

TongoMod

ver 3.3

BASIC MANUAL

- **1 (STARTING TONGOMOD)**
- **2 (BIOMES)**
- **3 (FIRST STEPS)**
- **4 (PROGRESSION SYSTEM)**
- **5 (CLASS MISSIONS)**
- **6 (RADIAL MISSIONS)**
- **7 (WORKSTATIONS)**
- **8 (RECIPES)**
- **9 (PERKS)**
- **10 (TONGOMOD WORKSTATIONS)**
- **11 (VANILLA WORKSTATIONS)**
- **12 (MOD REFLECTIONS)**

- 1 (STARTING TONGOMOD)



Welcome to TongoMod.

This is a rapid development mod, where everything levels up quickly, and if you are a little careless you can get more than one surprise, like finding feral zombies in Tier 1 missions...

Both the GameStage and the LootStage are unified in all biomes, so that the difficulty and loot will be equivalent in any biome. To put it another way, the best loot will be wherever you are.

TongoMod has its own missions, recipes and machines, as well as a specific progression system that allows you to develop the character according to your preferences, without depending exclusively on whether this or that magazine comes out.

There are also trophies for completing the different classes, and a final mission that consists of collecting them all, which would be something like “passing TongoMod”

Next to these instructions are the mission tables by class, there you can see when any recipe in the mod is unlocked, and what you need for it.

