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Dying light zombie invasion tips

When Dying Light was released in 2015, it became one of the most unique zombie games ever made. Dying Light is originally built on concepts and mechanics introduced in the previous game, Dead Island, in Techland. Now the game will most likely be part of the PlayStation Plus series, with many players re-visiting Dying Light for the first time in a while. For those who haven't played Dying Light in years or played at all, the early hours can be incredibly difficult. Players need to be smart and resourceful when fighting zombies of the game, while also having a good grasp of parkour mechanics. This game will help players grow accustomed to Dying Light. Continue scrolling to continue reading Click the button below to start this article in quick view. Now avoid Dying Light Ground It is incredibly important to stay on rooftops and other structures as often as possible while players play Dying Light. Zombies tend to collect and surround players who don't pay attention, and the Virals easily corner players who are slowly moving around the ground. Even if an area seems to be open, probably zombies should sometimes be avoided as difficult to know where they are hiding. The good news is that Dying Light has an interesting and fun-to-use parkour system. Players can use this mechanics as a way to get off busy streets and stay out of reach of the most zombies. Also virals make it much easier to work as they do not climb and jump as fast as the player. Also, players will get athletic points to make parkour, so it is in their best interests to run as freely as possible. Capture Safe Houses in the Fire of Death As Soon as possible One of the most important things players can accomplish early in the game is to unlock all the safe houses they can be. These small outposts are safe areas for players to escape and avoid hors of zombies. Players also lay eggs in the nearest safe house when they die, so that every time they die they don't have to go back from the main spawning point. A safe home lock is also a good way to level up as players unlock all safe houses early on since you will always get surviving points. Players should be warned even though a secure home lock usually includes clearing a rather difficult group of zombies. Under-equipped or under-level players must cover the space before trying to unlock a secure home. If the field seems difficult these players need to grind a little or try to find some powerful weapons. Unlock The Right Skills in the Light of Death One of the worst things that can happen to a player in Dying Light is to break their last weapon in the middle of battle. Doing so is not only annoying, but it can be a death sentence if there is no easy way to escape he's following the player. To ensure players survive these situations, the trick is to unlock the right combat and transition skills. The most important are: Leg Breaker - This skill is the truck to be found in the agility tree and can only be accessed after players have won the slide ability. Leg Breaker will allow players to slide any zombie right in their way, while also dealing with a good amount of damage. Perfect for escaping hairy situations and shooting virals in the feet. Stomp- Players will learn how to quickly hit enemies on the ground and kick enemies as it is a great way to clean some rooms as they do not use until any endurance. Players who buy Stomp from the power tree will have the ability to kick fallen enemies. This is a quick and efficient way to finish down or climbing enemies and does not insult any of the player's weapons. Vault- This is one of the best skills in the whole game. Once players are able to jump over any zombie in their path to this one from the agility tree you will be able to jump through. This is an amazing way to prevent their armies and put space between players and enemies. This ability can even be leveled to allow you to kill a fast stunner perfect for dealing with zombies. Full Side Missions Dying Light is just one ground to kill as many zombies as possible, although the main story is not terrible. With that in mind, players interested in better storytelling are better at completing Dying Light's side missions. This is usually much more interesting and the main story is more ludicrous, and therefore more fun to complete. Another reason to play these missions will be to earn a lot of players experience points and rewards to complete them. Players have all kinds of interesting weapons and collections that will win throughout the game, and side missions are one of the most interesting ways to do it. Go Out at Night in Dying Light Dying Light is one of the first things Dying Light teaches players not to go out. Players should immediately ignore this advice. It is absolutely dangerous to be out at night as players will have to avoid scary monsters walking around at night, but there are some serious advantages that come with being out after the sun goes down. Just travelling outside at night gives players more experience than during the day. Players who want more serious support can try to escape volatiles. These super fast and aggressive zombies are capable of killing only a few impact players, but players will get a great experience support to avoid them. Players who manage to kill someone will also gain more experience. While it's the best thing about night time every time players die, they won't lose experience Which means there are no real side effects to