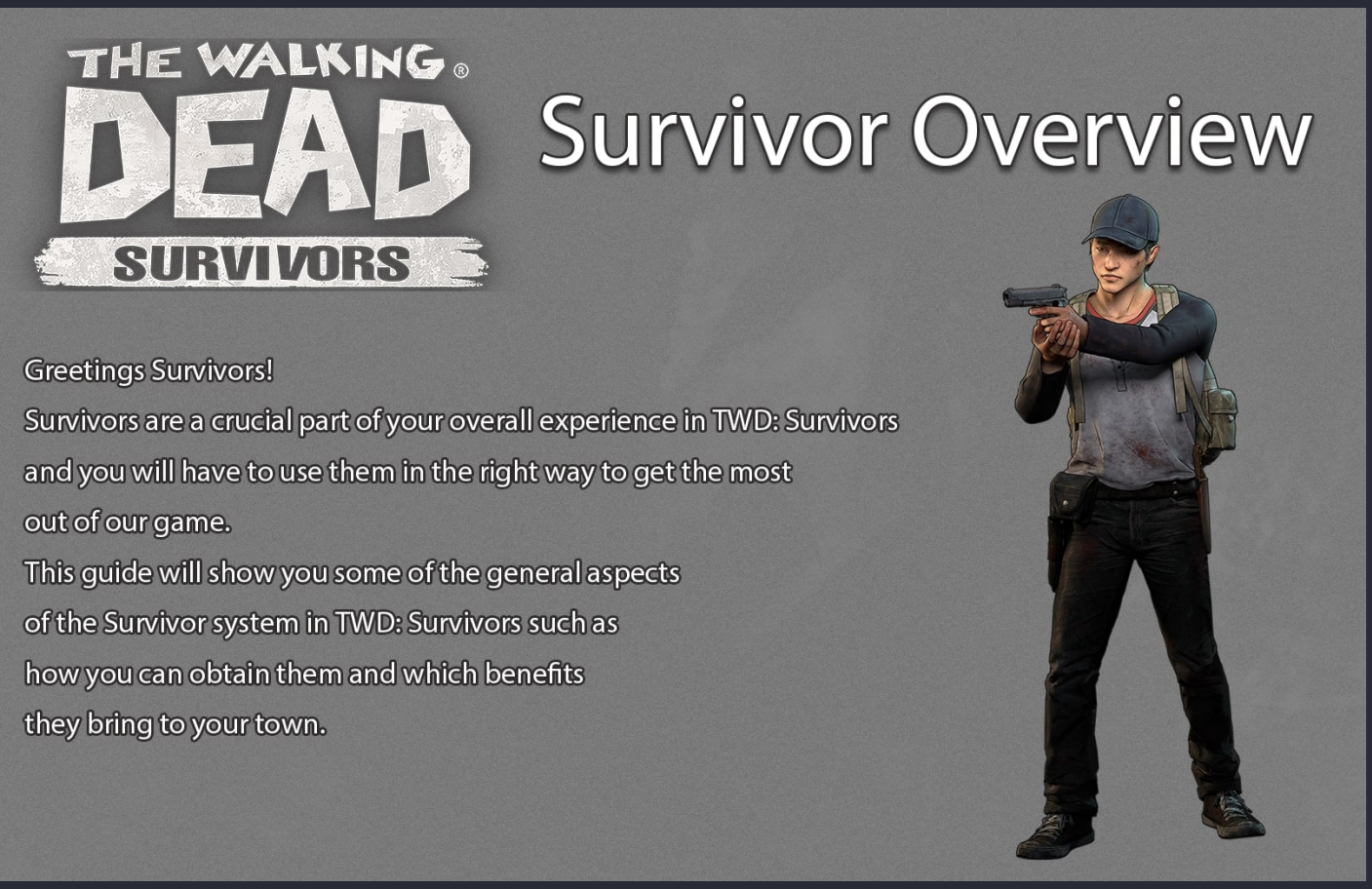
SURVIVORS, VEHICLES & COMBAT

Survivors Overview



How can you obtain Survivors

Radio Station



Your Radio broadcasting station is the building where you can get new survivors and exp to develop them. Besides the recruitment option, available in the early stages of TWD: Survivors, where you can directly pay resources to recruit certain survivors, there are 2 kind of transmission cards that give you a chance of recruiting new survivors, fragments to develop them and EXP for both combat and development survivors.