| TONGOMOD VER 3.3 | | | | | | | | | | | | FARMER CLASS | | | | | |
|------------------|-----------------------|-----------------------------|-----|-------------------------------|-----|---------------------------|-----|-------|----|---------|-----|--------------|------------------------------|-----|------------------|---------|---------|
| Nº | CLASS | NAME | Nº | OBJ-1 | Nº | OBJ-2 | Nº | OBJ-3 | Nº | OBJ-4 | Nº | OBJ-5 | COINS | EXP | RWARD-3 | RWARD-4 | RWARD-5 |
| 1 | FIBERS | PREPARING THE GROUND | 100 | PLANT FIBERS | 100 | WOOD | 100 | STONE | | | 50 | 100 | SEED MACHINE SCHEMATIC | | FARMER CLASS BOX | | |
| 2 | FARMPLOT | OUR LAND | 20 | ROTTING FLESH | 200 | WOOD | 100 | CLAY | 20 | NITRATE | 50 | 100 | COMPOST SCHEMATIC | | FARMER CLASS BOX | | |
| 3 | TURDS | ORGANIC FERTILIZER | 10 | TURD | | | | | | | 50 | 100 | COTTON SEED SCHEMATIC | | FARMER CLASS BOX | | |
| 4 | COTTON | UNDESIRABLE JOB 1/3 | 50 | COTTON | | | | | | | 50 | 100 | | | FARMER CLASS BOX | | |
| 5 | COTTON | UNDESIRABLE JOB 2/3 | 5 | COTTON SEED (CRAFTING) | | | | | | | 50 | 100 | | | FARMER CLASS BOX | | |
| 6 | COTTON | UNDESIRABLE JOB 3/3 | 5 | COTTON SEED (PLACE) | | | | | | | 100 | 200 | CHRYSANTHEMUM SEED SCHEMATIC | | FARMER CLASS BOX | | |
| 7 | CHRYSANTHEMUM RED TEA | 1/3 | 50 | CHRYSANTHEMUM | | | | | | | 50 | 100 | | | FARMER CLASS BOX | | |
| 8 | CHRYSANTHEMUM RED TEA | 2/3 | 5 | CHRYSANTHEMUM SEED (CRAFTING) | | | | | | | 50 | 100 | | | FARMER CLASS BOX | | |
| 9 | CHRYSANTHEMUM RED TEA | 3/3 | 5 | CHRYSANTHEMUM SEED (PLACE) | | | | | | | 100 | 200 | | | FARMER CLASS BOX | | |
| 10 | SHIT | MORE FERTILIZER | 100 | ROTTING FLESH | 20 | TURD | | | | | 50 | 100 | GOLDENROD SEED SCHEMATIC | | FARMER CLASS BOX | | |
| 11 | GOLDENROD | THE RICH GOLDEN TEA 1/3 | 50 | COLDENROD | | | | | | | 50 | 100 | | | FARMER CLASS BOX | | |
| 12 | GOLDENROD | THE RICH GOLDEN TEA 2/3 | 5 | GOLDENROD SEED (CRAFTING) | | | | | | | 50 | 100 | | | FARMER CLASS BOX | | |
| 13 | GOLDENROD | THE RICH GOLDEN TEA 3/3 | 5 | GOLDENROD SEED (PLACE) | | | | | | | 100 | 200 | BLUEBERRIES SEED SCHEMATIC | | FARMER CLASS BOX | | |
| 14 | BLUEBERRIES | FOREST FRUITS 1/3 | 25 | BLUEBERRIES | | | | | | | 50 | 100 | | | FARMER CLASS BOX | | |
| 15 | BLUEBERRIES | FOREST FRUITS 2/3 | 5 | BLUEBERRIES SEED (CRAFTING) | | | | | | | 50 | 100 | | | FARMER CLASS BOX | | |
| 16 | BLUEBERRIES | FOREST FRUITS 3/3 | 5 | BLUEBERRIES SEED (PLACE) | | | | | | | 100 | 200 | | | FARMER CLASS BOX | | |
| 17 | COMPOST | COMPOST HOUR | 100 | COMPOST | | | | | | | 100 | 200 | YUCCA SEED SCHEMATIC | | FARMER CLASS BOX | | |
| 18 | YUCCA | THE FRUIT OF THE DESERT 1/3 | 25 | YUCCA | | | | | | | 50 | 100 | | | FARMER CLASS BOX | | |
| 19 | YUCCA | THE FRUIT OF THE DESERT 2/3 | 5 | YUCCA SEED (CRAFTING) | | | | | | | 50 | 100 | | | FARMER CLASS BOX | | |
| 20 | YUCCA | THE FRUIT OF THE DESERT 3/3 | 5 | YUCCA SEED (PLACE) | | | | | | | 100 | 200 | ALOE SEED SCHEMATIC | | FARMER CLASS BOX | | |
| 21 | ALOE | NATURAL HEALING 1/3 | 25 | ALOE | | | | | | | 50 | 100 | | | FARMER CLASS BOX | | |
| 22 | ALOE | NATURAL HEALING 2/3 | 5 | ALOE SEED (CRAFTING) | | | | | | | 50 | 100 | | | FARMER CLASS BOX | | |
| 23 | ALOE | NATURAL HEALING 3/3 | 5 | ALOE SEED (PLACE) | | | | | | | 100 | 200 | | | FARMER CLASS BOX | | |