being out after it's getting cold. Delaying the Repair of Weapons in Dying Light Is an important aspect of Dying Light to make sure the weapons are first class. Players will lose their stamina and take a break as they use their melee weapons. Once these weapons are broken basically damaged when any infected player encounters them, it also does not work. These weapons need to be repaired before they can be re-used. Either that or players need to watch a brand new weapon as quickly as possible. Players should not always fix their weapons. It is extremely important to wait until the gun is completely broken before trying to repair them. Each weapon can only be repaired for a certain period of time, so repairing it too early is a good weapon waste. This is even more important for very powerful weapons that players want to hold on to for as long as possible. Next: PS5 Controller May be one of the best ever, says Dying Light 2 Giant Dying Light PC playable, PlayStation 4, and Xbox One. Hyrule Warriors: Age of Calamity - How To Unlock Calamity Ganon On Related Topics Author Cody Peterson (628 Articles Published) More Cody Peterson Home » Game » Dying Light tips and tricks - DLC tips, updated with news and more Welcome Our Dying Light tips and tricks guide! This will be an ongoing article that is updated frequently. Dying Light is a big game, and like any big game - especially one with the hen - people will constantly change as they find new ways to process it. We'll continue to add tips as the community continues to build them. With that in mind, there are some tips to start with you. There's a lot to see and do in Dying Light, and you can approach it in different ways, so that two players can complete the same goals and have very different experiences. The game also changes significantly to play and unlock new areas and especially new abilities. Just playing for a few hours is close, it doesn't give a complete impression. We have a few suggestions on how to speed things up. If you have any Dying Light tips and tricks for us, please let us know the comment below! This guide has been updated to include Easter eggs, quarantine zones, DLC and more. (Updated June 3.0, 2015) (Updated November 10, 2015) (Updated February 18, 2015) Bozak Horde DLC The final track of the season pass (although not the last DLC for Dying Light) is now available. All can be completed in 25-45 minutes with 20 trial features - but it is not easy, and the better banner position to complete them faster. Take a look at our separate Bozak Horde guide. Dying Light: The following DLC Is Techland's DLC, the following, in some ways it is so big that it can have its own game. Map two solid size. the size of it. In Dying Light, although less intense. To get around, you'll have a new mode of transport, car. Along with a new space to explore, the DLC offers new missions, weapons and secrets. Be patient Dying Light starts slowly, and if you take something from this guide, be this: be patient. When you first start, you're a weak language. You've got terrible guns with no talent. The game doesn't really start to open for a few hours until it starts to unlock more advanced skills, especially those that depend on agility. If you are on the fence about the game, at least give all three abilities until they reach level five, although level 10 is a better goal. At this point, enough new moves and fighting abilities should feel like a much more complete game. It fits the story. Learning as you go, starts the game as an unskilled freerunner. The game reflects that. A quick way to get around this early nerfing is to play the hen place as soon as possible. You can earn points and survive thanks to your partners. No need, but burning with your friends for the first few hours so that the character bulk will basically give you options to change Dying Light for better. The city of Harran consists of two main areas: Slum and Old Town – you will reach the second area as part of the story. After that, you can travel quickly between areas using posters located in the safe areas of the two main towers. If the melee

wears you down, you'll end up with a few firearms. It may then be an FPS, but melee is much, much more effective. There is only the kind of abuse you can use too early to quickly gain agility upgrades. When playing throughout the campaign, the night harran experience will not come for the first time until the day mission is over. As you earn double XP throughout the night, stay close to a safe zone and run through a self-made course using as many moves as possible. Because you get additional XP at night, you can maximize your character in a few hours if you have patience. Even if you don't want to wait that long, it's worth taking a few easy levels early. Be the Zombie/Zombie Invasion Within Dying Light is a competitive multiplayer mode separate from the primary game and divided into two sections. Zombie Invasion, the mode included in the primary game, which pits the human character against a unique kind of zombie. If you want to play as this monster, make Zombies you need to download and install. To play as a person, you need to turn on zombie invasion option. After activating it, it will be randomly attacked, which launches game mode. You can set it to occur only at night, occur at any time, or turn it off completely. If you're attacked with a disturbing attack you can always leave the game before you start – just go to the pause menu and leave the game. Play as a zombie is a separate game mode, accessed