

# INSTRUCTION MANUAL

# СТАЛКЕР

SHADOW OF CHERNOBYL

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## ИНСТРУКЦИЯ

правила нахождения на режимных и  
особо режимных территориях



С правилами ознакомлен

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# HISTORY OF CHERNOBYL

S.T.A.L.K.E.R is a tactical, first-person game of engagement set within the irradiated expanses of the Zone. This blighted and dangerous area, emanating from the ruins of the Chernobyl nuclear power plant, is home to twists of nature, echoes of humanity and a mercenary, a Stalker, who must struggle to uncover a troubled past even as the Zone fights to protect a terrible future.

## THE FIRST INCIDENT 26.04.1986

"I still remember that night. I was 14 and living with my parents and baby sister, Sonia, in an old farm a few kilometers east of Pripjat. That night, my cousin Sasha was staying with us, as Uncle Mishka and Auntie Tanya had to go to Kiev for the weekend. Some time after midnight, we were woken up by Burek, our wolfhound. The poor animal was barking madly, tugging furiously at the chain. Sasha and I got out of our beds, put on our coats and went out to check on Burek. As we crossed the yard, the sky to the north-west ignited in a succession of short, bright bursts. We stopped and seconds later there came the faint rumble of several explosions, just like we'd seen in the war films. We ran back to the house shouting, "The war's on. The war's on. The Yankees are bombing us!" It took all my parents' patience to calm us down and then, when we finally fell back to sleep, we dreamed of the heroic battles we would wage against the invaders."

Kostya Kirilov, biology researcher, eye witness of the 26.04.1986 accident.

"An accident has taken place at the Chernobyl power station, and one of the reactors was damaged. Measures are being taken to eliminate the consequences of the accident. Those affected by it are being given assistance. A government commission has been set up."

Moscow public TV channel, 9:00 o'clock news, Monday 28.04.2006

At 1:23am on Saturday, April 26th, a scheduled test of Reactor 4 in the VI. Lenin Memorial Nuclear Power Station resulted in a nuclear meltdown that would contaminate a wide area and produce a cloud of radioactive fallout blowing across Ukraine, Belarus and Russia as well as parts of eastern and western Europe, Scandinavia, the UK and as far afield as eastern areas of the US. It was the worst accident in the history of nuclear power and the social, political and financial costs were unimaginable.

All it took was a simple operating mistake to collide with a routine experiment designed to test the emergency cooling system. These two innocuous events led to the intense over-heating of the reactor core, the creation of volatile oxyhydrogen and an explosion that scattered radioactive materials over a wide area, igniting everything in its wake.

The areas in the immediate vicinity were subject to rapid evacuation. Such was the emergency that over 160,000 people – all within 30 km of the accident – left without

thinking they would never see home again. Over the years, visitors would remark on the ghostly presence a city abandoned could have, as though an entire population were merely in the next room, waiting to return. In time, the theories of how such an accident could occur would mutate beyond reason but for that night and for the weeks that followed, was told the story of the moment; a tragic narrative on East/West relations and a commentary on nuclear power. The word on the lips of a generation was: Chernobyl.

## THE SECOND INCIDENT 13.04.2006

"Tears were again raised in Chernobyl last night, with confirmed reports of an explosion emanating from the Chernobyl region. Coming, as they did, nearly twenty years after the 1986 accident, the timing has led to denials by Ukrainian officials that safeguards implemented then have in any way, been compromised."

Newspaper report, Thursday 13.04.2006

The second incident, when it occurred, was perhaps even more surprising than the first. Of all the internationally renowned scientists involved in the cleanup of Chernobyl not one would have expected even the slightest rumbling to occur within the massive concrete sarcophagus that had tamed Reactor 4. Not expecting, however, is a far cry from not occurring and the explosion, when it shattered the early hours, showed just how shallow Chernobyl's grave of fear was. If the first explosion saw the end of the Soviet Union and the cold war, the second would see the beginnings of something even more terrifying. The immediate effects of the blast were difficult to observe, even more to understand but within years the Zone around Chernobyl was starting to attract a group of people convinced that prosperity lay in the ravaged land. These people, a mixed bunch by any standards, came to be known as Stalkers.

## THE GAME 16.06.2012

"...the local mercenaries, known to many as Stalkers, are not to be tolerated by this administration. The response vectors detailed in this report are intended to slow, reduce and eventually eliminate their effectiveness in our jurisdiction."

