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Guide &gt; Main &gt; Subnautica Aurora Codes by Eddie Robert on September 3, 2020Subnautica Aurora Codes: While playing in the open world survival action adventure video game, Subnautica, players often get notified about aurora's situation. For the displaced, Aurora is stranded on a distant ocean planet called 4546B. In this guide, we will be sharing all aurora door symbols at the Aurora Subnautica.Finding ship in Subnautica is not much difficult. You can discover them by heading to the surface of the water. Once you have managed to find the Aurora ship, all you have to do is get a radiation suit. It should be noted that without radiation suit, you will not be able to explore the ship and this may create a problem for you. If you're on the hunt for the Aurora ship, taking the following items with you is highly recommended: repair ing a tool – you can use it to get your driving room and any broken doors repaired on aurora in the Subnautica.Laser cutter – with the help of laser cutting, you can enter into various rooms including Shrimp Bay Suit and BlackBox Knife Terminal.Survival Knife – and will help you kill any lingering bleeding. Propulsion cannon/dissonance gun – these can be very useful for you while removing boxes and barriers, which are those in the main entrance and laboratory entrance. Weapon - Using this, you can protect any cave hustlers. This can just be a propulsion/dissonance cannon you take with you to clear obstacles on auroraa Seaglide – you will need one of these to get around the submerged parts of Aurora in Subnautica.Once you get yourself equipped with the above items, you're all set on board. There are many closed doors in Subnautica that you will witness while exploring the ship. All locked doors in Subnautica codes are required to get unlocked. You can find subnautica door codes in the game as you progress through the story. Here are all aurora door codes at Subnautica:Cabin #1: 1869 Cabin Quarters: 2679Cargo Bay: 1454Lab Access: 6483Robotics Bay: 6666This is all you need to know about aurora door codes in Subnautica. Don't forget to read more of these useful tips in our Subnautic guides. Exploration will always be a dominant factor in any game, and it is exactly the most distinctive thing that we will find in Subnautica. But, in this incredible space world we will find an area of great importance to the game. That's why HDGamers we've prepared this list of Aurora Subnautica codes so that no door is an obstacle. The valid and active codes of Aurora Subnautica once you travel to this area will realize how important you are of the resources it provides to you. However, to reach it you will have to go through a series of doors that, obviously, are completely blocked. That's why you need aurora subnautic codes. In this sense, in HDGamers we gave The task of exploring this wonderful and mysterious world for you, has brought, after many lost lives, all the keys to reach Aurora . Below you can find all the Aurora Subnautica codes: 2679: Enter this command to enter the command room. 1454: Enter this order to enter the cargo bay. 1869: Enter this command to enter Cabin 1. 6483: Enter this order to reach the lab. 6666: Enter this command to enter Robotic Bay. A recommendation that can save your life should be noted that a trip to the remains of an Aurora is usually very dangerous. So, we recommend that you go well ready. In this sense, our suggestions are to take two batteries, if you can. 3. In addition to the extinguisher and laser protector. But, above all, something you can defend yourself because it usually inhabits leviatan horrible. After complying with these small recommendations for your trip, along with these icons, your trip to Aurora will be as fruitful as it is entertaining. Subnautica Aurora codes expired on a subsequent trip in recent days we found that these codes are still working. Therefore, we recommend that you take advantage of the extraction of the largest amount of supplies from this important area. How to recover aurora subnautic codes the best way to activate aurora subnautic codes is to approach the gates and point to the control panel that is usually next to them. Once in it, you'll just have to click on the buttons to enter the corresponding command. After that, we leave you with a short video illustrating the above procedure. Now that you know all the tricks about the Aurora Subnautica codes we just have to invite you to explore this mysterious world, always with the necessary recommendations. Related topics: Subnautica - All symbols for Twilight Today will tell you all the symbols for the doors in Aurora, the ship that you were on before the accident. So, the main point of this guide, the symbols. They are all listed below: Captain's Quarters: 2679 Lab Access: 6483 Bay Robots: 6666 Cargo Bay: 1454 Cabin No. 1: 1869 You may also like: Subnautica - Subnautica Resource Guide: Below Zero – How to get one of the precursor artifacts from the original game Subnautica – map with resources in: Story, Aurora, Explorable