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Rust airfield puzzle red

These puzzles share comments away from a new implementation power system. You need to supply electricity at a locked door and then use the same key for the said door. You can say that a door is power when the speed is lit up. The box next to it, usually (but not always) a switch you need to switch to provide power. Note that this will be the only way to go when ever the switch is not turned. 2. Loot is not known much about it, although we know it will be rasponevery 30 minutes and is different from memorial. 3. There are three types of door types. Red doors, blue doors and green doors. Each of these doors needs cards according to the relevant color to open the difficulty of the door is due to being green, blue, red, green being the easiest and the most difficult of being red. Remember that for example there may be a blue door behind the green, so make sure you need to first open one before opening, for this chhadra, in these cases, before the last door can be looted. Green cards can be found as a drop from scientists, and in light, the supermarket and the gas station of THE BA Um. The blue card is not a blue door that can be found in the terrace or loot room in the welding machines that are opened by the green card. Red cards can be found only in the box and behind closed blue doors. All these cards have a swapp range, however using them at the wrong door or what power they don't have will do it, but using them at an already open door. Guide Video Morcha Initial Guide-Where is a video here to find all the cards tells you what card you need to find all the clickon sins in the morcha. Community content is available under CES unless otherwise stated. An A card with high-level clearance, gives access to high-level areas. Water treatment can be achieved by completing blue-keycard puzzles at the plant, airport, power plant, and train yard. Morcha Ciyon Card Guide 2020 It is being a complete guide about completing each of the various memorable puzzles located in the game. This article will cover monuments including: Big Harbor Small Harbor Airport Train Yard Launch Site Military Serings Power Plant Satellite Dishwasher Sever Branch Water Treatment Plant Check out our claim before we can start here, there is a video on all such monuments if you want you to read on it, and everything will be described in the video and watch the video Some monuments may be better for like the shutter branch and airport. To get started we'll list a few places to get a green card. Green card can be achieved by killing scientists on oil rigs, roads, cargo ships, giant excavations. And there are junk, light, supermarket places, and finally the Oms gas station. In the green card room you will find either a normal crate or military crate and a blue church card Different degrees can be used in 2 monuments. Class 1 Monuments Big port for the big port you will need another one green card. For those who are more visual here is a map map where you will need to switch, put the micro, and shave the mecone card. In the green card room you will find a common crate or a military crate and a blue church card which can be used in various level 2 monuments. The small harbor for small harbor will provide you as big a return as the big port including a crate and a blue card which once again needs a crate and a green card. Here is another map where the recicolor and loot room map. In the satellite-dash satellite dash you will need a green-quality card and a head again. You will find a room returning to the satellite's on the inside of one of the buildings there is one and a switch out from the outside. Change it and switch and go to the top of the next building and shave your green clears to claim your green card. For the Class 2 Monuments Power Plant powerplant you will need a green & blue card and a spoon of one. To enter the main building you will need to switch 2 and hit a timer and there is more than one as many as one to wear. The timer can only be enabled if both switches are changed on both, then it is best to hit the fleeing switch and then run into the room with the timer and the rest of the switch. A switch is located on the bottom outside of the ladder of the crude oil refinery building. This is the same building that contains recicolor in the train yard. On the opposite side of the monument, there will be a small shack in the right-hand side with the red pipe known for it. Inside here you will find the 2nd switch and timer which will allow you to switch if the 1st switch is on. After you have turned the timer you will have a minute to run on the main building and swiaiper your green card. Inside you will need to hit a switch on the ground floor in the right-of-the-way to move the power in the blue card room. Run the stairs and enter it and you're good to go. Alternatively you can land a manakopattiar on the roof of the main building to avoid using a green card. You will still need to do the blue card and still do so. To complete the water treatment puzzle, the water treatment plant will need you a blue card and a pane. Start by walking on a three-storey building in the middle of the monument. There will be two big doors with a valve in front you can spin between two. Turn it around and make your way to the top floor where there will be a small room with switches and a tae box. Switch and make your way to the bottom of the long building with a recichcolor in it. A