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1. Introducing the Wild West Mod - 7 Days in the Wild West

The Wild West Mod rolls back time to around the Mid-19th Century Wild West America (+/- 20 years).
It attempts to remove features which are not time appropriate, and introduce additional features to expand and complement the overall experience. A few examples include:

- Only the 'Old West' type tiling system will appear when using the RWG, with age-appropriate POIs.
- Asphalt has been replaced with gravel throughout the whole world.
- Car assets have been overwritten or replaced with wagons. This continues to allow wrenching.
- Some items have been renamed such as electrics to connectors and given an appropriate icon.
- Weapons have been rolled back with custom assets.
- Age-appropriate food items.
- Custom lighting, traps, vending machines, and other features.
- Hooked up for Oakraven steam powered vehicles, age-appropriate tech, and other Oakraven additions.

This guide introduces highlights in more detail, but there will still be an abundance of other changes that players will notice as game-play commences.

2. Introducing the Wild West Mod Custom World - New Frontier

The Wild West Mod is ideally played on the bundled Wild West Mod Custom World called New Frontier (version NewFrontier in the Worlds folder). This is because they are dependent on each other, and this has been a connective feature at every stage of development. New Frontier provides spawn locations on the East or West Coast. The spawn location will dictate the level of challenge. New Frontier is bundled into the Mod within the V2-WildWestMod / Worlds folder and named 'NewFrontier'.

Players who spawn on the East Coast will typically face the greatest challenge. Game progression gradually sees migration towards the West, and this fits in with the 'American Frontier' where Wild West Settlers came in migratory waves. If you spawn on the East Coast, it is recommended to build stage point bases along the way before constructing a permanent settlement. It is very possible to remain on the East Coast, since all biomes will be accessible, but there are some major landmarks along the way that are worthy of your time.

Players who spawn on the West Coast, will face less of a challenge because certain resources will be in greater abundance due to distribution. While things may feel more comfortable in early Game Stages, it simply means exposure to some of the more challenging features will come sooner. Regardless of where you spawn, both spawn areas have been fully tested in multiple play-throughs and the feedback has been positive. It is hoped you will be able to experience both.

The World has some unique and recognizable features that look as if they were taken directly from a map. In some cases, this is exactly how they were created. As such, it contrasts greatly from RWG since each and every area has been added manually and with great consideration and planning. It has been suggested the experience is similar to playing 7DTD for the first time in Navezgane. It is hoped players will also share this same experience.

3. Outlining specific features for the Wild West Mod:

- POIs and the Old West tiling system

The Wild West Mod contains well over 100 custom Wild West POIs that will appear in an RWG. In addition, there are hand placed POIs that are unique to New Frontier. For New Frontier, these have been carefully distributed within the default Old West tiling system, or in the Wilderness. All Wilderness POIs have been hand placed to maximize variety and POI groupings. Furthermore, there are additional decorative spawning POIs that will appear in certain biomes at random. These include simple decorations such as smoke stacks in the Wasteland to abandoned camps in the Desert. All in all, New Frontier offers the most unique and stimulating environment for the POIs, but there is also value in using RWG because it can provide a novel and unique environment after discovering all that New Frontier has to offer. RWG for V1 offers a high-quality World with access to some customization for biome and certain topographical features. **Rename the game Prefabs folder to Prefabz to avoid adding default POIs before generating RWG.**

- Attributes and Skills

The majority of Attributes and Skills remain exactly the same with only a little update to wording to remove the names of weapons or resources which have been removed or replaced. Overall, the Attribute and Skill trees will be totally familiar. However, there are some noticeable changes. The Machine Gun Skill has been replaced with Gatling Gunner. This is a custom weapon that is the only weapon in that class. Intellect has been renamed to Brainz. The Stun Baton has been rolled back and reintegrated elsewhere. A new Wild West Experience Skill has been introduced in the General Skills area. Since electrical type Skill and associated ranged Weaponry has been removed, a Steam Powered Junk Turret has been added in their place where we would expect Turrets. This Skill has been renamed to Great Gatspit Inventor and all text has been modified to reflect the change. Players will find more updates elsewhere, but it will remain very intuitive and user friendly. Books remain mostly functional in game, and are still hooked up for the most part. While the Attributes and Skills have been carefully customized, there may be the odd Book description that looks out of place. However, it was best to leave them in to ensure players have access to the book series completion bonus skill.

- Questing

In addition to the regular Clear, Fetch, Restore Power (Steam Power and not Electric Generator Power), and Infested Quests, there are a few new Quests that are classified as follows:

- Customized Challenges
These provide the default Challenges brought in for 2, but with customization to fit with the Wild West Mod theme.

- Note Quests
As players start in a new world, they will find note quests in their Starter Kit. These note quests continue in a permanent cycle and offer Animal, Zombie, and Crispy elimination quests.