| 24 | TREE SEED | MORE WOOD | 50 | OAK SEED | 50 | PINE SEED | | | | | 50 | 100 | COFFE SEED SCHEMATIC | | FARMER CLASS BOX | | |
| 25 | COFFE | INFINITE ENERGY 1/3 | 25 | COFFE | | | | | | | 50 | 100 | | | FARMER CLASS BOX | | |
| 26 | COFFE | INFINITE ENERGY 2/3 | 5 | COFFE SEED (CRAFTING) | | | | | | | 50 | 100 | | | FARMER CLASS BOX | | |
| 27 | COFFE | INFINITE ENERGY 3/3 | 5 | COFFE SEED (PLACE) | | | | | | | 100 | 200 | PUMPKIN SEED SCHEMATIC | | FARMER CLASS BOX | | |
| 28 | PUMPKIN | HALLOWEEN BUSINESS 1/3 | 25 | PUMPKIN | | | | | | | 50 | 100 | | | FARMER CLASS BOX | | |
| 29 | PUMPKIN | HALLOWEEN BUSINESS 1/3 | 5 | PUMPKIN SEED (CRAFTING) | | | | | | | 50 | 100 | | | FARMER CLASS BOX | | |
| 30 | PUMPKIN | HALLOWEEN BUSINESS 1/3 | 5 | PUMPKIN SEED (PLACE) | | | | | | | 100 | 200 | | | FARMER CLASS BOX | | |
| 31 | HALLOWEEN | HALLOWEEN DECORATION | 20 | PUMPKIN HALLO | 20 | PUMPKIN HALLOWEEN (PLACE) | | | | | 50 | 100 | MUSHROOM SEED SCHEMATIC | | FARMER CLASS BOX | | |
| 32 | MUSHROOM | MEATY AND MOIST 1/3 | 25 | MUSHROOM | | | | | | | 50 | 50 | | | FARMER CLASS BOX | | |
| 33 | MUSHROOM | MEATY AND MOIST 2/3 | 5 | MUSHROOM SEED (CRAFTING) | | | | | | | 50 | 50 | | | FARMER CLASS BOX | | |
| 34 | MUSHROOM | MEATY AND MOIST 3/3 | 5 | MUSHROOM SEED (PLACE) | | | | | | | 100 | 100 | HOP SEED SCHEMATIC | | FARMER CLASS BOX | | |
| 35 | HOP | THE DRINK OF THE GODS 1/3 | 25 | HOP | | | | | | | 50 | 50 | | | FARMER CLASS BOX | | |
| 36 | HOP | THE DRINK OF THE GODS 2/3 | 5 | HOP SEED (CRAFTING) | | | | | | | 50 | 50 | | | FARMER CLASS BOX | | |
| 37 | HOP | THE DRINK OF THE GODS 3/3 | 5 | HOP SEED (PLACE) | | | | | | | 100 | 100 | | | FARMER CLASS BOX | | |
| 38 | DECORATION | DECORATING A LITTLE 1/2 | 30 | DECORATION PLANTS (CRAFTING) | | | | | | | 50 | 100 | | | FARMER CLASS BOX | | |
| 39 | DECORATION | DECORATING A LITTLE 2/2 | 30 | DECORATIN PLANTS (PLACE) | | | | | | | 50 | 100 | CORN SEED SCHEMATIC | | FARMER CLASS BOX | | |
| 40 | CORN | EL DORADO 1/3 | 100 | CORN | | | | | | | 50 | 100 | | | FARMER CLASS BOX | | |
| 41 | CORN | EL DORADO 2/3 | 10 | CORN SEED (CRAFTING) | | | | | | | 50 | 100 | | | FARMER CLASS BOX | | |
| 42 | CORN | EL DORADO 3/3 | 10 | CORN SEED (PLACE) | | | | | | | 100 | 200 | POTATO SEED SCHEMATIC | | FARMER CLASS BOX | | |
| 43 | POTATO | AMERICAN TREASURE 1/3 | 100 | POTATO | | | | | | | 50 | 100 | | | FARMER CLASS BOX | | |
| 44 | POTATO | AMERICAN TREASURE 2/3 | 10 | POTATO SEED (CRAFTING) | | | | | | | 50 | 100 | | | FARMER CLASS BOX | | |
| 45 | POTATO | AMERICAN TREASURE 3/3 | 10 | POTATO SEED (PLACE) | | | | | | | 100 | 200 | | | FARMER CLASS BOX | | |
| 46 | STUMP | THE LEFTOVER STUMPS | 10 | TREE STUMP PO | 10 | TREE STUMP PO (PLACE) | | | | | 50 | 100 | SUPER CORN SEED SCHEMATIC | | FARMER CLASS BOX | | |
| 47 | SUPER CORN | BIGGER, MORE POWERFUL 1/3 | 10 | SUPER CORN | | | | | | | 200 | 400 | | | FARMER CLASS BOX | | |
| 48 | SUPER CORN | BIGGER, MORE POWERFUL 2/3 | 10 | SUPER CORN SEED (CRAFTING) | | | | | | | 200 | 400 | | | FARMER CLASS BOX | | |
| 49 | SUPER CORN | BIGGER, MORE POWERFUL 3/3 | 10 | SUPER CORN SEED (PLACE) | | | | | | | 400 | 800 | URBAN COMBAT VOL. 2 | | FARMER CLASS BOX | | |
| 50 | CIGAR | TO ENJOY A GOOD CIGAR | 1 | CIGAR (CRAFTING) | | | | | | | 100 | 200 | TROFEO GRANJERO | | FARMER CLASS BOX | | |

