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## Rust blue keycard guide

Mid-level puzzles are available once you've got a blue card from basic (green) puzzle. They provide better loot than Basic puzzles, is a bit harder, but also give access to the next level up: Advanced (Red) puzzle. This guide shows you how to complete each blue puzzle, step by step. Note: Puzzles are brand new to the game and can be changed. We will try to keep this information as up to date as possible. Also looting estimates is just that.... Estimates! Red Puzzle Solutions: The red puzzle solution guide is live! Check it out here. Blue cards are found by solving the Basic (Green) puzzle. If you haven't yet completed any of these, check out our handy guide on how to complete all Basic Green Puzzles. Yup! Blue is the only type of card you can actually buy in the game. They are for sale at the tools vending machine at the Outpost (aka Compound) monument and cost 100 scraps. RequirementsGreen CardBlue CardElectric FuseProtection needs25 rad protectEstimated lootBehind Green door5 barrels3 boxes3 boxes (wood/military)Bag Blue door4 boxes (wood/military) 1 red key card Go to 3 floors 'building in the corner Turn on the switch under the stairs Go over the monument to the short building with the slanted roof Activate the switch and timer Go to the main building and access with a green card Turn on the switch on the first floor of this building Run up two stairs, walk around the corner, walk around the corner, place fuse in the box Go to blue door,, and grab dat loot! (check upstairs for red card and more) RequirementsGreen CardBlue CardElectric Fuse x 2Protection needed10 rad protectEstimated lootBehind Green door1 box (wood /military)Bag Blue door7 boxes (wood / military)1 red key card Enter the door through the garage left Go through the door to the room on the right, Put the fuse in the box and activate the timer Go down the tunnel entrance and head right (while facing hangars) Swipe your card at the green door Go right through the door, find the fuse box, place a fuse in the Iron blue card at the door (back at the green you just got through) KravGreen Card (optional) Blue CardElectric FuseProtection needed25 rad protectEstimated lootBehind Green door3 barrel1 box (tree/military)Behind Blue door9 boxes (wood / military)1 red key card Enter this 3 storey building through the door in the garage Enable the switch inside (middle of the first floor) Go to the top of this building Flick the switch on the top floor (outside) Now go up the first staircase and in the door of this building Head to it rear right corner, place fuse in the box and turn on the switch Exit the door you just came in and go up the stairs to green door (optional) Then go up yet another flight to the blue door - swipe the shit KravBlue CardElectric FuseProtection needed25 rad protectEstimated lootedBás door4 boxes (wood/military)Behind Blue door6 boxes (wood/military)1 red key card Enter this building in the middle blast doors (hold E on blast doors (E hold on blast (hold E on Go upstairs and into the room, place fuse in the box on the left and start hours Swipe your blue card at the door on the second floor Savor, that cute loot Use this switch in the back office to activate the door so you can get out Comments Share These puzzles work out of a newly implemented power system. You have to supply power to a locked door and then use the corresponding key to said door. You can see that a door is powered when the keyboard lights up. Next to the fuse box there is usually (but not always) a switch that you need to activate to provide power. Please note that the fuse will be exhausted even if the switch is not activated. 2. Loot Not much is known about the prey yet, although we know that it will respawn every 30 minutes and is different from monument to monument. 3. Door types There are three types of doors. Red doors, blue doors and green doors. Each of these doors requires that the respective colored key cards open the doors difficulty in order that green, blue, red, green is the easiest and red is the most difficult. Note that there may be a blue door behind a green one for example, so make sure you have everything you need before opening the first one, for the prey may be sparse before the last door in these cases. Green maps can be found as a drop from researchers, and at the lighthouse, supermarket and Oxum's Gas Station. Blue cards can be found in vending machines at the Outpost or in loot rooms opened by the green card that does not contain a blue door. Red cards can only be found in boxes and behind the locked blue doors. All these cards have a swipe limit, but using them on the wrong door or one that isn't turned on won't degrade them, but using them on an already opened door will. Guide Video Rust Beginner's Guide – Where to find all Keycards Here's a video that tells you where to find all the keycards in Rust. Community content is available under CC-BY-SA unless otherwise specified. Our partner Malonik is back at it again, this time he is trying to solve a RUST monument puzzle, well... in fact, all of them. He is shaped a complete guide covering all RUST monument puzzles scattered throughout the island. His guide provides a complete review, with preparation instructions, for