set of stairs and ladders at the back and stairs on the top will be See a blue door where you can slide your card. The Trainee Trainee Memorial Puzzle to do this you will need another blue-according card and green postcard will start by detecting that reckeycolor building near the water tower. There is a switch to a low level on the power-terbion, flip it over. Now the train is running a little to the right to walk on the tracks and find a big, winter tower. Climb in and climb the tower. There will be another switch to the top flip. Make your way on to the main train tracks and stairs in front of the next main building. Climb to the second floor and finally switch to the place you have and 3rd at the end of the day. You can climb the next floor using stairs and you can use green postcards. After returning to the green room to claim your red postcard once again in the next floor and return to the past of the blue door. Airport airport needs two fusanda and a green & blue card to insert. The main recicolor is a room for the first inside the building. After you enter you have a limited amount of time to run in the serids and the bun. There are more than one of the top suids that lead the go-to slot so you're able to find before entering for the first time. Once inside the bank is a blue card door. Also you will find the box next to it for this blue card door. If you walk and return to the entire room, you can walk out and walk outside before. The Class 3 monuments will be much longer because both monuments are too complex. The launch site launch site needs to complete two fusanda and a green & red card. To enter the main building you must enter two fusas because you have the power to sway your red card. This will make you need to run all the way across the launch site as far as two. To start, change the switch located in the small shack to the right of the pit by the truck. There is an electric line running in the right of this shack which is with the wire running from it. Changing this switch will give power to the green card room. This switch directly walks into the green card room, the swaiyp card, enter it, keep it with you and change it on the switch. This will give you a limited amount of time to run throughout the launch in the co-balt building and to enter the 2nd on the ground floor there. Once with 2nd you have to run directly on the main building and you will be free to shave and insert your card. Keep in mind that if you take it for a very long time after the first time you will be run out of time and have to enter each other in there. If you are trapped inside the main building, switch to the ground floor to restore power so that you exit. Military for military suerings will need you one to one and one of each card. Ready to clean you completely to take the seriating Scientists with a gun, meds and ammo. Once completely clean all the scientists and you can return to the elite box in the middle. After clearing everything the main entrance of the stairs has been inserted into the side room. Inside there. After entering you will have a limited amount of time to run in the green card room and enter it. Kill the last scientists once inside the green card room and hit the switch. This will allow you to enter the blue card room. Kill the scientists inside the blue card room and then you can move on to the red card room. After you turn the timer apart from the red card switch you have a limited amount of time to enter the room before closing the door on your face, to re-swive you your red card, make sure you enter the room before the door closes. Rooms are packed with scientists so killing them can be a challenge and if you are solo, more than one may be needed. Thanks for reading, congratulations to the victim's main card! Note: It will be used only to report spam, ads, and difficulty (harassment, fighting, or non-raw) letters. Our colleague Malyonnik is back in it again, at this time he is trying to solve a morcha memorial puzzle, well... Actually all of them. He has covered a complete guide to covering all the morcha souvenir puzzles scattered across the island. Its guide provides a complete walkthrough, with preparation instructions, for players who need to know the right steps to achieve the potential of living the areas necessary to complete the fus, key cards, and every puzzle. The Morcha Memorable Puzzle Guide covers the easiest of puzzles for the most difficult. If you want to find your own, now is your warning to avoid this video. Otherwise, we posted the video below. Make sure you don't already have the video to help you like. It really helps! Hey guys! Here and today we're going to take a look at the morcha puzzles! For those of you who haven't heard of them or haven't seen them yet. The Faqiponch recently dropped down in monuments. If you haven't checked them yet then they are definitely capable and this video is going to prepare you for each of them. Also, you can find time-steam in detail if you want to see that is a special puzzle. So first take a look at what you'd need. It's a lightning, you're going to use them for their power and a puzzle as you're going out to do a puzzle as you will need one of them at any time. You can find them in barrels, boxes and dabeas chats although barrels have significantly less drop chance than others. Once you've got your pico you're going to need to get some important cards. Currently in the game There are various important cards-green, blue and red.