Long-Range Transmissions: Chance of obtaining epic and legendary survivors and their respective fragments.
Large EXP books.
Epic/Legendary Skill Medals.
One free long-range transmission a day



Short-Range Transmissions: Chance of obtaining Uncommon/Rare/Epic survivors and their respective fragments.
Small EXP books.
Uncommon/rare/epic Skill Medals.
Amount of daily free short-range transmissions will increase as you level up your broadcasting station. Leveling up your broadcasting station also increases the EXP your survivors gain when defeating walkers in the map.



Advice: Using transmissions as much as possible is one of the most important aspects in TWD: Survivors as it is one of the quickest ways to recruit new survivors and upgrade them.
Try to log in a few times every day to use all your free transmissions. More transmissions cards can be obtained through missions and other special events.

How can you obtain Survivors

In-game Events

You can also obtain special survivors through in game events such as:

The Strongest Survivor



The Wheel of Hope





Advice: Don't miss out and try to participate in all in-game events to increase your chances of obtaining special legendary survivors!

What are Survivors used for?

THE WALKING DEAD SURVIVORS

Jobs:

Survivors can be assigned to many different buildings in your town, such as the
Workers Cabins Library Training Facilities





Squares Gun Shops and Exploration Camps.






Survivors assigned to these buildings will provide a certain benefit depending on the building they are assigned to.
For example, survivors assigned to Squares will make your formations stronger and increase their troop capacity and survivors assigned to exploration camps will allow you to explore the map and scout other towns.
Survivors that are assigned to a building will gain EXP.

Advice: Make sure to read all the survivors' descriptions and assign them to a building according to their respective strengths. Always make sure that you assign as many survivors as possible to your buildings to gain more EXP and benefits.

What are Survivors used for?

THE WALKING DEAD SURVIVORS

Scavenge Sites:

Can be found on the map and searched in the menu.

Veggie Farms Lumber Mills Lakes Hunting Grounds Army camps





You can assign a survivor to a scavenge site to generate resources for your town passively over time.
You can also assign a formation to gather resources at a specific scavenge site, where they will gather resources until they reach their load capacity, the scavenge site expires or you recall your formation.
Upgrade your scavenge center building to increase the overall amount of scavenge sites which can be occupied.

Advice: Avoid having idle survivors as much as possible, send them to scavenge sites or assign them to a building if possible. You can upgrade your scavenge center according to your number of survivors available. Please note that if you send your formations to gather resources, they are outside your town and cannot protect you anymore, but on the bright side, they also will not be wounded or killed if someone attacks your town.

What are Survivors used for?

Skills:

Survivors have important skills that can bring you special combat or development benefits.
The more you level up your survivors the better their skills will become.
Some Survivors have special skills that can be activated periodically in the survivor menu.
They can give you troops or different kind of resources immediately when activated.





Global Effects:

Survivors also have a special global effect that is always in effect starting from the moment this survivor joins your town. They can provide important development or combat buffs.
These global effects can be improved by increasing your survivors star level.

Combat

You can assign your Combat Survivors to your Squares to improve your formation's troop capacity and overall power.

Advice: Focus on improving your Formation 1 first, place your best survivors in your Formation 1 and prioritize upgrading them. Please note that your will need to research certain technologies to reach your formations full potential, such as the "Team of Three" technology that allows you to assign 3 survivors to a single formation.



Survivor Development Tips

Survivor Development Tips

Greetings Survivors!

Survivors are a key aspect of the game and they have a strong effect on your development. In this guide we will go over some useful information and some tips to help you be more efficient when it comes to survivor development.