those players who need to know the exact steps to obtain fuses, key cards, and the ability to survive the areas required to complete each puzzle. RUST monument puzzle guide covers the simplest of puzzles to the most challenging. If you want to find out them by yourself, now is your warning to avoid this video. Otherwise, we've posted the video below. Be sure to help Malonik out, like the video and subscribe if you haven't already. It really helps! Hey guys! Paint here and today we will take a look at rust puzzles! For those of you who have not heard of or seen them yet Facepunch recently dropped puzzles in the monuments. If you haven't checked them out yet they are definitely worth it and this video goes prepare you for each of them. You can also find timestamps in the description if there is a specific puzzle that you want to see. So let's first take a look at what you'll need. This is an electrical fuse, you will need at least one of these anytime you are heading out to make a puzzle as they power them and use them for a puzzle destroying them. You can find them in barrels, boxes and sunken chests although barrels have a significantly lower drop chance than the others. Once you've got your fuse, you'll need to get some key cards. There are currently three different key cards in the game - green, blue and red. Each different colored key card matches up to the different colored doors in the puzzles. The prey behind the puzzles also gets significantly better the higher level or color you go from green, to blue and then to red. The green key cards spawn on desks in four of the monuments, which are the gas station, the supermarket, the junkyard and the lighthouse. There is also a chance that you get one out of researchers, as assuming you've got a gun is very easy to kill. The blue key cards can be found inside the exchange rooms for the green puzzles. They are also the only one of the key cards that can actually be purchased from the outpost of 100 scrap. That said, I wouldn't personally do this as scrap is too valuable when you can get them elsewhere easily. The red key cards can be found inside the trading rooms for the blue puzzles. None of the main maps seem to be rare if you know where to look for them and they seem to spawn very quickly. In addition, it is important to note that in order to use a key card it actually has to be in your hands and you attack keyboards with them to swipe them through and unlock the doors. Doing this actually minor damages the key cards but don't be too concerned about this as you will most likely lose them to someone jumping you before they actually break. Finally, for the preparation part of the puzzles it is worth noting that you will need rad protection for a lot of them. So now you have your fuses, you have your key cards and you have your rad suit or equivalent. It's time to jump on in the puzzles! GREEN PUZZLESThe easiest of puzzle types however are still worth making for a bit of prey and to stock up on blue key cards. RUST Harbor 1 PuzzleAs many of you will be aware that there are two different variations of the harbor that can be displayed on a map. If this doesn't look like your port, then you may be after the second port guide in this video. Firstly, you will find this building, located on the edge of the harbour. Head into the lower floor, put a fuse in and flip the switch. Go out and up to the top floor, swipe on your green key card and you're inside. You'll find 1 or 2 boxes and a blue key card on your desktop. RUST Harbor 2 PuzzleAgain, if this is not the port that you are looking for you might want to jump to the second port guide in this video as there are two Ports. Find this building, located in the middle of the harbour opposite a large red hanger. Head inside and throw a fuse in the box, duck back outside and just to the right at the front of the building is the switch, it's basically the opposite side of the wall to the fuse box. After turning around and head into the hanger, about halfway down the right side you find the green door, swipe your green key card and you're in. Like the other port, you will find 1 or 2 boxes and a blue key card. RUST Sewer Branch PuzzleHere we will start at this red building, head inside, throw your fuse in the fuse box and turn the switch. Go out and walk down the tunnel here towards the ladder, head to the left and you'll end up on the green door. Swipe on your green key card and you're in. You will find about 3 boxes and a blue key card. RUST Dish PuzzleLastly for the green puzzles we have dish. Go to these two metal sheds. One is the exchange room, so you're obviously heading for the other. Duck inside and throw your fuse in, now head out and around the back of the building to turn the switch. Turn around and head over to the other metal hut to swipe your green key card and you're in. You will find 2 boxes and a blue key card. BLUE PUZZLESNow that we are on the blue puzzles things are starting to get a bit more interesting and difficult instead of just a fuse and switch. RUST Airfield PuzzleBefore you even head to the airfield make sure you have got some rad protection, a green key card, a blue key card and not 1, but 2 fuses. Now head to the main building across the runway from the hoops. Walk around the left side and in