through the main menu before uploading a campaign. Playing as a person can be when the invasion is a group or alone. To win as a human being, it is required to destroy scattered nests along the map. The best weapon is a UV flashlight that hurts zombies, leaving him exposed and vulnerable. You can finish from there - just make sure it is weak by checking the health bar that is displayed prominently. The trick to surviving as a human being is to know where the zombie is all the time. You may jump off the top of a building, but if you hit it with UV light the attack will be broken - if not, it dies. If you can co-ordinally with your teammates, close ranks and move them from slot to slot as a group. If you are fighting against zombies, at least wait to play until you are hooked. Having powerful weapons can also help. Move as carefully as you kill zombies, then cover as much distance as possible as quickly as possible before respawns. Killing zombies increases all statistics of night hunter iksir, gaining craft material. Zombies need to play to win as a zombie, just kill people. It has a great advantage in zombie movements. Like how Spider-Man moves in a video game, he can throw a line that can drag him to great distance. Once you get rhythm, you can use the line to pull yourself, let it go, then hit another target. Using this method, you can rip across the city in seconds. The zombie's most important attack is a devastating attack, which is to kill instantly. All you have to do is be close enough to see the icon pop up, and you can kill them in one go. This attack may be broken by an explosion of UV light, but if the zombie remains out of reach, it is easy to get a group of people who are not working together. Zombies also have their own skill tree. There's no trick to filling the skill tree, just keep playing. Be a Zombie mode doesn't help your campaign character, so consider a fun diversion. Use the high ground to your benefit. You can reach faster than the hunters and tear people off while climbing the building. Saliva attack is an excellent range weapon, especially trick hunters into still standing and flashing UV flashlights. Collecting Dying Light requires an almost obsessing desire to collect things. As you explore the city of Harran, complete missions, shuffle bodies and the like, you'll collect items. If you've played even a minute of the game, you understand what an obvious statement that is. Items are everywhere, and you need to grab as many as you can. Get used to using your survival Often. It also helps you navigate, so always use it. Some items can be sold, but the majority are used to craft available items. You need to do this often, especially early, and especially craft medical kits. You will also find plans to allow you to create collections and, more importantly, rare weapons and weapon attachments. You can also create boosters that should not be ignored. Here are a few tips for aggregation: Firecrackers are good to install early in the game. They can distract zombies from where you need to go and save you from being overwhelmed. He's always looting police cars. If the hull is off, throw a firework to lure zombies, then choose the luggage lock. If you've opened up your camouflage, it's better. You can get an average loot, you can get an assault rifle. It's worth the risk. Once you find a patch of vegetation - herbs, lichen, mushrooms - harvest everything. If necessary, put bag extras in the house as safe as materials to make a booster. Vegetation resloths after a few minutes. If you need some for a particular item, wait a little and go back. Upgrade your inventory warehouse as soon as possible. You're going to be glad you did. Co-op Dying Light is designed from a place to play with others. That doesn't mean you can't play alone, and in some ways it's more immersive to go it alone, but there's a lot you can do with others that you can't do on your own. Also, the game is much easier with others. To unlock the cooperative, you first need to complete the foreword. After you do this, you can play the rest of the game with up to three people. Be sure to set your preferences after unlocking the cooperative. You can choose to let everyone join your game, you can only invite your friends through a LAN or hang out with a single player. If you want to participate in a co-op session that comes out, go to the pause screen during your game. From there you can make a quick join and have the place to play in a random session, usually a little comparable to where the story is. When you search the lobby, you can select the task you want to join. If you are in someone else's game as cooperative progress works, you can make progress on any story and side adventure at a comparable stage in your own game. If they are more than in the story, you will have to re-play these and subsequent missions to play in your own game. Still gain experience and keep everything you collect. If you're in the same spot in the story, you can save that progress to your individual campaigns. There are also a lot of cooperative challenges that you will face throughout Harran. This is a race for a zombie killing contest who can be something that can loot more over a certain period of time. Usually get to get more than a minute or two, and the rewards are usually worth it. If you are already in the middle of a task, random problems can be a little uncomfortable. If you come across a story challenge, always accept it. The challenge will already be doing something you