

Introduction

Secure. Contain. Protect. That's the slogan of the SCP Foundation. One day, a scientist asked:

'What's the best way to contain all the SCPs we find?'

The best answer they got was from the SCP Secret Laboratory Team:

"Let's build mazes! If they can't find the way out, they won't be a problem during a breach!"

So they did...

Luckily there's people like me. People that don't sleep and don't have any friends. So for the last two weeks, I've been running around as a fellow D-Boy, drawing out layout after layout on empty envelopes scattered around my room, and after about five different designs and a ton of problems, I've finally mapped all three zones.

All the credit for the names for the LCZ and EZ goes to [Dgrunkle Sam III](#) and [ACEDOG11](#), as they have already made map guides in the past.

Let's get started then...

Rooms

'But regen, what are all of these lines and squares in the pictures?'

Glad you asked!



This is the Class-D Spawn (CD01).



This is the Entrance Zone Checkpoint.



A completely straight hallway can be a(n)/the

LCZ:

- Empty Hallway (HS 0X)
- Airlock (AL 01/02)
- Bathroom (WC 00)
- Greenhouse (VT00)

HCZ:

- Empty Hallway
- Tesla Gate
- SCP-049's Chamber
- SCP-939's Chamber
- Alpha Warhead Room
- Micro H.I.D Storage
- Server Room

EZ:

- Empty Hallway
- Segmented Office
- Single-Floor Office
- Locker Office
- Door Hallway



A 3-Way intersection can be an/the

LCZ & EZ:

- Empty 3-Way Intersection

HCZ:

- Empty 3-Way Intersection
- Ammunition Armory



A 4-Way intersection can be an

LCZ, HCZ & EZ:

- Empty 4-Way Intersection



A Curved hallway can be an/the

LCZ & HCZ:

- Empty Curved Hallway

EZ:

- Empty Curved Hallway
- Intercom Room



This is a Room Of Interest (ROI).

A ROI can be a(n)/the

LCZ:

- Armory (##00)
- Office (PC15)
- SCP-012's Chamber (#012)
- SCP-173's Chamber (PT00)
- SCP-372's Chamber (GR18)
- SCP-914's Chamber (#914)
- Checkpoint (EX-A, EX-B)

HCZ:

- Entrance Zone Checkpoint
- Elevator System (A/B)
- SCP-079's Chamber
- SCP-096's Chamber
- SCP-106's Chamber

EZ:

- Gate (A/B)
- Ruined Hallway
- Blast Door Room ('Red' Room)
- Evacuation Shelter Entrance

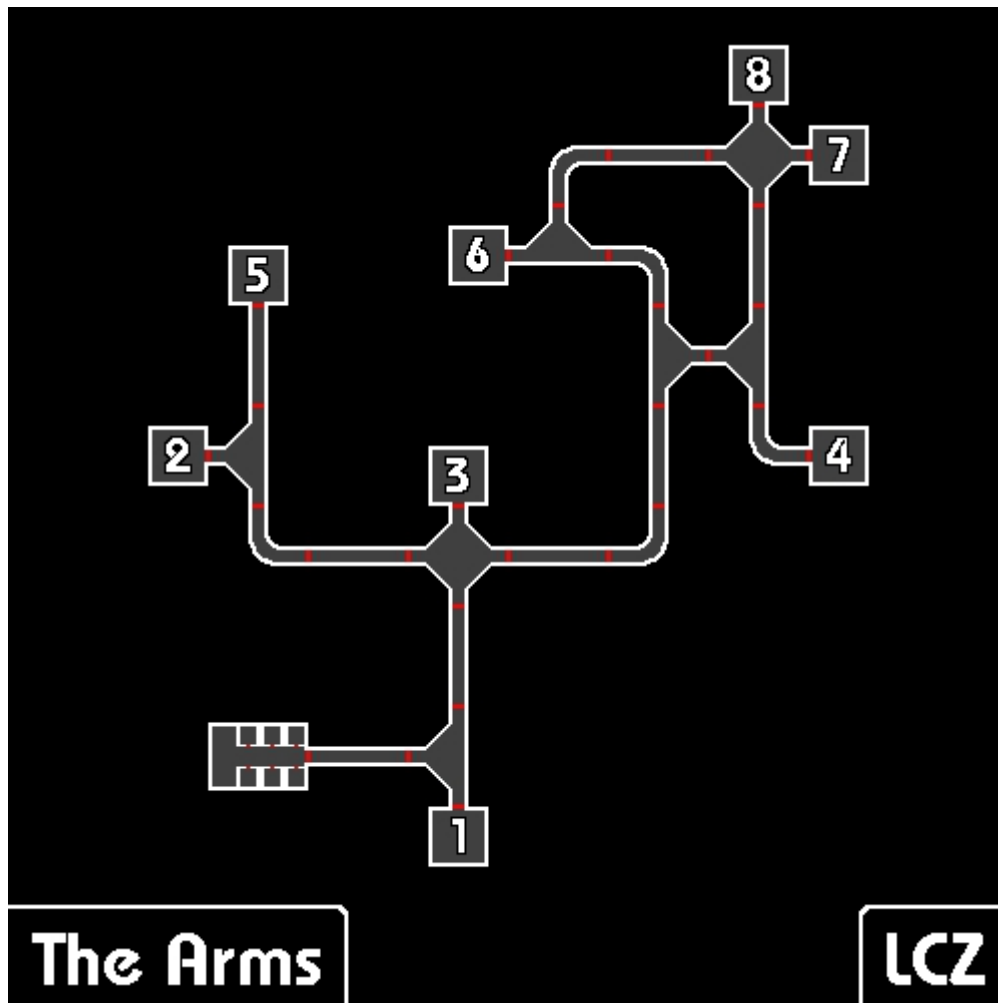
Light Containment Zone

The maps in LCZ are easy to figure out.

