



Rules v1.5

The goal of this RULES is to provide current and future participants with a collection of rules and approved best practices. This guide is based on proven tactics, techniques, and procedures. Zone 37 reserves the right to change any of these rules and communicate them to our participants prior to or during the event to ensure the high quality and safety of our event is maintained.

Treat all event participants with respect and dignity. Our events are designed to provide you with a fun experience. Even if it looks like one side is winning, the organizers will do everything possible to create a balanced scenario that will bring pleasure to all players. There are no winners and therefore no need to get competitive. Enjoy your role!

September 2025

<https://zone37airsoft.com/>

Introduction

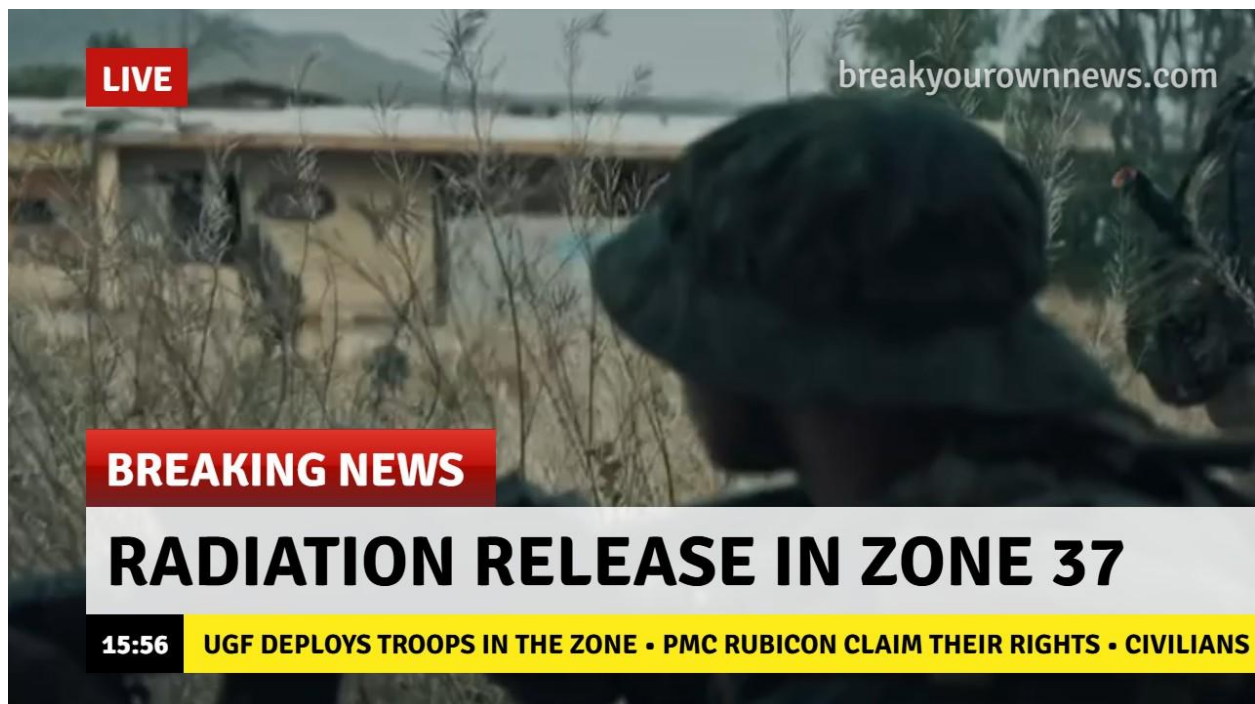
Zone 37 is a 40-hour nonstop airsoft role-playing event with an evolving story. Each game builds on the last, changing the world and pushing the story forward.

You can be anything you want — a broke bandit, a treasure hunter, a soldier, or a PMC merc. The choice is yours. Play your role, have fun, and help shape the world of Zone 37.

Each player has a profile in our electronic system. Players can earn in-game reputation and money. This will be useful to you during the game and when participating in raffles where we give airsoft guns and/or gear.

