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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 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 customization, and a return of the Hunting Rifle from earlier 7D2D builds.
- Age appropriate food items.
- Custom lighting, traps, vending machines, and other features.
- Hooked up for Telrics Horses, and an Oakraven Steam Horse.

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**. This is because they are dependent on each other and this has been a connective feature at every stage of development. New Frontier provides two spawn locations; either on the East or West Coast. The spawn location will dictate the level of challenge. New Frontier is bundled into the Mod within the 1-WildWestMod / Worlds folder and named 'NewFrontier'.

Players who spawn on the East Coast will typically face the greatest challenge. Game progression gradually sees them migrate 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 than the East Coast because certain resources will be in greater abundance due to a more balanced 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 points 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 7D2D 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 over 100 POIs (113 at time of writing) that are tagged to spawn in an RWG. They were either custom made or customized from default POIs. In addition, there are another 25 hand placed POIs that are unique to New Frontier. These have been carefully distributed within the default Old West tiling system (heavily customized) or in the Wilderness. All Wilderness POIs have been hand placed to maximize variety and POI groupings. Furthermore, there are an additional 20 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. In due course, Teragon PWG (Programmable World Generator by Pille) will also provide players with another choice of World, and the Wild West Mod team is keeping up with progress with a view to sharing new Worlds built with this wonderful tool.

- 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 and Skill have been totally removed. However, a new Wild West Experience Skill has been introduced in the Brainz Attribute. Since Robotic and Auto Turret type weapons have been removed, a Steam Powered Junk Turret has been added in their place. This Skill has been renamed to Scrap Spitter and all text has been modified to reflect the change elsewhere. Players will find more updates elsewhere to reflect new weapons, forms of transport, and features. Overall, it will remain very intuitive and user friendly. Books still remain in game and the skills they provide are still hooked up to the features that remain. 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, and Restore Power (Steam Power and not Electric Generator Power) Quests, as well as the Opening Trade Routes Quests, there are a variety of new Quests that are classified in 3 different ways.

- One kind continues in an ongoing loop. They are in a few stages and offer small rewards along the way, but the final stage typically offers Skill points as a reward. Upon completion, this type of Quest simply restarts again from the beginning.

- Another kind is a once only type reward that comes in the form of a Note. The player begins with one of these in the toolbelt but these can also be gained as a Quest Tier Completion Reward. Players can opt when to begin these.

- The last kind is very flexible. One is added to the toolbelt, and another is added as a reward. The common feature for this type of Quest is that they can also be found in Gun Safes or Desk/Wall Safes. These will allow players to complete them again and again. As players progress, the experience will change based on the players' strength or how the quest evolves with Game Stage.

Here is a list of the current 8 Custom Quests available in the Wild West Mod:

Continual Cycle - Resets after Last Stage Complete
- Animal Hunting Stage x 4 (receive Quest Note on spawn)
- Cure Settlers Stage x 5 (automatically beings after meeting first trader)

One Chance Only
- Homestead Challenge - (receive Quest Note on spawn and complete a multi-part multi-stage quest to introduce Wild West homestead features)
- Gunslinger Stage x 2 (receive Quest Note Stage 1 on initial spawn and Quest Note Stage 2 as completion reward for first stage completion)
- Ma Tree Barker Stage x 2 (receive Quest Note Stage 1 as T3 Quest Completion Reward and Quest Note Stage 2 as completion reward for first stage completion)
- Barter and Trade Gold Stage x 1 (receive as T5 Quest Completion Reward)

Repeatable
- Horde Contract Quest Stage x 3 (receive Quest Note as T1 Quest Completion Reward and in Safes)
- Toy Soldier Stage x 1 (receive Quest Note as T4 Quest Completion Reward and in Safes)

These custom quests allow players to always have something else going on in the background and provides a break from regular questing. They have been carefully integrated into game-play to allow more challenging ones to come at a time the Game Stage permits. Players will also need to carefully time when to tackle the next Stage of multi-stage quests based on their strengths.

- Environmental

Not only are players faced with Desert, Pine Forest, Snow, and Wasteland biomes, but they will see Burnt Forest encroaching within the Wasteland on the New Frontier World. Each biome will also see custom entities that are specific to their features. Expect to see a Snow Bear in the Snow Biome. The chances are it will be carrying a Catfish in its mouth. Look out for a Nocturnal Desert Hare in the Desert Biome. It will be active in your presence as it attempts to run away. Custom entities are worth catching and harvesting for their custom resources.