need to do, and if you win you get additional XP for it. When you first start Dying Light, you'll be very weak. If you have some friends who are more of the story, they can join the game and upload items and weapons. They just hit their inventory and drop items, and use or sell. This does not work for DLC elements. You can buy DLC material, but you can't use it or you can sell it. Some other general tips: When playing alone, start as many side quests as possible. You don't have to play them, but being open means you can complete them in other people's games and count them into your games. You can change the frequency of challenge requests offered to you. Just look for online options, the same options that allow you to determine who can join the game. Supply drops are important (read Supply Drop for more information). It's much easier to achieve with teammates, and if your limit is up, you can save them and give them to someone who can use XP. If you want to pause the game with others, just convince everyone in your group to go to the menu. If everyone is on this menu, the game is paused. If one person goes back to the game, all the defenseless. Here's a fun little exploit: Invigorating and gives your allies a healing score. You can't kill your teammates, but if you accidentally throw molotov cocktails at them, they'll catch fire and die. XP can do it over and over again, revitalize them and they fall and die again due to fire. Fast travel is your friend. You have to wait for all players to be a target for interaction. Once there is one person, everyone can travel at the push of a fast button. In the same game, all players can sing their own items according to their ranks. You can't steal loot. He can trade items and trade weapons. The first party of the DLC Dying Light DLC consists of three plugins. You can buy carte in each ala, or you can buy the season pass for \$19.99. There have also been several free updates on the way, including a new Hard Mode released in March. The first DLC, Cuisine & Cargo includes two quarantine zones, a slum and an old town. The second DLC, The Ultimate Survivor Bundle includes three outfits and four weapons plans. The third DLC, Bozak Horde, introduced a new game mode and location. At Harran Stadium, you will find yourself facing a wave of enemies (see section above). On March 10, there was a free update, Patch 1.4. This New hard mode, a new layer of rare weapons (gold color), new outfits, extra rewards to beat the game and new weapons included. A new DLC titled Below is out now. There will be a story-based plugin with a new area as big as both original maps and there will be a customizable dune cart to get around (see section above). The level cover was increased with an update that came with the following. Regardless of whether you purchased DLC, all players will now be able to continue to develop their character with Legendary Levels. These allow you to add skill points in various fields to improve everything from struggle to health, and there are a lot of them. There are a total of 250 Legendary Levels max. Grappling Hook Very useful in the game you have a piece of equipment that you win later, you deserve your part: hook hook. Level 12 survivor unlocks the hook when he becomes ranked. Once you reach this point, you just need to grab a quartermaster hook. After that, there will be inventory and equip like any equipment. If you lose, you can find a backup of any quartermaster. The hook fundamentally changes the game. You can travel on both maps in a very short time, making it much, much easier to scale these large areas. If you can barely hold on to your interest in the game, give it until you get the hook. It changes everything for his well-be. The hook does not provide points such as climbing. Once there is a hook, almost certainly agility will proceed slowly. You can use the hook to defy gravity. If you are falling, or you just need to take it from a high place to the ground, you can shoot on the ground. Pull the point of contact to the right and you'll be fine. The Old Town area is made for hooking. You might want to level up in the outsees until you win. New Game+ After completing the Game, you can restart the campaign with the New Game+ option. Enemies will be tougher and things will be less. You will also ski on the foreword so you can start it and jump back to the heart of the story with the already unlocked co-op. To access this mode, select Campaign from the menu. Highlight save game (if you have more than one game, search for 100 percent complete), then press the button that says options. Here you can start the New Game+. Night fight When daylight fades, Dying Light actually becomes a different game. There are zombies that can kill with a small effort in the early hours and it is a good way to attract enemies using flashlights. Running around at night is also the best way not to level your agility. Although the risks the night is higher to explore, so there are also rewards. This experience doubles at night. If you are looking to grind some agility levels, stick close to a safe zone and parkour run into circles. The more free-running moves you break better, but it's good to have a safe zone near you get things too busy. Whenever you see fluorescent mushrooms, take them. Tonight is one of the important items when creating vision booster, which makes your life look like twilight. You can find mushrooms during the day, but they glow at night, which makes them easier to see and choose. Pay attention to