

Main points of gameplay

We rejected the linear level-to-level passage in favour of such freedom of action and movement as seen in “Elite”, “Daggerfall” and “Fallout”. Players will travel an immense territory of a zone stretching for 20 square kilometers, explore it, gain money and experience, move along a free “non-stiff” story line towards the game final.

The player travels the Zone world that consists of many locations, i.e. levels. An average size of a location is 1x1 km. All locations are connected into a global map the player travels. He is free to choose the way to follow and not limited in moving from one level to another. He can freely research the Zone, accomplishing vital storyline tasks now and then. The game has an economic aspect, which boils down to earning money by selling anomalous formations, scientific refuse, Zone mutants, equipment obtained in the ruined labs. The player may work as a guide, participate in researching and testing the Zone with special scientific devices. The money earned is spent to buy the equipment, weapons and protective suits, which will allow him to reach the areas that were inaccessible before.

The Zone world is a huge forlorn territory with 20-year-old semi-destroyed buildings, covered with forests and anomalous vegetation. This is abandoned underground and overland research complexes, military bases and new technology proving grounds. Radioactive land is covered with spots of scorched earth, poisonous fogs and deadly gravitational anomalies. This is the world of a dreadful industrial and ecological catastrophe. In the center of this man-made hell, the remnants of Chernobyl nuclear plant lie.

Game system and gameplay elements

Initially the player is limited in traveling the Zone for he doesn't have special equipment required for it. The equipment can be purchased later for the money gained. Gradually he will be accustoming to the game learning where he can earn money, receive an assignment or move along the storyline.

Game levels

There are 18 levels connected into one global map of 30 square kilometers. When shifting the levels a new level is loaded.

Time

Assignments and events are linked to the accomplishing time. The events take place regardless of the player's location.

Trade

Weapons, ammunitions, machinery, equipment, information and artifacts can be purchased, exchanged or sold. Trade is possible with the dealers, stalkers and scientists. It will work in the following way:

The player lowers a weapon, indicates the readiness for communication and trade saying, “Shall we trade”? If the NPC is willing to trade, he lowers his weapons as well and comes closer (3 meter distance). The communication and trade mode turns on without pausing the game.

Trade and communication: when trading the player can purchase, sell or exchange the equipment, artifacts and weapons, learn about the latest news and rumors, hear the Zone stories.

- Every game object is valued at a certain sum of money. While trading you can exchange equal-valued objects (barter).
- Spinning up the price
- If an NPC desires to have something, the price can be spun up. When hungry an NPC is prepared to pay up to five times as much. For ammunition, when he has none. For saving his bacon. Also, if an NPC realizes that you desperately need something, then depending on his greediness, he will raise the price correspondingly.
- When an NPC needs something, he values it several times (coefficient) higher.

Attitude and behaviour of NPC:

All NPCs have an attitude parameter for each group of characters. For example, every stalker has the attitude parameter towards stalker groups, military units and stalkers, dealers, scientists and other stalkers. According to this parameter, he determines his behaviour towards a given character.

There are three attitude types, which are good (friend), neutral and bad (enemy). You should help friends, sell things cheaper, exchange the equipment. The neutrals are treated coolly; one may expect anything from them, thus, be careful. The player can trade, ignore or avoid them. The enemies are different. Either attack or run away from them.

Things that may affect attitude:

1. A character refused/did not refuse to help.
2. A character betrayed/did not betray (attacked while trading).
3. A character attacked/did not attack, killed/did not kill friendly or neutral characters.
4. A character did/refused to do things which could influence life or health of other characters
5. The player and NPC are/are not hostile and members of opposing groups.
6. Greed. If the NPC is too greedy, the attitude toward him may turn hostile.

NPC's reaction and encounter of other characters

When encountering another character, NPCs estimate his attitude towards the latter, his chances and threats compared to another character. All this information determines the NPCs' actions. Thus, for example, if the attitude is hostile, the NPC will either attack, defend or retreat depending on the threat and chances he has compared to the other character. If the attitude is neutral, the choice may be to trade, ignore or avoid depending on the situation. With a good attitude, the NPC may either trade or ignore.

Estimation of chances is carried out based on the following parameters:

1. State of health (health and morale)
2. State of armour
3. Accuracy
4. Reaction
5. Number of allies
6. Illumination
7. Covers
8. Weapons

Estimation of the character's threat is carried out based on the following parameters:

1. Type of character
2. Number of character's allies

3. Character's covers
4. Character's weapons
5. Character's state of health

Using objects

To pick up an object you have to draw the bead on it and press "USE" key. "USE" key is also used to activate exterior devices, press buttons, open doors. etc.

The player can pick up small objects as stones, tins, bricks and throw them inflicting minor damage on the enemy or leading them astray.

Protective suits

- **Characteristics of a protective suit**
 - Price
 - Weight
 - Resistance to wearing out (how much of damage can be resisted)
 - Coefficients of damage quantity change depending on damage type (fire, bullet, fangs and so on)
- **Impact of protection to damage received (protective suits)**
 - Depending on protective suit type all the received damage is lowered
 - Adjustment of damage lowering depending on bullet type
 - For example, protective environmental suit:
 - Standard bullets (-50%) of damage
 - Armor piercing bullets (-25%) of damage
 - Impact of poisonous gas (-100%) of damage
 - Impact of fire (-50%) of damage
 - Impact of claws, fangs, knives (-25%) of damage
 - ...

Vehicles

The player can move around the Zone making use of the vehicles. The vehicles are also used as a transport facility to carry things as weapons, ammunition, artifacts, etc.

- **Possibility to get into and drive a car**
 - Come to the car and press «USE»
 - The door opens up and the player's camera shifts into the car, then the door closes
 - In order to get off the car, "USE" should be pressed once again
 - The door opens up and the player's camera shifts outside, then the door closes
 - What's to be done if the car turned upside down and lies on a side or on the roof
 - Get off the car (the player falls through the open door)
 - When the car at full throttle turns upside down, one can open the door and throw the player out from the vehicle
 - A lying car can be turned upside down by coming to it point blank and pressing "USE".
 - Smash all the windows in the car, so that one could get out from any car position

- A bullet hitting the car's tyre causes a hand break effect. The car can turn upside down at that
- Start the engine
 - After the player is inside the car, he presses forward or backwards and the car tries to start. Worn-out vehicles are hard to start fast.
- Make use of the boot
 - To make use of the boot, the player comes to the car from behind and opens it up. In the boot he puts everything of inventory he does not want to carry with him.
 - When the player is in the car, he can still operate the boot
- Car damage
 - Damage leads to vehicle wearing out, and worn-out vehicle won't start
 - Bullet hit
 - Collision and vehicle fall
 - Damage consequences
 - Vehicle is hard to start
 - Engine killed
 - Steering wheel jerks
 - Abrupt hand break

Fumbling dead bodies and disguising

The player can fumble dead bodies and take away weapons, ammunition, devices and clothes of the dead. He can also put on the clothes taken off the body.

The clothes may be taken off stalkers and scientists only.

- Only items which were in character's hands fall out from the corpse. The rest drops out per three-five items when using the corpse.
- When aiming on the corpse, a message whether the body has something or not shows up.

Moving bodies, paralyzing and transporting creatures

The player can move dead bodies. He can also drag wounded and paralyzed characters and creatures. Small creatures may be carried in the backpack.

The player draws the bead on a body or a lying character and presses "USE" key. The body's limb, that is leg or arm, is lifted so that a foot or hand remains under the screen. Then, the player starts grading the body moving backwards.

Hunger

The player has one particular feature, i.e. hunger.
Food can be purchased from a dealer.

The player can purchase food (that is tinned stew, bread) from a dealer or another stalker.

State display

Different icons will display different hunger stages. In other words, one special icon will indicate a light hunger stage, another icon will indicate starvation and so on.

Hunger influences the stamina, strength and health. If the hunger progresses all these parameters go down.

Stamina

This parameter influences the speed of the player's movement and depends on his strength and weight carried. The player can run until the stamina ends. As soon as it happens the player shifts to walking. Rest and slow walking restore the stamina parameter.

Movement and actions of game characters

The game characters have tasks and routes they move along generated. When the characters meet, the situation calculation is carried out. In other words, the encounter outcome is estimated based on the ratio, aggression, weapons, etc. Actions of all characters and monsters in the Zone are taken into account.

Stalkers:

There are 80-120 acting stalkers in the Zone at the same time. Each of them fulfils a task generated for him.

Possible tasks of the stalkers:

1. Obtain a certain artifact
2. Free search of artifacts
3. Obtain a test monster tissue
4. Rest in the pub
5. Hunt for stalker's head
6. Procuring documents important for progressing in the game

Zone creatures:

The Zone creatures are spawned in specially assigned areas. Afterwards they live on their territories (territory radius is 300-500 meters), fight other creatures, attack stalkers. In certain situations, they migrate, increase their population, and attack army posts and scientific camps.

- **Conditions of the player and characters**
 - Damage suffered
 - For any suffered damage fatigue is added and health is lost
 - Arms damage
 - Appears when a bullet hits an arm
 - The condition holds for 10 seconds
 - Weapons shake, dispersion increases
 - Leg damage
 - Appears when a bullet hits a leg
 - The condition holds for 20 seconds
 - The player limps, cannot run
 - Open wounds
 - For every open wound 1 percent of health per 1-3 seconds is subtracted
 - The wound bleeds from 3 to 15 seconds
 - Weakness
 - Appears when the level of fatigue is high
 - Weapons shake, dispersion increases
 - The player limps, cannot run
 - Loss of consciousness

- Due to fatigue the player loses the consciousness for several minutes or hours
 - The screen goes dark, all goes into offline and events are processed several hours forward
- Intoxication
 - Radiation curing
 - Post-process
- Hunger, exhaustion
 - When hungry, the fatigue disappears twice as bad
 - When exhausted, the fatigue disappears four times as bad
 - Post-process
 - The final stage of starvation
 - The character falls into coma and in several days dies
- Radioactive irradiation, radiation sickness
 - First stage (light irradiation)
 - Disappears on its own within 1-3 days.
 - Can be cured with antirad pills
 - Fatigue disappears one and a half times worse
 - Second stage (heavy irradiation)
 - Does not disappear on its own
 - Can be cured with antirad pills
 - Fatigue disappears twice as slow
 - Third stage (radiation sickness)
 - Cured in hospital, in the scientific camp
 - Fatigue disappears 4 times slower
 - Character dies within several days
- **Display of conditions and injuries**
 - There are four indicators in the inventory screen:
 - Health (blood)
 - Fatigue
 - Satiety
 - Radioactivity

Medikit

- When using medikit the player chooses which action he'd like to undertake. The player takes the medikit in his hands and can apply it to himself or another character. Every element is bought separately.
 - Closes wound, stops bleeding
 - Increases health

Anti-radiation pills (Antirad)

- Bring radiation out of the body

Artifact generator

Artifacts are generated during the Blowouts. Blowout concentration on the levels is random every time, thus, the amount of artifacts in locations is generated randomly as well. The concentration influences the amount and quality of the generated artifacts. The artifacts show up in specially assigned areas. To strengthen the randomness element we place many of these areas in the editor.

News, rumours and stories generation

News and rumors generator builds up the stories based on the events happening in the Zone. For example, a dog pack killed a stalker near the factory. The news will be created out of the prepared text fragments, “Stalker «so_and_so» said he saw a blind dogs pack tear to pieces a veteran stalker “that_and_that” at “this_and_this” factory. Stalker “so_and_so” could not help for the dogs were too many and he fled saving his life». The text structure is simple, that is somebody says he saw or heard some monster or group of monsters do something to some stalker.

The characters 1 km away from the place learn about the accident automatically. The dealers learn the news in a while and the tasks may be generated as a result.

Communication

- To communicate you need to approach a character point blank, hide weapons and press “USE”.
- Selection of topics for communication
 - Stalker
 - Story of adventures (see **Information from NPC**)
 - News
 - Information on the Zone
 - Trade
 - Dealer and bartender
 - Objectives
 - News
 - Information on the Zone
 - Info on stalkers (see **Available information on stalkers**)
 - Trade
 - Scientist
 - Objectives
 - News
 - Information on the Zone
 - Trade

Information one can obtain from NPC

A story of the day (goes into diary notes into the news section, adds onto the map)

- Monsters encountered
 - Type, number, place of encounter
- Characters encountered
 - Type, number, place of encounter, condition, visible equipment.
- Valuable items spotted
 - Type, number, locations
- Events to have taken place
- Information for encyclopaedia (stories, peculiarities, interesting places and so on)

Available information on stalkers (can be found out from the dealer, bartender or stalker)

- Stalker description
 - Name
 - Grouping

- Brief bio
- Main goals
 - Reach the Monolith
 - Find out the origin of the Zone and make it disappear
 - Money (affluence, money for curing)
 - Adrenalin addiction (bland life without the Zone)
- Attitude towards the player
- Place in stalker rating
- Current objective
- Where was spotted last time
- What was equipped with last time
- “Deeds” accomplished
 - How many parts of the documents collected
 - How many tasks accomplished
 - How many artefacts procured
 - How many and who killed
 - Stalkers
 - Description of who in particular
 - Scientists
 - Military stalkers
 - Soldiers
 - Mutants
 - Description of who in particular

Task generator

Task generator is closely connected to the news and artifacts generation. It generates the tasks based on simple actions and events. For example, a stalker was killed on one of the levels. According to a certain rule, the task to obtain his possessions will be generated. Alternatively, a valuable artifact was created after the blowout, thus, the task to fetch it will be generated.

Fixing enemy location by NPC

Vision:

Vision is the first source of information for most creatures. As soon as the enemy gets in the field of vision, the creature works out a fitting behavior line and follows it. The vision is limited by the viewing angle and distance. Vision particularities of some monsters allow them to see in a different from a human spectrum. This, in turn, lets them see anomalous zones, orient themselves in the dark and perceive things in the thermal spectrum.

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Audition:

Audition is the second most important source of information for the creatures. As soon as it hears a sound, the creature identifies it immediately, i.e. distance, location, peculiarity. Afterwards the creature chooses the line of behavior based on its own sound and follows it.

Non-sensory perception:

In addition to the vision and audition, some Zone creatures possess the non-sensory perception that allows them to obtain information about any object without relying on the vision and audition. In other words, it enables detecting the enemy through walls, rocks, etc.

Weapon-to-screen binding:

The player moves his head freely while a weapon follows the mark and is not bound to the screen. When the player starts shooting the weapon will shoot right in the mark. If the weapon has an optical sight, the player will bring the gun up to the eyes before shooting.

Interface

The game interface is as simple as possible and designed to be realistic at the most. In other words, it must not ruin the game atmosphere, hamper the actions and impede the field of vision of the player.