Official Zone Analysis, Commissioned 16.06.2012

The radioactive reaches of the Zone present dangers unknown to the outside world. Where mutation has become mundane, who can judge what is normal? Where science has been warped, who can determine what is truth? Survival is the underlying aim of every single inhabitant of this desecrated land but how that survival is measured is for each man, woman and creature to decide. As a Stalker you will awake with no knowledge of your past and little hope for your future. Survival is necessary but beyond that? Will you surrender to the urge to kill Strelok, a figure whose shadowy presence lurks in your subconscious? Or will you root out the valuable artifacts, altered by the Zone into unique, desirable and often dangerous objects or else explore the notion that there is something else... a reason, perhaps, why man made hell.



# GETTING STARTED

## INSTALLING THE GAME

To install S.T.A.L.K.E.R., insert the S.T.A.L.K.E.R. DVD in the DVD drive. The setup should begin automatically. The installation wizard will then guide you through the setup process. When prompted, enter the CD key and any required information. If the installation wizard does not begin automatically, use Windows® Explorer to locate your DVD drive and double-click the file labeled setup.exe.

## UNINSTALLING THE GAME

To uninstall S.T.A.L.K.E.R., click Start > Programs > THQ > S.T.A.L.K.E.R. - Shadow Of Chernobyl > Uninstall S.T.A.L.K.E.R. Alternatively, click Start>Settings>Control Panel and double-click Add or Remove Programs. Scroll down to S.T.A.L.K.E.R. entry and select it with a click. Click on the Remove button to launch the wizard. The wizard guides you through the uninstallation process.

## STARTING THE GAME

To start or to resume the game, click Start > Programs > THQ > S.T.A.L.K.E.R. - Shadow Of Chernobyl > S.T.A.L.K.E.R. > Play S.T.A.L.K.E.R. Alternatively, double-click the S.T.A.L.K.E.R. icon placed on the Desktop during the installation. To start a new game, click on the New Game option. To load a saved game, click on the Load Game option and select the desired game.

## SYSTEM REQUIREMENTS

COMPONENT	MINIMUM	RECOMMENDED
Operating System	Microsoft® Windows® 2000	Microsoft® Windows® XP
Processor	Intel Pentium 4 2 GHz / AMD XP 2200+	Intel Core2 Duo E6400 / AMD Athlon 64 X2 4200+
Memory (RAM)	512 MB	1 GB
HDD Space	10 GB	10 GB
Graphics Card	NVIDIA® GeForce™ 5700 / ATI Radeon® 9600 / 128 MB / DirectX® 9c	NVIDIA® GeForce™ 7900 / ATI Radeon® X1850 / 256 MB / DirectX® 9c
CD / DVD Drive	DVD-ROM Drive	DVD-ROM Drive
Soundcard	DirectX® 9 Compatible	DirectX® 9 Compatible
Internet / LAN connection to play	64 Kbps upstream to play / 512 Kbps to host 8 players	64 Kbps upstream to play / 512 Kbps to host 8 players

# CONTROLS

You can change these by using the Controls tab in the options menu.

ACTION	DEFAULT KEY	DESCRIPTION
Left	Left arrow	Look left
Right	Right arrow	Look right
Up	Up arrow	Look up
Down	Down arrow	Look down
Forward	W	Step forward
Back	S	Step back
Strafe left	A	Step to the left
Strafe right	D	Step to the right
Jump	Space	Jump
Low Crouch	Left Cntrl + Left Shift	Sneak
Crouch	Left Control	Crouch
Sprint	X	Run Forward
Peek left	Q	Lean Left
Peek right	E	Lean Right

## WEAPONS AND EQUIPMENT

ACTION	DEFAULT KEY	DESCRIPTION
Change weapon	1-6	Select a weapon
Change ammo type	Y	Change ammunition type
Select next weapon	Mouse wheel	Selects next weapon
Select previous weapon	Mouse wheel	Selects previous weapon
Fire	Left mouse button	Fire weapon
Zoom	Right mouse button	Zoom in/out
Reload	R	Reload weapon
Grenade launcher (available with some weapons)	V	Select the grenade launcher attachment (available with some weapons)
Next firing mode	0	Toggle to next firing mode
Prev firing mode	9	Toggle to previous firing mode
Inventory	I	Open the inventory window
PDA (Active Tasks)	P	Activate PDA
PDA map	M	Display map of the Zone on your PDA
PDA contacts	H	Display contacts tab on your PDA
Flashlight	L	Activate flashlight
Night vision	N	Activate night vision mode
Quick bandage	]	Quickly heal minor wounds and bleeding
Quick medkit	[	Quickly heal more serious wounds
Drop weapon	G	Drop weapon
Use	F	Use selected object



## MISCELLANEOUS CONTROLS

ACTION	DEFAULT KEY	DESCRIPTION
Pause	PAUSE	Pause game
Screenshot	F12	Take a screenshot of the game
Exit	ESC	Exit the game