the time by checking the menu with the map. There is a clock on the right side of the screen. If you want to quickly and easily rank the battle, head the broken bridge on the east side of the slum at night. Make your way deep over the bridge that forers zombies to move a fence side by side. Jumping on a bus or van, throwing some fireworks to get them into the group, then molotov cocktails lay. You'll get hundreds of points, if not thousands of points. You can also make it safer but during the day you will earn fewer points. Although you earn more points at night, it is also much easier to die at night, and it costs you to die. When you die, you can lose the surviving points. You can't drop a level, but if you die enough, you could lose your hours of progress. That shouldn't drastically change your attitude, just be careful. Side quests This tip will be obvious to anyone who has ever played an open world game, but it is worth it again: you can accept all missions. Even if you do not actively follow them, it will keep them in the task log. If you plan to play with others, you may want to explore central hubs such as the Tower first and install them on side missions before others join. Missions are usually a one on your map icon and requires you to speak only to the adventurer to start them. You can always activate these tasks with a co-op partner (s), but the search, which can be a whole pain, must be available to accept. When you're in Harran, check your task log frequently. You can only track one task at a time, so check the others to see if it is close to a side goal. Once you've completed it, don't waste time going back to report it. You can save time and effort by waiting and reporting a few at the same time. Keep an eye on the map. Any task that is not actively tracked appears as a white circle. You can find several apartments in one area, so whenever you knock them out. Supply drops Supply drops can be assigned as a task/task or you can engage them as random events. They have a late point in the game that stop from slum though, so Take advantage of. In slums, when you hear the sound of a plane, it instantly ism nods the sky. This shouldn't take it. he shouldn't. to see a long cargo plane coming in. That plane will then drop a supply crate and, if you're not in the middle of a mission, run right up to it. The longer you wait, the better equipped you'll have to fight against human enemies. In the Old Town area, you'll find supply drops scattered all over the map. It will usually be protected and requires you to choose your locks. Clean the area first, or it's camouflage-capable. If you are playing with maxed people of their survivor rank (and not), you can go to drop an entire supply. Even if the character doesn't need the package, they can still collect it. After that, you can leave the package to get the lower-level contact. With a little help, you can double, triple or four times your surviving points in a quartermaster. Quarantine zones hidden along Harran are eight quarantine zones: five in slums and three in the Old Town. These aren't usually shown on your map, and you'll need to investigate to get the interaction option. Search buildings with orange and black striped canvas covers or doors to find quarantine areas. Quarantine zones have multiple types, but the best supply requires to recover packages that you can find drops. These areas can be hard to find. If you want to get success to complete them all, you need to follow them. Check out the video below to find out where the eight quarantine areas are located. The first DLC introduced two more quarantine areas. The first is in a tunnel in slums on the west side of the map. The second is in the Old Town on the east side of town. After installing the DLC, they appear on the map. Gun guide This Dying Light tips and cheats guide you don't get very attached to the best tips you can offer when it comes to weapons, especially early. The weapons you find around will usually be weak. They break, and you can only fix it a few times. You'll get weapons that could cause 100 damage. At the end of the game, you can use weapons with 2,000 damage. Upgrading weapons is an important part of the game, and many of these components can be processed. Feel free to use them as you have weapons. You'll get more, you don't have to save them. Here are three of the most important statistics to consider when choosing a weapon: the number of damages, durability and repairs. The first two explain themselves, but how many times can you fix the gun before the third one is useless. If the durability is low and you can only repair it a few times, it is not worth focusing on. Sometimes there is also a skill upgrade which means you do not use a repair. You still can't count on it. The deeper you enter the game, the more firearms you find. These weapons are indestructible. bullets that can be looted or purchased are required. The ammo in the first episode of Harran is a little scary, but the deeper you go, the more options you find. The weather can affect weapons. If it's raining, equip a gun with electrical damage for further effect. Alternatively, a fire gun will be less effective in rain. Combine basic effects manually. After throwing a zombie water, use an electric weapon, or lead them in a puddle and hit the water to shock them. They don't ignore those who ignore the stars. The upgrade to elemental stars opens the door to a whole new world of attacks. Molotov cocktails are early disruptive. If you want to take a