Survivor Types:



Combat: These survivors are focused on combat and when are assigned to a formation can provide useful combat skills and increase your formations power



Development: Development survivors are focused on resources, healing, building, or training. They offer important buffs such as increased resource production, increased hospital capacity, increased building speed and increased training speed

Survivor Development Tips

How to upgrade your Survivors?

1. You can upgrade their level by using EXP and skill medals. Upgrading the level of your survivors will increase their stats and improve their skills. Combat survivors obtain EXP by killing walkers, Development survivors obtain EXP by being assigned to a scavenge site. You can also obtain EXP by completing daily tasks or participating in special events.



2. You can increase their star level by using survivor fragments. Increasing a survivor's star level will improve their global effect and increase their max level cap. You can obtain survivor fragments through radio transmissions, in-game events, or special packs.



0 Stars	1 Star	2 Stars	3 Stars	4 Stars	5 Stars
Max Lv: 30	Max Lv: 50	Max Lv: 70	Max Lv: 80	Max Lv: 90	Max Lv: 100

Survivor Development Tips

Survivor Development

Depending on your playstyle you can decide to focus more on either combat or development. If you enjoy PvP combat we recommend you focus on combat survivors, and if you enjoy more of a slow-paced resource gathering gameplay you can focus more on development survivors.

No matter which type you decide to focus on, we recommend that you don't neglect either side. Both combat and development survivors are important to your overall development.

We also recommend leveling up all survivors to at least the level where they unlock all their skills.

Uncommon: Lv: 10 **Rare: Lv: 15** **Epic: Lv: 20** **Legendary: Lv: 20**

Once you have unlocked all your survivor's skills you can then choose to focus on either combat or development depending on your individual playstyle and objectives. You can also craft equipment for your survivors once you have reached town hall level 14 and have built "The Forge". Stay tuned for our upcoming guide on equipment crafting!

Important Note: Legendary Skill Medals are very hard to come by, so we recommend saving them for your combat legendary survivors rather than your development legendary survivors.



We hope this information will help you become stronger and more efficient in survivor management!

Combat Troops

Combat Troops

Overview

Greetings Survivors!

In today's guide we will go over all the different troops available in The Walking Dead: Survivors, their stats and how to obtain them.

To start off lets first get familiar with the training buildings. There are 3 training buildings.



Firestation
Trains Melee Fighters



Police Station
Trains Sharpshooters



Stable
Trains Cavalry

You can click any of these buildings and then tap on the "Train" button to enter the troop training interface.



Combat Troops

Interface

Once you have entered the troop training interface there a few key buttons to make note of.

At the top you can switch between your melee, shooters or cavalry troop buildings easily without having to leave the interface.

On the left side you tap this arrow to see each troop's detailed stats.



On the right side you can see the different troop tiers that you can currently train. You can tap on a troop tier and then click on train. If you have researched promotion technologies from the basic combat technology tree, you can also choose lower level troops and promote them to your current highest level.

Combat Troops

What does each stat mean?

There are a total of 5 different stats available for each troop:

- **Attack:** The ability to deal damage in battle
- **Defense:** The ability to resist attacks in battle
- **Health:** The ability to take damage in battle. Increase health to survive longer in battle.
- **Speed:** Fighters with the highest speed value attack first. Increase speed to attack before the enemy does.
- **Load:** The max capacity of resources that the fighters can carry when gathering on the region map.

