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V1.51 is a periodic quality-of-life update for Outcasts & Remnants and Project Valkyrie, based on feedback. All the changes are contained in OAR. You do not need to redownload anything from Project Valkyrie, based on feedback. All the changes are contained in OAR overwrite the old one. You can use the new version on an existing save. A new save game is not required. If you were hoping for new content when you clicked on this, check out the Project Valkyrie Discord server announcements section here: Depravity has a huge content update you can download at the above link: 8 hours new gameplay, 4 new companions, over a dozen new quests, and more. That update is Discord only until schools/summer activities are back in session in most of the Western hemisphere, and I don't know when that will be. Here are the changes for OAR v1.51: The quest "Tools of the Trade" that Sawyer gives you to find studio equipment will proceed differently if Travis the DC Radio DJ is dead. Also, you can now decide to shoot Travis instead of talking to him and the quest will advance normally to the next phase (i.e. he's not marked essential anymore during that quest). Also, if you've somehow managed to kill Piper in your game, you can still complete the "Tools of the Trade" quest without having to go back to Sawyer and cancel it. You can now use the Warwick Homestead workbench at any time. That way you won't lose out on Warwick as a settlement if you choose to skip the "Building a Better Crop" vanilla Institute quest via Project Valkyrie. Lowered the amount of supplies in a couple of the player home workbenches to outside settlements, adding some crafting supplies to these containers avoids the need to manually lug stuff from your settlement workbench into the player home. The purpose is not to loot the containers and immediately sell them. It's your game and you can do whatever you want, but the mod assumes you'll choose to exercise a certain degree of self-control on the supply containers and use them for crafting within the player home. Fixed issue with beacon grenades on the table in the Institute Director's Retreat falling through the table in the Institute Director's Retreat falling through the table in the Institute Director's Retreat falling through the table in the Institute Director's Retreat falling through the table in the Institute Director's Retreat falling through the table in the Institute Director's Retreat falling through the table in the Institute Director's Retreat falling through the table in the Institute Director's Retreat falling through the table in the Institute Director's Retreat falling through the table in the Institute Director's Retreat falling through the table in the Institute Director's Retreat falling through the table in the Institute Director's Retreat falling through the table in the Institute Director's Retreat falling through the Institute Director's Retreat falli Adjusted the poison resistance and addiction characteristics of heroin (Back Bay Players chem) to match those of MedX (thanks Sacremas). Replaced blue target dummies in Reformed Institute Advanced Systems and Enclave Bunker with a new dummy that doesn't have any connection to the Vault 75 target dummies used in the training course there (thanks DMagnus). Added fail-safe to prevent possibility of a second Allie Filmore showing up at the Institute during the "Revolution will not be Televised" quest. Added chem, armor, and weapons benches to the Bioscience Mayhem simulation in the Reformed Institute. Added a better Virgil tie-in with the Doc Brown quest. Upon completing the quest "Wag the Dog", player now receives a specialized Power Armor Helmet similar to the Visionary T-60c helmet player could receive in the BoS vanilla quest "A Lose End" from Captain Kells. Fixed a couple typos. Combined change log for Outcasts & Remnants v1.50 and Project Valkyrie v1.30. Let the new versions overwrite the old ones. You can use the updated files on an existing save. You do not need a new game. Here are the changes: The Redemption of Preston Companion by using the wall terminal in the Robotics lab of the Reformed Institute. Synth Preston is a fully voiced companion: a version of what he might have been if Bethesda had made him just a cool guy instead of turning him into Radiant Quest Satan. He's not annoying, has better stats, serves as a vendor to buy your junk, won't spam you with quests, isn't repetitive, won't force greet you, doesn't give a f\*ck about settlements or the Minutemen, and most importantly, will never call you "babe". He's protected, not essential- you can murder him at any time. Thanks to Luciferdiva and Phase 4, the Reformed Institute has 4 new areas, accessible after completing "The Revolution will not be Televised". Screenshots are here: The new areas, accessible after completing "The Revolution will not be Televised". Director's Quarters. This new area is settlement enabled. You can build in here and send your followers to live here. The crafting room has a memory lounger you can use to easily travel back and forth between the old Institute if you want. 2) Residential & Recreation: Red Tower, bottom floor. This area is also settlement enabled-you can