

SEASON 2

Community Buildings



SEASON 2 - COMMUNITY BUILDINGS

Name	Level	High Lv. Walker	Low Lv. Walker	Season Prosperity Requirement	Season Prosperity Gain
 Ranch	6	Lv. 22  x 30	Lv. 20  x 300	 100	 500
 School	7	Lv. 23  x 30	Lv. 21  x 400	 800	 1,000
 Baseball Diamond	8	Lv. 24  x 30	Lv. 22  x 500	 2,000	 2,500
 Football Field	9	Lv. 25  x 30	Lv. 23  x 600	 5,000	 4,500
 Twin Oaks	10	Lv. 26  x 50	Lv. 24  x 750	 9,000	 10,000

TWD: SV2.1

Survivor Camps



SEASON 2 - SURVIVOR CAMPS

Level	High Lv. Walker	Low Lv. Walker	Season Prosperity Gain
6	Lv. 20  x 30	Lv. 18  x 240	 50
7	Lv. 21  x 30	Lv. 19  x 320	 50
8	Lv. 22  x 30	Lv. 20  x 400	 50
9	Lv. 23  x 30	Lv. 21  x 480	 50
10	Lv. 24  x 50	Lv. 22  x 600	 50

TWD: SV2.1