## MULTIPLAYER CONTROLS

ACTION	DEFAULT KEY	DESCRIPTION
Artifact	7	Equip selected artifact
Scores	TAB	Display Scores window
Chat	, (comma)	Display public chat prompt
Team chat	. (period)	Display Team chat prompt
Trade menu	B	Display purchasing menu.
Skin menu	O	Display Skin menu
Team menu	U	Display Team menu
Begin voting	F5	Start a voting session
Vote	F6	Submit vote
Vote 'No'	F7	Press key to vote 'No'
Vote 'Yes'	F8	Press key to vote 'Yes'
Voice messages (1)	C	Play a predefined voice message
Voice messages (2)	Z	Play a predefined voice messages

## VIDEO

To modify display settings click on the Video tab in the options window. The video panel contains the following options:

### RENDER:

**STATIC LIGHTNING** – Uses DX8 render

**OBJECTS DYNAMIC LIGHTNING** – Uses DX9 with static lightning (light-mapping)

**FULL DYNAMIC LIGHTNING** – Uses DX9 will full dynamic lightning

**QUALITY SETTINGS** – Choose the predefined video quality setting appropriate to your system. Higher video quality settings require higher system specs.

**RESOLUTION** – Choose the screen resolution appropriate to your system. A higher screen resolution requires higher system specs. This option only shows the resolutions available for your monitor.

**GAMMA** – Use the slider to set the gamma correction.

**CONTRAST** – Use the slider to set in-game contrast.

**BRIGHTNESS** – Use the slider to set screen brightness.

**FULL SCREEN** – Toggle between Full Screen and Windowed mode.

The 'ADVANCED' button brings you to the list of advanced video options. It is strongly recommended to leave them as they are by default.

**VISION DISTANCE** – Changes the maximum viewing distance the player will see.

**OBJECTS DETAIL** – Changes the level of detail (number of polygons) in objects.

**GRASS DENSITY** – Toggles density of displayed grass.

**TEXTURES DETAIL** – Changes texture quality.

**ANISOTROPIC FILTERING** – Toggle texture filtering.

**ANTI\_ALIASING** – Toggle Graphic smoothing.

**SUN SHADOW** – Turn this option on to make all objects cast shadow from the sun, turn off to make objects cast shadow only from dynamic light sources.

**GRASS SHADOW** – Toggle shadow from grass.

**LIGHTNING DISTANCE** – Change the visibility distance of light sources.

**NPC FLASHLIGHTS** – Turn this option on if you want computer-controlled characters to use flashlights.

**PARTICLES DISTANCE** – Change the visibility distance of particles.

**VERTICAL SYNC** – Toggle vertical synchronization.

**FREQUENCY 60HZ** – Toggle forced 60Hz frequency.

To apply all changes click the Use button. To discard changes click Cancel.

## SOUND

To set up audio options click the Sound tab in the options window. The sound panel contains the following options:

**VOLUME** – Use the slider to set the sound effects volume.

**MUSIC VOLUME** – Use the slider to set the music volume.

**SOUND QUALITY** – Click the arrows to choose one of the available sound quality settings.

**EAX** – Turn this option on to enable Environmental Audio Extensions (EAX) 3D sound technology on compatible sound cards.

## GAME

### DIFFICULTY:

NOVICE  
STALKER  
VETERAN  
MASTER

The game difficulty alters how fast the player can be killed and how many useful objects can be found in the game.

**SHOW CROSSHAIR** – Toggle crosshair on/off.

**DYNAMIC CROSSHAIR** – Toggle dynamically changing crosshair.

**SHOW WEAPON** – Toggle in game weapon visibility.

**CROSSHAIR TARGET DISTANCE** – Toggle distance to target indicator (shown under the crosshair)

**NPC IDENTIFICATION** – Show information about the target under the crosshair (name, to which community he belongs, attitude of the target towards the player).

## CONTROLS

**INVERT MOUSE** – Invert mouse look.

**MOUSE SENSITIVITY** – Adjust mouse sensitivity.

### ACTION SUB-SECTIONS:

**DIRECTION** – Buttons for moving crosshair.

**MOVEMENT** – Player's movement in the area: moving, strafing, and jumping.

**WEAPON** – Managing weaponry: selecting, reloading, zooming etc.

**INVENTORY** – Managing player's backpack: looking into the inventory, switching on PDA, night vision goggles etc.

**GENERAL** – Pausing the game, using items etc.

**MULTIPLAYER** – Managing MP possibilities: accessing the buying menus, voting etc.



# IN-GAME DISPLAY

## MAIN SCREEN



1. Minimap.
2. Status indicator.
3. Current money (Multiplayer).
4. Overall count of each team (Multiplayer).
5. Shows current amount of ammo for equipped weapon.
6. Condition of the player – walking, running, crawling, volume of sounds produced, visibility to enemy.
7. Level of hit points and armor.
8. Current weapon

## MINIMAP



In the top-left area of the main game window you will see a map. Two arrows point to the north (blue) and south (red). Nearby characters who have their PDAs turned on are also marked on the map. Note the color of each marker, as it corresponds to the character's attitude towards you. Any markers you have set on your PDA map will also be visible. A blue icon beneath the mini-map appears whenever you receive new data on your PDA. This might be a new task, or a confirmation of completing a mission.