build, send your followers here, and create new synths to work there. There's also a penthouse overlooking the recreation area that is a blank slate for you to build in. 3) Cold Storage: Access via the long curved hallway in the Synth Processing area. If you want access to those areas (and more) prior to reforming the Institute, download "Phase 4, An Institute Expansion": Added a workshop "set owned" trigger in Bunker Hill so you can access that workshop even if you've never completed the vanilla quest "Battle of Bunker Hill". Added more lines for the Raiders in Raider Emporium and conditioned their gossip about other Raider gangs to player's quest progress. Added magazine racks and Bobblehead stands to Sarah's Bunker, Vault-Tec Player Home, and Club Snuggle (Thanks Munkyspunk) When dismissed, Synth Nora will now hang out in the Director's Retreat. The "Suspected Synth" quests will no longer happen after taking over The Institute in "The Revolution will not be Televised", so Virgil's lab becomes available to player, and player can drop the experimental serum if desired. In "The Revolution will not be Televised", when Carter gives player teleportation gun, she'll now also provide some Fusion Cells for it. The scenario where Allie Filmore could offer armed resistance against the guards during the Institute coup seemed to be confusing a few people, so that was removed. The quest "Synth Retention" will fail, if not already completed, after overthrowing existing management in "The Revolution will become eligible as a companion if not already eligible. At the end of the quest "Peace Through Superior Firepower", Liberty Prime will auto-dismiss as a companion and head back to the Boston Airport. You can re-recruit him at any time by talking with him. The Revolution will not be Televised" (Thanks Mauvecloud) Added fail-safe option on Reformed Institute Director's Quarters Terminal to stop evacuation order from playing in this event you previously invaded the Institute (Thanks Slander) Added fail-safe in the first meeting with Sarah for Owen to force-move to the right place for the conversation if he isn't there already, and adjusted quest objective for clarity (Thanks Ilama) Adjust B.O.G. Portable Mission Log so that the entry "About Bounty Missions" is now on top. (Thanks Mauvecloud) Added terminal entries for Roxy (Depravity) and Beverly (upcoming quest mod 'Commonwealth Bounties') in the Synth Processing department. If sending Preston to jail, he is now zapped there immediately rather than taking his sweet time to walk there. Lowered the damage, energy, and radiation resistance on the pimp hats, chains, and capes (Thanks Kottabos) Rebalanced some vendor and supply chests. Added temp perception perk to Heroin and removed its health restoration properties (Thanks Sacremas) Adjusted Valkyrie's 'Thick Skinned' perk so now it reduces fall damage and increases health regeneration. Adjusted value and components of broken GECK in Gabriel's quest, Jayne the armor/clothing vendor in the Vault-Tec teleportation hub now sells the custom vault suits. Per request, Sarah's bounty quests will no longer run to Gibson Point Pier, Reeb Marina, or Cutler Bend. Per request, Jayne the armor/clothing vendor in the Vault-Tec teleportation hub now sells the custom vault suits. Per request, Jayne the armor/clothing vendor in the Vault-Tec teleportation hub now sells the custom vault suits. run to Mass Pike Tunnel. Per request, Valkyrie's cat is now marked as "protected" so the Raiders won't kill it. Reduced sunburn on Sarah's nose and Synth Nora's nose. Removed "Featured Item" keyword from certain quest objects to avoid issues some people have with the game crashing when the "featured item" display pops up. Removed "Teleport In' initial visual effect on Owen, Sarah, Fiona, Shannon, Veronica, Carla, Gloria, Synth Nora, Haylen, and Maxson companions. Clarified some dialogue entries for users of XDI who bypass all the dialogue prompts. Fixed a few typos and adjusted some dialogue conditions. Adjusted several companion comments on player lack of attire to include the DogmeatNoVisualsOnRetrieve keyword (thanks Mauvecloud) and ensure they're only said once. Optional new soundtracks: Custom soundtracks for various interiors (Reformed Institute, Club Snuggle, New Rexford Hotel & Casino, Raider Emporium, etc.) are available on the Project Valkyrie Discord server at: Over 5 hours of new music for those interiors. V1.51 is a periodic quality-of-life update for Outcasts & Remnants and Project Valkyrie, based on feedback. All the changes are contained in OAR. You do not need to re-download anything from Project Valkyrie. Let the new version of OAR overwrite the old one. You can use the new version on an existing save. A new save game is not required. If you were hoping for new guest content when you clicked on this, check out the Project Valkyrie Discord server announcements section here: 8 hours of new gameplay, 4 new companions, over a dozen new quests, and more. That downloadable update is Discord only until schools/summer activities are back in session in most of the Western hemisphere, and I have no idea when that will be. Here are the changes for OAR v1.51: - The quest "Tools of the Trade" that Sawyer gives you to