

THEY KNEW EXPANDED

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They Knew (Mod overview)

They knew the whole time. The outbreak was never an accident. For whatever reason, they released this on us. Like some sort of test. Some sort of proof of concept. A live fire exercise. They just didn't know that it would work so well. Their agents, scientists and soldiers were trapped among the infected and eventually, became part of the hordes.

Find them. Gather information and find ways to contact the factions outside the quarantine zone. You can work with "Them", (AKA: The Agency) a shadowy faction within the government that has access to advanced medical treatments that can help you survive the zombie infection. Or, you can work against them by contacting and working with The Resistance, a group that has been working to try and take down The Agency for years. Both of these groups want to get a hold of intel, evidence and data from the quarantine zone. If you find any, you can send it to the different groups by making a trade through the new *Dead Drop Trade System*.

Pick up loot you used to leave behind, some of the other factions you can work with in the game will want a lot of stuff you have no use for. Find a handful of cash? Jewelry? Gold? There is a faction that wants all that, and will give you weapons to survive in exchange.

Changes from the original mod:

- *Zomboxivir* and *Zomboxycycline* no longer drop off of the special hazmat zombies, and must be obtained through the dead drop system. However, you can find *Zomboxylone*, which will allow infected players to extend their lives until they can obtain a cure.

Mod Requirements/Incompatibilities:

(GREEN MUST BE INSTALLED, YELLOW ARE OPTIONAL, RED WON'T WORK WITH TKE)

Moodle Framework TKE adds new Moodles to the game for some of the traits and items.

LookLibrary This is an addon library that is very light that allows for some of the lore items in game to have pictures attached to them for you to look at.

ArcherLib This is a library I installed to allow for archery items to work in zomboid.

Authentic Z TKE is designed to include Authentic Z as an optional mod. I would encourage using it, as it is just such a fun mod that adds a lot to the game. If you don't use it, certain civilian zombies will NOT spawn. You can certainly play without it. When enabling mods, just enable the They Knew Expanded with AuthenticZ Mod and it will enable everything needed.

New Game Mechanic: Dead Drop Trading

The Dead Drop Trading System is a way that players can make use of usually useless items, or items they might end up with a surplus of, and new collectable lore items to obtain items that are super useful, rare or needed on a more constant basis.

Step 1: Craft a beacon.



Learning to craft a beacon can be done by finding a schematic (or being contacted by a faction, see below) or starting with the ability to do so with the “You Knew” trait. To craft a beacon, you will need the following items:

Tools:



Screwdriver (Any kind)



Pliers (Any kind)

Parts:



1 Tv Remote, Pager or Cordless Phone



2 Electrical Scrap



1 Electrical Wire

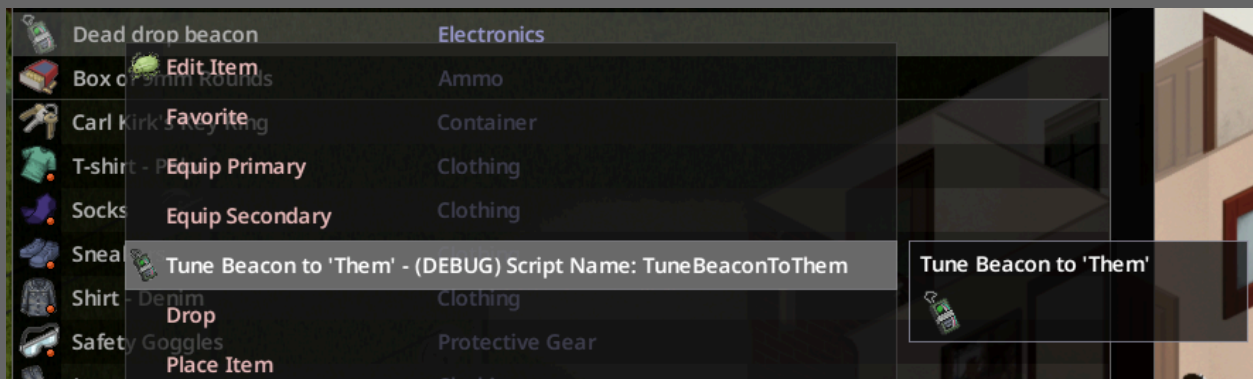


2 Units of Duct Tape (50% of a full Roll)

Step 2: Tune the beacon.

