



Game Specific Rules:

- Do not cheat, you will be asked to leave.
- Sufficient eye protection must be worn.
- A form of white light (torch) must be carried at all times at night.
- A white bandage must be carried at all times.

1. The App:

Every player must have the app open with full volume at all times during play. The app will allow you to detect radiation, anomalies and emissions in the zone. It will also tell you how much radiation you have absorbed and when you have died. When you die can only be reset with the trader. Worry about your battery! Charging will be possible at the bar! We recommend you bring large battery packs for efficiency and a good hard case. We would also recommend an arm mount so you can see your app easily.

2. Spawning:

When you spawn in the Zone, you will start at the Trader, striped of all weapons and kit. You will have your bandage, melee weapon and pistol with 10 rounds of ammunition. You will also have 100P currency to purchase items you may need. You will be given a tag that you must carry showing what kit you possess.

3. Game Casualty:

You are a casualty in play if:

- You are Melee killed (Another PLAYER puts his hand on you and states, "Knife!" or bayoneted).
- You are struck by a BB. (Not Including weapon)
- You stand on a mine. (Big bang and white dust)
- You are 5 meters from a pyrotechnic explosion. (Including mines)
- You are in a room with pyrotechnic and not behind hard cover. (Concrete)

Actions on casualty:

- You must role play your own injury. (Fall down screaming holding area where shot).
- Crawl to cover.
- When Bandage is applied, you can carry on fighting.

4. Dead:

You are dead if you are wearing a white bandage and:

- Your App shows you are dead.
- You are Melee Killed.
- You are struck by a BB. (Not Including weapon)
- You stand on a mine. (Big bang and white dust)
- You are 5 meters from a pyrotechnic explosion. (Including mines)
- You are in a room with pyrotechnic and not behind hard cover. (Concrete)

Actions on Dead:

- You must role play your own injury. (Fall down screaming holding area where shot)
- Stay in place dead, for approx 5 minutes.

5. Becoming a zombie:

When your psi meter in the app has no segments left you will become a zombie. Make your way back to the safe zone as a zombie. Zombies will indiscriminately shoot at anyone and everything they come across. When shot they you may lose balance and fall over, you will keep getting up again, you can only be killed once you are on the ground with a knife attack. Almost as if possessed by something supernatural.

6. Body Armour:

This can be purchased from the trader. It will allow you to carry two bandages, rather than one.

7. Factions:

He who knows the zone, knows of the factions. If you want to pick from one of the many factions from within STALKER, these will then be your allies, but be aware that other factions may become your enemies.

The benefit of being in a faction means that you can share items and resources, this also means that you can become revived during the game.

If you desire you can also remain neutral as a Loner or Rookie in the zone.

8. Currency:

Currency in the zone is in the form of old Soviet Roubles (₽)(not genuine). You will find this and trade with it. Currency value may change as the event goes on.

9. Weapons:

To purchase your weapons from the shop you must have enough in game currency. Each type of weapon will cost so much in ammunition.

- Pistol – 50₽ – 10 rounds – 50₽
- SMG – 150₽ – 10 rounds – 50₽
- Rifle – 200₽ – 10 rounds – 70₽
- Shotgun – 200₽ – 10 rounds – 30₽
- Machine gun – 300₽ – 10 rounds – 50₽
- Marksman's Rifle – 300₽ – 10 rounds – 70₽
- Sniper Rifle – 400₽ – 10 rounds – 100₽
- Anti-Tank Launcher – 400₽ – 1 round – 200₽
- Grenade Launcher – 200₽ – 1 round – 150₽
- Grenades – 100₽ each
- Smoke Grenades – 50₽ each
- Poison Gas – 100₽ each
- Extra melee – 50₽ each
- Weapon Attachments – 10₽ – 100₽ each

The price list is a rough guide; weapons may not sell for the same value as purchased. Prices vary with regards to being NATO or Soviet Bloc, inflation or trader.

10. Ammunition Count:

- Pistol – 2 Magazines
- Shotgun – 1 Speed Loader = 120 rounds
- Rifle (Bolt Action) – 1 Speed Loader = 120 rounds
- Rifle (Semi Auto) – 1 Speed Loader = 120 rounds
- SMG (Full Auto) – 3 Speed Loader = 180 rounds
- Automatic Rifle (Full Auto) – 4 Speed Loader = 180 rounds
- Machinegun – 2000 rounds
- Sniper Rifle – 1 Speed Loader = 120 rounds
- Anti-Tank Launcher/Rifle – 2 Rockets
- Grenades – 2 Grenades

The price list is a rough guide; Ammunition may not sell for the same value as purchased. Prices vary with regards to being NATO or Soviet Bloc, inflation or trader.

11. Kit:

As you spawn into the game your daysacks and webbing or assault vest and chest rigs will be removed from your person, unless you have the currency to pay for them.

- Backpack/Daysack – 20P
- Bergen – 40P
- Assault Vest – 20P
- Chest Rig – 15P
- Webbing – 20P
- Gas Mask – 120P
- Artefact Container – 50P
- Body Armour – 500P

This price list is a rough guide; it may not sell for the same price. Prices vary with inflation or trader.

12. Kit Insurance:

There will be an option to save kit. If you die you lose everything, however at the traders you can insure kit in a box, in reserve for if you do die. This will cost you roubles and may go up with how much kit you have. Think of this as a “Save Game” function.

