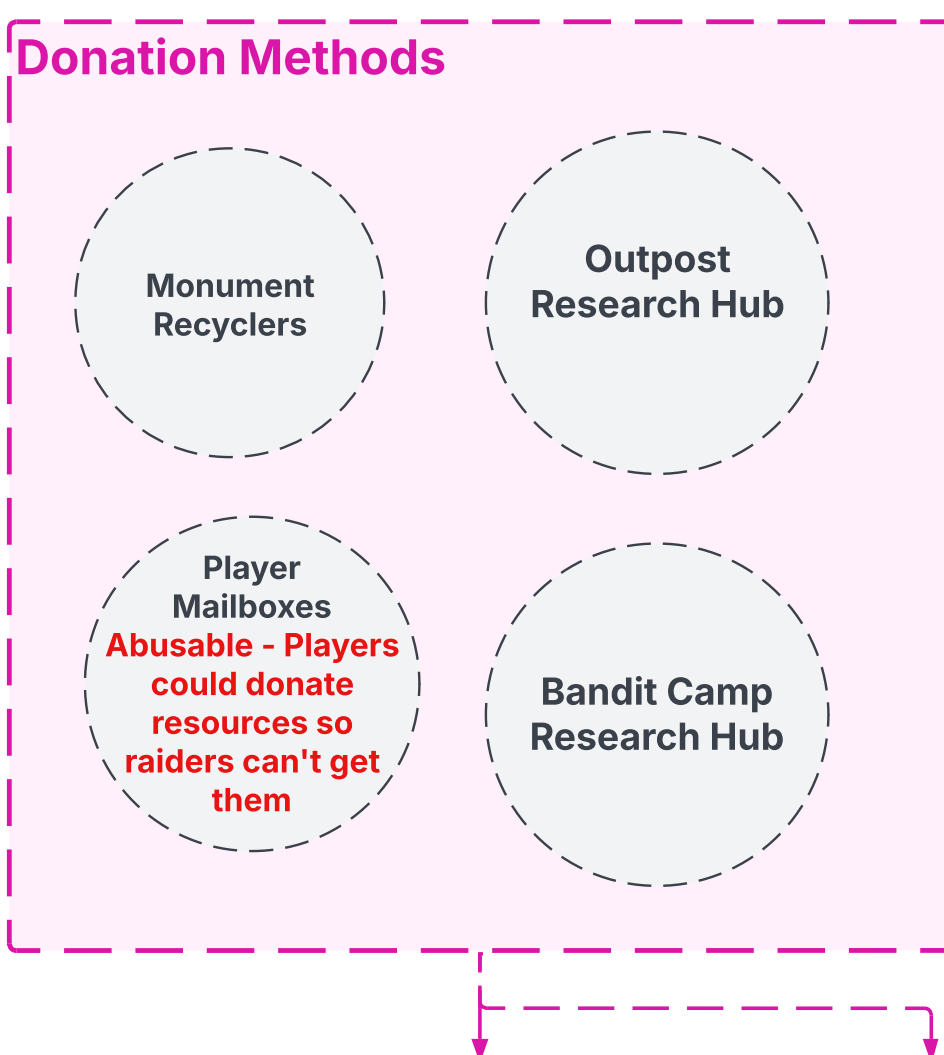


SERVER COORDINATED PROGRESSION

This idea is intended to be an alternative mode of play. Not something I think the base game should be fully replaced with. Niche servers could be setup to host this gamemode.

- Imagine a research hub in bandit camp and outpost that players can donate scrap to.
- The intent would be to lock all players to prim / tier 1 workbench until the server contributes enough scrap to the research hub for the next era (tier 2) to be unlocked.
- Unlocking a tier just allows you to craft the next tier bench. it doesn't auto unlock all the recipes.
- A % of Donations are refunded based on total amount contributed when a tier is unlocked. this is to incentivize players to contribute knowing that they will get some of it back when the next tier unlocks



Tier 1
Unlocked by Default

- Primitive Combat/Raiding Only
- High Tier Monuments Locked via Extreme Rads
 - Missile Silo
 - Oil
 - Launch Site
 - etc

Notes

- Puts pressure on dominate groups to contribute more and stops them from maxing out progression when the majority of server is still t1
- Extends usefulness of primitive gear
- Gates progression globally to help the whole server have an opportunity to prepare for the next tier unlock

Tier 2
Unlock Criteria

- 20,000 Scrap
- 1,000 HQM

Unlocked Content:

- Can craft T2 Workbench
- Heli can start spawning
- Monuments
 - Oil
 - Heli
 - etc

Donation Refund Tiers:

- 1 - 250 scrap
 - refunds 50% of scrap
- 251 - 1000 Scrap
 - refunds 40% of scrap
- 1001 - 2500 Scrap
 - refunds 30 % of scrap
- 2501+ Scrap
 - refunds 20% of scrap

Tier 3
Unlock Criteria

- 50,000 Scrap
- 2,500 HQM
- 5,000 Diesel
- Activate timer at Launch Site
 - Activate Computer at base of Missile Silo to fire rocket

Unlocked Content:

- Can craft T3 Workbench
- Bradley can start spawning
- Monuments Puzzles
 - Launch Site
 - Missile Silo
 - **unlocked when resource contributions are met**
- Bradley
- etc

Donation Refund Tiers:

- 1 - 1000 scrap
 - refunds 50% of scrap
- 1001 - 2500 Scrap
 - refunds 37% of scrap
- 2501 - 5000 Scrap
 - refunds 27 % of scrap
- 5000+ Scrap
 - refunds 20% of scrap