Player's screen

- **Condition of character**
 - Health
 - Scale
 - Fatigue
 - Icon for light fatigue
 - Icon for heavy fatigue
 - Icon for near-faint fatigue
 - Hunger
 - Icon for light hunger
 - Icon for heavy hunger
 - Icon for near-death exhaustion
 - Radiation
 - Icon of the first stage of irradiation
 - Icon of the second stage of irradiation
 - Icon of the final irradiation stage
 - Open wound
 - Icon with the number of blood lost per second
- **PDA**
 - Number of local contacts
 - Figure
 - Flash at the time of new contact added
 - Flash at the time of contact loss
 - Receiving message
 - Icon of local message
 - Icon of important (storyline) message
- **Minimap**
 - Left upper side, square with minimap.
 - Scale reflected (2x, 4x, 8x, 16x)
- **Weapons**
 - Type of bullets loaded
 - Number of bullets in clip
 - Number of bullets for this particular type of weapon on the belt
 - Number of charges for barrel-attached part

Interface objects (map, PDA, communication, trade, diary)

Map

- Fog of war on territories the player hasn't visited yet

- Separated into two maps, general (with all locations) and local (one level only).
- Dealers and scientists can update the map information, with new revealed locations added, as well as events icons.
- At the game start there is only part of the Zone revealed by stalkers.
- An order is marked on the map with a circle, encompassing 100-metres of territory
- **Map information**
 - Information received from NPC.
 - Monsters met
 - Type, number, meeting place
 - Characters met
 - Type, number, meeting place, condition, visible equipment
 - Valuable items spotted
 - Type, number, locations
 - Events to have taken place
 - Important spots on locations (constructions, entrances into dungeons)
- **Minimap**
 - On the minimap the location of the player is marked
 - Artefacts and valuable items lying on the ground (weapons, food, equipment, bodies)
 - Whereabouts, received from storyline tasks and from characters willing to trade

PDA

1. Work modes

- a. PDA functions in two modes – global and local one:
 - i. In the global mode there arrive storyline tasks and there is connection with dealers
 - ii. In the local mode there is connection with characters at the distance of 200 metres
 - iii. When PDA activated, two modes function
 - iv. When PDA deactivated, only global mode functions
 - 1. Storyline messages arrive, there is also connection with dealers
 - a. Stealth mode of PDA (the player can see who is around, but nobody can see the player as well as send him a message). When the player sends a message, he shows up in contacts.
 - b. The player cannot see who is around within 200m, and nobody can see the player

2. Work of PDA

- a. When the player receives a message, he must respond to it. Only then the sender will understand that the player has received the message.
 - i. Call for help: Help me, I'm under attack!!!
 - 1. Player's response: I'm on the way to help you out!!!
 - 2. Player's response: Cannot help you out!!!
 - 3. Ignoring is understood as refusal to help
 - ii. An offer to trade and communicate
 - 1. Player's response: Agreed! I'm coming.
 - 2. Player's response: No, don't want to trade.
 - 3. Ignoring is understood as refusal

- iii. Threat
 - 1. Player's response: I'm leaving, no worries.
 - 2. Player's response: Go away yourself, otherwise you die.
 - 3. Player's response: Plead for mercy! You are dead!
 - 4. Ignoring is understood as refusal
 - iv. An offer to meet and discuss important affairs
 - 1. Player's response: This offer is interesting for me and I will definitely come to talk.
 - 2. Player's response: This offer is interesting for me, but unfortunately, I cannot come. Contact me in a couple of days.
 - 3. Player's response: No, I'm not interested.
 - 4. Ignoring is understood as refusal
 - 3. **Connection with NPC**
 - a. Call for help
 - i. I'm attacked!
 - b. An offer to trade and communicate
 - c. Threat – warning to NPC to keep off from the player
 - i. Get lost, that's my territory!
 - ii. Get away or I shoot you!
 - 4. **Connection with dealer or bartender**
 - a. To find out current information on quests
 - i. Details and advice on a quest
 - ii. How many stalkers set off on a quest
 - b. Brief news
 - i. Somebody has just shot down stalker... in your area, beware
 - ii. A stalker-killer was spotted ... a kilometer away from you
 - 5. **Connection with scientific camp**
 - a. To find out current information on quests
 - i. Details and advice on a quest
 - ii. How many stalkers set off on a quest
 - b. Brief news
 - 6. **NPC gets in touch with the player**
 - a. Call for help
 - b. An offer to trade and communicate
 - c. Threat – a warning to keep off
 - 7. **Storyline messages to the player (unknown NPC gets in touch with the player)**
 - a. An offer to meet in a fixed place to share an important information, sell a valuable item or discuss a mutual business (message is not limited to distance).
 - i. I heard you are interested in parts of documents from the underground complexes. Well, I do have something interesting for you. Something from the underground complex in "Dark valley". If you are interested, come to the dump, to the fallen crane (marked on the map), I will be waiting for you there from 18:00 to 19:30. Bartender spoke well of you, I hope you can be trusted.
 - ii. People speak well of you. If you want to make it to the Zone hub, come and let's talk. I will be waiting for you nearby the bar from 10:00 till 12:00.
 - iii. There are several top-notch guns – LR300 in excellent condition, for only 700 r., if interested, come to the bar. Rob.
 - iv. I think you will be interested to know that...
 - 8. **Dealer gets in touch with the player**
 - a. Important news

- i. Somebody sold part of the documents
 - ii. Stalker perished or was killed on the same level as the player
 - iii. Blowout
 - iv. Something is needed to procure urgently
- 9. Scientists get in touch with the player**
 - a. Important news
 - i. Somebody attacked the camp of scientists
 - ii. Somebody attacked an expedition of scientists
 - iii. Somebody annihilated a scientific expedition
 - iv. An invention was made or an experimental item was developed
 - v. Something needs to be procured urgently
- 10. Grouping leader contacts the player**
 - a. An offer to accomplish a task for the grouping
 - b. Threats to the player who encroached the territory of a grouping
 - c. An offer to join the grouping
- 11. Overall «SOS» signal**
 - a. Encompasses a 5-kilometre radius, transmits exact coordinates
 - b. The signal functions while stalker is alive

Notes, logs, books

- After reading the information is copied into the log
- Can be read in inventory only
- Scattered as common physical objects

Player's log

- **Objectives**
 - Highly important tasks (objectives)
 - Additional information on the objective (description, advice and so on)
 - Info on who else picked up that task (objective)
 - Regular tasks (objectives)
 - Extra info on the task (description, advice and so on)
 - Info on who else picked up that task (objective)
- **News** (Search of info by key word and masks. Sorting by time of news receipt)
 - All the info on happenings in the Zone
 - Mutants, characters spotted
 - Evidence of death, clashes and so on.
 - Messages on objectives completed
 - Messages on mutant attacks on scientists and soldiers
 - Messages on actions of military stalkers
- **Info on the Zone** and its residents (Encyclopedia)
 - Locations
 - Description
 - Advice on equipment for a location
 - Anomalies
 - Description
 - Advice on detecting
 - Artefacts
 - Description

- Advice on procurement
- Mutants
 - Description
 - Advice on behaviour during attacks
- Characters
 - Stalkers
 - Detailed info on all the stalkers, bought at a time from dealer. The info is updated in the same place.
 - Scientists
 - One-time info on scientific activity in the Zone.
 - Soldiers
 - One-time info on soldier activity in the Zone.
 - Military stalkers
 - One-time info on activity of military stalkers in the Zone.
 - About groupings
 - One-time info on activity of groupings in the Zone.
- **Documents, logs, books and notes**
 - Important info, valuable documents, located books and logs
- **Stories and legends of the Zone**

Food

Type of the creature influences the quality of the food, that is its toxicity, saturability, etc. If you drink spirits or vodka after a bad food, you may reduce its toxicity or even restore the health completely.

Information and secret documents

The most valuable in the Zone are not artefacts or experimental prototypes of new weapons, but the information and documents remaining after the accident in dead laboratories. According to this information the player can discover secret warehouses and laboratories, can realize what had happened in the Zone.

The information is split into 7 bits. When getting one chunk the character discovers two links to another two parts and approximate info on where they could be located.

During the first visit of the dealer the player receives information on a part of secret information, allegedly found in the Zone. This information discloses locations of several underground laboratories.

Documents

1. Any unknown scientific documents are well-rewarded
2. On certain documents there are layouts of experimental devices which can be assembled in the mobile scientific camp.
 - a. Visual detector
 - b. Psy-protection device
 - c. Psy-visor
 - d. Antiradiation protective environmental suit

Objective

One is to collect all the necessary information on the tests taking place in the Zone, in order to accomplish the main task.

The player and NPC can sell the information to dealer, then all the other characters willing to influence the Zone or accomplish their dreams, can purchase it. In order to have the hunt for documents begin, at least one part should be in hands of dealers or scientists. Stalkers, dealers, scientists, army are after any part of the documents. It is able to reveal the picture of what had been happening in the Zone before the accident.

Zone

In 2006, a terrible catastrophe happens. The dome explodes, radioactive clouds cover vast territories. People, animals and forests perish. The thirty-kilometer zone is encircled by the army, scientists cannot explain what happened. The Zone grows with variety of anomalies detected in it. Anyone entering die inevitably, invisible force tears people apart or inflicts deep blood-sputtering cuts. Expeditions encounter mutated animals that could not develop in the Zone on their own.

- **Blowout**
 - In equal time periods throughout the Zone there go waves of gravitational blowout in combination with sharply increased psychotropic impact. During this activity abiding in the Zone is mortally dangerous, invisible waves piercing the entire territory, it takes seconds for a man without special equipment to die, earth starts shaking followed by a series of flashes. Brightly-lit skies and world in black-and-white, eyes refusing to resist the blinding sun. At the time of blowout one can see phantom formations and haze in spots of gravitational anomalies.
 - After the blowout anomalies and artefacts get generated, new packs of monsters are created.
- **Cycles of anomalous activity**

In the Zone there happen weekly cycles of anomalous activity. The anomalous activity has its peaks and slumps. At the time of a peak the concentration and size of anomalous zones reach maximal levels. During slumps the concentration and size of anomalous zones reach their minimal levels.

Zone anomalies

Anomaly zones are among the dangers that lie in wait for stalkers. Encounter with such zones normally bodes death or heavy injuries, extent of the injuries depending on the zone concentration. All anomalous zones can be detected with the simplest anomaly detector. However, its type, power, concentration and visualization can be determined only with more sophisticated equipment. You can also recognize such zones by various visual manifestations, unusual haze, strange air vibration, particularly abandoned look or bones of the unlucky travelers.

Some anomalous zones possess different concentration which can be detected with a scientific scanner.

Gravity concentrate:

- Sound detector squeaks in reaction

- Visual detector displays red dots on radar
- Type of damage - gravitation
- When the player is entrapped in anomaly
 - Post-process of screen concave or convex under each anomaly stroke
 - Black lightings (particles) around the player
 - Sound of anomaly affecting the player
- When a physical object or character gets entrapped in anomaly
 - Black lightings (particles) around the object
 - Sound of anomaly affecting the object
- Visualized as:
 - Ripple and flickering particles
 - Torrent of particles
 - Swirling cloud of particles

Meat-mincer:

- Sound detector does not react to the anomaly
- Visual detector displays blue smears on radar
- Discharges only on living objects (rats, mutants, humans)
- Type of damage – electric charge
- When the player is entrapped in the anomaly
 - Out of the anomaly centre there shoots a particle charge into the player's body
 - Flashes at every charge
 - Sparkles (particles) around the player
 - Sound of anomaly affecting the player
- When a physical object gets stuck in the anomaly
 - Sparkles (particles) around the physical object
- Visualized as:
 - Flickering electric sparkles (particles)
 - Electric charges running on the ground

Radioactive hotbed:

- Sound detector clicks in reaction
- Visual detector displays green smears on radar
- Type of damage - radiation
- Post-process when entrapped into the hotbed – dots and interference
Cannot be detected visually

Fog:

- Sound and visual detector do not react to the anomaly
- Type of damage - acid
- When the player or a character is entrapped in the anomaly
 - The player's or character's body starts smoking as from the impact of acid (during several seconds)
 - The sound of anomaly affecting the player
- When a physical object is entrapped in the anomaly
 - Phys. object starts smoking as from impact of acid (for several seconds)
- Visualized as:
 - Fog particles

Galantine:

- Sound and visual detector do not react to the anomaly
- Type of damage - acid

- Galantine material, when touched, delivers acid damage
- When the player or character is entrapped in the anomaly
 - The body part of the player or character to have contacted galantine starts smoking as if under effect of acid (for several seconds)
 - Droplets of galantine (particles) get cast around from under the feet
 - Animation or nice physics of body turning into saggy mass, which into the pool of galantine, is played
 - Sound of the anomaly affecting the player
- When physical object gets entrapped in the anomaly
 - In the place where galantine touches physical object, the object smokes as if in acid (for several seconds)
- Visualised as:
 - Shimmers and seethes

Burning fluff:

- Sound and visual detector do not react to the anomaly
- Flying particles inflict acid damage when touching
- Type of damage – acid
- When burning fluff gets on the player or character
 - The body of the player or character in the spots of fluff touching smokes as if impacted by acid
 - The character or player cries and plays the animation of injury
 - Sound of anomaly impacting the player
- When a physical object gets stuck into a mass or tumour of burning fluff
 - A blowout of particles of burning fluff is activated
- Visualized as:
 - Modelled white masses hang on structures and dead trees. A random number of particles of burning fluff comes off and falls to the ground
 - Under close and loud sound a mass of burning fluff explodes to leave white flakes fly and hang in the air

Rusty hair:

- Sound and visual detector do not react to the anomaly
- Material of rusty hair when touching inflicts fiery damage
- When touching the player or character
 - Body of the player or character in the place of touch smokes as if affected by acid
 - The character or player cries and plays the animation of injury
 - Sound of anomaly affecting the player
- Type of damage - fire
- Visualised as:
 - Modelled masses of rusty hair sway hanging on structures and dead trees.

Fryer (monster):

- Sound and visual detector do not react to the anomaly
- A moving cloud of particles, when touching inflicts fiery damage
- Type of damage - fire
- When the player or character gets stuck into anomaly
 - The body of the player or character flares up and starts smoking as affected by fire (for several seconds)
 - The body leaves black flakes of ashes

- Character's texture blackens and gets scorched.
- Sound of anomaly affecting the player
- When physical object gets entrapped in the anomaly
 - Physical object flares up and smokes as if affected by fire (for several seconds)
- Post-process when getting entrapped in the anomaly
- Visualised as:

Swirling red cloud moves above the ground. Places the cloud flies over start smoking.

