

SEASON 1



V. 5.7.2

SEASON 1: COMMUNITIES

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|---|--------------------------------|---|
|  | Lv.1 Community | 10 x Lv.12 Walkers 52,920 power required 100 x Lv.8 Walkers 13,300 power required |
|  | Lv.2 Community | 20 x Lv.14 Walkers 102,400 power required 200 x Lv.10 Walkers 27,840 power required |
|  | Lv.3 Community | 20 x Lv.17 Walkers 314,600 power required 300 x Lv.13 Walkers 74,360 power required |
|  | Lv.4 Supermarket/Railway/Diner | 30 x Lv.19 Walkers 493,500 power required 400 x Lv.15 Walkers 165,600 power required |
|  | Lv.5 The Sanctuary | 30 x Lv.21 Walkers 738,000 power required 500 x Lv.17 Walkers 314,600 power required |

► This infographic presents the Community levels for Season 1. The amount of walkers and power required to clear is listed in the table above.

► All Communities can be set for a specific time and the event will last for a duration of 1 hour once the event time has been set.

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