# Navigating Factories


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# Contents

# 1.1 Introduction

In this document we'll be looking at some of the optimal ways of landing in Factories. We'll be looking at glider deployment, weapon spawns, chest spawns, pallet spawns, looting routes etc.

Please remember that 2 games of Fortnite are never the same, so while this document can offer you valuable information, take everything you read with a grain of salt. Try to add it to your own game, but don't live by it.

# 1.2 Optimal glider deployment

The black line marks the appropriate spot for which you should deploy your glider when diving straight down. This position will not give you a perfect landing for 1 specific spawn point, but will provide you with options along with a really tight landing that allows you to get to most spawn points first.

Note: Depends on your position in accordance to hills / trees etc.

Note: I am myself not a user of this map, good glider deployment comes from experience and sometimes landing higher is preferable to get an overview, especially in duos & squads.
This was created based on feedback.

# 1.3 Points of interest

The below illustrations shows every single weapon and chest spawn that is reachable right away when landing. Landing on one of these spawns can mitigate early game rng and secure you a good start.

Note:
Every spawn does not spawn 100% of the time, so don't bet all your money on one horse.

# 1.4 Landing North

The northern building is the only building with enough loot for more than 1 player.
(Refer to '1.9 Statistics' for complete loot amounts pr building)

When landing by the northern building, there are a potential 8 spawn points. In a situation where every weapon spawns and all spawns are of equal interest, landing at 1# and then making your way over to 2# is ideal. From here, the spawns determine your route, you should know spawn 3# - 8# before landing on 1# or 2# to make a decision.

if no weapon is available on 1# - 4#, consider landing at 5# - 8#. Make your way through the spawns and enter the building from the eastern side.

## 1.4.1 Inside the northern building

Your route through the building depends on which spawn area you landed on initially.

The optimal route for getting through the building is shown in the following tables

Note: The northern building is too large and has too many spawn points for a single table, so I will be dividing the building into two (North & South), to make it more comprehensible.
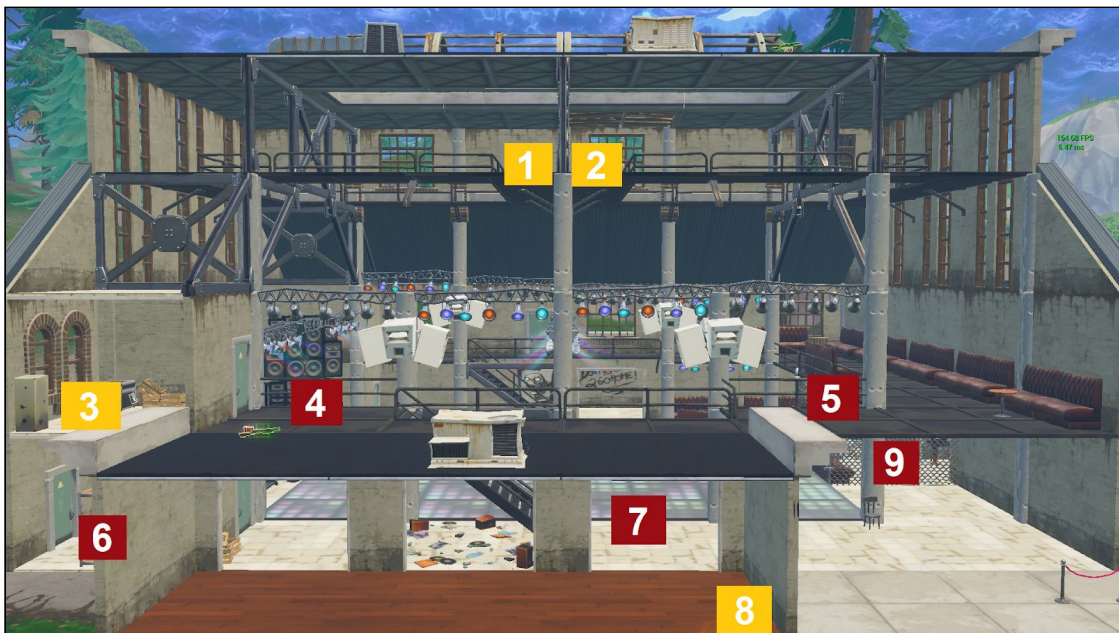
## 1.4.2 Northern side