Dead zone:

- Sound and visual detector do not react to the anomaly
- Any electronics and equipment refuse to function
- Visually cannot be detected
- Post-process of noise, stains blots and screens shaking when entrapped in the anomaly.

Table 1

Anomaly	Location	How to spot	Action
Gravity concentrate	Everywhere	With detector and visually (swirling "smoke") Check with bolts, small items	With a certain frequency it inflicts gravity stroke, repulsing the victim, limited radius of effectiveness
Meat-mincer	None on level one	With detector and visually (el. Sparks)	Discharges the accumulated electro-magnetic charge into a living being
Radioactive hotbed	None on level one	Detector	Radioactive impact
Fog	Everywhere	Visually	Acid corroding
Galantine	In ruined structures	Visually	Alkali corroding
Burning fluff	In ruined structures	Visually, architecture and dead trees all in fluff tumours	A touch of fluff leads to heavy burns
Rusty hair	In ruined structures	Visually rusty hair hanging from metal objects	A touch of hair leads to heavy burns
Fryer	None on level one	Visually, moving orange cloud	Victim burns down, if both cloud and victim move
Dead zone	On levels around Chernobyl Power Plant	-	Electronics and complex machinery refuses to function

Anomalous formations (Zone artifacts)

Artifacts are the primary income source for stalkers. After blowouts, random objects (stones, nails, pieces of metal) may obtain anomalous energy and become artifacts. All artifacts are split into groups according to the nature of acquired anomaly.

Stalkers can find artifacts with the help of anomaly detectors.

Gravitational artifacts:

- Appear near gravity concentrates
- From 5-10 metres sound detector reacts to the artefact with a particular sound
- Characterised by
 - Weight
 - Level of anomalous energy
 - Price
- Visualised as
 - Artefact jumps and dances
 - Seesawing above the ground
 - Shaking
- **Bagel (a variety of gravity artefacts):**
 - Appear near gravity concentrates
 - From 5-10 metres sound detector reacts to the artefact with a particular sound
 - Characterised by
 - Weight
 - Level of anomalous energy
 - Price
 - Visualised as
 - Artefact jumps and dances
 - Seesawing above the ground
 - Shaking
- **Magnet (a variety of gravity artefacts):**
 - Appear near gravity concentrates
 - From 5-10 metres sound detector reacts to the artefact with a particular sound
 - Characterised by
 - Weight
 - Level of anomalous energy
 - Price
 - Visualised as
 - Artefact jumps and dances
 - Seesawing above the ground
 - Shaking
 - Hanging on the wall or ceiling

Burning fluff:

- Detector does not react to burning fluff
- Stored in special container
- Characterised by
 - Weight
 - Price

Galantine:

- Detector does not react to galantine
- Stored in special container
- Characterised by
 - Weight

- Price

Mercury ball:

- Appears in the centre of meat-mincer
- From 10-15 metres sound detector reacts to the artefact with a particular sound
- Stored in special container
- Characterised by
 - Weight
 - Price
- Visualised as
 - Shimmering and swaying globe
 - Rolling from back-and-forth
 - Globe surrounded by smaller mercury balls

Black droplets:

- Appear near fryer
- Detector does not react to black droplets
- Characterised by
 - Weight
 - Level of anomalous energy
 - Price
- Visualised as
 - Carbonized lava-like chunks shimmering with red light

Dummies:

- Appear in dead zone
- From 3-7 metres sound detector reacts to the artefact with a particular sound
- Characterised by
 - Weight
 - Level of anomalous energy
 - Price
- Visualised as
 - Semi-transparent “non-material” formations shaped round
 - Various items turned into semi-transparent “non-material” objects – tools, equipment, bodies of small animals, weapons, bullets and so on.

Needles:

- Appear in fog
- From 3-7 metres sound detector reacts to the artefact with a particular sound
- Characterised by
 - Weight
 - Level of anomalous energy
 - Price
- Visualised as
- Needles stuck into the ground and swaying

Table

Artefact	Location	Procurement method	Attributes	Value (Should be floating depending on demand)

Gravitational	near gravity anomalie	find and pick up	Loss of weight for stuff in backpack	Medium
Bagel	near gravity anomalie	find and pick up	Absorbtion of radiation Increase of weight of stuff in backpack	Medium
Magnet	near gravity anomalie	find and pick up	Decrease of gravity damage	Medium
Burning fluff	falls out of tumour of fluff (fluff usually is located on walls of buildings, as well as other structures)	Gather into container	Emitting radiation	High
Galantine	In galantine puddles (typically galantine is found in lowlands, basements, cavities)	Gather into container	Loss of strength, protection from rats	High
Mercury ball	Amasses in the center of meat-mincer	Gather into container	Accelerated health restoration	High
Black droplets	Show on the ground after the "fryer"	Find and pick up	Accelerated healing of open wounds	Low
Dummies	Show up in "dead zones"	Find and pick up	Protection from loss of consciousness Strength restoration	High
Needles	Show up in "fog"	Find and pick up	Temporarily shield from psy-impacts, blind dogs "lose track"	Low
<i>Loofa</i>	In masses of anomalous	Gravity artefact + rusty hair	Projectile object, after an impact against the ground or obstacle gets shot into a living body, when hitting, gets shot into the next living body until it falls down or hits a non-living object. After that it can be picked up.	High
<i>Disintegrator</i>	In masses of anomalies	Electrical globe + burning fluff	Directional disintegration field	Very high
<i>Plasma</i>	In masses of anomalies	Black droplets + mercury ball	Scares zombies away	High
<i>Electric ball</i>	In masses of anomalies	Gravity artefact + mercury ball	swift health regeneration	High
<i>Двойная пустышка</i>	In masses of anomalies	Two dummies + gravity artefact	Protection from loss of consciousness Restoration of strength Shield from psy-impact	Very High
<i>Dead head</i>	In masses of anomalies	Loofa + electric ball	Scares away nearly all mutants, but attracts controller	Very High
...		

Combinations of objects and artefacts (forms under impact of a particular anomaly)
Combination of food and artefacts:

- **Deadly poisonous food (food + galantine)**
After use of food on artefact it gets deadly poisonous.

Combinations of bullets and artefacts:

- **Gravity-cartridges** (cartridges + gravity artefact)
Strongly throws away bodies of enemies.

Combination of knife and artefacts:

- **Gravity knife** (knife + strong gravity artefact)
Forcefully throws away bodies of enemies. (*Changes flight trajectory, tracking the victim*)
- **Mucuous knife** (knife + galantine)
Inflicts 5-10 extra damage with galantine.
- **Mucuous gravitaty knife** (gravitational knife + galantine)
Inflicts 5-10 extra damage with galantine. Forcefully repulses enemy bodies.
- **Hairy knife** (knife + rusty hair)
Paralyses victim for a certain time.
- **Hairy mucuous gravity knife** (mucuous gravity knife + rusty hair)
Inflicts 5-10 extra damage with galantine. Forcefully repulses enemy bodies. Paralyses victim for a certain time.

Combination of grenade and artefacts:

- **Mucuous grenade** (grenade + galantine)
Galantine damage get added. On the place of explosion there swirl a poisonous cloud.
- **Gravity grenade 1** (grenade + gravity artefact)
Increased effective radius. Forcefully repulses enemy bodies.
- **Gravity grenade 2** (grenade + strong gravity artefact)
During explosion at expanded radius sharply attracts objects. Expanded radius of effectiveness. Forcefully repulses enemy bodies.

Combinations of fire arms and artefacts:

- **Gravity weapons** (weapons + strong gravity artefact)
Increased dispersion.

Anomalous activity cycles

There are weekly cycles of anomalous activity going in the Zone. The anomalous activity has its recessions and peaks. At the time of peaks the anomalous zone concentration and size reach their highest points a Zone blowout occurs. During recessions the concentration and size of anomalous zones are at their minimal level.

Zone blowouts

In equal periods of time blowout waves of gravitational nature along with an increased psychotropic impact pierce the Zone throughout. It is mortally dangerous to stay in the Zone at these times. A person without special equipment dies instantly, the ground shakes followed suit by series of flashes. Glowing sky and black-and-white world, the eyes refuse to withstand the blinding sun. During the blowouts, one can see phantom formations and haze in the spots of gravitational anomalies.

Equipment

Stalker carries a small knapsack that can store up to 40 kg.

The amount of things carried (weapons, devices, ammunition and artifacts) is limited by weight and size.

To make use of a device the stalker must take it in hands.

Recommended load – average weapons (no more than two or three types), a significant supply of ammunition and a small quantity of devices.

Equipment and devices

Medical capsules:

Used in diagnostic medical kit with injector.

Price: 10 roubles

Weight: 0,25 kg

Durability: one capsule enough for five shots

Petrol:

Fuel for cars.

Price: 10 roubles/litre.

Walkie-talkie:

Talk-back equipment with frequency tuning.

Price: 15 roubles

Weight: 0,8 kg

Must have: two batteries

Peculiarities: tunable frequencies, possibility to tap the talks of patrols, military stalkers and scientists

Special attributes: does not function during blowouts and in some anomalous areas.

Capsule (R1):

Used for storing dangerous materials and artifacts.

Price: 10 roubles

Weight: 1,5 kg

Peculiarities: weak protection against radiation

Anomaly detector (AD-2):

Device detecting anomalous fields and disturbances, produces clicks as positive reaction, red light turns on.

Price: 6 roubles

Weight: 0,42 kg

Must have: battery

Peculiarities:

- Unstable functioning with errors
- Can not detect all anomalies
- Responds to strong anomalous formations (artifacts)

Special attributes: does not function during blowouts.

Universal anomaly detector (UDA-14a):

Universal device detecting any dangerous areas and formations.

Price: 82 roubles

Weight: 0,6 kg

Must have: four batteries

Peculiarities: displays anomalies on small display; determines concentration, volume and height.

Special attributes: does not function during blowouts.

Life form detector (DZhF-5):

Device scanning the surface for live biological mass.

Price: 93 roubles

Weight: 0,8 kg

Must have: four batteries

Peculiarities: displays life forms at a distance up to 10 metres on small display

Special attributes: unstable functioning during blowouts.

Experimental brain wave emulator (BRAIN-6)

Device screening brain electric activity leading mutants with telepathic abilities astray.

Price: 50 roubles

Weight: 0,5 kg

Must have: battery

Special attributes: unstable functioning during blowouts.

Neurostabilizer (NEURO-A):

Medication increasing brain resistance to psi-influence.

Price: 10 roubles

Weight: 0,05 kg

Peculiarities: works for 1 hour.

Experimental psi-stabilizer (PSY-N12):

Device increasing resistance to psi-influence and blowouts.

Price: 211 roubles

Weight: 0,9 kg

Must have: accumulator

Peculiarities: works for 3 hours.

Diagnostic medical kit with injector (HEALTH-13):

Universal medical kit.

Price: 80 roubles

Weight: 1,4 kg

Must have: special medical capsules

Peculiarities: allows healing injuries of various degree, i.e. wounds, burns, poisoning, etc.

Protective clothes and suits

Protective suit:

Protective clothes.

Price: 40 roubles

Weight: 4 kg

Peculiarities: protects body from chemical influence.

Special attributes: wears out becoming useless when used very long.

Scientific EX-04:

Brown protective suite.

Price: 140 roubles

Weight: 8 kg

Peculiarities: protects from heavy chemical injuries.

Special attributes: wears out becoming useless when used very long.

Scientific EXP-4:

Red protective suit with hermetical helmet.

Price: 220 roubles

Weight: 11 kg

Peculiarities: protects from fire, acid, gas, various anomalous influences and burning fluff; increases protection from physical injuries; has oxygen cylinders.

Special attributes: wears out becoming useless when used very long.

Light stalker outfit:

Protective suit.

Price: 140 roubles

Weight: 8 kg

Peculiarities: protects body from light anomalies and injuries; has oxygen mask.

Special attributes: wears out becoming useless when used very long.

Medium stalker outfit:

Protective suit.

Price: 310 roubles

Weight: 12 kg

Peculiarities: special surface protecting from galantine and burning fluff; protects body from anomalies and injuries; has a hermetical helmet and oxygen cylinder.

Special attributes: wears out becoming useless when used very long.

Heavy stalker outfit:

Protective suit.

Price: 530 roubles

Weight: 18 kg

Peculiarities: special surface protecting from galantine and burning fluff; metal bio-plates protects chest and back; protects from anomalies and injuries; has hermetical metal-plastic helmet and two oxygen cylinders.

Special attributes: wears out becoming useless when used very long.

Machinery:

Army UAZ jeep:

Jeep may travel nearly all Zone levels; has mounted heavy machine-gun and capacious trunk; if modified with protective devices it may trespass anomalous areas.

Price: 2500 roubles

Capaciousness: six people.

Carrying capacity: 500 kg

Must have: fuel supply.

Lada "Niva":

Cross-country capacity car.

Price: 1800 roubles

Capaciousness: four people.

Carrying capacity: 200 kg

Must have: fuel supply.

APC BTR-70:

Armoured personnel carrier.

Price: 10000 roubles

Capaciousness: sixteen people.

Carrying capacity: 1000 kg

Must have: fuel supply.

Fighting Vehicle BMP-2:

Infantry combat vehicle.

Price: 25000 roubles

Capaciousness: twelve people.

Carrying capacity: 800 kg

Must have: fuel supply.

Helicopter Mi-24:

Hind attack helicopter.

Capaciousness: ten people.

Carrying capacity: 900 kg

KAMAZ truck:

Price: 6000 roubles

Capaciousness: two people.

Carrying capacity: 2000 kg

Must have: fuel supply.

VAZ (Zhiguli):

Automobile.

Price: 1500 roubles

Capaciousness: four people.

Carrying capacity: 200 kg

Must have: fuel supply.

Moskvich car:

Automobile.

Price: 1000 roubles

Capaciousness: four people.

Carrying capacity: 300 kg

Must have: fuel supply.

GAZ truck:

Price: 3200 roubles

Capaciousness: two people.

Carrying capacity: 700 kg

Must have: fuel supply.

RAF truck:

Small truck.

Price: 2400 roubles

Capaciousness: two people.

Carrying capacity: 600 kg

Must have: fuel supply.

Bus:

Price: 2000 roubles

Capaciousness: sixteen people.

Carrying capacity: 400 kg

Must have: fuel supply.

Weapons

You may modify virtually any weapon by adding laser sight, silencer or grenade launcher.

Ammunition is quite various and the player has a choice of different ammo for smooth-bore and rifled weapons, i.e. general, armor-piercing and explosive bullets, buck-shots, heavy-caliber bullets, etc.