find studio equipment will proceed differently if Travis the DC Radio DJ is dead. Also, you can now decide to shoot Travis instead of talking to him and the quest will advance normally to the next phase (i.e. he's not marked essential anymore during that quest). Also, if you've somehow managed to kill Piper in your game, you can still complete the "Tools of the Trade" quest without having to go back to Sawyer and cancel it. - You can now use the Warwick Homestead workbench at any time. That way you won't lose out on Warwick as a settlement if you choose to skip the "Building a Better Crop" vanilla Institute quest via Project Valkyrie. - Lowered the amount of supplies in a couple of the player home crafting supply containers. To clarify for anyone confused, the purpose of these containers is convenience. Since you can't link yrie. - Lowered the amount of supplies in a couple of the player home crafting supply containers. the player home workbenches to outside settlements, adding some crafting supplies to these containers and immediately sell them. It's your game though and you can do whatever you want, but the mod assumes that you'll choose to exercise some self-control on the supply containers and use them for crafting within the player home. - Fixed issue with beacon grenades on the table in the Institute Director's Retreat (replaced static item with furniture). - Adjusted the poison resistance and addiction characteristics of heroin (Back Bay Players chem) to match those of MedX (thanks Sacremas). - Replaced blue target dummies in Reformed Institute Advanced Systems and Enclave Bunker with a new dummy that doesn't have any connection to the Vault 75 target dummies used in the training course there (thanks DMagnus). - Added fail-safe to prevent possibility of a second Allie Filmore showing up at the Institute during a certain section of the "Revolution will not be Televised" quest. - Added fail-safe to prevent possibility of a second Allie Filmore showing up at the Institute during a certain section of the "Revolution will not be Televised" quest. - Added fail-safe to prevent possibility of a second Allie Filmore showing up at the Institute during a certain section of the "Revolution will not be Televised" quest. - Added fail-safe to prevent possibility of a second Allie Filmore showing up at the Institute during a certain section of the "Revolution will not be Televised" quest. - Added fail-safe to prevent possibility of a second Allie Filmore showing up at the Institute during a certain section of the "Revolution will not be Televised" quest. - Added fail-safe to prevent possibility of a second Allie Filmore showing up at the Institute during a certain section of the "Revolution will not be Televised" quest. - Added fail-safe to prevent possibility of a second Allie Filmore showing up at the Institute during a certain section of the "Revolution will not be Televised" quest. - Added fail-safe to prevent possibility of a second Allie Filmore showing up at the Institute during a certain section of the "Revolution will not be Televised" quest. - Added fail-safe to prevent possibility of a second Allie Filmore showing up at the Institute during a certain section of the "Revolution will not be Televised" quest. - Added fail-safe to prevent possibility of a second Allie Filmore showing up at the Institute during a certain section of the "Revolution will not be Televised" quest. - Added fail-safe to prevent possibility of a second Allie Filmore showing up at the Institute during a certain section of the "Revolution will not be Televised" and the Institute during a certain section of the Institute during a certain section of the Institute during a certain section of the Added a better Virgil tie-in with the Doc Brown quest in Raider Emporium. - Upon completing the quest "Wag the Dog", player now receives a specialized Power Armor Helmet similar to the Visionary T-60c helmet player could receive in the BoS vanilla quest "A Lose End" from Captain Kells. - Fixed a couple typos. Combined change log for Outcasts & Remnants v1.40 and Project Valkyrie v1.20. Let the new versions overwrite the old ones. You do not need a new game. Here are the changes: - New Quest with Paladin Danse, "Breaking the News". If you become Director of the Reformed Institute before completing "Blind Betrayal", the wall terminal in the Robotics lab reveals that Danse is a synth. This starts the quest allowing you to 1) Help Danse come to grips with being a synth, or 2) Kill Danse, or 3) Help Danse kill himself. Convincing Danse to live will allow the following: 1) Danse affinity no longer capped at 999 2) You get Danse's affinity perk "Know Your Enemy" right away, for 20% more damage against Super Mutants, ghouls, and synths, 3) The BoS won't shoot at Danse when he's with you. - New Quest with Arthur Maxson, "To New Beginnings", where you can bring him along as a fully-voiced (and more humbled) companion, who also gives side missions to wipe out Super Mutants and Feral Ghouls. To access this content, check the terminal in the Director's Quarters of the Reformed Institute and read the entry "Arthur Maxson". This only works if 1) You've completed the quest "Break the Wheel" to fight off the Rhys counterstrike, 3) You've