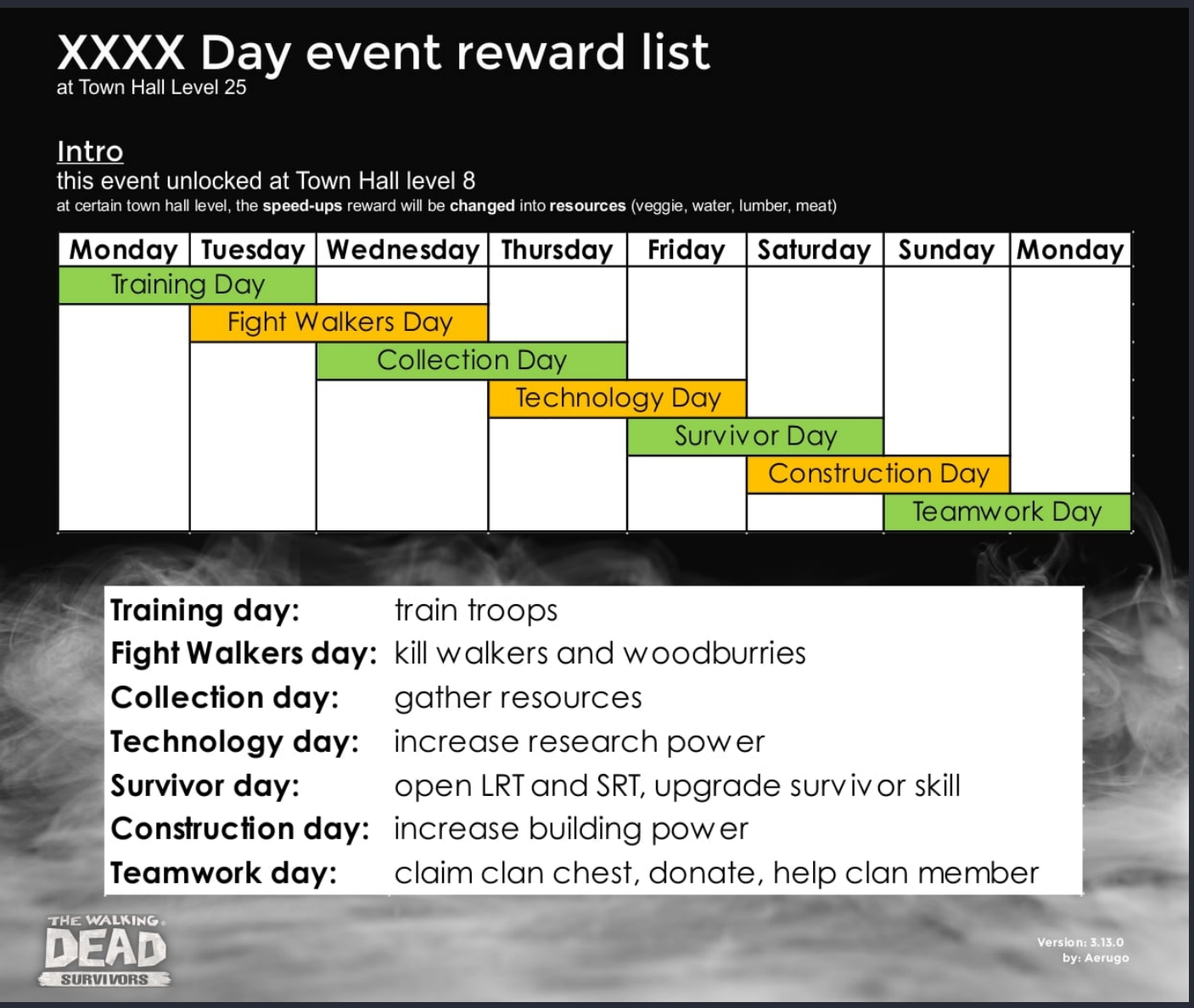
XXXX DAY EVENTS

Created by Aeru



XXXX Day event reward list

at Town Hall level 25

Training Day	Reward						
Task	Veggies (100k)	Water (100k)	Wood* (equipment)	Blueprint*			
				shovel	windbreaker	fisherman's hat	scarf
Train 150 Melee fighters	24		80	13	13	13	13
Train 150 Sharpshooters	24		80	13	13	13	13
Train 150 Cavalry	24		80	13	13	13	13
Train 300 tier 7 or above Melee fighters		40	160	27	27	27	27
Train 300 tier 7 or above Sharpshooters		40	160	27	27	27	27
Train 300 tier 7 or above Cavalry		40	160	27	27	27	27
Total	**72**	**120**	**720**	**120**	**120**	**120**	**120**

