Weekly Schedule & Events

Every day in State 775 serves a purpose. From peaceful farming and resource gathering to intense Server vs. Server (SvS) battles, following the weekly schedule helps maintain order and strengthens our server.

This chapter explains the official weekly activity schedule established by the NAP10 alliance leadership and enforced by the State 775 Defense Department.

Learn which days are designated for farming, when players are expected to participate in SvS warfare, and which activities are strictly prohibited during Sunday Peace Day.

This chapter also covers restrictions on attacking alliances during special events, including Zombie Tyrant and Zombie Parade.

Saturday is War Day. Sunday is Absolute Peace Day.

By respecting these schedules and working together, we can protect our alliances, prepare for major battles, and build a stronger State 775.

Respect • Strategy • Teamwork • Fair Play

Together, we keep State 775 strong!

- Monday–Friday: Farming Days
- Saturday: SvS War Day
- Sunday: Absolute Peace Day
- No Attacks During Events

Monday–Friday: Farming Days

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Rule Covered: Rule 6
Enforced By: State 775 Defense Department

Introduction

Monday through Friday are designated farming days in State 775. These days allow players to gather resources, upgrade their Headquarters, train troops, and prepare for upcoming Server vs. Server (SvS) battles.

Although certain combat activities are permitted, unnecessary destruction is prohibited.

Rule 6 — Farming Day Regulations

Official Rule: No HQ explosions and no remaining stationed in an enemy hive during Monday–Friday farming days.

What Is Allowed?

- Gathering resources and completing farming activities.
- Upgrading buildings and researching improvements.
- Training and recovering troops.
- Conducting permitted resource attacks without causing HQ explosions.
- Participating in normal alliance activities.

What Is Prohibited?

- Causing another player's HQ to explode.
- Remaining stationed inside an enemy alliance's hive.
- Using farming days to deliberately destroy or displace other players.
- Violating other State 775 combat and resource protection rules.

Why Farming Days Matter

Farming days provide an opportunity for alliances to rebuild, strengthen their armies, and prepare for major battles.

Excessive destruction during the week weakens State 775 and reduces our ability to compete against opposing servers.

Preparing for Saturday

Use farming days wisely:

1. Gather resources for upgrades.
2. Train troops and recover wounded units.
3. Upgrade Headquarters buildings and defenses.
4. Support your alliance members.
5. Prepare troops, shields, and resources for Saturday's SvS War Day.

Remember: Monday–Friday is for growth and preparation, not unnecessary destruction.

Together, we keep State 775 strong!


LAST Z
SURVIVAL SHOOTER
STATE 775
OFFICIAL RULES
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RULE 6
MONDAY - FRIDAY
FARMING DAYS
GATHER • BUILD • TRAIN • PREPARE
WHAT IS ALLOWED?
Gathering resources and farming activities
Upgrading buildings and researching improvements
Training troops and recovering units
Permitted resource attacks (no HQ explosions)
Participating in normal alliance activities
WHAT IS PROHIBITED?
Causing another player's HQ to explode
Remaining stationed inside an enemy hive
Using farming days to destroy or displace players
Violating other State 775 combat and resource rules
PREPARE FOR SATURDAY
Gather resources for upgrades
Train troops and recover wounded units
Upgrade HQ buildings and defenses
Support your alliance members
Prepare troops, shields, and resources for SvS
REMEMBER: MONDAY–FRIDAY IS FOR GROWTH AND PREPARATION, NOT UNNECESSARY DESTRUCTION.
TOGETHER, WE KEEP STATE 775 STRONG!

Saturday: SvS War Day

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Rule Covered: Rule 7
Enforced By: State 775 Defense Department

Introduction

Saturday is **WAR DAY** in State 775!

Server vs. Server (SvS) is our highest-priority weekly event. Every player is expected to participate by fighting or supporting those on the battlefield.

Victory requires coordination, preparation, and teamwork across all alliances.

Rule 7 — Saturday War Day

Official Rule: SvS participation is mandatory. Active fighters must position themselves in the MUD zone. Non-fighters must remain in the GRASS zone, activate shields, and reinforce allied HQs in the mud.

