

ESCAPE THE RIFT – PLAYER PACK

October 5th — 0900 till End of Game

Story Setup

A mysterious rift has torn open in the region, releasing radioactive contamination and unstable anomalies across the field. Factions are scattered and desperate, scavenging for supplies and information to survive. Radiation is spreading fast. The only way out is to complete critical objectives before containment protocols seal the zone.

Main Quest Flow

Phase 1: 0900–1100 – Contamination Spreads: Find 3 missing radiation monitors at Crash Site, Rat's Nest, and Beaver Dam. Return them to Helipad for analysis.

Phase 2: 1100–1300 – Mutant Patrols & Fallout: Secure 2 anomaly cores from OPFOR and Bamah. Escort them safely back to Helipad.

Phase 3: 1300–1500 – Faction Rivalry: Only one extraction helicopter will arrive. Control the Helipad to upload coordinates.

Phase 4: 1500–1700 – Search for the Cure: Escort or capture a scientist NPC at Overlook. Bring them to Helipad to unlock the antidote case.

Phase 5: 1700–End – Escape the Rift: Collect 3 escape codes at Crash Site, Rat's Nest, and U.S. Base Parker. Control the Helipad when extraction is called.

Side Quests

- Scavenger Hunt: Find glowing props and trade them for intel or ammo.
- Roleplay NPCs: Heal wounded soldiers or escort civilians for information.
- Betrayal Quests: Some players may receive secret missions to target rival leaders.
- Artifacts: Collect items hidden in Radiation Zones for extra points and influence.

Special Rules

- Radiation Zones: Certain areas are 'hot' and require masks or special props. Entering without them risks losing lives.
- Lives & Respawn: Standard medic rules apply. Respawn at designated field hospitals.
- Player Freedom: Players are encouraged to create their own missions, alliances, and stories.

Final Extraction

To escape the Rift, teams must collect 3 escape codes and control the Helipad at extraction time. The faction holding the Helipad when extraction is called wins the event.