PLANET ALCATRAZ

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Contents

Game installation and startup

System requirements
To run the game, your system should meet the following requirements:

Minimal system requirements:
- OS: Microsoft® Windows® XP/Vista
- DirectX: DirectX 9.0c
- CPU: Intel Pentium IV 3 GHz or AMD Athlon 1,4GHz+
- RAM: 1 GB or higher
- DVD-ROM: 4X
- Free disc space: 5 GB
- Sound: any DirectX 9-compatible sound card
- Graphics: NVIDIA GeForce 6600/ATI Radeon X800, 128 MB or higher
- DVD-ROM
- Keyboard
- Mouse

Recommended system requirements:
- OS: Microsoft® Windows® XP/Vista
- CPU: Intel Core 2 Duo or AMD Athlon 64 X2
- RAM: 2 GB
- Free disc space: 5 GB
- Graphics NVIDIA GeForce 8800/ATI RADEON HD 2600PRO
- Sound SB Audigy 2
- DirectX 9.0c
- DVD-ROM
- Keyboard
- Mouse

Game operation on built-in graphic cards and notebooks is not guaranteed.

Game supports the following graphic cards:

* nVidia GeForce 6600 and higher, GeForce 7xxx, GeForce 8xxx, GeForce 9xxx and highe

* Radeon® X800 and higher, Radeon® X1600, Radeon® X1800, Radeon® X1900 and higher, Radeon® HD2xxx, Radeon® HD3xxx, Radeon® HD4xxx

Installation
Insert the DVD with Planet Alcatraz game into the DVD drive. If Autorun is enabled on your system, the game start menu will appear on the screen. Otherwise, open the DVD and run Autorun.exe.
In the start menu choose Installation. The installation wizard will lead you step by step through the installation process. Follow its instructions. The installation will copy the game files to the hard drive, and a program group will be added to your Start menu.

Game startup
When the installation is complete, you may run the game by choosing the Planet Alcatraz shortcut in the program menu of the appropriate program group (1C\Planet Alcatraz by default).

Deleting the game
To uninstall the game, choose the Uninstall Planet Alcatraz shortcut from the game program group in the start menu.
You can also use the Uninstall button from the start menu which appears on the screen when you execute Autorun.exe from the DVD.

Getting started
Main menu

Play
Planet Alcatraz is a single player game, so to get started you only need to choose 'Start' from the main menu.

Load
If you have already played Planet Alcatraz and saved your game, you can load a saved or an auto-saved game choosing this item. (Auto-saved games are created automatically at the key moments of the game.)
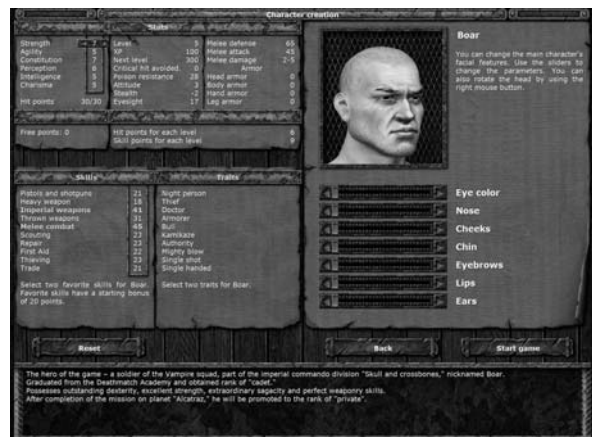
Settings
Gameplay, audio and video settings.

Credits
Information about the Planet Alcatraz development team.

Exit
Exit to Windows

Generating your character
On this screen you can choose the hero's initial attributes.

Basic attributes (stats)
You can assign your initial attributes however you like. Note that the distribution of these points will influence the secondary attributes (the values shown on the right), and most likely will alter the gameplay style in general. You can drag the slider up and down, choosing the desired attribute, then increase or decrease its values by clicking on the right and left arrows.

Skills
You can choose two favorite skills for your hero. The selected skills will have a starting bonus of 20 points. To select a skill, click on it. If you want to cancel the selected skill and choose some other one instead, click on the selected skill to cancel it, then choose the other one by clicking on it.

Traits
You may choose two traits for your hero. These traits are chosen only once for the whole game. You can skip choosing traits at all, but it's better to choose them, for more interesting and successful gameplay. To choose an ability, simply click on it.