Combat Troops

Available Melee Fighters



Lv. 1 Staff Fighter

Unlocked at:
Firestation Lv. 1



Lv. 2 Spike Bat Combatant

Unlocked at:
Firestation Lv. 4



Lv. 3 Golf Club Warrior

Unlocked at:
Firestation Lv. 8



Lv. 4 Gothic Slayer

Unlocked at:
Firestation Lv. 10



Lv. 5 Hatchet Brawler

Unlocked at:
Firestation Lv. 13



Lv. 6 Sledge Master

Unlocked at:
Firestation Lv. 16



Lv. 7 Chainsaw Militant

Unlocked at:
Firestation Lv. 19



Lv. 8 Brutal Battler

Unlocked at:
Firestation Lv. 22



Lv. 9 Fearsome Samurai

Unlocked at:
Firestation Lv. 25



Lv. 10 Ultimate Aggressor

Unlocked through:
"Ultimate Fighter" Technology

Combat Troops

THE WALKING DEAD SURVIVORS

Available Sharpshooters



Lv. 1 Archer
Unlocked at:
Police Station Lv. 1



Lv. 2 Hunter
Unlocked at:
Police Station Lv. 4



Lv. 3 Riflewoman
Unlocked at:
Police Station Lv. 8



Lv. 4 Hawkeye Sniper
Unlocked at:
Police Station Lv. 10



Lv. 5 Gunner Girl
Unlocked at:
Police Station Lv. 13



Lv. 6 Crossbow Crusader
Unlocked at:
Police Station Lv. 16



Lv. 7 Assassin
Unlocked at:
Police Station Lv. 19



Lv. 8 Mercenary
Unlocked at:
Police Station Lv. 22



Lv. 9 Berserker
Unlocked at:
Police Station Lv. 25



Lv. 10 Executioner
Unlocked through:
"Ultimate Sharpshooter" Technology

Combat Troops

THE WALKING DEAD SURVIVORS

Available Cavalry



Lv. 1 Equestrian
Unlocked at:
Stable Lv. 1



Lv. 2 Mounted Samurai
Unlocked at:
Stable Lv. 4



Lv. 3 Outrider
Unlocked at:
Stable Lv. 8



Lv. 4 Fearless Hunter
Unlocked at:
Stable Lv. 10



Lv. 5 Armed Amazon
Unlocked at:
Stable Lv. 13



Lv. 6 Rodeo Pro
Unlocked at:
Stable Lv. 16



Lv. 7 Riding Warrior
Unlocked at:
Stable Lv. 19



Lv. 8 Horseback Archer
Unlocked at:
Stable Lv. 22



Lv. 9 Ruthless Rancher
Unlocked at:
Stable Lv. 25



Lv. 10 Apocalypse Horseman
Unlocked through:
"Ultimate Cavalry" Technology

FIGHTERS INDIVIDUAL STATS

Melee Fighters					
Fighter	**Attack**	**Defense**	**Health**	**Speed**	**Load**
Lv. 1 Staff Fighter	10	11	4	30	30
Lv. 2 Spike Bat Combatant	13	14	5	30	50
Lv. 3 Golf Club Warrior	17	19	7	30	80
Lv. 4 Gothic Slayer	22	24	9	30	130
Lv. 5 Hatchet Brawler	29	31	11	30	225
Lv. 6 Sledge Master	37	41	15	30	225
Lv. 7 Chainsaw Militant	48	53	19	30	250
Lv. 8 Brutal Battler	63	69	25	30	250
Lv. 9 Fearsome Samurai	82	90	33	30	275
Lv. 10 Ultimate Aggressor	114	126	46	32	325
Sharpshooters					
Fighter	**Attack**	**Defense**	**Health**	**Speed**	**Load**
Lv.1 Archer	14	6	3	30	20
Lv. 2 Hunter	18	8	4	30	40
Lv. 3 Riflewoman	24	10	5	30	70
Lv. 4 Hawkeye Sniper	31	13	7	30	100
Lv. 5 Gunner Girl	40	17	9	30	200
Lv. 6 Crossbow Crusader	52	22	11	30	200
Lv. 7 Assassin	68	29	14	30	225
Lv. 8 Mercenary	88	38	19	30	225
Lv. 9 Berserker	114	49	24	30	250
Lv. 10 Executioner	160	69	34	32	300
Cavalry					
Fighter	**Attack**	**Defense**	**Health**	**Speed**	**Load**
Lv. 1 Equestrian	11	8	4	30	40
Lv. 2 Mounted Samurai	14	10	5	30	60
Lv. 3 Outrider	19	14	7	30	90
Lv. 4 Fearless Hunter	24	18	9	30	150
Lv. 5 Armed Amazon	31	23	11	30	250
Lv. 6 Rodeo Pro	41	30	15	30	250
Lv. 7 Riding Warrior	53	39	19	30	275
Lv. 8 Horseback Archer	69	50	25	30	275
Lv. 9 Ruthless Rancher	90	65	33	30	300
Lv. 10 Apocalypse Horseman	126	91	46	32	350

Vehicle Introduction

VEHICLE SYSTEM INTRODUCTION

Greetings Survivors! We have prepared a special introductory guide to help you become more familiar with the new Vehicle system. As many say, knowledge is power so lets get right into it.