If you spawn as a D-Boy, you know what map it is after you enter the first room, because the CD01 room always stays in the same position.

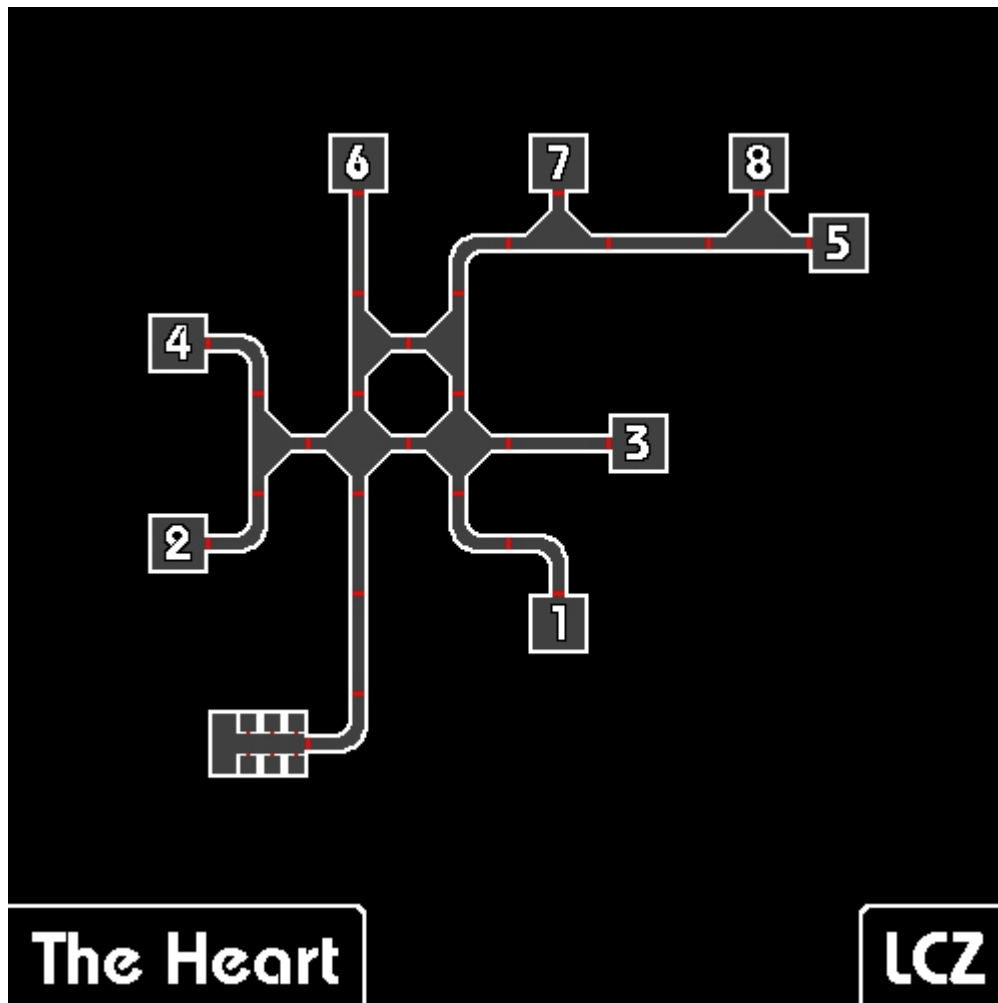
The Arms

If you spawn as a Class-D and you enter a straight hallway, you know it's The Arms.



The Heart

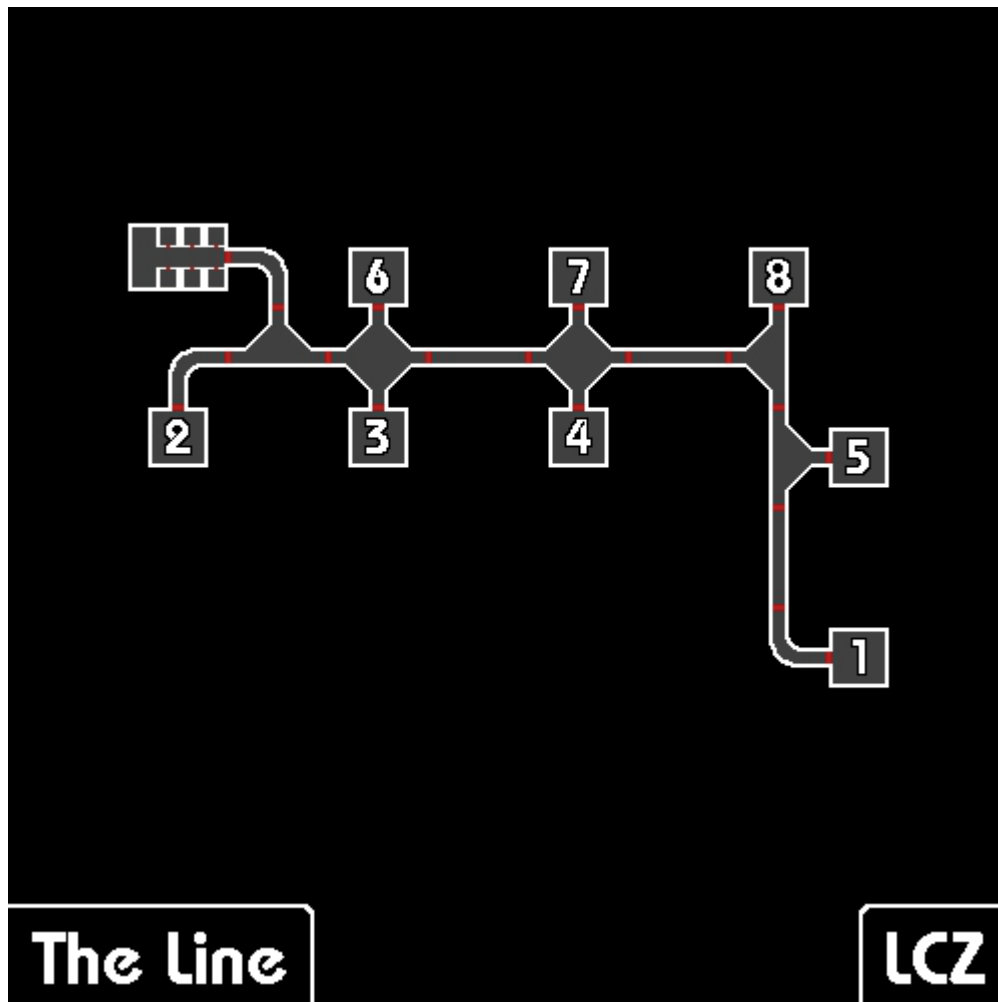
If you spawn as a Class-D and you enter a curved hallway to the left, you know it's The Heart.