Hero appearance
Using the sliders in the right part of the screen, you can change the appearance of the hero. Set the sliders to a position that produces whatever facial appearance you wish.

Choose **Start game** when you have finished generating your character.

Choose **Reset** if you want to start over.

Choose **Back** if you want to cancel character generation, and return to the main menu.

Game control keys

You can view the main control keys at any time by pressing F1.

The main control keys are divided to three basic groups:

- Character control
- Camera and character selection
- Game control

Moving between the tabs for the control key groups, you can see how to perform all the various game actions.

General information

Planet Alcatraz is a 3D role-playing game with an isometric view, featuring real-time combat and movement across the game world. In simple terms, Planet Alcatraz is a nonlinear adventure game shooter. Although it draws from a number of genres, it plays like a classic RPG, based on a specially developed role-playing system.

The game is set on the prison planet Alcatraz. All the planet's inhabitants are tough criminals exiled there to serve life sentences for their various felonies. The game objective is to complete a single task given at the beginning of the game, by controlling a sabotage group, initially consisting of one character, who is later joined by a few others – using any and all means available.

History

During the XXII-XXIII centuries, after Null-transporting was discovered, the human race began to spread out across the Universe. A few hundred livable planets were colonized. One of these planets, 2-4A33713/2, unofficially named Alcatraz, was colonized for the purpose of mining operations.

Exactly ten years later, the colony was devastated when a three ton fireball hit the main production building. Due to the persistent danger of further meteorite activity, the surviving personnel of Planet Masters (PM) Company was immediately evacuated. The investigation into the hazards of the planet lasted several Earth years. In this period, PM Company lost interest in their demolished property, and abandoned the equipment.

Later, Planet 2-4A33713/2 was passed on to the registry of the Second Imperial Colony Keep (SICK). One Earth year later, according to established protocol, the Division began to exile to 2-4A33713/2 those felons who had received life sentences.

In 2507, planetary agents received intelligence that the criminal inhabitants of 2-4A33713/2 were building a huge installation that resembled a spaceship – and not for the first time. Inspectors from SODOM Cerberus (Cerberus – Space Objects Defense and Orbital Monitor could not spot anything unusual, and reported the issue to the headquarters. HQ decided to take simple measures to verify the story. – And so they sent five saboteur cadets, disguised as convicts, with the next lot of prisoners – to locate the construction site if it existed. For the four saboteur cadets this mission would be the final exam for their graduation from the academy. The group was headed by an experienced extended service sergeant. After locating the object, the group was to inform the orbital station of the site's coordinates, so that an orbital strike could demolish it – and depart from the planet.

However, due to unavoidable circumstances after a hard landing, the sabotage group was split up, and the immediate completion of the mission was no longer possible.

Game heroes

"Main characters – Vampire reconnaissance and sabotage squad"

Vampire reconnaissance and sabotage squad. The squad consists of four experienced space troopers, graduates of the elite training detachment of the Skull and Bones brigade. From left to right: Kruger, Sullen, Boar and Demon.

Weapons

In total, there are around 100 kinds of different weapons in Planet Alcatraz. The following table shows the main weapons. However, in the process of your adventures, you may find unique weapons that are not present in the table.

All except the Imperial weapons are made by the prisoners of Alcatraz, using primitive, obsolete techniques.

Image	Name	Description
Cold steel weapons		
	Fist	Every man is born with two fists. When all else fails, you can rely on basic hand-to-hand combat.
	Lead knuckleduster	A weighted fist delivers more damage.
	Simple brass knuckles	Ordinary knuckles made of rusty metal.
	Spiked knuckles	Knuckles with spikes that increase the damage from hits.
	Rose Knife	A half-smashed bottle with an unbroken neck and sharp edges.
	Stone dagger	A dagger with a sharp blade and coarse handle, made entirely from a single piece of a stone.
	Shiv	A sharply ground piece of iron with a hand-made handle.
	Stiletto	A solid spike sharpened at the tip, with a quality handle.
	Finnish knife	A typical knife of the Finnish style.
	Cleaver	A big knife used for butchering.
	Sai	Chinese weapon. A sharpened metal spike with a large, curved guard.
	Club	A handmade club in "chair leg"-style.
	Axe	An ordinary axe – the favorite tool of carpenters and rogues.
	Pick	A pickaxe for primitive mining. Also suitable for self-defense.
	Pitchfork	An ordinary pitchfork.
	Shovel	A big shovel. It produces a plunk sound when it rebounds off someone's head.
	Broom	A broom used for cleaning though you can also batter someone with it.
	Crowbar	You can seriously cripple someone with a crowbar.