through the door inside the garage. As soon as you go through that door, you'll see a door out to the right, head into that room, throw a fuse in the fuse box and activate the timer, well, I said hours then no screw around unless you want to spill a fuse. Go back outside and over to the tunnel entrance between hanger 2 and 3, walk down the ladder while facing the hoops and turn right. When you get to the green door swipe your green key card and head in, you will find a box in this room however more importantly you will see the blue door even if it is not powered yet. Head around the corner to the right, throw a fuse in the fuse box and head back to the blue door. Swipe your blue key card and you'll be in and you'll find 7 boxes and a red key card. RUST Power Plant PuzzleYou will need a green and blue key card for this one, but unlike the airfield you only need 1 electrical fuse. Starting at the 3-storey building in the corner of the power station, you will find the first contact under the stairs. Make your way diagonally across the power plant to the small red building with an oblique roof. Head inside, activate the switch and then the timer, keep in mind that you are on the clock now and need to move if you do not want to have to start again. Go over to the left side of the large gray building and you will find the green door, your green key card and head inside where you find between 1 -3 boxes and 5 barrels. In addition, on the first floor of this building you will find another contact, flip it and then jump up here and head up the stairs. Walk past the blue door and turn left where you will see another fuse box. Drop a fuse in and go back to the blue door, swipe your blue key card and you're in where you'll find 4 boxes and a red key card. RUST Train Yard PuzzleNow unlike the airfield and power plant, you don't actually need a green key card to get into the blue space of the train yard. That said, it's worth taking one with you if you have one as the doors are almost right next to each other, so why not get some extra loot. Also, don't forget to bring an electrical fuse as you will need one. First, head to the recycling building, duck in through the garage door and flip the switch. Back out and over to the other side of the train yard and head into this tower. Drive all the way to the top and flick the switch that's out on the balcony. Back down and over to the main building, make your way to the second floor and in the back corner you will find the fuse box and the final switch. Turn around and walk out the door on the other side of the room, which will put you on an external staircase. Walk up a floor and you will arrive at the green door, swipe your green key card and you will find 1 box and 3 barrels inside. Walk up another floor and you will find the blue door, swipe your blue key card and you will find 9 boxes and a red key card inside. RUST Water treatment plantId for the blue puzzles we have the water treatment plant, which given that it is a blue puzzle is surprisingly simple. For this one you will only need an electrical fuse and a blue key card, there is no green door here, although there is a new mechanic that we have not seen until this point. Go to the building in the middle, you will find two large blast doors with a wheel that you can turn. Hold E on the wheel until the blast doors are high enough for you to pop through, keep in mind they will start closing when you let go of the wheel. Once inside, you will find 4 boxes to loot, after the head upstairs and into this room, place the fuse in the fuse box and start the timer. Back outside and make your way to this great building, you will find the blue door on the second floor and inside you will get 6 boxes and a red key card. Oh, and one last thing, use this contact in the back office to activate the door so you can get out. RED PUZZLESRed puzzle game where the boys become men of war and parkour or die trying. Seriously even between scientists trying to murder you and a murderous tank rolling around these puzzles is not for those who are faint souls. RUST Military Tunnels PuzzleLet's dive right in, make sure you've got one of each of the main maps, and while you only need a fuse for this puzzle I generally bring two just in-case we run out of time on that to get through it all. Whole. you will want to bring some decent firepower as this place is jam packed with aggressive scientists who pack some serious firepower and they won't just stand there and stare at you and wait for you to make the first move, they will light you #\$\$ @ up the second they see you. To save me having to say kill the researchers at almost every step of this I'm going to stick to directions and just keep in mind that there are scientists all over the place that you will see in the video. Go down the main entrance and through the right door, making your way through the right tunnel until you see this rusty door on the right label armory. Go in, follow the hall around and take the first door to the right. You can find a fuse box and a timer, throw in an electrical fuse and activate the timer. Now this #@\$ing go time! You have to move as fast as you can manage while you are still safe. Go back out the way you came, past the entrance and right down the tunnel. A fair way down