Structures, and 2 more view source comments read at your own risk containing this article unmarked spoilers. New players for the game want to avoid or be careful about this article. This article is about Aurora in Subnautica. For the relevant article on Wiki Below Zero, see Aurora. This article is about Aurora. Maybe looking for debris or degasse aurora suffered from the failure of the orbital structure. Reason: Unknown. Zero signs of human life were detected. - PDA, Aurora Dialogue is a spacecraft sent to The Ariadne Arm by Alterra In order to build phasegate. However, its secondary mission, unknown to most of the crew, was to search and possibly rescue the survivors of the Degasse crew. During a gravitational slingshot maneuver around planet 4546B, Aurora was struck by a mysterious energy pulse, resulting in a catastrophic failure of the ship's hull, resulting in its landing on the planet's surface. He later revealed that it was the quarantine enforcement platform that had brought him down. Many Lifepods were destroyed by pulse of energy and those that never had been at risk except two: Lifepod 5, containing Riley Robinson, and Lifepod 4, although the flotation devices apparently failed or may have been overturned by Leviathan Reaper. When it crashed, Aurora plowed into the terrain, uncovered it and left small sand hills around the ship, resulting in huge amounts of rescue boxes and metal supplies that were dispersed within the ship's perimeter, providing useful materials such as food, water, batteries and titanium. Many Leviathans reaper patrol at the scene. By the time the player wakes up and begins exploring the area, all other Lifepods and their occupants have been destroyed. After the Aurora Core engine explodes, the wreck is surrounded by radiation and unmet without a radiation suit. While very dangerous and remote, it is possible for the player to visit Aurora early in the game before it explodes, although multiple tools are needed to explore the ship properly. Aurora is located on the far eastern edge of the map, with a bow facing north and a stern south face. It is visible from the surface almost anywhere on the map, making it a useful landmark, especially if the player lacks a compass. The ship is about 1,280 metres long from the nose to the propulsion devices. Including normally hidden parts of the terrain, it stands to be about 500 meters tall. A major Ultra mission launches Aurora PHASEGATE announced to ArmARIADNE: ALTERRA launches Aurora is scheduled to expand beyond manned space, as Alterra launches a newly constructed capital ship, carrying phasegate destined for the Ariadne arm. Aurora will travel from a distance on the edge of Alterra space, making hundreds of successive phasegate jumps through nine different authorities across the government, reaching the far side of The Ariadne arm within three months. From there, the crew will lead the ship beyond the final stage, reaching the next solar system after approximately 18 months. An elite team of engineers will start a 6-month construction project on the new phasegate, which is a multi-trillion credit investment. In the absence of existing infrastructure in the area, the ship is equipped with advanced thermal and nuclear energy facilities. The company currently operates 9% of all phasegates in the galaxy. If Aurora's mission is successful, Ultra will overtake a gang of Mongolian companies and manage a range of outposts and mines in the area. Source: Pick up an abandoned PDA in Aurora. Mission Aurora Mission Mission Auxiliary Mission - Mission : Mission Mission Assistance - Mission: Search and Rescue - Target: Mongolian ship crew 'Degasi' - Last known position: Ocean Planet 4546B, Ariadne Arm - Contact: Mongolian envoy Gucci Khasar, Aurora Passenger Mission Mission Summary: Mongolian Ship, 'Degasi', disappeared nearly a decade ago, carrying with it a high-ranking Mongolian head. The insurance company has purchased the traffic on board aurora for the Khasar envoy, and your orders are to make every reasonable effort to locate and recover the Degasi crew, without compromising the core mission. Confirmation of the crew's fate will help the Country's diplomatic efforts with Mongolian councils. Mission details: - Aurora is scheduled to perform a slingshot maneuver around 4546B (Class 3 Ocean Planet) approximately 13 months after launch - this will make the ship within the range of Degasi's last known location - additional water vehicles and terrain college were included in aurora's cargo package for this mission - degasi crew statement was distributed to senior staff in a separate message source capturing the abandoned Digital PDA in Aurora. : PDA Letter PDA reports aurora and environment information for the player as they survive. While exploring Aurora, you will explain the condition of the ship around you. The introduction of the dialogue start the game of attention. Hull's failure is imminent. All the employees abandoned the ship. Launch in 3...2...1... Evaluating the positional dialogue trigger dialogue dialogue out Lifepod 5 twilight suffered from