facility B1, which is the same room where you get the Clement α of (Check the card on the right). Once you get there, examine the nearby desk and accept the changes to earn your trophy. Decorative but deadly Exploration the Golden Lugers. 58.97%Common Collectable Story Unmissable Before your fight against your first Bandersnatch, you will find a pair of automatic Sub Machine Guns in one of the corners before going down the stairs and triggering the fight. Once you've beaten the Bandersnatch, you'll go down the stairs through the open door and after the cut scene you've exchanged your automatic SMG for the Gold Lugers, who will give you this trophy. PS4 30 Trophies • 1,260 points

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