

SGZ III FM 04-13

A GUIDE TO YOUR SURVIVAL - NAMALSK



ISSUED BY SGZ - NAMALSK SPECIAL FORCES - MAY 2013

10/5/13

I guess this will be my home for the next few months. They told me it would be cold but never in my wildest nightmares did I expect this. The cold here is brutal and unforgiving. It seems to dictate everything here. When you eat, when you sleep, when we go on patrols and even when we die. Men have already gone missing here, presumably they got lost in one of the many forests. They probably either froze to death, starved to death or both. On top of these harsh conditions we still have to deal with the infected. You'd think the cold would slow them down, it seems to make no difference though. They are as ferocious and hungry as ever, maybe more?

I thought Chernaurus and Tariana were bad...This place is literally hell on earth. Food and medical supplies are scarce, there are almost no safe places to take refuge, almost all abandoned vehicles aren't operational and the bandits are even more desperate and ruthless, due to the weather and food shortages.

I'm told that I won't be here long though, which is a small comfort I suppose. Apparently my unit is part of the evacuation team. We are to secure the town of Norinsk and establish a safe evac zone. If the other places are anything to go by it won't be easy. Keeping warm is hard enough, let alone trying to organise terrified civilians whilst fighting off infected. I swear it gets harder and harder to tell them apart. It won't be long until they airstrike this frozen hell hole I'm sure.

At least they gave us this field manual. Maybe there will be some useful info to help me get through. If not at least I have something to scribble in when I'm bored.

Dimitri.

Name: Dimitri Petrovich

Rank: Kapitán

Serial Number: K12445780

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NAMALSK SPECIAL FORCES



Stay warm, stay focussed, stay alive.



DISCLAIMER

The following document contains information about the Survivor GameZ III. It is very important that you read this document carefully and understand its contents. Failure to do so could hinder your chances of winning and your overall experience. There will be no excuses for breaking any of the rules in this document and penalties will apply if the rules are broken or ignored. Good luck and have fun.



This symbol represents particularly important pieces of information. Make sure you read the information thoroughly.



This symbol indicates a download button or web link.

The contents of this document has been devised and re-written by the Survivor GameZ team. With every event the rules are constantly looked at and re-worked if needed. We hope the following information is clear, concise and in the spirit of fairness and putting on a good show. If you are participating in the GameZ and you have queries in regards to the rules, you should direct your questions to the admin as soon as possible.

THE DESIGNER

The Survivor GameZ III - "A Guide to Your Survival - Namalsk" was designed by Andy Bryer.

If you have any queries in relation to the design or would like to contact the designer, you can do so via email.

abryer_86@hotmail.com

Thank you for your support.

The Survivor GameZ team.

SETUP



This is by far the most important section in this document. Failure to understand this section will mean you won't be able to access the server; therefore you will not be able to participate in the Survivor GameZ III.

UPDATE

Players must be using DayZ 1.7.3 and Namalsk 0.60 for this Survivor GameZ. Below is a link to download the appropriate files so that you are running the correct DayZ and Namalsk versions.



Download removed from public version.

ENABLE

These are the only expansions you should have enabled, in your Arma 2 client.

- * Arma 2 Arma 2: British Armed Forces (lite)
- * Arma 2: Private Military Company (lite) Arma 2 Arma 2:
- * Operation Arrowhead beta expansion
- * @DayZ
- * @DayZ_Namalsk

CONTACT

(Admin Skype ID - removed from public version)

It is vital that you add Lou the main Survivor GameZ admin on Skype as soon as possible. This is to ensure you receive vital server and login information for the Survivor GameZ III.

INFORM

When you add the admin on Skype you must make very clear to him;

- * Your character's name.
- * Your partner's name.
- * Your partner's character name.

On the day of the event you and your partner will be sent all of the server access information, as well as other necessary instructions.

SETUP CONTINUED

SERVER ACCESS

Hamachi IP XXXXXXXXXXXX- Port XXXX

Type the above IP and port into the remote tab in the Arma 2 multiplayer menu.