The Line

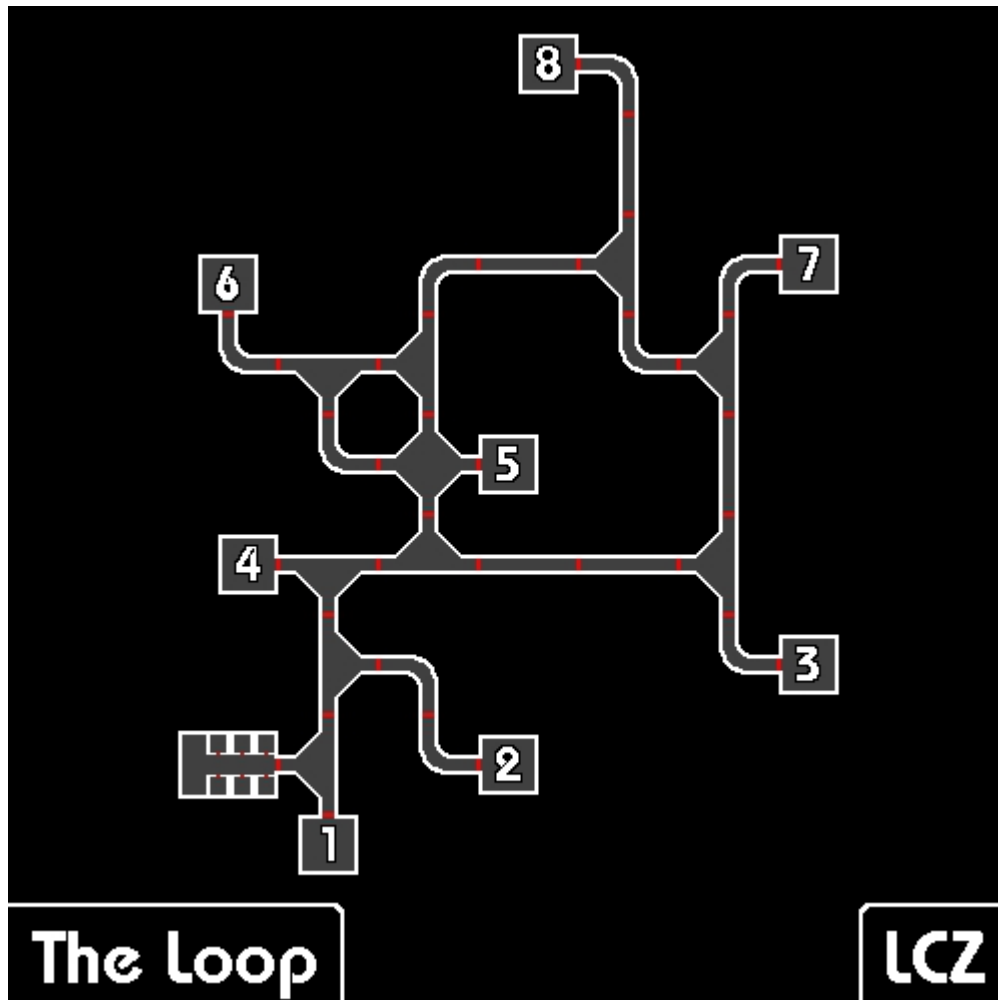
If you spawn as a Class-D and you enter a curved hallway to the right, you know it's The Line.

This is the simplest design of all.