completed the quest "The Revolution will not be Televised" and chosen a peaceful ending for The Institute. No Conflict with Danse Dilemma mod. - New companion, Carla. She's located in the B.O.G. Bunker, wearing a black BoG Jumpsuit and medium length blonde hair. Recruit her anytime. Talks with Female Boston voice. - Significantly improved headtracking on all conversations in the mod to make the camera transitions smoother and faster. Also adjusted audio levels and dialogue structure on several conversations so they flow better. - The Henry Casdin orders to Rhys during the "Break the Wheel" guest now have an audio log (thanks Tyler Carr) - Fixed Owen's Youthful Energy Perk stats to match the description on AP Regeneration. (Thanks Blueraga for catching). - Moved Preston's jail sandbox marker so that player can talk to him through the bars if/when sending him to Diamond City jail. - Choosing to kill Preston in the quest "Preston Garvey Must Pay" now auto-completes the quest "Preston in the quest "Preston Garvey Must Pay" now auto-completes the quest "Preston in the quest "Preston Garvey Must Pay" now auto-completes the quest "Preston Garvey Must Pay" now auto-complete the quest "Preston Garvey Must Pay" now aut fashion choices only if player is completely nude instead of just wearing something skimpy. - Moderately reduced ammo and health aid levels for certain vendor inventory and containers to accommodate Horizon users (Horizon not required), and lowered the XP gained by completing certain OAR quests. - The Auto-Sell Your Stuff script will no longer conflict with the Auto-Sell Everything mod by SmithyPete (download that mod here if you want those Auto-Sell Your Stuff trunks in your settlements - Extra configuration options for Reformed Institute X-01 power armor paint becomes available upon completion of "The Revolution will not be Televised" quest. Or to get access to the paint at anytime via console command: set pa global material institute to 1 - Edited a few quest messages and quest objectives for clarity and fixed some typos. - Back-end compatibility adjustments added for upcoming Depravity, This is a minor bug fix update. If you're playing v1.30 and don't have any problems, you don't need to download this. There is not a Project Valkyrie update along with this. The update is just for Outcasts & Remnants. Here's what changed from version 1.30: - Fixed some dialogue conditions on Shannon combat lines so that other NPC's don't try to say them (thanks ToroMontana for catching). - Fixed dialogue conditions on 4 Fiona combat lines directed at robots so that she actually says them (thanks ToroMontana for catching). - Fixed Vertibird typo on the BoG Intel terminal (thanks Fyrcynn for catching) The only file in v1.31 that is different from v1.30 is the OutcastsAndRemnants.esp file. I could do this update as a hotfix, but those seem to be confusing to some users, so here's the whole file. Sorry in advance if that's not your thing. Combined change log for Outcasts & Remnants v1.30 and Project Valkyrie v1.10: - New quest: "Break the Wheel". Help Sarah deal with an insurgency group loyal to Henry Casdin, do what you've always wanted to do to Rhys, re-form Lyon's Pride, and obtain Scribe Haylen as a companion. If you have completed "Wag the Dog" yet, this new quest will start after you talk to Quinlan during that quest. If you have completed "Wag the Dog" already, you'll need the following console command to start the quest: SetStage xx1381B7 10. (replace the xx with the position of OAR in your load order. To get the full 8 digit quest ID, use console command: help BreakTheWheel 4). - New quest: "Excess Baggage". This is a rescue operation that will lead you to multiple locations in the Commonwealth. Completing the quest will yield a new female companion, Shannon, unless you decide to kill her. Read the terminals if you want a laugh. This quest will auto-start after "Prepared for the Future", or if you've already completed that quest, just talk to Nate in the B.O.G. Bunker. Black hair, custom jumpsuit, female BoS voice. You can recruit her at any time. In addition to regular companion functions, she'll heal you + serve as a vendor to buy your junk or sell vou essential supplies. - Sarah Lyons is romanceable. Details on how to do it are here: - The desk terminal in Jack Cabot's lab can now be used to skip the vanilla guests "Special Delivery" and "Emogene Takes a Lover", fast forwarding straight to the part where you head to Parsons Insane Asylum with Jack, to rescue Valkyrie. (Thanks Lasse1001 for the suggestion). - Added cooking stations to the following locations: Director's Quarters of Reformed Institute, Sarah's Bunker, B.O.G. Bunker, Vault-Tec Teleportation Hub, Raider Emporium, and Club Snuggle. Each of these locations should now have all the amenities (including internally linked storage) to serve as player homes. - Upgraded the workbench area of the Reformed Institute Director's Quarters so the cooking, armor, power armor, weapons, and chem stations all look modern. Thanks to AS Craftable Institute Stations by Doobot! Also added a TV/living room area to the downstairs of the Director's Quarters. - Expanded the Synth Processing area of the Reformed Institute and added new