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## Geeks who drink trivia answers

youtube.com/watch?... Written by shady77 on October 3, 2014 with 12 comments The very ambitious Dragon Age: Inquisition, now expected on November 21, will benefit from three great works on the occasion of its release, which will perfectly complement the planned collector's edition. The first is Dark Horse's official artbook, which will have 184 pages behind the scenes of the game with sketches, photographs and illustrations that have never been revealed! Not to mention the views of members of Bioware's development team with hundreds of comments. Unfortunately, they will not be translated into French again, and the book will only be in A5 format. A little bad for an artbook that promises beautiful illustrations that know the talent of the studio artists. Scheduled at the same time as the game, The Art Dragon Age: Inquisition is available as a pre-order for less than €33 on Amazon.fr. The second book will make it possible to learn much more about the adventure with the best strategies that can be used to safely traverse the game, as it is the collector's edition of the Strategic Guide. Released by Prima Game, it will close a total of no less than 352 pages of help, with an exclusive behind-the-scenes section of the game with illustrations from the artbook as well as 3 items in-game. Also this book will be fully in English, but it will suggest to compensate the digital version in French specially adapted for tablets and smartphone to use it easily in front of the TV. In A4 format, the A4 format is still available as a pre-order for less than €33 on Amazon.fr. And the best at the end with the Inquisitor edition of the strategic leader of Dragon Age: Inquisition! This premium edition, which is very limited after the prima games, will be printed only once and will therefore be replenished after using the original stock! Located in a beautiful cardboard box, the Strategic Guide contains the same content as the collector's edition, which is described directly above it, but with 16 additional exclusive pages and an excellent, alternative cover made of faux leather. And to accompany the book, we find 4 beautiful bookmarks made of faux leather with a small metal ribbon! All are stamped with the various emblems of the Dragon Age factions: Inquisition. As far as the back is concerned, it is doubled with coloured ribbons corresponding to the famous factions. Finally, a very nice pen with the logo of the Inquisition will also be included in a small box. The Ultra Collector edition of Dragon Age's Strategic Leader: Inquisition, scheduled for November 18, is still available as a pre-order for less than €99 on Amazon.fr. Tags: Artbook, Bioware, Book, dark horse, Dragon Age, Dragon Age Inquisition, Edition Limited Edition, Guide, Strategy Guide, Book, Book, Book Do not hesitate to share the article with friends Share On Twitter Share On Twitter Share On Twitter Send to Google+ Via these links for your pre-orders you transfer automatically and at no additional cost a small commission to the site EditionCollector.fr. A nice way to support the blog, especially since a large part of the profits are used for the lots of the various contests :) Never was a big fan of Prima's guide, always found Piggyback's authorised collection guides a lot more accurate, with great presentation and a lot more usefull too. Alas this only confirms my last statement, the cover although nice could be a lot more interesting (hello just the logo and the name of the game would make it 100% better....) The information on the walkthrough guide aren't that accurate, and the classes specializations are a laugh to read... (regular players seem to be able to do way beter than that) Although I like the presentation overall I don't find the guide that usefull asi thought it would be, don't get me wrong it's na ok guide not a perfect one like the ones I mentioned from Authorised collection. Explore the animated side of SYFY All Shows Full Episodes Movies Schedule Solute by Dragon Age Inquisition. Released on November 20, 2014, this game is like Action, Adventure and RPG. It was developed or edited by BioWare. On these pages you can share with other players all your tricks and solutions about this title and its add-ons: Dragon Age InquisitionDragon Age Inquisition: The DescentDragon Age Inquisition: L'IntrusDragon Age Inquisition: The Hakkon Fangs You have many tools to create personalized content, but also to enrich the existing pages and make this place a real encyclopedia of the tricks and tricks of Dragon Age Inquisition! Solute Dragon Age: Inquisition - Dragon Age: Inquisition is a role-playing game developed by Bioware and available from Electronic Arts on PC, Xbox one, Xbox 360, PS3 and PS4. In a war-torn world between the Wise Men and the Templars, you represent the messenger, D'Andrasté, the only one capable of closing the strange demonic fissures that appear everywhere in the kingdoms of Ferelden and Orlais. You are falsely