Lore

[BREAKING NEWS: Strange Phenomenon Leads to Global Conflict Over Artifacts in Zone 37](#)



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General Rules

General Safety Rules

- **EYEPRO will remain on at all times. No exceptions! This means even while you sleep.**
- Airsoft is a game of HONOR. Please call YOUR OWN hits!
- If you think that a player is cheating, please talk to a ref, do NOT confront the player.
- Do not cheat.
- Do not be a jerk.
- Players who break the law will be referred to local law enforcement and barred from future events.
- Subordinate players will respect leadership ranks.
- If a player loses their eye protection or has a medical emergency, immediately call "Blind Man" Game staff will pause the game until the affected player gives "All Clear". Officials will then signal to continue. In the absence of officials, nearby players will wave their dead rags to indicate a "Blind Man" call. Once the player gives "All Clear", players will yell "All Clear."
- No blind firing. You must be able to see where your gun is shooting.
- Don't shoot through small holes or cracks; if your head can fit through the opening, you can shoot through the opening.

Non-negotiables

These are the most important rules that all participants, spectators, and staff must abide by. These rules are not negotiable. Failure to comply with these rules may result in a permanent ban from our games.

GOLDEN RULE

- **We do not tolerate cheaters of any kind. If you are an unstable person and unable to play by the rules, respect other participants, and constantly ruin the gameplay, please refrain from participating in our games. Sooner or later we will identify you and permanently ban you.**
- Whenever in doubt about how to act or behave in any situation not specifically mentioned within this rule set, always use your best judgment to keep within the spirit of the event. Don't "game" the event, go with the flow and enjoy the experience.
- Disrespect of the staff or other participants will not be tolerated. Participants found cheating or disrespecting the staff and other participants will be ejected from the event without a refund.
- Participants who attempt to steal, cause bodily harm, or break any other laws will be handed over to local law enforcement officials.

EYE PROTECTION

ANSI Z87.1-1989-rated full-seal-to-your-face glasses or goggles are required to be worn at all times during the event. Mesh eyewear and paintball masks are not allowed. Make sure to wear comfortable glasses, as you can only remove them in designated safe zones.

HEARING PROTECTION

Hearing protection should be worn at all times. You could be subject to noises in excess of 120 db's at any time during an event. This includes but is not limited to loud sirens, alarms, and commercial 1.4 C pyro (such as Enola Gaye products.). Zone 37 will not be responsible for injuries caused by participants who choose not to use hearing protection during the event. Any military style hearing protection is appropriate however foam earplugs work just fine.

DEAD RAGS

All players should carry two dead rags (HIGH VIS RED, ORANGE, PINK, YELLOW - You cannot wear gear of these colors) on them at all times and store them in two separate locations. This rule ensures that if one dead rag is lost the player will not create confusion being "dead" without an available dead rag for their head. DO NOT wear RED head coverings as this can be confusing while you are alive. Dead Rags will be no smaller than 12" x 12".

LASERS AND FLASHLIGHTS

Strobes and lasers of any kind are strictly prohibited in these games. You can use regular flashlights attached to your replicas.

AGE RESTRICTIONS

We DO NOT allow participants younger than 18 at our events. All participants must sign out a waiver before each game. Our events are designed for a mature audience and require a level of self-control and respect not typically found in minors.

HYDRATION

All players are required to have one quart (1 liter, 2 disposable bottles) of water capacity with them at all times on the field. If you are not hydrated for this event, you will have a very bad time.

REAL-WORLD WEAPONS

No actual weapons should be brought to an event. This includes bladed weapons, firearms, tasers, etc. Utility tools and knives with blades under 6" are permitted for camping purposes. Disregarding this is grounds for immediate expulsion from the event and a permanent ban from our games. You must also adhere to all local, state, and federal laws and regulations.

CAMPFIRES

Campfires are NOT allowed but you can use camping cans/stoves on stones or clear ground without any dry grass or leaves and observe all fire safety rules. Double check with your faction leadership before starting and never leave burning cans/stoves unattended.