But we are going to go in parts, and comment on all the aspects available in TongoMod.

- 2 (BIOMES)

The first thing we notice is a slight change in the environment, the elements on the map (trees, rocks, fiber, etc.) have been reduced to improve the overall performance of the game.

It is possible that a strange rock that is found in all biomes will attract attention, and that houses a new mineral, Graphite, which can be used in various recipes, as well as processed into a new material, Graphene.

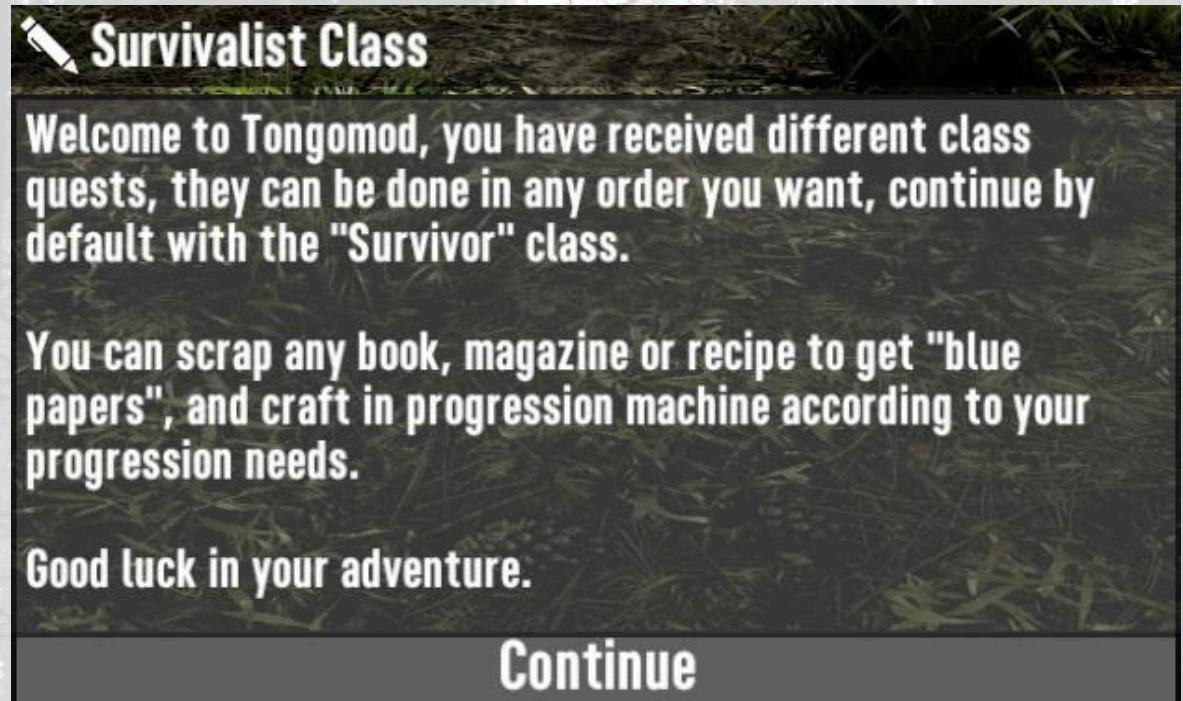


It is also possible that the groups of plants of all kinds that abound in the forest will draw your attention, there is everything... except super light corn.



- 3 (FIRST STEPS)

After completing the first two vanilla quests, the TongoMod class quests will be activated.



All classes are activated at the same time, so you can do them at your convenience.



After TongoMod is activated, we will receive a box called “**Starter Pack**”, which when opened will give us the following:

- Stone X 50
- Fiber X 50
- Wood X 50
- Progression Machine X 1
- Blue Papers X 30
- Omelet X 5
- Classic Yucca Juice X 5
- Honey X1
- Advanced Bandage X 3
- Repeating Crossbow X 1
- Stone Arrow X 100
- Quick Cutter X 1



A little help, which will improve the beginning a little, which always feels slow and tedious.



- 4 (PROGRESSION SYSTEM)

Once settled you can start with the progression machine, and start upgrading the equipment as needed.



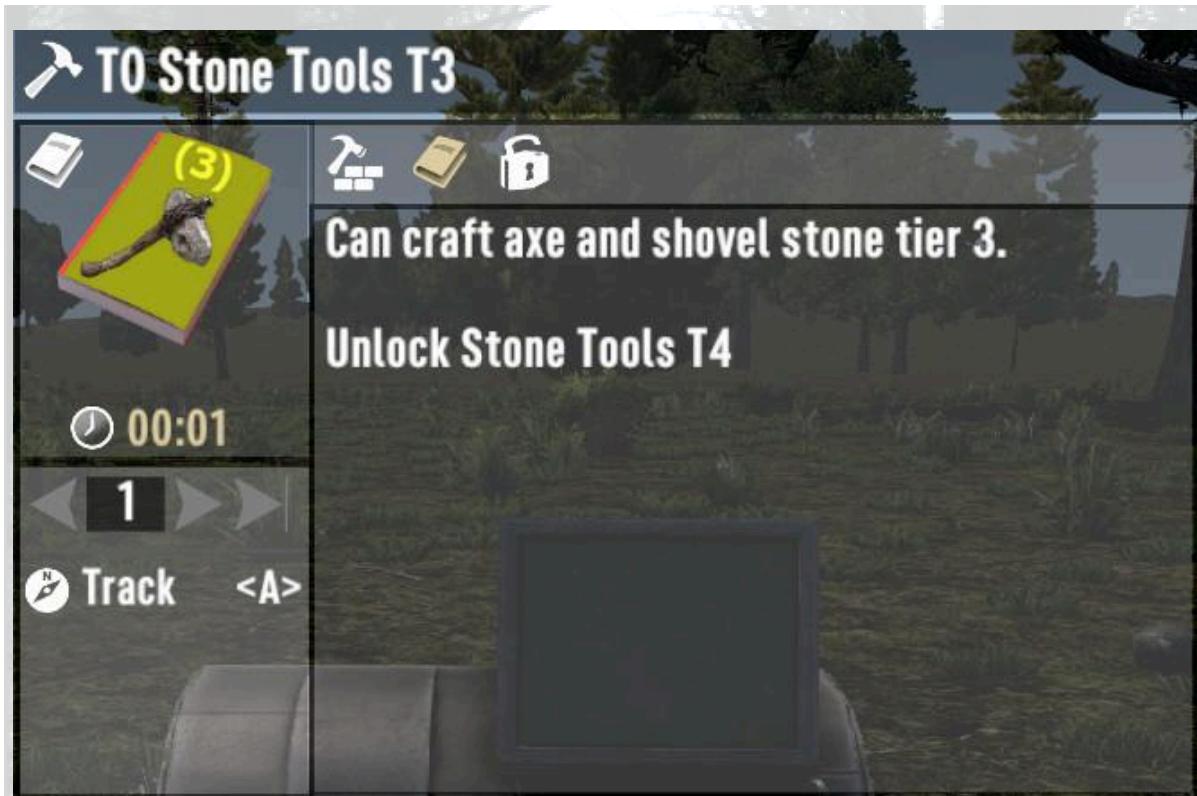
By reversing blue papers, we can unlock the different sections

- TOOLS
- MELEE WEAPONS
- REMOTE WEAPONS
- ARMOR
- (MEDICINE, FOOD AND EXPLOSIVES)
- (WORK STATIONS, VEHICLES, ELECTRICITY AND TRAPS)



The first book of each branch is always unlocked, and after purchasing and reading it, we will learn the assigned functions and unlock the next book in that branch.