Server Password: XXXXXXXXX

You must download Hamachi to gain access to the private server.



PLEASE NOTE: If you are currently running another version of Hamachi you must uninstall it so as not to conflict with the Survivor GameZ Hamachi VPN.

SURVIVOR GAMEZ TEAMSPEAK

TS IP: XXXXXXXXXXXX Password: XXXXXXXXX

We will be utilizing Teamspeak during the Survivor GameZ III for ease of communication and administration. You and your partner will have your own private room where no one under any circumstances, with the exception of Survivor GameZ admin staff, may enter. If someone else who is not part of your team or is not Survivor GameZ staff enters and you do not notify an admin, you may be penalized or possibly disqualified.

If you encounter any problems in regards to the server, the GameZ or connection issues, you will be able to move to an admin channel and ask for assistance.



**CLICK THE
BUTTON TO
DOWNLOAD THE
PREPACKAGED
SURVIVOR GAMEZ
III HAMACHI
CLIENT.**

If the button is not working for you, copy and paste the below link into your web browser.

(Removed from public version)

STREAMING



At least one member of each team is required to live stream their experience in the Survivor GameZ III.

STARTING UP

We ask that you do not start your stream until all players are present in the server and the GameZ are ready to begin.

If you must commence your stream earlier, it is important that you do not reveal any server or admin information during the setup period. We advise that you have alternative placeholder screens visible in your streaming program and possibly mute your stream, during the setup period.

An admin will advise you when it is safe to reveal your stream.

HIGHLIGHTS

After the GameZ a highlight reel or other promotional footage may be created using footage taken from both the main stream and contestants' streams. To make the process easier and to ensure that we have the best quality footage, it would be advised to locally record your experience in the GameZ as well as live streaming.

We only suggest this providing you have the right system specifications to allow you to do so, without being detrimental to your experience within the Survivor GameZ III.

INTERACTING WITH VIEWERS

We understand that streamers are accustomed to interacting with their viewers whilst streaming. While you are actively participating in the Survivor GameZ III you are not to have any form of contact or interaction with your viewers.

This opens up the possibility for cheating or unfair advantages over other contestants. If you are discovered to be interacting with viewers or anyone else aside from your partner or Survivor GameZ administrators, whilst actively participating in the GameZ, you will be disqualified.

MAP AND LOCATIONS

Each Survivor will be equipped with a map prior to the commencement of the GameZ.

