

SEASON 4

Community Buildings



SEASON 4 - COMMUNITY BUILDINGS



| Name | Level | High Lv. Walker | Low Lv. Walker | Season Prosperity Requirement | Season Prosperity Gain |
|--|-------|--|---|--|--|
|  Landfill | 16 | Lv. 23  x 50 | Lv. 21  x 950 |  200 |  500 |
|  Garage | 17 | Lv. 24  x 60 | Lv. 22  x 1140 |  1600 |  1,000 |
|  Scrapyard | 18 | Lv. 25  x 70 | Lv. 23  x 1330 |  4,000 |  2,500 |
|  Mechanics Shop | 19 | Lv. 26  x 80 | Lv. 24  x 1520 |  10,000 |  4,500 |
|  Junkyard | 20 | Lv. 27  x 100 | Lv. 25  x 1900 |  18,000 |  10,000 |

TWD: SV3.3.2

Survivor Camps



SEASON 4 - SURVIVOR CAMPS



| Level | High Lv. Walker | Low Lv. Walker | Season Prosperity Gain |
|-------|---|--|--|
| 16 | Lv. 20  x 30 | Lv. 18  x 240 |  50 |
| 17 | Lv. 21  x 30 | Lv. 19  x 320 |  50 |
| 18 | Lv. 22  x 30 | Lv. 20  x 400 |  50 |
| 19 | Lv. 23  x 30 | Lv. 21  x 480 |  50 |
| 20 | Lv. 24  x 50 | Lv. 22  x 600 |  50 |

TWD: SV3.3.2