the failure of the orbital structure. Reason: Unknown. Zero signs of human life were detected. Day 1 detection increases local radiation levels. The trend is consistent with damage to the core of the Aurora engine, which was sustained during the fall of the planet. Day two caution. The continued deterioration of the core of the Aurora engine may lead to a quantitative blowout. Continue to monitor. Day three warning. Local radiation readings indicate that the heart of the Aurora engine has reached a critical state. There will be a quantum explosion in two hours today 4 emergency: there was a quantum explosion in the heart of the Aurora engine. The reactor will reach a super critical state in T-10, 9, 8, 7, 6, 5, 4 [recurring], 3 [repeated], 2 [repeated to fade], 1 [no said] - Exploration dialogue entering the crash zone life readings in this scattered area. Aurora's radioactive fallout will have devastating effects on the alien ecosystem if it is not contained within the next 24 hours. Aurora Entry Warning: The ship's structural integrity is low. Fire suppression equipment and laser cutters may be needed. Exploration is At your own risk. Aurora, also in caution: Tests show that the digestive tract of nearby life forms contains human tissue. Aurora Internal Aurora Systems is working on a local reserve authority. Unable to download black box data remotely. Aurora Gallery surveys the damage to Aurora does not match any known offensive techniques. Aurora Shrimp Bay pick up a faint black signature, which arises on the other side of the hull breach in this room. Aurora drive entry basic shielding drive suffered internal damage during the collision. Do not try to fix without proper qualifications. Aurora Internal Engine Warning: Local radiation is at its maximum bearable level. Exploring Aurora over several days in the game, PDA informs the player of aurora engine degradation, until the eventual explosion. The explosion is concentrated in the front of the ship. The player can be killed by an explosion if he is in the vital area crash area when the event occurs. Only after the explosion is the player is able to explore inside aurora, but if you are not equipped with a radiation suit they will suffer damage over time. All three parts of the suit must be equipped in order to deny radiation damage. Upon entry, the PDA warns that the creatures around Aurora contain traces of human tissue within the digestive systems, suggesting that all the bodies were consumed by Bleeders and Cave Crawlers. Also, fire and falling debris can hit the player, and a periodic vibration occurs from the hull. Further risks are posed by Leviathans Reaper that spawn around the ship, a cave hiker who garbage the ship's entrance area, bleeding in underwater sections inside Aurora. To avoid harvesters, there is usually one patrol between the western basin of Aurora, and the deep chasm under the arch. Sea financiers can safely sneak across the safe shallow waters closest to Aurora and embrace the Aurora side, until it reaches a gap large enough for the sea mammoth to squeeze through. It is recommended to get off in shallow waters so that the slope below will protect you from a reaper attack, although Reaper does not usually swim close to the entrance. The following equipment and/or required to explore Aurora is recommended: it is not possible to build a sea base within Aurora; The basic pieces cannot be placed anywhere inside the ship, even if there is a room. Therefore, internal units cannot be placed either. It is possible to place external units in Aurora, especially abroad grows. The sea base can be built right next to Aurora without any problem. There are two ways to get into the ship. The first is on the right side of the beach area of the torn infront section and forms an entrance behind the light detector blocked off by different boxes. Behind the boxes is a fire. And the fire to smother, and then the player will find herself in the lab. The second requires going to the top of a ramp in the torn infront of aurora, the player can enter the lane that leads inside the ship. On the way up, the user can find several supply boxes with items placed inside them. The door leading to section T is partially blocked by a fire. Fortunately, there are a few fire extinguishers lying around, which can come in handy. When the player enters, there will be a sign to the left that says Airlock. To the right of the T section, there is a door that is blocked off by the fire. The left lane leads to cargo bay 3. The right door leads to management. These rooms are indicated by signs of Aurora itself. The Office of Management Office management has a data station with a downloadable log titled Alterra launches Aurora. The office also has shelves, an office and a shrimp suit sticker - the floor that can be taken. It also contains an abandoned PDA with data-themed self-titled data, which will give the player a 1454 code. You can also collect batteries on the shelf behind the main office. Cargo Bay 3 down the left lane, there are ruins clog the entrance to Cargo Bay 3. Before