entrances and exits connecting the space to Robotics and the main concourse. - Killing Preston Garvey during the quest "Preston Garvey Must Pay" will now remove all Preston Radiant quests from your quest from your guest from your gu Within, and Battle of Bunker Hill will now remove themselves from your quest log after completing Carter's mission in The Revolution will not be Televised. - Sarah's custom companion perk, "Sweet Revenge", is now earned at the end of the quest "Break the Wheel" instead of near the end of "Wag the Dog". - The "Explore New Places" quests for Owen, Sarah, and Valkyrie no longer include Nahant Oceanological Society as a possible destination. - The secret terminal in Chase's Bunker is now set to novice difficulty instead of advanced. - Locked the container with the bat on Mass Pike Interchange, in the guest "Initiation", so that the bat can't be grabbed by a Gunner NPC. Added knockback effect to the bat, and in exchange, lowered the damage. - Initially disabled the ice machine located in the Diamond City hidden cafe in the Connecting the Commonwealth quest. - Made Vault-Tec Teleportation hub teleportation effects more performance friendly for low-end machines. - Added sorting tags [Key] to the keys in the mod. - In the quest "Wag the Dog", Sarah and Owen will walk faster to reach Kells. - Renamed reformed institute map marker to "Reformed". Institute" and main concourse to "Institute Main Concourse". - Updated terminals in Reformed Institute Director's Quarters and Robotics to clarify that player choosing to do so. - Added brief conversation for Eve in Reformed Institute. - Lowered music volume in time travel WWII dungeon. - Jesse Porter's eyes are clear now instead of bloodshot, and Sakuru Nagazi wears a gasmask. - Edited the wording of various quest objectives and Project Valkyrie v1.03: - Added 20% more dialogue for Synth Nora companion, mostly greeting and situational dialogue lines. - Added dialogue for the housecarls in Vault-Tec teleportation hub player home so they can now trade, buy/sell, etc. - Made the objective to locate Vanessa's corpse easier in Valkyrie's "Heir to the Throne" quest. - Adjusted Gabriel audio output override from 2D to SOMDialoguePlayer3D on most lines so he sounds more "in the world" and less "in your head". - Valkyrie, Owen, and Sarah will no longer give side quests to Mahkra Fishpacking or Sentinel Site. - Added an optional file called "Project Valkyrie Boring Institute Music" which will replace the Reformed Institute music with three vanilla Institute music tracks, one additional vanilla track (the brief track that plays when you leave Vault 111), and one Fallout 2 track (Dreamtown). - Updated the optional file called "Custom Body Meshes and Skin Textures for PV Followers" to match keyword and inventory changes made to the NPC records in the base file from the previous update. If you already downloaded the previous version of this optional file, the only thing you need from the update is the esp file (and not the textures or meshes). - Enabled companion by ToroMontana, releasing in October 2018. Use Father Companion by ToroMontana, releasing in October 2018. Use Father Companion will not be Televised" will be slightly different. No mod dependencies are required between the two mods, as they are communicating with each other via previously unused vanilla global variables. Trailer for Father Companion here: - A guest marker has been added to Mitch Murray's terminal in the Harbormaster Hotel during the guest Prepared for the Future. as well as the terminal in Vault-Tec HQ. If you enjoy using in-game clues to explore without the aid of quest markers, but over time some have requested more quest markers, so it's easier to put quest markers on everything than to answer questions on the mod page. Sorry old-school Bethesda fans. - The BoG side missions to Harass the Institute stop being available after complete after speaking with Kells in "Wag the Dog" so that there isn't an objective to talk to Kells if he's dead. - The Minutemen quest "Defend the Castle" is no longer available after convincing Preston to stand down in "The Revolution will not be Televised". - The Greeter on the balcony in the reformed Institute now has a custom outfit to prevent an issue where another mod was overriding a vanilla outfit and making him wear underwear. - When teleporting to and from the Vault-Tec teleportation hub, the game no longer auto-saves and the teleport sequence in the lobby will affect FPS less for users on weaker PC's and/or who experience issues when the game tries to auto-save. - Fast travel is now available to and from the Vault-Tec teleportation hub after the quest "Connecting the Commonwealth" is complete. A map marker enables at that point, allowing you to fast travel directly to the interior (for people who like the hub, but not using the teleporters). This feature will only work if you install this update on a play-through where you haven't vet completed the "Connecting the Commonwealth" guest. - Added additional conditions on certain dialogue lines. - Renamed several inventory items and containers for easier identification and sorting, and adjusted a few inventory values. - Several typo fixes and minor tweaks to improve flow. Combined