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Sniper 3d porter heights mission 2

I had a game one day and I finished Tonka Bay (City #1). My hunting rifle 1 is the largest, but it's not good enough to meet the minimum requirements for the first Spec Ops mission. I save enough coins to buy 2. Out of the box is not good enough for the first Spec Ops mission either so I think I need to upgrade pretty much first before I can complete all spec ops missions. Does that sound right? Are you stuck in any mission in Sniper 3D? Well, some missions are quite simple and don't require a lot of tactics like hitting at the right time – but there are other missions that can be quite frustrating because you need to confuse your target in a certain order and when they are in a certain place. I thought it would help you if I give you the perfect way to solve every mission in Sniper 3D in this guide here so you can go back if you have a problem with a particular mission ☺ So, without further a second jump straight into the ☺ ???? If you have a problem with targets, please see my goal guide to Sniper 3D here Section 1 – Tonka Bay Quite simply actually, if you still want to do it here please let me know in comments ☺ Chapter 2 – Porter Heights Mission 1 – Long distance This mission forces you to be an enemy on the roof that is farther from your gun will actually fire. It's not impossible though, just make as many shots as you can and also aim a little more and under target and you'll get your lucky kick. Mission 2 – Take a Break Easy Mission, if you have a gun needed – simply aim and shoot the target, there is not much more about it. Mission 3 – Dangerous new trend The target is on the roof next to the antenna. He walks back a lot, so wait till he gets back to the corner and takes him out. Mission 4 - Prank Call You are quite close and see 4 targets firing at the police. They have their back wrapped on you and you just need to be quick, don't aim carefully so this low distance will hit you easily. Mission 5 – Conflict of Opinion There is your target running after two innocents in the middle of the street. Be careful with speed and aim carefully and this will be a simple one-shot victory. Mission 6 – Remote detonation This is a guy who walks around the corner and then will use his cell (it may look different every time, but it is always the same person): Mission 7 – Last words This hostage exchange will go horribly wrong, so don't wait for that to happen – take the hijacker who points the gun at the hostage and the mission is over. Mission 8 – Take the bait Two people, one from the left with the briefcase and one around the corner from the right. Wait for them to exchange briefcase and your target will walk to the left – you can barely see them during the exchange, so take the time to leave to get a clean shot. Mission 9 – Change plans 3 goals will walk around the corner and you can take them out quite easily When you shoot each other, he'll freeze for a moment, enough to shoot them. I recommend taking them from left to right, because this is the fastest and easiest way. Mission 10 – Bodyguard Description sounds harder than it is, Only 1 type ran unaokolo i you can notice it and take it to the bottom: Mission 11 – U croud Do not faint attention, this is no guy ran naokolo, check 5 seconds i aim to still swagger with blue headphones (you can't set it off) ☺ Mission 12 – Drug dealers They're in limbo with each other then they're perfectly aligned So you can take both out with one shot, otherwise the other will start to run and be relentless to get it out. Mission 13 – Bomber Man Do not make this mission more complicated that it must be. The bomber will run in the square and the panic will rise, it's really risky and relentless to get a bomber now, so wait a second and he'll stand in the middle of the front and you can easily get him. Mission 14 – Ominous Nightmares This mission requires some strategy, but it is not that difficult. First, take the guy on the top roof (1) to the right – no one will notice. Then wait until (2) walks to the left, so it's in front of the wall. This is a great place to catch him. Next you need to do out a guy in the back (3) – this will prevent (4) you notice that you have done it and then you can take (4) out easily. Mission 15 – Uninvited Guest Quite Straight – you must remove the guy pointing a gun at the woman's head. Mission 16 – Can run... Take three runners, boys. I recommend that you wait to cross the street and enter the square, this will help you not hit any innocent crossings that could fail the mission. Mission 17 – Unmarkable death As soon as the guy gets the briefcase, he starts running to the right, he'll be ready to hit him. Mission 18 - Wrong address All gangsters are on the other side of the street and it's pretty straight to get them out. Mission 19 – Request your head Your target is on the roof on the right, you need to wait a little until you see it. Mission 20 – Mugging Gone Right It's the only third person running they don't shoot at the second person (that's the victim, although it looks like that's another target) Mission 21 – Cooking With Pointer Target is walking around the nearest lane from your point, you actually have a penny time until you take your phone, but you can also take it out before using your phone. Mission 22 – Another Mastermind Your target walks pretty fast in the back row of people, making it difficult to hit. Follow him and he'll make some small stops that will give you a clean shot. Mission 23 – Old Grudge Your Target is the guy in the white shirt with tattoos on his hands. It will stand for a short period of time and this is the easiest way to Extract. Mission 24 – Igniting evidence This is three guys coming out. If you take out the first second they will freeze for a second, so it will be quick and easy here before they start running. Mission 25 – Security Can't Take A Break Mission sounds like beach and fun, but it's in a dirty street... Okay, but let's see the mission. Your two goals are the first meetings (one with a green backpack, the other with blue headphones). If you take one, the other will start running immediately, so be prepared for it. Mission 26 – Zeal fanaticism The guy runs from the upper direction and can easily take it out. Mission 27 - Escape Driver