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Scp secret laboratory guide 2020

For descriptive information about scientists, visit Scientist. Overview[edit] Being a Scientist is one of the best adventures that can happen to you in SCP:SL. You're probably in a prime position - because of your spawning places, starting objects and lots of friendly units trying to save you (with a fair share of people trying to kill you). Find the card, save, join your allies to help them. Places of reappearance[edit] As you begin your round as a Scientist, you can appear about 5 different locations in the Light Containment Zone (LCZ), which are: GR-18 Room Checkpoint A Checkpoint B #00 Armory Bathrooms Starting Items[edit] As a Scientist, your relief objects are: Tactics[edit] The first tactic-[edit] Try to find room GR-18, or containment room SCP-012. In the UCS-012 containment room, you can find a Zone Manager key card, which allows you to open the LCZ checkpoint. While on GR-18 you can sometimes find a locker that may have a zone manager key card on it among other items. Once you take the zone manager access card, do not drop your scientific key card. Then find the checkpoint, go to The Heavy Containment Zone (HCZ). Its main objective in the Heavy Containment Zone is to avoid SCPs and find the room of SCP-096. Once you've found the SCP-096 room, use your science key card to open the locked door and get a key card from the lieutenant. If there's no lieutenant ID card, then that means a facility guard most likely grabbed her, so you may have to hunt them down. Once he found the head of the lieutenant's key card for the entry zone (EZ). In the Entrance Zone you want to find Gate A or Gate B, preferably Gate B. Then use the lieutenant's access card to open the door. Once that happens, you can go to the Surface Zone and escape. The escape zone is located near NTF Spawn on the Surface. It's on the B-door side of the surface. If you could not find the lieutenant's access card, then you must go to the entrance area and find gate B and wait for NTF to appear. The second tactic:[edit] Don't focus on searching for access cards or a weapon, you have a letter in your inventory all you need to do is find #914 room, where SCP-914 is located. If you find it, be careful, there may be some Class D personnel there, they can try to steal your access card or even kill you if they have a gun. Update your scientific key card on SCP-914. The most effective way do this is put the scientific key card in the 1:1 configuration to get a zone manager, then put the zone manager in the fine configuration to get an installation manager. Once you get the Keycard from the installation manager, leave SCP-914. Do not try to go by the O5 access card, as it is only useful in some special circumstances and the time is of the essence. The installation administrator access card can open anything other than a generator or armory, making the installation manager a useful card to recontent SCP-106 or activate the alpha warhead as it is easier to get than the O5 access card. O5. The installation administrator access card in hand, find the LCZ/H CZ checkpoint to reach HCZ. Start exploring HCZ to find the EZ/H CZ checkpoint and any loot that may have been left behind by dead facility guards. Once you find the entrance area, find Gate-B and escape. The third tactic:[edit] The easiest, but most boring, hides somewhere in LCZ and waits until someone comes for you. A common hideout is near the checkpoint windows at the LCZ/H CZ checkpoint, as this allows you to run through the control point when UCSs open it. The problem is that UCSs can check those places as they are common hiding places. Your best option is to hide in rooms that are not often checked mid-game, such as GR-18, PC, SCP-012 and LCZ Armory. Then wait for LCZ to start decontaminating, because during the 30-second countdown, the checkpoints always open. Note that despite the announcement that LCZ takes 15 minutes to crash, it actually takes 11 minutes and 45 seconds; the timer counts faster than 1 second per second. Written by bbob1937 / Oct 23, 2020 SCP-330 is a new UCS element, temporarily added for the Halloween 2020 event. It is located in the table where the zone administrator access card appears in the SCP-012 room. The SCP-012 room has been renamed the SCP-330 room for this event. Pressing [use] on SCP-330 will deposit a random candy in the player's inventory. If pressed more than twice, SCP-330 will cut off the player's hands and kill them. This guide will show the effects of all possible sweets that can be obtained from SCP-330. Pink CandyInstantly blows you up. All enemy players (if disabled), doors and glass are damaged within a nearby radius. Any grenade in your inventory will also be flown instantly and can contribute to a massive explosion. While this could be considered the worst candy, you can use it as a suicide bomb against your enemies or sacrifice yourself to open the armory door or micro-HID