this, an abandoned PDA named Aurora Engineering Drone - registered next to a single propulsion gun part, right at the beginning of the ramp leading to the entrance. These can be obtained around drop from above or using a propulsion or dissonance cannon to move these out of the way. Alternatively, the player can jump and run from the slope to the first large cargo container, and then from there to the top of the pile. Note that in doing so, there is a fire that cannot be extinguished; They should be simply avoided. Then there is a closed door with a keyboard that can interact with it. Entering the code of previously mentioned data downloaded into the keyboard will open the door. The code is 1454. Alternatively, you can open the door without using the code from the other side. Cargo Bay is a large area filled with cargo containers, supply boxes, forklifts, and a few other miscellaneous things. Very rarely, up to three cyclops engine fragments can appear inside some large cargo containers there is a cargo elevator in cargo bay, which is stuck in the middle of the road. Close to him, there is an abandoned PDA named via Gov's profile: Alterra. After the slope down reveals an underwater section that leads to the T Pass. To the left, there will be a closed door. To the right, there is a room called Sea Bay. Mammoth Bay sea door to this room is closed, but there is a damaged plate that can fix the repair tool. When this board is fixed, the door is opened, and the player can enter. The Bay of Mofi Sea contains two pieces of damaged sea important, which can be It also has an update module mk1 depth of sea and an abandoned DDA called VR Log Suite. The locker room cut through the sealed door will lead the player into the locker room. Some of the lockers are open and have been looted inside, such as batteries, first aid kits, and water. There is an abandoned PDA with a data download titled Sweet View. The player will give the code 1869, required for the 1st cabin in the living quarters. Shrimp Bay suit leaving the dressing room, there will be a sign bearing the name shrimp bay. This is the location where shrimp suit fragments will be found. The door of this room is closed, and like before, it has a panel that needs to be repaired. Once the door is opened the player can proceed in the room. This room has several shrimp clothes hanging from the ceiling and presumably wait to be published. To the right is a pile of rubble with broken shrimp suit fragments and other miscellaneous objects stacked on top of each other. Fragments may require the suppression of nearby fires for scan. Among the debris is the volume, located on the upgrade controller. Next to it is a cliff blocked by fire and debris. Once those are cleared, there is a door that leads to the living quarters. In water is a large system of pipes and wires. The wire system is a hole where one can swim through to enter the room containing Aurora data in the black box. You will head north through an entrance leading to the laboratory, however, one must use laser pieces to open a door to enter. Lab coming from the entrance of Aurora: remove the boxes block the entrance, then follow the lobby until there is a fire. On the right lies a fire extinguisher which is useful for putting out the above mentioned fire. Continue until a flooded room is reached. Coming through Shrimp Bay Suit: Go underwater in the far left corner of the bay entrance to find a tunnel leading to the laboratory. The room before the actual laboratory contains a data station with data loaded with the data titled Aurora Black Box Data. There is also a supply box containing a battery in front of a closed door that requires a laser cutter. Behind it is the actual laboratory. The nearby abandoned PDA contains a data download with access to the lab with code 6483 for nearby doors. This gives access to the storage room, where three large sample vials, one cylindrical sample vial, a microscope, and a sample analyzer can be found. Two display boxes contain disinfectant water and there is a data station that states that it has a corrupt PDA player and opens a dissonance cannon. On a counter close to the terminal, there is also an abandoned PDA named what can we learn from the mind of the Strader VI cell?. Living living neighborhoods are different rooms that provide living conditions for various crew members and passengers on board. If the player goes There is a supply room filled with filtered water and food blocks. If the player goes to the left, there are two cantons. There are tables, bars and chairs lying on the floor, along with a few handy display boxes, a vending machine against the wall, a bar with single wall shelves, a fire extinguisher on the wall behind the bar as well as a quiet keeping sticker, which can be taken. Sitting above the bar is an abandoned PDA named List today. At the front end of the corridor, there is a cabin for people on board. There are beds, posters, Carry-alls, and some supply boxes. To the left, you can find cabins 1 to 3 and captain quarters. Cabin 1 is unlocked by code, which is 