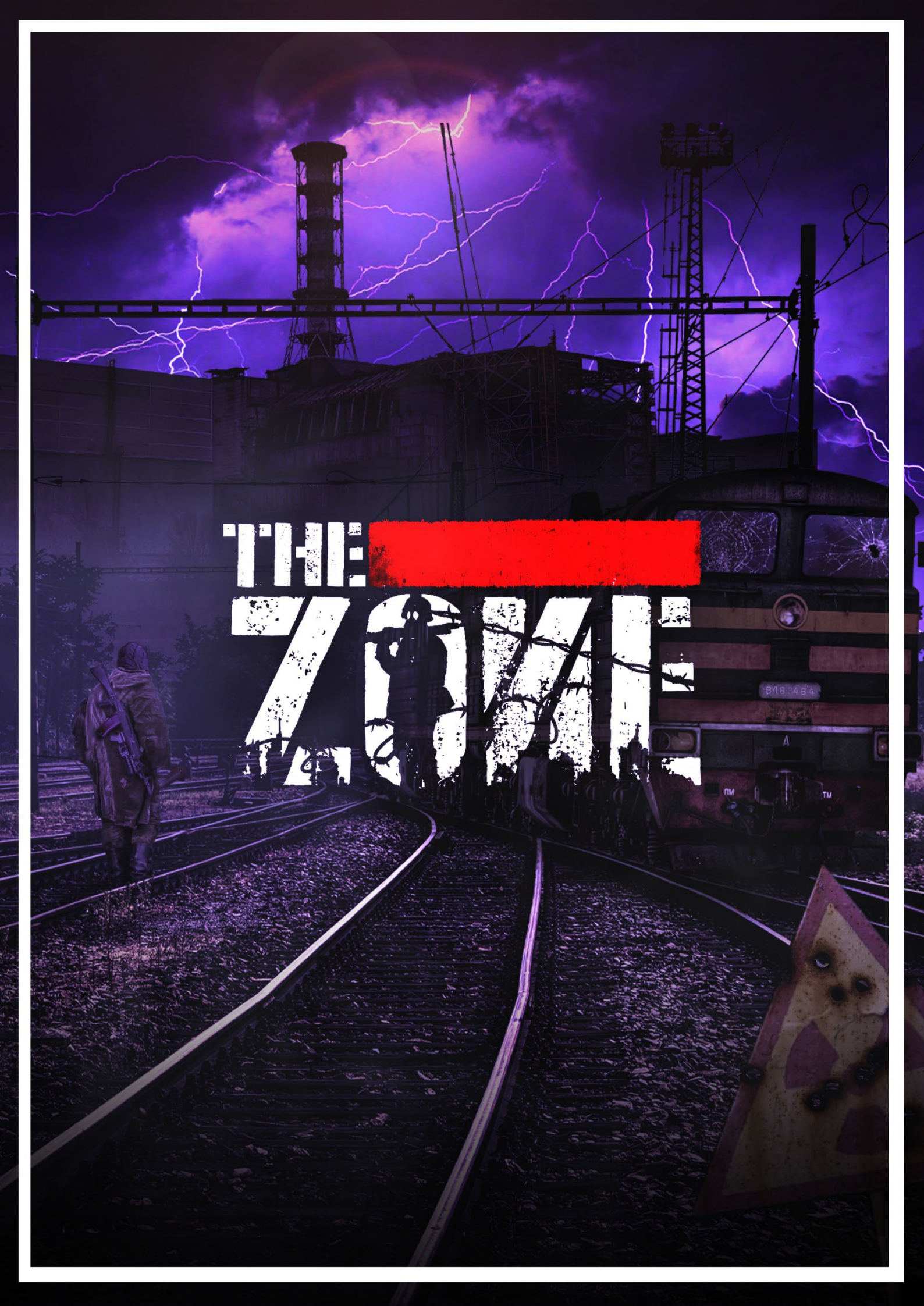


THE [REDACTED] ZONE





App Aide Memoire

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1. Introduction

STALKER Enthusiasts,

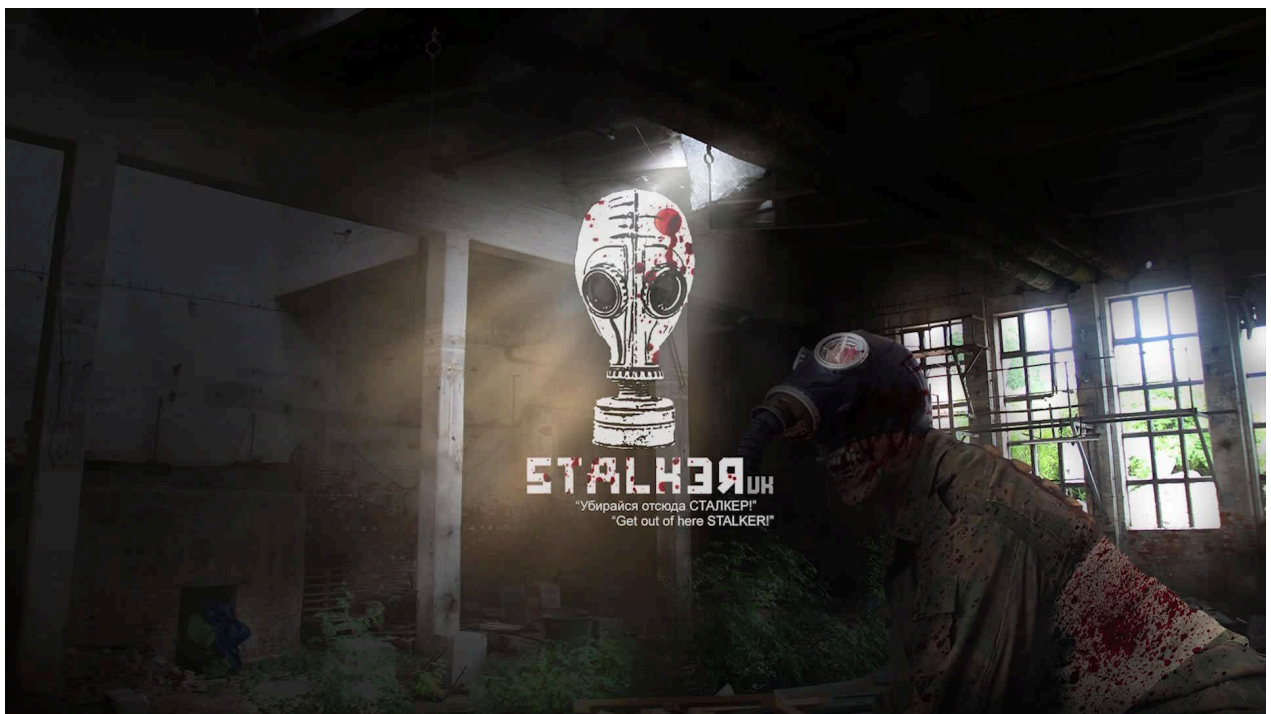
Welcome to Frontline Events - The Zone. We will take you from the UK to the nuclear wasteland of Chernobyl, the exclusion zone! Otherwise known as The Zone!

How can we build a STALKER inspired exclusion zone in the UK? Well, we are glad you asked. We use an app to provide 90% of the atmosphere!

Every player must have the app open with full volume at all times during play. With 49 authentic SFX and Visual aids, to clue you as to what is happening around you, the app will allow you to detect radiation, anomalies, emissions and other STALKERs in the zone. It will also tell you how much radiation you have absorbed and when you have died, how much battery you have remaining, and the time of day.

As the app relies heavily on GPS for its functionality, as well as acting as a visual and audio aid, it can be battery intensive. We recommend you bring large battery pack for efficiency and a good hard case to protect your device. We would also recommend an arm or chest mount so you can see your app easily.