ALCOHOL, DRUGS AND GLASS BOTTLES

Intoxication is not allowed. Behave responsibly and obey the law or you will be ejected from the experience. Glass bottles are not allowed on the playing field due to the hazard they pose should they become litter.

TRASH

Put trash in designated trash receptacles only when on the field. If camping on-site, bag all trash for your campsite and take the trash to the dumpsters or designated trash pick-up sites. If the organizer catches you littering, you will be fined.

LOST AND FOUND

If you come across any items that another participant obviously dropped, please pick them up and turn them in to the event staff so they may be returned to their rightful owner. Zone 37 is not responsible for items left on the field after event staff clear the site.

Check-In Procedure

Players should arrive on Friday. Check-in starts at **3 PM** local time. When you arrive at the field, proceed to the indicated parking area.

When parked, your next steps are the following:

1. **Wear your faction uniform and gear!** Bring your eye protection, any airsoft guns, and rubber knives you will be using during the event, and proceed to the check-in area of your faction. Make sure your mags are out and safeties are on.
2. At check-in, you will be issued your starting items: 1 Tourniquet, 1 Armband (if Civilian), patches, ammo, an ID card and the faction QR code (Ares Alpha app) to join the game.
3. Proceed to the chronograph station to chrono your airsoft guns and tag them.
4. Head to the briefing area for the safety and introduction briefings.
5. All players must return to the ready line at the entry point for final gear checks, and faction briefings before deployment begins.
6. All participants must be on the field by **7:30 PM** on Friday. Exceptions may be made for late individuals with good reasons (flat tire, accident, etc.), but you need to read and understand the event schedule. **You must arrive on Friday.**

7. **You are not allowed to leave the field after deployment.** If you leave the field (go out of bounds for any reason), you will not be allowed to return. We ask you not to leave the game without a serious reason.

Check-Out Procedure

At the end of the event be sure to:

1. Attend the After-Action Report (AAR). Some transportation to the parking area will be available following the AAR, but players may walk off should they need to leave early.
2. Verified vehicles may enter the field at the scheduled times to assist with takedown.
3. **Turn in all in-game props to your designated faction Commander or Trader at the AAR.**
4. Dispose of all trash at the designated trash zones.
5. Ensure that all your camping stuff is removed from the field.
6. **If you leave the game early, please inform the organizers and do all of the above.**

General Rules

RESPAWN AND MEDICS

- If you have been hit, you **must** shout "HIT" as loudly as possible. Stage death and falling to the ground are encouraged. Let the opponent know that you have been hit, otherwise, you risk getting hit again.
- Once hit, you are "down" and must place a red "dead rag" on your head. You have **5 minutes** before you "bleed out". All you can do for those 5 minutes is yell "medic." **DO NOT** adjust gear, remain seated, and **DO NOT test fire your replica**. You can confuse your opponent and get hit again. After a second hit (or third if you have a special artifact) and 5 minutes of "bleeding out" you are "dead".
- You are required to carry a tourniquet with you so that you can be treated. You are allowed to have **one tourniquet** (will be issued).
- **Any player can heal "downed" players back to life by wrapping a tourniquet around their hand.**
- **After a second hit** and 5 minutes of waiting, you must return to the closest respawn (hospital, base, or trader).
- Medics can heal dead players using **medic water**.
- A player **must fully drink the bottle** to come back to life!
- Military factions have 5 medics per faction. Civilians have 5 medics in total.
- Medics may not shoot or move while healing a dead player.
- **Anyone can move a dead player** (friendly or not) by maintaining physical contact. When moving a dead player, you can only use a pistol.
- **Medic cannot revive himself with medic water!**

SAFE ZONES, HOSPITALS AND TRADERS

- Hospitals are special places with medic water.
- Hospitals are only accessible to Civilians.

- Field Traders (people with green armbands) also serve as respawn points for any player.
- **Hospitals, Traders, and small marked areas around them are safe zones.** You may not shoot into or from these zones. Violating this rule will result in immediate suspension from the event.

RULES OF ENGAGEMENT

Try to aim for center mass when possible. Blind firing is not allowed, weapons should always be shouldered and players should have the ability to aim down sights when firing. All weapons must be on semi-auto inside of buildings.