change log for Outcasts & Remnants v1.22 and Project Valkyrie v1.02. This is a minor bug fix and quality of life update: - Adjusted Glowing Sea Detention Center so you can fast travel in and out without ever needing to use the door (i.e. now compatible with the Atlas Summit mod) - Fixed Owen's default A.I. package so he returns to the B.O.G bunker once dismissed. - Valkyrie, Owen, and Sarah will no longer give "Explore New Places" quests to locations with friendly synths like University Point, Boston Mayoral Shelter, and Federal Surveillance Center. - Added ShowWornItemsKeyword to each companion so you can change their outfits easier. - A certain Brotherhood officer can die via the hands of Owen and Sarah rather than waiting for player to shoot him. - You can now cancel the "Preston Garvey Must Pay" quest via the desk terminal on the top floor of the Enclave bunker that you read right before the quest triggers. - Puritans rejoice, party like it's 1699! The VIP Room in the corner of the reformed Institute that you would otherwise never visit unless you secretly like it, can now be configured to be completely G-rated via terminal in the Director's quarters. What about the now obsolete SRB? If you don't like the renovations, don't go in there. Can you undo the darker wall textures, open floor plan, and less sh\*tty furniture? This is Fallout. Endings have compromises. Deal with it. - Adjusted spawn points for certain Enclave and CoM NPC's in the Back Bay and Dorchester Heights battles to slightly delay ambushes. - Hitler is tougher. Also, if you're actually reading this change log, next time you kill Hitler, try grabbing the Tactical Nazi Barstool in front of his room. It's a far more satisfying tool for beating an NPC to death slowly. - Fixed typo on Harbormaster Hotel quest objective in "Prepared for the Future" - Player Vertibird signal grenades now added to player's inventory at end of "Wag the Dog". - Rebalanced some of the vendor inventory levels. Horizon users: this is as low as we're going. If you want to go lower, download the patch linked in the Project Valkyrie Q&A article. - Rebalanced the loot in the custom chem crates. - Terminal in Enclave residential basement has varying text depending on vanilla quest progress with respect to the Minutemen. - Terminal in Dirty Fred's office has more thoughts on his dealings with the Institute. - Added limits on the petty caps fund for Teleportation Hub Player Home. - Fixed glitch where quest marker is still on Sarah during "Revolution will not be Televised" if you tell her that both Desdemona and Preston are dead. - The Railroad quest "Operation Ticonderoga" will no longer be available after making peace with Desdemona in "The Revolution will not be Televised". - The Institute mission for Carter in "The Revolution will not be Televised". Combined change log for OAR v1.21 and Project Valkyrie v1.01. This is a minor bug fix and quality of life update: - Adjusted the synth creation quest script in the Reformed Institute Robotics/Synth Production lab. - The prisoners in the Glowing Sea Detention Center are now voiced. - Added the Teleport to/from Institute holotape to player's inventory at an earlier stage in "The Revolution will not be Televised" and made it more friendly for players on survival mode. - Added extra script fragment to prevent Kells PA announcements on the Prydwen if he's dead. - Accessing the Institute via Carter Beckett now completes "The Molecular Level", if you haven't already completed it, once you access the Institute, rather than at the end of "The Revolution will not be Televised". - Adjusted Don Lincoln's AI packages so that he shows up in the club after the correct guest stage. - Fixed typos on "Vault-Tec Management Kevlar" and "Vault-Tec Kevlar" Suit" outfits. - Fixed typos on a couple terminals. - Adjusted values of certain shipments retrieved in side quests from 0 to 50. - Fixed the line "any new trouble spots?" for the male player so that it uses the male's voice, when asking Valkyrie for work. - Renamed Valkyrie's cat. - Adjusted position of Valkyrie's apartment door slightly to avoid conflict with Tales from the Commonwealth. This is an update to address minor bug fix and quality of life issues, and to add the assets and base records needed to run the Project Valkyrie expansion, if you choose to download that (August 5, 2018 release). Let version 1.2 overwrite any old versions of the mod that you're using. Changes are: - Adjusted spawn timing on Mythic Deathclaw in Paradise Lost quest so that he can't be killed until the proper quest stage. - To make crafting more convenient, added linked workbench storage in Raider Emporium, Teleportation Hub player home, Club Snuggle, and Brotherhood of Gold Bunker. - Changed the power armor in the Enclave Workshop to regular X-01 Armor so it is repairable. - Expanded various quest conversations so there is more back and forth dialogue between the player and the quest giver. - Fixed audio levels on certain conversations so there is more back and forth dialogue options in the photo shoot quests. - Fixed Papyrus script errors on the shower activators. - Added a fail-safe to vanilla quest Institutionalized (MQ207) to fix vanilla errors in the script properties that