	Sledgehammer	A 22 lb sledgehammer.
	Bamboo spear	A spear with a bamboo handle and a stone head.
	Iron spear	A spear with a wooden handle and an iron head.
	Shuriken	An iron star with sharp-ground edges, used as a thrown weapon.
	Throwing knife	A small knife for throwing.
	Chinese sword	A locally made two-handed Chinese sword.
	Katana	A locally made two-handed Japanese sword.

Grenades

	Cracker grenade	A light grenade on a long handle. Inflicts minor damage.
	Spam grenade	A low-damage frag grenade, similar in appearance to a food tin.
	Big grenade	A long, heavy grenade. Inflicts serious damage.
	Pineapple grenade	A classic frag grenade. Inflicts medium damage.
	Handmade grenade	A dreadful home-made device. The reliability is extremely poor, and it inflicts relatively little damage. Acceptable when you don't have anything else available…
	Gas grenade	A grenade with poisonous gas extracted from vomitter mushroon.
	Incendiary grenade	A grenade with an incendiary mixture that splashes all over when it explodes.

Pistols and revolvers

	Fool pistol	A small 6mm pistol.
	Bull pistol	A small 6mm Arian pistol.
	Mad Bull pistol	A medium 9mm Arian pistol.
	Butcher revolver	A powerful 12 gauge shot pistol.
	Beast pistol	A medium 9mm pistol.
	Felix D. Revolver	A small 6mm revolver.
	Lavrenty B. Revolver	A medium 9mm revolver.
	Joseph S. Revolver	A heavy 9mm revolver.
	Guard pistol	A heavy 9mm pistol.

Homemade handguns and sawed-offs

	Homemade handgun	A homemade single-shot weapon. Reloading in battle is not feasible because the procedure is clumsy and takes too much time. Low reliability.
	Two-barreled homemade handgun	A homemade double-shot weapon. Reloading in battle is not possible because the procedure is clumsy and takes too much time. Low reliability.
	Large homemade handgun	A homemade single-shot weapon. Reloading in battle is not possible because the procedure is clumsy and takes too much time. Low reliability.
	Flintlock	A single-shot rifle with a flintlock mechanism. Reloading in battle is hardly possible due to a clumsy and time consuming procedure.

	Juda	A 16 gauge sawed-off gun.	
	Greetings	A 12 gauge single-barreled sawed-off gun.	
	Friend	A 16 gauge double-barreled sawed-off gun.	
	Best friend	A 12 gauge double-barreled sawed-off gun.	

Shotguns		
	Brother	A 12 gauge single-barreled shotgun.
	Pencil	A 16 gauge single barreled shotgun.
	Drummer	A single-barreled shotgun with a cylinder mechanism. Magazine capacity: 8 rounds. 16 gauge.
	Ogre	A 12 gauge double-barreled shotgun.
	Predator	A 16 gauge double-barreled gun.
	Big brother	A 12 gauge single-barreled pump shotgun with a 5 rounds magazine.
	St. Trinity	A unique 12 gauge triple-barreled shotgun.
	Breaker	A unique 12 gauge quad-barreled shotgun.
	Chuchundra	A 12 gauge automatic shotgun with a 6 round magazine.

Submachine guns		
	Rat	A short-barreled 6mm SMG with a 30 round clip.
	Woodpecker	A 9mm automatic rapid-firing SMG with an 18 round clip.
	Fret Saw	A 6mm automatic pistol with a 25 round clip.
	Fret Saw +	A 6mm automatic pistol with double 25 round clips.
	Perforator	A 6mm SMG with a 30 round clip.
	Perforator +	A 6mm SMG with double 30 round clips.
	Squall	A 9mm SMG with a 40 round clip.

Rifles and assault rifles		
	Bolt	A 6mm light single-shot rifle.
	Hana	A 6mm single-shot rifle.
	Pipe	A 6mm single-shot rifle. A scope is optional.
	Heavy Pipe	A 9mm single-shot rifle. A scope is optional.
	Slaughterer	A 6mm SMG with a 20 round clip.
	Tornado	A 9mm assault rifle with a 30 round clip. A scope is optional.