CHRONOGRAPH

Every time you come to our games, you must get your gun chronoed, even if you've been chronoed before.

Packing List

This is a list of items you need to have. **Items from the red list are mandatory**, the rest is up to you. Print this page and make sure you have everything you need to ensure you get the most out of the event.

Uniform and gear: Top, bottom, boots, plate carrier, etc. - correct for the faction you signed up for.	Face and mouth protection (Strongly recommended).
Picture ID (keep on you at all times)	Assault Backpack (Strongly recommended).
Medical Card: Name, allergies, conditions, etc.	Tent, tarp, and sleeping pad.
Primary Airsoft Replica	Stove and camping equipment.
Eye protection: MUST BE WORN ON THE FIELD AT ALL TIMES. Eye protection needs to meet ANSI Z87.1-1989 standards!	A dry set of extra clothes stored in a waterproof bag or garbage pack for safety reasons.
Sleeping bag	Personal Hygiene Kit: toothbrush, deodorant.
Enough food and water for two days of the game	Flashlight / head lamp. Must have red lens/light mode during the night phase of the game.
Cold/Wet Weather Gear	Replica repair kit or spare parts.
3x pair of socks	3-day Backpack for all your items.
Enough batteries, gas, or air for your replicas!	Personal items and medications.
Power bank for your smartphone (Ares Alpha app uses GPS)	

Weapons Restrictions

Weapons Restrictions

All weapons are chronographed with .30g bbs. HPA guns are subject to having Tournament Locks applied to their regulators. **BINARY TRIGGERS ARE NOT PERMITTED. Trigger spamming will NOT be tolerated.**

Type	Chrono Limit	MED	Special Conditions
SMG/Shotgun	1.2 J	No	Burst (30 RPS max)
Pistol/Rifle	1.5 J	No	Semi Only
LMG/MMG	1.8 J	75ft	Full Auto (30 RPS max)
DMR/Sniper	2.8 J	100ft	Semi Only

MAGAZINE RESTRICTIONS

- Box or drum magazines are authorized for use by LMG/MMG Gunners **ONLY**.
- **Spring-powered standard or midcap magazines are the only magazines allowed for all other players.**
- Winding, electric, and/or pull cord magazines are strictly **PROHIBITED**.
- M4/AK/etc. magazine HPA adapters may **NOT** be used with pistols/handguns, shotguns, DMRs, and sniper rifles.
- Spring-powered magazines **must NOT exceed 120 rounds**.

AMMUNITION

Outside ammunition is not allowed at our events. All ammunition will be provided during the game. We will provide **.30 BBs for all**. Make sure your replica can hop them properly. At the beginning of the game, you are issued **200 BBs**. You can get more BBs by selling artifacts, completing contracts, finding stashes, and looting dead players.

Looting

A player can search their opponent if they are “downed” or “dead”. Before searching, you **must obtain the opponent's verbal consent**. You can only search your opponent for artifacts, maps, radio frequency, or BBs. After that, you have to choose **only one thing** to take!

- **Field Traders CANNOT be looted!**
- **UGF soldiers can confiscate all artifacts from even living players!**
- You CANNOT take BBs loaded into a player's mags, but you can dump their loaders.
- Radio frequencies are not considered as a thing.
- Players CANNOT be searched twice per death.

Weapon Class Qualifications

RIFLEMAN

The backbone of any squad, the Rifleman, is generally the most flexible class, and many players will find their airsoft guns suited for it. Rifles are classified as airsoft guns which replicate intermediate or full-power caliber rifles.

Examples of rifleman class weapons include M4, AK, SCAR, AR15, ACR, G36, etc. SMGs are also considered Rifleman class weapons but have their specific limitations (see “Weapon Restrictions” table).

MMG/LMG

The Medium/Light Machine Gunner is the most common sustained fire solution for any squad. MMG/LMGs are replicas of belt-fed dedicated machine guns that have seen military service and may use drum or box magazines. LMGs not in the original military configuration must have a feed tray and be incapable of accepting standard AEG magazines to use box or drum magazines.