Matches each different color key card Different color doors in puzzles. The return behind the puzzles also gets much better to the maximum degree or color you go from green, blue and then to red. Green is on desks on the main card spon which are gas stations, supermarkets, junk and lights. Also there is a chance that you will get a far from scientists who have found you a gun is very easy to kill. Blue key cards can be found inside the loot room for green puzzles. They are also the only one of the key cards which can actually be purchased from the foursome for 100 scraps. That being said I will not do it personally because you can easily get to other places. Red key cards can be found inside the loot room for blue puzzles. None of the important cards you know where to look for them and they seem to be very fast to the spon. Also, it is important to note that to use an important card it actually has to be in your hands and you attack the keypad with them and unlock the door. This is actually minor damages important cards although don't be very concerned about it as you will lose someone you're actually breaking before you're you.' Finally for the preparation part of the puzzles it is noteworthy that you will need to protect many of these Rad Dad Day. So now you've got your fush, you've got your main card and you've got your Rad Dad Day suite or equal. It's time to drop in puzzles! Green Poszlistii is the easiest of puzzle types but are still a little bit lootable and able to stock up on the Blue Key card. Morcha Harbor 1 Poszles there are two different states of the port that may appear on a map that many of you will be aware of. If it does not look like your port, you may be following other port guide in this video. First, you want to find the building that is on the harbour's suburban. Head down into the floor, put one inside and flip the switch. Back out and up to the top floor, shave your green key card and you're in. You will find a Blue Key card on the 1 or 2 boxes and desk. Morcha Harbour 2 Pusezlyaan, if it's not the port you're looking for then you want to be on the other port guide in this video because there are two different ports. Find this building which is in the middle of the port beyond a large red hengar. Throw a dick in the inside head and box, butt out and switch to your right in front of the building, it's basically on the opposite side of a wall. Turn it around and head in the header, about half way to the right you will get the green door, swipe your green key card and you are in. Like the other port you will get 1 or 2 boxes and a blue key card. Morcha Sivar Branch Pozzazeliery To start in this red building, head inside, put your aq o in the box and flip the switch. Head down the tap here, head left and you will end up at the green door. Shave your green key card and you're in. You'll find around 3 boxes and a blue key card. For green puzzles, morcha satellite dash puzzles we have satellite dash. Head of these two metal shack. If you have a loot room you are clearly heading to another. Throw the button in and your head, now out and back around the back of the building to philip the switch. Shave and head around the other metal shack for your green key card to shave and you're in. You'll find 2 boxes and a blue key card. Blue Puzzles is that we are starting to get the blue puzzles on things that are just more interesting and difficult than one. Morcha Airport Poszlebefori you also head the airport to make sure you have some Rad Dad Day protection, a green key card, a blue key card nor 1 but 2 views. Now head the main building across the runway from the hengar. Go in through the door around the left and inside the garage. Soon you will see a door to your right as you go through this door, head into this room, throw a cut and turn to the timer, yes, I said timer so no screewang around you want to ruin. Go back and down the door of the ring between the hengar 2 and 3, go down the ladder while facing the hanger and turn right. When you go to the green door, shave your green key card and in the head, you will find a crate in this room but you will see the blue door even though it is not yet power. Head around the right side of the right, throw one to one for one and go back to the blue door. Shave your blue key card and you're in, you'll find 7 boxes and a red key card. Morcha Power Plant Pusezliavo will need a green and blue card for this, but unlike the airport you will only need 1 electric act. Start in the 3story building in the right-of-power plant, you'll get the first switch under the stairs. Reduce your way into the electric plant to the small red building with a slotted roof. Head in, switch and then timer, keep in mind that you are clocking now and need to move it if you don't want to start again. Head to the left of the Big Grey building and you will find the green door, shave your green key card and head inside it where you will find between 1-3 boxes and 5 barrels. Also, on the first floor of this building you will get another switch, flip it and then go here and head up the stairs. Go before the blue door and turn left where you'd see another badbox. Leave one and go back to the blue door, shave your blue key card and where you are Find 4 boxes and a red main card. Unlike the airport and power plant, you don't actually need a green key card to get into the blue room at the Morcha Train Yard Pusezlanavo train yard. It's being said that it's worth taking someone with you if your doors are practically right next to each other so don't get some extra loot. Also, don't forget to bring you with an electricity as you're going to need one. First, head to the recichrebuilding, through the garage door and flip the switch. Back and head into the other side of the train yard and into this tower. Run the way to the top and film that switch out on the balcony. Make your way down and above the main building, on the second floor and you will find the same in the back-hand. Change around and go to the door on the other side of the room which will put you on the outer stairs. One floor head and you will reach the green door, shave your green key card and you will get 1 crate and 3 barrels in. Another floor head and you will find the blue door, shave your blue key card and you will get 9 boxes and a red key card inside. Planning a treatment for the morcha water for a blue taffinally we have a water treatment plant which has given that it is a blue puzzle amazing. For this you will only need a blue card with an electric and blue, there is no green door here even though we have not seen that until then that is not a new source. Head to the building in the center, you're going to find two big blast doors with one wheel that you can change. Keep the E on the wheel, keep in mind when you let the wheel go when it's off until you're