The description of each book indicates its functions, whether it is raising an item level or unlocking new objects to craft.



We can check the status of our progress in the different branches of specialization in the skills menu.



- 5 (CLASS MISSIONS)

Class missions are the main axis of TongoMod, they are divided into different categories **“SURVIVOR”**, **“BUILDER”**, **“CHEF”**, **“FARMER”**, **“HUNTING AND NEEDLE”**, **“MECHANIC AND ELECTRICAL”**, **“MEDIC AND SCIENCE”**, **“SOLDIER”**, and each one entails a series of assigned missions corresponding to said class.



A quick summary of them would be the following:

- **SURVIVALIST:** This is an extended version of the tutorial, similar to the one previously available.
- **BUILDER:** Focused on collecting minerals, crafting, upgrading structures
- **CHEF:** Collect fruits, prepare different types of food
- **FARMER:** Collect fruits, make seeds, plant, gather organic material
- **HUNTING AND NEEDLE:** Prepare hunting utensils, hunt, make clothing
- **MECHANIC AND ELECTRICAL:** Assemble components, make tools
- **MEDICAL AND SCIENCE:** Gather and manufacture medical items and bufos, in addition to the most important material...

- **SOLDIER:** Kill random or specific zombies as indicated

All missions include objective details and description of the mission.



With each class mission completed you earn experience and money.

With the exception of the surviving class (which is practically an extended tutorial), each class mission, in addition to experience and money, you get a class box, which will give us 2 types of objects, which can be related to the same class , or general ones such as medicine, food or blue papers among others.

Some unique TongoMod recipes are also obtained in specific missions, and several collections of books referring to the class in use.



- 6 (RADIAL MISSIONS)

Radial missions are an alternative option to earn a little extra money, and some items along the way.



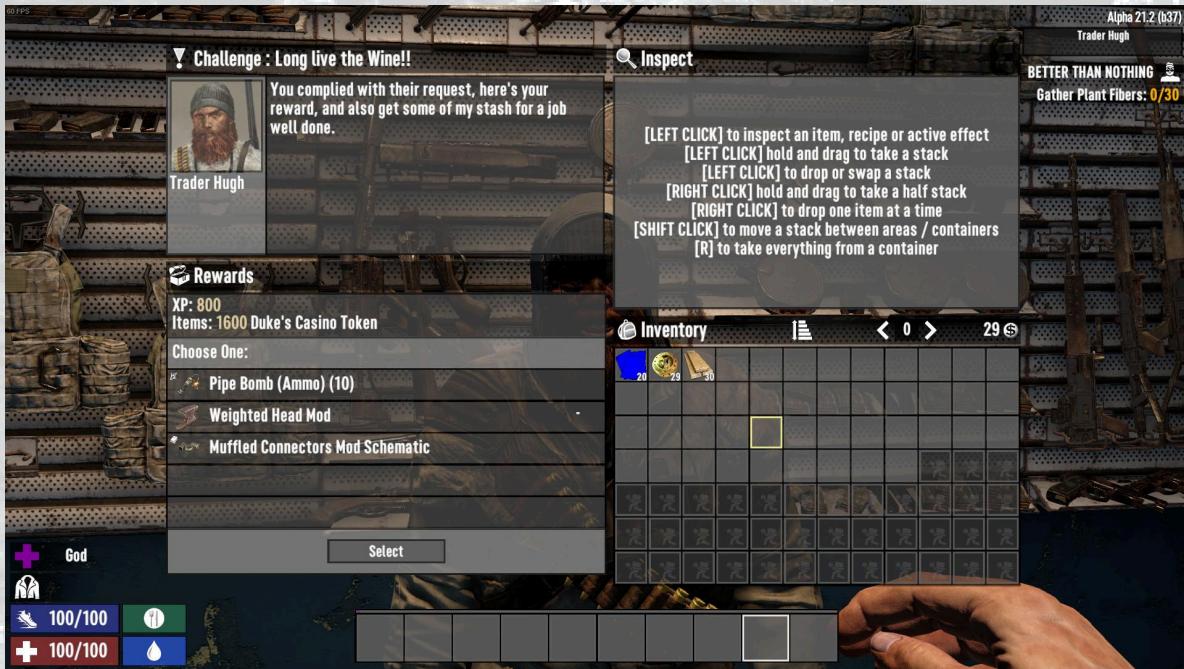
These types of missions are given to the seller daily in the form of a letter, as a special request from a survivor. When we open the envelope, we will receive a random mission, which can range from collecting objects or crafting them, to eliminating a variety of zombies.

Long live the Wine!! EASY

Long live the wine, or the beer in this case, it doesn't matter, get a few and the party doesn't stop. Just don't forget your reward.