Active Fighters — MUD Zone

Players participating in combat must:

- Position their Headquarters in the **MUD zone**.
- Prepare troops, formations, and resources for battle.
- Coordinate attacks with alliance leadership.
- Follow the server's SvS battle strategy.
- Support fellow fighters when needed.

Your mission: Fight together and defend State 775!

Non-Fighters — GRASS Zone

Players not actively fighting must:

- Remain in the **GRASS zone**.
- Activate and maintain their shields.
- Reinforce allied Headquarters in the MUD zone.
- Follow alliance leadership instructions.
- Support the war effort without unnecessarily exposing their own HQs.

Your mission: Stay protected and support our fighters!

Saturday Responsibilities

Player Type	Location	Responsibility
Active Fighters	MUD Zone	Participate in SvS combat
Non-Fighters	GRASS Zone	Shield and reinforce allied HQs

Why Participation Matters

Every player contributes to State 775's success.

Fighters challenge the opposing server, while non-fighters help protect and reinforce allied positions.

When alliances coordinate their efforts, our server becomes stronger and more competitive.

Remember: Saturday is War Day — our TOP PRIORITY!

Fight together. Defend together. Win together.

Together, we keep State 775 strong!


LASTZ
SURVIVAL SHOOTER
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RULE 7
SATURDAY
SvS WAR DAY
MANDATORY PARTICIPATION
MUD ZONE
ACTIVE FIGHTERS
Position in MUD Zone
Prepare troops and resources
Coordinate with alliance leadership
Follow SvS battle strategy
Support fellow fighters
GRASS ZONE
NON-FIGHTERS
Stay in GRASS Zone
Keep shield active
Reinforce allied HQs in MUD Zone
Follow alliance leadership
Support the war effort
FIGHT TOGETHER. DEFEND TOGETHER. WIN TOGETHER.
TOGETHER, WE KEEP STATE 775 STRONG!

Sunday: Absolute Peace Day

State 775 Official Rules | Chapter 2 — Page 3

Rule Covered: Rule 8
Enforced By: State 775 Defense Department

Introduction

After Saturday's intense Server vs. Server (SvS) battles, Sunday is designated as **ABSOLUTE PEACE DAY** throughout State 775.

This day allows players and alliances to recover, rebuild, and prepare for the upcoming week without the threat of attacks.

All attacks are strictly prohibited on Sundays.

Rule 8 — Absolute Peace Day

Official Rule: No attacks against Headquarters, players, or protected resource locations through combat.

What Is Strictly Prohibited?

- **HQ Attacks:** No attacking any player's Headquarters, regardless of alliance membership.
- **Player Attacks:** No attacking other players anywhere within State 775.
- **Resource Looting:** No collecting resources through attacks against other players.
- **Cemetery Attacks:** No attacking alliance-free Headquarters located in the cemetery.

These restrictions apply to everyone, regardless of alliance size, power, or ranking.

What Can Players Do?

Sunday is an opportunity to focus on peaceful development.

- Gather resources through normal, non-combat activities.
- Repair damaged buildings and recover wounded troops.
- Train troops and upgrade Headquarters facilities.
- Complete peaceful daily activities.
- Assist alliance members with rebuilding and preparation.

Why Sunday Peace Matters

Following Saturday's SvS battles, many players need time to recover their troops and resources.

Sunday's peace restrictions help prevent further losses, reduce unnecessary disputes, and give every alliance an opportunity to rebuild.

Respecting Peace Day strengthens the entire State 775 community.

Sunday Peace Day Checklist

Before taking action, remember:

1. Do not attack Headquarters or players.
2. Do not loot resources through combat.
3. Do not attack alliance-free HQs in the cemetery.
4. Focus on rebuilding and peaceful development.

Remember: Sunday means ABSOLUTE PEACE — NO EXCEPTIONS!

RESPECT • STRATEGY • TEAMWORK • FAIR PLAY

Together, we keep State 775 strong!


