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Fallout shelter online

The app is only available on the App Store for iPhone and iPad. Set in the award-winning Fallout World, Fallout Sanctuary Online Evolution RPG is the main strategy, with all the new champion teams, gameplay, and PvP. Fallout online bunkers put you in control of the state-of-the-art underground vault of the company's single vault, used to protect the population from total nuclear annihilation. Build thriving vaults, hire legendary Fallout heroes, explore wasteland, and solve the mystery of lost surveillance.Download has already started and your vault! Customize your VaultDesign Vault to the very image of Vault Life. Manage housing to find your ideal job and collect them resources. Building a thriving and efficient society... Underground! Hire legendary heroes legendary heroes from the fallout world! Encounter rare and powerful heroes like Nick Valentine, the famous synth private detective, and Preston Garvey, the Commonwealth Minuteman.Assemble the perfect TeamMix and match your squad of heroes to unlock the effects band and earn combat bonuses. Set your residents' abilities and equipment wisely to deal with the challenges you face on the bayer ground.Battle in PvE or PvPLead your squad into dungeons to defeat dangerous enemies or enter the area fighting challenge other players. Level up your heroes, craft them gear up and send them to battle... Contact us in case you always run into any problems on your journey through The Bayer Land, you can contact us via the following channels:official website: /FSOL_AsiaEmail:FSO@gaea.zendesck.com December 15, 2020 Version 3.1.10 New Hero.-Added SSR Resident: Raider, second resident of the link and eternal resurrection, SSR escort of wild wonderer bond, and unique card pool of relentless axe. New Content:-New Sample: Surprisingly Excellent Second Stories. Hellwalker. Observers will continue to go to the depths of hell to find the help of traitors, and enter Nutter Nkrul prison. In this adventure, you'll see a brand new map of hell and a different scene room from The Bayer Land. Two more new weapons will help observers be invincible in this adventure, and there will be new devil elites and devil leaders waiting for everyone in hell.-New map: A new story is opening -- Oasis Fallout 3 Bunker.-New upgrade: Raise maximum housing level to 7 0, raise the maximum level of office oversight to 14, raise the maximum welfare level to 37 and strengthen the guild's maximum level to 70.-new daily party event: to approve designated assessments, collect stars, and win luxury awards!-added Trinity Towers (hard mode). The conditions available is to clear the 48th floor of Trinity Tower and to reach level 13 in monitoring Faction quest examples: The number of wing effort samples has increased from 6 to 25.New function:-Memory recreation: Observers can use this function on 2 residents of the same quality. After memory reconstruction, combat level, perk level, equipment level and tool level will be exchanged from two residents. The gray recreational chip item is consumed every time you use memory recreation.-Trade Center: New rooms are added, and the monitoring office can be built at level 13. Additional resources can be exchanged for equipment enhancing materials and other props. Optimization:-Adjusting the difficulty of the Quests faction.-Adjusting the difficulty of the sample in the Hubris series. - Fix some known bugs in the game. This game was definitely a big step up from the old one. Social networking features are plus, playing with friends is always better. The overhaul map/story system was also great! The graphics also gave off a retro vibe that is typical of the franchise. All I thought could be improved was training. It was a little lengthy and got boring at times TL;DR: just another pay-wall game using Bethesda's & the Fallout Universe IP. Original FO: S was a simple game that didn't have much content; When Tom Howard announced FO:S as an introduction before fo:4 was released that same year, fans basically went nuts. The game was fun, simple, and enjoyable and paid tribute to the original FO series. You can literally get by the whole game without spending a cent because that was the idea; Keep us busy while waiting for FO:4 to be released. This version feels like just a copy and shell of its former self. Within a few days you will be hit with a pay wall. Everything is very expensive to upgrade. You can farm resources for more than 12 hours and upgrade the skill of a single hero to wipe it all away. Half the time you're just waiting for your resources to be bred to upgrade your 1-2 skills and repeat cycle over and over again. While it was great to see all the familiar faces & re-visiting Boston in a mobile game, the mechanics left less of a desirable taste in the mouth. Here's a suggestion: Honor the fallout franchise for the first time, instead focusing on the mechanics of paying to victory. You just spit in front of long-term FO fans with this thing you called fo game. first it was FO 76 and now this? What happened to you, Bethesda? Missing a lot of strategies and customizations that made the previous fallout shelter good. Having Radaway and Stimpaks stock to explore the bayer land, putting elevators in strategic locations to send stronger vault housing