✓ Accept X Decline

Once the mission is completed, you can collect money from the seller, who will also give you an object from his stash, varying the quality and quantity of these depending on the difficulty of said mission.



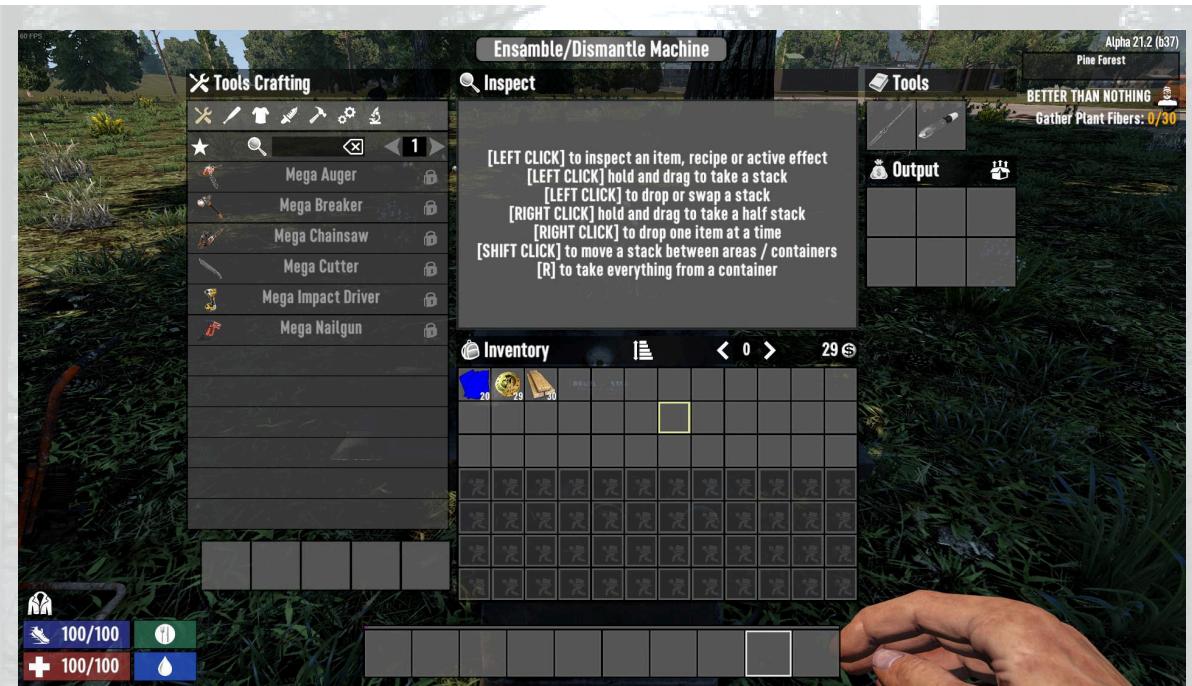
- 7 (WORKSTATIONS)

There are different types of machines in TongoMod

- PROGRESSION MACHINE
- BASIC AUTOMINER
- BOOKS MACHINE
- SEEDS MACHINE
- ADVANCED OVEN
- ENSAMBLE / DISMANTLE MACHINE
- SCIENCE MACHINE
- ADVANCED AUTOMINER

The progress machine is already unlocked (and is given to us in the starter pack), the rest are unlocked through class missions.

Each of the machines has its own recipes that are unlocked through the different class missions, and that in many cases help to advance in them.



- 8 (RECIPES)

At Tongomod we have multiple types of recipes, from food or drink recipes, to mods or machines



Recipes can be obtained by looting, purchasing from the vendor, or as a reward from some of the class quests.

Any recipe, book or magazine can be torn to pieces to obtain blue papers.

- 9 (PERKS)

The perks in Tongomod have been regrouped a little differently than vanilla, following a more general criterion, they are organized as follows.