MMG/LMGs may only use fully automatic fire indoors to engage targets that are fully outside of the structure they are in.

Examples: M249, RPD, Stoner 63, Mk43, Mk48, M240, PKM, M60 etc.

MARKSMAN

The Marksman is the long-range precision weapons class. Marksman rifles must use non-winding low or mid-capacity magazines only. **All Marksmen MUST carry a Handgun as a sidearm.** Marksman rifles are mechanically semi-auto-locked replicas. May only be used indoors if shooting outdoors at a target outside their MED.

Examples: M110, SR-25, M24, SVD Dragunov, L96, VSS Vintorez, Mk12 SPR, etc.

AR15, M4, and AK, even with a long barrel and a silencer, ARE NOT DMR! Real-world DMR replicas that do not meet length requirements must be in the correct military configuration. All marksman rifles must have a stock.

SNIPER

The Sniper is the long-range precision weapons class. Sniper rifles must use non-winding low or mid-capacity magazines only. **All Snipers MUST carry a Handgun as a sidearm.** Sniper rifles are **only bolt action replicas** with magnified optic and 18-inch one-piece barrels. Real-world sniper replicas that do not meet length requirements must be in the correct

military configuration. All sniper rifles must have a stock. May only be used indoors if shooting outdoors at a target outside their MED.

SIDEARMS

Sidearms are secondary weapons that may be carried by any player as a supplement to any weapons class. Sidearms must be handgun, revolver, or breacher shotgun-type weapons. Handguns in a chassis system also fall into the sidearm class.

Sidearms must use non-winding, weapon-specific magazines. Sidearms must not have adapters to use AEG rifle magazines or drum or box magazines. Extended-type magazines made for handguns are approved. All optic, flashlight, and muzzle device configurations are approved.

Any handgun-type weapon with no stock can be carried as a sidearm. Examples include Glock 17/18c/19/34, 1911, Hi Capa, Sig, M9, Revolvers, etc. **SMG-type replicas cannot be your sidearm!**

Any spring or gas-powered shotgun replica without a stock may be carried as a sidearm. Examples include M870 Breacher, M3, M500 Shockwave, etc. Sidearms must pass the Standard energy limit and are limited to semi-auto only, with no minimum engagement distance.

Grenades, smoke, and simulated explosives

Branded PYRO grenades, smokes, or simulated explosives may only be used if weather and other conditions allow. The use of smoke inside buildings is PROHIBITED. You will find out if pyro is allowed from our email with the final roster 1-2 weeks before the event. Grenades and simulated explosives that utilize gas, primers, etc., to create a loud report upon detonation have a kill radius of **15 feet from impact (this is approximately the length of your car).**

Simulated explosives that eject BBs will have those BBs count as hits. Launchers consist of simulated grenade or rocket-launching weapons, such as the RPG-7, AT4, M-72, LAW, M203, M320, or GP-25, have a **MED of 100 feet.**

Due to the nature of our game, we limit the number of grenades per person.

- **Homemade pyrotechnics are prohibited.**
- Gas, primer (internal ignition only), and spring-powered grenades **are always permitted.**
- You can carry no more than **2 grenades OR shells, OR their cartridges** on you at a time.
- You cannot have more than **10 grenades OR shells, OR their cartridges total.**

Technical engagement

Technicals may be present at some of our events. These vehicles are part of the game and can be disabled. The rules of engagement are as follows:

- Only a **203-type launcher hit** or a **chalk round** will disable a vehicle.
- Sustained rifle fire will **not** destroy or kill a vehicle.
- After a vehicle is “killed,” its **emergency blinkers will be turned on immediately**.
- A disabled vehicle remains out of action for **1 hour**.
- All occupants of a disabled vehicle are considered **dead** and may be looted for **one item each**.

Melee Weapons

No real-life knives on the field! The player may carry dummy melee weapons like rubber knives or swords. Each melee weapon must be presented during chrono of your primary airsoft replica. To “hit” a player you should always use the broad side of the blade and just gently touch the player. **Never stab with the sharp end of a dummy knife**, because even a rubber dummy knife is quite hard and can cause injury.