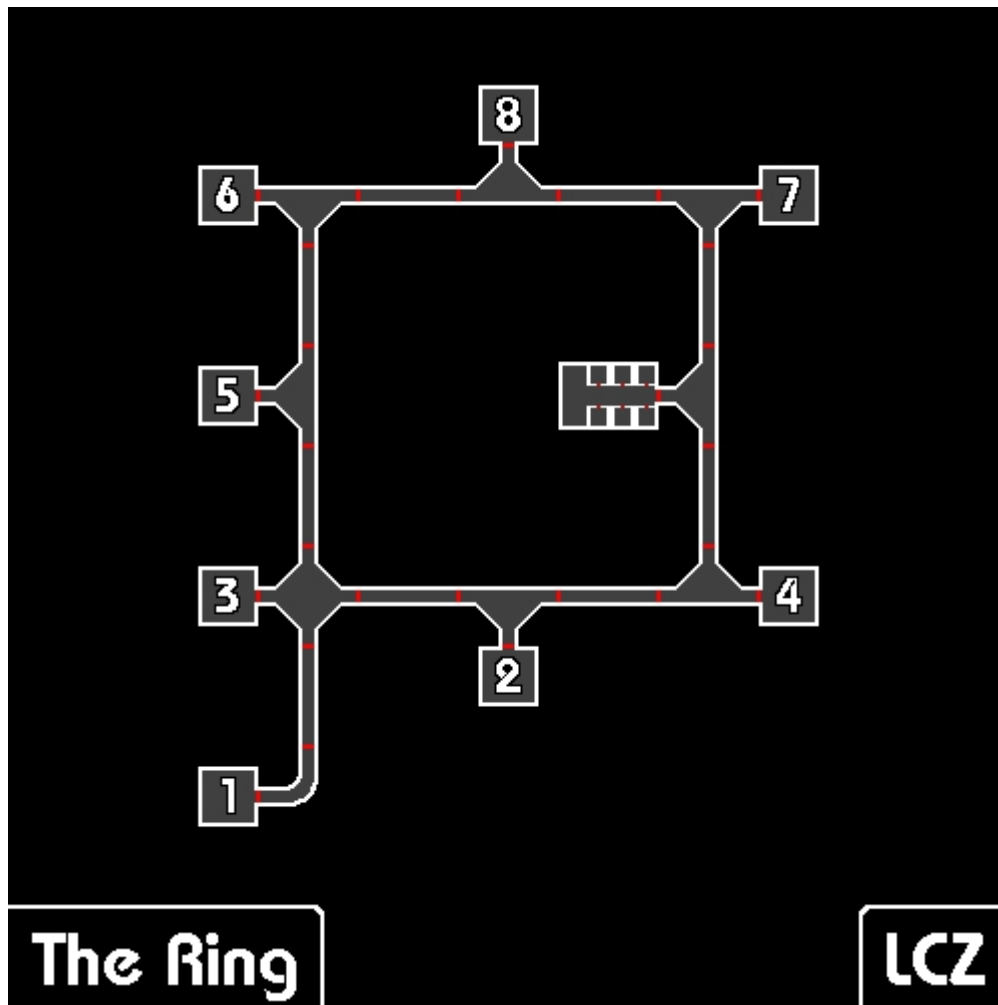
The Loop

If you spawn as a Class-D and you enter an IT with a ROI on the right, you know it's The Loop.



The Ring

If you spawn as a Class-D and you enter an IT with two straight hallways connected to it, you know it's The Ring.



Heavy Containment Zone

The HCZ is the hardest to figure out, since no room stays the same like CD01 or the EZ Checkpoint.

Best way to figure out where you are is the first room after you leave an elevator:

If you enter a **straight hallway** it can only be:

- The BonBon
- The Rectangle
- The Turtle

If you enter a **curved hallway to the left or right** it can only be:

- The Rectangle
- The Turtle

If you enter a **3-way interchange facing left** it can only be:

- The Line
- The Rectangle
- The Window

If you enter a **3-way interchange facing right** it can only be:

- The BonBon
- The Line
- The Rectangle
- The Window

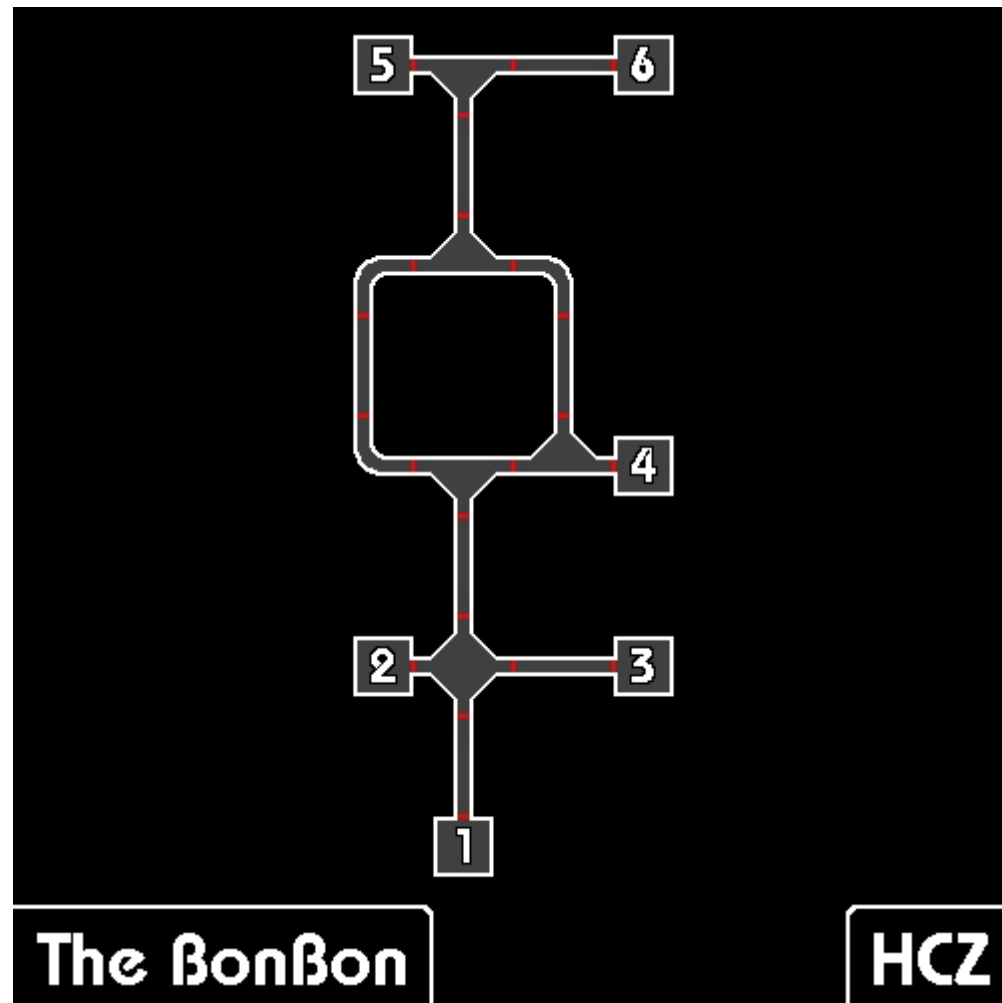
If you enter a **3-way interchange facing in both directions** it can only be:

