

# Resources: All Zone Id's

**DISCLAIMER: THIS IS NOT 100% OF QUEST ZONES BECAUSE OF INCOMPLETE SPT DATA DUMPS. It is also completely possible that I missed a quest zone because frankly BSG is terrible at organizing stuff and some maps have quests in three different "folders" within the unity menu. Please leave a comment if you find something wrong or missing!**

I was preparing to write a quest for a mod in which the character would run through different zones in woods. However, I noticed that the current zoneID list in Virtual's quest values resource is out of date and hard to read. Two days later, I have personally visited every single quest zone I could find through Runtime Unity Editor, documented them, cross referenced them with *quests.json* to ensure that it is correct, and then given relevant information (general location, required keys, and the quest[s] it is linked to). Zone types can include areas that you need to walk into, place an item, mark, or kill enemies within the zone. If people request it, I can include in this resource which zones have which type, however I will not initially include this due to size of this page and attempts at lowering complexity. I would highly recommend cross-referencing this resource with the EFT wiki, as the images there do a good job of giving you a zone size / exact location.

To help you read this, I will give an example from below and break down what each part means:

**expl\_zone\_room206\_water (room206\_water) = Room 206 of 2 story dorms, requires 2 story dorms key 206 (Operation Aquarius part 1)**

"expl\_zone\_room206\_water" is the name that appeared while I was looking in-game using Runtime Unity Editor.

"(room206\_water)" is the "zoneid" found in *quests.json* that corresponded with the zone name mentioned earlier. Most quests do not have this, but some quests (especially older quests) do.

"Room 206 of 2 story dorms, requires 2 story dorms key 206" a general description of the area, usually written by me but I did copy from the EFT wiki for a couple quests on streets of tarkov. I also included any keys needed for the quest, and if the quest was "optional", meaning that part of the quest that zone id is linked to is not a required part of the quest.

"(Operation Aquarius part 1)" is the name of the quest it is associated to. Multiple quests can use the same zone id (Trouble in the Big City has three linked to the same id, in fact)

Another example:

**prapor\_022\_area\_3 = Medical supplies at pier (Anesthesia)**

**skier\_022\_area\_3 = ^Same, but smaller area (Rigged Game)**

"skier\_022\_area\_3 has a very similar trigger area compared to Anesthesia, because they use the same location. However, notice that skiers is a place quest whereas prapors is a visit quest. The visit quest will almost always have a larger trigger area than a place quest.

One final example:

**tadeush\_tunguska\_area\_check\_6 = Missile tank south of armored train, on the hill closer to the train (NO QUEST)**

This quest location is either associated with a removed quest, a planned quest, or a quest that is in EFT but not SPT. The only thing different about these zones compared to other zones is that there is not currently a quest using them. Feel free to use them in your own quest locations.

Please provide feedback if I can make this better in any way! I hope this is helpful 😊

1. **Customs zone locations (PARENTHESES IS CASE SENSITIVE AND WHAT YOU WOULD TYPE FOR A QUEST. IF NO PARENTHESIS, USE THE LISTED ID)**

**expl\_zone\_room206\_water (room206\_water) = Room 206 of 2 story dorms, requires 2 story dorms key 206 (Operation Aquarius part 1)**

**expl\_zone\_room114 (room114) = Room 114 of 2 story dorms, requires 2 story dorms key 114 (Pharmacist)**

**expl\_zone\_vaz (vaz\_feld) = Optional location to find the 114 key, destroyed near scav checkpoint (Pharmacist)**

**expl\_zone\_dead\_posylny (dead\_posylni) = Unknown key scav (The Extortionist)**

**expl\_zone\_vremyan\_case (vremyan\_case) = Secure folder 0048 location, shack near the power switch, needs unknown key (The Extortionist)**

