FORBIDDEN WEST potion

HORIZON FORBIDDEN WEST TIPS & TRICKS!

INTRO

Horizon Forbidden West is an action role-playing game. It has been developed by Guerrilla Games. This game is a sequel to Horizon Zero Dawn. In the game, the player Aloy, who is a hunter in a world with dangerous animalistic machines. In this open world, she explores the mysterious.

This game focuses heavily on melee combat which means it contains both aggressive machine animals and a variety of human enemies. The main goal in the game is to travel and complete missions by using survival skills, weapons and melee attacks.





WEAPONS

In this game, there are many variations of each weapon. All of them offer different damage outputs. All these weapons have their specific strengths and weaknesses and it depends on you, as to which weapon you decide to use on the field. The best weapons in the game would be the legendary weapons. The legendary weapons are as follows:

- Ancestor's Return Shredder Gauntlet The Blast Forge Legendary Boltblaster
- Carja's Bane Warrior Bow 3.
- Death-Seeker's Shadow Hunter Bow
- 5. Forgefall – Sharpshot Bow The Skykiller - Spike Thrower

- The Sun Scourge Hunter Bow
 Tinker's Pride Tripcaster
 Wings of the Ten Blastsling



- 1. Pick up and loot everything
- 2. Scan new machine with your focus
- 3. Refill supplies at your stash
- 4. Do not stop tracking and killing animals
- 5. Specialize in one skill tree early, diversify later
- 6. Seek out melee pits
- 7. Ignore metal flowers and walls with red bloom on them
- 8. Do not ignore campfires, they are very important in the game
- 9. Upgrade everything just to get by
- 10. Do side missions as they come up







VALOR SURGES

Valor surges are ultimate abilities that are carried by Aloy to provide her with additional buffs in difficult situations. With the help of these abilities, the game can be completely changed when against an opponent, resulting in victory in any battle. These abilities have to be activated manually.

All valor surges:

- 1. Warrior Critical Boost and Melee Might 2. Trapper – Elemental Fury and Trap Specialist 3. Hunter – Ranged Master and Powershots Survivor - Toughened and Overshield
 Infiltrator - Stealth Stalker and Radial Blast
 Machine Master - Part Breaker and Chain Burst