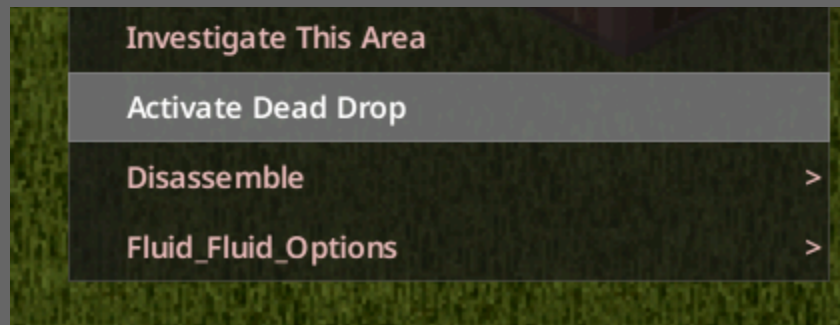


If you know how to make a beacon, you will also know how to tune the beacon to at least ONE of the factions. Right click the beacon, and choose the faction you want to tune the beacon to.



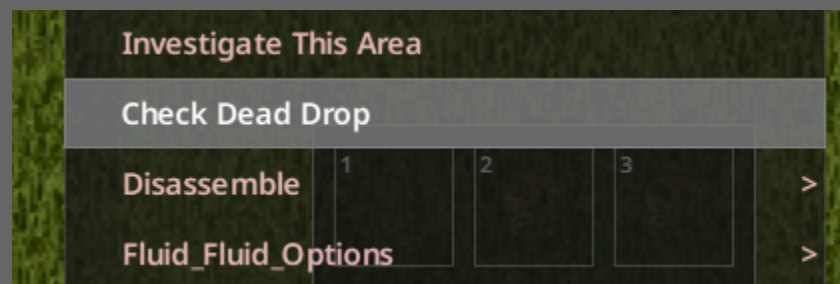
Step 3: Activate a Dead Drop.

Choose a location a good distance from your base, or where you plan on being for the next while. You need to be a MINIMUM of 200* squares away from your dead drop for a faction to come and pick it up (the runners don't want to risk getting robbed or kidnapped). Toss the dead drop beacon into any container, along with any items you want the faction to pick up. They will take ANYTHING IN THE CONTAINER, so be careful what you put inside. Right click the container when you are done, and click "Activate Dead Drop". This will consume all items inside the container and your dead drop will be active.



Step 4: Collect your Dead Drop.

Every hour that you are far enough away from the dead drop, there is a chance that the faction will sweep by and pick it up, and make a trade with you. This starts at a 1% chance*, but every hour that passes without a successful pickup will increase your chance by 1%. Eventually, it WILL get picked up, but you might have to come by and check it a few times. Right click the container you made the Dead Drop, and if it's ready, you will see an option to "Check Dead Drop". Once you click that, you will find the items that the faction who you tuned the beacon to has sent you.



Inside the container, you will also find a note that details what was accepted, what was rejected and your reputation standing with the faction.

* = This distance is configurable in the sandbox settings.

** = This chance is configurable in the sandbox settings.

*** = This increase is configurable in the sandbox settings.

New Game Mechanic: Daily Radio Quests

If you tune into 107.0 you will hear the voice of a man who is just trying to help. This station is the main communication line for Sawyer Lake, a calm voice in a scary world. Before the apocalypse, he managed inventory and supply chains for a shipping company. When society fell, he adapted his knowledge of storage and distribution to set up survivor trade networks. Every day, Sawyer will broadcast every hour with a few different quests that are active for the Dead Drop System. He will give you the name of an item that some local survivors need, and what they are offering. If you send the dead drop by the end of the day, you will complete the quest and get the reward.