**expl\_zone\_bomj (bomj\_place) = Secure folder 0013 (train car) (Chemical part 1)**

**expl\_zone\_gazel (gazel) = Chemical part 4 van in warehouse (Chemical part 4)**

**extraction\_zone\_zibbo = Golden zibbo placement location (needs trailer park cabin key) (Golden swag)**

**beacon\_zone\_fuel1 (fuel1) = New Gas tanker (BP depot)**

**beacon\_zone\_fuel2 (fuel2) = Skeleton / Checking tanker (BP depot)**

**beacon\_zone\_fuel3 (fuel3) = Old Gas tanker (BP depot)**

**beacon\_zone\_fuel4 (fuel4) = Crossroads tanker (BP depot)**

**place\_peacemaker\_002\_N1 = UN car on the road between new gas and scav checkpoint (Tigr Safari)**

**place\_peacemaker\_002\_N2 = UN car near scav checkpoint, slightly off road (Tigr Safari)**

**place\_peacemaker\_002\_N3 = UN car near RUAF roadblock / skeleton (Tigr Safari)**

**place\_peacemaker\_007\_N1 = Dorm room 314 (marked room, requires key) (The Cult - part 2)**

**place\_SADOVOD\_03 = most of big red (Farming part 3)**

**place\_skier\_11\_2 = Bush for camera near  
sniper roadblock (Informed means Armed)**

**place\_skier\_12\_2 = microwave on third floor for golden chains (Chumming)**

**Q019\_3 = Trash bags on third floor dorms for stashing things (Bullsh\*t)**

## **2. Woods zone locations (LEFT SIDE IS CASE SENSITIVE)**

pr\_scout\_col = Convoy (Search mission)

place\_peacemaker\_007\_2\_N2 = Ritual spot near sawmill (The Cult part 2)

place\_peacemaker\_007\_2\_N2\_1 = Ritual spot near Sunken Village (The Cult part 2)

ter\_015\_area\_1 = blood van (Health care privacy part 3)

place\_THX\_15 = Pier (Gratitude)

place\_skier\_12\_3 = House 2 in sawmill (Chumming)

place\_skier\_11\_1 = Wooden plank pile right next to pier (Information means armed)

bar\_fuel3\_1 = Fuel cans near checkpoint / stash rock (The blood of war part 3)

bar\_fuel3\_2 = Fuel cans near med base (The blood of war part 3)

bar\_fuel3\_3 = Fuel cans in scav mountain near sawmill (The blood of war part 3)

huntsman\_001 = Jaeger's message location (Introduction)

huntsman\_005\_1 = ZB-016 (The Survivalist path: Thrifty)

huntsman\_005\_2 = (The Survivalist path: Thrifty)

quest\_zone\_keeper5 = Massive area around the mountains in the center of the map, seriously big area (Return the Favor)

place\_keeper5\_1 = Black SUV at southern USEC camp (Return the Favor)

place\_keeper5\_2 = Satellite at northern USEC camp (Return the Favor)

prapor\_27\_2 = Med base + surrounding area (Capturing Outposts)

meh\_45\_radio\_area\_mark\_1 = Bunker under scav antenna (Assessment part 2)

meh\_45\_radio\_area\_mark\_2 = Bunker on scav mountain on the path leading down (Assessment part 2)

meh\_45\_radio\_area\_mark\_3 = Bunker on scav mountain that requires rock jumping (Assessment part 2)

meh\_45\_radio\_area\_mark\_4 = ZB-014 (Assessment part 2) (Yes, this is the same as Thrifty)

### 3. **Factory zone locations (LEFT SIDE IS CASE SENSITIVE)**

place\_SADOVOD\_01\_1 = Repair box in glass hallway (Farming part 1)

place\_SADOVOD\_01\_2 = Repair box in room with forklifts (Farming part 1)

place\_pacemaker\_SCOUT\_01 = Cellars door (Scout)

place\_pacemaker\_SCOUT\_02 = Gate 0 door (Scout)

place\_pacemaker\_SCOUT\_03 = Gate 3 door (Scout)

place\_pacemaker\_SCOUT\_04 = Med tent gate door (Scout)

zone\_kill1 = Defunct (smaller Secured Perimeter box)

huntsman\_013 = Office area (Secured Perimeter)

case\_extraction\_zone (case\_extraction) = Delivery from the past location

case\_extraction\_placeitem (case\_extraction) = DFTP place box (same size)

### **Factory night zone locations (LEFT SIDE IS CASE SENSITIVE)**

ter\_017\_area\_1 = breach room for stashing items (box is entire room) (Health care privacy part 5)