You just need to hit the driver in the taxi, nothing more. You also have quite a while to target, actually, because the car will be driving all over the street. Mission 28 – Homeless Bomber Target runs between the two buildings, starts shooting early because it will be much harder when it gets to the end of the street. Mission 29 – Bullseye Precision This mission does not have the most creative briefing, but you need some tactics to solve it without much hassle. I recommend we go from top to bottom. First take type (1) to the top of the building and then (2) and (3) on the left of the building. Now is the time to catch the nearest guy (4) – the other will not notice because there is a wall in between. After that you can take a clean shot at (5). Mission 30 – Unsuccessful negotiations The situation is quite obvious, pull out the guy with a gun on the woman's head and make careful efforts to complete this mission. Mission 31 – Don't So Cyber Attack Follow the security guard and he will drop his suitcase on the wall (in part, you can't watch it from your position). Now stick to that point (forget about the security guard) and wait for the guy to pick him up. Stand by to get this guy to run. Mission 32 – Under Fire The Meeting sounds more like you'll defend against multiple targets, but after all there's only one guy on the roof that you need to take out that's ☺ Mission 33 – Hot Pursuit Zoom in and you'll see three goals running for some people – carry guns, so it's not so crazy hard to spot them. They also run straight towards you, so the goal is pretty easy here as well. Mission 34 – Shot Down And Flames Your target will walk around the corner of the yellow building immediately after the start of the mission and you can immediately take it out (tank top, tattoos on your hands). Mission 35 – Stopping the problem is causing the Finnal mission to this chapter! But the mission is not really a big deal. The group of three is at the end of the street wearing black leather jackets. You can take one of them and the other will freeze for one or two seconds and you can quickly get out. Congratulations, you have just finished chapter 2 in Sniper 3D ☺ Chapter 3 – Jandsburg Now Chapter 3 has some more complex missions in Sniper 3D, but without worrying, you can also do If you're stuck in one mission head and see how to save it. The new thing here will be that the wind is now also coming into the game, it will be necessary to adjust, but usually your sniper is upgraded enough by now to show you what you need to adjust. Mission 1 – Kill Or Get Killed Sniper is on the roof and easy target – there are no special things here to disrupt except to get it out ☺ Mission 2 – Last chance hostage position as you have seen it a few times. Watch the wind setting and pull out the target, that's it. Mission 3 – Suspicious activity Here we need some smart tactics and it will be quite easy. First, pull the target (1) onto the roof. On the other roof, you have to wait for the target (2) to walk between the two boxes so that (3) it doesn't notice what happened and shoot at you. Now you can take it out (3). The goal (4) and (5) require some time, so they are not close to each other and can be taken one by one. Mission 4 – College Cleanup Your two targets will meet in the back street – wait to talk to each other so that you can both get down with a single shot sign. Mission 5 – Nighttime The first point of your target, these are the only two running people. They run side by side, making it easier. The best tactic is to shoot after one of them if you hit it is great and if you miss other people will start to panic, but your targets will be straight jogging so you can take them out with clean shots now. Mission 6 – Putting low sniper is on top of the reading building (2nd highest level) – get it out and you're done here. Mission 7 – You need backup! There are a few targets in front of the police car - everyone is shooting and no one will notice you. It's a very simple and clean situation to clear up. Mission 8 - Gold Luck This is the guy who walks straight for the guy with the briefcase. You can only see the head and other parts of his body are covered with a wall, so start shooting early in case you miss the first or two shots. Don't worry, you can do more than one shot in this mission (first I was confused by the description of the briefing). Mission 9 – Taxi Driver Take the taxi driver on the road – fire in the region where the driver is established and this mission will be done easily. Mission 10 – Night shooting Another shooting situation. Don't confuse yourself that one man starts running, when the other leaves the bank, he'll just find another position after the other and stay there – take each one in the order you want. Mission 11 – Self-protection Again description makes you think that there are more goals, is it just one i'm on board u mid-Mission 12 – Mobile Boom Your destination stop if you get in front of the door of the right building i unpol him phone – easy target: Mission 13 – Survivor Unlike other mission to catch your meth at the beginning of not being video – first is out of the ugaoa (1) and second around the next corner – Take them out quickly to clear up the situation. Mission 14 – Stolen car Your target will stop the car right in front of the right wooden door on the other side of the street and get out of the car. Mission 15 – The Watchdog Guys This mission can be complicated. Your three targets will be just around the corner. First, take two bodyguards in your clothes and make sure you don't destroy the innocent. Big Joe's going to go left first and start running, so make sure you do all this fast. Do not disturb if you must try multiple times, often innocent will run straight into your line and accidentally kill them. Mission 16 – Droga Point Second mission where both targets have a meeting – here is the point where they meet: Mission 17 – Last Class Both run down the street, so as not to delay shooting time. You'll miss some shots and sometimes hit innocently, but that's just how this mission works, sometimes you need to try it a few times. Mission 18 – School Invasion School Invasion is one more trick mission in Sniper 3D and here's my recommendation on how to solve it. I took a screenshot where you see the location targets need