Upon completion, players can receive Skill Points. However, the Animal and Zombie quests are completed in stages, and offer experience rewards along the way.

These will be further expanded in time…

- Environmental

Players are faced with Desert, Pine Forest, Burnt Forest, Snow, and Wasteland biomes. However, the New Frontier World is highly customized and players will observe patches of biome in isolated areas. For example, Medusa Island has its own Wasteland area for more intensive game play. Each biome will see custom entities that are specific to their biome features. For example, expect to see a Snow Bear in the Snow Biome. Look out for a Nocturnal Desert Hare in the Desert Biome. It will be active in your presence as it attempts to run away, but will stand out due to its size. Custom entities are worth catching and harvesting for their custom resources and recipes.

- Weaponry, Weaponry Mods, and Traps

Out with the new and in with the old. A main feature of the Wild West Mod was to take players back in time. This required removing all weapons and traps which were deemed inappropriate for the time period. However, alternative offerings more than make up for any loss in the form of new revolvers, rifles, melee weapons, traps, and even a mobile handheld Gatling. Experience some classic type weapons along with some new Prototype inventions. Testing has shown that a combination of weapon types and traps used at the right time and in the right place will allow players to adapt for any challenge they face. Recipes and Crafting Skills Unlock area will show the new weapons and traps.

To motivate players to explore the New Frontier, some of the resources required to craft or maintain custom weapons can only be found in specific biomes. For example, the Gatling needs a Wasteland Zombie Crater Bear tooth as the trigger for the Gatling, since it is the only thing which will stand up to the vibration. While this trigger is very strong, it will not last forever, and another tooth will be required to repair the Gatling. The Wasteland Zombie Crater Bear has been known to randomly drop one or two teeth when harvested, and Gatling durability will only require periodic hunting trips to find more teeth. The rate of fire for the Gatling is very high when fully upgraded, and players will need to balance its single shot or automatic firing capability when balancing resource expenditure.

Here is a list of the current Custom Weapons available (Crafting Skill, Loot, and Trader) in the Wild West Mod:

- Hand Held and Placeable Gatling
- Legendary Tribe Winchester Rifle
- Winchester Rifle
- Obsidian and Medusa Knife
- Mini Machete
- 666, Raven, and Schofield Revolvers
- Scrap Spitter (Steam Powered Junk Turret)
- Kitchen Melee Tools
- Cosh Spitter
- Gatling Turret

In addition to new weapons, there are also some new weapon specific Mods to give higher Game Stage parity.

- Weapon Lubrication Mod (+50% durability)
- Antler Bow Handle Grip Mod (Increases entity damage)
- Bow Reload Mod (Increases reload speed for Bows and Crossbows)
- Speedloader Mods for the Revolvers and Winchesters… and more.

Players will also notice some Mods that look new, but are existing Mods with a new icon and name to ensure they match the time period. For example, the Rad Mod is now called the Lucky Horseshoe Weapon Mod.

Thorough testing has balanced the weapons to ensure they appear at an appropriate time, and can be carried into later Game Stage interactions at higher quality levels, in the full knowledge that they can still serve their purpose.

- Tools

One major overhaul in the Wild West Mod was to remove the Auger, Chainsaw, and Nail Gun. Removing these increases the sense of immersion for this time period. However, certain features have been incorporated to ensure they are not missed.

Here are a few examples of how you will still be able to construct and mine with minimal issue:

- Base stamina degradation has been decreased by about 6%. This offered a noticeable benefit for all stages of Game Play where physical endurance is required.
- Two types of Tomahawk Tool are available and hooked into Miner 69'er. These take one action to upgrade blocks, have decent block damage for mining ore, and can be very useful against entities. They are not as strong as the Axe for cutting trees, and not as strong as the pick-axe for mining, but they are the most versatile tool/weapon in any players' tool-belt. Once that Miner 69'er is maxed to Skill 5, and the Mining Books are all read, players will be cracking entity skulls and ore quite comfortably.
- The Hammer and Stone Axe have been given one or two actions respectively to upgrade blocks and have seen their repair amount increased quite substantially.

While power tools will be missed, rebalancing features are in place to ensure mining and construction remain viable and integral to the overall experience. One further hint on how to put your tools to good use: there are some specific mine POIs out there that are pretty large and often see a variety of ore veins passing through them. Players who track these down will be in a very good position for an endless supply since they are reset during quests.

- Transportation
Vehicles with internal combustion engines have been removed from the Wild West Mod. However, they have been replaced with alternative vehicles fueled by kerosene and powered by steam. Grease Monkey has been changed to Mechanic and a new or upgraded range of vehicles include the following:

- Dinky Donkey T0 Starter Kit donkey with low speed but won't sap your stamina
- Bicycle for 2 (The regular bicycle is faster than the default bicycle and carries two players when unlocked)
- Steam powered motorcycle/velocipede
- Horses T1-T3 (End of Quest Tier rewards or as Trader purchases)
- Steam Horse (A Kerosene heated Steam Powered Road Locomotive)
- Hot Air Balloon (A Kerosene heated Hot Air Balloon)

Transport Mods can still be found in loot and crafted when unlocked. For most, the icons have been aged, but one has been renamed to the Sugar Cubes Mod. It fits in the Steam powered vehicles as well.