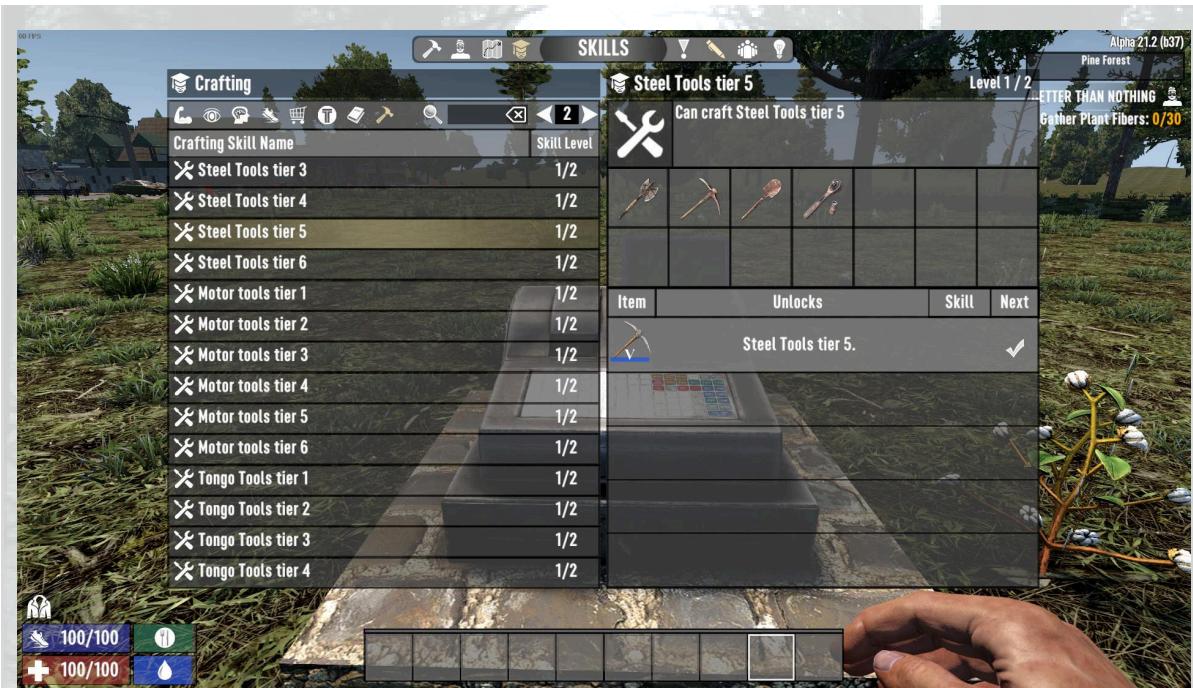


- **HAND TO HAND:** skills for all melee tools and weapons, in addition to the skills derived from them.
- **BETTER DISTANCE:** skills for all ranged weapons, in addition to the skills derived from them.
- **MORE BRAIN AND MORE PROFIT:** skills that require intelligence to benefit the player.
- **EXTRA BUFFS:** support skills that can make a difference at certain times.
- **PARALLELS SKILLS:** skills for dummies...seriously, most of these skills have practically zero use.
- **TONGO PERKS:** skills initially designed for TongoMod's own tools, weapons and armor, but which also provide important buffs to those existing in vanilla, an ideal and very necessary complement to the rest of the game's skills.

Tongo skills are the only ones that are restricted to unlocking by level, since they allow a series of very considerable advantages.



Where the list of skills appears, we can check the status of those we have learned through the books crafted in the progress machine.



- 10 (TONGOMOD WORKSTATIONS)

The machines in TongoMod have some necessary functions, as well as other really useful ones, we are going to do a brief review of them.

- **PROGRESSION MACHINE:** This is the key element of TongoMod, we received it in the “**starter pack**”, and it is unlocked from the beginning. Here we can use the blue papers to unlock books that allow us to raise the level and quality of our tools, weapons or armor. It can also be used to unlock other vanilla items, such as food recipes, workstations or vehicles.





Remember to tear up all the magazines, as well as recipes or books that you have already learned or are not interested in, to get the valuable blue papers in exchange. You can also find them by looting in zombie bags, in treasures, in airdrops... in short, there are many ways to get them to advance in development according to your preferences.

- **BASIC AUTOMINER:** This is one of the basic machines that we will have practically from the beginning of the game, it is unlocked with the first mission of the class "**CONSTRUCTOR**", and uses a stone axe as a tool.





This machine allows us to exchange wood for basic minerals, saving us the work of going to look for a specific mineral for a recipe, or letting it be mined while we go out to do other things.

- **BOOKS MACHINE:** Are you missing a recipe or a specific book? Here you can craft them, they are separated by tier, and each tier requires specific resources. Unlocked upon completing the class "**SURVIVALIST**", and you need a specific tool to make it work, but it shouldn't be too difficult to get it.





There is also the possibility of buying a pack of random books and recipes in the same machine, in the worst case you will get 5 blue papers



It is an interesting option to get a lot of blue papers...as long as you have the money left over.

- **SEEDS MACHINE:** Seeds and agricultural plots are made in this machine, which is unlocked with the first mission of the “**FARMER**” class.



An element necessary to make agricultural plots is also made, “compost”, which is unlocked with the second mission of the “**FARMER**” class, and to make it requires seeds and rotten meat or literally shit...