This document is to aid you in the use of the Zone App. The is used by Admins to organize the events and you as a STALKER in the game.



Above: STALKERUK, before THE ZONE was born. 2018.

2. Main Menu

When you first open The Zone App you will be brought to a main menu (below). There is a large logo on the left and three red buttons on the right labelled;

- **Zone**
- **Heal**
- **Options**



2.1 Zone:

Zone launches the interface that you will need for the game. This will bring you to your messages, Geiger counter, proximity indicator etc. You can exit the interface by pressing the Proximity Indicator.

2.2 Heal:

The Heal button is primarily used by the traders to reset your Radiation or Psi levels when you buy vodka, anti-radiation or psi blocking drugs. This will be password protected for the use of staff only.

2.3 Options:

The Options button is used by staff to place radiation, anomalies, boundaries and designate a mutant. This will be password protected for the use of staff only.

3. Interface

The interface is shown here (below).



Upon first glance this interface would appear to be complex although it really is not once we understand what we are looking at. It shows a large metal surface painted yellow lit by 3 LED lights with 6 screws and various instruments. We can see;

1. **Serial Number Plate**
2. **Message Screen**
3. **Radiation Meter**
4. **Proximity Indicator**
5. **Geiger Counter**
6. **Psi Meter**

3.1 Serial Number Plate

A GAZ chassis serial number plate, this was likely stolen from a truck at the Vehicle Graveyard, and re purposed by whoever built the device in order to keep track of which one is which. It serves no operational function.

3.2 Message Screen

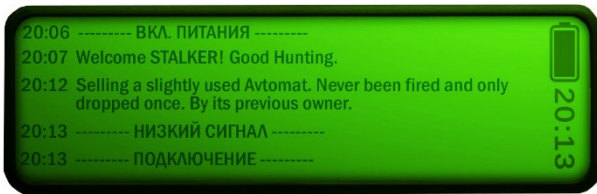
The large green screen is your Message screen. Comprised of three parts.



First, and most importantly, is your battery management icon. This will show you how much battery your device holds. In the picture you can see that the battery is at 25% and really needs to be charged. It is advised having a decent battery pack in your kit that can charge your device and keep you in the game.

The next part of your message bar is the current local time, this is located under the battery icon and should not be confused with the message received time. You may choose to just use a watch, but with the app, if you do not have a watch, it's not a problem. You can use the time to see how long it took you to cover a certain distance or to arrange a meet with other stalkers. It is a tool to be used.

18:07



The third, and final part, are the messages and time received. Time received is displayed on the left hand side of the text, this will be accurate to the minute.

On the right is the message you have received, such as a storm warning or recall for all stalkers back to the bar. You must pay attention to messages, there may be something urgent such as a **STOP STOP STOP!**

3.3 Radiation Meter

A repurposed GAZ Speedometer, most likely from the Vehicle Graveyard, shows a top speed of 100Kph. Which is further broken down in %. This is used to measure how much radiation you have absorbed into your body. When you start the game, you will be at 0%. When you go on through The Zone you will pick up deposits of radiation. In the picture (right) the radiation absorbed is at 63%, you should now be thinking about returning back to a trader for some anti-radiation drugs in order to reset it back to 0%, at 100% you will die.

Radiation is absorbed in 1 second intervals. The longer you spend in radiation, the more you will absorb;

- **0 - 0.5r/hr** – 0 unit(s) per second
- **0.5 - 1r/hr** – 1 unit(s) per second
- **1 - 5r/hr** – 2 unit(s) per second
- **5 - 10r/hr** – 3 unit(s) per second
- **10r/hr +** – 4 unit(s) per second



You should be mindful that large amounts of radiation is omitted during a blow out or emission. Best to seek shelter during a storm

3.4 Proximity Indicator

Tapping this screen will return you back to the main menu. Be aware that the app is not paused during this time.