### 4. **Interchange zone locations (LEFT SIDE IS CASE SENSITIVE)**

quest\_zone\_keeper6\_kiba\_hide = kiba arms store stash, requires KIBA outer and inner keys (Provocation)

quest\_zone\_keeper6\_kiba\_kill = large area around kiba store (Provocation)

quest\_zone\_keeper6\_safe\_hide = Sleeping bag in Saferoom exfil, requires Object #11SR (Provocation)

place\_merch\_21\_1 = Yellow minibus outside in container field (Minibus)

place\_merch\_21\_2 = Yellow minibus underground next to the B (Minibus)

place\_merch\_21\_3 = Yellow minibus underground next to the hole in the wall (Minibus)

place\_skier\_11\_3 = Brutal shop camera place (Informed means armed)

place\_skier\_12\_1 = Generic shop golden chain place location (Chumming)

place\_merch\_020\_1 = Avakado store Comtac2/6B47 place location (Hot delivery)

place\_merch\_020\_2 = Outside stage Gzhel-K place location (Hot delivery)

place\_merch\_022\_1 = Entire IDEA store (Long Line)

place\_merch\_022\_2 = Entire OLI store (Long Line)

place\_merch\_022\_3 = Entire middle of the mall (everything between IDEA and OLI) (Long Line)

place\_merch\_022\_4 = Ultra (middle front) entrance bulge (Long Line)

place\_merch\_022\_5 = Glass door of Ultra entrance (Long Line)

place\_merch\_022\_6 = Far back of Goshan (shotcut from parking garage to Goshan) (Long Line)

place\_merch\_022\_7 = IDEA entrance / doors (Long Line)

place\_SALE\_03\_AVOKADO = Avokado store (Big sale)

place\_SALE\_03\_DINO = Dino store (Big sale)

place\_SALE\_03\_KOSTIN = Kostin store (Big sale)

place\_SALE\_03\_TOBRAND = Topbrand store (Big sale)

place\_SALE\_03\_TREND = Trend store (Big sale)

place\_WARBLOOD\_04\_1 = Fuel tanker behind Goshan (The Blood of War Part 1)

place\_WARBLOOD\_04\_2 = Fuel tanker near Scav Camp (The Blood of War Part 1)

place\_WARBLOOD\_04\_3 = Fuel tanker near Power Station (The Blood of War Part 1)

## 5. **Shoreline zone locations (LEFT SIDE IS CASE SENSITIVE)**

place\_peacemaker\_001 = Fishing gear place, concrete blocks near blue walls hidden stash (Fishing gear)

place\_peacemaker\_003\_N1 = Tank near bridge and bunker (Scrap Metal)

place\_peacemaker\_003\_N2 = Tank near tunnel extract (Scrap Metal)

place\_peacemaker\_003\_N3 = Drunk tank / tank near weather station (Scrap Metal)

place\_peacemaker\_004\_N1 = Drone on east side of map (Eagle Eye)

place\_peacemaker\_004\_N2 = Drone on north side of map (Eagle Eye)

place\_peacemaker\_005\_N1 = UN truck at health resort (Humanitarian supplies)

place\_peacemaker\_005\_N2 = UN truck at construction (Humanitarian supplies)

place\_peacemaker\_007\_1\_N1 = Dead scav near swamp (The cult part 1)

place\_peacemaker\_007\_2\_N3 = Shoreline marked / ritual room (The cult part 2)

place\_peacemaker\_008\_2\_N1 = Helicopter at resort (Spa tour part 2)

place\_peacemaker\_008\_2\_N2 = "safe road" (Spa tour part 2)

place\_peacemaker\_008\_4\_N1 = East wing generators / room E220 (Spa tour part 4)

place\_peacemaker\_008\_4\_N2 = West wing generators / room W219 (Spa tour part 4)

place\_peacemaker\_009\_2 = East 108 (Cargo X part 2)

place\_peacemaker\_009\_3\_N1 = blocked off room next to the swimming pool in west wing (Cargo X part 3)

place\_peacemaker\_010\_2 = Scav island in front of the house, the left half when facing the house (Wet Job part 2)

place\_peacemaker\_010\_3 = The yellow car on the road that got hit by a bus (Wet Job part 3)

place\_SIGNAL\_01\_1 = antenna on resort (Signal part 1)

place\_SIGNAL\_01\_2 = antenna at weather station (Signal part 1)

place\_SIGNAL\_03\_1 = antenna at weather station (Signal part 3)

place\_SIGNAL\_03\_2 = antenna on resort (Signal part 3)

place\_SIGNAL\_03\_3 = antenna on hill across from weather station (Signal part 3)

ter\_013\_area\_1 = Ambulance falling off the road near tunnel (Health care privacy part 1)