1. Knives

- a. All-purpose knife
- b. Dagger

2. Pistols

- a. Browning HP-SA
- b. Fort-12
- c. Colt
- d. PM (China)
- e. PMM (USSR)
- f. Revolver

3. Submachine guns

- a. AK-74
- b. «Groza»
- c. LR-300ML
- d. F2000
- e. «Val»

4. Rifles and shotguns

- a. IZH 12
- b. IZH 14
- c. Bennelli
- d. «Saiga»

5. Sniper rifles

- a. «Vintorez»
- b. LR-300SFR
- c. SVD
- d. SVU-OC-03

6. Grenade launchers

- a. RG-6
- b. RPG-7

7. Grenades

- a. F-1
- b. RGD-5

8. Displaceable anti-aircraft emplacement

- a. «IGLA» missile system

PMM Pistol (PM Makarov)

Designed and manufactured by Izhevsk Machine Engineering Plant (Russia) for police armament since 1944.

Calibre	9x18 (equals in power 9x19 mm Para.)
Weight	0.76 kg
Overall length	165 mm
Barrel length	93 mm
Muzzle velocity	420 m/sec
Rate of fire	30 rds/sec
Aim distance	50 m
Magazine capacity	12 rds

FN HP-SA Hi-power Pistol

Browning HP (High Power) pistols are designed for police and military armament and adopted in more than 100 countries.

Browning High Power is fairly considered one of the best guns of the 20th century.

Calibre	9x19 mm Para.
Overall length	200 mm
Barrel length	118 mm
Weight (loaded magazine)	0.1085 kg
Weight (empty magazine)	0.93 kg
Magazine capacity	13 rds
Aim distance	50 m

Fort 12 (Ukraine)

Fort 12 police pistols are designed as a substitute for morally and physically aging PM pistols of the Soviet epoch. If compared to PM guns they have an improved accuracy, increased magazine capacity and ergonomic grip.

Calibre: 9x18 mm PM

Weight: 0.95 kg (loaded magazine)

Overall length: 180 mm

Barrel length: 95 mm

Magazine capacity: 12 rds

AK Assault rifle

Calibre: 7.62x39 mm

Overall length: 870 mm

Barrel length: 415 mm

Weight: 4.300 kg (loaded magazine), 4.876 kg (empty magazine).

Magazine capacity: 30 rds

Rate of fire: 600 shots/sec

Practical rate of fire: 90-100 rds/min (firing single shots), up to 400 rds/min (firing bursts)

Muzzle velocity: 700 m/sec

AK/AKM was designed according to the principle of that time, i.e. as cheap as possible, reliable and easy to use. However, its accuracy and convenience were somewhat neglected. The rifle can be half-cocked only with the right hand, the sighting line is fairly short.

LR-300ML

The latest development of the Z-M Weapons company owned by Allan Zitta. The latter is well known for his extensive experience in developing new battle and sports pistols based on Colt M 1911. LR-300 is nothing else but a new stage in AR-15 development. LR-300 stands for Light Rifle of effective fire up to означает 300 meters. It is a LR-300 upper and lower receiver with a new type of interconnecting op-rod gas system, which allows for a short barrel and folding stock giving the weapon it's compact feature. The diverted felt recoil keeps the weapon on sight, with no muzzle rise.

LR-300 Specifications

Type	AR-15
Calibre	5,56 NATO
Weight	7 lbs.
Overall length	26 1/4" (folded) 36" (unfolded)
Rate of fire	950 rds/min
Effective range	300 m

<ul style="list-style-type: none"> ⊕ Calibre - .223 (5.56 Nato) ⊕ Available in semi automatic or select fire ⊕ 11.5" barrel length, with Phantom flash suppressor ⊕ Overall length: folded - 21.5", unfolded - 31.0" ⊕ Weight 7.0 lbs. ⊕ Rate of fire - 950 rounds per minute on select fire 	<ul style="list-style-type: none"> ⊕ Effective range of 300 meters plus ⊕ Field strips with no tools required ⊕ Iron sights are fully adjustable ⊕ Flat top receiver - Weaver base ⊕ Rifling 1x9 twist chrome lined barrel ⊕ Multi-sling mount points
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Fabrique Nationale Herstal F2000 (Belgium)

F2000 with computerized fire control module/sight and 40mm GL.

Calibre: 5.56x45 mm NATO

Operation type: gas operated, rotating bolt

Overall length: 694 mm

Barrel length: 400 mm

Weight: 3.6 kg (empty magazine, basic configuration); 4.6 kg (with 40mm GL)

Magazine capacity: 30 rds (any magazines of NATO/STANAG standard)

VSS “Vintorez”

VSS (Vintovka Snaiperskaya Spetsialnaya – Special Sniper Rifle) was designed for special operations. Adopted by Russian Military and Special Law Reinforcement units in 1987. This rifle has integrated silencer, uses special subsonic ammo and is intended for use at short and medium distances.

Calibre	9x39 mm
Overall length	894 mm
Barrel length	210 mm

Height	160 mm
Width	40 mm
Weight (empty and without scope)	2,6 kg
Weight (loaded w. scope PSO-1)	3,41 kg
Weight (loaded w. scope NSPU-3)	5,93 kg
Rate of fire	600 rds/ <i>min</i>
Practical rate of fire	40-100 rds/min
Muzzle velocity	290 m/sec
Aim distance w. scope	400 m
Aim distance w. night sight	300 m
Magazine velocity	10, 20 rds

Weapon upgrades and modifications

The player can modify his weapons in the trade outlets as attach a silencer or laser sight, balance the weapon sight, cleanse the muzzle, modify the breechblock.

Upgrades:

- silencer
- laser sight
- scope sight
- flashlight
- attachable GL
- night vision device

Weapon troubles:

In the real life each weapon has its lifetime after which it may not function properly. For example, misfire, breechblock breakdown, muzzle defilement, accuracy deterioration, etc. The same principle is applied in the game. You can solve these problems in workshops. However, one them may cost you life if it happens on the battlefield in a critical moment. If the weapon is very cheap and its manufacturer is dubious you are likely to have troubles with it in the future. The problems may arise when the weapon is overused. Thus, for example, when firing uninterrupted bursts the breechblock or striker may go phut; misfires are also likely to occur.

Troubles:

- accuracy deterioration
 - misfire
 - breechblock breakdown
 - muzzle defilement
 - scope sight damaged
 - round stuck
 - striker faulty operation
 - sight imbalance
 - muzzle damaged

Weapon parameters

- 1- effective range
- 2- scatter (when shooting singles and bursts)
- 3- hit point – a percentage of health subtracted from the player when hit

(depends on body part)

4- phys. impulse - stopping-rebounding impact on the character's model

5 – piercing power

6- resource (of shots)

Ammunition

1. jacketed bullet

2. armour piercing

3. sniper

4. armour-piercing and shocking

5. buck-shot (shotguns)

6. winged bullet (shotguns)

7. FMJ (shotguns)

Weapon Calibres

5,45x39 (*AK74, RPK74, AKSU*)

1. *FMJ*

2. *AP*

5,56x45 (*LR300, LR300SFR, G36, SIG552, FN2000.*)

1. FMJ

2. AP

3. SS190

5,7x28 (*R90*)

1. FMJ

2. AP

7,62x54 (*SVD, SVD-AS, PKM*)

1. FMJ

2. BT3

3. 7H14

9x18 (*PM, PMM, Baikal442, APS, PB FORT12, AEK919 «Kashtan», «Bison»*)

1. FMJ

2. AP

4. Hydrashock

9x19 (*Browning HPSA, Walter P-99, GSH-18, HK MR-5, «Bison»*)

1. FMJ

2. AP

4. Hydrashock

9x39 (*VSS, «Val», «Groza», «Tis»*)

1. PAB-9

2. SP-6

3. SP-5

11,43x23 (*Colt 1911, UPS-Compact, Zig R220*)

1. FMJ

4. Hydrashock

Calibre 12. (18,5mm) (12x70mm 12x76mm). (Benelli, TOZ-34, BM-12)

5. Buck-shot

6. "Dart"

7. JHP

AP - Armor Piercing

FMJ - Full Metal Jacketed

JFP - Jacketed Flat Point

JHP - Jacketed HollowPoint

JRN - Jacketed Round Nose

JSP - Jacketed SoftPoint

CP - Cone Point

Hydrashock

Game Characters

Parameters

Speed - movement

Health – percentage of life

Armor – protection from received damage

Force – amount of weight carried, power of damage inflicted with a natural weapon

Accuracy – ability to hit targets

Reaction – speed of response to the enemy show-up

Morale – ability to stay calm in danger

Psi-power – extent of telepathic ability

Psi-defense – extent of defense from telepathic influence

Audition – ability to detect enemy by sound

Vision – ability to recognize enemy at distance

Non-sensory perception - ability to detect enemy

Stalkers

Those who had not fallen under the influence and control of invisible forces, free explorers who had dared to set off for the Zone became stalkers. Stalkers set off for the fickle world of the Zone to research it and find artifacts. They constantly circulate around the Zone searching for the artifacts.

Stalker goals:

1. Reach the Monolith, to have the dream come true
2. Find out the Zone origin and make sure it disappears
3. Revenge on another stalker
4. Earn money (wealth, money for healing)
5. In search of adventures (adrenaline, the desire to become a hero)
6. Attempts to try understand yourself
7. Escape into the Zone (crime, treason, depression, penchant for suicide)

Actions of stalkers:

1. Conflicts with stalkers, scientists, soldiers
2. Rescue of stalkers and scientists
3. Help request

4. Ambush
5. Share information and news with other stalkers
6. Trade
7. Pursuit of a certain stalkers
8. Task accomplishing
9. Hunt for laboratory documents

Stalker clans and groups

Stalkers team up into groups, guilds and clans with their own rules and conditions. A stalker will always get encouragement from any member of his group, guild or clan. Each group has its secret squirrel place. After being admitted into a group stalker has the right to fulfill the group missions and tasks. For example, some groups are at daggers drawn with each other and one of the tasks is to find out their meeting place and date and eliminate everybody to show up. The survivals may avenge themselves.

Conflicts among stalker groups

The groups differ in their attitude towards the Zone and stalkers. They often contest with other stalkers for this or that area of the Zone. There are many reasons for the conflicts and they end up in skirmishes and fights quite frequently.

Stalker group “Clear sky”

Ecologist stalkers. They study the Zone seeking ways of eliminating this ulcer; have neutral attitude towards other groups.

Stalker group “Duty”

They believe their duty is to protect the world from mutant invasion. They eliminate the nidi and hives of the beasts and consider themselves witch and vampire hunters; conflict with the group “Monolith”. Hunt for dark stalkers.

Stalker group “Liberty”

Anarchists and fighters for freedom from any control. They fight against the government and army. Their goal is to make the Zone a free preserve. They believe that everybody has the right to know what happens in the Zone; conflict with the group “Monolith” and eliminate military stalkers.

Stalker group “Monolith”

They believe there is an unearthly evolution module, “Monolith” crystal, in the center of the Zone and prevents other stalkers from getting there for they may damage or even destroy the crystal; conflict with groups “Duty” and “Liberty”

“Nobody will trespass. Any intrusion may cause the ruin of the Monolith. We will open fire at anybody within 30-meter range...”

This is what one of the veteran stalkers says in the pub “Stalker”:

«These Monolith guys are real nuts. They keep on talking about the crystal but none of them has seen it. They have no idea what’s in the center of the Zone. Come on, get real, dude! You ain’t gonna believe in this invisible-crystal-from-the-sky crap, huh? I guess that was one of the secret labs blowing off. I remember somebody said he used to work there. You can’t just go bomb the goddamn Zone as well, cause its reaction may simply havoc half of the Europe, for Christ sake.»

Part of the “Monolith” stalkers was taken under control when researching lake “Amber”.

Stalker group “Sin”

Also known as dark stalkers. These are zombie-like stalkers who used to be religious fanatics believing in divine essence of the Zone, the last expiation of the humankind.

Conflict with all stalker groups and attack any stalker.

Dark stalkers wear black coats and hoods so that the face can not be seen. If you remove the hood, you will see a bald head with bloody holes instead of the eyes.

Zombie-like stalkers

They return from the Zone in a strange condition.

Their behavior is quite weird. Normally, they go crazy and commit suicide.

Some people in the pub know a couple of scary stories about returned “stalkers” and never-dying zombies. It is rumored they were influenced with psychotropic-waves from a strange construction in the “Red forest”.

Military stalkers

These are professionally trained veterans equipped with lots of devices. Well-armed and rare to come across.

The military are interested in studying the causes and consequences of the calamity and map-making of the Zone and its anomalies. They use military stalkers recruited from elite troops and ordinary stalkers for these purposes. The military stalkers move in groups of up to five men or individually and always open fire at ordinary stalkers.

The military stalkers are normally sent out on several objects the army is interested in, i.e. a major accident site, lost research institute, etc. Thus, for example, they study residual radiation and local anomalies at the “Agroprom” research institute.

“Stalker” Bar

There is a secret pub for veteran stalkers on one of the levels. In the pub they carry out trade deals, accomplish tasks, rate 100 best stalkers in the Zone. In addition, you can have a drink there, take a rest, replenish your ammunition supply, sell artifacts, learn lots of useful information and talk with virtually any Stalker working in the Zone. However, the pub has its admission policy. They let in only those stalkers recommended by the first merchant, those who have carried out a number of tasks, who you can rely on.

The pub is located in the basement of a building. When entering the player lowers the weapon automatically.

If the player kills the stalkers, there is no way he can enter the pub then. He simply becomes the mark for the rest.

Peculiarities:

1. During the day
 - a. Bartender walks behind the counter
2. At night
 - a. He's sitting in the armchair waiting for stalkers
 - b. Can offer to stay for the night

Possible actions

1. Job
2. Stories

3. News
4. Trade
5. Stay for the night

Trade

1. The player selected an item, bartender leaned down behind the counter, fumbled for something, then produced a roll and put on the counter.
2. Bartender offers the player to follow him into the backroom to select what to buy.

Soldiers (army post)

The post is located near the southern part of the first level. It fully obstructs the highway. There is an impassable post further on the highway in case you manage to pass through the first one.

There is a jeep in the backyard. Three soldiers are sitting at the table in the house, two more are standing outside talking something over. There is also a sentry on the watchtower looking out for stalkers.

If they spot a stalker, they get in the jeep and go out hunt him.

Radio operator

There is a radio transmitter in the building used to communicate with the patrols in the Zone.

Sniper on the tower

There is a guarding sniper on the tower. He is armed with a sniper rifle and equipped with a megaphone. As soon as he spots a stalker or somebody else, he shouts in the mouthpiece the orders to drop the weapon and surrender.

Sentinel

Sentinels are regularly changed. They walk around the post examining the barbed wire and nearby territories.