- The Rectangle
- The Turtle

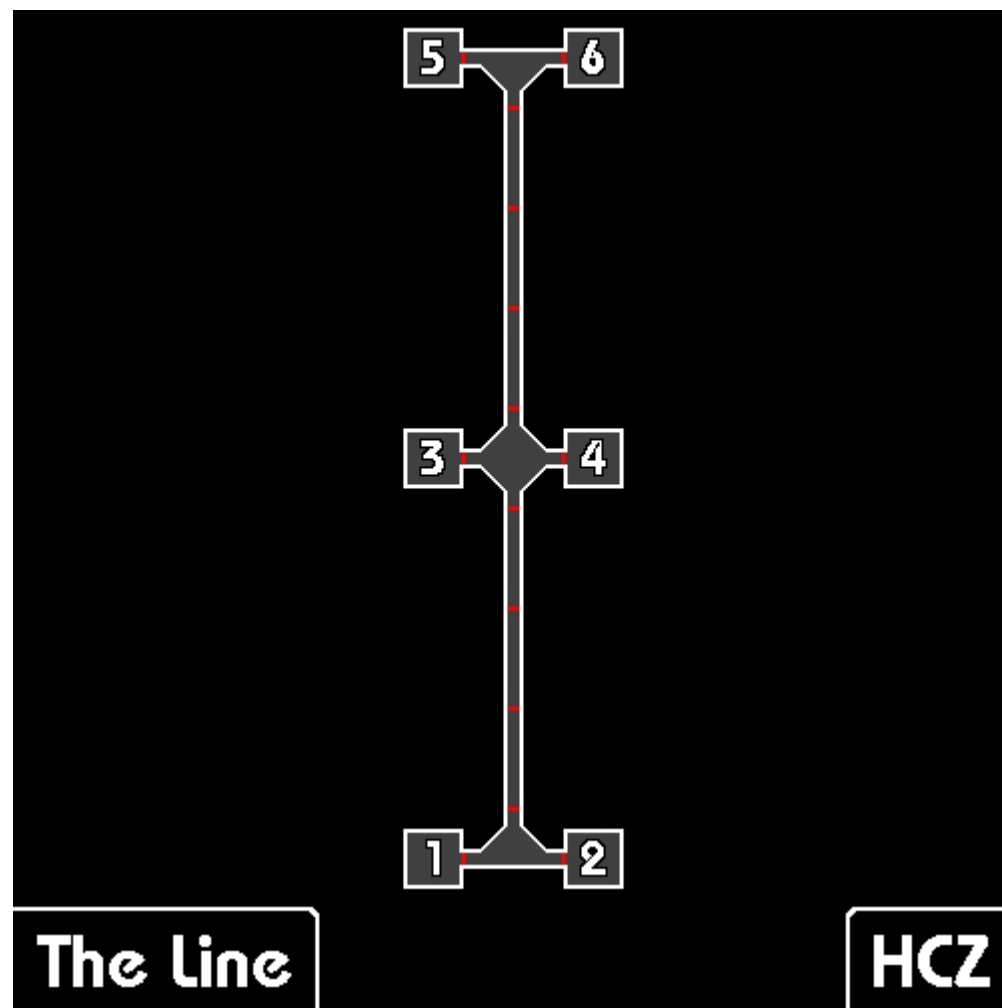
If you enter a **4-way interchange** it can only be:

