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## The long dark map pleasant valley

If you spent a lot of time in The Long Dark, you were most likely looking for a detailed map of all regions. Hinterland Studio does not provide any maps in the game, but a community member named Whiteberry has created the most detailed maps one could ask for in The Long Dark. To make your life a lot easier, we've put them all together right here, so you can stop stumbling into the bears every time you walk around the tree. All maps of the region for the long dark unfortunate Muskeg has not been added, and there seems to be room for another region north of Mystery Lake. This first map is a map of the world, which is The Long Dark. This was divided by Hinterland Studio some time ago, and does not include the new Forlorn Muskeg region, which is west of Mystery Lake. However, it gives you a pretty good idea of the total lying ground. Mystery Lake Mystery Lake is a good starting region for those who want a good balance of wildlife, resources and shelter. Let's start with a map of what many consider to be the simplest region, Mystery Lake. It connects with Forlorn Muskeg, Pleasant Valley, and Coastal Highway, making it somewhat central to the west. Mystery Lake has many good buildings that you can call home, including our favorite, The Trapper Cabin. If there is one major drawback of Mystery Lake, it will probably be that the wolf population could spiral out of control. Forlorn Muskeg This Forlorn Muskeg card isn't quite done, but it's still good enough to keep you from getting lost. The newest region in The Long Dark is Forlorn Muskeg, an area that Hinterland Studio added when they redesigned the game's apparel system. Good thing, too, is because, like Timberwolf Mountains, there are definitely zero places to sleep indoors. It connects to Mystery Lake, but is full of wolves and at least one bear. The main reason to go to Forlorn Muskeg is to use the game's second forge, allowing you to keep the all-point desolation trip. Carter Hydro Dam There's a tiny loot at Carter Hydro Dam, but you also have to keep an eye out for Fluffy. As you can see on the Carter Map of Whiteberry Hydro Dam, this is hardly a place you would call home. It's just a region that will connect Mystery Lake with the Pleasant Valley. There is a bit of prey and a lone wolf that patrols it from time to time, but mostly you'll just go through. Just keep in mind that on difficulties other than the pilgrim, Fluffy tend to wander inside the dam itself. The ravine ravine region is a bit of wildlife and almost zero shelter, so going through all this is good for. Looking at the map of the ravine, it is clear to see that this long dark region also exists solely to help you get from Mystery Lake to the coastal highway. There's wild animals and loot take note, but there's nothing in the form of housing shelter A few caves. If you plan to go from Mystery Lake to the coastal highway, leave early in the morning and make sure you complete the trip. Don't get caught in the cold if you're not sure you're ready for it. Pleasant Valley Pleasant Valley has the worst weather in the Long Dark, but it is a resource-rich environment with great farmstead to live in. You will need this Whiteberry Pleasant Valley map if you plan to spend a lot of time there on your game through Long Dark. It's a huge area full of all kinds of wildlife and arguably one of the best places to call home in the game, Pleasant Valley Farmstead. Pleasant Valley is also the only region that connects you to Mount Timberwolf, but it also connects to the Coastal Highway and Mystery Lake. Pleasant Valley also has some of the most punishing weather the game has to offer, so it would be best to start at Mystery Lake and move there when you're ready. The coastal highway coastal highway has great fishing, and one of the best places to call home if you are properly insane. Because of all the buildings and loot that you can find in the coastal highway, you probably want to use the map so you don't miss any of them. It can be a difficult place to travel if you are in the mountains, but on the ice and along the highway you can spot predators in the distance, making it one of our favorites in terms of not being ambushed by bears and wolves. It also has a quanset gas station, a place that people who love suffering swear by is the best base in the game. You see, the Kwenset gas station often has three wolves and a bear nearby, but all that floats is your boat. The coastal highway connects to Lake Mystery (via the ravine), pleasant valley and desolation point (via Crumbling Highway). The Crumbling Highway crumbling Highway exists solely to connect the coastal highway to Desolation Point. You probably won't need a map to go through the Crumbling Highway area of Long Dark if you're looking for specific prey. You also don't have to plan to stay overnight if you have a bed that you can use to sleep in the only indoor building in the region's basement. There are several cars and caves, but it risks it too much. Leave early off the coastal highway and get through the Crumbling Highway and at the desolation point in one day. The desolation point is a great place to visit if you need a forge, but after that you have to go home. The desolation point map will be very useful as there are several areas of interest, especially Riken, one of two places that has a forge. If you're crazy enough to play on Interloper, you'll need a forge, but only after you find a heavy hammer. The desolation point is cut off from any region other than the Coastal Highway (via Crumbling This is not the place where you call home for Get in, make your craft in Riken and then go back to another warmer place. Timberwolf climbing Timberwolf Mountains will be something you will never forget in the Long Darkness. Mount Timberwolf is a region that will require maps more than any other in The Long Dark. The whole point is there to reach the top, and the region has exactly zero places to sleep indoors. There is a Mountaineer's Hut which is not terrible but it