1. Two troops keep the vigil and talk to each other
2. As soon as they spot the danger, they report by walkie-talkie and hide.

The sentinels have permission to shoot to kill.

Squad leader

A squad leader is connected with the artifact dealer. He covers him up and often gives sound ideas demanding a part of the profit in return. Should the squad leader be replaced the dealer will have big troubles. He may even have to move to a less dangerous place.

Patrol

Troops equipped with a walkie-talkie patrol the territory of the first level. If they locate a stalker, they disarm and escort him to the block post. They will take him to the city afterwards. The patrol has permission to shoot to kill.

Dealer

After they return from the Zone stalkers sell found artifacts to dealer who has many ties with the outer world. Clients can be scientists, the military, and corporation officers. They order the dealer to get certain artifacts and the dealer in turn gives assignments to stalkers. The dealer can also sell you weapons and various devices to survive in the Zone. He lives in a cellar near the abandoned house on the first level, close to the post.

This masterful and fat man with protruding eyes lives in a cellar of an abandoned house. He is a nasty and mean personality and normally wears a vest and trousers, his left hand stump covered with black leather. The dealer has an effortful gait because of his broken legs. It is rumored that there are many killed stalkers he sent out for a mission being fully aware of its sheer impossibility. However, he is the only dealer in the region and you have no choice. He does not give a damn about stalkers and is openly rude with them. The dealer is always in a bad mood and normally keeps a shotgun around... Just in case

It is possible to:

1. Buy information, equipment, weapons from the dealer
2. Sell artifacts, equipment and weapons to the dealer
3. Receive a task
4. Find out news, hear Zone stories from the dealer

Scientists

Scientists study anomalous effects and activity of the Zone. There are two working camps from where the expeditions are regularly sent out into the Zone. Scientists treat stalkers favorably, trade and give them assignments. Stalkers obtain artifacts needed for research and bring paralyzed creatures and mutants. Scientists, in return, sell them equipment, protective suits and new experimental devices. The camps are protected with new psychotropic equipment that protects the staff from the creatures with telepathic abilities and exposure to radiation during the Blowouts. In addition to that, everyone located inside or near the camp is protected from psycho probing and psi-control.

Camp “Amber”

Scientists have set up a temporary camp near the lake “Amber”. A helicopter arrives regularly at the camp bringing necessary equipment, food and medications.

The camp is guarded by military stalkers and protected with special equipment.

There were accidents when mutants broke through and eliminated the researchers and the guards.

Scientists developed a special equipment allowing survival during the blowouts. They also discovered there is a strange activity in the Zone during the blowouts and one of the tasks is to learn its nature. This special equipment can be purchased or found near the body of a zombie-like stalker.

Small camp “Foggy”

Scientists have set up a temporary camp near lake “Amber”. They research the ectoplasmic structure of the phantom formations. A helicopter arrives regularly at the camp bringing necessary equipment, food and medications.

The camp is guarded by military stalkers.

Zone creatures

Mutants

Mutated creatures infested the Zone after the calamity of 2006. Before the accident, there were infrequent cases of encountering the specimens, which managed to escape from the underground facilities. In 2006, most of the lab staff died and mutants broke free from their jails and flooded

the Zone. Some mutants are unique species that sometimes are represented by a single specimen. This was influenced by the Zone perils and ability of some species to reproduce.

Rats

After the catastrophe many animals died and left the Zone, many, but not the rats. They bred in great numbers to become the top numerous Zone animals. Rats are found in groups, and rarely individually.

Rats can sense dangerous areas and carefully avoid them, squeaking to warn the rest of rats. Rats are very witty creatures and try circling their victims around. A victim, surrounded from all sides stands no chance to survive.

Skills and abilities:

1. Ability to jump at a 1,5-meter height
2. Increased immunity to radiation
3. Good vision in the dark
4. Venomous bite causing the “rat insanity” disease
5. Group intellect

Rat wolves

Apart from ordinary rats, there are also rat-wolves. These are bigger and more aggressive creatures, which eat up their congeners during famine and are the backbone of the pack.

Skills and abilities:

1. Ability to jump at a 1,5-meter height
2. Increased immunity to radiation
3. Good vision in the dark
4. Venomous bite causing the “rat insanity” disease
5. Significant damage inflicted through biting
6. Cannibalism
7. Keen vision and audition if compared to ordinary rats

Laboratory rats

These are white swollen rats that are bigger and more dangerous than ordinary ones.

They make up a separate rat species. The lab rats were kept for the scientific experiments. They survived during the catastrophe, broke free from their cages and bred innumerable. They settled in the dungeons, mutated, grew bigger and more aggressive.

Skills and abilities:

1. Ability to jump at a 1,5-meter height
2. Increased immunity to radiation
3. Immunity to chemical injuries
4. Good vision in the dark
5. Venomous bite causing the “rat insanity” disease
6. Significant damage inflicted through biting
7. Keen vision and audition if compared to ordinary rats

Zombie

Zombies are like children of the Zone, its creatures. The Zone changed their bodies, their flesh turned into a new regenerating substance. Zombies are almost immortal, you can only stop them for the time needed for the damaged flesh to regenerate. Stalkers rumor the zombies are the molds of the killed people.

Zombies have significantly reduced vital functions and very anomalous personality. Their hardly coordinated bodies perform semi-insane actions. Mutants with telepathic abilities learnt to control these soulless victims. When zombies spot an enemy, they communicate it to the controller and wait for his order. They will stand and stare at the enemy until ordered otherwise. Zombies may pick up and use the weapons.

Sensing approaching energy Blowouts, zombies get considerably more active.

Skills and abilities:

1. Weak jumps forward
2. Punching
3. Immunity to radiation and anomalous influences except gravitational anomalies
4. Recreated body of a human being
5. Bad vision
6. Immunity to any injuries
7. Total regeneration

Blind mutated dog

Waste and dump areas are inhabited with blind mutated dog troops. As a result of numerous mutations they have their vision atrophied, skeleton and muscular system changed. They developed the immunity to radiation, as well as non-sensory perception and intellect.

Skills and abilities:

1. Fast movement
2. Long jumps forward
3. Powerful bites
4. Dodging bullets
5. Vision is replaced with non-sensory perception
6. Immunity to radiation

Habitat

Surface:

1. Forest
2. Open fields
3. Waste grounds
4. Dump area

Premises:

1. Dwellings
2. Warehouses

Anomalous areas:

1. Radiation hotbeds

Movement:

Moves along the open area, may jump in the windows. Before entering a building, estimates the survival possibility and selects the safest way.

Enemy search:

Applies olfaction and audition to detect enemies

Escape from under fire:

Tumbles to the side trying to get a shield of any object.

Attack:

Jump on the enemy attacking with teeth.

Retreat:

Quickly retreats taking any available cover. May lurk to attack from behind.

Hiding:

Takes covers. May figure out enemy's itinerary and attack from behind.

Outflanking enemy:

Figures out the enemy's presumable route to lay an ambush.

Tricks:

Pain resistant. Thus, the kamikazes shield the rest with their bodies. Dogs group into squads with the strongest in the first line. They can detect the weapon type and react correspondingly.

Tumble to the side when the enemy aims a gun. Work in well-organized teams, i.e. kamikazes in front, soldiers and samurais behind kamikazes and shamans in the back.

Weak points:

Head.

Burer

Ugly yellow-white dwarfs dwell in dungeons, their light-sensible eyes go blind under bright illumination. Dwarfs arrange traps for stalkers, scientists and the military in dungeons. They try to block all the exits using large fragments and girders. Dwarfs possess mighty arms which suit perfectly well to tear victims apart. Dwarfs wage war against blind dogs clans. Their character is nasty, effusive spite makes them do violent and unexpected actions. Anticipation and telekinetic abilities of dwarfs are very sharp. Anticipation helps them sense an enemy and guess his location, while telekinesis allows manipulating rather big objects at a distance by throwing them into enemies and delivering powerful telekinetic strokes on them. Abilities, character, along with developed intellect makes dwarfs one of the most dangerous enemies in dark spots of the Zone.

Skills and abilities:

1. Telekinesis
2. Premonition
3. Powerful hands
4. Immunity to radiation
5. Keen intellect
6. Ability to communicate

Controller

Living under the ground this mutant has a changed human body and powerful telepathic abilities.

Dark muddled hair, semi-human face with protruding eyes, pale skin and long neck. The controller is very careful and possesses minor communication skills.

When controller takes control over a victim, he freezes for 2-5 seconds, his pupils going yellow-green. When the stalker is taken over, his hearing and vision change. Within the first 2-5 seconds, the victim stands a chance to escape from the controller's influence.

The mutant can not take control over the player. However, as a result of a lengthy psi-influencing the player may suffer impaired vision, increased inertia, slow movement and inability to hold the weapon.

The creature controls the zombies at the distant making them attack the stalkers. It moves around keeping the enemy in the field of vision, thus. Therefore, it takes higher grounds, gets on the roofs and climbs the trees.

The legend says there is a dark putrid hole in the ground somewhere in the center of the Zone from which these creatures emerge.

Skills and abilities:

1. Telepathy
2. Psi-control
3. Strong arms
4. Immunity to radiation
5. Keen intellect
6. Communication skills
7. Ability to control humans, animals and zombies

Phantom

Ghost of a man. Can be eliminated with a certain weapon only. Inflicts internal damage on the nerve cells of the victim that causes death of the latter. May become invisible or totally disappear.

The phantoms chase the stalkers. When they overtake the victim, the phantoms touch it emitting a powerful anomalous energy charge into the victim's body.

Skills and abilities:

1. Invisibility
2. Emitting of a anomalous energy charge
3. Non-sensory perception
4. Ability to move through walls and obstacles
5. Mini-teleportation

Poltergeist

A result of experiments in transforming the substance into a field structure. The field structure is unstable and passes into substance now and then. This process may also be caused with a special equipment.

These invisible substances throw heavy objects at stalkers. May knock, emit sounds, open/shut doors and windows, change lighting, strike invisible blows. There are several types of poltergeist. Most of them can be spotted by the anomaly detectors. Special equipment allows to materialize the poltergeist. As a result, an unpleasant legless suspended creature with the head ingrown into the shoulders will emerge.

Sometimes you can detect the poltergeist by hardly audible mumbling voice.

Skills and abilities:

1. Invisibility
2. Telekinesis
3. Emitting of a weak anomalous energy charge

Bloodsucker

Humanlike creature.

Stealthily sneaks up to the victim from behind. Paralyzes it and sucks out the viscera and blood leaving a neat hole on the body. May jump down from very high locations without a single sound.

Habitats can be characterized with dead bodies without viscera and blood.

Skills and abilities:

1. Noiseless
2. Keen intellect
3. Paralyzing with the suction cups on the palms

Giant

This is a giant cannibal living on the lower levels of the dungeons. This huge mutant tears anybody to pieces who dares to enter the darkness of the underground world.

Skills and abilities:

1. Immense power and stamina
2. Immunity to most of the damages

Chimera

Stalkers rumor about a new monster from the Zone. This is a two-headed devil with four sharp-clawed legs. The mighty and cunning beast can easily kill anybody with its claws. The stalkers named it chimera. The chimera has immunity to some anomalies. Two heads can be an evidence of a developed intellect.

Skills and abilities:

1. Great speed of movement
2. Cunning
3. Deadly claws on the paws
4. Weak telepathic abilities (small head)
5. Two heads
6. Immense stamina

Flesh

Flesh attacks inflicting damage with its massive outgrowths. It looks like a bulky block of flesh with four outgrowths instead of legs. There also is some kind of eyes and a wry mouth. This monster with a human brain considers itself a human being.

Flesh lives off of rats.

Skills and abilities:

1. Ability to communicate and think
2. Fights with falcate limbs
3. Destroys rats

Rupture

Rupture is a mutant with strong para-psychological abilities. It is located in an unknown city.

Skills and abilities:

1. Powerful telekinetic abilities (telekinesis, telekinetic explosion)
2. Delivers terrible injuries with maimed arm, making the flesh blacken and decompose.

Black pseudo-dog

Black nightmare creature, incredibly dangerous. Stalkers believe it to be the Chernobyl death incarnation and those who encounter it stand no chance to survive.

Skills and abilities:

1. Fatal damage on touching
2. Long jumps
3. Non-sensory perception

Thing in the fog

There are several islets of industrial junk and semi-ruined buildings at the lake. The stone shells jut out of the poisonous water. The lake is lifeless for its water causes severe acid burns. One can walk in shallow water in rubber shoes. There are several bigger islets of the junk and building debris in the center of the lake with several shallow water ways leading to them. There is a fracture leading to the basement on the biggest islet where a very strong telepathic mutant called “thing in the fog” lives. This is a live telepathic bio-plant with the elements of human thinking.

To approach the lake one must have psi-stabilizers and brain-wave emulators for the islet is surrounded with destructive psi-waves.

The player walks carefully to the central islet. There is a very strong telepathic creature inside of a semi-ruined construction. It influences the major part of the Zone inspiring fear by capturing the scientists, soldiers and single stalkers. After reaching the fracture, the player switches the emulator not to get under control of the “thing in the fog”. Now quick actions are very important for the battery may run low any moment and the creature will take control over you. The player may slow down the creature’s influence by taking psi-neutralizers. He moves down into the fracture ...

...A loud monotonous voice is heard somewhere ahead. The player moves in utter darkness towards the voice, turns around the corner and sees the tunnel going outside. There is a town out there in a bright cloudless day. The town is empty and the player goes towards the voice source; now he can make out separate phrases. A dreadful voice stupefies and lures the player. Any attempt to go back or turn off the road results in the world going dark and annoying clinking sounds increasing. If the player keeps on turning back he eventually dies...

The player walks out on a square with a Lenin monument in the middle. The voice continues its monotonous speech. There are several stalkers standing in front of the monument with their backs turned to the player.

If the player produces a weapon the screen goes black and hostile phantoms show up. The stalkers turn around and attack the player. The voice grows evil and croaking. The player has to get to another tunnel leading to a room with the “thing in the fog”.

The tunnel contains many corridors with insubstantial walls. Finally, the player gets to a basement, a long-forlorn room full of dust. The detector shows an immense radiation inside. A jelly-like thing in an armored capsule emerges in front of the player.

He hears a voice speaking of inanity of elimination, weight of death and insubstantiality of the world. The creature suppresses player’s attempt to produce a weapon. There is a small shadow in the corner looking at the player. The creature points at it saying, “This is my specter, a part of my internal chaos, my illusion following me everywhere in all my wanderings. It doesn’t belong to this world. If you kill me, it will join as it did with me when I killed a stalker long ago.