1869, found in an abandoned PDA named Sweet View. In this room, blue cap, arcade gorge game, abandoned SDA, responsible independent relationships, can be found. Cabin 3 contains a shrimp suit sticker - the floor. Another closed door at the end of the hallway, Captain Quarters, can be unlocked with code 2679, which is later received in the game on the radio. Inside the room, there's a miniature Aurora, aurora poster, an abandoned PDA titled Captain's Log on the Bed, and a data station that contains data downloadtitled Alterra HQ - another recorded transmission, which opens the Neptune Escape rocket. To the right, you can find cabins 4 to 7. Cabin 4 contains an abandoned PDA named Contract Legal Registration Relationship and shrimp-sea suit sticker. Facing this room there is a 7 cabin and the entrance is closed from the fire, which you will need to put out in order to go through. There, you will find another abandoned PDA, Alterra Alms handbook. Cabin 6 has a natural selection of 2 sticker. Retreat to the T-Lane from earlier, and this time, go straight. This will lead to the command room. The drive room inside the drive room is four large generators. They are connected by pallets, although some are underwater and severely damaged. The generators are covered in breaches, the goal of the player is to fix it using a repair tool, however, it should be noted that the submerged part of the basic drive, where most of the repairs to be done, is full of Bleeders. Repair breaches completely remove radiation after three days in the game. When entering the generator room, the PDA warns the player that the radiation is at the maximum acceptable level. The Cyclops engine efficiency unit can also find cyclops in the drive room, coming out of the upgrade console in the middle of the room. It can also be found in water around the generators. The areas mentioned were Aurora Virtual Cinema/Theater, Anti-Gravity Gym, VR Suites, Robot Bay, Scanner Room, many recreational floors, and many restaurants/cafes. It is possible that these areas were destroyed either when aurora crashed or during the explosion of the core of the drive, or Not accessible in the current state of Aurora. Bank Data Ship Entries Class: Alterra Long-Range Mission Ship Capital: Ariadne Phasegate Installation Arm, 3 Years Operating Time Crew: Command Team (23), Engineering Team (85), Support Crew (40), Passenger (9) Status: - Serious Damage to Planet Orbit 4 546B - Unknown Reason - Evacuation data not available engineering department: - Dark matter ion basic engine V8 - Wing of Manned Robots - Wing Scanner Advanced - Long-range communication scholasty - storage 0.25 cubic kilometers for phasegate section - accommodation for 150 people - Many canteens offer fresh and healthy food - recreational facilities including the VR Suite and virtual cinema protected by aurora's heart with a thick metal shell, which penetrated multiple locations shortly after the accident. Once penetrated, radiation will continue to leak into the surrounding environment until the breaches are closed. After that point the radiation in the environment will dissipate over time. This procedure should be tried only with appropriate radiation protection and a fully charged repair tool. Data downloads bookmark gallery aurora side, before the Aurora Bow explosion, before the Aurora Aurora Side blast, before the Aurora Bridge explosion, before the explosionView upper of Aurora, pre-explosion Aurora harbor side, post-explosion Aurora Arc, post-explosion Aurora Aurora, after the aurora blast, after the explosion, the aurora explosion explodes, with a huge shock wave. Adding a picture to this trivia show during the introduction to the game, the player looks up from the Lifepod 5 slot to see Aurora, just in time for a big blast to emit from the side. This example of Aurora is not a 3D model but is actually a very large version of the Aurora poster. During the dialogue that led to the Aurora explosion, it is said on day 3 that the Aurora Core engine will cause a quantum explosion in two hours. However, this time is incorrect, as the operator is a full day later. It is not known why the trigger was kept in the whole day while the dialogue was changed to reflect the timing for two hours. On the phone number plate, the third message for each number of code to the door of Captain 2679 quarters shows Corey. This is in reference to Subnautica's artistic director, Corey Streider, considering Aurora as a separate biological area. Aurora was the name of one of the two ships tasked with the imperial expedition across the South Pole. In almost all the open cabinets inside Aurora, a small picture of an unknown woman can be found. The image is taken directly from the concept of the player art. Having two unused differences, one of them shows another unnamed woman, one shows the character that Eventually robin becomes Ayou. Aurora's story explores the crash structures of the area vehicles area content community is available under CC-BY-SA unless otherwise stated. Noted.

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