THE GARAGE



The new vehicle system introduced **3 new attainable vehicles** which can provide many different buffs (more details on that in the following pages). For now lets begin with the new building.

The garage has two main sections:





Enhance

Here you can use materials (Copper, Iron and Steel) to upgrade your vehicles and the buffs they provide.



Junkyard

Here you can use Salvage Tokens to search through the Junkyard and obtain Vehicles, Materials or Metal Scrap Tokens.

VEHICLE BREAKDOWN

Each vehicle has 3 main parts:

Body Provides a global buff that affects everyone regardless of where your vehicle is assigned.

Exterior Provides buffs to attack, Defense and Health of the Formation using the Vehicle.

Performance Provides increased damage dealt or reduced damage received by the Formation using the Vehicle.

There are currently 3 vehicles available:

The Carriage



Body: Increases Gathering Speed

Exterior: Increases Attack, Defense and Health

Performance: The Carriage has no Performance Buffs

The RV



Body: Decreases Research Costs (Except Bullets & Flasks)

Exterior: Increases Attack, Defense and Health

Performance: Increases Damage Dealt

The School Bus



Body: Decreases Construction Costs (Except Bullets)

Exterior: Increases Attack, Defense and Health

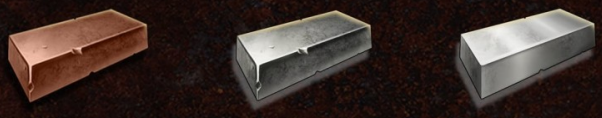
Performance: Reduces Damage Taken

HOW TO OBTAIN AND UPGRADE VEHICLES

You can obtain vehicles by searching in the Junkyard using Salvage tokens or by exchanging Metal Scrap tokens in the "Enhance" Section.



To upgrade a vehicle's Body, Exterior or Performance, you will need Copper, Iron and Steel respectively.



You can obtain these materials in a few different ways:



Searching in the Junkyard



Exchanging Metal Scrap Tokens



Defeating "The Abandoned" from "Eugene and the Abandoned" Event on the world map

VEHICLES: TIPS



Make sure that you are sure you want to upgrade a vehicle before doing so, you can always reset a vehicle's upgrades and recover the materials, but it will cost you Rubies to do so.



Participate in "The Abandoned" rallies as much as possible, its an easy way to obtain lots of precious materials for those much needed upgrades.



Strategize in PvP situations, vehicles are visible in the world map. Therefore you can use this information for better defending or to trick your enemies into reinforcing the wrong target.

END

Survivor Chemistry

SURVIVOR CHEMISTRY INTRODUCTION

Greetings Survivors! Today we will go over some of the basics regarding our new feature "Survivor Chemistry"!

By teaming up survivors that have chemistry in the same formation you will unlock special buffs to make your formations even stronger.

CHEMISTRY DESCRIPTION:

- Place 3 Survivors from the same Chemistry group into 1 Formation to get a special combat bonus effect.

- Place 2 Survivors from the same Chemistry group into 1 Formation to get 40% of that special combat bonus effect.

- The bonus effect only affects Fighters in Crews led by one of the Chemistry Survivors in the Formation.

- Some Survivors belong to more than 1 Chemistry Group and can have multiple Chemistry bonus effects at the same time.

- Survivors that have different variants (Eg: Shane/Errant Shane or Rick/Militia Rick) will share the same chemistry and can be used interchangeably.