However, it is not as simple as it may appear. The shadow will bring you death in the end. Do what I did.” The player kills the creature and the shadow disappears.

Skills and abilities:

1. Psi-control at a large distance
2. Simultaneous control over many creatures
3. Psi-damages of various degree
4. Ability to create illusions

Thing on marshlands

Thing on marshland is a result of an attempt to generate bio-mass with human brains attributes in the conditions of heavy radiation noise. A gigantic bulb with “brains” inside in a neglected semi-flooded laboratory on marshlands in the area of Amber lake. Its psy-impact covers everything within 300 meters around. The Thing on marshlands creates psy-images – an analogue of poltergeist shadows. It zombies people. Creates imitating phenomena – i.e. non-existing walls, portals into nowhere.

Mutated wild bore

Wild bores have a good immunity to the radiation. This allows them to survive in the radioactive areas. The bores survived the catastrophe, however the bigger part of their population perished. Those who survived mutated severely turning into long-haired creatures with sharp hoofs. The pupils of the eyes discolored and turned whitish.

Skills and abilities:

1. High speed of movement
2. Endure strong injuries
3. Increased immunity to radiation
4. May infect with the madness disease

Table 3

Monster	Location	Elimination method	Attributes and peculiarities	Value	Goals
Crows	On all the levels masses of them are seen above corpses of stalkers and never above gravity anomalies	Shoot down	Always fly, never land	Eatable	To live
Normal rats	Dungeons, basements, factory areas, dumps	Kill	Single rats are scary, while packs are aggressive	Eatable	To live
Laboratory rats	Neglected laboratory complexes, dumps	Kill	Are not afraid of humans; not aggressive if carrion is available	Eatable	To live
Rat wolves	Dungeons, basements, factory areas, dumps	Kill	Much more aggressive than normal rats, jump on victims	Eatable	To live

Mutant hog	Plains, forest, wastelands, dumps	Kill	Very powerful, get enraged, have immunity against radiation. Does not like gravity anomalies		To live
Blind dogs	Everywhere but for dungeons	Kill	Extra-sensorial perception - feel enemy appearance. If there is one and attacking, other dogs start streaming towards the site of combat. If stalker is "not shielded", then they know precisely where the enemy is.		To live
Black dog	Red forest, vehicle cemetery, neglected hamlets and cities	Kill	Unique monster, very powerful dog possessing abnormal abilities. Can make very big leaps. Immune to most of damage types. Regeneration. Terrible rumours are spread among stalkers about this monster. Does not touch zombies, moreover, tries protecting them, but hates Controller		To eliminate humans, live
Flesh	There where rats frequent	Kill	Skin changes colour, as that of chameleon. Poorly sees with the right atrophied eye. Scary crafty beast. Afraid of human, though when circumstances allow, can crawl from behind to attack abruptly. Will pursuit a wounded unarmed man. Omnivorous. Adores rats. When satiated, falls into keen slumber		To live
Chimera	On levels close to Chernobyl Atomic Power Plant and bogs	Kill	Smart powerful monster. Regeneration, immune to radiation, powerful leaps. Able of tactical		To eliminate humans, live

			tricks - outmanoeuvres from behind.		
Zombies	Come from the side of the power plant, settle either in Pripjat or in the nameless city	Kill	Offsprings of the Zone they are a mould of a dead man. Full resurrection several hours after death. Apathetic. Become aggressive only under control and when hungry.	If you feed them, you can get scarce informatio n	To live
Controller	Comes from the side of the power plant and Pripjat towards army post	Kill	Powerful telepath. Apart from specializing on control of people, can easily take under control virtually all the creatures in the Zone.	PDA of killed stalkers	Make way through to army post, to live
Burer	Dungeons, basements	Kill	Possesses telekinetic abilities. Can raise large objects (up to a car) into the air. Can create telekinetic explosion, easily throwing around as living, so as non- living objects	In sanctuarie s one can find lots of useful items, for they bring there everything from the ground, including documents	To live
Fracture	Abandoned cities	Kill	A highly- intelligent monster. Masks himself as a humped old man in a shredded raincoat. Worms his way into confidence of stalkers, follows them, scares mutants away, helps eliminating the non-scared ones. When hungry he asks for food. If not given food, he attacks stalker from behind. Once stuck to a group, he follows until dead. Crawls up to victim at sleep. Without disguise this is a mutant	PDA of killed stalkers	To live

			of about 2 metres high with a mutated one-and-a-half-metre hook arm, which can kill with one blow. A bit able of telepathy and telekinesis.		
Bloodsucker	Dungeons, basements, factory areas, dumps, a particular accumulation in laboratory 8	Kill	A dangerous monster. Can for a short time convince the opponent that he's fully invisible. Sucking blood he regenerates his health. Has paralyzing suckers on his hands.	PDA of killed stalkers	To live
Pseudo-giant	Dungeons, basements, factory areas	Kill	A powerful monster. A heap of meat with mighty paws and claws.	PDA of killed stalkers	To live
Poltergeists	Neglected hamlets, empty flats, dungeons	Materialize and kill	Invisible, attacks using telekinesis - throws heavy objects into enemies. When invisible - invulnerable.		To live
Psy-unit 1	"Amber" Lake	deactivate	Covers the lake and adjacent territory with psy-waves. Those who are under the influence of invisible rays get zombied, and until they die of hunger, they roam the vicinity attacking everybody encountered. Partial protection from the unit's impact is provided with a double empty. Function non constantly, but along a certain schedule. When active, it can be seen		To gather large packs of monsters and humans to send them to army post.

			through electric activity and weird stalker behaviour who are under the impact.		
Psy-unit 2	Red forest	deactivate	Covers Red forest with psy-waves, obstructing the way to Pripjat and Chernobyl Atomic Power Plant. Partial protection from the unit's impact is provided with a double empty. Function non constantly, but along a certain schedule. When active, it can be seen through electric activity and weird stalker behaviour who are under the impact.		To gather large packs of monsters and humans to send them to army post. Stop researchers from penetrating Pripjat' and Chernobyl Power Plant.
Psy-unit 3	Secret laboratory X (located on the outskirts of Red forest)	deactivate	Covers Chernobyl Power Plant and the adjacent territory with psy-waves. Those impacted by invisible rays get zombied, and until die from hunger and radiation, they lie in sarcophagus. The zombied get one hallucination "beamed" - a Monolith which makes wishes come true.		Stop researchers from reaching the Zone epicentre.
Soldiers	Army post	Kill	Soldiers subject to orders of their headquarters located beyond the Zone border. At the army post there is a small patrol squad, which includes squad commander, radio-man, sniper and patrol soldiers. When necessary they can call for patrol helicopter and military stalker paratroopers.	Equipment and weapons	Guards

Stalkers	All the Zone levels	Kill	Look for artefacts	Equipment and weapons	Depending on character, to reach the Monolith, have the dearest dream come true, cope with the Zone, become the best stalker, get rich.
Stalker killers	All the Zone levels (but for the first one, base on the 4 th one - dark valley and level 8)	Kill	Muggers and killers, who's heads are wanted by dealers. When encountering a killer common stalkers immediately inform the dealers and other stalkers of the encounter, then a big hunt starts, when stalkers from nearby levels try to intercept the killer.	Equipment and weapons	
Military stalkers	Pripjat' city area - they block the access to the power plant	Kill	Block access to the power plant and kill stalkers who know too much.	Equipment and weapons	
Scientists	Two mobile camps - "Amber" lake - 11th, and level 13	Kill	Research the Zone	Equipment and weapons	
Zombied soldiers, stalkers, scientists ...	Around psy-units	Kill	Roam around psy-units attacking everybody on the way (but for zombied)	Equipment and weapons	
Groupings	In special dedicated dungeons and hideouts	Eliminate virtually all its members	Guard their territory. In a secret hideout the grouping leader with guards are located. Grouping has a character, depending on which it recruits stalkers, acts and conflicts with certain groupings. A grouping tries to recruit the player when he receives the	Part of the grouping's treasures	

			status of an experienced one and matches the list of admissible characters (which is defined from the player's actions).		
Grouping leaders	In groupings	Kill	The best stalkers in grouping. They are excellently equipped. Leaders are constantly in a shelter with guards. For their grouping members they perform all the functions of dealers - order artefacts, trade equipment and so on.	Equipment and weapons	
"Freedom" grouping	In a secret shelter on one of the levels, Radiant Path town	Eliminate virtually all its members	Character - "independent neutral". Admit "independent good", "neutral" and "evil" ones. Can admit "principally" and "unprincipled neutral" ones.	Equipment and weapons	Anarchists, fighters for freedom from any control. They fight against the army and government, their goal is the Zone, free reserve. They consider that information the happenings in the Zone should be known by everybody. To gather key documents and reach the Monolith. To try liberate the Zone

					from control of corporations and the government.
"Sin" grouping	In a secret shelter on one of the levels (9) - military depots	Eliminate virtually all its members	Character - "principally evil". They admit principally "neutral" and "evil" ones. "unprincipled" and "independent evil" can be admitted too.	Equipment and weapons	A zombied grouping of stalkers. Some day members of this grouping were religious fanatics, who believed in heavenly essence of the Zone, in the final mankind expiation. The goal is to collect the key information, those who knows about the documents must be eliminated.

"Duty" grouping	In a secret shelter on one of the levels (2) - dump	Eliminate nearly all its members	Character - "principally neutral ". They admit principally "neutral" and "evil" ones. Can admit "unprincipled" and "independent evil " ones.	Equipment and weapons	They consider it a duty to protect the world from mutant invasion. The grouping eliminates nests and hives of mutants. The grouping consider themselves Chernobyl witches and vampire hunters.
"Clear sky" grouping	In a secret hideout on one of the levels (8)	Eliminate nearly all its members	Character - "independently good". They admit "independently neutral" and "good" ones. They can admit "principally neutral" ones.	Equipment and weapons	The grouping research the zone, seek a method to cure the world from this ulcer. To gather key documents, in order to find cure.
"Monolith" grouping	In a secret shelter on one of the levels (15)	Eliminate virtually all its members	Character - "unprincipled neutral". They admit "unprincipled neutral" and "evil" ones. Also can be admitted "independent evil" and "neutral" ones.	Equipment and weapons	A grouping of stalkers who believe that in the centre of the Zone there lies an unearthly evolutionary module, "Monolith" crystal. To protect Monolith, kill stalkers who know too much.

Murderer grouping	In a secret hideout on one of the levels (6)	Eliminate virtually all its members	Character - "unprincipled evil". The grouping admit all "neutral" and "evil" killers.	Equipment and weapons, rating scores	To survive and revenge on stalkers, killing them all to follow suit with revenging on the whole world, reaching the Monolith.
Zombied S.T.A.L.K. E.R.S. from the death lorries	Initially they come from the army post area «following our trails»; when we reach the city of Pripjat' they come from the side of Chernobyl Power Plant (waves are tied to blowouts)	Kill	pursue the player	Equipment and weapons	Seek and destroy the player and Gunslinger.
External research organizations	Outside the Zone	None	They order artefacts to underground dealers, do research. The experiments with a certain probability can end with nothing, can lead to a laboratory explosion, and can bring to a valuable invention. Inventions open way to new equipment and options for old one, provide information about the nature of anomalies, artifacts and mutants.		
"Toad" Dealer	Located in a basement near the army post, pays bribes lest anybody should disturb him. Admits newbies.	None			

"Rat" Bartender	Located on level 5 near "Rostok" factory. Admits experienced stalkers only. High prices on food. There can be shortages of food experienced.	None			
"U-Consciousness"	Final laboratory	None	Underground there lie bodies of united consciousness and their condition is close to coma. In laboratory there is one body controlled from underground. It acts according to their will, controls outer processes and supplies the bodies with everything necessary. It is a representative of the «U-Consciousness» project.		
Representative of "U-Consciousness" project	Final laboratory	Switch off electricity and shoot down	Possesses telekinesis and telepathy. Utilizes fire arms. The representative sends illusionary creatures (mutants and creatures with other textures and shaders), who disappear when a bullet hits them. If the player is damaged by illusion, he loses his strength.	Game final	Uniting mankind into one "U-Consciousness"

Script

Background story

(Closed information)

Research on psychotropics

Among locals there appeared rumours of Chernobyl Atomic Power Plant to have served a battery for secret governmental laboratories. An explosion occurred due to overload in the course of an experiment.

After the accident laboratories were not closed down, but to the contrary, got more of financing. A neglected radioactive exclusion zone became a point of attraction for holding dangerous research and experiments.

From 1986 up to 2006 no information on underground scientific complex was revealed.

Year 2005. “U-Consciousness” project.

There started an experiment on “United consciousness”, a neuron connection of five prisoners yielded positive results. “United consciousness” or “U-Consciousness” possessed slightly less of power than 5-time human intellect. “U-Consciousness” awoke, demonstrating hyper activity of neurons and virtually 5 times as much (if compared to human brains) speed of information processing. The previously deleted memory of convicts was filled again...

...precautions proved insufficient – researchers were not ready to such events. When contacting one of the sleeping bodies of the “U-Consciousness” group, two technicians and nurse of the maintenance staff fell under control. Further on, instantly the entire research block where the experiment was held, was taken under control. Leaders of the experiment were quick to fully isolate the entire block from the outer world. Through ventilation shafts deadly gas was turned on. 28 of the controlled human bodies were convulsing while “U-Consciousness” was hopelessly trying to locate the way to rescue. It calculated options of escape by scanning the memory of the bodies controlled. Bodies started dying, but “U-Consciousness” already located one-way windows through which the scientific group observed the experiment results. With the use of powerful telepathic impulse the group was taken under control and now there could be nothing to restrain the “U-Consciousness”. The personnel of the underground complex was taken under control to make the power of “U-Consciousness” multiply loads of times. There are about 500 people connected to the “U-Consciousness”.

Years 2001-2005. Exclusion zone.

There came anonymous evidence of strange phenomena spotted within the internal 10-kilometre zone.

Pripjat’ grows infamous with eerie animals appearing on the night streets of the forgotten city. The first messages of people disappearing show up.

After the disappearance of a bus carrying foreign tourists in Pripjat’, no visitors are allowed in the zone. Several long-lasting investigations did not yield any results. There are no doubts – the bus evaporated in the city, though further investigation does not bring to any conclusion.

Locals brought to army post the body of a strange animal, covered with red hair. The mutated creature had the body of a humanoid, was short and had large black eyes. The mutant was taken away. In several days metropolitan newspapers printed refutation of numerous rumours about the found body belonging to a disappeared monkey of one of the technical service officials.

Year 2005.

Residents of the zone-adjacent areas complain of ever frequent underground tremor.

In autumn there appeared regular morning hurricanes. About 6 in the morning terrible wind springs us blowing for about a minute only to instantly subside leaving uprooted trees and smashed windows.