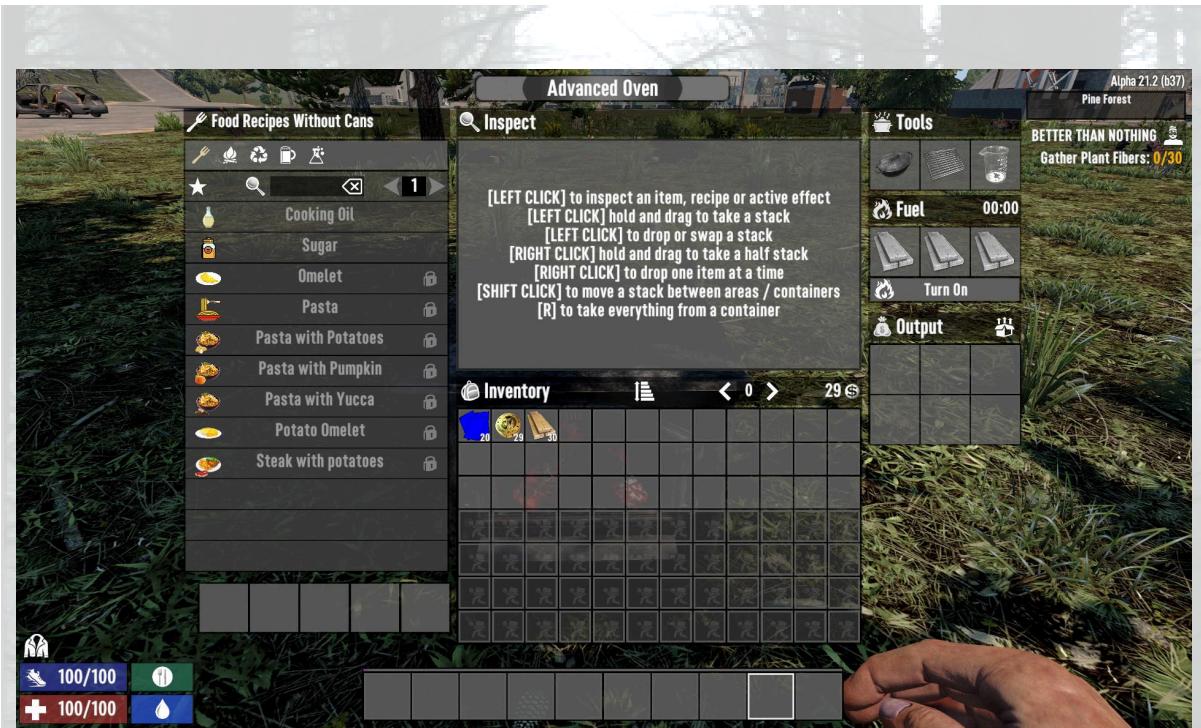


Aside from agricultural plots, compost also plays a very important role in the advanced stages of the mod.

This machine is the only one that forces you to stay with it open while it crafts something, the seeds, although it only takes 5 seconds for each type of seed.

- **ADVANCED OVEN:** Here we can prepare a large number of dishes, which will also help us take advantage of the amount of cans of food that we end up accumulating. It is unlocked with the first mission of the “**CHEF**” class, and uses the same tools as the campfire.





All oven recipes are unlocked from the “CHEF” class, and it also includes a series of interesting recipes, such as the possibility of making teas and coffees without a recipe, but at a slightly higher cost.

- **ENSAMBLE / DISMANTLE MACHINE:** Although this machine was conceived with a specific function, it ended up expanding and we can do many more things, but that function continues to be one of the great attractions of this machine, and that is to dismantle ammunition.





It is unlocked after the fourth mission of the “**MECHANIC AND ELECTRICAL**” class, and for most of its functions it uses two tools, which we should have no problems obtaining.

- **SCIENCE MACHINE:** Different medicine and chemistry recipes can be made in this machine, which is unlocked after the third mission of the “**MEDIC AND SCIENCE**” class.
It uses a series of tools that should not be a problem to obtain, and best of all, it does not need fuel.





A specific TongoMod material is also manufactured here, which works as an extra layer on the steel, increasing its resistance to unsuspected limits, it is "**GRAPHENE**".

- **ADVANCED AUTOMINER:** This machine is unlocked after completing the "**MECHANIC AND ELECTRICAL**" class, using a chainsaw and a drill as tools.





Getting to manufacture this machine is quite a challenge, since it requires disproportionate resources to manufacture it, but once achieved, you will have practically unlimited resources.

This machine is designed to help the player in the final stages (endgame)..

- 11 (VANILLA WORKSTATIONS)

Vanilla machines also include some extra recipes that have been there since the first version, such as the ability to make a sewing kit on the workbench, or use the concrete mixer to obtain minerals from stones, similar to what does the basic autominer.





They exist for different machines, as well as some slightly modified recipes that might surprise you.

- 12 (MOD REFLECTIONS)

TongoMod contains much more content than what is presented here, this is just a small summary of what we will find in the mod.

My recommendation is that you explore it without fear, having the opportunity to vary the way you play with hardly any penalty, you are allowed to try different combinations until you find the one that suits each personal style of play.

I hope you enjoy the mod, and if you have any questions or suggestions you can contact us through the usual channels.

Youtube: <https://youtube.com/c/tekjagameplays>

Twitter: <https://twitter.com/tekjagameplays>

Discord: <https://discord.gg/9G3JeVnJS5>

Steam: <http://steamcommunity.com/id/tekjagameplays>

Thanks to the entire community that accompanies us live daily on YouTube, and especially to Edgar for the exclusive contributions such as the boxes, lights and many other things included in the mod.