to protect weaker workers from invaders, radroaches. Drop weapons (laser guns and fat male throws). The game seems to be reduced to automatic warfare and wait longer A smaller pool of vault housing with less emphasis on your special training in different rooms for different needs. Actually the game just gives you what you need at exactly that point of time. You just built an electric generator? This is a vault house filled with power generators on your doorstep. The vault residents didn't build anything behind your door, but I had five vacancies. No vault resident looks. The developer, GaeaMobile, has indicated that the app's privacy practices may include data handling as described below. Look at the developer's privacy policy for more information. The following data may be collected but not linked to your identity: User content identifiers using data diagnostic privacy practices may vary based on, for example, the features you use or your age. Learn more App Privacy Policy support please enable JavaScript to use this site. Batalhas 3 contra 3 dos criadores do Clash Royale e Clash of Clans Um beat 'em up baseado nas aventuras de Naruto O MMORPG oficial de Naruto Um mundo livre e aberto em que você po conhecer pessoas Dragon Ball Strongest Warrior O melhor Dragon Ball RPG para Android Um RPG de mundo aberto com visuais incríveis in: English Edit Share iOS Android The following is based on Fallout Shelter or Fallout Shelter Online and some details might contradict canon. Fallout Haven Online is a game developed by Chinese studio Shengko Games and published by Bethesda Softworks. This is the sequel to Fallout Haven game. It was announced at the end of May 2019, and was first made available to China, Macau, Hong Kong, and Taiwan. [1] Became available to Indonesia, Malaysia, the Philippines, Singapore, Thailand, South Korea, and Japan under Gaea Mobile on June 1, 2020. [2] [3] Description[edit | editing] The concept and style of the game is similar to Fallout Shelter. The player still plays the vault observer and cares for its boom, but unlike the original game, a plot and online battles were added to Fallout Shelter Online. Residents can now only be obtained with plan tasks. Construction is not an anani, like the Fallout Bunker, but it takes a certain time, which can accelerate. Resources are mainly used to develop residents. In this case, for each useful action, the supervisor receives a privilege from the vault experience. Plot [edit | edit source] Games take place in the Commonwealth. The future successor hero of the vault observer is unknown. Once, the observer left the vault for an undisclosed reason and brought with it the vault's resource distribution device, after which he succeeded the new observer with the help of Minister Jerry. The vault inserted Preston Garvey and Storges, who helped improve the vault and expressed interest in helping search for an observer. The aim of the plan is to find the observer and help people think moments to revive their fighting power. Characters[edit | edit source] Creatures[edit | edit source] Videos[edit | edit source] 中國版 Fallout Shelter 輻射避難所ONLINE PvE-Fallout Shelter Online TrailerFallout Shelter comes to ChinaFallout Online IntroFallout Shelter Online Official Promo 1 Gallery[edit | edit source] Add a photo to this gallery/References[edit | edit source] Fallout Shelter Online Community content is available under CC-BY-SA unless otherwise noted. Update: Fallout Haven Online is currently not scheduled to reach the West, a representative from ZeniMax Asia (the parent company of Bethesda) confirmed to PocketGamer.biz. In addition, it was confirmed that the English-language trailer, which helped fuel speculation that a Western launch was on the horizon, was simply for Englishmen in Asian regions. Main storyline: Bethesda Studios and Gaea Mobile Soft launch Fallout Haven Online, the official sequel to Fallout Haven.New free to play as mobile sees players acting as observers for their vaults, before being given the freedom to customs, build and upgrade locations through resources found on wasteland Alongside the vault management feature that the series is known for , players are also able to attract famous heroes from the Fallout series, build adventure teams, and take on familiar enemies. Speculation that a Western Port game was imminent began earlier this year after the discovery of the English version of Fallout Shelter Online. The game was originally developed by Shengko Games and was released in China in 2019. The Gacha system is the biggest difference between fallout's first bunker title and its sequel introducing Gacha-style mechanics. The system will be used through microtransactions, allowing vault housing to buy stronger heroes to help in the battle. Fallout Haven online is available for download on the App Store and Android throughout Indonesia, Malaysia, Thailand, Singapore, South Korea, Japan and the Philippines. Bethesda was unable to comment on the soft start-up when it was PocketGamer.biz last year. We have previously spoken to Bethesda's director of Craig Lafferty Mobile, after the four-year anniversary of Fallout Haven.Meanwhile, Enix Square has joined with South Korean developer JSC and Gaea for its upcoming ultimate fantasy XV mobile project. Project.

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