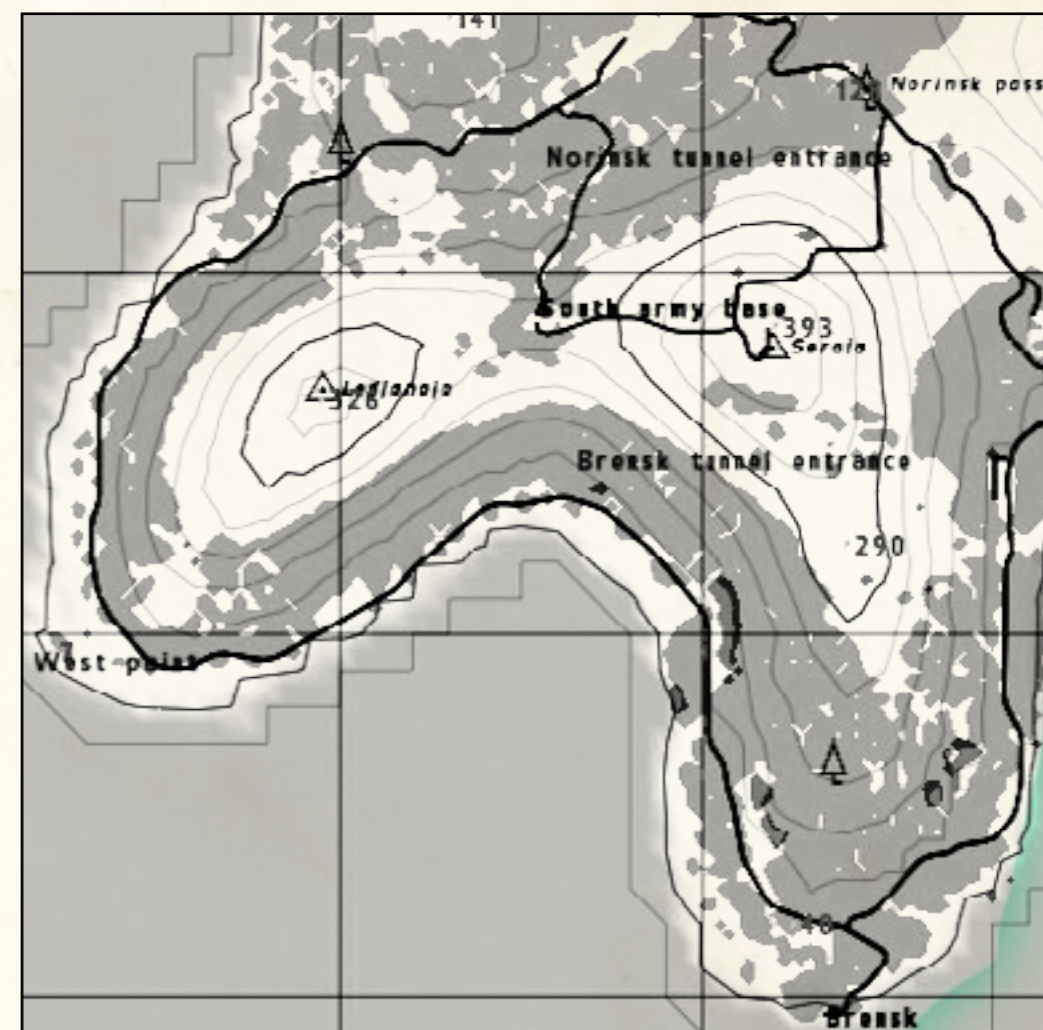
If you go out of bounds you will be warned. If you repeatedly leave the area(s) of play or do not comply with admins, you will be penalized or possibly disqualified.

The area of play will be the Southern end of Namalsk which includes the areas of; Brensk, Brensk Railway Station, Ledjanaja, Southern Army Base, West Point, Norinsk Pass and Norinsk. Players are not to enter Seraja Army Base until they have been authorized by Survivor GameZ admins. The area known as "Object A2" is completely out of bounds.



DETAILED MAP OF NAMALSK

<http://dayzdb.com/map/namalsk#3.047.065>



PHASES



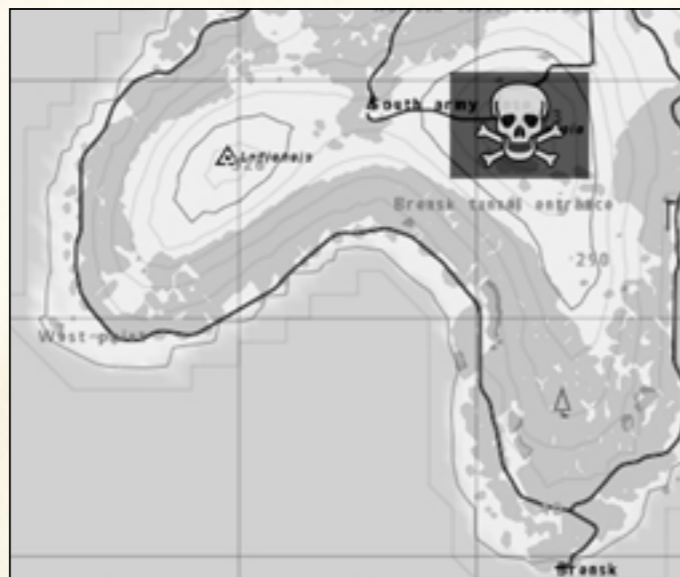
Throughout the GameZ there will be events, phases and announcements. It is important for your own survival that you pay close attention to the admin announcements. These are often spontaneous and unpredictable. Players will be informed and given instructions with sufficient time and warned if they enter or exit out of bounds areas. If you decide to ignore any requests from admins too move to the specified areas of play, you will be penalized and your player may incur injuries or death.