accused of the misfortune that is coming upon the good people, and you must prove yourself in order to turn the Inquisition into a true stronghold of humanity. In this Dragon Age Guide: Inquisition you will discover the complete path of all the main traffic jams of the adventure, as well as the quests of the surrounding area and the incidental quests of each region visited. This solution also shows you the locations of the production schemes, the unique weapons and armor, the splinters, the alcohols of Thedas and much more. Here are a few secrets Dragon Age Inquisition, if you found some Do not hesitate to share them! A man appears randomly in Heavenly Fort, Mr. Vétille of Bagatelle, and asks you a question 3 times, if you answer the 3 times correctly, you will receive a single weapon with 2 hands: The misery of the only spoon mallet object level 16 conditions: - Warrior - Level 13215 DPS 213 Damage +8 Will +24% Stunned when touching the target. It explodes and causes 75% of the damage of the weapon! location: - Rune - in the safe room in the basement, accessible via the stairs at the entrance of Josephine office or through the kitchen near the stables (Requis Atouts Gold Reputation, exchange of good practices, elite clientele). - in the closet of the apartments of the inquisitor - on the top floor of the tavern - in the first cell of the prison - above the stable, on the collapsed walls - on the top of the Tower of the Magi/Templars - next to the entrance of the fort - in one of the 3 rooms that reached the room of Vivienne after a main search - between the stable and the ramparts near Blackwall - name of the archdiocese of the 1st Geneseden -&gt; Dumat - name of the archdemon of the 5th Geneneuture -&gt; Urthemiel - Loghain? -&gt; Gwaren - Name of the treacherous husband of the wife of the Creator -&gt; Mafelah - Name for the Slaughterer of the Cochards in Kirkwall -&gt; Battle of the Screaming Plains - The largest city of Thedas - &gt; Minrathé - Author of the Qun -&gt; KoslunHaut on page A sister who just prayed, appeared randomly in the pipes, You need to talk to her 4 times to give you a unique bow: Perseverance Single Bow Object Level 18 Conditions: - Thief (except Varric) - Level 15163 DPS 128 Damage +16 Cold Damage +48% Setback Bonus +4% Chance of Criticism! Location: - icy Rune Master Some Places, at which it can appear: - around the camp of the bay - even further north of the Kriqee camp, in the southeast of the site Lonely Light - around the camp of the fortress of the mountains - around the lumberjack camp - at the height between the camp of the Omben and the camp of the mountain fortifications! - on a stretch of road between the Golden Oasis and the ruins south of the Canyon camp, to the west, in the area called Old Road. A video of Dovahviing in English with some of these places: Up Before you start, make sure you have 10 crystalline pardons in your inventory, otherwise the quest may not appear. the Emerald Tombs: Meet in front of the small rock heap east of the camp of Affreperre in the emerald tombs, it stands on the rock face just before the fresco of a black Hahl/deer. Jump on these rocks about 50 times (block your companions so they don't bother you) until a voice says: It takes more! It has to be everything. The quest The smallest cave of the caves then dissolves, they must put 10 crystalline graces in front of the rocks to finish the search. As soon as the crystal clear graces are set, the search ends and the voice says: The steps! The steps that go down, deep. Very deep. I will be there, I am waiting for you. Reward: 242 xp, Influence 80 Note: If the quest is not triggered after hearing the voice (because it doesn't say the right sentence), remove yourself from the rocks and come back, the voice will say something else. If it doesn't appear, return until they hear the correct sentence. (the first time I had to go back four times to get it, the second time I got it directly by jumping about 50 times) the Emprise du Lion: there is a secret entrance at the end of the tunnel west of Fort Suledin. To reach it, go to the camp of the Tower of the Lion, go south to the quarry of Sahnria, then take the path to the west, cross the wooden bridge and drive southwest to the entrance of the tunnel below, between 2 illuminated towers. Walk through the tunnel, take the veiled torch and walk behind the wooden board to the left of the covered fire, walk on the wooden beams and then jump over the rock at the end, cross the snow wall to enter a cave. Walk down the stairs until you reach a trunk. It contains Cold and a Unique Helmet: Burning Flower Single Helmet Object Level 21 Conditions: - Elf, Dwarf or Human - Level 1939 Armor Value +24% Cracks Hit Slide Cutout Found in a Fountain Southeast of the Forbidden Oasis. The trunk is under the boards, sit on it and pop them several times on the spot, or with the ability to disguise the wizard or rabid dog of the warrior. Verdict Sword with Two Hands Single Hand Object Level 11 Conditions: - Warrior - Level 8181 DPS 140 