door. Purple CandyGives you 15 AHP. Blue CandyRecovers a small 15% of your stamina. Green Candy gives you the Vigorous effect of adrenaline for a short time, preventing you from losing endurance. Better than blue candy. Yellow CandySlowly recovers 15 HP, as painkillers. Red CandyInstantly gives you 15 HP. Better than yellow candy. Game: SCP Secret Laboratory SCP: Secret Laboratory - All Map Layouts This guide includes all possible map layouts for all UCS zones: Secret Laboratory. Map design warning list: SCP-079 could see maps in different because I couldn't use it to map the zones. Rooms 'But regen, what are all these lines and squares in the pictures?' I'm glad you ask! This is the Class D Spawn (CD01). This is the control point of the input zone. A completely straight aisle can be a(n)/LCZ: Empty Hallway (HS 0X). Airlock (AL 01/02). Bathroom (WC 00). Greenhouse (VT00). HCZ: Empty corridor. Tesla Gate. SCP-049 camera. SCP-049. Camera. Alpha warhead room. Micro H.I.D. Storage Server Room. EZ: Empty corridor. Segmented office. Single-storey office. Locker. Door door. A 3-way intersection can be an LCZ &HP; EZ: Empty 3-Way Intersection. HCZ: 3-way intersection empty. Ammunition Armory. A 4-way intersection can be an LCZ, HCZ &HP; EZ: Empty 4-Way Intersection. A curved aisle can be an LCZ &HP; HCZ: EZ: Empty Curved Corridor. Intercom. This is a Room of Interest (ROI). An ROI can be a(n)/LCZ: Armory (#00). Office (PC15). SCP-012 Camera (#012). SCP-173 Camera (PT00). SCP-372 Camera (GR18). SCP-914 Camera (#914). Control point (EX-A, EX-B). HCZ: Control point of the input zone. Elevator system (AB). SCP-079 camera. SCP-096 camera. SCP-106 camera. EZ: Door (A/B). Hallway ruined. Blast Door Room (Red Room). Evacuation shelter entrance. Light containment zone LCZ maps are easy to find out. If you appear as a D-Boy, you know what map it is after entering the first room, because room CD01 always remains in the same position. Arms If you show up as a class D and enter a straight aisle, you know it's The Arms. It is best to go left from there and then right on the IX. The heart If you appear as a Class-D and enter a curved corridor on the left, you know it's The Heart. It is best to go left after the two straight corridors. The line If you appear as a class D and enter a curved corridor on the right, you know it's The Line. This is the simplest design of all, and it's best to go left on the first IT. The If it appears as a class D and introduces an IT with an ROI on the right, you know it's The Loop. From there you should take a look at all the rooms near room CD01, before the scientists get to them. The If you appear as a class D and enter an IT with two straight corridors connected to it, you know it's The Ring. It is better to go right from there, because there is a higher chance that UCS will come from the left due to the IX in the top right. Heavy containment zone The HCZ is the hardest to find out, as no room remains the same as CD01 or ez Checkpoint. The best way to find out where you are is the first room after leaving an elevator. If you enter a straight corridor it can only be: The BonBon. The Rectangle. The Turtle. If you enter a curved corridor on the left or right it can only be: The Rectangle. The Turtle. If you enter a left-facing 3-way interchange, it can only be: The line. The Rectangle. The window. If you enter a 3-way exchange facing right you can only be: The BonBon. The Line. Rectangle. The window. If you enter a 3-way interchange oriented in both directions, it can only be: The Rectangle. The Turtle. BonBon The Line The Rectangle The Turtle The Window Entrance Zone EZ is easy to find out. The EZ checkpoint always stays in the same place, place, down two straight corridors. You can say the design once you get to the third room, it will be an IX or a curved hallway on the left. There are 5 or 7 ROI, but the important ones are the two doors (and maybe the intercom if you like micspam, yell at the dinosaurs <3). Please note that the EZ is only a big dead end, unless you have an access card authorized to open the doors. The branch of the cross This is the only distribution with a curved corridor as the third room after the two straight corridors. The This grid is the most confusing layout and the reason why the names are at the bottom and not at the top. It's best to go left on the first IX. The line This design is the simplest. It's also the reason why the design name and zone name are in two different corners. The pipe you may also like: SCP: Secret Laboratory – LCZ Navigation (Light Containment Zone) SCP: Secret Laboratory – Guide to Avoid loss of SCP: Secret Laboratory – SCP-914 SCP Articles Routes: Secret Laboratory - Guide to Avoid Getting Lost So you have trouble finding your way around and end up running in circles? Do you need to leave before the nuclear bomb or decontamination goes out? This handy guide will help you find the best way at a glance instead of opening doors at random. Containment light contention