could sometimes prevent Father from talking to you in the opening scene. - Reclassified more of the enemy spawns in the Connecting the Commonwealth quest as nonrespawning. - More custom voiced NPC's in the B.O.G. Bunker - Minor tweaks and quality of life fixes. - Outcasts and Remnants is now standalone. Doesn't require Fusion City Rising to be installed, although still recommended so you can experience both stories. Note: since OAR is now standalone, the file size is significantly larger than previous versions. - Added 2 new custom-voiced pimps in Club Snuggle: Bryce Foster and Lukas Smakaho, and 3 new Pimp photo shoot quests accessible from the Pimp Magazine Holotape. - Adjusted Sakuru Nagazi in the "Raw Deal" quest so no chance of spawning as a female. - Photo studio cameras switched to correct direction. - Minor tweaks and bug fixes to v1.0 based on user comments. This update has lots of new content. Let version 1.0 overwrite any old versions of the mod that you're using. The mod uses assets from other mods (with permission). Choose "yes" or "yes to all" if asked to overwrite. The exception is if you previously customized any outfits from the mod and want to retain the custom shapes you made, choose "no" on those. There are 23 new quests in this update. If you're starting new and haven't played the mod before, the quests in Outcasts and Remnants v0.95e, you'll need to find most of the new quests on your own, by doing the following: 1) Visit Club Snuggle, located along located along the Charles River northeast of Diamond City and across the river from CIT and Greenetech Genetics. There's a blue door with an "open" sign on the right and a Nuka Cola vending machine on the left. Talking to Sawyer, the guy behind the counter, and asking him for work, will lead to 14 quests. Talking to Fred, the guy in the black tuxedo, and asking him for work, will lead to 5 side mission quests that are repeatable. 3) After you complete the quest "Quantitative Easing", given by Sam Cruel, talk to Mike McBride in the Brotherhood of Gold bunker. He will give you the quest "Paradise Lost". If the dialogue doesn't come up for you, then: 1) Open the console with the 8 digit code will come up. Type setstage xxxxxxxx 10 (but replace the x's with the 8 digit code). Then enter. 2) An 8 digit code will come up. Type setstage xxxxxxxx 10 (but replace the x's with the 8 digit code). the quest "In Plain Sight", talk to Preston Garvey if you want to punish him. If his dialogue doesn't come up, then: 1) Open the console with the 8 digit code). Then enter. 3) Exit console, wait 10-15 seconds, then talk to Preston. Version 1.0 features: - The Back Bay Players pimp gang now has their own nightclub, "Club Snuggle". See above for how to access. The club has about 50 NPC's (pimps, patrons, vendors, prostitutes, exotic dancers), and can be used as a player base + place to get new quests. - Gabriel is now a full companion with more voice lines and a personal quest. You can either recruit him right away, or wait until the quest "Paradise Lost" comes up. - New quests, "Raw Deal" and "Pimp Errands", given by Dirty Fred, the leader of the Back Players. Visit Club Snuggle and ask Fred for work. He's usually hanging out in or near the office downstairs behind the front counter. "Pimp Errands" is repeatable to new locations. - New quests, "Tools of the Trade", "Sending a Message", and "Pimpin for Parts", given by Sawyer, the guy behind the counter at the front of Club Snuggle. The "Selling Skin" quest leads to (currently) 8 additional quests where you help the Back Bay Players start an adult magazine. "Sending a Message" and "Pimpin for Parts" are repeatable. - New quest, "Paradise Lost". This is the personal quest for Gabriel that involves surviving Deathclaw Valley, tracking down a GECK, and avenging Gabriel's father. To start, talk to Mike McBride in the Brotherhood of Gold bunker after completing the quest Quantitative Easing (given by Sam at Raider Emporium). If Gabriel is currently your companion, dismiss him before doing the quest. "Preston Garvey Must Pay". Confront Preston, send him to jail, fine him, or let him off with a warning. - Five new Brotherhood of Gold quests. Visit the Notice Board terminal on the top floor of the Brotherhood of Gold bunker. It will issue a "BOG Mission Holotape" in the receptacle below the terminal. Use the holotape, which will let you choose from any of the following 5 missions: Bounty hunting, Technology retrieval, Harass the Institute, Troll the Brotherhood of Steel, or Eliminate the Gunners. These B.O.G. quests are all repeatable to new locations. You can cancel a mission mid-quest fyou don't like it and get a new one. These missions are an attempt to address the vanilla game's radiant quest system and make these types of quests fun, i.e. less talking and traveling, with more action and rewards. - Added a Teleport Companion holotape is automatically added to your inventory at the end of the quest Initiation. Or you can add it directly using console command: help teleport 4. That will give you the 8 digit code, then use the player additem console command. - You can now encounter and learn the fate of Don Lincoln after the events of the new quests, read the terminals, talk to the new