March 4, 2006, 8:00 a.m.

Strange shine lit the Chernobyl nuclear plant, illuminating the sky covered with clouds. It lasted two hours and then was gone.

April 12, 2006, 2:33 p.m.

Chernobyl zone was lit by intolerably bright light. The clouds were evaporating in the silver bright sky with thunder and earthquake to follow. People fell on the ground facedown closing their bleeding eyes and ears. The glow spread over an immense territory, which was subsequently called the Zone. People ran away saving their lives. It looked like the nuclear fuel dump exploded tearing the nuclear plant and its outskirts apart. By night the Zone got sealed off by the army ...

The explosion epicentre was a kilometre away from the nuclear plant. Presumably, the entire personnel died within seconds. There was no possibility to dispatch rescue parties for deadly energy disturbances raged in the Zone.

Several months after the accident, the crisis peaked when the Zone abruptly grew five kilometres bigger. Most of the army forces and laboratories perished. The panic-struck people from nearby towns and villages were urgently evacuated, and the peril of a difficult-to-imagine scope loomed over the world

The whole world has been shocked. The Chernobyl nightmare of 1986 returned bringing along new horror, i.e. the Zone that eliminates all life forms turning them into nothing but a black dust.

2008

It has been two years since the dreadful catastrophe happened. Radioactive clouds covered vast territories, lots of people, animals and forests perished. The army cordoned off a thirty-kilometre area. The scientists failed to explain what had happened. The Zone grew bigger; various death-bearing anomalies were spotted inside. Some invisible force tore living beings apart, inflicted awful blood-sputtering wounds. Expeditions faced mutant animals, unlikely to have appeared in the Zone through natural course of evolution. The catastrophe, mutants, anomalies, contamination... Everything appeared to be a consequence of some eerie phenomenon...

Experts from all over the world study the consequences of the catastrophe. The US government, EU and Eastern countries consider Chernobyl catastrophe a top-priority issue in the world.

2009

A group of Kiev-based scientists developed a special device detecting anomalous activity at a 10 m distance. This device would save lives to many Zone explorers subsequently.

Winter of the same year an expedition equipped with protective suits, sensors and detectors entered the Zone 1 km deep and returned virtually in a body, but for the succumbed dogs.

2010

First expeditions can enter the Zone several kilometres deep without mortal danger.

One of them found the evidence of a man's presence in the Zone. That was an abandoned camp of the first stalker. However, they could never find out whether he was still alive and what he was doing in the Zone. The man traveled the deadly place without any equipment and devices relying only on his intuition.

The scientists discovered formations with anomalous types of radiation. They named the objects "Zone artifacts" and started to study them. A year later one of the local old-timers brought five artifacts and offered to purchase them. Two of them were unseen before. The lab staff bought all artifacts. Since then the old stalker would work for the labs obtaining new artifacts.

A group of scientists died while studying anomalous activity. The group went three kilometers deeper into the Zone, where it was covered with "Blowout", an uncanny anomalous phenomenon, when a man outdoors dies within seconds. While scared to conduct any rescue operations, it was decided to consider the deceased disappeared without trace.

2011

Amateur researchers, marauders and poachers, called stalkers, show up. They move around the Zone searching for various anomalous formations, i.e. artifacts, they would sell to various organisations.

Summer of 2011

By the most conservative estimate there are around 30 stalkers "working" in the Zone. However, the real number was a way bigger, around 100-150. The military patrol spotted an abandoned dugout that used to be an artifact trade post. The army had to reinforce the borders and patrol the nearby territories regularly. They managed to catch over 70 poaching stalkers, nailed 10 trade posts through which the artifacts left the closed Zone for good. Large-scale campaign against poachers started, unsuccessful yet. The poachers became more careful and tampering with the military more frequent. Very serious organizations paid good money for the artifacts, which allowed the stalkers to get professionally equipped and well-armed.

Closed zone.

Everybody can be admitted into the zone (providing certain officials were bribed), but nobody is let go.

В зону пускают всех (если дать на лапу некоторым лицам), но никого не выпускают.

Армии выгодно запускать сталкеров в Зону, ведь они сдерживают агрессию мутантов и за бесценок тащат артефакты в военные лаборатории.

Fall of 2011

A major clash occurred between the military troops and a returning stalker group. Both sides suffered heavy losses. As a result, the army got permission to shoot up any stalker spotted in the closed area. Rumours spread that shortly all the Zone exits will be sealed to start hunting down all the stalkers in the Zone now.

Spring of 2012

Beginning of the intro movie...

Two amateur stalkers went into the Zone. One of them died at the peak of anomalous rage. The detectors were going crazy giving out insane numbers. It looked the whole world turned inside out. The other stalker fled in fear looking for a shelter to wait until the rage is over.

Cycles of anomalous activity

There are weeklong cycles of anomalous activity in the Zone. The activity has its peaks and recessions. The concentration and size of the anomalous areas reach the highest grades during the peaks. The concentration and size of the anomalous areas reach the lowest grades during recessions.

Beginning

The player as an amateur stalker returns from the Zone. The dealer tells him about the cycles of the anomalous activity.

After they return from the Zone the stalkers sell obtained artifacts to the dealer who has many ties with the outer world. Clients can be scientists, the army and corporation officers. They order the dealer to get certain artifacts and the dealer in turn gives assignments to the stalkers. The dealer can also sell weapons and various devices to necessary in the Zone. He lives in a cellar near the abandoned house on the first level, close to the army post.

Dealer

This masterful and fat man with protruding eyes lives in a cellar of an abandoned house. He is a nasty and mean personality and normally wears a vest and trousers, his left hand stump covered with black leather. The dealer has an effortful gait because of his broken legs. It is rumoured there are many killed stalkers he sent out for a mission being fully aware of its sheer impossibility. However, he is the only dealer in the region and you have no choice. He does not give a damn about stalkers and is openly rude with them. The dealer is always in a bad mood and normally keeps a shotgun around... Just in case

While the Zone is raging, the dealer gives the stalker an assignment to save a squad leader. The player finds a mutant who controls the squad leader and two troops. After the controller is killed, the player takes the squad leader to the post.

Army post

The block post is located in the south of the first level. It fully obstructs the highway. There is an impassable block post further on the highway in case you manage to pass through the first one.

There is a jeep in the backyard. Three soldiers are sitting at the table in the house; two more are standing outside talking something over. There is also a sentry on the watchtower looking out for the stalkers. If they spot one, they get in the jeep and go out hunt him.

The dealer is grateful to the player. The latter buys new equipment and sets off for the Zone to bury the body of the dead friend and find “toad’s eye”, the artifact they looked for. In a shell of a darkened house, the player finds the body of the partner lying on a white sand. The body is covered with swaying black burs. The burs are all over the place, on the walls, floor... The body must be cleaned before burying. Last time they both got into a pretty anomaly mess when the whole Zone was raging. An invisible force licked off the partner and he tumbled down without a sound. The player was saved by a miracle. He buries his friend, raises the cross and utters last words for the dead stalker.

Soon the player approaches the “toad’s eye”. Staying here is possible only during anomaly recessions. There is a trap called “meat-mincer” near the artifact. It must be this trap that killed the partner last time. The player throws in a brick discharging the invisible trap. After picking up the artifact, the player wanders around for a while. Unfortunately, the detector is too weak and staying here is quite dangerous. Therefore, the player returns to the dealer with the obtained artifact.

Anomalous zones

Anomalous zones pose great danger to stalkers. Getting into an anomalous zone nearly always results in instant death. There is only one way to oppose such zones that is to avoid them! A problem here is to detect an anomalous zone, for the majority of them are invisible and can be detected with special devices or by inconspicuous indications.

Meat grinder

A trap which gradually stocks a charge and discharges it on a living being or a special device - discharger. It is harmless when uncharged.

Having passed by the military patrols the player comes down to the dealer who pays good money for the toad’s eye. He also offers the player to research the rat tunnels, notorious for the lost stalkers and expeditions. Nobody has seen the rats lately. They must have run out of food and left the dungeons. One of the last groups had the “black box” artifact the dealer craved for so long. He offered the owner lots of money, powerful weapons and expensive equipment, but to no avail. Now he has a chance to lay hold of it. In addition, it is rumored the tunnels lead deep into the Zone and finish in very odd underground locations full of interesting and valuable things. After equipping himself, the player sets off to research the notorious rat dungeons.

The entrance to the dungeon is at a water tower. The player raises the hatch and moves into the dark of the dungeon world. He makes his way along the tunnels full of rotting garbage, barks and dust. He is encountered by the rats that attack him from all directions. When he reaches some underground location the player discovers the remains of an expedition, decomposed bodies, decayed equipment and priceless diary containing valuable information as of the Zone, stalkers and mutated creatures. He learns he details of the major stalker expedition, the dealer mentioned in passing.

“The military units together with the military stalkers teamed up into a major expedition group to move deep into the Zone. The mission objective was to get to the Zone epicenter and eliminate the cause of the deadly anomalous fields. The expedition numbered around 1000 troops, military stalkers and engineers in all. Almost all of them died. The survivors lurk in the Zone without any hope for salvation ...”

Military stalkers

These are professionally trained veterans equipped with lots of devices. Well-armed. Rare to come across.

The military are interested in studying the causes and consequences of the calamity and map-making of the Zone and its anomalies. They use military stalkers recruited from elite troops and ordinary stalkers for these purposes. The military stalkers move in groups of up to five men or individually. Meet ordinary stalkers with fire.

Military stalkers are normally sent out on several objects the army is interested in, i.e. a major accident site, lost research institute, etc. Thus, for example, they study residual radiation and local anomalies at the "Agroprom" research institute.

They were striving to get to the center of the Zone to stop or even revert the growth of anomalous fields. It seems they knew something. They must have known what had happened there since they had the maps and moved exactly to the epicentre.

The Government was aware of what had happened in the Zone. The breakthrough objective was to cut off the field generators. The generators could not be destroyed for it would cause a reaction of the H-bomb explosion. Landing operation was not an option either because the air over the epicenter was full of powerful energy and anomalous formations. The expedition leaders had detailed maps where targets and critical points were marked.

The player runs out of ammo. Tired and slashed by the rats he nearly falls into an anomalous field of unknown nature. The tunnels start to ramify, some of them are clogged, some are too radioactive. One of them lead to a basement under the old factory where the player kills the mutant and releases the squad leader. Together they get out of the tunnels and return to the dealer to receive medical treatment, replenish supplies and sell obtained artifacts. Shortly after the player returns to the tunnels again. He finds odd rooms with cages under the ceiling. The further he moves, the more queer places he sees. He encounters zombies and phantoms, reaches the place where the stalker expedition perished. Semi-decomposed bodies lie on the floor, one of them is dressed into a gray protective suit with a black box in the hands. Backpacks, maps, papers, tools, notepads and stuff are scattered around. The player takes everything he can and returns to the dealer.

The player gains confidence of the dealer and the latter gives him more tasks. He obtains a diary of the first expedition and an odd container in a detached tower on the bridge. Then he sinks in a well where a backpack and dead stalker lie. Afterwards, he eliminates the stalker phantom under the bridge; passes an important information and equipment from the dealer to a group of stalkers; gets into the house everybody shuns because of a severe radiation and obtains a container with radioactive substance. Every new task takes the player deeper in the Zone.

The player manages to get to the dump area. Now he is well-equipped to survive among the deadly mountains of the industrial junk. The dump in any region of the Zone is a gathering of various artifacts and anomalous fields. A veteran stalker will always find something interesting and valuable there. The player encounters blind dog troops and other stalkers who look for the

artifacts as well. One of them tells the player about a secret squirrel pub where the stalkers normally hang out together communicating, trading and taking a rest.

The player questions the dealer about the whereabouts of the pub, gets equipped and sets off for a long trip.

Pub «Stalker»

There is a secret pub for veteran stalkers at the “Rostok” factory behind the dump area. In the pub they carry out trade deals, accomplish tasks, rate 100 best stalkers in the Zone. In addition, you can have a drink there, take a rest, replenish your ammunition supply, sell artifacts, learn lots of useful information and talk with virtually any Stalker working in the Zone. However, the pub has its admission policy. They let in only those stalkers recommended by the first dealer, those who have carried out a number of tasks, who you can rely upon.

The player comes across deserted warehouses on his way. They had been sealed up and abandoned long before the Zone emerged. The stalkers recount strange things happening around the warehouses as a luminous ground and phosphoric fog, droning sounds and light tremors. The player examines the area skin-deep and moves further.

The player reaches the dead settlement and finds the entrance to the “Stalker” pub. He has a letter of credence from the dealer, which allows him to enter. Otherwise, they would simply kick him out. The player hides his weapons, enters the semi-ruined basement and sees sullen faces of stalkers at the tables. The bartender examines the newcomer, reads the letter from the dealer and gets the player into the picture. He tells the player about a lost stalker group who set off to examine the factory premises. Meanwhile, the group of veteran stalkers organizes a rescue party. It is rumored a bloodsucker, mutant, has appeared at the factory. The creature paralyzes its victims and sucks the blood and internals out. The bartender offers the player to fetch a luminous antenna from the deserted warehouses. He marks its assumed position on the map and warns about odd bald mutants out there.

The player accomplishes the given task and obtains the antenna killing various mutants as flesh, bald rats and dwarfs on his way. Then he heads for the “Agroprom” research institute, the zone of high radiation, to find the lost military stalker group. He receives a SOS signal on his way and rushes to help a stalker in trouble. He finds the fainted man lying among the metal junk, his beacon turned on transmitting SOS signal...

Accomplishing various assignments, the player learns increasingly about what has been happening in the Zone. Now he knows about the psychotropic aerial irradiating the outskirts of the “Red forest”, phantoms in the marsh, dreadful stories about the “Amber” lake and “Dark Valley” where there is an entrance to the underground bunker. He encounters a poltergeist, fights the blind dogs, zombies, bloodsucker, dwarfs. The player reaches the veteran level. Now he is well-armed and wears a medium stalker outfit.

When the player is in a lifeless settlement the blowout starts. Booming earthquake, flashes of lightning and the sky gets covered with black boiling clouds. The stalker hardly makes it for the house and the blowout sets in. Prolonged tremor shakes the house, sprinkles the dust, the garbage falling off the shelves. The room is lit up by an extremely bright flare which seems to last forever. The world goes two-coloured. The stalker can see a dead dog lying on the ground through the gap of the open door. A violent gale hurls the garbage, sprinkling clouds of the dust. The toughest moment of the blowout is coming. The earth goes mad; the light is beyond all bearing... flashes of lighting with things trembling on the floor. The stalker hides in the corner of the room covering his eyes. And here comes the peak of the blowout. The last and the most

devastating tremor shatters the ground breaking the trees and making the world go dark for a moment. Extremely bright light and howl of the insane Zone make the stalker pass out...

