

# SCAVENGE RUSH

## Scavenge Rush - Introduction

Greetings Survivors, in this guide we will cover some introductory information about the new event Scavenge Rush. Let's get into it!

- "Scavenge Rush" beckons you to **explore** diverse scenes daily in search of valuable rewards.
- To embark on this quest, gather the essential tool, the "Flashlight" earned through in-game tasks.
- "Scavenge Rush" operates **biweekly**, with each cycle spanning **6 days**, replacing the former "Thriving Forces" event.



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## Scavenge Rush - Scenes & Tasks

During the event, there will be different scenes every day, and correspondingly there will be different task objectives:

Date	Scenes	Tasks
Day 1	Abandoned Construction Site	Engage PvE Enemies; Acquire Rubies from a purchase pack; Utilize Construction Speed Ups; Amplify Building Power; Secure Animals; Enhance Animal Skills (Season-dependent)
Day 2	Abandoned Lab	Collect Resources; Obtain Rubies from a purchase pack; Invest Rubies; Employ Research Speed Ups; Boost Technology Power
Day 3	Abandoned Gym	Conquer PvE Enemies; Claim Rubies from a purchase pack; Implement Training Speed Ups; Elevate Fighters' Combat Power
Day 4	Abandoned TV Station	Harvest Resources; Receive Rubies from a purchase pack; Utilize Rubies; Use Short and Long-Range Transmissions
Day 5	Abandoned Parking Garage	Defeat PvE Foes; Obtain Rubies from a purchase pack; Salvage in Junkyard; Construct War Carts (Season-dependent)
Day 6	Abandoned Private Pool	All in!
Day 7	Display results, event closed	



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## Scavenge Rush – Event Rules

### Points:

- Players can earn activity points by completing daily target tasks.

### Milestone Rewards:

- When the points reach a specified level, Players can receive a milestone treasure chest, which contains the activity-exclusive prop "flashlight"
- Players can also quickly obtain a large number of "flashlights" by purchasing gift packs



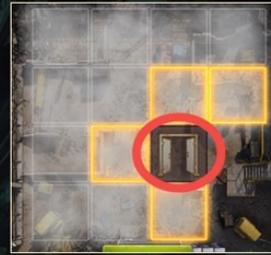
# Scavenge Rush - Exploration

## Manual Scavenging

- Each Scene comprises 16 tiles for scavenging using Flashlights.
- Begin scavenging from **any** point within the 4x4 grid, moving to **adjacent** tiles after each exploration.
- The scavenging reward types are divided into ordinary rewards and best rewards. There is **only one best reward** for each level.
- When the "best reward" is found, an **Exit** will appear, and you can choose to enter the next level or continue scavenging for rewards in the current level.

## Auto Scavenging

- Players can tap the "Auto-Scavenging" button to use all remaining flashlight props to automatically scavenge each tile in a specific order.
- When the best reward (the **Exit**) for this level is found, the Auto-Scavenging will be paused.



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# Scavenge Rush - Rewards

Rewards are divided into milestone rewards and level rewards.

## Milestone Rewards

- Players can earn points by completing tasks. After accumulating a certain number of points, they can receive the corresponding milestone treasure chest reward - **Flashlights**.

## Level Rewards

- The current version of this event has a total of **22 levels per day**;
- The higher the level, the better the reward;
- Players have the opportunity to obtain a considerable number of **Survivor Fragment Voucher** from the level rewards every day.



Version 6.8.1

Revision #1

Created 26 August 2024 07:46:16 by Andrea

Updated 26 August 2024 07:47:27 by Andrea