## STANCE AND STEALTH INDICATOR



In the bottom-left corner of the screen you will see the stance indicator. The silhouette changes depending on your current actions and movement method – standing, walking, running, crouching, etc. There are two vertical bars to the left and right of the stance indicator. The first is a noise indicator which should be kept low if you're planning to sneak up to someone. The bar to the right is a visibility indicator that shows if an NPC can see you.

## INDICATOR OF AMMO, HEALTH AND ARMOR, MODES OF FIRE



The two horizontal bars in the bottom-right corner of the screen indicate your health (red bar) and the state of your armor (blue bar). Below them is a panel displaying the item you are using. This could be your binoculars, or the ammo you are currently using for your weapon.

## INFORMATION ABOUT THE CONDITION OF THE PLAYER, EQUIPMENT AND PSY-IMPACTS

To the right on the screen the critical conditions of the player get displayed. The severity of the condition is displayed by color: green – minor, yellow – average, red – critical. Be alert, in particular, for bleeding, radiation sickness, psy-attacks and weapon malfunctions. Each problem has its own solution and you must learn quickly if you want to survive.

## INVENTORY

During your journeys in the Zone you will find items that range from food, alcohol and medical supplies, through weapons and ammo, to rare and valuable artifacts. Some you will want to keep for yourself, others might be worth a lot of money to the right buyer. Others will need to be delivered somewhere to complete a mission.

You manage your items using the inventory window. To bring up the inventory window press I.

The inventory window consists of six panels, four of which are used for storing items. Note how the four panels are divided into smaller areas (slots). The larger the item you find, the more slots it will occupy in your inventory window.



1. **PRIMARY WEAPON PANEL** – This panel stores your primary weapons
2. **SECONDARY WEAPONS PANEL** – This panel is reserved for small arms
3. **BELT** – This is where the artifacts you want to use are kept. There are five slots on your belt.
4. **OTHER ITEMS** – The largest inventory panel holds any unused items. Note the

weight indicator on the top bar of the panel – it shows you how much weight you are carrying and your maximum lift limit. If you exceed the limit, your character will tire more easily. Beyond a certain weight, however, you won't be able to move at all.

5. **CURRENT TIME IN THE GAME** – Displayed on the clock, located in the lower left corner.
6. **DESCRIPTION PANEL** – Click any item to display its description.
7. **CHARACTER AND HIS ATTRIBUTES** – Any piece of clothing you wear will be visible here. To the left of your character are three vertical bars, corresponding to your health, the state of your armor and your radiation level. Below your character, just above the resistance modifiers, is the amount of money you possess. The bottom section of this panel shows your resistance modifiers. Certain items, armor and artifacts you find during the game grant you partial immunity to different types of damage (chemical burns, electric shock, etc). They are displayed here as percentage values.



## OPTIONAL ACTIONS WITH OBJECTS

The inventory window lets you wear, manipulate and discard objects. Equip items by double-clicking. Right-click an item to bring up its context menu, to perform an item-specific action. For example, right-clicking on a weapon lets you unload it. Right-clicking on a medkit lets you use it. You can also select **Drop** to discard the currently selected item.

## WEAPONS

Weaponry is an essential part of S.T.A.L.K.E.R. gameplay and there is much to choose from whether taken them from dead enemies or bought from a trader. Available weapons fall into one of the following categories:



**KNIFE** – an effective close combat weapon.



**PISTOLS** – At close range the pistol is accurate if lacking in power. The pistol may be fitted with a silencer.



**SHOTGUNS** – A shotgun has enough power to deal with most situations but has limited range and requires regular reloading.



**ASSAULT RIFLES** – The stock weapon of most regular army units, the assault rifle category includes, among others, the Akm 74/2. Assault rifles combine serious power with rapid firing rates and respectable accuracy. Additionally, some of them come fitted with a grenade launcher, making them a versatile choice against stronger enemies.



**HEAVY** – Heavy weapons such as grenade launchers can be used against armored vehicles and aircraft. Their slow firing rate is offset by immense power.



**GRENADES** – Grenades can be used against a group of enemies or where you lack a direct line of fire.



**SNIPER RIFLES** – Sniper rifles are a weapon of extreme precision but are of limited use in close quarter combat owing to poor firing rates.