Every time you complete one of these quests, there is a chance to get an extra reward other than the promised reward of the quest. The more quests you complete, the higher the chance. These rewards are cool, rare, and hard to get otherwise. Just cause Sawyer likes you.

New Game Mechanic: Offscreen Factions

They Knew Expanded introduces a couple of off screen factions (for now, these might become onscreen with the help of mods like [BANDITS](#)). These factions operate behind the scenes and are only interacted with via the Dead Drop system and through lore items found throughout the game. You can also find zombified members of these factions to collect new items and valuable trades for the Dead Drop system.

As you continue to trade with the factions, your reputation with each faction will increase, or decrease depending on what you trade, and who you trade with. Sending high value items to one faction might decrease your standing with another. Getting your reputation to high enough levels will get you better items in Dead Drops.

However, the factions will not take being threatened, or having their time wasted lightly. It's a dangerous world, and sending stupid stuff through dead drops, putting runners in danger for no reason will not gain you any favor.

FACTION: THE AGENCY

The Agency, also known as “Them”, is a shadowy organization with obvious ties to the government and is potentially responsible for the Knox Event.

Wants



Agency identifications, Outbreak data, Evidence

Rewards



Powerful Antiviral Medications.

FACTION: THE RESISTANCE

The resistance is a group of people who, while needing to remain anonymous, openly fight against The Agency and are attempting to bring them down and expose their secrets. The resistance comes from both inside and outside the government, with military members and regular citizens among their ranks.

Wants



Military Keepsakes, Outbreak data, Evidence

Rewards



Bundles of Arrows, Bolts, Weapon and Attachment Schematics

FACTION: THE SYNDICATE

This faction has simple goals. Loot the quarantine zone for all of its valuables. This faction has access to a lot of firepower, but due to the risk of infection, they have no way of doing it themselves. This is where you come in.

Wants



Jewelry, cash and other valuables.

Rewards



Guns, Ammo and Explosives.

They Knew Expanded Lore Zombies

Throughout the world you will find different zombies that have lore items that reveal the story of “They Knew”. Hunt them down and take their stuff. (temp images until I finish these zombies)



Agency Hazmat Unit

Agency clean up teams that were not equipped to handle the situation.



Agency Field Agent

Special task forces that the Agency had deployed before and during the event.



Agency Research Personnel

Members of Agency science teams that were overrun.



Resistance Scout

Likely fell after being cornered or taking too big a risk getting intel to the Resistance.



Resistance Soldier

Outnumbered, outgunned and unprepared for what was coming.



Resistance Informant

Never made it to their destination to deliver their package.



Reporter

Local news personality that was covering the outbreak as it happened.



Camera Operator

Local news team member that was covering the outbreak as it happened.

Requires Authentic Z



Conspiracy Theorist

Was he wrong?



Rogue Analyst

A mid-level data analyst who discovered something and was trying to uncover more.



Freelance Hacker

An independent code-slinger who stumbled onto suspicious server logs while surfing.



Doomsday Prepper

Convinced "something big" was coming, inadvertently gathered real intel while snooping.



First Responder

An unfortunate soul that was doing their duty and took the brunt of the outbreak.



Whistleblower

A city worker who discovered questionable records. Didn't make it far enough.



Unfortunate Tourist

A traveler who was in the city to see local attractions and stumbled upon something bad.

Lore Items to Find

	<p><u>Unedited Footage</u> <i>These tapes have footage that the Agency doesn't want anyone to see.</i></p> <ul style="list-style-type: none"> • 20 different videos to find.
	<p><u>Evidence photos</u> <i>These photos people caught before and during the outbreak. Shocking to see, adds unhappiness and stress, but cures lots of boredom.</i></p> <ul style="list-style-type: none"> • 30 different photos to find.
	<p><u>Evidence discs</u> <i>These discs have lots of data on them, some of it incriminating.</i></p> <ul style="list-style-type: none"> • 20 different discs to find.
	<p><u>Agency Dogtags</u> <i>The field agents have dog tags. They are strangely marked.</i></p>
	<p><u>Audio Logs</u> <i>Unedited live recordings during the outbreak.</i></p> <ul style="list-style-type: none"> • 11 different recordings to find.
	<p><u>Printed Evidence</u> <i>Evidence people found of foul play.</i></p> <ul style="list-style-type: none"> • 10 different documents to find.