can be confusing at first, but those letters mean something, so always keep in mind that numbers are only very good at helping you keep you from spinning for the most part. When in light containment pay attention to above the doors, even while in the airlocks, as they can often give you important clues and if you are good at retrieving numbers under the letters for that round you can turn it into a sneaky browser. Let's start with the D-boys. They appear in their cells that it's marked CD if you run away from an SCP and this is where you're going is a dead end. There's only one D block. The two most common letters you'll notice are IT (intersection) and HC (aisle curves) TI can be a T-section or a cross both are useful when fleeing someone trying to kill you, as they allow you options. HC are just a twist that leads to another area and only one path, while the turn is smooth be careful that you could be seen and while providing better coverage against gun fire is a little blinder when you are running. The following is rare and can buy time or seal your destiny. It's the AL (AirLock) and just as its name says it's one open door at a time. There is a small concealment hole if you need to hide quickly that is not often checked that it could fire. AL has a string join possibility so that you have multiple ALs in a row. Everything here in the light containment section is one of a guy's rooms. The most space you care about most is, of course, the EX-A and EX-B rooms these are your getaways If you're missing an access card to let a smart player slip and escape to invisible heavyweights. These doors open at the last minute of light decontamination and offer those who ended up behind a chance to escape. Knowing how to get to these doors is vital and can save your life. The next important room #914 this room is also called the upgrade room and is often the first place everyone is looking for. SCP wants it because there are often players hiding inside it, D boys and scientists want you to mostly update your cards while it's a safe haven, and Chaos, MTF, and the guards want it because it's often a people to escort or upgrade their weapons. These doors will not open without an access card and will remain closed for the last minute of decontamination. Being locked in #914 without an access card is a fate worse than death. UCS cannot open this door Scientists have the opportunity to appear near the room #00 they cannot open the door. For the D boys it's great news because it's the armory. Inside is often a pistol several grenades, ammunition, and at least one machine gun. A guard card will open the door and allow people to join. The armory has a room that shares it 00 designation each round, any other is random, and it is PT00 this is the spawn location of SCP-173 also known as peanut that is even shown above the door as PT could withstand peanuts with the 00 being the nuts inside. This room is considered EXTREMELY DANGEROUSly friendly as it leads to a staircase leading to the ROOM of SCP-173 with its doors open in the announcement of the decontamination time limit. If you are looking for an access card that you might consider searching for WC (Water Cabinet) is the bathroom inside there is a possibility of a relief weapon, an access card that appears at any counter or on the floor. It is a connecting corridor which means that it is possible to continue passing the toilet and in another area, although not what the next room is above the door. Another place where you can search for the treasure is PC (personal computers) here there is a row of computers with the possibility that an access card is on a desktop. This is a room and therefore it is a dead man in case you are running away it is advised to stay out of this room as it is easy to get caught with. If you #012 not by that road while you're being chased is a hallway that leads to a key leading to a dead end where an access card and a gun can appear. It is one of the poorest options to choose as a Access is already needed to enter and offers no real hope of escaping from being chased unless you can block an SCP on. If you see a set of letters you don't see here it's the SCP-732 room inside is its cage plus a cabinet you can look for. It is a decent room to try to play ring around the rosie in but it is not ideal as you will have the important 914 safe style doors with exit security it provides. It is not possible to be locked in this room with the exception of the containment cell in the center of the room. Heavy Containment Unfortunately there is not a good trick to get past it, but there are little little things you can see with the doors to help you say you may not want to open that door or it might be worth the risk of getting attention to open it. The best advice you can get when it comes to heavy is to follow the doors already opens as SCPs, guards, MTF, and Chaos often leave the doors open in your quest to go deeper so followed the established paths is a good distance to