The player encounters insane stalkers of the “Monolith” group. He gets to the scientific camp at the “Amber” lake. The place is cloaked with fogs and mist and strong anomalous areas. Then he carries out a number of tasks for the scientists examining lost expeditions and obtaining bodies of mutants.

...The stalker steals up to the place where the research expedition got lost. It's gloomily quiet out there with only several crows up in the sky. He climbs up on a darkened construction bulk and sees ruins lying in front. Among the building shells there are semi-corroded bodies covered with a splashed out galantine...

The expedition equipment and devices are scattered huggermugger around the place.

As time goes by the scientists generously share the information with the player. They tell him about an islet in the center of the “Amber” lake. There is a fissure on the islet with lots of phantom formations. The islet is surrounded with a strong psi-radiation posing an immense threat to the scientific camp. The scientists suggest the player to go and “check everything out”. They equip him with various special devices that are supposed to protect him from the psi-influence. Should the player spot the source of the psi-influence he must destroy it. Some expeditions can still be rescued if the player manages to eliminate the psi-radiation.

The player sees several islets of industrial junk and semi-ruined buildings at the lake. The stone shells jut out of the poisonous water. The lake is lifeless for its water causes severe acid burns. One can walk in shallow water in rubber shoes. There are several bigger islets of the junk and building debris in the center of the lake with several shallow water ways leading to them. There is a fracture leading to the basement on the biggest islet.

The player walks carefully to the central islet. There is a very strong telepathic creature inside of a semi-ruined construction. It inspires fear by capturing the scientists, soldiers, single stalkers. After reaching the fracture, the player switches the emulator not to get under control of the “thing in the fog”. Now quick actions are very important for the battery may run low any moment and the creature will take control over you. The player may slow down the creature's influence by taking psi-neutralizers. He moves down into the fracture ...

...A loud monotonous voice is heard somewhere ahead. The player moves in utter darkness towards the voice, turns around the corner and sees the tunnel going outside. There is a town out there in a bright cloudless day. The town is empty and the player goes towards the voice source; now he can make out separate phrases. A dreadful voice stupefies and lures the player. Any attempt to go back or turn off the road results in the world going dark and annoying clinking sounds increasing.

The player walks out on a square with a Lenin monument in the middle. The voice continues its monotonous speech. There are several stalkers standing in front of the monument with their backs turned to the player. If the player produces a weapon the screen will go black and hostile phantoms show up. The stalkers turn around and attack the player. The voice grows evil and croaking. The player has to get to another tunnel leading to a room with the “thing in the fog”. The tunnel contains many corridors with insubstantial walls. Finally, the player gets to a basement, a long-forlorn room full of dust. The detector shows an immense radiation inside. A jelly-like thing in an armoured capsule emerges in front of the player. He hears a voice speaking of inanity of elimination, weight of death and insubstantiality of the world. The creature suppresses player's attempt to produce a weapon. There is a small shadow

in the corner looking at the player. The creature points at it saying, "This is my specter, a part of my internal chaos, my illusion following me everywhere in all my wanderings. It doesn't belong to this world. If you kill me, it will join as it did with me when I killed a stalker long ago. However, it is not as simple as it may appear. The shadow will bring you death in the end. Do what I did." The player kills the creature and the shadow disappears. On returning to the scientific camp, the player buys a scientific protective suit and sets off to continue studying the Zone.

Traveling the Zone, the player saves an entrapped stalker. He sits squirmed in the corner with a haze blazing around him. He fears to make a move for it may provoke a deadly reaction. The player discharges the anomaly, scans the territory and takes the stalker out telling him where to go.

Now the bartender gives the player very difficult tasks. The latter has to steal into an underground bunker in the "Dark Valley" that used to be a lab before the catastrophe. The player has to obtain the lab records. This is a dangerous mission, there very powerful telekinetic mutants in the valley. The player will encounter Burer and dwarfs preventing him from getting to the archives.

The player buys the information from a veteran stalker about threats of the underground laboratory.

...The stalker moves along a dark corridor making his way through the jungles of various industrial junks as beams, rusty constructions, concrete blocks, etc. He carries AK74 and a life form detector on the belt. The detector signals quietly of a large life form 10 meters ahead. The stalker switches off the detector sound alert and freezes in a dark corner waiting for a dwarf to show up. The detector signals the incoming life form eight meters away, seven, six, five... five... five... The dwarf must have smelled a rat! The stalker takes to aim at the gangway, it feels like the darkness got denser a little bit. The dwarf stands in the darkness of the corridor, apparently anticipating something. The man nearly opened fire when a brick flew out of the dark slowly and noiselessly. It freezes up in the air two meters away from the stalker. Nothing can disturb this deafening quietness. The brick swings a bit, turns around and starts flying onto the stalker. The man has no choice but to rush into the darkness to attack the enemy. However, he is met with an avalanche of the flying bricks...

After he brings the records to the bartender, the player volunteers to find out what is going on inside of the local factory. Stalkers often disappear inside and never return. The factory premises were abandoned long ago. Veteran stalkers avoid the ill-famed place. Three veteran stalkers disappeared inside recently. Shortly after this, several stalkers noticed a strange creature at an entrance door. There is a group of stalkers who plan to get inside and find out what's been going on there.

The player receives a new task to get to the factory as close as possible and examine the approaches. If possible he should get inside and check the things out.

...The player walks out of a dark tunnel. Bright light blinds the eyes. He sees a backyard of the factory. This the place where most stalkers died. The player moves very carefully trying to be stealthy and noiseless. He approaches two hills of junk with dead bodies lying between them. He comes closer and realizes he sees dead stalkers. The bodies look like the blood and internals were sucked out of them with the bones and skin left. The shocked player moves backwards to the shelter while a dreadful creature is hopping down from a five-meter wall behind his back. The beast is tall with odd shoots on the muzzle and huge falcate hands. Something prompts the player

to look around. He jumps aside, turns around getting ready to rebuff a possible attack. The monster's hands with queer suction cups on the palms reach out for the player ...

After the player returns from the factory he is offered to join the «Duty» group. The group members believe they are supposed to protect the world from invasion of the mutants. They eliminate the nidi and hives of the beasts and consider themselves witch and vampire hunters. The player joins the group. Now his protective suite is of dark-gray colour and bears a group symbol. The group mates tell him about dark stalkers and two other groups, "Sin" and "Liberty". They give him an assignment to get to the swamp and eliminate "Phantasm", an unusual mutant capable of controlling phantoms.

The player encounters the phantoms, eliminates "Phantasm" and finds traces of a strange stalker group named «Last Day». Their records say the doomsday is coming and the Zone will critically increase its territory and engulf several countries. The "Last Day" stalkers hunt down zombies, study psi-influences, develop theories on psychotropic weaponry and its application, etc.

One of the "Duty" objectives is to prevent the spread of the virus from the infected town. The town is infected with the parasite spores that develop inside of a victim's body devouring the brains. As a result, the victim gradually turns into a living being with a tumor instead of the head. The parasites may use some skills of the victims. They shoot off a cloud of spore at a short distance. The spores permeate into a victim's body and develop into a new parasite.

The player participates in a conflict between the "Duty" and "Monolith" groups. The "Monolith" followers nearly caught the player, however, he managed to escape. They believe there is an unearthly evolution module, "Monolith" crystal, in the center of the Zone and prevent stalkers from getting there for they may damage or even destroy the crystal. "Nobody will trespass. Any intrusion may cause the ruin of the Monolith. We will open fire at anybody within 30-meter range ..."

The "Duty" group has prepared the expedition into the "Red forest" and the player plays the key role in it. The expedition objective is to switch off the psychotropic antenna blocking the approaches to the Zone with a powerful psi-emanation for many years.

«Once a strange metal construction in the "Red forest" got turned on and a huggermugger irradiation of the nearby territories with the psi-waves started. Anybody infected with the psi-wave turned into a zombie. Their motivation and behaviour changed. Those who approached the aerial too close died from a vast cerebral haemorrhage. The survivals lost memory and turned into zombies.»

The group sets off under the player's command. The latter is well-equipped and protected with special devices against psi-influence. The stalkers will cover him until they reach the aerial. Then he will go alone. As soon as they entered the "Red forest" frenzied mutants started to attack as if someone was controlling them. The player enters the underground level, the aerial control center. Hordes of creatures attack him from all directions hampering his headway. Finally, he reaches the second level, which is queerly empty.

The player destroys the aerial control equipment. The aerial is offline and all protective devices can be turned off now. Suddenly the player notices an old man running away. The man is chased and caught. He turns out to be a notorious "Saint man", well-known among stalkers. Fearing for his life the man reveals he was a member of the group testing the experimental field generators, which lead to formation of the Zone. After expelling, he got to the aerial, fixed the equipment and irradiated his colleagues with psychotropic waves in revenge. He settled down in the

underground bunker at the aerial, also learned to control the mutants. The man discloses the details of the experiment and its consequences. He is confident a part of the researchers survived and hides somewhere at the nuclear plant pursuing some unknown goals. Possibly, they try to revert the process or take the situation under control and employ it for their own good. When recounting the man slowly moves to a locker in a corner of the room, his voice calm and somnolent. When he is right up against the locker the man stoops down abruptly, produces something aiming it at the player. The screen twitches and goes black. When it returns back to normal, the man is still in front of the player. He continues recounting as if nothing had happened. The player has the weapon lowered, he can't use it.

(Influencing the player with his device the man puts the player under hypnosis. He infuses the ideas and things that will affect the further accomplishing of the game)

The player returns to the remains of the "Duty" group. Now the area around the nuclear plant is free from mortal psi-waves and the stalkers may try to prevent the Zone from expanding or even remove it fully.

The player sneaks into Pripjat, eliminates the nidus of the mutants, fights the "Rupture". When he reaches the Chernobyl nuclear plant, he discovers extremely high radiation around a dilapidated dome. Dangerous phantoms follow the player while he is approaching the Zone epicenter.

Right behind the nuclear plant, the player can see a dreadful site, a testing ground with the traces of insane experiment. There are five tilted generators in the center... still working. The task is simple, i.e. to get to the generators and switch them off. The generators must not be destroyed for it would cause a reaction of the H-bomb explosion. He moves closer breaking through severe anomalous fields and finds an entrance into underground levels.

The player enters an abandoned laboratory. There is a dead body standing in the corridor saying, "I have been waiting for this moment for so long... If I cannot go out to the world, may the world come to me!" It approaches the player and tries to look into his eyes. The latter averts his face from an ugly sight. «Look at me, I am your brother! I have been in this cage for sixteen years! I am not sure about what I'm seeing! It might be another illusion as well." The dead body hovers at a meter height above the player. It awkwardly distorts and then shatters to pieces as if invisible hands had torn it apart. The player can still hear its voice: "Tell me what you see! Do you see me standing in front of you? Am I not pure in the face of the creator?" Then, an invisible substance grows furious crashing every single thing inside, trying to tear the player to pieces. It yells scary phrases and questions, and the player's reaction affects its madness. The player survives, the fit of anger is gone and the substance continues its monologue more calmly. A terrifying psychological monologue is in the offing. During this speech, the player's life will be hanging by a thread. The substance crashes the wall, smashes the doors, hurls bulky objects (as tables, lockers and stuff) at the stalker and curses its dead creator. At the end, the player gets to the computerized system, supporting the Zone generators, and destroys them.

The player walks out on the surface. The exertion of the gravitational fields decreases significantly, the Zone becomes quiet... Suddenly, strange figures in protective suits with helmets appear as if from nothing. They aim odd devices at the player and the last thing he can hear is indistinct words of the figures.

Workers from the underground complex show up. They paralyze the player, erase his memory and infuse the importance of the information he carries. They lock his mind with various psi-blocks and turn him into a psychotropic weapon of mass destruction. The weapon is supposed to work when the stalker reaches the cities and delivers the "vital" information he carries.

The screen goes black...

The darkness clears away and one can see dim outlines of a level. The player moves along. One can hear voices, indistinct words making up phrases now and then. There are several people discussing something over a fainted stalker. One of them reiterates flatly over and over again. The outlines of the level become sharper. The screen distorts a bit together in addition to an odd contrast of the level. The player comes up to the dealer's dugout. The voices become louder, everything grows dark. The dealer's room emerges. The player talks to the dealer. He recounts about his loss of memory. Only occasional snatches remind him of the past. He says he must get out of the Zone because he carries a very important information for the whole world about its inevitable death. The dealer is very uncertain about the player. He has a strong suspicion the latter has been under control and is a mere zombie like dozens of other stalkers. Nevertheless, sensible views and sane behaviour of the player dispel all suspicions. He won't be able to pass by the army posts though. The patrols are likely to catch and shoot him. The player leaves the place. He has no idea what he is going there, he needs no help from the dealer, there is no point in talking. Just some old unclear urges made him drop in the dugout. His memory is like a black spot with the blurred outlines. The player walks out of the dugout and the darkness shrouds him in...

The darkness is rent with repulsive and dreadful inhuman yell and crunching lacerating the stalker's head from inside. The cry ceases abruptly with resounding echo and abating rumble to follow.

...the player stands inside of the last block post with dead bodies of the soldiers scattered around. They lie with their ears closed and mouths open as if screaming.

Circling in the air, several helicopters follow the player. He moves ahead. A vehicle resembling a mobile lab truck pulls up in the front. There are several APCs and armed troops a little way away. A bunch of people in protective suits with various devices jump out of the truck and surround the panting player. One of them aims a strange at the player. A clicking sound follows and the world fades away.

...Three scientists carry the unconscious player into a special TV studio with lots of cameras. They place him into a transparent metal-plastic drum, give an injection and close the drum isolating the player from the outer world. Flashes of the cameras light his awakening. Still semi-unconscious he looks around trying to understand where he is and who these people are.

... multi-million audience of presidents of the states, military councils, officials and common people anticipate the player to regain his consciousness. The danger threatening the world has gathered the audience into an insane TV bridge called "Stalker and world". The stalker brought the answer to the question whether the humankind survives.

...the player stares through the glass. The same voice starts to sound again. It grows louder and louder overwhelming the fading mind. Then repulsive and dreadful inhuman yell and crunching come again...

The stalker rages behind the glass dashing against the glass. His mouth is widely open in a petrifying scream that seems to last for ever ...

...There are lying dead bodies of the people all over the world. They lie with their ears closed and mouths open as if screaming. The message from the Chernobyl Zone reached its recipients.

The army post accident recurred on a global scale. The clouds start boiling over the lifeless cities... The Zone increases its territory...