13. Stashes:

You can make your own stash in the zone. You can make your own stash with a daysack or Bergen, and hide it in the zone for you. If you find a stash that does not belong to you, please do not touch it. These stashes will be marked with a tag.
(Players leaving kit do so at their own risk.)

14. Artefacts and Items:

In the zone, artefacts and items can be found. This could be the result of a mission allocated by the shop, your faction or you may have just stumbled across it. You can trade items with other stalkers, or steal them. Either way items are worth currency when you trade them in. Items in the ZONE can vary (list below). They are worth currency. Currency will vary depending on the dealer's mood.

Artefacts in the zone are of different types. Traders may pay handsomely for these. Artefacts must be carried in an Artefact Container.

15. Looting STALKERS:

When you kill or find a dying STALKER you can loot them or all their, ammo, in game currency, items and artefacts. You cannot loot the player's physical weapons and kit; however, you can remove the tag from the player. This is sufficient enough to prove you have looted a player.

16. Contracts:

The trader will be issuing contracts on people. Don't be surprised if you find other stalkers looking for you. Who can you trust?

17. Anomalies:

Anomalies will be detected via the app. If you get to the centre it will kill you. Some anomalies emit radiation.

18. Radiation:

Radiation levels in the game will differ the further you venture into the zone.

Radiation is absorbed in 1 second intervals. As an unprotected Stalker, the longer you spend in radiation, the more you will absorb;

- 0 - 0.5r/hr – No damage at all
- 0.5 - 1r/hr – 1 unit per second
- 1 - 5r/hr – 2 units per second
- 5 - 10r/hr – 3 units per second
- 10r/hr + – 4 units per second

There will be a 10 second delay allowing you to retrace your steps out of the affected area.

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.

- Lv1 Gas Mask – 0.5 - 1 r/hr (Must be physically worn)
- Lv2 Gasmask & Hood/Helmet – 1 - 5 r/hr (Must be physically worn)
- Lv3 NBC Protection Suit – 5 - 10 r/hr (Must be physically worn)

The radiation level in your body does not go away, you will need to return to the trader for anti-radiation drugs.

19. Psi:

When effected by a Psi attack from a Controller, Psi Storm or Emission these will deplete;

- Monolith Tower – 1 unit per 60 seconds
- Psi Storm – 1 unit per 30 seconds
- Emission – 1 unit per 12 seconds
- Controller – 1 unit 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 or Monolith Influence
- High Pitch Noise – Controller Influence
- Voices – Controller or Monolith Influence

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.

20. Storms:

Your app will warn you of storms, you must get to cover. All buildings will shelter you from storms.

21. Mine Fields:

Be aware of mine fields placed by BERKUT forces in an attempt to deter STALKERS from going into the zone or to stop the zone from spreading?

22. Military:

The BERKUT (Ministry of Internal Affairs) Soldiers come in three different strengths.

- Soldiers – The Guards will be found on the checkpoints and roads into The Zone. Their job is to hunt looters and kill mutants. They lack professionalism and even decent protective equipment. It is noted how they are underpaid.
- Spetznaz – These elite soldiers get dispatched into The Zone to on special missions and rescue operations. They are well trained with combat experience. They will be easily identifiable by their protective equipment and stance. They are hostile however sometimes will stop to ask questions.
- Military Stalker – The Military Stalkers underwent special training to understand The Zone or were Stalkers who have signed a contract with the Military. They are usually equipped with the high end protective equipment including high tech helmets. They are usually in The Zone to create maps and study the causes and effects of the 1986 disaster. They will not be approached by anyone and will open fire on sight.

23. Zombies & Mutants:

In The Zone it is inevitable that you will cross some form of mutant or zombies who may have been caught in an emission. Here is what they may be and what can kill them.

- Zombie – When shot they may lose balance and fall over, they will keep getting up again, they can only be killed when on the ground by knife attack. Almost as if possessed by something supernatural.
- Snorks – These are a hard enemy to kill, fast and agile. They will wait for you to come into the lure before attacking. Nobody knows exactly how many bullets are required to kill one. All we know is it is a lot. Shotguns seem to be the most effective against Snorks.
- Bloodsuckers – They resemble humans in a way, they were once human. Now they roam dark places around high radiation and hunt stealthily. These also are hard enemies to face. They can take a huge amount of punishment however, shotguns and grenades do the most damage. Bloodsuckers are rare in The Zone during day light.

- Controller – The controller is a hugely powerful being! Exposure to radiation has given them Psi abilities and immense strength. They can use Psi abilities from a distance to cause your Psi to drain. When your Psi drops below 7 bars you'll likely try to kill yourself or players around you! When your Psi drops to 10 bars, you'll become a zombie. You'll know you're under the Controller's Psi ability as your app will make a high pitch sound. A knife is the only way to beat this powerful being.

24. Vehicles:

All in game vehicles MUST;

- Achieve 360° visibility. (If the Commander cannot see the driver cannot drive).
- Not exceed 20mph.
- Carry a fire extinguisher.
- Carry Black or Grey smoke grenades. (To signal when killed).
- Carry a small tin for placing ignited smoke grenades on top of the vehicle. (empty bean tin or ammo tin?)

How to kill a vehicle;

- M-Kill - If you suppress the crew the commander cannot see the driver cannot drive. Note they can still defend themselves with the main armament.
- K-Kill – A launcher such as a bazooka must score a direct hit on the vehicle to kill it. (The crew will then deploy smoke and role play dramatic deaths) (Only applies to armoured vehicles).