- The BonBon
- The Line
- The Window

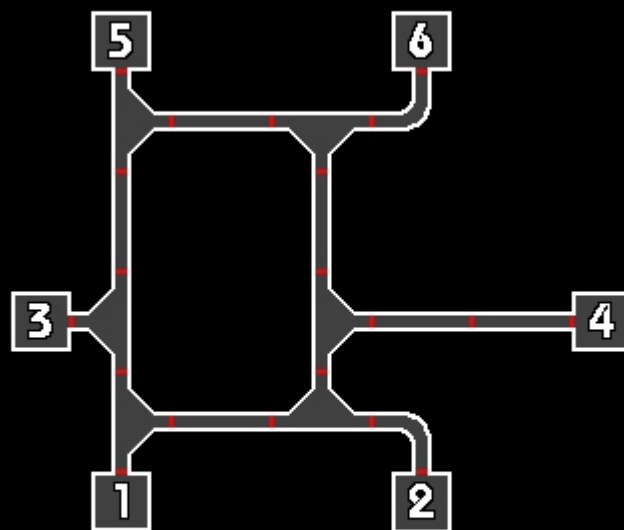
The BonBon



The Line



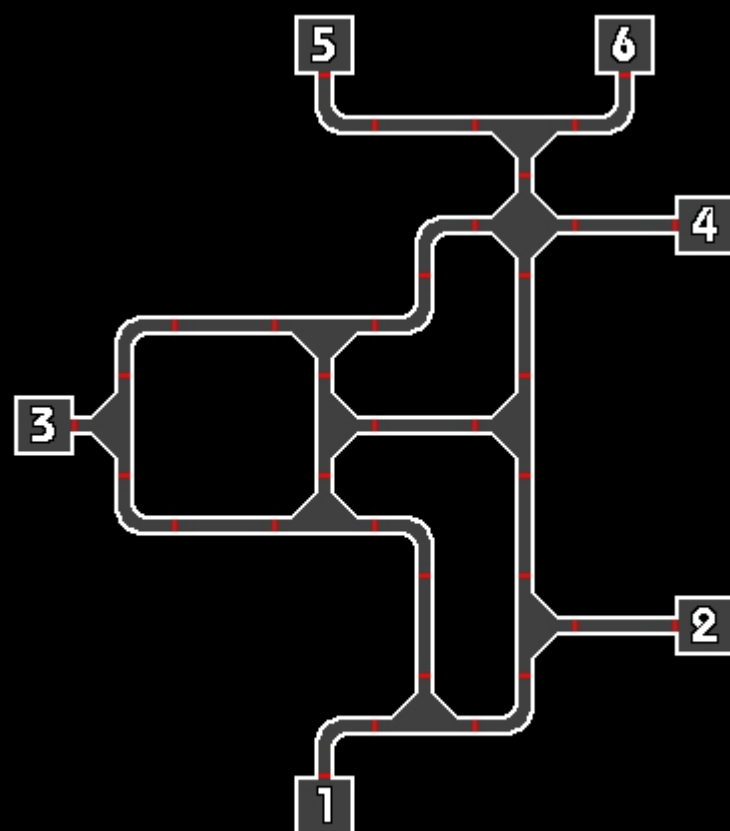
The Rectangle



The Rectangle

HCZ

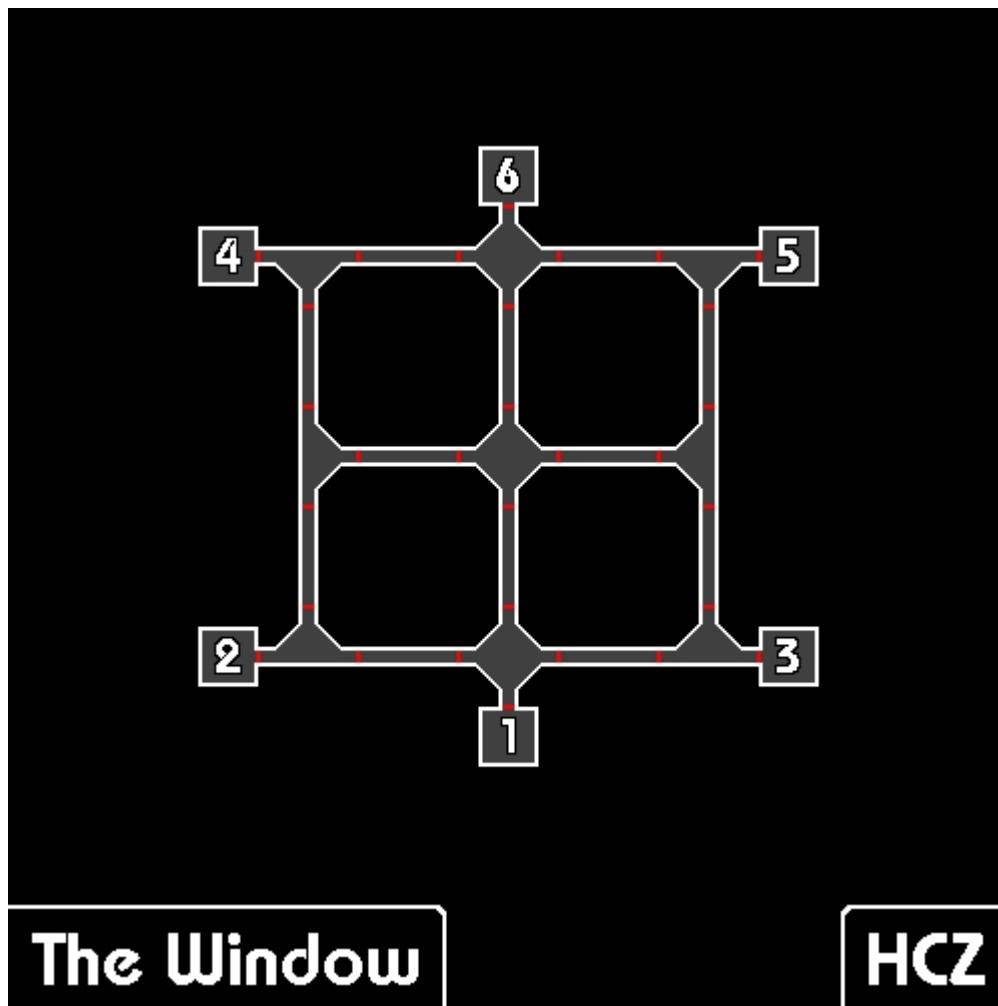
The Turtle



The Turtle

HCZ