ter\_013\_area\_2 = Ambulance right next to tunnel (Health care privacy part 1)

ter\_013\_area\_3 = Ambulance at Resort (Health care privacy part 1)

ter\_013\_area\_4 = Ambulance at cottages / sanitar spawn (NO QUEST [clearly a scrapped ambulance choice for HCP part 1])

ter\_023\_area\_1\_1 = Dead bodies by helicopter at health resort (Colleagues part 1)

ter\_023\_area\_2\_1 = Dead bodies at cottage (Colleagues part 1)

ter\_023\_area\_3\_1 = Dead bodies at pier (this box extends the full length of the building) (Colleagues part 1)

huntsman\_024\_1 = Chairman's house (Courtesy Visit)

huntsman\_024\_2 = Fisherman's house (Courtesy Visit)

huntsman\_024\_3 = Priest's house (Courtesy Visit)

huntsman\_026 = West 303 (Nostalgia)

prapor\_022\_area\_1 = Medical supplies at resort (Anesthesia)

skier\_022\_area\_1 = ^Same, but smaller area (Rigged Game)

prapor\_022\_area\_2 = Medical supplies at cottages (Anesthesia)

skier\_022\_area\_2 = ^Same, but smaller area (Rigged Game)

prapor\_022\_area\_3 = Medical supplies at pier (Anesthesia)

skier\_022\_area\_3 = ^Same, but smaller area (Rigged Game)

prapor\_27\_3 = Entire resort area (Capturing Outposts)

prapor\_27\_4 = ^slight extension of above area to include the roads, box is from the fence of gas station to about two rooms away from the far end of east resort (Capturing Outposts)

## 6. **Lighthouse zone locations (LEFT SIDE IS CASE SENSITIVE)**

quest\_zone\_place\_c22\_harley\_2 = motorcycle at northern chalet, inside garage (Harley Forever)

HARLEY FOREVER IS A REMOVED QUEST

qlight\_br\_secure\_road = Long road (Long road)

qlight\_extension\_bariga1\_exploration1 = Radar station commandant's office (Top Secret)

qlight\_extension\_mechanik1\_exploration1 = Hidden recording studio (west water treatment plant) (Broadcast part 1)

qlight\_extension\_mechanik1\_hide1 = exact same as above (Broadcast part 1)

qlight\_extension\_medic1\_exploration1 = Hidden drug lab (containers near armored train) (Drug Trafficking)

qlight\_extension\_medic1\_hide1 = exact same as above (Drug Trafficking)

qlight\_extension\_prapor1\_exploration\_1 = Roof of west WTP (only the "back" [from the stairs] 1/4th) (Reconnaissance)



qlight\_extension\_prapor1\_exploration\_2 = Roof of north WTP (only the "back" [from the stairs] 1/4th) (Reconnaissance)

qlight\_extension\_prapor1\_exploration\_3 = Roof of east WTP (only the "back" [from the stairs] 1/4th) (Reconnaissance)

qlight\_extension\_prapor1\_utes\_exploration5 = **NO QUEST**

qlight\_extension\_prapor1\_utes\_exploration6 = **NO QUEST**

qlight\_extension\_prapor1\_utes\_exploration8 = **NO QUEST**

qlight\_extension\_prapor1\_utes\_exploration9 = **NO QUEST**

qlight\_extension\_prapor1\_utes\_exploration10 = **NO QUEST**

qlight\_extension\_prapor1\_utes\_exploration11 = **NO QUEST**

qlight\_extension\_prapor1\_ags\_exploration4 = **NO QUEST**

qlight\_extension\_prapor1\_ags\_exploration7 = **NO QUEST**

^all "**NO QUEST**"s listed here are small trigger boxes around the water treatment area, usually found in the watchtowers, but seem to have no quest associated with them yet

qlight\_find\_crushed\_heli = Crashed helicopter on south side (Missing Cargo)

qlight\_find\_light\_merchant = Reference unknown (large box around lightkeeper's area)

qlight\_find\_scav\_group1 = dead scavs at tennis court (Lost Contact)

qlight\_fuel\_blood = Fuel tanks in the far corner of armored train (Energy Crisis)

qlight\_fuel\_blood\_bezovoz1 = Fuel tanker in the far corner of armored train (Energy Crisis)

qlight\_fuel\_blood\_bezovoz2 = Fuel tanker in WTP (Energy Crisis)

