

Mod and setting highlights

Skills and traits

start with 25 extra points

Journals

Journals can be used to record XP gains, recipes, and gained traits for recovery after death. Journals can also be found as loot around the world that give free XP bump and cursed versions that give huge XP boosts at the cost of a negative trait.

Expanded skill books and other literature.

Skill books for all the skills making weapon and physical training faster. Working Knowledge adds various manuals, cards, references, pamphlets, and other lore friendly literature that give a small amount of skill XP when read. Trait magazines that add positive traits and remove some negative ones, and lots of cooking and crafting recipes to find.

Skill levels to 15

An extra 5 levels of skill to carry more, run longer, and craft faster.

Easier skill grinding

Gain XP from dismantling to level 3, get started in any skill easily. Gain XP from VHS tapes to level 6. Practice skills to gain XP using up common materials, no need to craft 100 pairs of briefs to level tailoring.

Loot and vehicles

Vanilla vehicles replaced

All vehicles are modeled on real period accurate vehicles with animated doors, hoods, trunks and more. Semi trucks and trailers can be found with commercial and heavy-duty military versions. Several military vehicles with turret mounted heavy weapons including tanks have been added to

make clearing Zomboid hoards much easier.

Parts and upgrades

All* vehicle parts can be crafted including windows, engine parts, armor, and upgrades. Speaking of armor and upgrades the vehicles have window armors and various upgrades like roof-racks, bull-bars, bed covers, and even a freezer unit for one of the box trucks that can be crafted and added, so you can make your "91 Geo Metro ready to survive a hoard.

**some mod vehicle specific parts may not be craftable*

Food and farming

Lots of food items and cooking recipes have been added to make looting and cooking more interesting. Farming has also been expanded with more plants to grow including that homegrown herb.

Entertainment and collectables

Arcade games can be played with Silver Coins and built with ROM cartridges to improve mood, and computers in the world can be used and have playable mini games that can be installed from CDs, with OS and hacking CDs to access locked PCs. To add to the looting lots of Spiffo plushies and cards are out there waiting to be collected.

GUNS

Vanilla guns and ammo can be crafted. Guns of Marz adds many more options for guns, ammo and accessories.

Lock-picks, Crowbars, and Bolt-cutters

Build your skill at lock-picking to break in silently, use brute strength to break in with a crowbar, or use bolt-cutters to remove locks, so there are options to get besides cutting torches, and sledgehammers.

Bicycles

Weight free bicycles to allow faster travel when a car is unavailable or you want to be quiet. Has attachments like a headlamp, basket, saddlebags, and a sidecar. Requires maintenance and replacement parts.

Crafting

Expanded recipes

Crafting recipes for most of the useful vanilla items, no need to search for soap constantly.

3d printing

Loot or craft different quality 3d printers to craft items in a simple way. Find spools of filament while loot or craft recycled filament to feed the printers, but many items can only be made with certain types of filament so it's not an infinite source of everything.

Biofuel

Craft biofuels, liquor, oil and other useful liquids with industrial fermentation and distilling.

Zomboids

The zomboids are weak, slow, and stupid, but at night they get a bit more dangerous so caution and stealth are recommended after dark. The Knox Virus only spreads by bite, but at a 100% chance. The population will peak after about 30 days game time, after that zomboids will only spawn around active Outposts.

An "endgame"

Find a cure

Build a lab, collect samples, study the virus, and make a cure so a bite can be survived.

Claim and defend Outposts

When the loot starts to run out Outposts can be claimed and powered to supply resources, but doing so will also spawn hoards in nearby buildings that will need to be cleaned out before they attack, the bigger the Outpost the bigger the hoards.

QOL and utility

Login protection

Server provides a safe period of 5 seconds AFTER MOVING WITH WASD, where the player can't be damaged by zomboids. Only movement with WASD (or equivalent) triggers the countdown, so you are safe to look around with RMB or interact with menus after joining.

Auto mod updating

Since the client updates all mods when joining, any mod update will prevent players from joining because the mod versions don't match. To minimize this the server checks the mod version every 15 minutes and automatically reboots to update 5 minutes after a new mod version is found.

Game time and shutoffs

Time is set to 4 hours per in game day. Power shutoff is at 30 days and water shutoff is at 60 days.

Vehicle Claims

You can claim up to 10 vehicles by pressing Z(default) while in a running vehicle to claim, use the tablet (bottom icon on the left) to edit vehicle permissions. Claimed vehicles can be seen on your map. Claim expires after 30 game days.

QOL mods

Added a second back slot, wear duffel bags below backpacks, no jumping off stairs, combat text with health bars, attach flashlights to belts, drag bodies faster, detailed stats window, proximity inventory to see all container inventories in range, rain cleans blood, visible generator range, zomboids have cigarettes, replace bandages, fill propane at gas pumps, and more

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