



About V1 Preppocalypse

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.

Optional Mods

Preppocalypse offers a base overhaul, with enhancements and expansions, but it is possible to further expand by using additional mods. Some of these mods specifically expand on existing Preppocalypse features, such as the 96 Slot Bigger Backpack Mod which loads after Preppocalypse and increases from the current 60 to 96 slots. Other mods such as 0-Score offer a suite of features such as 'Craft from Containers', Fire, combining with 0-XNPCCore to make up the NPC Mod, and more. Here is a list of confirmed compatible mods which after thorough testing, appear to cause no conflicts or make minimal changes to the base Preppocalypse overhaul.

V1-Preppocalypse-V1-96BBM – This mod can be downloaded as an optional file when downloading Preppocalypse. This is currently in the Nexus Optional File area.

NPC Mod – <https://community.7daystodie.com/topic/26974-npcmod-and-addons/>

This mod is a combination of 0-Score and 0-XNPCCore. It adds hostile, neutral, and friendly NPCs into the biomes and POIs, where applicable. 0-Score powers a lot of additional things beyond NPCs and can be installed as a stand-alone mod, for just those features. However, the NPC Mod adds a lot of immersion to Preppocalypse, such as the optional Prepper NPCs made by Darkstardragon specifically with a Preppocalypse theme in mind.

0-Score – <https://github.com/SphereII/SphereII.Mods/releases/latest>

This mod can be downloaded from sphereii's download area. This link may change in the future. 0-Score was requested for its 'Craft from Containers' feature, and 'Fire' feature where combustible items in game will burn. It also makes up a dependency for the NPC Mod. By default, Preppocalypse turns on its Craft from Containers feature, if 0-Score is added as a mod. Adding in extras features such as the fire needs to be done manually.

Bdub's Vehicles – <https://community.7daystodie.com/topic/11875-a21-bdubyahs-modlets/>

This mod adds a collection of Bdubyah's vehicles.

Vehicle Madness – This mod adds a collection of 60+ drivable vehicles with a dynamic that allows broken vehicles in the towns to be repaired and driven. Easy to search for in a search engine, and a link will be provided for V1.0 when available. Raggy and team have continued to update and further expand as 7 Days moves through its roadmap goals.

Oakraven Mono Bikes – <https://community.7daystodie.com/topic/35891-v10-oakraven-collection/>

This mod adds a variety of 6 Mono Bikes. The download link can be found in the above link. Oakraven is in the following credits area since so many of his mods are integrated into Preppocalypse.

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:

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 quality-of-life modlets such as 3 slot forge, 60 slot backpack, and 12 slot queue.

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

Discord: <https://discord.gg/eRSFUVdMYW>

Darkstardragon - Prepper expansions for the NPC Mod, and long-term collaboration and support.

bdubyah - Template code advice and support. The Preppocalypse Gyrocopter functions for a large part through bdubyah.

Discord: <https://discord.gg/kdzkCuPZxC>

Thank you also to the Unofficial Modding Discord and The Mod Launcher for the community support.

Unofficial Modding Discord: <https://discord.gg/3aWeEGrjJK> (A common location for 7 Days creators to congregate)

The Mod Launcher: <https://7d2dmodlauncher.org/> (Another from the SphereII list of community offerings)