| Starting point (Pictured above) | 1. Route takes denying enemies loot into account in case of contest. 2. If a spawn has loot that isn't of interest or hasn't spawned, skip to the next. 3. Some routes skips certain spawns if they are too inconvenient, only go for these if you know the loot is of interest. | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| 1 / 2 | 1 (Break the floor) | 2 | 4 | 5 | 9 | 7 | 8 | 6 | 3 | |
| 4 - 8 | 10 | 7 | 6 | 8 | 9 | 4 | 5 | 3 | 1 | 2 |

## 1.4.3 Southern side

| Starting point (Pictured above) | 4. Route takes denying enemies loot into account in case of contest. 5. If a spawn has loot that isn't of interest or hasn't spawned, skip to the next. 6. Some routes skips certain spawns if they are too inconvenient, only go for these if you know the loot is of interest. | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1 / 2 | 1 (Break the floor) | 2 | 4 | 3 | 6 | 7 | 8 | 5 | 9 |
| 4 - 8 | 9 | 7 | 8 | 6 | 4 | 3 | 5 | 2 | 1 |

## 1.5 Landing West

When landing by the middle western building there are 4 spawn points close by. In a situation where every weapon spawns and all spawns are of equal interest, landing at 1# and then dropping your way down to 2# is ideal for getting 2 weapons in the least amount of time.

Realistically speaking, chances are only one of 1# and 2# are gonna spawn a weapon, it is recommend that you land on either of these.

Spawn 3# and 4# are not viable landing spots unless you mess up your landing, as they put you in a lowground scenario from the get go and don't provide good looting routes.

## 1.5.1 Inside the western building

Your route through the building depends on which spawn area you landed on initially.

The optimal route for getting through the building is shown in the following table:

| Starting point (Pictured above) | 1. Route takes denying enemies loot into account in case of contest. <br> 2. If a spawn has loot that isn't of interest or hasn't spawned, skip to the next. <br> 3. Some routes skips certain spawns if they are too inconvenient, only go for these if you know the loot is of interest. | | | | | |
|---|---|---|---|---|---|---|
| 1 | 5 | 2 | 6 | 7 | 8 | |
| 2 | 6 | 7 | 8 | 5 | | |
| 3 (Requires you to build up to 2) | 2 | 6 | 7 | 8 | 5 | |
| 4 | 3 (Pictured above) | 2 (Requires you to build) | 6 | 7 | 8 | 5 |

# 1.6 Landing South West

When landing by the south western building, there are 2 spawn points on the roof. In the event that both of these have spawns of equal interest, aim for 1# for natural high ground and better chance at retreating.

If neither of 1# or 2# spawn, look west for spawn point 3# and 4#, if weapons of interest spawn here, consider dropping for these right away. Then move up the stairs and into the building for the fastest way to the next weapon spawn.

If no spawns are present, or the spawns are not of interest, enter the building from the top of the roof.

## 1.6.1 Inside the south western building

Your route through the building depends on which spawn area you landed on initially.

The optimal route for getting through the building is shown in the following table:

| Starting point (Pictured above) | 7. Route takes denying enemies loot into account in case of contest. 8. If a spawn has loot that isn't of interest or hasn't spawned, skip to the next. 9. Some routes skips certain spawns if they are too inconvenient, only go for these if you know the loot is of interest. | | | | | |
|---|---|---|---|---|---|---|
| 1 | 2 | 5 | 6 | 7 (Break the floor) | 8 | 9 |
| 2 | 1 | 5 | 6 | 7 (Break the floor) | 8 | 9 |
| 3 | 4 (Pictured above) | 6 | 5 | 7 (Break the floor) | 8 | 9 |
| 4 | 3 (Pictured above) | 6 | 5 | 7 (Break the floor) | 8 | 9 |

# 1.7 Landing South East

When landing by the southeastern building, there are 2 spawn points available right away. In the event that both of these spawn, aim for 1#, but be careful for enemies landing on other roof spawns, they'll be able to shoot you without much contest.