	Vampire	A 9mm assault rifle with a 50 round clip. An under-barrel grenade launcher is optional.	
	Danger	A 9mm assault rifle with a 30 round clip. A scope and an under-barrel grenade launcher are optional.	
	Mama	A 14mm heavy semi-automatic rifle. A scope is optional.	
Machine guns and grenade launchers			
	Kain	A 9mm machine gun with a 100 rounds disk magazine.	
	Achtung	A 14mm heavy machine gun with a 100 round clip.	
	Terminator	A 30mm grenade launcher with a cylinder mechanism and a 6 round magazine.	
	Shaitan	A single-shot bazooka with a special 80mm grenade.	
Imperial weapons			
	Space Marine Combat Knife	An Imperial assault weapon. Inflicts critical damage with nearly every hit.	
	B-7 blaster	An Imperial pistol blaster with a 20 round magazine.	
	E-95 assault blaster	An Imperial assault blaster with a 50 round clip. Can be switched to burst fire.	
	EMIR-61 railgun	An Imperial railgun with a 16 round magazine, providing unique penetrating performance.	

Items

As your adventures on the planet Alcatraz progress, you will find use for a great many items, which you can find for sale in shops, or gain as trophies or prizes for completed missions. The following table shows many of the useful items you may come across.

Image	Name	Description
Food		
	Bread	A loaf of bread. Slightly improves your health.
	Meat	A slab of meat. Slightly improves your health.
	Corn	Corncob. Slightly improves your health.
	Cat carrot	Cat carrot. Slightly improves your health.
	Potatoes	A bunch of locally-grown potatoes. Slightly improves your health.
Medications		
	Small medkit	Restores your health. The efficiency of drugs depends on the first aid skill of the character.
	Big medkit	Even more effective than an ordinary medkit. The efficiency of drugs depends on the first aid skill of the character.
	Surgeon kit	A kit of surgical instruments. It is useful for treating critical wounds in the field. Used automatically when your character is resting.
	RU7 Universal Healing Kit	A multi-functional Imperial regenerator. Heals any wounds or fractures, neutralizes poisons. Critical wounds are treated automatically in rest mode. The efficiency of drugs depends on the first aid skill of the character.
	Antidote for Moment poison	An antidote made of green sour mushrooms. Neutralizes the Moment poison.
	Antidote for Piggy poison	Tail spike of the mega-slug, an antidote that neutralizes Piggy poison.

Alcohol and stimulants		
	Bottle of Pinocchio vodka	Locally made vodka. It has some curative effect, however with negative consequences. In addition, the character becomes immune to the critical damage.
	Karaul Kvas	Locally made diverting bread drink.
	Accelerator	An inhalant. Temporarily increases intellect and perception.
	Downhill	A locally made drug. Effects selectively.
	Lifting Jack	Pills. Temporarily increase strength.
	Dodger	Powder. Temporarily increases agility and speed of running.
	Dodger, large portion	Takes greater effect than a small portion.
	Joint	A joint stuffed with koomar-grass. Not recommended for use during combat.
	Fast dive	Locally made drug. Increases the immunity to poisons.

Monsters

In total, there are around 80 kinds of different monsters in Planet Alcatraz, including flying and poisonous creatures, as well as domesticated animals. The following table shows only a few of the dangerous creatures you may encounter on Alcatraz.

Image	Name	Description
	Gerbil	The magic acid gerbil is the main commercial animal of the planet Alcatraz. Its rare skins sell very well, and the rodent is famous for its enormous fertility and reproduction rate.
	Hyena	The hyena is a malicious and mean creature, living in desolate prairies of the planet. The body of the hyena is protected by special plates, which are often used by the locals for making primitive bulletproof vests.
	Ratwolf	The ratwolf is the most common and widely spread monster on the planet. Both forest and prairie literally swarm with ratwolves. Having huge sharp claws and toothed ratlike jaws, the ratwolf is a dangerous enemy in close combat.
	Battle ostrich	The battle ostrich is wide-spread in the prairies, where it has enough space to sprint -- its favorite pastime. Ostriches have powerful leathery legs with massive claws, and a hard beak able to pierce medium armor.
	Night creeper	An armored creature around 6 feet tall, with varied coloring depending on the indigenous soil type. It has huge goggle-like eyes and threatening "elbowed" legs. It lives mainly in forests by twos or threes. Meeting the night creeper is always a dangerous adventure.
	Moloch	An animal resembling a huge, spiked armored lizard. It has a massive muscular tail with a spiked "club" on its tip, two long sharp horns faced fore above its eyes and a color designed for camouflage in its typical habitat, the prairie and desert.
	Gorilloid	A huge monster of enormous power. Gorilloids of Alcatraz, like most primates, have remarkable intellect and sagacity, and often use improvised tools for fighting, particularly clubs. They prefer to live in the jungle.
	Flying cockroach	Something between a big flying cockroach and a well-armored scarab beetle -- but much more threatening! -- the flying cockroach is entirely covered with a hard exoskeleton. It has a small head with a big predatory snapping beak, two pairs of folding wings and 2 frontal arms with huge saber claws. It flies slowly and attacks by diving on its victims.

