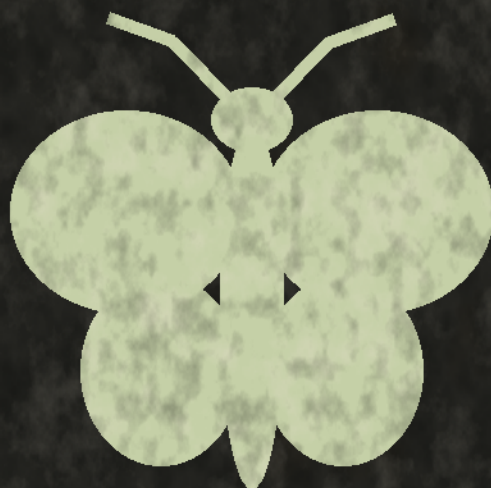




THE LAST OF US

COMPLETE EDITION

A total conversion for Project Zomboid · Build 42.20.4

player guide · v1.0.0

WHAT THIS IS

Two mods. One world. Twenty years after the outbreak.

This is not a texture pack with a new menu. It is Project Zomboid rebuilt as The Last of Us: the infected are four distinct things that hunt you differently, the grid died two decades ago, the water in the pipes has gone bad, and everything you find has been sitting where its owner left it since the world ended.

The suite ships as two mods, and both are needed. Thirty-two content mods are folded inside them, so there is nothing else to install and no dependency list to chase.

Mod	What it holds
TLOU_CompleteEdition	The world, the infected, audio, items, clothing, vehicles, water. ~1.8 GB.
TLOU_CompleteEdition_UI	The entire front end and HUD, the map, fonts, and every poster in the world. ~520 MB.

WHAT IT ACTUALLY CHANGES

- ❑ Four infected archetypes - Runner, Stalker, Clicker, Bloater - each with its own senses, speed, health and sound set, mixed by weight.
- ❑ Cordyceps colonies that grow from the dead and promote rooms into spore zones you need a mask to enter.
- ❑ A dead power grid, tainted plumbing, and loot that is twenty years old rather than twenty minutes old.
- ❑ Four character voices - Joel, Ellie, Abby and Ellie from Part I - with situational lines vanilla has nothing for.
- ❑ A complete interface replacement: 1,538 vanilla UI textures replaced, and 420 more drawn by hand for the map and the world's print media.
- ❑ Every 'zombie' in the game's text is now 'infected', and the Knox Event is the Outbreak.

GETTING STARTED

Five minutes, and one thing you must not skip.

START A NEW SAVE

The world profile, the power cut and the water state are all applied when a world is created. Loading an existing save will leave the lights on and the world un-aged. This is not optional.

LOAD ORDER

Activate in this order. The four substrate mods are optional - the suite detects them and uses them if present - but the two TLOU mods must both be on, with the UI mod last so it can restyle everything above it.

Order	Notes
1 tsarslib	optional · shared library
2 CommonSenseRebornTest	optional · features and theming
3 FadedJavaLoaderBridge	optional · hybrid Java surface
4 FadedClearViewUI	optional · window and HUD substrate
5 TLOU_CompleteEdition	REQUIRED · the world
6 TLOU_CompleteEdition_UI	REQUIRED · loads last

A one-click preset is written to your mods folder as 'TLOU Complete Edition'. Load it from Mods → Load preset and everything is selected for you; your existing default preset is left untouched.

FIRST LAUNCH

- The first load is long. About 1.6 GB of FMOD audio banks parse before the menu appears. This is normal and only happens once.
- Sandbox → The Last of Us page. Set World profile first; it configures the ageing and infected behaviour for you.
- Everything else has a working default. You can start without touching another setting.

THE WORLD

Twenty years of nobody maintaining anything.

WORLD PROFILES

One switch that configures 25 world-ageing options and the whole infected behaviour table together, so the world and the things in it match. Each profile is a place in the fiction, not a difficulty slider.