HUNTING PARTIES

Those who refuse to move to the next phase will encounter "The Hunting Party". Survivor GameZ staff will be transported to the uncooperative player(s) and they will proceed to hunt them down until they have reached the current phase area. Contestants may choose to fight the Hunting Party but it will not end well for them if they do. Once a team has reached the correct phase area, the Hunting Party will retreat. If by chance a team managers to kill the Hunting Party, another will be dispatched, until the team has reached the correct phase.

PHASE ONE

You have arrived at Brensk in the South of Nemsk along with the other survivors. After the countdown teams may do as they please. There may be supplies and weapons close and if you are quick enough you may be able to secure an advantage over the other survivors. Alternatively you may want to run to the nearby towns or surrounding forests. Be aware that Seraja Army Base is off-limits until you have been given authorization.

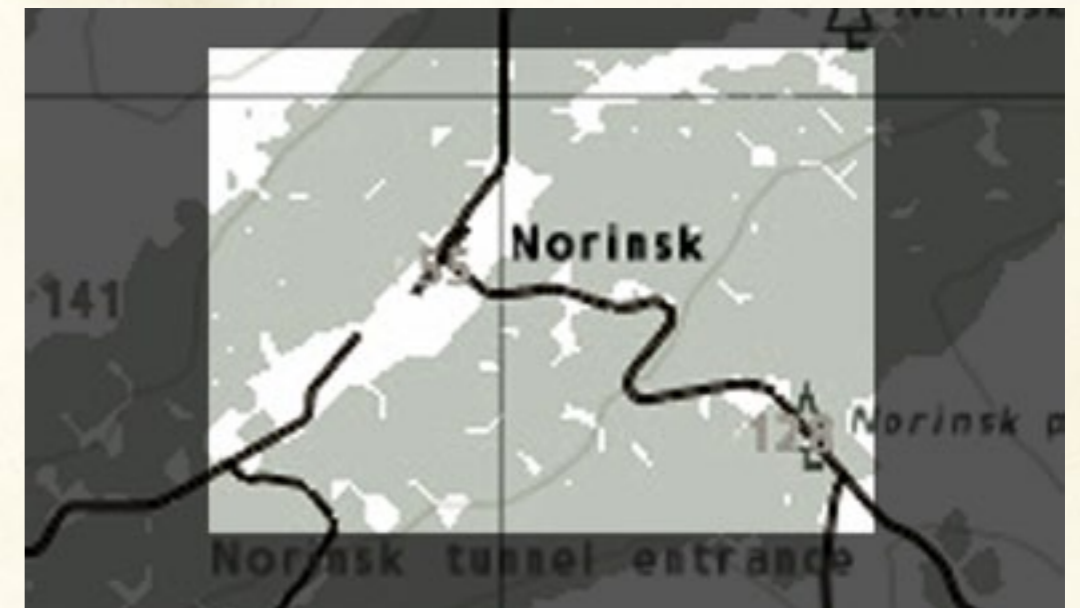


LEFT
The blacked out area with the skull and cross bones is Seraja Army Base. It will be completely off limits during the early stages of the Survivor GameZ.

PHASES continued

PHASE TWO

There has been reports of an evacuation near the town of Norinsk. It is unknown where exactly in the Norinsk area the evacuation will take place, or how many survivors can be transported. Your best course of action will be to make your way there and wait for further instructions. Don't dawdle for too long, you might miss your flight...



PHASE THREE

I have heard speculation that if the evacuation in Norinsk is unsuccessful, the Seraja Army Base would be the next viable location. If this happens it could be far more risky given the small area, the amount of infected and potential military aggression. I would strongly advise not to approach the base unless given clearance to do so.



