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As promised here are some documents I said I would post that my meta uses.

Google docs is a huge thing in most meta's, I for one and many other top meta's generally spreadsheet everything :P ( thats an extra step you don't have to do that at all ) And we all have documents for what to do on day one ect ect. Please feel free to copy an and all of the stuff posted in the below area. :) And any questions remaining just ask.

#### Day 1 Basics

:Don't build tents unless you are one of the hero's who is building a kitchen or drug lab!

:We'll shoot for building the watchtower and workshop first, upgrading watchtower unless we find some nicer blueprint.

Try to get in as much scavenging as possible and scavenge farther out while it's easier! You should ideally be exploring new zones or ASing 9ap away each day.

Check where others are out autoing and cover different territory.

Coordinate with others if possible! You can cover more ground and deplete more zones working together.

:hordes\_\*:UPDATE THE MAP. Remember also to update the zombie counts these first days before we get the upgraded map, we generally use external map but if you can install the updater that updates all the maps that would be a lot easier, always update everything zed kills zone depletion and item count.:hordes\_wintop\_1:

:hordes\_\*:Scouts should also enter zombie estimates for surrounding zones. Everyone be aware that zombie counts entered in zones not visited are estimates so can be off by up to 2 zombies. :hordes\_eclair:

:hordes\_\*:Always turn on escort mode Please make a habit of setting yourself on escort mode and allowing yourself to be moved away from town and for your items to be used. This lets others move you to a fresh zone if they deplete a zone you are autosearching or take you back to town if something unforeseen happens and you can't get back to town.:hordes\_heroac\_15:

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:hordes\_\*:Especially need for Day 1: blueprints, flatpacked furniture, booze/drugs, good weapons (machete, lawnmower, knife, mk II, devastator), tape, compact detonators, semtex, some plastic bags, planks, irons, weapons, copper pipes, nuts and bolts, electronic components, defensive objects! :hordes\_winbas\_2:

:hordes\_\*:Tamers! Send back planks, irons, and other building materials as soon as you fill a load on the first day so we can build. Other early day needs: nuts and bolts, copper pipes, beams and supports if you don't find a defensive object, can opener/screwdriver, hacksaw.  
:hordes\_bichon:

:hordes\_\*:Kill zombies with any weapons you find! Even appliances, we can always repair them later. The earlier we kill zombies, the less there are to spread! Except can openers and screwdrivers, keep those for opening items. :hordes\_os::hordes\_fleche::hordes\_zombie: or  
:hordes\_mort:

:hordes\_\*:Go ahead and use washing machines/ovens/fridges as weapons on these first days! The kitchens and lab are not immediate needs.( but will be up within the first few days of course ) :kk\_atk:

:hordes\_\*:We will need for hero upgrades: pen knife, carcinogenic oven, beer fridge, washing machine. :hordes\_ptame\_100:

:hordes\_\*:Do not use can openers and screwdrivers to kill zombies-- bring them back or leave them in the field to open items. :hordes\_sac://

The above document is just a simple what to do and not for day one, its really for players to skim and make sure they don't do anything crazy. Some good tips in here however.

Ill keep adding stuff in separate post so its not one huge wall.

[cite=@Packersfan:1824156]  
//\*\*\*\*Map

\*\*\*\*

:hordes\_\*:Update with items left in the zone as well as number of zombies in the zone,

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everything needs to go in the map. :hordes\_sac:

:hordes\_\*:Dusk dawn is a good map to use in town for its easy to use interface and ability to search for each item when updating the zone. We can use this as our primary map unless we discuss to use otherwise.:hordes\_ame:

:hordes\_\*:NOTE: Updating the map is very very important, if you for whatever reason ( phone/not enough time) cannot update the map please start a thread and post zone coordinates, zombie count and items in a thread on the forums. Someone else can update the map for you. :hordes\_explor\_15:

:hordes\_\*:You need to go to your soul and settings and make sure "Authorise external applications" is checked for the external applications to work. :hordes\_ptame\_100:

:hordes\_\*: blueprints found from buildings still need to be manually updated.

