

The Cycle Frontier Tall House Key and Which Door does It Unlocks

Using keys in The Cycle Frontier is a way to make the game realistic and unique. It unlocks rooms, houses, mines, etc. and you can get a variety of loots and other essential stuffs like minerals, ammos, guns etc. Each key can be used several numbers of time. It hardly takes one safe pocket and can be retrieved after death, yet to our surprise, these keys weigh 1 kilo and its duplicates are sold in exchange of 1000 credits per key. There are different kinds of keys in The Cycle Frontier, viz., Skeleton, Server Access, Mine Access, Tall House, Armory, Observation Room Access, etc. in this guide we are going to talk about Tall House Key. So, without any further ado, let's get started.

Locating Tall House Key:

Keys in Cycle Frontier can be found in scatters (no specific locations). They are spawned in random and most likely in Jackets and Safes. Like all other keys of Bright Sands, this key has a yellow lip. Get this key to access the Tall House in the Woodcutter Camp of the map. These keys are not rare to be found out, hence there might be no loot inside the Tall House yet there is a chance you can find rare rifles inside. Selling the keys would be the best option.

Tall House Location:

The Tall House is located in the Woodcutter Camp in the southeast of Waterfall Labs of Bright Sands. To reach there you need not to make much efforts. The house would be standing upon a rock behind a hill.

Ps: Once you reach the place, ensure that there are no enemies or monsters hovering in the area.

Arrive at the entrance gate of the Tall House using stairs (don't go by the name, the door is on the first floor only) and interact with the door. Player with the right key shall open the door. There will be ammo boxes lying around; dig into them for ammos and there will be a crate where mainly rifles spawn. This house should be accessed when you run out of ammos or need rifles.

That's all!!