qlight\_fuel\_blood\_bezovoz3 = Fuel tanker directly in front of WTP (Energy Crisis)

qlight\_hunt\_fr\_find = The hermit location (The Hermit)

qlight\_mark\_vech1 = West BRDM in WTP (Revision-Lighthouse)

qlight\_mark\_vech2 = North BRDM in WTP (Revision-Lighthouse)

qlight\_mark\_vech3 = Stryker on road near lightkeeper path (Revision-Lighthouse)

qlight\_mark\_vech4 = Stryker on road near chalets (Revision-Lighthouse)

qlight\_pc1\_ucot\_kill = Large single box that covers both chalets. DOES NOT INCLUDE TENNIS COURT (Overpopulation)

qlight\_pr1\_heli1\_find = Helicopter in WTP (Easy Job part 1)

qlight\_pr1\_heli1\_mark = Same as above, but smaller box (Easy Job part 1)

qlight\_pr1\_heli2\_kill = Most of WTP area, but does not include east or north building (Easy Job part 2)

qlight16\_peace\_terra = Cargo next to gray container on beach (Cargo X part 4)

## 7. Reserve zone locations (LEFT SIDE IS CASE SENSITIVE)

quest\_zone\_keeper3\_hide = Reference unknown (it's a dresser with shattered glass right next to the power switch in the bunker)

prapor\_024\_area\_1 = Bunker command area (The Bunker part 1)

prapor\_024\_area\_2 = Most of the bunker (The Bunker part 1)

prapor\_025\_area\_1 = White bishop door (The Bunker part 2)

prapor\_025\_area\_2 = Black bishop doors (The Bunker part 2)

prapor\_025\_area\_3 = Black pawn doors (The Bunker part 2)

prapor\_025\_area\_4 = White pawn doors (The Bunker part 2)

prapor\_025\_area\_5 = White king door (The Bunker part 2)

tadeush\_t90\_area\_check\_1 = t90 tank by scav lands (Revision-Reserve)

tadeush\_bmp2\_area\_check\_2 = BMP-2 next to scav lands (Revision-Reserve)

tadeush\_bmp2\_area\_mark\_2 = same as above, but smaller area

tadeush\_stryker\_area\_check\_3 = LAV III above Bunker Hermetic Door (Revision-Reserve)

tadeush\_stryker\_area\_mark\_3 = same as above, but smaller area

tadeush\_stryker\_area\_check\_4 = LAV III in front of scav lands (Revision-Reserve)

tadeush\_stryker\_area\_mark\_4 = same as above, but smaller area (Despite having a mark area, this actually does not need to be marked)

tadeush\_bmp2\_area\_check\_11 = BMP-2 in repair shop (Revision-Reserve)

tadeush\_bmp2\_area\_mark\_11 = same as above, but smaller area

tadeush\_bmp2\_area\_check\_12 = BMP-2 in RB-ST room (Revision-Reserve)

tadeush\_bmp2\_area\_mark\_12 = same as above, but smaller area

tadeush\_bmp2\_area\_check\_13 = BMP-2 at scav extract "Checkpoint Fence" (Revision-Reserve)

tadeush\_bmp2\_area\_mark\_13 = same as above, but smaller area

tadeush\_tunguska\_area\_check\_5 = Missile tank south of armored train, on the road (NO QUEST)

tadeush\_tunguska\_area\_mark\_5 = same as above, but smaller area

tadeush\_tunguska\_area\_check\_6 = Missile tank south of armored train, on the hill closer to the train (NO QUEST)

tadeush\_tunguska\_area\_mark\_6 = same as above, but smaller area

tadeush\_tunguska\_area\_check\_7 = Missile tank south of armored train, on the hill further from the train (NO QUEST)

tadeush\_tunguska\_area\_mark\_7 = same as above, but smaller area

tadeush\_tunguska\_area\_check\_8 = Missile tank in E2 near armored train (NO QUEST)

tadeush\_tunguska\_area\_mark\_8 = same as above, but smaller area

tadeush\_tunguska\_area\_check\_9 = Missile tank inside E near the t90 (NO QUEST)

tadeush\_tunguska\_area\_mark\_9 = same as above, but smaller area

tadeush\_tunguska\_area\_check\_10 = Missile tank on a hill right next to the scav extract "Hole in the wall by the mountains" (NO QUEST)