THE WALKING DEAD SURVIVORS

SURVIVOR CHEMISTRY INTERFACE

-There are two places you can check your survivors chemistry:

SURVIVOR INTERFACE:

-The Chemistry icon on the top right will glow to show if you currently are benefiting from this Survivor’ s chemistry. The icon will glow differently if you have inactive chemistry, 2 survivors with chemistry in one team or a team with full chemistry.

-Taping on the chemistry icon will give you more details about this Survivor’ s chemistry teams and buffs

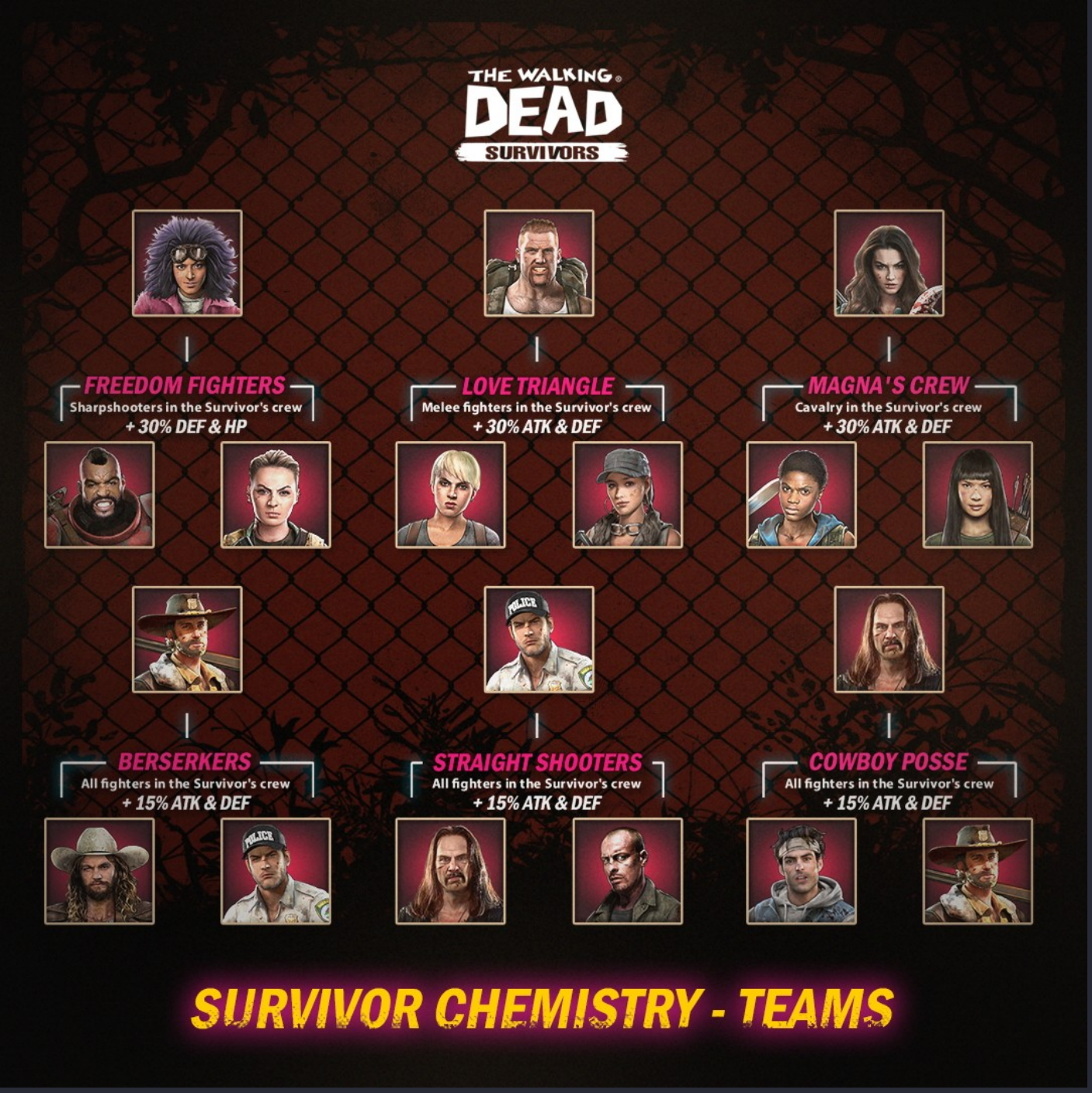
FORMATION INTERFACE:

-Similarly, the chemistry icon above your crews in the formation interface will glow if you have active chemistry and you can tap for more information.