:hordes\_\*:Let's try and explore as much of the map :hordes\_explo2\_5: on day one as possible, without all of us using our heroic return on day one. We need to be more aggressive then ever if we want to place on the leaderboards this season :ab\_planets\_1: .//

some info about the map dusk dawn. Just a quick little post you can make at the start of the town. Again feel free to copy this and save it in a google doc or something for future use. :)/[cite]

[cite=@Packersfan:1824156]  
/\*\*Killing Zombies\*\*

:hordes\_\*:Use whatever you can to kill! this means chains, knives and even your neighbours new cat. Though refrain from using can openers and screwdrivers, hero's should use their heroic ability viscous uppercut on day one.:hordes\_iloveu:

:hordes\_\*:Kill to zero where you can. Relying on Zombie grief where you can, if you have any questions on this ask. deaths do not always work if adjacent zombies are left living.:hordes\_killz\_100:

:hordes\_\*:We have a form for zombies killed in the spreadsheets doc, Please use that with all the zombies that you kill.:hordes\_calim:

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Zombie clearing is huge. in the first 3 days, everyone should be drinking water and scavenging. This is the best way to gather resources fast and get a large majority of the closer zones depleted quickly. That also means zombies need to be killed with anything and everything, the less zombies on the map the better. ideally you can make what is called a zombie zoo, which is where you push all zombies to one section or area of the map, and dont let them out of that area.[/cite]

[cite=@Packersfan:1824156]  
/\*\*Camping\*\*

:hordes\_\*:Survivalists can camp for blueprints but only if you achieve optimal survival chances! we will most likely not be camping on day one pretty much all of the trips that end and will involve camping will be planned out. :hordes\_ermit:

:hordes\_\*: When you have just camped a building, and you have found a blueprint from the building you need to manually update the building on dtd to no longer show the building has a blueprint.

:hordes\_\*: if you camp please update the hero actions sheet ( column U ) for how many days you have camped.// :hordes\_plan::hordes\_fleche::hordes\_ermit:

A lot of people like to camp, its fun but not optimal. The only people who should ever camp are survivalist, thats right not even scouts. that 10% chance to die is huge. ( ill touch more on how to do long ranged expeditions without using scouts camping in a moment )

Another thing, camp later rather than sooner. There are two types of blueprints in this game, ruin blueprints and regular blueprints. Ruin bp's do not contain commons. but they can be doubles of regular bp;'s. That means you should always open ruin bp's first, and wait until opening regular bp's. Otherwise youll get a whole lot of duds.

This means those closer buildings should be cleared, but saved for camping, for later. :) We usually open up our regular bp's on days 7-8 sometimes 10 if we have trouble finding our ruin.

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Escort\*\*

:hordes\_\*:remember to always turn this on, it can be a life saver, it doesn't matter if you think you can get back if you are out autoing TURN IT ON, everyone gets stuck in traffic at one point or another.:hordes\_bgum\_1:

:hordes\_\*:And for people who are escorting others, please remember that you can make a person drink/eat and always remember to make them search the zone.:hordes\_jcolle\_10:

:hordes\_\*:However you 100% CAN'T make a escorted person: do drugs, drink alcohol, Use heroic powers or even survivalist water/food. you also can't make them dance D:. :hordes\_!!: (//

Another huge feature you may be new to is the escort feature. This is huge, basically there is a button below your scavenging menu area, that says turn on escort. You can turn it on and another player can move you around, they can make you search, pick stuff up eat or drink ( not booze,drugs, hero abilities or coffee)  
for AP. this is vital, why? say you are outside asing like you should, you plan on coming home 2 hours before the attack.

bam, flat tire takes you an extra half hour

bam slow traffic takes you another hour

bam hippies protesting that trees have feelings to right in the middle of the street. And you are dead, not with escort, with escort someone can easily go and grab you from outside and bring you in. your life saved just like that.

its a life saver, and a must when auto searching outside. Always check allow the person to search my items ( see your rucksack this is good, as they can make you drop junk for better items ) and if you trust them un check do not allow them to bring me further from town.

note you can not make an escorting camp or drop weapons.[/cite]

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//Few tips for people playing their profession for the first time maybe...

Technicians: :hordes\_tech:

Remember to leave at least 1 AP for yourself at the end of the day (after scavenging) to be able to still use your CP. Can't do it with 0 AP It's especially important on day 1, when there's nothing to build before all the scavengers return to town with resources.

It can be applied by scavenging a bit shorter than other professions, or just using your armageddon food (7AP) today instead of tomorrow. :hordes\_door\_1:

Survivalists: :hordes\_ermit:

Make sure to plan your trip good enough to use your book at least 3km away from town. It's new season change and can cause some issues in the beginning.

Remember when camping a building, you still need to manually update the map that the blueprints is gone.

