



About

Preppocalypse is an expansion for 7 Days to Die, from the perspective of a Prepper. In the context of 7 Days to Die, a Prepper is a survivor who prepared in advance for adverse situations and made it through the initial ‘event’ stage and aftermath. Preppocalypse places the player in the subsequent afterwards.

Due to vigilance from before the initial ‘event’, a Prepper already has some features in place. These include increased inventory capacity, enhanced skill potential and choice, and access to other benefits considered helpful for survival.

Preppocalypse recognizes a Prepper has an increased chance to thrive. As a tradeoff, in addition to the grunt, feral, and radiated hostile classes, there are ‘others’ out there to provide a more challenging and hostile environment. They will mostly be seen as game stage progresses, but be prepared for some surprises during Horde Night or in the biomes.

This expansion builds on the post-apocalyptic theme of 7 Days to Die through an additive approach. As such, the majority of features will be very familiar. Additions are intuitive, enhancing, immersive, in context, supportive, and appropriately more threatening. While there will be periods of extremes, considered choices can restore balance.

Players can expect the following:

- Upgraded default zombies in the biomes, hordes, and Game Stage linked POIs
- A greater abundance of Prepper style quest POIs (custom and TFP conversions)
- Additional recipes that accommodate Prepper/Survivalist/Bushcrafter traits
- Upgraded and custom items to facilitate survival against stronger hostiles
- Custom questing opportunities

as well as other game play features that are in context with a Prepper’s experience of the afterwards.

Credits

arramus takes guardianship of the concept, compilation, and distribution of Preppocalypse.
However, the following community additions and know-how equally add value to the experience.

From Z - A:

TFP - Providing the 7 Days base game, as well as the means for the modding community to expand.

Tallman Brad Gaming - The Tallman Brad Gaming Community are known for the Wild West Mod. Influence comes in many forms, and Tallman Brad, Medusa, and other community members will see they have left their mark in one way or another.

Syco54645 - A19 Farming. Brings back seedlings upon harvesting for sustainability and positive returns.

Oakraven - Quality of Life additions such as Bee Hives, Chicken Coops, and the Rock Drill. Oakraven always goes far and beyond to assist mods and overhauls, and it has been a positive partnership on many levels.

KhaineGB - Kind use of lockable slots, expanded inventory and crafting slots, and extra forge slots.

JaxTeller718 - Template for Wandering Hordes expansion.

Haidr'Gna - Invisible Dye mod to assist with hiding armor or clothing.

Guppycur et al - Providing a hub for development and sharing. Too many individuals to mention.

Gazz - Provided the Gazz-MutedAuger for the community to do with as they wish.

EndZ Devs - Thee Legion and May Red for bringing the Preppocalyptic Car from Unity to game.

Darkstardragon - Comprehensive one on one support.

Briston Gaming - Showcasing everything 7 Days to the community (<https://www.youtube.com/@BristonGaming>).

bdubyah - Template code advice and support.