Zone Damage +20 Zone Damage Against Corrupt +5% Attack +3% Attack by Touching +11 Force 3 Slots: - - Two-Handed Sword Handle - Fixed Round Knob - Cleansing Rune Side Exit found in Boscret on a table on top of the hill just west of the Camp of the Farm of three Trout. You have to drive around the hill and through the west to get up. Location: Boscret Meule of Destiny Single Shield Object Level 9 Required: - Warrior - Level 614 Front Armor Value +30% Defense Front +6% Saigner by Hitting Soigne 15% of damage suffered for 10 seconds side in the lofty plane found near a small camp near a fault north of the Rver Garrison (4). Sagitta Single Bow Object Level 9 Required: - Thief (except Varric) - Level 681 DPS 72 Damage + 8% Critical Probability + 9 Skill 5% Chance of Poisoning the Target by Making It 2 touches: - Ornate handle with long bow - Rune Up This mini-quest does not is a kind of scavenger hunt, although it is not really a reward at the end. It begins by finding the Codex entrance of Parson's Scorched Notebook near a corpse on a hill, above the river in Boiserein, to the very east, just before the Veridium mines in the Emerald Tombs. The Code contains information for the treasure hunt. The first clue is in the codex, it is quoted at the beginning and noted at the end, it is the 12th: Beyond the gentleness of Andrasté, 100 steps from Revelation. La Clémence d'Andrasté is a town west of the Emerald Tombs, 15h. You have to go and look for a clue 100 steps behind the statue. It is located in the northwest at the foot of a tree on the roadside, just before the wooden railing with 2 statues, near the outer wall north of Villa Maurel. Look for the second clue: Inscribed on a strange cube, a rough 3 That corresponds to the number 3 in the codex: Arc over extended wings. Even the stone can rise. Follow the Northwest Road, pass the Silver Fall site and drive on the road to a kind of rock arch with an owl statue. Climb up to the left and look for the next clue. The number 9 is engraved on each side of a different cube. Look at the number 9 of the codex: Dragon Killer, four times northwest, two in the northeast, three in the southeast. This refers to the statue and the torches in the lion pavilion. Back on the road and further north to the Lion Pavilion. The indicated directions for turning on the torches are not those of the compass on the map, the north is in front of you when you stand in front of the statue. If you are wrong, you will need to leave or charge the area to cancel the operation, otherwise it will not work. Light the torches in this order: - four times in the northwest (1) - twice in the northeast (2) - three times in the southeast (3) The four torches and the central fire then light up and reveal the next clue: 20 is registered in red. Number 20 on the codex says: On the first breath. This refers to the source of the sighs in the north of the area. Go to the river north of the Affreperre camp and follow it to the waterfall in the northwest. The note is at the foot of the waterfall: the number 14 is stamped on the entire surface of the last cube. This corresponds to number 14 of the codex: a finger pointing at the sky, there is your heart. This is the tower of Méridact. Visit the Tower of Méridact west of Dinhan Hanin and search at the foot of the tower on the southwest side. The box contains a deformed doll when taken with 2 smaller shadows, and a demon of despair called Treasure attacks it. Reward: Treasure reports on the xp and the random prey of a demon of ordinary despair. Oberhein This trick and screens come from Stanislas Darieux, thanks to him :) There is a limit to approaching the dragons. I use my archer from the group, I drive him towards the dragon while I fire his arrows. At some point, you'll see your red target with a small circle with a cross and you won't go further to the limit of the trigger to activate the dragon's movement. Stay at this limit and prevent your companions from attacking (press H to block them), otherwise the dragon will move and attack. Your archer must have the full ability to shoot, and it takes about 5 to 10 minutes to kill him. Just aim at the head, he doesn't move to defend himself and won't attack. If you move forward, you will have losses, then most importantly you will stay at the limit of his zone. In the beginning, your archer will shoot into the void, you have to slowly go to the limit of the trigger: the trigger or trigger is the moment when the AI calculates that it is where the scene needs to change, it makes the transition between the different levels (the moderators understand what I mean). As the name suggests, triggers are used to trigger an action. In video games, they are used to create the interaction between the player and another object of the level. This is for my trick, valid for all dragons of the game. It also works for loopholes by staying at the border, only a few demons attack, they remain in the majority around the crack. At the top of the page

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