One thing to note is that while the Horses display an engine kerosene icon, they do not require kerosene as fuel. When chopping down trees or searching loot, players will come across apples. Hold an apple in front of your horse and use the primary action to feed your horse. This will increase its energy and vitality. We have heard that horses have been known to explode so be careful with them. Fermented apples apparently produce an excess of methane gas which is highly combustible.

- Attire
Armor remains a very important part of the Wild West Mod. As with other aspects of the Mod, inappropriate items have been removed or renamed to something 'fitting'. There are also some custom Armor Mods that will assist players in the Wild West Mod such as Black Crystal Armor Mod and Cowboy Runners Mod.

- Farming, Livestock, and Recipes
Farming has been given an A19 overhaul in that harvesting a crop from a Farm Plot will see it revert back to a seedling. This matches the Settler Farmstead/Homestead history for the Wild West where sustainability could be a feature and gave Settlers' the potential to thrive. Seed drops for the Farmer Armor Class have been removed since it has become redundant and unnecessary.

In addition, there are Custom Mods that have been shared by Oakraven to assist with Farming and Livestock.

- Bee Hives (Can be crafted or found in certain POIs. Queen Bees can be harvested from forest of desert logs)
- Chicken Coops (Can be crafted or found in certain POIs. Baby Chicks can be found in nests and trees)
- A Well or Rain Catcher replaces the Dew Collector
- A Fish Trap can be placed underwater to find living and 'non-living' items that get carried in the stream

To complement this important aspect of the Wild West Mod, players have access to a wider range of Recipes. Examples include:

- Pine Cone Jam
- Honey Cornbread
- Egg Sandwiches
- Fried Catfish

These can be cooked on Custom Workstations that expand from the regular Camp Fire. Players will notice they have more access to very simple Recipes without requiring any unlocks. However, the tradeoff is resource management as these items can be hard to gather in early Game Stage. Unlocking resources for anything supporting the Farmstead/Homestead can allow one party player or soloist to comfortably stay close to base and take care of their group/individual needs with periodic trips for questing, looting and shooting.

4. Acknowledgments and Information

The Wild West Mod is brought to you by the Tallman Brad Gameplay Community, and third-party supporters. Tentative Discord discussions began in Autumn 2022, and soon moved into 'full steam ahead' as assets were collected and integrated into the Wild West Mod and New Frontier World.

The Tallman Brad Gameplay Community has been able to develop, integrate, customize, expand, playtest and quality assure all the way from concept to release stage. However, it is fully recognized that this could only have come together through community collaboration in the form of asset and skill sharing.

The following gives individual Credit to creators who provided their time and capability, whether they know it or not:

- Credits
Individual assets and know-how are provided by (From Z - A):

Zeebark - Custom POI submissions.
Tallman Brad - Created and administered a hub for the concept to come alive, game direction planning, developing xml, POIs, and the **New Frontier Custom World**.
Stallionsden - Assisted with community relations, technical advice on a number of topics, and submitted a Ranch POI.
sphereii - 0-Score to support online server animal animations.
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arramus - Lead xml compiler, provided 50+ custom POIs from the Old West Migration Mod, and general support in every area for returning close to the mid-19th Century.

- Contacts
Support, discussion, and players can be found in the Tallman Brad Gameplay Community Discord, or community discussion areas.

Tallman Brad Gameplay Community: https://discord.gg/vc2XmnNWB8

- Terms of Use
The Wild West Mod is shared as a complete package. Since it is powered by 7DTD and governed by TFP's terms for Mod usage, it is shared on a non-commercial basis in a spirit of sharing and collaboration.

No permission is granted to use any Wild West Mod assets elsewhere. The list of Credits shows which creators submitted their own content. Many can be found as released Mods in the public domain. Please do not strip them directly from the Wild West Mod as many have been customized to match the Wild West Mod features.

If you have any specific questions about Terms of Use, please visit the Tallman Brad Gameplay Community or check the TFP terms for Mod usage within the community.

1. Installation - Client and Dedicated Server

Client
Clients (players) can add the folders into their **Mods** folder in the main directory. This folder already contains the default 0_TFP_Harmony mod. Please do not delete that as it is essential for overhauls.

The Wild West Mod is also accessible through the Mod Launcher. You can download the Mod Launcher here: https://7d2dmodlauncher.org/

Dedicated Server
Server Admin can place the folders in their regular Mods folder. The NewFrontier World folder is located within V2-WildWestMod / Worlds. It can be removed and placed in the server Data / Worlds folder or area set up by the server host.

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