you will see a chain link fence on your left, duck through the hole in the lower left corner of it and then head to the left. You'll find the green door on the right side labeled Storage, swipe your green key card and head inside. Once inside go right and flip the switch, turn around and head back out of the green door, go left and make your way to the tunnel junction where the four different tunnels meet. The red container up the middle has 3 elite boxes, so it's definitely worth looting on the way through. When you get out the other side of it head down the right tunnel until you get to the blue door marked Laboratory, swipe your blue key card and head in. You can find the red door in here with a timer next door if the timer won't activate you've run out of time and need to go all the way back to where we put in the fuse and do it all over again. On the plus side you have already cleared all scientists up to this point, so it should be considerably faster this time. If the timer activates, you're ready to go, swipe the red key card and you're in! Inside you will find 3 elite boxes, 2 military boxes and 2 normal boxes, there are also a few sneaky researchers tucked away in here, so be careful! When you're done looting you've found another door to the one you used to get into, this is the exit, press the button and go through. Follow the hallway and take your first right, this door will lead you to the spiral staircase and your way out. Be careful as there is usually a devious scientist hiding behind the door, literally right behind this, and sometimes there's a scientist on top of the ladder who can catch you by surprise if you don't know he's there. Congratulations, you have just completed one of the hardest puzzles in the game, now get the juicy loot back to your base! Oh, and one last thing if you discover you are consistently too slow and you use two fuses each time you can just clear the place out first and then run and insert the fuse. It will take a little more time considering all the extra running around, but it will save you the second fuse. RUST Launch Site PuzzleLast on the list of puzzles and for a good damn reason is the launch site. The greatest and meanest of the monuments, complete with a murderous tank that roams around and more radiation than you'd think is even possible. So on this adventure you will want to bring two electrical fuses, a green key card and a red key card. Additionally, to go along with rad suits you will be wearing I would suggest bringing some rad pills and water. The suit will be fine for most of it, but things get pretty crazy when you make your way into the main building. Okay, let's do it! Head over to the rocket side of the launch site and up the top away from everything you find this green building with 011 written on it. Head inside and directly to the left you find the first contact, flip it. Next go into the stone building with a metal ramp that is past the rocket, go down the stairs and into the room on the left, where you find the second switch, flip it and head back up and out. Next, we're going to the start of the rocket launch by going down the hole next to the rocket. Jump over the ledge and feel your ass hole tight as you either do it with a few pixels or fall to your death. When you land activate the timer that is to the right of the door and then head through the door. Parkour your way over the beams to the other side, but be careful, a lot of people jump on the beam from the far left, slam their head and fall to their deaths. Keep an eye on you and find a place you're comfortable with. When you're on the other side hit the red button and head in, plunder everything in sight and then press the button here to get out. Next, we go for the juicy red doorplyde. Head over to this small building by the 3 silos where you find the green door, swipe your green key card and head in. On the left you will see a fuse box and a switch, throw a fuse in the box, flip the switch and head out again. Next, we are heading over to the other side of this building by the two blue containers. Head inside and you will find another fuse box and switch, throw a fuse in and turn the switch. Now here's where all the hard work pays off, head over to the big main building and you'll find a few red doors. Swipe your red key card, go in and loot absolutely everything you can find, including the elite boxes on the roof. To get out, find a room on the lower floor marked Extra Power, throw a fuse in the fuse box and reverse the switch. Keep an eye on your radiation while you are in this main building as your rad suit won't be enough to keep you safe. Slam back a few rad pills and some water if you have them or alternatively just bring a ton of water with you and use it by itself instead. Congratulations, you have now completed the second red puzzle and the final puzzle of this If you've seen it all start to I really hope that it has helped and would like to thank you for seeing it all and sticking to the end. If there is anything else that you would like to see me do a tutorial on I would love to hear about it in the comments. I do my best to answer everyone as quickly as possible and I take all ideas and suggestions on board. Thanks for seeing guys and I'll see you all in the next video! Video!