There is a simple tool that will show you how many life forms are around you using the same equipment. This could be soldiers, bandits, stalkers or zombies. Mutants do not show. We think it maybe be due to them being in the zone so long that their equipment is broken or out of power.

When a stalker enters a 50m radius of your position the counter will add a number and also make a sound, when a stalker leaves the 50m radius the number will go down to a different sound.

3.5 Geiger Counter

The Geiger counter is your primary tool! It will help you find radiation visually and audibly. There are two reasons for this. Firstly, radiation will kill you. Secondly, where there is radiation, there are anomalies! Where there are anomalies there are artefacts!



When walking around the zone you will notice that your Geiger counter needle will sit at zero. It will move when you experience a radiation spike in the wind (0.5r/hr) or you walk into radiation (0.5-1r/hr). Do not panic, retrace your steps, you will have around 10 seconds before units become absorbed into your body.

You can buy protection against levels of radiation, please note that these may only slow the rate of which you absorb radiation not protect you indefinitely. Some levels of radiation cannot be protected against at all.

3.6 Psi Meter

The Psi meter is made up of 10 orange LED segments on the right hand side of your interface.

The segments represent your personal Psi level. When effected by a Psi attack from a Controller, Psi

Storm or Emission these will deplete;

- **Monolith Tower** – 1 unit(s) per 60 seconds
- **Psi Storm** – 1 unit(s) per 30 seconds
- **Controller** – 1 unit(s) per 2 seconds

As with the Radiation there will be a 10 second delay allowing you to retrace your steps out of the affected area.

When under the influence of Psi there will be signs to look out for.

- **Electronic interference** – Storm, Controller or Monolith Influence
- **High Pitch Noise** – Controller Attack
- **Voices** – Controller or Monolith Influence



When your Psi meter drops to 0, displaying no LED lights showing, you MUST become a zombie.

The Monolith faction does have some resistance to Psi interference and can slowly regenerate, however, are still affected by controllers and Emissions.

The Psi meter, just like radiation, can be reset at the trader by purchasing Psi blocking drugs.

3.7 Anomaly Detector

Not shown here is the Anomaly Detector. It is a built in function with a speaker that will produce an audible sound when approaching an anomaly. The frequency of the sound will increase the closer you become to the anomaly.

4. Radiation Protection

Radiation Protection can be purchased from the Trader. Costs may vary.

- **Lv1 Protection Gas Mask** – 0.5 - 1 r/hr
- **Lv2 Protection Gasmask & Hood/Helmet** – 1 - 5 r/hr
- **Lv3 Protection NBC Protection Suit** – 5 - 10 r/hr

When you have purchased Radiation Protection, the trader will activate it on your app.

You DO NOT NEED to wear your NBC Suit or Gas Mask, If you choose to wear them they are cosmetic only.

5. Storms

There are two types of storm you can experience within the app;

- **Psi Storm** – 1 unit(s) per 30 seconds
- **Emission (Blow Out)** – 4 unit(s) per second

5.1 Psi Storm

Lasts for **5 - 10 minutes and deplete 1 unit(s) per 30 seconds** of Psi. You will receive a message on the interface to say what kind of storm it is followed by a siren. You will also hear the storm and electronic interference on your interface along with flickering lights. IF your Psi depletes you'll be a zombie.

5.2 Emission

Lasts for **5 - 10 minutes and deplete – 4 unit(s) per second**. You will receive a message on the interface to say what kind of storm it is followed by a siren. You will also hear the storm on your interface. When your radiation reaches maximum, it will kill you in the interface.

The best way to avoid a storm is to get to cover as quickly as you can. Be aware, Mutants and Humans will also do the same!

6. Dead STALKER

When you become dead. From a controller or from radiation your interface will show you. As you can see below the glass lenses have now broken and blood has splattered over the interface. Your Geiger counter and radiation will cease to work. You are dead. Messages will still come through.