Scrawled Ramblings

Are these just the writings of a mad person? Or are these the TRUTH!?

- 10 different ramblings to find.



Transcriptions

When The Agency didn't think anyone was listening, some paranoid few were listening and recording everything.

- 10 different transcriptions to find.











Undeveloped Film





These pictures never made it to get developed. Yet...

- 13 different films to find.








Equipment and Clothing

	<u>Dead Drop Beacon</u> Crafted to allow you to set up dead drops for different factions.
	<u>Agency Hazmat</u> Slightly better than the standard hazmat suit. Found on Agency hazmat units.
	<u>Agency Tactical Satchel</u> High amount of weight reduction, low amount of storage. Can be worn WITH backpacks. Found on Agency hazmat units
	<u>Agency Chest Rig</u> Slightly better than the standard chest rig, lower max item size. Found on Agency field agents.
	<u>Agency Elbow Pad</u> Better protection, reduced durability. Found on Agency field agents.
	<u>Agency Knee Pad</u> Better protection, reduced durability. Found on Agency field agents.
	<u>Agency Jumpsuit</u> A protective jumpsuit. Found on Agency field agents.
	<u>Agency Helmet</u> A different helmet skin. Found on Agency field agents.
	<u>Agency Gloves</u> A different latex glove skin. Found on Agency researchers.
	<u>Agency Mask</u> A different face mask skin. Found on Agency researchers.
	<u>Agency Jacket</u> A different doctors jacket skin. Found on Agency researchers.






	<p><u>Agency Scrubs</u> A different scrubs skin. Found on Agency researchers.</p>
	<p><u>Resistance Scout Satchel</u> High amount of weight reduction, low amount of storage. Can be worn WITH backpacks. Found on Resistance Scouts</p>
	<p><u>Press Vest</u> New protective stab vest, good against scratch and bite, bad against bullets. Found on civilian news crews.</p>
	<p><u>Travelers Beltbag</u> It's not a fanny pack when worn by someone with enough dad energy. Slightly better than a fanny pack. Highest level of 90s fashion. Found on Unfortunate Tourist</p>
	<p><u>Popcan Silencer</u> Temporary silencer. Recipe can be learned through reputation.</p>
	<p><u>Improvised Gunlight</u> Simple trick taught by the resistance!</p>
	<p><u>Flare Gun</u> Single shot flare launching pistol. Relatively quiet. Zombies hit with it have a chance of catching fire. (BE CAREFUL)</p>
	<p><u>Flare Gun Rounds</u> Ammunition for the flare gun.</p>
	<p><u>Box of Flare Gun Rounds</u> A box of 10 flare gun rounds.</p>
	<p><u>Carton of Flare Gun Rounds</u> A carton of 12 boxes of flare gun rounds.</p>
	<p><u>Primitive Bow</u> <i>Hand carved, needs a recipe.</i></p>
	<p><u>Primitive Arrows + Bundle of Primitive Arrows</u> <i>Hand carved, needs a recipe.</i></p>
	<p><u>Shaft & Quiver Magazine</u> <i>Teaches how to make primitive arrows and bolts.</i></p>

	<u>Modern Bow</u> <i>Found in hunting supplies, camping stores and survival caches.</i>
	<u>Modern Arrows + Bundle of Modern Arrows</u> <i>Can be found in camping supplies, hunting lodges, outdoor stores etc.</i>
	<u>Crossbow + Bundle of Modern Bolts</u> <i>Can be found in camping supplies, hunting lodges, outdoor stores etc.</i>
	<u>Modern Bolts + Bundle of Modern Bolts</u> <i>Can be found in camping supplies, hunting lodges, outdoor stores etc.</i>


