

# Events

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# Hide & Seek

GM will Choose place to hide, and will send Notice with a hint about area and wait for someone to find him/her/apache helicopter. If it will takes too long, will give more hints about the location.

# Search & Destroy

Spawn random unique Random place and notice an hint about area (same as H&S). Reward to player, who will destroy it first.

# Lucky Crit Event

Players will have to unequip their weapon/shields, remove pets. After they will need to make line. GM will hit every player in rotation. Who will get crit, will have to go out of line. Last player will be winner of round. if player will get double hit, second will not count.

# Lucky Teleport

GM will choose a random Teleport Point on the map (Reverse Return Scroll) and Notice to start.

First who finds gm will get reward.