to be at the time you take them out: The goals (1) and (2) are complicated because you can easily notice from them, so you want to start with them – if you have to try again because of them you don't have to run the whole mission over and over again. Take it quickly (2) after removal (1) or you will get into trouble! After that, take the target (3) because it can overlook an area on the inside of the school, but it is not covered by any other terrorist. Finally turn off the goal (4) when Target (5) is on the corner, so you won't notice and wait for that goal (6) at the back of the schoolyard to pull out the number (5) – now it's only (6) left and if you get to here it's easy to clear. Mission 19 – Delay revenge You have already been sufficiently engaged in such hostage situations – target well and take the target out. Mission 20 – Death and Taxes The meeting will be behind the box so you won't see it – but your target will walk away the same way as the briefcase guy walks toward the meeting, so be patient and wait for it to come out. Mission 21 – Sudden shutdown Target (car) will first drive away from you so that you do not get a clear shot from your position – wait until the car turns around to shoot the target. Mission 22 – Art Robbery I do not know why there are cops in the building and others are shooting from the street, but the mission is quite simple, simply shut down all targets shooting in the streets. Turn your back ☺ don't move, so this should be an easy thing to do ☺ Mission 23 – Bad Broker Your target is on the second top of the building right ☺ front of you smokes a cigarette – no easier than that ☺ Mission 24 – Being Hunted Your target is right under the antenna (it takes about 5 seconds or so until it steps out you can see). Mission 25 - Insurance Cheat This is the guy to walk (not running!) around the corner, you have plenty of time to aim until he takes his phone. Mission 26 – Library Occupation Again we need some tactics here so that this mission does not fail. First, take the target (1) on the roof, or he'll spot you and shoot you. Then turn off the target (2) on the corner, don't worry, no one's going to notice you take him out. Then wait in the place (3) until the destination appears between the boxes there. Finally, let's turn off the target (4). Mission 27 – Moving stash Your two targets will meet on the right side of the tunnel and are easy shots due to the short distance. Mission 28 – Picketing Death Two targets will run right in front of you upwards, so don't waste time taking them out. Mission 29 – Adult bully Three targets will walk straight from the top and are easy targets if you target quickly. When you take one of them, the others will freeze for a second or two before they start running. Mission 30 – Cyber terrorism Meet right in front of the tunnel in the building in front of you, you can also try to get both with one shot, so wait to meet and then take your clean shot. Mission 31 – New Year The only complex part about this mission is the goal, because they run quite fast – the only positive thing is that they won't change anything when you hit one of them and run quite close to each other. Mission 32 – Bureau Showdown This mission is actually quite easy, simply zoom straight and you will see the target running towards you. Don't hit an innocent by accident, but that's all you have to think about in this mission. Mission 33 – Busy Crossroads This mission is quite complicated because your target will hide completely behind an innocent person when crossing the street. When he crosses the road, he'll start running, so be prepared to take him out of here. Mission 34 – Normal day in Russia Take the target (1) first, you can not see the other, but will see you when you take one of the other targets. After that, wait for the goal (3) to go to the right before eliminating the goal (4) to the right to extract the goal (2) and then the goal (3). Mission 35 – Unocokivane consequences Another hostage situation where you only have to target the right and drive the guy with the gun. Mission 36 – The original code briefcase is here and you can zoom in here until the guy picks it up. He's going to walk slowly so he doesn't have to hurry up with the targeting. Mission 37 – Biohazard Do not start shooting at the taxi immediately, you will miss when it is just turned on the road like the wind in this mission. Anyway, he's going to get close, and you can get easier shots. Mission 38 – Attack at station 17 This is a normal shooting situation, but in this mission you will also have one guy on the rooftop who you should take out first. Mission 39 – Privacy Concerns Do not follow the type with briefcase, your goal will come out And stand in front of the entrance, where you can just take him out. Mission 40 – Mob Boss Takedown This mission takes some time – first, get out the gangster (1) at the top of the roof so that others won't notice. Then you have to wait for (2) walks over so you can take it out while others are on the opposite side of the roof. Next take the gangster at the bottom (3) when he's in the middle of the roof, so the last one doesn't see what's going on. Finally take the number (4) and you're done with this chapter ☺ Chapter 4 – Martinville Welcome to the last chapter ☺ Mission 1 – Short Story This is another classic hostage situation, but you have a very strong wind here ☺ you have to hit it perfectly – in any case, if you don't try again, you'll get a lucky punch sooner or later. There's not much else you can do. Mission 2 – Dirty Cop Cop will walk slowly with a suitcase across the area from bottom to top and is an easy target to get out. Mission 3 – Deadly race The first time you are shooting at two cars in one mission. They're going to drive towards you, so it'll be easier for the target to get closer. If you have a problem knowing when you killed the first one... The car will overturn as soon as you hit, so shoot until it happens before you go for the other driver. Mission 4 – Cop Trap Classic shootout situation you can easily clear – but remember the guy at the top of the roof to finish this mission ☺ Mission 5 – Fake Happiness Guy already stands atop a white-red skyscraper on the right, an easy target if you can adjust the wind and distance correctly. ... There's going to be more... Soon...