LAST Z
SURVIVAL SHOOTER
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OFFICIAL RULES
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RULE 8
SUNDAY
ABSOLUTE PEACE DAY
RECOVER • REBUILD • PREPARE
WHAT IS PROHIBITED?
No HQ Attacks
Do not attack any player's Headquarters.
No Player Attacks
Do not attack other players anywhere in State 775.
No Resource Looting
Do not collect resources through attacks against other players.
No Cemetery Attacks
Do not attack alliance-free HQs in the cemetery.
WHAT CAN YOU DO?
Gather resources through normal activities.
Repair damaged buildings and recover troops.
Train troops and upgrade your HQ.
Complete peaceful daily activities.
Assist alliance members with rebuilding.
SUNDAY MEANS ABSOLUTE PEACE — NO EXCEPTIONS!
RESPECT • STRATEGY • TEAMWORK • FAIR PLAY
TOGETHER, WE KEEP STATE 775 STRONG!

No Attacks During Events

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Rule Covered: Rule 9
Enforced By: State 775 Defense Department

Introduction

Special events in Last Z: Survival Shooter give alliances opportunities to earn rewards, strengthen their members, and work together.

During these activities, players need to focus on completing event objectives without interference from other alliances.

To protect fair participation, State 775 prohibits attacks against alliances during protected events.

Rule 9 — No Attacks During Events

Official Rule: Never attack an alliance during an event, including Zombie Tyrant, Zombie Parade, and other protected activities.

What Is Prohibited?

- Attacking another alliance while it is participating in a protected event.
- Targeting alliance Headquarters during Zombie Tyrant or Zombie Parade.
- Using an ongoing event as an opportunity to launch attacks against participating alliances.
- Deliberately disrupting another alliance's protected event activities through combat.

Events Covered

Zombie Tyrant

Alliances participating in Zombie Tyrant must be allowed to complete their event without attacks from other alliances.

Zombie Parade

Players and alliances participating in Zombie Parade are protected from interference through attacks.

Other Protected Events

The same restriction applies to other events covered by State 775's no-attack regulation.

Why Event Protection Matters

Special events require preparation, coordination, and teamwork.

Attacking alliances during these activities can disrupt participation, cause unnecessary losses, and create disputes between State 775 alliances.

Respecting event protection allows everyone to focus on earning rewards and improving their accounts.

Before Launching an Attack

1. Check whether the target alliance is participating in an event.
2. Confirm that the attack does not violate event protection rules.
3. If you are unsure, contact alliance leadership or the Defense Department.
4. Never deliberately interrupt a protected event.

Remember: Respect protected events and allow every alliance to participate without interference.

RESPECT • STRATEGY • TEAMWORK • FAIR PLAY

Together, we keep State 775 strong!

LAST Z
SURVIVAL SHOOTER

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RULE 9

NO ATTACKS DURING EVENTS

RESPECT ★ SUPPORT ★ LET EVERYONE PARTICIPATE

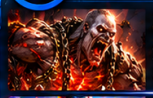
ZOMBIE TYRANT

ZOMBIE PARADE

WHAT IS PROHIBITED?

- Attacking another alliance during an event
- Targeting alliance Headquarters during Zombie Tyrant or Zombie Parade
- Using an event as an opportunity to launch attacks
- Deliberately disrupting another alliance's event activities
- Attacking participating players or resource locations related to the event

EVENTS COVERED



ZOMBIE TYRANT
All alliances must be allowed to complete Zombie Tyrant without attacks.



ZOMBIE PARADE
All alliances must be allowed to complete Zombie Parade without attacks.

OTHER PROTECTED EVENTS
The same restriction applies to other events covered by State 775.

WHAT YOU CAN DO

- Participate in events without the fear of attacks
- Gather resources through normal activities
- Train troops and upgrade your HQ
- Support your alliance members
- Focus on event objectives and rewards
- Coordinate and work together

RESPECT PROTECTED EVENTS AND ALLOW EVERY ALLIANCE TO PARTICIPATE WITHOUT INTERFERENCE.

TOGETHER, WE KEEP STATE 775 STRONG!