characters, and you'll likely run across him and discover how he got there. - The Super Mutants near the Raider Emporium are now non-respawning. Same for certain enemy NPC's in the Concord, Lexington, Malden, and Cambridge areas, so those areas won't become permanent warzones. - Added additional armor and headgear variations for Enclave NPC's - In the Vault-Tec Teleportation Hub player home, there is now a terminal that allows you to disable the house guests if you choose. - You can now talk to Chuck to start the quest "Initiation" if the quest doesn't start automatically in the Pip Boy. - Minor bug fixes/tweaks for Outcasts & Remnants v0.95e and for Fusion City Rising v1.0 (let any OAR files override the version you downloaded from the FCR mod page). - Added a fail-safe to the Harbormaster Hotel vanilla hall obstruction in case another mod edits the same cell. - Added a player home in Vault-Tec Hub, located off the room with the arcade machines. - Fixed issue where companions sometimes wouldn't follow through the Vault-Tec Hub, located off the room with the arcade machines. - Fixed issue where companions sometimes wouldn't follow through the Vault-Tec Hub, located off the room with the arcade machines. locate lost companions from vanilla, Fusion City Rising, and Outcasts & Remnants. The locator is automatically added to player inventory after talking to Jesse Porter during the quest "In Plain Sight", and can also be crafted at a chem station under the Utility category. - Added a button at the entrance to Gabriel's cabin that allows the player to enable Gabriel and Brutus as companions if desired. - Fixed issue where Vatiwah wouldn't speak if spoken to before talking the bat to Vatiwah in the quest "Initiation". - Added new voice lines for Sam Cruel fixed audio volume on several existing lines, and randomized his greetings. - Fixed issue where Vertibird Ben would occasionally stare to the side when speaking during the last part of his dialogue. - Adjusted locks on Enclave doors to prevent heading the wrong direction during the last part of his dialogue. - Adjusted locks on Enclave prisoners. - Clarified guest objectives in prison break scene to avoid confusion. - Added additional armor style for Children of Mises NPC's. - Added a certain group of meddling kids and other familiar faces to the Vault-Tec Prison. - Added a quest marker to Davidson's wall safe in Layton Towers. Adjusted enemy spawns in Vault-Tec Lobby. - Added functional return memory pod and auto-save script to B.O.G memory pod sequence called "Dream". - Lowered cell music in "Disasterpiece Theater" memory pod sequence called "Dream". - Lowered cell music in "Disasterpiece Theater" memory pod sequence called "Dream". - Lowered cell music in "Disasterpiece Theater" memory pod sequence called "Dream". - Lowered cell music in "Disasterpiece Theater" memory pod sequence called "Dream". - Lowered cell music in "Disasterpiece Theater" memory pod sequence called "Dream". - Lowered cell music in "Disasterpiece Theater" memory pod sequence called "Dream". - Lowered cell music in "Disasterpiece Theater" memory pod sequence called "Dream". - Lowered cell music in "Disasterpiece Theater" memory pod sequence called "Dream". - Lowered cell music in "Disasterpiece Theater" memory pod sequence called "Dream". - Lowered cell music in "Disasterpiece Theater" memory pod sequence called "Dream". - Lowered cell music in "Disasterpiece Theater" memory pod sequence called "Dream". - Lowered cell music in "Disasterpiece Theater" memory pod sequence called "Dream". - Lowered cell music in "Disasterpiece Theater" memory pod sequence called "Dream". - Lowered cell music in "Disasterpiece Theater" memory pod sequence called "Dream". - Lowered cell music in "Disasterpiece Theater" memory pod sequence called "Dream". - Lowered cell music in "Disasterpiece Theater" memory pod sequence called "Dream". - Lowered cell music in "Disasterpiece Theater" memory pod sequence called "Dream". - Lowered cell music in "Dream". - Lowered c more often and now has a "Boomstick" line. - Swapped out more worn looking patio furniture on B.O.G. bunker roof. - Fixed z-fighting on Brotherhood of Gold library books - Removed random sink sticking through wall in Federal Reserve Bank - Moved category of AP bolt for ammo crafting into the Utility category. - Adjusted miscellaneous minor quality-of-life mod issues. - The random NPC's in Vault-Tec Teleportation Hub, Vault-Tec Operations, and Vault-Tec Operations, and Vault-Tec Teleportation Hub, Vault-Tec Te responded. - Renamed an Easter Egg inventory item to a new name based on user suggestion. - Minor dialogue audio tweaks - Changed a few containers in Enclave Bunker from Respawning to Non-Respawning (immersion fix). - Adjusted the sound on Ash's Ripper to address a vanilla bug where the Ripper sound keeps playing when not in use. Page 2 The Bleachers - A Diamond City Story Mod of the month Oct 2019!! "The Bleachers" is a new, NPC occupied, Diamond City district below the bleachers, hear their stories, earn their trust. 5 new voiced NPCs, a new central player home, many workshop items, new merchants, decorated new locations, and 4 new multi-part quests to get it all.

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