enough to get the blast door to the by-side. Once inside you will take 4 boxes above it and into this room, then under the head and into this room, apply its space and start the timer. Back out and make your way to this large building, you'll find the blue door on the second floor and inside you will get 6 boxes and a red main card. Oh and one last thing, use this switch back to the office to turn the door so you can get out. Red Puzzles, where boys try war and parkour or die. Seriously among scientists you try to kill and rolling around their puzzles are not a homakadal tank for those who are faint hearted. In the right of morcha military serves puzzlelet, make sure you've got one of the key cards and when you just need the same person for this puzzle I usually take two just in case we're trying to get by it. Also, you're going to bring some decent powerful as you're packed with some serious powerful people in this place that's full of aggressive scientists and they just will not turn you around waiting for you to make the first move, they will You see you @ # \$ ^ the second they see you. To save me just to kill scientists about every phase of it says I want to stay on instructions and just keep in mind that you will see in the video. Go down through the main door and right door, make your way through the right-door until you see this rostad door on the right label Armori. Go in, follow the hall around and take the first door to the right. You'll find a one-to-one box and a timer, throw an electric inside and move the timer. Now it's # @ ^ \$ing time! You need to move immediately whenever safe. Go back to the way you came, past the door and straight to the surf. A fair way you will see a chain link fence on your left, butt through the hole on the bottom left of it and then head left. You will find the green door on the label storage on the right hand side, swipe your green key card and head inside. Once I go to the right and turn the switch, turn around and return through the green door, go to the left and make your way to the tinal square where four different crossings are complete. The red container in the middle is up 3 elite boxes so it's definitely worth returning to your way. When you come to the other side of it, until you get to the blue door label laboratory, shave your blue key card and take a head in it. You'll find the red doors here with a timer next to it, if the timer will not work to run you out of time and we need to go back to where we put it in and then do it all. Also you have already cleared the scientists to this point, so it should be quite fast at this time. If the timer moves you are good to go, swive the red key card and you're in! Inside you will find 3 elite boxes, 2 military boxes and 2 general boxes, even a few drupuid scientists will be careful even. Once you're back you'll find a different door you used to come into, it's gonna get out, hit the button and go through it. Follow the dalan and take your first right, this door will take you to the serpheral stairs and your way. Although be careful as a typically behind-the-door a duped scientist hides behind it, literally here is his right and sometimes there is a scientist at the top of the ladder who you don't know to wonder if he is there. Congratulations, you've just completed one of the toughest puzzles in the game, now they're back to the rassi your base! Oh, and one last thing, if you find you are constantly very slow and you use two fuozes all the time, you can first clear the place and then run back and get into it. It will take a little more time around which all the extras go, but they will save Second. A good reason to list puzzles is starting the website of the morcha launch site Puzzlelist. The largest and the biggest of the monuments, complete with a homakadal tank and you think it's even more possible than radiation. Therefore, on this campaign you are going to bring two electric fus, one green card and a red key card. In addition, The Rad Dad day suite will suggest bringing some Rad Dad Day tablets and water in as well as you will be wearing. The suite will be fine for most of it but things you make your way into the main building once become very crazy. Okay, let's do that! Head off from the launch site's rocket side and top everything you'll find this green building with 011 written on it. Inside and directly to your left you will get the first switch, flip it. Go to the stone building with a metal ramthat past the next rocket, go down the stairs and into the room on the left where you will get the second switch, flip it and back up and head out. Next, we're going to start the rocket parkour by heading this hole next to the rocket. Go across the cuffs and make your butt hole feel strong because you either fall into it a few pixels or your death. When you move the timer then the door is in favour and then head through the door. Parkour on the other hand, but be careful, many people just go from far left to be on the beam, beating their heads and falling to their death. Keep an eye on you and find a place that's comfortable with you. Once you're on the other side, the red button and head in, everything in the look returned and then hit the button to get out. Next, we're going after the resilil red door return. Go to this small building by 3 silos where you'll find the green door, shave your green key card and head in. To the left you will see a sergo box and a switch, throw a head into the box, flip the switch and get back. Next, we're going to be going to the far side of this building by two blue containers. Head in and you can switch and switch another sergo box, throw one and flip the switch. Now here is where all the difficult task sits away, head over the big main building and you will get a few red doors. Shave your red key card, head inside and return to everything you can find, including elite boxes on the terrace. To get out you will need to find a room on the floor below label support power, throw a jaco in one and flip the switch. Keep an eye on your radiation as your Rad Dad Day suite will not be enough to keep you safe. Take a few Rad Dad Day tablets and some water back if you have them or alternatively just bring a ton of water with you and use it by yourself instead. Congratulations, now you've completed the second red puzzle and its final puzzle You've seen this whole thing finish from starting that i genuinely hope that it has helped and thank you for seeing it all and sneak up to the end. If there is anything other that you want me to see lessons then I would love to hear about it in the comments. I want to answer myself as quickly as possible and I take all the ideas and suggestions on the board. Thanks for watching people and I'll see you all in the next video! Video!

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