tadeush\_tunguska\_area\_mark\_10 = same as above, but smaller area

^Most likely a quest of marking these tanks that hasn't been unlocked yet by spt databanks

eger\_barracks\_area\_1 = White pawn (Pest Control)

eger\_barracks\_area\_2 = Black pawn (Pest Control)

lijnik\_storage\_area\_1 = Bunker next to bunker hermetic door, not command bunker but the "food storage" bunker (Safe Corridor)

baraholshik\_arsenal\_area\_1 = Fourth floor black pawn arsenal, no key needed (Inventory Check)

baraholshik\_dejurniy\_area\_2 = Duty room, black pawn third floor, RB-OB (Inventory Check)

baraholshik\_arsenal\_area\_3 = Second floor black pawn arsenal, RB-ORB3 (Inventory Check)

baraholshik\_arsenal\_area\_4 = Fourth floor white pawn arsenal, RB-ORB1 (Inventory Check)

baraholshik\_arsenal\_area\_5 = Second floor white pawn arsenal, RB-ORB2 (Inventory Check)

baraholshik\_fuel\_area\_1 = Gray fuel tanks near white pawn (NO QUEST)

baraholshik\_fuel\_area\_2 = Red fuel tanks near white pawn (A fuel matter)

baraholshik\_fuel\_area\_3 = Gray fuel tanks near armored train (A fuel matter)

baraholshik\_fuel\_area\_4 = Fuel tankers on train tracks armored train (NO QUEST)

prapor\_HQ\_area\_check\_1 = Command bunker (No place for Renegades)

mechanik\_exit\_area\_1 = D2 (Back Door)

## 8. Labs zone locations (LEFT SIDE IS CASE SENSITIVE)

quest\_zone\_keeper7\_saferoom = Weapon testing room, key "TGL WT" (Following the Bread Crumbs)

quest\_zone\_keeper7\_test = human experiment room / black keycard room, specifically the glass box / chair (Following the Bread Crumbs)

meh\_56\_wifi\_area\_mark\_1 = human experiment room / black keycard room, entire room (except right ~10%) (NO QUEST)

## 9. Streets zone locations (LEFT SIDE IS CASE SENSITIVE)

quest\_produkt2 = Sparja store on avenue (The Delicious Sausage)

quest\_produkt3 = Sparja store at hotel (The Delicious Sausage)

quest\_produkt4 = Goshan store (The Delicious Sausage)

quest\_zone\_c11\_gmed = Chemical lab near lexos (door you have to prone under near

quest\_zone\_c16\_koll\_1 = Ambushed convoy with many dead bodies near lexos (Green Corridor [BEAR only quest], Road Closed [USEC only quest], Trouble in the Big City)

quest\_zone\_c16\_koll\_2 = Lexos window overlooking the convoy (Green Corridor [BEAR only quest], Road Closed [USEC only quest])

quest\_zone\_c21\_look = Room 215 in pinewood hotel, pinewood hotel room 215 key needed (Watching You)

quest\_zone\_c25\_cinem = Recording equipment in Sparja store on avenue (Broadcast part 2)

quest\_zone\_c25\_cinem2 = "Dostoevski" restaurant at the Malevicha street (Broadcast part 3)

quest\_zone\_c27\_sect = Abandoned factory marked key location, northern factory building (Broadcast part 4)

quest\_zone\_c29\_debt = Room 206 in Pinewood Hotel (Debtor)

quest\_zone\_c5\_mar = Balletmeister's apartment (has "idea" on the wall outside), Primorsky 46-48 skybridge key (Ballet lover)

quest\_zone\_c6\_kpss = Apartment building across from front of avenue Sparja store, room with the bicycle looking out the window (Glory to CPSU part 1)

quest\_zone\_c7\_mel = Second floor of the Chekannaya 15 apartment building(very similar to balletmeister's apartment, the box is right in front of the audio equipment instead of being the whole apartment) (Audiophile)

quest\_zone\_c8\_dom1 = Prison cell no. 1 on the third floor of the Chekannaya 15 apartment building (Iron gate key required) (House Arrest part 1)

quest\_zone\_c8\_dom2 = Second floor room directly in front of parkour stairs in Chekannaya 15 apartment building (Chekannaya 15 apartment key required) (House Arrest part 2)

quest\_zone\_c8\_dom2\_dead = Dead scav right next to the room, on the stairs (House Arrest part 2)