large group, take it to a high position, throw a firework to draw enemies tightly, then throw a Molotov. The kick is weak. It's not taking your enemies away from you and killing them. There are two types of assault rifles. The police rifle is more powerful but semi-automatic. The military rifle is automatic, but weaker. When you're shot, it's good to have a firearm on the gun wheel. After you like, you can collect others for some easy cash. Gold guns are rare, but there are several way to increase your chances. Check out the DLC section above for some tips. Playing night invasion is a good way to increase your chances of a golden weapon. Police vans and hard-to-choose crates are a good place to look for golden guns, and the odds of four people will increase. Wreckers and goons sometimes drop a golden gun. Easter eggs, news and Secrets Dying Light Easter eggs are packed with big and small. We will continue to add to this list, but if you find one that we haven't added yet, please let us know! If you want a powerful weapon early, go grab expcalibur. It is easy to find and offers an attack force of over 300+. To find it, just head southeast of the slum positioned on the map shown above. Once you hit the edge of the land, look over the sheep and you will see a small, rocky island. Swim to it and you will find a zombie embedded in a sword. To grab it, you need to hold down the interaction button and be ready to spend about three minutes just holding it. You'll get the sword eventually, but don't go yet. If you wait a few seconds, the zombie will burst into flames, leaving behind the sword plan. Dama: On the roof of the tower you will find a dama board against the wall. You can make a move for each trip to the tower. You're going to have to leave the Tower and come back to move again. If you get a plan for a Sick bomb. Korek Machette (thanks to Shacknews for this): Located on the roof of an apartment building northwest of the tower (see picture on the right), you will find a small blue toolbox Against a wall, behind a pile of crates. To open it, you need to interact repeatedly for several minutes. It'll open eventually, he'll give you the plan. For craft, you need a lot of alcohol (10) and metal parts (20). Super Mario Bros. (This YouTuber comes via xGarbett): In the southwest corner of the Old Town map, there is a building with a chimney (it's easier to check the map location to explain it). Climb to the top of the building and look into the chimney to find what looks like a green pipe. Interact with it and you will find yourself in a Dying Light/Super Mario mashup. Destiny Loot Cave (also from xGarbett): In the northeastern corner of the slums, to the west of the small, watery canyon, where you can harvest lavender, there is a wooden fence. Jump over the fence and swim down, and you will find a small cave system. You'll find a handful of things, including a funny dig at Destiny, which writes floating inside the cave (a short walk), and your Destiny is building your own legend (and getting loot). Still, the cave isn't empty. Play guitar: At some point in the first few hours of Dying Light, a guitar will appear next to a bed that you can use in the Tower. If you use it, you'll hear a few closed setting notes, but that's it. Later, when searching the game at school, you will come across a book how to play guitar. After that, you'll have a much better voice. Stasis Field Projector (This Segment Next courtesy is coming): When you're in Old Town, you'll finally be busy on a quest involving Rupert Gunsmith, which takes magic fortress. You'll find a pink teddy bear in the room above Rupert's kinin. Continue interacting with the bear until it explodes and reveals the Stasis Field Projector plan. Legendary zelda's master sword: You don't actually get master sword wield unfortunately, but you get a chance to see it half the time of the game. Be sure to complete Dawud's side mission before leaving the slum to go to the Old Town. If you do this, you will see Dawud's son carrying the Master Sword while at the sewer entrance of the story mission. QR Code: In the tower of the outs, you will see a poster for a kickboxer named Scorpio. At the bottom, you'll see a QR code to scan. If you do this, harran will take it to a website written by people. Save time if you want and you can check it out here. Plants vs Zombies (This is coming from IGN): After completing the broadcast of the mission near the end of the game, the game Plants vs Zombies has a hidden area with a nod. After climbing the antennae, go down the hill on the left side of the cliff and into the valley marked on the map on the right. Stay to the left until you see a zipline. Be yours To him, you can use it later. Look down until you see a thick and poisonous lichen on the high rocks on the right. Leave it down and it will tell you to use it instead of taking it. If you do this, you will see a screen based on the game. More james bond novelist about the story, a prequel novel on the road written by Raymond Benson titled Nightmare Row. The book will tell the story of brothers Mel and Paul Wyatt as they attempt to survive the first zombie outbreak. More Dying Light tips and tricks coming soon! The game is big, and the more people play, the more it changes. We are already working on several new sections for our Dying Light tips and cheats guide. If you have any tips, or if we have unanswered things, please let us know the comment below! Comments on comments

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