also has a huge hole in the roof so it won't be the warmest place you've ever slept. Even Ice Fishing Hut lacks a door, so it sucks. No, just go to Mount Timberwolf if you are directed and have the means to stay fed and warm. But, absolutely go there, because it's probably the coolest place in the game. It will do it. These are all regions in The Long Dark, complete with expert maps from Whiteberry. Be sure to follow Whiteberry on Twitter as a means of saying thank you for saving your life with these maps of all regions in Long Darkness. Guide to the Long Dark Tank War Loading Room Comments featuring the hard work of TheEldritchGod, we've finally detailed maps of each long dark region so far, check them out! Other long dark guides: Note: Click to enlarge... I changed the cards a bit for the current version. Pleasant Survival Valley (spoiler) Pleasant Valley (Episode #3) You can also as detailed maps of the region (small fix ver. 1.56 - 1.8v) By stmSantana and 1 staff I changed the maps a bit for the current version. I first uploaded the map to the art page, but decided to use the guide page to manage the versions. The creator of the original map, Whiteberry -- Wolf -- referred to the following. Topographical maps of the delta --- Guide To Repconn and Gecko --- (Google translated from Japanese to English.) Detailed maps of the region - The Long Dark By Whiteberry Please note that these maps are no longer up to date and will not be updated. It's been fun to work and update them during early access, and I'll leave them here for those who still find them useful. I hope you'll still find your way into The Long Dark and thank you for your enthusiasm for the project :YJ used a free vector of open source Inkscape.inkscape.org for maps. You can contact me on Twitter @toarda if you have questions. Feel free to use my cards for your own projects. If you want to be decent, give credit. I'm not going to send wolves to follow you anyway :) Go to April 17, 2019 April 20, 2019 September 1, 2018 Edit Comments Share Pleasant Valley Outbuildings Shed. Once a pleasant valley surrounded by mountains at all Mount Timberwolf. Coastal Highway, Mysterious Lake (via The Winding River) For advanced players. A complex, vast mountainous desert region with several key shelters, originally inhabited by hardy estates. Pleasant Valley is one of the central regions in the Long Dark. The region represents 100 rural farmland, consisting of farmland and gardens surrounded by wooded hills filled with coal mining, caves, waterfalls and the harshest weather on Big Bear Island. The pleasant valley is also notable for the large Birch Forest, as well as the passenger plane shot down by Aurora. Pleasant Valley connects to Timberwolf Mountain via rope climbing northeast near the abandoned Prepper cache, to the Coastal Highway in the southeast through the Cinderella Hills coal mine, and to Lake Mystery through a cave in the southwest, west of Cascades Falls, which leads through the Winding River and Carter Hydro Dam. The review of the 'edit source' Pleasant Valley is the third and by far the largest region in the Great Bear Island. It has several shelters outside Thompson Crossing in the southeast, so the gameplay focuses on the survival of the elements and life at the expense of the earth, while navigating between cabins, caves and attractions. Frequent strong winds and low temperatures, snow, fog and blizzards are haunting the region. The sharp contrast between the hills and almost unlimited farmland can be disorienting, resulting in the player being quickly lost in poor visibility. It also increases the risk of encounters with wild animals at close range. Players must carefully conduct expeditions in time and prepare for sudden changes in the weather. Watch out for attractions to help navigate the hills and trees, but be careful: Bear, elk and wolves (and in Wintermute: Timberwolves) that can wait just around the corner. Safehouses (editing source) Two central indoor shelters serve as good primary bases: Pleasant Valley Outbuildings is a large barn located near the center of the map. The area of outbuildings also contains several abandoned cars, hay trailers, sheds and tractors around the perimeter. The shed has several valuable utilities including Fire Barrel, Workbench, Plenty of Storage, Central Location, and a bed you can sleep inside the pickup booth by entering it and choosing Sleep under Campcraft's radial menu, including having a Bedroll bear skin bedroll for a heat bonus). Pleasant Valley Farmstead is located about five minutes west of the barn (through a field of hay bales). This place, like the barn, has several vehicles scattered around the perimeter. Vehicles may contain materials and offer temporary shelter from the weather or Like the shed, Farmstead has key resources: a six-burner stove, a fireplace, a fire barrel outside, plenty of storage, and a closed porch for food storage or safe monitoring of conditions Inside the house there are also two beds with different heat values; a work bench (access through the basement door outside or a door under the stairs from the inside); and a lot of loot. It is also located in the center, and deer and rabbits can roam nearby (though, as well as predators). The nearby barn contains a barrel of fire and a makeshift Farmstead bed relatively close to each other's outbuildings, and Signal Hill, another useful indoor shelter. See locations for other potential bases, camps and attractions. Locations (edited source editing) There are many available locations in Pleasant Valley, including: Gallery edit source editing Maps (edit source) Places (edit source editing) Community content is available according to CC-BY-SA unless stated otherwise. Noted. the long dark map pleasant valley to mystery lake. the long dark pleasant valley map 2018. pleasant valley detailed map the long dark. the long dark new pleasant valley map. the long dark pleasant valley map update. the long dark pleasant valley map episode 3. the long dark pleasant valley plane crash map

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