Players will also experience a much greater range of weather extremes. There will be snow in the Pine Forest Biome, extreme periods of cold and heat in the Desert Biome, critical periods of freezing weather in the Snow Biome, thicker levels of Fog or Sand Storm type disturbances, and faster transitions between these periods. Players will need to maximize their protection with careful selection of clothing, custom environmental mods, and Skill Points.

There are also some custom Mods and a Drink to assist with weather extremes that can be found in 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 bring 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 will show the majority of new weapons and all 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. Saying that, 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 is actually very high. The rate of fire is also very high though 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 in the Wild West Mod:

- M1849 Prototype (Revolving Rifle that is Skill/Schematic locked)
- Gatling Prototype (Automatic Gun that is Skill/Schematic locked)
- Stag Spear (Advanced Steel Spear that is Skill/Schematic locked)
- Winchester Rifle (Converted Lever Action - Schematic locked)
- 2 Types of upgraded Knife (Skill/Schematic locked)
- 1 Mini Machete (Skill/Schematic locked)
- 3 Types of Revolver (T1 666 Revolver, T2 Raven Revolver, and T3 Schofield Revolver - Skill/Schematic locked)
- Scrap Spitter (Steam Powered Junk 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)
- Stag Spear Weighted Head Mod (Repulse feature)

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 the appropriate time, and can be carried into later Game Stage interactions 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 chopping away at 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 and can be crafted to Quality 6. Once that Miner 69'er is maxed to Skill 5, and the Mining Books are all read, players will be one shotting entity skulls and ore quite comfortably.
- The Hammer and Stone Axe have been give one or two actions respectively to upgrade blocks and have seen their repair amount increased quite substantially.

While power tools will be missed, re balancing 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 Questable.

- Transportation

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

- Bicycle for 2 (The regular bicycle is faster than the default bicycle and carries two players when unlocked)
- Telrics Horses T1 (A T1 Horse gained as a reward or Better Barter)
- Telrics Horses T1 (A T2 Horse gained as a reward of Better Barter)
- Steam Horse (A Kerosene heated Steam Powered Road Locomotive unlocked by Mechanic Skill)
- Hot Air Balloon (A Kerosene heated Hot Air Balloon unlocked by Mechanic Skill)

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 Horse and Hot Air Balloon as well.

One thing to note is that the Horses have no engine and cannot be refueled. When chopping down trees or searching loot, players will come across apples. Using the Action while standing close to your horse with an apple in your hand will prompt the apple to be 'eaten'. This will restore the Horse's health which is in a current state of decline. The T1 Horse has less storage capacity and greater demand for apples. We understand that both types of Horse are pretty decent in the water and will allow you to cross over any deep rivers quite smoothly. That bicycle with those prototype pneumatic tires and airtight frame may well provide a similar feature. As for the Steam Horse, it's probably best not to even attempt it.

Horses will use player stamina. Since the players' base stamina degradation has been decreased by about 6%, it will allow players to travel for longer at sprint speed. The T2 Horse is noticeably fitter and something to work towards.

- Attire

Clothing and armor remain a very important part of the Wild West Mod. In fact, more so than usual due to the environmental challenges due to more extreme and unstable weather patterns. As with other aspects of the Mod, inappropriate items have been removed or renamed to something fitting.

Clothing has been renamed in many instances since it is all still relevant, but needed bringing back in time a little. For example, a Puffer Jacket is now a Padded Alpaca Coat. Nothing too major there.

Armor has seen some items removed such as the SWAT Helmet and Football Helmet. However, players still have access to everything else. Since this armor will remove any sense of immersion, players are able to craft an Invisible Dye that can be added to the Armor Dye Slot. This will hide the Armor but still keep it functional. This was a useful workaround offered by Haidr'Gna in the Invisible Dye Mod. It may also appear in loot from time to time as well. The odds of it appearing automatically in clothing in the same way as other colors of dye, are 1 Billion to 1. It was set to such a low probability because players would find clothing but not check if there was dye in it because it didn't show any color change. They would then prance around in game practically naked without realizing it.

Increasing your Skill to handle weather extremes on top of wearing appropriate attire for the location is essential as the alternative is rapid loss of food, water, and ultimately health.

Custom Mods and a Drink to assist with weather extremes will also add to Skill and Attire for handling these extremes.

- 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.