As a survivalist you're asked to scavenge and autosearch 8-9 AP away everyday in first days, to be able to use book (drink). If you absolutely don't have time to go outside for longer trip, please at least go 1AP away and AS for logs and scrap as always – ration water in this case in first days – you won't be able to drink from your book 1 AP away unfortunately. In later days all Survivalists scavenging 1 AP away will drink and eat normal water/food rations hopefully if we score food and water buildings (Butcher, Veg Plot, Eden, Drilling Rig, etc). :drpg\_mail:

Surv books can fail. So always bring out a water ration with you, and leave it 6km or so if your book succeeds. :)

Tamers: :hordes\_bichon:

Please make sure to go outside everyday to bring extra resources thanks to your dog. If scavenging 1AP away, please throw all your items at your zone for other people in the end of the day and go a bit farther to collect and send items from those zones. It's 1-2 AP more spent,

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but we should make sure that no one returns from 1AP away scavenging with empty slots in sack. And remember Tamers are for killing! every day you can, get on the IRC after the attack ( or ask in the thread ) for a kill route! ( or do one on your own but make sure its in the best interest of the town ) :hordes\_zhead:.

Shamans: :hordes\_chaman:

The shaman is basicly an end game support class.

The shaman can see and collect items called Lostsouls, you will see them on the map.

lostsouls can be used for a variety of different purposes, when you have a lostsouls please remember do not go nuts, we can either A) convert it into 10 points for the town by using the blue soul in your home or B) convert them into red souls at the workshop for construction.

Do not use the last wire mesh, at least one is needed for the filter. Only use wire mesh after the filter ahs been made or we have an exscessive amount and you have permission.

Alls souls should be left until we decide what we want to do with them.

Alternativly, shamans can also use a soul to make it rain in the world beyhond and kill 4 zeds for 1Ap and one blue soul. Shamans can also cure terror,infection or wounds from another citizen.  
:hordes\_collec\_2:

//[/cite]

scout

-Always carry a flash grenade when going into zones with zombies.

- remember you cant search a zone or pick up items in a zone with more zombies than your cp

- remember if you lose your camo and re gain control of the zone, you have to re equip it from the item menu

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- always update zombie numbers in adjaceut zones from you, even if 0
- Always be on the irc for long ranged missions and other plans
- always search a building that is buried to see what kind of building it is, this is scout safe.

Guardians and watchmen.

This is a tricky subject. guardians are very useful now for one main reason, yes their cp is nice but the main idea is using the watchman ability.

Always check to make sure you are needed, basicly guardians can go on the wall and will kill zombies during the attack. guardians are the only class with 100% survival on the wall, however they can still recieve injurys and become terrorized.

You go on the wall and certain objects will be used to help defend the town. some use ammo, some dissapear others break. For example fridges have 30 defense ( kills 30 zombies ) and can only break. were as using a lawnmower, the lawnmower will dissapear.

As you can understand tho, that means get lots of guardian items ( they all say if they can be used on the watch represented by a pistol below the image when scrolled over ) and have lots of guardians. simple enough strategy, it gets a bit harder as you do it, but once you get the hang of it its easy. :)

Lets keep the information flow going.

Souls

You may or may not know about lost souls, ( not my meta :D the feature )

souls are dropped 1 for every 1 person who dies.



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Basicly shamans can look at the mini map and will see a image of a soul floating around 4 different tiles. The soul is always found in the tile on the bottom right.

everyone can carry 1 soul max, aside from shamans who can carry as many as they want. bring them back to town, and you can either use them for water ( bad idea its a low amount ) 10 points or make red souls.

red souls can be used to make buildings that give a good amount of defense, however the strategy usually is use them all for the points they give, as the building result in a much lower town score than if you used say 20 or even 30 souls in total.

So if you see a soul, its generally ok to use it. unless specified otherwise by town mates.

another note, souls can only appear out in the world beyond in zones that have been explored at least once.

## **ghouls**

Generally ghouls are bad, they eat a person each day. But you can use them to your advantage if you decide to have one, as they can't dehydrate and can get 100% on the wall just like guardians. however in order to live a ghoul needs to eat a person every X days or they die, you can use other ghoul food to keep it down but eventually they will die.

here is a list of ghoul food, that you should not eat because it can turn you into a ghoul.

un specified meat

travelers corpse

meaty bone

human flesh

Edit: In the last season intestine melon, suspicious vegatable and the dodgy homeade dish, ham sanwhich could make you a ghoul, that is no longer possible.