Your choices regarding weaponry do not end with choosing an appropriate gun. S.T.A.L.K.E.R. features a number of different ammunition types for each weapon. Some of them are more useful against armored enemies, others explode after piercing the target. Spend some time familiarizing yourself with different ammo types and select the most appropriate one. Each weapon in S.T.A.L.K.E.R. is characterized by four parameters: Accuracy, Handling, Damage and Rate of fire. Depending on your playing style, you might opt for a balance of the four, or choose a weapon excelling in one of them.

## ACCURACY

The higher this parameter the easier it is to score a hit, even at long range. Sniper rifles excel at accuracy, while shotguns tend to be drastically inaccurate.



## HANDLING

Weapons with high handling parameter are easier and faster to operate.

## DAMAGE

Damage inflicted by the weapon is proportional to this parameter. Weapons with high damage rating tend to have a low rate of fire.

## RATE OF FIRE

The greater this parameter, the shorter the time between subsequent rounds fired from the weapon. High rate of fire usually coincides with low accuracy.

## CONDITION

Your weapon degrades over time. You'll notice this when your gun starts jamming and a message appears on the screen telling you to reload. Press the reload button or change the ammo type to unjam your weapon. With time, jamming will occur more and more often so you should keep a close eye on the condition indicator shown on the weapons description panel in the inventory window. Once the indicator drops low, you might want to look for a replacement gun.

## FIRE

Move the cross-hairs over a target and press the fire button (left mouse button by default) to fire a weapon. You can also use the zoom mode (right mouse button by default) to aid you in aiming. One of the critical aspects of fighting in S.T.A.L.K.E.R. is reloading. Reloading your gun takes precious seconds, so make sure you do it often. You might not have the time for it when the shooting starts.

## FIRING MODES

Different weapon types have different fire modes: single, short bursts and fully automatic. Depending on the mode of fire selected, the grouping and density of fire will alter. To switch to the next firing mode press 0, previous – 9.

## GRENADES

There are two modes for throwing grenades: normal and regulated. Left-click to perform a normal throw. Right-click and hold to perform a regulated throw. In this mode, a strength throw indicator appears. The higher the scale, the stronger the throw. Release the right mouse-button to throw the grenade.

## ARMOR AND PROTECTIVE SUITS

It is true that attack is the best defense. But what should one do when the enemy is the environment itself? Protection, whether a full environmental suit or a simple bulletproof vest, should be worn before you venture into the Zone.

## ARTIFACTS

Artifacts can secure your income or grant extraordinary abilities when worn on the belt. Each type of artifact gives you both advantages and disadvantages so make sure you are familiar with the artefact beforehand.



## PDA



The PDA is used to organize information and keep track of contacts and current events. You will also find information about missions, a diary of your conversations, and the statistics of your character.

PDA data is divided into six categories. You can switch between them by choosing appropriate tabs at the bottom of the display.

### MAP

Click this tab to view a map of the Zone. Use the buttons on the top bar to toggle the marker display and change the scale. You can scroll the map by clicking and dragging with the mouse, or by using the sliders.

### DIARY

The diary section of your PDA contains a record of all the conversations you've had with NPCs. It's a good place to visit when you lose track of your current mission or need to review critical information.

### CONTACTS

This tab contains information on all the NPCs you have met. Each entry consists of a picture of the NPC, its faction, reputation, attitude towards your character and rank. You will meet many interesting characters on your journey and you'd be well advised to remember who to befriend and who to avoid.

### RANKING

Select this tab to display the current ranking of top 20 Stalkers. Click one of the entries to display detailed information about the character on the right panel. Besides their rank and affiliation you will also find short bio notes on the characters. Your own position in the overall ranking is marked in red. Increase your position by killing Stalkers and monsters, solving quests and finding rare artifacts. See the following section for detailed information on ranking points.

### STATISTICS

Select this tab to display your statistics. In the top-left part of the display is your name, picture, current rank, faction and reputation. Below are the ranking points you have scored in each of the categories – killed Stalkers, killed mutants, completed quests, and artifacts found. Highlight each of the categories to display detailed information in the right panel.

### ENCYCLOPEDIA

As you progress through the game, information about the Zone is added here. Use the encyclopedia to learn more about the world around you, its inhabitants, anomalies, artifacts, etc.

## TRADE & DIALOGS

### TALK

To open a dialog, approach a neutral or friendly character and press Use button. Some of the characters will not talk if the player has a weapon showing – so hide it before trying again. At the bottom of the dialog window there is a Trade button that can be used in order to switch into the trade mode.

### TRADE

To enter the trading screen click the Trade button in the bottom of the dialog window. The trading screen is divided into three columns:

The leftmost column shows your picture, rank and allegiance, your funds and your inventory. The rightmost column displays the same information about the person you are trading with. The central column is where the actual trading takes place.