TEAMS

The Survivor GameZ III will begin with 15 teams of 2 players each, totalling 30 survivors.

COMMUNICATION

Teams will be in constant communication with each other utilizing the Survivor GameZ III private Teamspeak. Administrators will also be using the same Teamspeak, so if anyone aside from your partner or a Survivor GameZ admin enters your channel and you do not notify Survivor GameZ staff, you may be penalized or disqualified.

EMBARK

Teams will be introduced into the server 1 at a time. Each member will be teleported to the designated start area and united with their teammate.

It is crucial that you are paying attention and listening to the instructions of the administrators at this time. You will be told to wait in a particular area with your partner. Do not move from that area until the GameZ begin or you are instructed to by an admin.

Once a team member dies it is the duty of the other team member to fight to the death and preserve the honor of his or her team. If one member of a team happens to survive and win the Survivor GameZ III, their deceased partner wins as well.

FALLEN COMRADES

In the event that your partner dies during the Survivor GameZ III they must leave the Teamspeak immediately. Treat it as a real life scenario where if your partner were to be suddenly killed or incapacitated, they would not be unable to communicate any further information to you. Dead men tell no tales.

ALLIANCES

Forming alliances with other teams is permissible but communication with other teams is only possible over in game direct chat (VON). There is to be no communication with another team within the Survivor GameZ Teamspeak. This will be grounds for disqualification.

Keep in mind that for the Survivor GameZ III to end, only one team must remain. If teams choose to ally then betrayal will be inevitable.

EQUIPMENT

Each team will start with the same basic equipment with the addition of a map.

As soon as the countdown ends teams can; choose to run to find gear in buildings or vehicles, split up, kill each other or anything else their imagination deems fit.

There will be various types of weapons, food, medical supplies, tools and vehicles to find in the area of play. However at times, ammo and weapons may be scarce. There is a possibility gear or supplies may be dropped or placed in the field of play at random times during the GameZ. An announcement will be made if this occurs and it will be designed to encourage players to converge more often.

WEAPONS

Both civilian and military weapons can be found throughout the landscape. Fire stations and military outposts will often have discarded, but still functional, high powered rifles.

Stores, apartments and other civilian buildings are also likely to have discarded firearms.



FOOD AND SUPPLIES

Stores are a great place to find food, drinks and other useful items that can help further your survival. Backpacks can increase the amount of items you can carry, while food, drink and heat packs will keep you going. If it is medical attention you seek, hospitals may still have some blood bags, bandages and morphine.

Be careful however, stores often attract infected and other survivors alike. There's no telling what you may find in these places, good or bad.



VEHICLES

Survivors may utilize land vehicles or sea vessels in the area(s) of play however they see fit.

Aircraft are completely off limits. In the event that you find an aircraft you may check its gear and take its contents but you may not pilot it. Namalsk is a no fly zone.



ABOVE
Abandoned vehicles often have discarded food, medical supplies and sometimes weapons and ammunition. If they are still operational they make covering large areas of land much quicker and safer.



ABOVE
Other great places to find supplies are in aircraft. Sometimes high powered military weapons can be found in helicopters. However flying may prove difficult or unsafe in military zones. Namalsk is a no fly zone.

DEATH

As in life, death during the Survivor GameZ III is permanent. There are known glitches within the game and mod, and death by them is unfortunate but legitimate. For example, falling through a wall or staircase and dying is considered a death, and you will be out of the competition. It is each team's responsibility to practice and realize that these glitches exist, and to exercise extreme caution while playing to avoid what could be considered an unfair or unfortunate death.



If you die during the Survivor GameZ III you must disconnect immediately. If you try to rejoin the GameZ without being instructed to do so by an administrator, your team may incur penalties or disqualification.

Players who do not disconnect immediately may have their team penalized as well. You and your partner are in this together and all of your actions will affect each other.