Fight the Walkers Day	Reward					
Task	Lumber (100k)	Wood* (equipment)	Blueprint*			
			shovel	windbreaker	fisherman's hat	scarf
Kill PvE Enemies 10 times	11	40	7	7	7	7
Defeat Woodburry Armies 3 times	16	80	13	13	13	13
Kill PvE Enemies 20 times	21	120	20	20	20	20
Defeat Woodburry Armies 1 0 times	27	160	27	27	27	27
Kill Lv.22 Walkers or above 20 times	32	200	33	33	33	33
Total	**107**	**600**	**100**	**100**	**100**	**100**

*Wood and Blueprints are used to make Development equipment.

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by: Aerugo

XXXX Day event reward list

at Town Hall level 25

Collection Day	Reward					
Task	Meat (100k)	Wood* (equipment)	Blueprint*			
			shovel	windbreaker	fisherman's hat	scarf
Gather 195,000 resources	8	40	7	7	7	7
Gather 515,000 resources	12	80	13	13	13	13
Gather 1,035,000 resources	16	120	20	20	20	20
Gather 2,070,000 resources	20	160	27	27	27	27
Gather 3,420,000 resources	24	200	33	33	33	33
Total	**80**	**600**	**100**	**100**	**100**	**100**

Technology Day	Reward					
Task	Veggie (100k)	Wood* (equipment)	Blueprint*			
			shovel	windbreaker	fisherman's hat	scarf
Increase Tech power by 120,000	16	40	7	7	7	7
Increase Tech power by 240,000	24	80	13	13	13	13
Increase Tech power by 360,000	32	120	20	20	20	20
Increase Tech power by 480,000	40	160	27	27	27	27
Increase Tech power by 600,000	48	200	33	33	33	33
Total	**160**	**600**	**100**	**100**	**100**	**100**

*Wood and Blueprints are used to make Development equipment.

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by: Aerugo

XXXX Day event reward list

at Town Hall level 25

Survivor Day	Reward					
Task	Water (100k)	Wood* (equipment)	Blueprint*			
			shovel	windbreaker	fisherman's hat	scarf
Make Long-Range Transmission 4 times	16	40	7	7	7	7
Upgrade Survivor's skill 2 times	24	80	13	13	13	13
Make Short-Range Transmission 28 times	32	120	20	20	20	20
Upgrade Survivor's skill 5 times	40	160	27	27	27	27
Make Long-Range Transmission 6 times	48	200	33	33	33	33
Total	**160**	**600**	**100**	**100**	**100**	**100**

Construction Day	Reward					
Task	Lumber (100k)	Wood* (equipment)	Blueprint*			
			shovel	windbreaker	fisherman's hat	scarf
Increase Building power by 40,000	11	40	7	7	7	7
Increase Building power by 80,000	16	80	13	13	13	13
Increase Building power by 120,000	21	120	20	20	20	20
Increase Building power by 160,000	27	160	27	27	27	27
Increase Building power by 200,000	32	200	33	33	33	33
Total	**107**	**600**	**100**	**100**	**100**	**100**

*Wood and Blueprints are used to make Development equipment.

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XXXX Day event reward list

at Town Hall level 25

Teamwork Day	Reward					
Task	Meat (100k)	Wood* (equipment)	Blueprint*			
			shovel	windbreaker	fisherman's hat	scarf
Help members of the Clan 15 times	8	40	7	7	7	7
Claim 10 Clan gifts	12	80	13	13	13	13
Donate to Clan 30 times	16	120	20	20	20	20
Claim 50 Clan gifts	20	160	27	27	27	27
Donate to Clan 60 times	24	200	33	33	33	33
Total	**80**	**600**	**100**	**100**	**100**	**100**

Total Reward from all XXXX Day events			
Veggies	Water	Lumber	Meat
23,200,000	28,000,000	21,400,000	16,000,000

Wood*	Blueprint*			
	shovel	windbreaker	fisherman's hat	scarf
4320	720	720	720	720



*Wood and Blueprints are used to make Development equipment.

THE WALKING DEAD SURVIVORS

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by: Aerugo

Correct as of 3.13.0

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