Click on an item to display the description. In addition to the name of the item, its weight and parameters, you will also see the price (top-right corner of the panel). To select an item for trading, double-click it. Repeat the procedure for other items you would like to trade. All selected items are displayed in the lower section of the central column – with items you are trying to sell above, and items you want to buy below. Note the total value of selected items displayed in the top-right corner of each panel. If the items you are selling are worth less than what you are buying, you will have to pay the difference in cash. You may remove items from the central panels by double-clicking them.

To trade items click the Trade button. To exit the trading screen click Leave.



# GAMEPLAY OVERVIEW

## DETECTION OF ANOMALIES

Anomalies are the source of the Zone's most coveted treasures: the artifacts. These often display unusual properties. Some of these properties are beneficial, others are uncomfortable or outright dangerous. For example: the Slug artifact, formed in the Jellyfish anomaly, is a translucent, gelatinous object known to nourish the user, drive out radiation and improve blood coagulation. At the same time, it makes the user extremely susceptible to electric, chemical and thermal injury.

## FRIENDS & FOES

### HUMANS

Just like in the outside world, Stalkers are a mixed bunch. Some are hard-working, honest individuals whilst others wouldn't hesitate to put a bullet through your head if they think they can get away with it. You will have the choice to go solo, help out others or become a member of a faction with all the benefits and constraints this entails. During the game, you will meet traders, scientists, soldiers, criminals and other people who may wish you well or wish you dead, depending on your attitude and actions. Choose your friends wisely. Choose your enemies with even greater care.

### MUTANTS AND MONSTERS

The Zone's contaminated grounds have spawned a staggering number of mutated life forms, most of them territorial, aggressive and likely to employ brutal or sophisticated tactics against intruders. Be on your guard at all times and eliminate targets quickly. Going hand to hand with a pack of mutated dogs is the best way to leave an ugly corpse.

### ATTITUDES AND INTERACTION

The attitude of humans and creatures encountered in the Zone depends on many factors including previous actions towards them or their allies and the fact that you have just entered their territory (with or without warning). Your cross-hair, as well as the icons on the mini-map, indicate the current attitude of the targets within range. Neutral and friendly humans react poorly if you keep your weapon aimed at them. If you want to initiate peaceful contact, lower your weapon. The cross-hair color will change from white when not over a target, to green if over a friendly creature, yellow if the creature is neutral and to red should the creature be hostile.

### COMBAT INFORMATION AND CROSS-HAIR

S.T.A.L.K.E.R uses a dynamic cross-hair system to provide information about the world (see Attitudes and interaction) and targeting conditions. The following factors have a direct effect on the size of the cross-hair and accuracy of the weapon.

**Movement:** The crosshair becomes larger while accuracy decreases when the player is moving.

**AMMUNITION:** The type of ammunition also affects the size of the cross-hair and weapon accuracy. For instance, armor piercing ammo used with an assault rifle reduces the size of the cross-hair and improves accuracy.

**BURST/AUTO MODE:** In burst or auto mode, the cross-hair trembles, changes size, and accuracy is reduced.

**AIMING MODE:** When the player is aiming through sights or through the telescope, the standard cross-hair disappears. The iron sights or the scope's inbuilt cross-hair is used instead.

# MULTIPLAYER

In multiplayer mode, S.T.A.L.K.E.R lets you test your skill against players from all over the world via the Internet or through Local Area Network (LAN). Up to 32 players can play simultaneously on a variety of maps and modes.

## GAME MODES

### DEATH MATCH

It's every man for himself. Your task is to kill (frag) more enemies than any of your rivals before the time is up or the frag limit is reached. In Deathmatch mode the purchasing menu can only be accessed after the player's death.

### TEAM DEATH MATCH

In this mode the players are split into two teams, each with its own, unique weaponry:

**THE FREEDOM FACTION (Stalkers)**

Members of this group are armed mainly with ex-USSR weapons.

**MERCENARIES (HEADHUNTERS)**

Mercenaries are armed with weapons and equipment used by NATO armed forces.

In Team Deathmatch, the player's team must frag more enemies than the opposing faction before the time- or frag limit is reached. Access to the purchasing menu is available only after a player has been killed.

### ARTIFACT HUNT

In this mode the players are also split into two groups - Stalkers and Mercenaries, but the main objective is to deliver an artifact to the team's base. Teams spawn in two different locations (their respective bases), situated in the opposite sectors of the map. Buying is only possible within one's base. The artifact appears randomly in pre-designed locations on the map. The team which brings the artifact to its base scores one point. If the artifact is not picked up by either team, or if it's activated by one of the players, it disappears for some time and then re-appears in a different place. Any player can activate the artifact, turning it into a deadly anomaly which can't be picked up.