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 trees)
- Chicken Coops (Can be crafted or found in certain POIs. Baby Chicks can be found in nests)
- Wells and Water Stands (Can be crafted or used at certain locations)

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

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

These can be cooked on Custom Workstations that expand on the regular Camp Fire. Players will notice they have more access to very simple Recipes without requiring any Skill unlocks. However, the trade off is resource management as these items can be hard to gather in early Game Stage. Unlocking Skill Points for anything supporting the Farmstead/Homestead will allow one player to comfortably stay close to base and take care of their party's needs while they are out looting and shooting.

4. Acknowledgments and Information

The Wild West Mod is brought to you by the Tallman Brad Gameplay Community.
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.

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 recognised that this could only have come together through community collaboration in the form of asset 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):

Zipcore - MapToolz to assist with custom world creation.
Zeebark - Multiple custom POI submissions.
Telric - Kind permission to update Telrics Horses to A20 and add a patch to match the Wild West Mod features.
Tallman Brad - Created and administered a hub for the concept to come alive, game direction planning, developing xml, POI, and the **New Frontier Custom World**.
Syco54645 - A19 Farming For A20. Brings back seedlings upon harvesting to replace the A20 system of non sustainable negative returns.
Stallionsden - Assisted with community relations, technical advice on a number of topics, and submitted a Ranch POI.
sphereii - SphereII Legacy Distant Terrain to remove Asphalt in RWG Worlds.
Snufkin - Undertaker entity and template support for weapon features.
Oakraven - Wild West Lighting, replacement blocks, balloons, weapons, storage, and an absolute abundance more in all capacities. Always goes far and beyond to assist overhaul type Mods.
MPLogue - Custom POI submissions, game direction planning, and additional custom block integration.
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closer_ex - Random Main Menu Background.
Chaz916Gaming - Old West POI pack.
bdubyah - Template code advice and support.
arramus - Assisted with xml compilation, mod integration, and general support for returning close to the mid 19th Century.

And anyone else who has chipped in with advice and support.

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

Tallman Brad Gameplay Community: https://discord.gg/vc2XmnNWB8
Guppy's Unofficial 7DtD Modding Server: https://discord.gg/aqhBp5TwsW
7D2D Official Forum: https://community.7daystodie.com/forum/27-mods/

- Terms of Use

The Wild West Mod is shared as a complete package. Since it is powered by 7D2D and governed by TFP's terms for Mod usage, it is shared on a non commercial basis in a spirit of sharing and collaboration.

However, no permission is granted to remove any specific Wild West Mod assets for inclusion elsewhere, or as a stand alone Mod. The list of Credits shows which creators submitted their own content. Specific names of Mods have been added where applicable. 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 past, this was located in the game's main directory. However, to remain future compatible, this location should be used:

AppData\Roaming\7DaysToDie\Mods

To find this location:

1. Select 'Show game launcher' when you start 7D2D.
2. Select 'Tools' menu tab and select 'Open savegame folder'.
3. This brings you to the AppData\Roaming\7DaysToDie location. Make a 'Mods' folder if it doesn't already exist.
4. Place all of the folders in the Wild West Mod within this Mods folder. It should look like the following image.
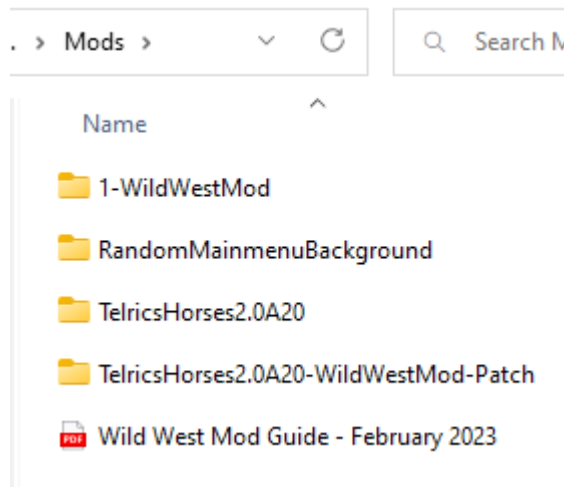
Dedicated Server
Servers Admin can place the folders in their regular Mods folder. The RandomMainmenuBackground Mod and Guide can be removed as they are only client side. The NewFrontier World folder is located within 1-WildWestMod / Worlds. It can be removed and placed in the server Data / Worlds folder or area set up by the server host.

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