quest\_zone\_find\_2st\_kpss2 = Second floor museum (Glory to CPSU part 2)

quest\_zone\_find\_2st\_mech = Chekannaya st. 13 ritual room (Mysterious room marked key [chek.13] required) (Broadcast part 5)

quest\_zone\_hide\_2st\_mech = Same as above, but smaller area, for placing an item

quest\_zone\_find\_2st\_med\_invent1 = Vet clinic animal holding rooms (Pets Won't Need It)

quest\_zone\_find\_2st\_med\_invent2 = Control room in the radial diagnostics room of Children's Polyclinic No. 69. (X-ray room key required) (Pets Won't Need It)

quest\_zone\_find\_silent = Klimov 16A building, in front of the chained door on the 4th floor (Rusted bloody key required) (The Door)

quest\_zone\_hide\_silent = Heater next to chained door ^

quest\_zone\_hide\_silent2 = Trash bags next to locked door leading to chained door 😊

quest\_zone\_keeper00 = Informant's main hideout, across street from lexos (Missing Informant)

quest\_zone\_keeper99 = Informant's second hideout, under theater (Backup hideout key required) (Missing Informant)

quest\_zone\_keeper10\_kill = Significant area reaching from Lexos to the close corner (from lexos) of Pinewood hotel (NO QUEST [looks like it was the old kill zone for "Trouble in the Big city" before it was changed to be a "kills on streets in general" quest, as the area of this box is surrounding the marker location)

quest\_zone\_keeper10\_place = Gate inside semi truck at ambush site (you have to jump on the green crate to be inside the BoxCollider) (Trouble in the Big city)

quest\_zone\_keeper8\_1 = Concordia room 8 on the third floor (Spotter)

quest\_zone\_keeper8\_1\_hide1 = red table in room mentioned above^

quest\_zone\_keeper8\_2 = Bedroom of Primorsky 46-48 skybridge key (check above quests) (Spotter)

quest\_zone\_keeper8\_1\_hide2 = ^smaller box of this, for placing an item

quest\_zone\_keeper8\_3 = Window of room 45 on fourth floor of the apartment building connected to the above room via the skybridge (NO QUEST [clearly a third spot for Spotter that was removed])

quest\_zone\_keeper8\_1\_hide3 = Drawers to the left of the window of above room (**NO QUEST** [clearly a third spot for Spotter that was removed])

quest\_zone\_kill\_c17\_adm = Pinewood Hotel (The Huntsman Path - Administrator)

quest\_zone\_prod\_flare (moved to VolumePropagationAndEnvironmentSwitcherTrigger physics world) (yes that is actually the name, but for the quest zone you need to reference "quest\_zone\_prod flare" ) = Huntsman path administrator flare location

quest\_zone\_kill\_cinema = Rodina movie theater and close surrounding area (Gendarmerie - Tickets, Please)

quest\_zone\_kill\_kardinal = Entire Cardinal apartment area (Gendarmerie - District Control) (**NOT YET IN SPT**)

quest\_zone\_kill\_shool = School area (REMOVED QUEST: Gendarmere - School Guard [Thanks, AlaskanJesus!])

quest\_zone\_kill\_stilo = Stylobate building (strip mall / street is included in the box) (Gendarmerie - Mall Cop)

quest\_zone\_last\_flare (moved to VolumePropagationAndEnvironmentSwitcherTrigger physics world)  
(yes that is actually the name, but for the quest zone you need to reference "quest\_zone\_last\_flare") =  
Trouble in the Big City flare location

quest\_zone\_place\_c14\_revx\_1 = LAV III right by Courtyard extract (Revision - Streets of Tarkov)

quest\_zone\_place\_c14\_revx\_2 = LAV III near Concordia (Revision - Streets of Tarkov)

quest\_zone\_place\_c14\_revx\_3 = Stryker at intersection of Klimov St. and Primorsky Avenue (Revision  
- Streets of Tarkov)

quest\_zone\_place\_c22\_harley\_3 = (Harley Forever) (REMOVED QUEST)

quest\_zone\_place\_c24\_tigr1 = Patrol-A car near the abandoned factory (Information Source)

quest\_zone\_place\_c24\_tigr2 = Patrol-A car near Condordia (Information Source)

#### Additional information

Programming skills required	1
Technical knowledge requirement	Beginner