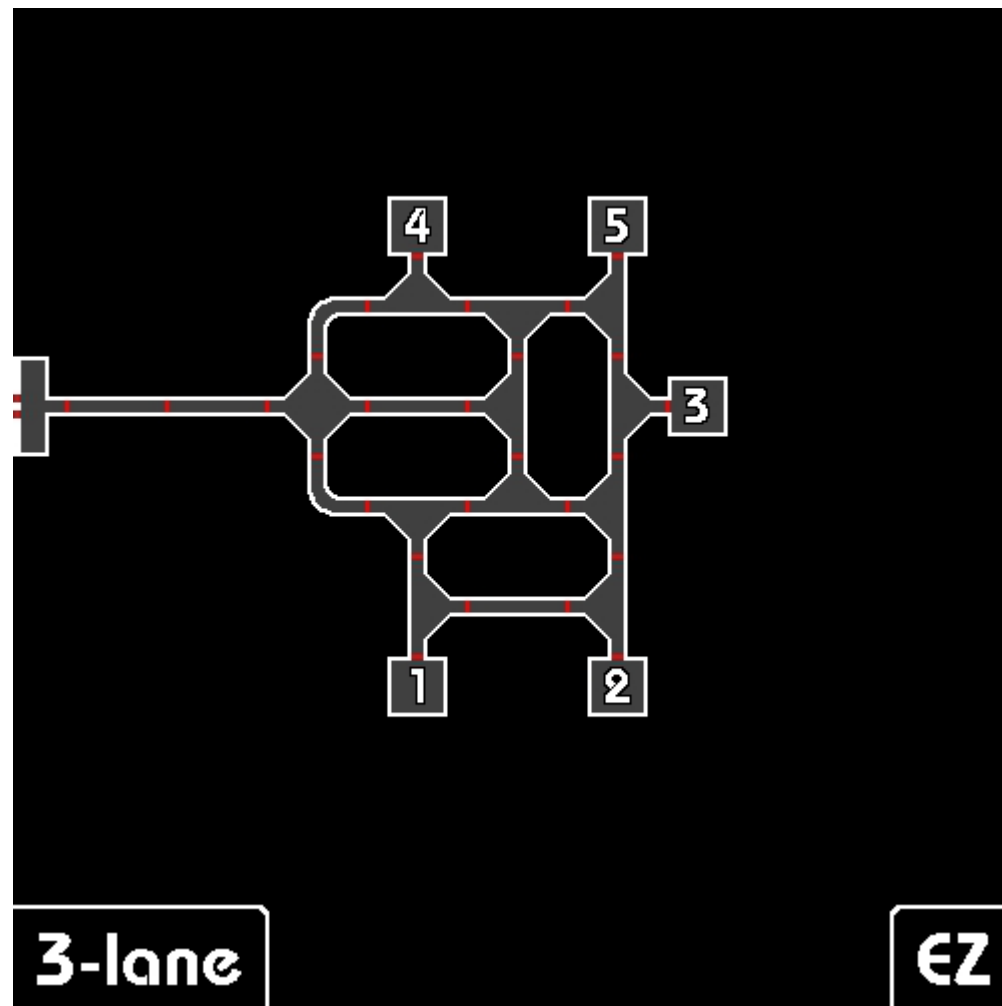
The Window



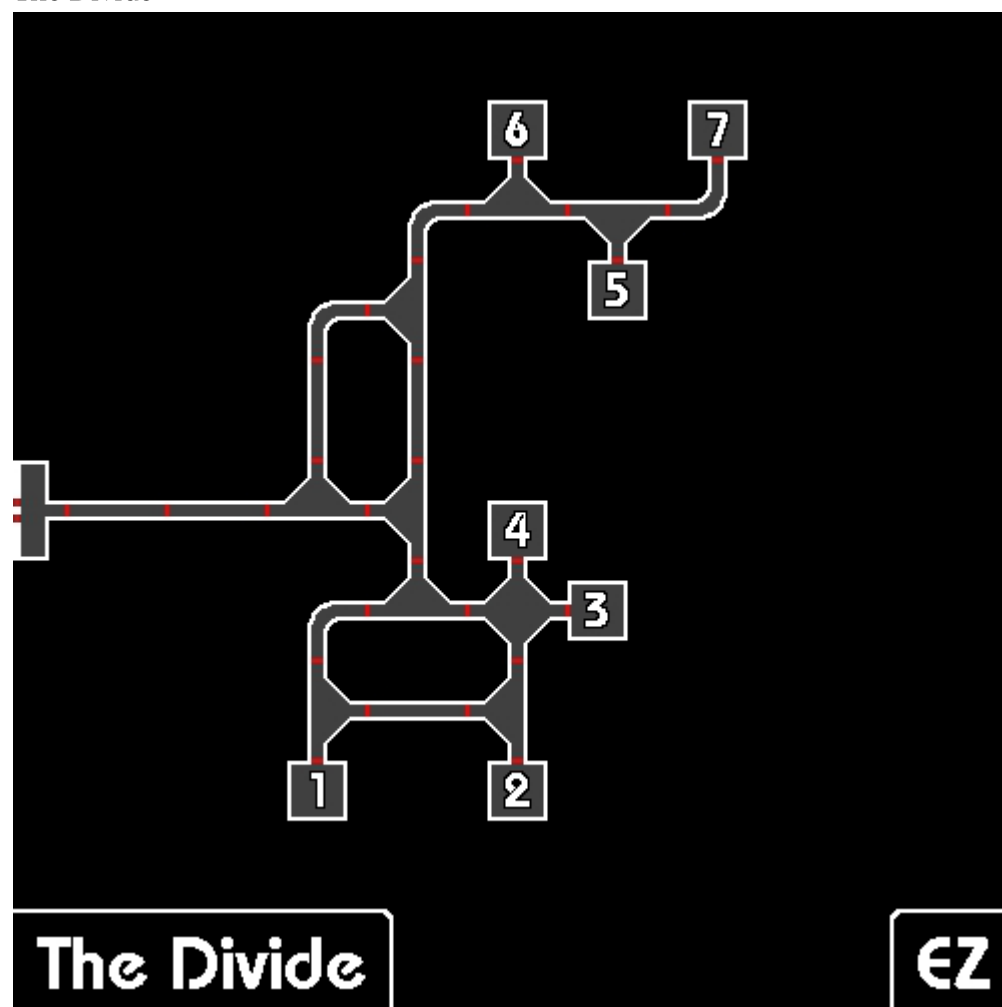
Entrance Zone

The EZ checkpoint always stays in the same spot, followed by two straight hallways. Note that the EZ is just a big dead end, unless you have a keycard with clearance to open gates.