Medications

	<p><u>Zomboxolone</u> <i>Treats the zombie virus, but cannot cure it. Gives you more time before you turn.</i> Can be found on Agency field units and is available from “Them” through the dead drop system.</p>
	<p><u>Zomboxycycline</u> <i>Prevents the zombie virus from infecting you for 24 hours.</i> Available only from “Them” through the dead drop system.</p>
	<p><u>Zomboxivir</u> <i>Use to remove the infection from your character, but only infections that are currently affecting you. Has no effect on future infections.</i> Available only from “Them” through the dead drop system, and only if you have a good reputation with that faction.</p>
	<p><u>Zomboxivax</u> <i>Grants immunity to the zombie virus.</i> Available only from “Them” through the dead drop system, and only if you have a high reputation with that faction.</p>
	<p><u>Viral Testing Kit</u> <i>Tests for some kind of virus called “Y13”</i> Found on military personnel and in military medical locations.</p>
	<p><u>Positive Viral Testing Kit</u> <i>This means you have the Y13 virus.</i> Produced by the Viral Testing Kit.</p>
	<p><u>Negative Viral Testing Kit</u> <i>This means you do not have the Y13 virus.</i> Produced by the Viral Testing Kit.</p>






Positive Traits

	<p>You Knew You are aware of 'Them' and know how to contact them via dead drops.</p>	<p>-1</p>
	<p>Recruited You were recruited by The Resistance before shit hit the fan and know how to contact them via dead drops.</p>	<p>-1</p>
	<p>Connected You had ties to The Syndicate and know how to contact them via dead drops.</p>	<p>-1</p>
	<p>Survivalist You have taken a few survivalist courses and know a lot of survival recipes. +1 Archery <i>Teaches: Make Primitive Arrow, Make Primitive Bolt</i></p>	<p>-3</p>
	<p>Archer You have skills with bows and arrows. +2 Archery</p>	<p>-8</p>

Gained Traits

	<p>Zomboxyvax Vaccine You are immune to the zombie virus.</p>	
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Negative Traits

	<p>Infected You are infected with the virus. It is only a matter of time until you turn.</p>	+7
	<p>Not Immune While you are lucky to be alive, it is purely by luck. You are not immune to the airborne strain that started the outbreak. WARNING: This will make your game harder than normal. You will need to wear masks, gloves and other protective gear in order to avoid catching the virus. Masks provide resistance to being infected, allowing longer exposure time. All but the best kinds of masks still have a chance of being infected if enough time passes.</p> <p>Low tier masks</p>  <p>Mid tier Masks</p>  <p>High tier Masks</p> 	+10

Ideas:

- Play as a zombie
 - Zomboxipril, change to return from the dead.
 - See if we can swap skins and animations
- Scrap Grenade for the Resistance
 - Get a schematic at a certain level

Zombies

- Resistance Soldier
 - EVIDENCE:**
 - Cowboy Hat:
- Resistance Informant
 - EVIDENCE:**
- Reporter
 - EVIDENCE:**
 - Press Vest
 -
- Cameraman
 - EVIDENCE:** ~~Unedited Footage~~
 - TV station jackets
 - NNN
 - WBLN
 - TV Station Hats
 - NNN
 - WBLN
- Conspiracy Theorist
 - EVIDENCE:** ~~Scrawled Manifesto~~
 - Tinfoil Hat
 - Bullhorn
 -
- Rogue Analyst
 - EVIDENCE:** ~~Printed Documents~~
 - Slacks
 - collared shirt
 - maybe a tie
- Freelance Hacker
 - EVIDENCE:** ~~LoreDises~~
 - Hoodie
 - Fingerless Gloves
 - Graphic Tee

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- Doomsday Prepper
 - Civilian vest
 - Random camo
- First Responder
 - EMT outfit
- Whistleblower
 - EVIDENCE:**
 - Button down
 - Slacks
 - Messenger bag w/evidence
- Special rewards for the Radio Quests
- Make the videos work.
- Make the CD's work
-