If you want to use such a weapon, then this weapon must meet the following requirements:

- **The tip of the blade of the dummy knife must be blunt!**
- The blade should bend if adequate force is applied.
- The melee weapon must be attached to your gear (you cannot carry it in your backpack).
- **The melee weapon must be marked as having passed chrono.** Failure to display the sticker will result in your immediate removal and permanent ban from our games without a refund.

INSTANT DEATH

If you are hit with a melee weapon, you are considered "dead" immediately. You need a medic or you need to return to the nearest respawn point.

Factions and Leadership



PMC RUBICON

The paramilitary association of former special forces officers from the Eastern Bloc and other Slavic countries. They are distinguished by their brutal approach to achieving their goals. They do not disdain to do dirty work and are ready to go to the end. Rules of Engagement (ROE) states that we may not open fire until fired upon, however, this will only apply to Civilians present in Zone 37.

Leadership and objectives: The faction has a stationary base, a commander, and squads subordinate to him. A squad cannot have less than 4 people. Each squad must have a medic and a squad leader. Each squad itself assigns these roles to its members. As a PMC operator, you see Zone 37 as a source of profit and a good place for illegal trade. Therefore, you will not allow anyone to establish control over it. Your PMC is even ready to launch a nuclear strike on Zone 37, to keep control over it. You receive specific orders from your commander as the game progresses.



Appearance: Green-based Russian camo (Pixel, ATACS-FG, Gorka, M81 Woodland, Marpat Woodland, Jungle Tiger Stripes). The top and bottom must match. **No black headgear, plate carriers, or chest rigs, and pouches on them.** Black pistol holsters and leg plates are allowed. Multicam and OD gear are allowed.

Airsoft Replicas: There are no restrictions, but it is recommended to use airsoft replicas of Russian and Eastern Bloc weapons.



PMC TITANS

An American private military company consisting predominantly of former (and possibly active) CIA agents. Despite being funded by the American government for homeland security and conducting “dirty work” outside the American borders, PMC Titans is being investigated after a situation that happened in Zone 16 in May 2022. Records show that PMC Titans have allegedly committed war crimes including (but not limited to) the shooting of unarmed civilians, mutilation of corpses, and false surrendering. No one knows their real purpose for being in Zone 37 nowadays.

Leadership and objectives: The faction has a stationary base, a commander, and squads subordinate to him. A squad cannot have less than 4 people. Each squad must have a medic and squad leader. Each squad itself assigns these roles to its members. As a PMC operator, you strive to establish your authority over Zone 37 and provide your scientists with everything they need to develop advanced military technologies. You receive specific orders from your commander as the game progresses.



Appearance: Tan-based American camo (Multicam, Arid Multicam, AOR1, Desert Marpat, DCU, Chocolate Chip). The top and bottom must match. **No black headgear, plate carriers, or chest rigs, and pouches on them.** Black pistol holsters and leg plates are allowed. Tan, coyote brown, and OD gear are allowed.

Airsoft Replicas: There are no restrictions, but it is advisable to use airsoft replicas of US/NATO weapons.



UNITED GLOBAL FORCES

The United Global Forces (UGF) are military forces from European countries, Africa, South America, and Australia. They strive to maintain order and prevent conflicts from spreading beyond Zone 37.

Leadership and objectives: The faction has multiple checkpoints on the field, a commander, and squads subordinate to him. A squad cannot have less than 4 people. Each squad must have a medic and a squad leader. Each squad itself assigns these roles to its members. As a UGF operator, you are a government employee and your job is to maintain order in Zone 37 and stop any illegal trade in artifacts outside the city. You receive specific orders from your commander as the game progresses.



Appearance: Any black camo or clothes. **The top and bottom must match.** Headgear, plate carriers, chest rigs, and pouches can be used in any camo, including multicam, RG, tan, etc.