## RANKS

S.T.A.L.K.E.R multiplayer games include an abundance of equipment, grenades and weapons of different firing rate, damage and accuracy. In order to use the best equipment, however, you must have enough money and an appropriate rank. There are 5 ranks in total. To rise through the ranks the player can gain experience as follows:

- Inflict damage to the enemy with an extra bonus for head-shots
- Perform efficient actions for the team (only for Artifact Hunt mode) such as obtaining the artifact first or carrying artifact to the base

Weapons are available dependent upon rank and are assigned as follows:

### • NOVICE

Pistols:	all
Shotguns:	BM 17
Machine guns:	Akm 74/2U, Viper 5, Akm 74/2, IL 86
Equipment:	First-aid kit, detector, silencer, anti-rad, binoculars
Grenades:	all

### • EXPERIENCED

Shotguns:	Chaser 13, SPSA14
Machine guns:	TRs 301, Obokan
Sniper rifle:	Vintar BC
Gear:	Scientific
Equipment:	Scope



#### • PROFESSIONAL

Machine guns: Tunder S14, SGI 5k  
Sniper rifles: SVDm 2, SVUmk2  
Gear: Military  
Equipment: Grenade launcher

#### • VETERAN

Machine guns: GP 37, VLA  
Heavy weapon: RPG-7u  
Gear: Exo

#### • LEGENDARY STALKER

Machine guns: FT 200M  
Sniper rifle: Gauss rifle  
Heavy weapon: Bulldog 6

### MONEY

Apart from the appropriate rank, you still require funds to buy weapons. There are several ways to earn money:

- Scoring frags:
  - Killing enemies
  - Killing as many enemies as possible while staying alive will give you bonus money
  - Killing enemies with head-shots
  - Killing enemies with the knife
  - Killing enemies from the back with the knife
- Picking up sacks with equipment
- Buying nothing after dying
- Only in Artifact Hunt mode:
  - Bringing the artifact to the base
  - Killing the enemy, who carries the artifact
  - If player's team brought the artifact to the base
  - If enemy's team brought the artifact

### MULTIPLAYER MENU

In order to start a multiplayer game, select Network game in the main menu. This opens the multiplayer menu, with the following options:

**PLAYER NAME** – Your nickname, displayed during the game.

**CD-KEY** – Your license key. Do not give your license key to anyone!

There are three sections in the network game menu.

#### 1. CLIENT

Select this tab to join an existing server. There are three ways of connecting to a server:

- Internet. Connecting to server via Internet
- Local Network. Game via LAN connection
- Direct IP. Lets you connect to a specific computer (either via LAN or the Internet), by directly entering its IP address.

#### FILTERS. PRIORITIES OF SERVERS DISPLAYED IN THE LIST.

- Empty. Shows empty servers.
- Full. Shows full servers.
- Password restricted. Shows private, password protected servers.
- No password. Shows unprotected servers.
- Without friendly fire. Shows servers, where the players of one team can't inflict damage to their partners.
- Without Punk Buster. Shows servers with no protection from cheating.
- Listen servers. Shows non-dedicated servers.

#### REFRESH

- Refresh all. Updates the information about all servers in the list.
- Refresh one. Updates the information only of selected server.
- Server information. Shows nicknames of player type of the game, score etc.

**CONNECT** – Connect to selected serve.

**CANCEL** – Back to main menu.

### 2.SERVER

Here you will find a list of all servers meeting your criteria. You can filter the list using the options to the right, in the Filters section.

**SERVER'S NAME** – The name to be displayed in the list of servers.

**PASSWORD** – Letters and/or numbers the client will have to enter to connect to the server.

**MODE** – Select the game mode "Death Match", "Team Death MATCH" or "ARTIFACT HUNT". See more details in the 'Game Modes' section.

**MAX PLAYERS** – Sets the maximum number of players on a Server from 2 to 32.

**DEDICATED** – Host a dedicated server.

**AVAILABLE MAPS** – Double-click or use the arrow keys to add maps to the map list for use in the next game session.

**CREATE** – Create server with selected settings.

### 3.OPTIONS

The options tab lets you configure advanced server settings.

#### Network connection

**PUBLIC SERVER** – Switches between a LAN game or an Internet game.

**MAP LIST** – Name of the file that contains the map list to be used in the next hosted session.

**SPECTATOR MODE** – Toggle to allow connected players to join the game as a spectator. The player chased is switched in few seconds.