THE WALKING DEAD
SURVIVORS
Cavalry in the Survivor's crew
+30% ATK & HP
ELITE WARRIORS
Sharpshooters in the Survivor's crew
+30% ATK & HP
TYRANTS
All fighters in the Survivor's crew
+20% ATK & DEF
PRISON RECON
ENEMIES
ENEMIES
THE SAVIORS
Sharpshooters in the Survivor's crew
+30% ATK & DEF
HOMETOWN HEROES
All fighters in the Survivor's crew
+20% DEF & HP
THE WHISPERERS
Melee fighters in the Survivor's crew
+30% ATK & HP
SURVIVOR CHEMISTRY - TEAMS



Animal System

ANIMAL SYSTEM - INTRODUCTION

In the all-new Animal system you will be able to collect and train three types of animals. **Dogs, Sheep and Cattle**. Each with its own unique purpose and special buffs.



Dog (Combat)

Can provide buffs for:

- Increased Troop Attack/Defense
- Increased Troop Health
- Increased Troop Speed
- Increased Troop Capacity



Sheep (Development)

Can provide buffs for:

- Reduced Construction/Research/Healing costs
- Increased Resource Production



Cattle (Support)

Can provide buffs for:

- Inreased Training/Healing Speed
- Reduced construction time
- Increased Hospital Capacity
- Increased EXP from walkers

THE WALKING DEAD SURVIVORS

ANIMAL SYSTEM - BUILDINGS & REQUIREMENTS

In order to start collecting animals, you will first need to build their respective buildings . Once they are built, you will gain access to the special Animal System interface, Daily Challenges and much more!



Dog Kennel

Requires Town Hall Lv. 20



Sheep Fold

Requires Town Hall Lv. 20 + Dog Kennel Lv.15



Cattle Barn

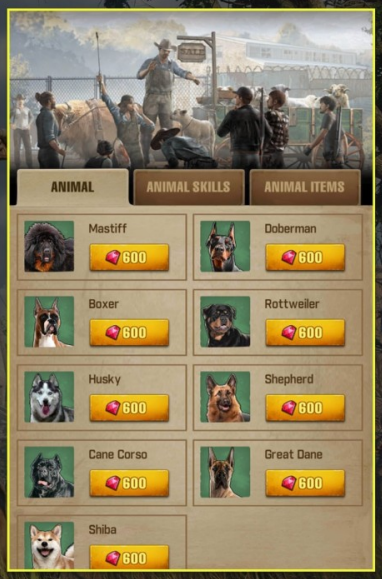
Requires Town Hall Lv. 20 + Dog Kennel Lv.15

Important Note: Upgrading your animal buildings will grant you more slots to store animals. So make sure you upgrade them as much as possible!

THE WALKING DEAD SURVIVORS

ANIMAL SYSTEM - HOW TO OBTAIN ANIMALS?

In order to obtain animals you need to head over to the **Survivor Store** and find the **Animal Shop tab**. Here you can purchase a wide range of animals for 600 rubies each.



Each type of animal has its own **unique attributes and buffs** so make sure to choose wisely!

THE WALKING DEAD SURVIVORS

ANIMAL SYSTEM - ANIMAL ITEMS

There are 2 main items available in the Animal System. **Skill items** and **EXP books**.

Skill items allow you customize your animals by teaching them special skills.



Exp Books grant experience to your animals and allows you to level them up, increasing their benefits.



Both these items are available for purchase in the **Survivor Store - Animal Shop tab**.

We hope this introduction guide will help you better understand the new Animal System, stay tuned for more in depth guides on each Animal coming soon!

THE WALKING DEAD SURVIVORS

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