

## U4GM Guide to ARC Raiders Eyes on the Prize Quest

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Tian Wen's "Eyes on the Prize" sounds like a quick errand, but the Buried City has a way of turning "quick" into "where on earth am I" the moment bullets start flying. Before you even queue up, treat it like a supply run: you need three Wires, and hoping you'll just stumble across them is how people waste a whole raid. Buy them, pull them from stash, whatever—just have them ready, the same way you'd sort your ARC Raiders Items before a serious drop, and shove those Wires straight into your safe pockets so a bad fight doesn't reset your progress.

### What to bring and what not to risk

Keep the loadout sensible. You're heading into a busy slice of the map, so don't roll in with some clunky, slow-to-reload setup and a dream. Bring a weapon you can handle under pressure, plus enough ammo to win one messy scrap and still leave. Meds matter more than grenades here. A lot of players get greedy, stack the Wires in their backpack "for later," then get clipped by drones or a third party and watch the quest items hit the pavement. If you do one thing right, do this: safe pockets first, looting second.

### Finding the terrace without looping the city for ten minutes

The brief mentions a "secluded roof terrace southwest of the Southern Station," which is true, but it doesn't tell you how same-y the rooftops feel when you're being chased. Aim for the southwest edge of Buried City, around the Plaza Rosa side and near the highway boundary. You're not looking for a marker; you're looking for clues. Blue tarps are the big one. Solar panels too. Once you're in that area, stop sprinting for a second and scan up—people miss it because they only stare at street level. Use stairs and ladders instead of awkward jumps if you can; noisy parkour in Plaza Rosa is basically an invitation.

### Switching the surveillance back on, then getting out clean

When you hit the right terrace, the job itself is almost anticlimactic. There's a yellow junction box tied into the solar array. Walk up, interact, spend the three Wires, done. No timer, no hold-the-point drama, no "incoming wave" warning. The danger is everything around it: Plaza Rosa pulls AI patrols and players who want a fight. If you're light on heals or you've already made noise, peel off along the outskirts and head for extraction, because the reward's still yours. Those mag attachments are a real bump in day-to-day fights, and grabbing them now makes the early grind feel less stingy, especially if you keep an eye out for ARC Raiders Uncommon Material on the way back through the quieter lanes.

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