**ALLOW VOTING** – Allows/prohibits voting on server.



## SPAWN OPTIONS

**FORCED RE-SPAWN** – After death, the player is respawned automatically after a certain amount of time.

**REINFORCEMENT** – Set time after death when all players re-spawn simultaneously.

**ARTIFACT RE-SPAWN** – All the players re-spawn after an artifact has been brought to the base.

**INVULNERABILITY** – Sets the amount of time after respawning that the player is invulnerable.

**INDICATOR OF INVULNERABILITY** – Toggle on/off the indicator above the invulnerable player's head.

## SERVER

**FRIENDLY DAMAGE** – The percentage of damage player will receive after being hit by players on his team.

**FRAG LIMIT** – The frag limit for each game.

**TIME LIMIT** – The time limit for each game.

**ARTIFACT LIFE** – The amount of time (in minutes) the artifact will stay in one place if not picked up by any of the teams.

**NUMBER OF ARTIFACTS** – The number of artifacts which need to be brought to the base before one team is declared victorious.

**ARTIFACT DELAY** – The amount of time it takes the artifact to reappear after the previous one disappeared or was brought to one of the bases.

**AUTO TEAM BALANCING** – Toggle to automatically balance the number of players on each team.

**AUTOMATIC TEAM SWAP** – Turns on / off the automatic switching of players from one team to another when a defined number of artifacts is brought to the base. This is followed by an automatic restart.

**FRIENDLY INDICATOR** – Turns on / off indicators above the heads of allies.

**FRIENDLY NAMES** – Turns on / off mode which shows the names of partners after one time press of assigned button (Caps Lock by default)

**No ANOMALIES** – Turns anomalies on / off.

**TIME OF ANOMALY** – The amount of time before anomalies change positions around the map.

**WARM UP** – The amount of 'warm-up' time before the game starts. All weaponry is available, but players cannot score during this time.

## WEATHER OPTIONS

**INITIAL WEATHER.** The initial weather on the level. Can be

- Clear
- Cloudy
- Night
- Rain

**CHANGE COEFFICIENT.** Regulates how fast the weather will change from 1 (very slow) to 100 (very fast)

## SPECTATOR OPTIONS

**TEAM ONLY.** If this option is turned on the spectators will only be able to follow other members of their own team.

**FREE CAMERA.** If this option is switched on the spectators will be able to use the free camera mode, manually controlling the spectator camera.

**FIRST PERSON.** If this option is turned on, the spectators will be able to watch the game in first person view mode.

**THIRD PERSON.** If this option is turned on, the spectators will be able to watch the game in third person view mode.

**FREE-LOCKED.** If this option is turned on, the spectators will be able to rotate the camera in third person view mode.

**CANCEL** – Return to main menu

## GAME START

### TEAM SELECTION

Choose between the team of Stalkers and Mercenaries by mouse-clicking on the correspondent icon.

### CHOOSING SKIN

Click on one of the skins you want to play with.

### BUYING WEAPONS AND GEAR

Press B to get into the weapons and gear buying menu.

Using the mouse and keys 1,2,3,4,5 choose the section of gear you would like to buy – pistols, assault rifles/rifles, grenades, protective suits, equipment.

If you can afford it, buy an item by double-clicking on it, the item will then appear in the corresponding inventory slots.

If you are short of money, you will be unable to buy weapons or equipment. To confirm all the purchases, click OK. This is the only way to complete purchases.



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\*\*\*

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## QUICK KEY REFERENCE

You can change these by using the Controls tab in the options menu.

ACTION	DEFAULT KEY	DESCRIPTION
Left	Left arrow	Look left
Right	Right arrow	Look right
Up	Up arrow	Look up
Down	Down arrow	Look down
Forward	W	Step forward
Back	S	Step back
Strafe left	A	Step to the left
Strafe right	D	Step to the right
Jump	Space	Jump
Low Crouch	Left Cntrl + Left Shift	Sneak
Crouch	Left Control	Crouch
Sprint	X	Run Forward
Peek left	Q	Lean Left
Peek right	E	Lean Right

## WEAPONS AND EQUIPMENT

ACTION	DEFAULT KEY	DESCRIPTION
Change weapon	1-6	Select a weapon
Change ammo type	Y	Change ammunition type
Select next weapon	Mouse wheel	Selects the next weapon
Select previous weapon	Mouse wheel	Selects the previous weapon
Fire	Left mouse button	Fire weapon
Zoom	Right mouse button	Zoom in/out
Reload	R	Reload weapon
Grenade launcher (available with some weapons)	V	Select the grenade launcher attachment (available with some weapons)
Next firing mode	0	Toggle to next firing mode
Prev firing mode	9	Toggle to previous firing mode
Inventory	I	Open the inventory window
PDA (Active Tasks)	P	Activate PDA
PDA map	M	Display map of the Zone on your PDA
PDA contacts	H	Display contacts tab on your PDA
Flashlight	L	Activate flashlight
Night vision	N	Activate night vision mode
Quick bandage	]	Quickly heal minor wounds and bleeding
Quick medkit	[	Quickly heal more serious wounds
Drop weapon	G	Drop weapon
Use	F	Use selected object