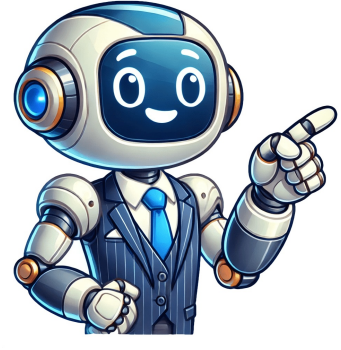


I'm not a bot



Jinx fixes everything act 2 guide

Jinx Fixes Everything lets League of Legends players see the world through her eyes during events unseen in Arcane Season 2. In Act 2, which matches up with part of the series, Jinx sees Vander again after his resurrection and wants him back. By finishing Act 1 of Jinx Fixes Everything, a mini-game set within the League of Legends client, players get closer to unlocking a free Arcane Singed skin. To get Vander's attention, Jinx plans to fix a music box that will play a song he remembers. The plan requires fixing three tubes that fill up at different rates before hitting a no-go zone. Once lit, interact with the music box and then head down to find a key behind the bar. In the basement, look for a chest containing a monkey bomb from which Jinx needs a pin. To get it without blowing everything up, take out specific items in order: a screw, a small bolt, the big coil, two brown coils, and two pins. With the pin secured, head back to the music box and install new levers found upstairs. After installing them, notice that the disc is missing, which can be found by opening Silco's safe with the code 937. This was determined by examining a map on the wall showing where Silco became Silco. IX: 37 or 937. Explore the map wall and The Last Drop to uncover hidden details and Arcane Easter eggs. After securing the disc, return to the music box and engage the mechanism to play the song, triggering a nostalgic moment for Vander. Once the song is playing, Act 2 of Jinx Fixes Everything can be completed, allowing players to proceed with Act 3. To complete Act 2, restore Vander's old jukebox by fixing two parts: the pin and the levers. The pin can be found in the basement, where Jinx's Mr. Duddy monkey toy contains it. Rotate the toy and remove each screw to obtain the pin. For the levers, go up the stairs and right to find a machine that Jinx will use to replace them. Next, unlock Silco's safe using the passcode found on his maps. One map shows Vander's statue with the number 9, while the other marks the place where Vander tried to kill Silco with 37. Combine these numbers into one (IX: 37 or 937) and use it as the code to unlock the safe. Inside, find Jinx's favorite song disc, which will help her remember past times and move closer to completing Act 3. Take your time and match the patterns carefully to proceed in this mini-game. Find Jinx's workshop and locate the cooling system, which is crucial for repairing the Rhino. Interact with the weapon and release the gas by opening the valves in the correct order. Once you've completed these steps, you'll have successfully repaired the Rhino and moved on to the next part of the game. This mini-game, "Jinx Fixes Everything," offers a fun and chaotic experience where you can engage with different activities such as repairing Sevika's arm or fixing puzzles. To complete Acts 1, 2, and 3 without problems, follow this step-by-step guide. Don't forget to check out video guides for any tricky parts. Remember that there are spoilers for Act II, Episodes 4, 5, and 6, so make sure to watch them before opening your League of Legends client. The game begins at Vander's old pub, where Jinx is trying to find a way to bring him back. Your goal is to complete puzzles and unlock Act III. The first puzzle requires restoring power by filling up three canisters with green substance. Time your actions carefully, as the canister on the right fills up fastest while the middle one fills up slowest. Once you have restored power, move on to repairing the jukebox, which was damaged during Vi and Sevika's brawl. Find a replacement part for the pin by interacting with Jinx in the basement. Grab the key behind the bar before proceeding into the room. Upon clicking on Mr Duddy in the Riot Games setup, a detailed view of the jukebox's internal components will appear, allowing you to navigate and remove the bolts holding them together to access the pin. Rotate the view carefully to ensure all parts are visible before obtaining the pin. Afterward, head back to the jukebox and observe that the levers need replacement, prompting a trip upstairs to the upper level of the pub via the staircase on the left side of the bar. Locate the DJ booth and claim the new levers, then proceed back to the jukebox for the next puzzle piece - the disc stored in Silco's safe. To access Silco's office, return to the upper floor and take a left turn, leading directly to the door. Inside, examine the map displaying Arcane storyline references and hints for the safe combination. If you've been unable to deduce the combination, enter 937 to unlock the safe and retrieve the disc. With the final piece obtained, descend downstairs and enjoy some music as you conclude Jinx Fixes Everything Act II in the League of Legends point-and-click game.

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