dig deeper and escape. Whether you are an SCP or a guard at the round start the roads are completely random which is said to be the T intersections often turn out to be the most useful elevators seem to appear a little closer to them. The first in this list are the escape doors as they are after all the target and in a maze of doors that look alike. These doors have a slight orange coloration near the moving parts of the lights. While it's subtle, it's enough that if you see it, you know where to go. The other important room in this maze of rats in an area is SCP-106 also known as Larry or Old. This room is important because it is the only UCS with a kill button. While your killing room requires a key card 05 is a great place to hide if there is no SCP-106 as most other UCSs will avoid it and there is a ton of space to work when dodging. It also provides a good opportunity to catch an SCP if you are better at making jumps than they are as you can jump to cell SCP-106 and your door is locked behind an area of 05 key card only. The trick to seeing your room by the door is to look for small rays of red light that enter through the cracks, while it can be subtle there is only one other room that makes those red rays and that room is always clear. At first glance it may look like the top door, but if you look close you can see the bill. There's a little red reflection on the rivets of the lights on the other side. As for the only other room that has the reflection is the UCS-096 spawn area and will always carry a small red room that requires an access card to open. If you don't see the red light it's just below the center of the door below the UCS base logo. While there are many rooms that meet in heavy containment randomization of it plus the lack of directions make it the easiest place to get lost in if you are forging your own path. Entry if you have reached this area, you are deepening or escaping. This it is more common for Chaos, guards, and the SMN to be lost or divided, leading to them being removed one by one. It is also the easiest area to navigate, as the signs are clear how to go deeper or in which direction to flee on the run. Let's start with how to deepen heavy containment. The first time that this area either de-ove in or just leaving out the door. Take a quick look around the darkest shadows are the way to heavy containment. It is clear unless it is a UCS where color vision interrupts shadows that are normally guides. Below is the right path to take if you want to go deeper. As you can see it looks dark sinister, and there will always be only one path like this at every intersection. The exit is always the clearest way to look for the softest shadows if no advice can be found, then it is to go forward as much as possible until you see only pure black behind a door without glitter of color, since these are the differences that the doors shelter, with green being a refuge behind the door and therefore a cul-de-sac. Below is an image of what you are looking for if your search for a gate. A normal path that leads to no other depth in the area looks like this sometimes if you are fleeing you find it, but the image is placed at least for comparison of the other two images above. The last important thing is that you found a door, but you really want to risk getting it up. Well, besides being clearly different, they're also labeled. Gate A is the door commonly used by Chaos often left open by Chaos as SCP are possible allies for them. The benefit of this door is that if you're a D-child it's the safest, as it allows incoming Chaos a good chance to find you and help you escape. If you are someone trying to open the nuclear weapons room with a key card 05, then this gives the fastest way to the nuclear weapons room to try to open it and assemble the surface station. This path is more open and often prone to equipping around SCPs, as the top-level railing allows parkour and the open area allows people to keep their distance while keeping gun fire on people. The height of the upper level will often lead those who are less elegant to fall to their deaths. Gate B The MTF spawn point is the fastest way to escape, although the semi-decent MTF will lock it behind them to keep your spawn safe from being camped. It is the safest path for the Scientist, as the MN SMN will most likely attenuate this whole area. It also has better protection, as the exterior is on a ledge and has a secure door lock line of sight in the relief of chaos. The narrow ledge will often lead to minor fall damage is harder to comet enemies around and there are several safe spots to hide from gun fire causing enemies to approach shooting. The narrow dot next to the makes it ideal for scp ambush as well as most just run away. You may also like: SCP: Secret Laboratory – LCZ Navigation (Light Containment Zone) SCP: Secret Laboratory – All UCS Map Designs: Secret Laboratory – Object Routes SCP-914 SCP-914

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