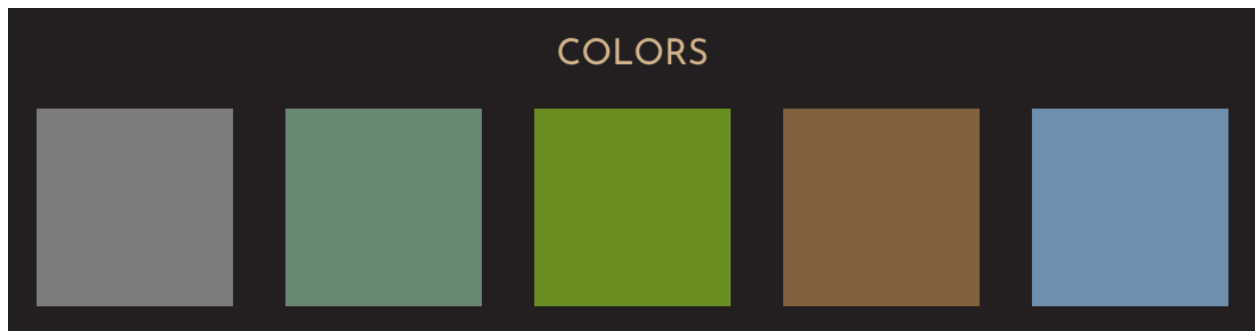
Airsoft Replicas: All allowed.



CIVILIANS

Who said you can't just make money there? Zone 37 attracts all sorts of people from all over the world, including bounty hunters, treasure hunters, traders, doctors, and just onlookers who are not averse to making money peacefully, or not quite peacefully...

Leadership and objectives: The faction has no base, commander, or squads. Players can team up at their discretion. As a civilian, you can search for artifacts and caches, trade with Traders and among your faction. You CAN revive players (if you are a medic), and team up with one of the PMCs, but you CANNOT team up with the UGF. You can betray everyone (including your faction) to achieve your goals. But keep in mind, that reputation is hard to earn and very easy to lose. Betray your friends wisely!



Appearance: ANY civilian clothes, jeans, shirts, hoodies, etc. Preferred colors: grey, green, brown, etc. **NO CAMO OR BLACK UNIFORM!** The clothes don't have to be combat-style. **The top and bottom may NOT match.** Homemade post-apocalyptic costumes are very welcome! But you can wear ANY **gear** camo and color **except black**. Black pistol holsters are fine.

Faction Roles:

Once you choose a role at the beginning of the game, you cannot change it. Choose wisely!

- **Treasure Hunter (yellow armband):** An armed civilian who came to the zone in search of profit.
- **Medics (white armband):** A civilian who carries medic water and can revive any "dead" players.

Airsoft Replicas: All allowed. **Replicas can only have ONE attachment other than the flashlight.** The following are considered as attachments: silencers, bipods, any sights or scopes, magnifiers, IR and other lasers (prohibited!), all tracer units, hand stops, or fore grips.

Game Items

Game Items, NPCs and Tools

MEDIC WATER

16.9 oz (0.5L) water in the plastic bottle. You are allowed to bring these water bottles with you to the field. Medic water can be taken from hospitals, bought from Traders, or taken from your faction base. **Water in your camelback, thermos, or gallon bottle does not qualify as medic water!**

The organizers replenish supplies of medic water at respawn points.

Don't litter. Don't throw away empty plastic bottles. Take your trash to the base or the city! You will be immediately removed from the game and permanently banned for such violation.

ARES ALPHA APP

We use the Ares Alpha app to coordinate actions during the game. Every player on the field is required to have this app and be online. This is your map, this is your communication center and management objectives.

[Ares Alpha IOS app link](#) [Ares Alpha ANDROID app link](#)

CURRENCY

Doubloons (DB) are an in-game currency. **Doubloons can be earned by selling artifacts and completing contracts / side quests.**

Since paper money was very ineffective in Zone 37, the locals decided to use physical crypto-coins for all transactions in Zone 37. With this money, you can buy ammo, grenades, artifacts, access to closed areas, or bribe opponents to achieve your personal goals.

Any doubloons you have left at the end of the game will be credited to your game account for the next event — use this to your advantage! Saving is profitable!

