

ESCAPE THE RIFT – PLAYER PACK

Story Setup

A 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, and 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 Quest Examples

- Scavenger Hunt: Find glowing props and trade them for intel or ammo.
- Roleplay NPCs: Heal wounded soldiers for information.
- Betrayal Quests: Secret assassination missions for points.
- Artifacts: Collect items hidden in Radiation Zones for extra points.

Special Rules

- Radiation Zones: Some areas are 'hot' and require masks or risk losing lives.
- Lives & Respawn: Standard medic rules + respawn at field hospitals.
- Player Freedom: Players can create their own missions and side stories.

Your Role at Helipad

Act as Command NPC, radioing updates and escalating tension. Distribute props (intel, antidote formulas, escape codes) and keep the narrative moving while players drive side quests.