Profile	What you get
Boston QZ	Part I. Military still nominally in control. Heavy reclamation, barricades everywhere, interiors still lootable.
Outskirts	The default. Suburb and highway. Reclamation has won outdoors; interiors are largely intact.
Seattle	Part II. Everything extreme. Vines through roofs, roads gone, interiors overgrown. Hardest to loot.
Off	Leaves the ageing and infected pages exactly as you set them by hand.

THE LIGHTS ARE ALREADY OUT

Electricity shutoff is set to Instant when the world is created. There is no grace period and no generator hum on day one; if you want power you build it. This is a single switch on the TLOU page if you would rather have the vanilla timer.

THE WATER HAS GONE BAD

Mains water is off from the first morning. What is left standing in the pipes is tainted, drains as you use it, and does not refill. Boil it, or fit a tap filter - a craftable part that makes a fixture safe to drink from again.

DRINK CAREFULLY

A tap that still runs is not a tap that is safe. Twenty years of standing water is the single most reliable way new players get sick in this build.

EVERYTHING YOU FIND IS WORN OUT

Anything with a condition bar spawns near the bottom of it, and vehicles are found in Very Low condition. Food that rots does not appear in loot at all - there is no twenty-year-old tomato in a cupboard - while canned and dried food still spawns.

YOU CAN STILL COOK

Perishable food is removed from LOOT only. Farming, fishing, hunting, foraging and every recipe that produces fresh food are untouched. Grow a tomato and it is a fresh tomato.

THE INFECTED

Four things, and they do not hunt the same way.

Type	How it behaves
Runner	Fast, sighted, recently turned. The defining early threat and the bulk of the population.
Stalker	Waits. Uses cover, ambushes, and does not announce itself the way a Runner does.
Clicker	Blind, echolocating, lethal in close. Pinpoint hearing and armoured by fungal plate - fight it last, or not at all.
Bloater	Slow, enormous, hard to kill with bullets and easy to kill with fire. Throws spore sacs.

The mix is yours. Four weights on the sandbox page decide how common each is relative to the others, and a fifth option lets ordinary common infected fill out the population if you want the four types to be rare encounters.

CORDYCEPS COLONIES AND SPORE ZONES

- ❑ Colonies grow from the dead where the infected fall, in three visible stages, and merge into larger growths over time.
- ❑ A room with enough growth in it is promoted to a spore zone. You need a filtered mask to work in one.
- ❑ Infected standing deep inside a colony carry more growth on them, so how a body looks tells you where you are.

LISTEN MODE

Retinted and split by archetype, so the outline you see tells you what is behind the wall before you open the door. A Clicker acquiring you also trips an audible alarm cue and can pull others toward the noise.

YOUR CHARACTER

Who you were before, and who is left.

OCCUPATIONS

Occupation	Cost and skill boosts
Smuggler	-8 pts SmallBlunt=2 Aiming=1 Maintenance=1 Sneak=1 Strength=1
QZ Kid	-4 pts SmallBlade=2 Sneak=2 Lightfoot=1 Nimble=1 Aiming=1
Firefly	-6 pts Aiming=2 Reloading=1 Doctor=1 Electricity=1
FEDRA Soldier	-6 pts Aiming=2 Reloading=2 Fitness=1
Hunter	-5 pts SmallBlunt=1 SmallBlade=1 Sneak=1 Butchering=1 Trapping=1

TRAITS

Trait	Effect
Hardened	Years out there. Slightly stronger, never cowardly.
Listener	Listen Mode reaches 25% further and tracks 25% more infected.
Light Step	Small and quiet. Bonus Lightfooted and Nimble.
Immune	Cordyceps never takes hold. Bites still bleed, spores still choke, but you will not turn.
Trust Issues	You keep your distance. Bonus Sneaking, but you cannot be Desensitized.

