4 important things to loot
Bottled Water
Feathers (crossbow bolts)
Glass jars (empty)
Hub caps and other iron objects (recycle to scrap iron)

needed early game
2+ clay (mold for forge)
1+ cooking pot (water to drink)
4+ sand (empty glass jars)
1+ short iron pipe (forge)

Time, at 20% night setting
0650 Time slows down
0720 Zombies slow to a walk
2040 Zombies begin to run
2110 Time speeds up

Basic crafting
Grass -> fibres
Rock -> stone
Stone -> 5 small rock
Small rock -> sharp stone
Clay -> 9 lumps of clay
Wood -> 2 wood plank
Wood plank -> 2 plywood
Plywood -> 3 stick
Stick -> sharp stick
9 sharp stick -> 3 wood spike
4 wood -> 4 trunk tip
Iron ingot -> 4 forging iron
Forging iron -> 3 sh. iron pipe
Short iron p. -> 5 metal strip
Sand -> 4 crushed sand
Cloth fragm. -> 5 cloth strips
Animal hide -> 3 leather
Leather -> 5 leather strips
Cinder block -> gravel
Book -> 20 paper

9 neat things to get
Aloe plant
Auger (rare)
Blueberries
Brass items (casings, etc.)
Cloth fragments
Goldenrod flower (tea)

Mining helmet
Yucca fruit (from cactus)
Yucca plant

Crapp loot to ignore
Bone, cat food, dog food, flashlight, paper, white flowers, red flowers.

Early small camp
Basic storage chests
1 2 3 4
5 6 7 8

1+ chests at forges
Metal to recycle, sand, molds, ingots, wood

Larger later camp
2x2 chests for insulated loot, campfire+forge chests, as above. Also:
Re-equip chests
1 2 3
4 5 6
1 tea, coffee, meds
2 ready food
3ammo, weap. repair
4 melee weap./torch
5 ranged weapons
6 tools, fuel, armour

Basic storage chests
1 2 3 4 5 6
7 8 9 A B C
1 basic unp. mats
2 ammo mats, skill books
3 gun parts, and guns to dismantle
4 unlocated
5 unlocated
6 strange stuff
7 traps: wood spikes, trunk tips, barbed wire, land mines...
8 farming mats: dirt, seeds, hoes, water
9 building mats: wood
A BM: stone, brick
B BM: concrete/metal
C BM: any other

Cooking
Murry water -> pure water
Pure water + goldenr. flower -> tea

Forge
6 scrap metal -> 1 iron ingot
4 crushed sand -> 5 empty glass jar
1 minute fuel = 7 lbs

Book checklist
R
Craft SMG 4
Craft 0.44 ammo 1
Craft shells 1
Craft other ammo 3
Craft pistol 1
Craft shotgun 1
Craft knife 1
Craft repair tool 1

Gun parts checklist
1 2 3 4 5 6 7 8
Shotguns
Pistol
1 2 3 4 magnum
1 2 3 hunt rif.
1 2 3 SMG
1 2 3 4 5 sniper R.

Appropriate tool
Shovel
Dirt, snow, sand
Fire axe
Wood
Pike axe
Stone, metal, brick

1-mat. recipes
Slepping bag
6 cloth
Storage chest
6 plywood
Camp fire
8 small rock
Hay bale
4 grass
3 ladder
12 stick
Iron/brass/lead ingot mold
5 lump of clay
Repair tool
7 short iron pipe
4 cobblestone
4 stone
6 board wind.
6 plywood
15 barb. wire
3 forging iron
4 wood fence
9 plywood
Bucket
7 forging iron

Cooking pot
5 forging iron
Cooking grill
9 sh. iron pipe
3 met. trussing
8 sh. iron pipe
4 wood pole
3 wood plant
4 quarter stair
3 wood plank
6 gas can
Oil barrel (rev.)

1 door (p. dur.)
8 plywood (3)
8 scrap iron (1)
8 forg. iron (1)
8 iron ingot (6)
8 tungsten (267)

Tool/weap. dam.
DUR.
Efficiency
100% 100%
50% 75%
1% 50%

Ammo for guns
0.44
7.62mm
7.62mm rifles
9mm pistol
10mm SMG

Stone axe (d20)
P
St Ss

Bolt f. crossbow
St
P

Appropriate tool
S

Iron ch. armour

Leather armour
2+ leather
Iron helmet
5 forging iron
Iron gloves
Leather + f. iron

Iron legs

F forging iron
Iron boots

Iron leg armour
L L L
L F L
F F F
F F F

Iron ch. armour

建议：
- 在早期阶段，收集基本的生存物品，如水、食物、火柴等。
- 制作简单的工具，如石器、木工。
- 尽快建造基本的储物箱和钓鱼具。
- 收集皮革和金属，以便制作更高级的装备。
- 注意安全，避免被僵尸攻击。
- 尽早升级武器和装备，以应对更高的挑战。

以上是一些建议，具体的操作还需要根据游戏情况进行调整。