

Raft how to Complete Caravan Town

Caravan Town in Raft is the town on the Caravan Island which is a new update in update 12. The island is spread of three pinnacles which are joined using ziplines give a quick access for easy traverse through the island and a tall tower with containers in the middle of it. The character present inside the Caravan Island is given a task to complete that will complete its adventure in the town. The update has added to the realist experience in the open world survival game Raft Chapter 2.

The player is provided with some tasks:

- Finding three Battery Charger parts to make a Battery Charger
- Finding three Zipline parts to make a Zipline Tool
- Finding the key leading to the mayor's chest
- Acquiring blueprints for the Metal Detector
- Discovering the blueprints for Fireworks

Finding 3 Battery Charger parts to make a Battery Charger:

The first of the three shall be present ahead of the docks of the Caravan Town near the "Bander Kafilah" sign. For the second you need to climb up to the top of the mountain and move up the blue trailer; that's where the second one is. For the third, head over to the tallest tower containing red flag over it and the tower would be located at the center of the island; climb to the top of the tower and head to the nearest small cliff to find three more trailers in between which contain the Third part. Before creating the Battery charger, you need to first craft the Battery Charger Blueprint which can be made using the Workbench in the Mayor's Office. After getting the blueprint, you can craft the Battery Charger. The crafting materials to craft a battery charger are 15x Plastic, 5x Scrap, 1x Circuit Board and 4x Titanium Ingots

Finding 3 Ziplines parts to make a Zipline Tool:

The first Zipline part can be found in the Kafilah Town; when entered into the town you will come across with some pipelines and a tap; just adjust the pipeline in such a way that it fills up the well. The water in the well will push up the Zipline part.

For the second Zipline you need to make flippers and oxygen mask first. At the middle of the island there will be a bicycle-like device which is connected to a huge pipe that goes down underground. Swim through the pipe and you might come across some pufferfishes; ignoring them descend down into the depths to find out a blue container that contains the zipline part.

For the third you need to find out the explosive at the top of the hills on the island. To use the explosive, place some explosive powder; the explosive will burst out as if a rocket flying up and that will drop the third part parachuting over the other side of the island. Go and get it.

Using the Zipline blueprint craft a Zipline tool at the caravan located in the middle of the island.

Finding the key leading to the Mayor's Chest:

Before searching for Mayor's Chest key, first you need Infirmary key. The key is at the same place where you found out the second zipline part in the blue container at the deepest part of the pipe which was connected to a bicycle. After getting the Infirmary key go to the hill on the island and use it to find the Mayor's key inside. Get back to the Mayor's office (present in the middle of the Town) to unlock the Mayor's Chest.

Acquiring Blueprints for the Metal Detector:

The blueprint of the Metal Detector can be found out where you found out the second zipline. After acquiring the blueprint, you just need 12x plastics, 6x Scraps and 1 Battery. Metal detector is used to search tiki pieces, suitcase, combination safe and basic resources.

Discovering Blueprints for Fireworks:

After finding the exploding the firecracker, you will find the doll in the same location where the parachute lands. The doll will have the blueprint for the Firecracker.

That is how the quest in the Caravan Town can be completed. That's all!!