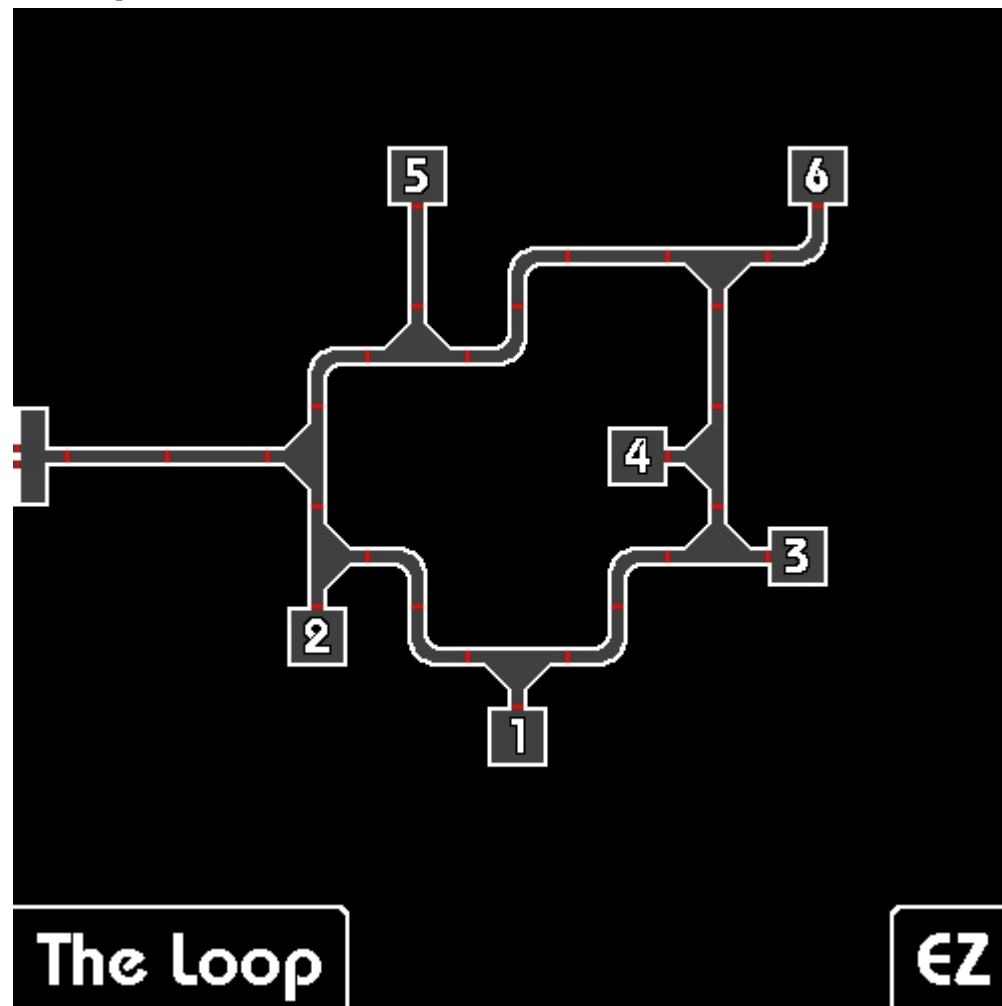
lane



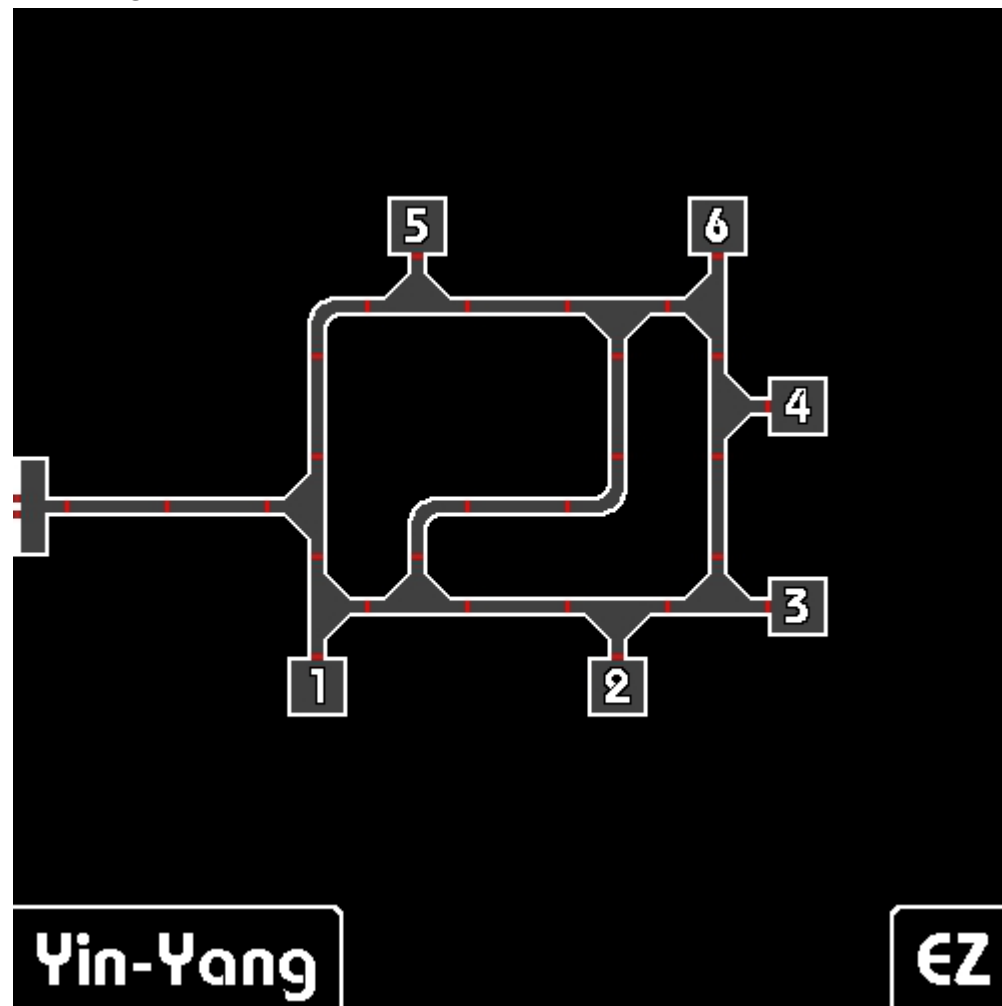
The Divide



The Loop



Yin-Yang



The Squares