If neither of these spawn, aim for 2# for the fastest loot route.

## 1.7.1 Inside the southeastern building

Your route through the building depends on which spawn area you landed on initially.

The optimal route for getting through the building is shown in the following table:

| Starting point (Pictured above) | 1. Route takes denying enemies loot into account in case of contest. 2. If a spawn has loot that isn't of interest or hasn't spawned, skip to the next. 3. Some routes skips certain spawns if they are too inconvenient, only go for these if you know the loot is of interest. | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 (Requires you to build) | 7 | 8 | 9 |
| 2 | 3 | 4 | 5 | 6 (Requires you to build) | 7 | 8 | 9 | 1 |

# 1.8 Landing East

When landing by the eastern building, there are 4 spawn points available right away. In the event that all of these spawn, aim for 1#, consider if spawn point 2# is of interest.

If 1# doesn't spawn, land on either 2# or 4# depending if the loot is of interest.

3# is generally not a good landing unless the loot is of very high interest.



## 1.8.1 Inside the eastern building

Your route through the building depends on which spawn area you landed on initially.

The optimal route for getting through the building is shown in the following table:

| Starting point (Pictured above) | 4. Route takes denying enemies loot into account in case of contest. 5. If a spawn has loot that isn't of interest or hasn't spawned, skip to the next. 6. Some routes skips certain spawns if they are too inconvenient, only go for these if you know the loot is of interest. | | | | | | |
|---|---|---|---|---|---|---|---|
| 1 | 5 | 6 | 7 | 8 | 9 | 10 (Requires you to build) | 4 (Pictured above) |
| 2 | 1 (Requires you to build) | 5 | 6 | 7 | 8 | 9 | 10 (Requires you to build) | 4 (Pictured above) |
| 3 | 1 (Requires you to build) | 5 | 6 | 7 | 8 | 9 | 10 (Requires you to build) | 4 (Pictured above) |
| 4 | 9 | 8 | 7 | 6 | 5 | 1 (Requires you to build) | 10 |
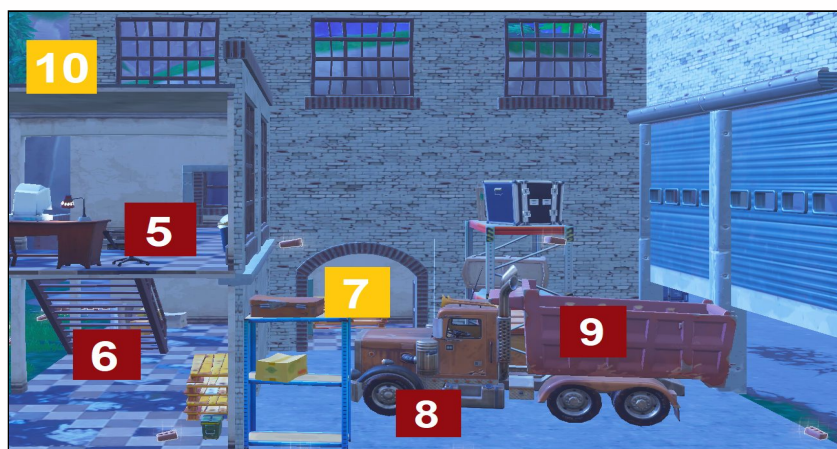
## 1.9 Statistics

| Building | Weapon spawns | Chest spawns | Total spawns |
|---|---|---|---|
| North | 19 | 6 | 25 |
| West | 6 | 2 | 8 |
| South West | 7 | 2 | 9 |
| South East | 5 | 4 | 10 |
| East | 7 | 3 | 10 |

## 2.0 Notes

The spawn points were determined based on 5 match instances, I do not guarantee all spawn points are located as it is possible that one didn't spawn in all 5 games. (Though highly unlikely)

All routes are determined with weapon, chest and pallet spawns in mind.

These routes might in fact not be optimal in every instance, every game of Fortnite is different and this study is not perfect.

The POI has no official name, "Factory" is just what I call it.