ABOVE
Be on the look out for deceased players as they may have weapons, food or medical supplies, that would better serve you than them.

DISCONNECTIONS

During the GameZ if a player loses connection, they should notify a Survivor GameZ administrator immediately. They have one opportunity to reconnect within a time frame deemed reasonable by Survivor GameZ admins.

Combat logging or wilfully disconnecting to gain an advantage over other players is completely inadmissible and will earn you a disqualification.

It is important that you know the limitations of your system and Internet connection so that you can adequately prepare for a smooth, uninterrupted experience.

All this being said disconnections are viewed on a case-by-case scenario and always at the discretion of the administrating staff.



Combat logging or wilful disconnections during combat or in an attempt to avoid death will get you disqualified. Remember someone is always watching.

DISQUALIFICATIONS

PENALTIES

If you are disqualified from the Survivor GameZ III you will be removed from the server immediately. You will not be able to re-enter the GameZ or be eligible to receive any of the prizes. Depending on the circumstances you may not be eligible to participate in future events.

VIOLATIONS

Any form of cheating, hacking, scripting or stream sniping during the Survivor GameZ III will result in immediate disqualification and you will be removed from the server.

STREAMING

Streamers are not allowed to have any other applications open that does not directly involve the running of their stream, recording their participation, the running of DayZ/Arma 2 and communicating with their partner. This includes interaction with stream viewers in the TwitchTV chat or via any other form of communication. This is to avoid unfair assistance or information on the positions/movements of other Survivor GameZ III participants. Keep in mind that a large audience will be watching this event and any inappropriate or dishonest conduct during the Survivor GameZ III, will be noticed.

REFEREES AND ADMINISTRATORS

Referees, administrators and casters will be present in the server. It will be made very clear to contestants who they are, what they look like and their role during the GameZ.

KEEPING THE MOMENTUM GOING.

In the event that players are hiding or attempting to avoid all action and halt progression of the Survivor GameZ III for an extended period of time, a referee or administrator may "alter" the playing field to "push" players towards each other. This would be used sparingly and only in circumstances that truly require it. This may even be in the form of firing near participants as an incentive to move or change locations.

In the event where an admin or referee intervenes it will not be to intentionally cause harm, injury or death to any of the participants. It will simply be to keep the momentum going. No one wants to see players hold up in the same location for 45 minutes at a time.

DISQUALIFICATIONS continued

REVIEW

Due to the nature of live events it is not always possible to make decisions on the fly in regards to a disqualification. Footage may need to be reviewed after the event to be able to make a fair and just decision. It is still possible to be disqualified after the Survivor GameZ upon review of footage.



A disqualification doesn't just affect you, it affects your team mate as well. It could seriously disadvantage their chances of winning the GameZ. Namalsk is a tough place and it's even tougher when you're alone.



PRIZES



2x Astro A50 Systems
2x Astro A30 Headsets
2x Scout Backpacks
2x Razer Deathstalker Keyboards
2x Shirts/Hats (or beanies) Provided by Astro Gaming
2x Misc Game Related Products (TBA)
\$500.00 Cash Contribution (\$250.00 USD per player)



2x Astro A40 Systems
2x Razer Deathadder Mice
2x Shirts/Hats (or beanies) Provided by Astro Gaming
\$300.00 Cash Contribution (\$150.00 USD per player)



2x A30 Systems
2x Shirts/Hats (or beanies) Provided by Astro Gaming
\$300.00 Cash Contribution - (\$150.00 USD per player)

SPONSORS

The Survivor GameZ team would like to thank our sponsors for providing, prizes, servers, broadcasting and overall support. Thank you!

TwitchTV

www.twitch.tv

Astro Gaming

www.astrogaming.com

Razer

www.razerzone.com

Vilayer

www.vilayer.com

A huge thank you also goes to the DayZ and TwitchTV communities. The Survivor GameZ would not exist without your continuing support and encouragement.

We thank you greatly and hope you enjoy the show.



Stay warm, stay focussed, stay alive.