FIELD TRADERS

An NPC (green armband) who can sell and buy items, and issue contracts.

LOCKBOXES

Protected container that cannot be looted from a "downed" or "dead" player. You can carry no more than **one artifact OR a 200 BB's bag** in your lockbox. You **CANNOT** store your speedloader in a lockbox.

A lockbox can be bought from **the Trader**. There is a limited number of lockboxes in the game. A lockbox can be sold to other players or back to the Trader. Lockboxes must be returned at the end of the game.

ARTIFACTS

Artifacts are collectibles that can be found in Zone 37. These artifacts can be used to complete contracts, fulfill missions, or for the sake of exploiting their power. **Artifacts can be sold to Traders or other players for Doubloons.**

Slime

Slime is a collection of yellow discs that are connected in the shape of a vortex. If a player has this artifact, their **bleed-out time is extended by an additional one minute**, giving the player a higher chance of getting revived.

Tier: — 1 / Cost: — 5 DB

Grape

Grape looks like a vine with flaming orange grapes sticking out from its stems. This artifact provides the player with a **chance of being revived once more** after being shot. (You must remove and re-attach your tourniquet.)

Tier: — 1 / Cost: — 5 DB

Spiral

Spiral is a spring-shaped artifact that is grey in color. **This artifact gives the player the ability to carry big chests by themselves** (which typically would require two people)

Tier: — 1 / Cost: — 5 DB

Slug

Slug is a green polyhedral mottled cube. This artifact has incredible power and **can heal even fatal wounds**. (It is equal to **medic water**. Players can revive dead players but not themselves!)

Tier: — 2 / Cost: — 10 DB

Crystal

Crystal is a blue artifact that takes the shape of a crystal. This artifact allows the player to **travel through one radiated sector or wander through radioactive areas within 8 minutes** that otherwise would be impossible without this artifact. Entry to such places is only possible with a guide!

Tier: — 2 / Cost: — 10 DB

Morning Star

Morning Star is a round brown ball that resembles a sea urchin. **This is an extremely rare artifact** that is being hunted by PMCs and UGF. This artifact has a decent price tag to its name, meaning that just a few of them could make a man rich! But be careful, because once you find it, you become a target.

Tier: — 3 / Cost: — 100 DB

RADIOACTIVE AREAS

Special closed areas that can only be accessed with a **Guide**. To enter the zone you pay the fee and bring the **Crystal** (artifact). In these areas, you can try your luck and find a stash of valuable items, or even **an airsoft replica!**

STASHES

There are hidden chests on the field that can contain ammo, airsoft replicas, food, and artifacts. The more difficult the chest is to access, the more useful its contents.

All chests are locked. Only your commander at your base or the Trader in the City can open the chest. **Do not attempt to break into or damage the chest.** You will be immediately removed from the game and permanently banned for such violation.

You can use only the sidearm while carrying the chest. You can not put the chest into your backpack. So, it wouldn't hurt to always have a sidearm on you.

Players who find the chest distribute its contents among themselves by mutual agreement. If only one player finds a chest, then all its contents belong to that player. The player has the right to dispose of this content at his own discretion, including sharing it with teammates and allies.

EMISSIONS

An emission can happen anytime. An emission can happen multiple times during the game. When it starts, a loud air siren will go off. **The event lasts for 30 minutes.** During this time, phantoms (ghostly soldiers) from other dimensions will appear in random spots and chase players for a while if they hear them.

- **Phantoms cannot be killed or downed. DO NOT SHOOT THEM.**
- Phantoms wear green glowing sticks on their gear.
- If phantoms touch the player, the player is considered "dead".
- **The player cannot be revived** after being touched by phantoms and must return to the closest respawn point.

Staff Interactions

There will be organizers, video operators, and volunteers on the field, to whom you can turn for any help. Operators and volunteers will wear **reflective vests**. For intentionally shooting at people in reflective vests you will be immediately excluded from the event with a subsequent permanent ban. For any questions, please contact our staff. **Do not try to solve the problem yourself.** If you notice any violation of the laws, please contact the organizers directly.

What fate awaits you in the zone?