VOICES

Character creation offers Joel Miller, Ellie Williams, Abby Anderson, Ellie. Vanilla voices are filtered out so the cast is consistent, and each carries situational lines the base game has no equivalent for - a whisper when a Clicker is close, relief when it passes, a stifled cough in spores.

THE MAP

Kentucky geography. Last of Us names.

The roads, buildings and sightlines are the ones you already know - relocating the map would throw away every hour of muscle memory you have in Knox County. What changed is what the places are called, and each region was matched to the Last of Us location whose character it already had.

Was	Now
Brandenburg	Hartford
Echo Creek	Tommy's Dam
Ekron	Cody
Fallas Lake	Jackson Lake
Irvington	Silver Creek
March Ridge	Silver Lake
Muldraugh	Lincoln
Riverside	Jackson
Rosewood	Pittsburgh
Valley Station	Salt Lake City
West Point	Boston

The map screen itself is redrawn as a survivor's paper map: aged stock, muted printer's inks instead of GPS colours, hand-lettered notes under each town. Muldraugh's badge does not say Muldraugh any more - it says LINCOLN, and underneath, 'wired. watch where you put your feet.'

SETTINGS WORTH KNOWING

35 options on the TLOU page. These six matter most.

Option	What it does
World profile	Boston QZ / Outskirts / Seattle / Off. Sets ageing and infected behaviour together.
Infected mix	How Runners, Stalkers, Clickers and Bloaters are weighted against each other.
Twenty years of decay	Loot condition and perishable food. Turn off for vanilla loot condition.
Power is already out	Instant electricity shutoff at world creation.
Water has gone bad	Mains off, pipes tainted, filters needed.
TLOU voices only	Filters vanilla voices out of character creation.

Other pages you will see: infected behaviour and stats, world ageing, spore zones, water, weapons and clothing spawns. They come from the folded content and are all tuned by the world profile unless you set them yourself.

IF SOMETHING LOOKS WRONG

The short list, in order of likelihood.

No ageing	You loaded an existing save. World ageing only applies to squares the generator has not already processed. Start a new world.
Lights still on	Same cause. The shutoff is decided when the world is created.
Long first load	Expected. The audio banks are large and parse once.
No voices	Check TLOU voices only is on, and that you picked one of the four in character creation.
Missing mod error	Neither mod requires anything outside the suite. If the game asks for another mod, an old copy of one of the folded mods is still activated - turn it off.
Duplicate items	The same cause. Folded content is inside the suite; running the old standalone version as well gives you two of everything.

DO NOT ACTIVATE THE SOURCE MODS

Everything from the thirty-two folded mods is already inside TLOU_CompleteEdition. Enabling any of them alongside it puts a second copy of their files above the merged one and re-opens every conflict the merge resolved.

WHAT IS INSIDE

Thirty-two mods, folded in and credited.

The suite is built on the work of a lot of other people. Their content is inside the merged mod so you only install one thing, but the list of what came from where is kept honestly and shipped with the build in **LOAD_ORDER.md**.

Abyss10YearsLater	Robs10Yrs_Vehicles_RandomAngles	TLOUMusic
ApocVegetation	TLOAClothing	TLOU_InfectedSounds
ApocVehicles	TLOAWolfCut	TLOU_Infected_fliers
BB_SporeZones	TLOG_Remaster	TLOU_Native
BurntRustyTrailers	TLOG_RemasterVanilaGuns	TLOU_Tiles
BurntTrailers10YearsLater	TLOG_Remaster_Flamethrower	TYL_B42MP_TP
Ellie1Voice	TLOUClothingB42	VoiceAbbyAnderson
FungalZombiesRedux	TLOUClothingFEDRA	VoiceEllieWilliams
FungiAll	TLOUClothingRest	VoiceJoelMiller
InfectionScanner	TLOUClothingSeraphites	WaterFaded
Robs10Yrs_Vehicles	TLOUHair	

Substrate used when present, never bundled: Common Sense Reborn, Faded's ClearView UI, the Faded Java Loader and tsarslib.