Interface

In-game interface

The user interface is located on the top and bottom of the game screen. It helps you control your characters as well as perform game actions.

The upper panel

1 – in-game time and date
2 – game settings menu
3 – events and quests log
4 – toggle between local and global map mode
5 – weapons and equipment repair (available only with the repair kit)
6 – rest mode

The bottom panel

7 – the weapon currently used by selected character
8 – arrows to choose between weapons and items
9 – toggle between snap shot and aimed shot modes
10 – toggle between firing modes (i.e single shot/burst fire)
11 – tabs for switching between groups: firearms/cold steel weapons and grenades/food and medications
12 – icon for an extra hero who temporarily joins the group
13 – a sign saying that your hero has levelled up
14 – switch movement mode
15 – switch combat range
16 – switch character's aggressiveness
17 – enable stealth mode

18 – enable robbery mode
19 – enable thieving mode (turns off automatically after each theft attempt)
20 – game pause
21 – open character's skills
22 – open character's inventory
23 – selected character
24 – Vampire, reconnaissance and sabotage squad

Cursors

The cursor type shows what action will be performed when the mouse is clicked.

Cursor type	Description
	Standard cursor.
	Playing Video.
	Loading.
	Move to a location.
	Select a character; add the character to the selected group; remove the character from the selected group.
	Move up or down the stairs/ladder/etc.
	Pick up a item from the ground.
	Attack.
	Perform a targeted attack on a specific body part.
	The attack is not possible.
	Out of ammo.
	Grenade attack.
	Barter.

	Swap positions.
	Open.
	Unlock/lock.
	Locked.
	Talk.
	Heal.
	Repair.
	Detach the scope and/or the underbarrel grenade launcher.
	Unload weapon.
	Steal.
	Rob.

Minimap

The minimap helps you to find the way within the location

1 – Compass. Blue arrow – north.
2 – Map zoom in/zoom out
3 – Switch off the map (you can still see the compass)
4 – Rainbow arrows – soldiers of Vampire squad
5 – Yellow dots – characters who you can talk to
6 – Blue dots – merchants
7 – Purple dots – training and upgrade masters
8 – Red dots – monsters, enemies
9 – Green dots – overseers

Dialogues

A dialogue screen appears automatically when you click on a character who you can talk to. (The mouse pointer type changes into a dialogue cursor.)

1 – your character, Boar
2 – dialogue options available
3 – dialogue window
4 – other characters engaged in the dialogue

Log

The log screen appears after clicking on the Log button in the upper part of the screen. The log includes: tasks received, important in-game information, and also the number of killed enemies.

1 – quest log includes all tasks received during the game
2 – switches between quest types
3 – game log, includes all important information
4 – kill log, contains the statistics about enemies killed
5 – log close button

Completed quests are marked with green ticks, cancelled quests with a red cross. If a quest is unchecked, it's still in progress.

Inventory

The Inventory button in the bottom part of the screen (the backpack icon) opens the inventory. It is possible to manage items in the character's inventory, and also equip and dress up your character.

1 – character's backpack
2 – items in the backpack
3 – character view (press the right mouse button and rotate the character with the mouse)
4 – stuff the backpack

5 – unload a weapon (click the icon and then the weapon you want to unload)
6 – dismount a underbarrel grenade launcher or an optical scope (click the icon and then the weapon you want to modify)

7 – previous character

8 – next character

9 – total money available

10 – close inventory

It is possible to drop an item on the ground in the inventory mode. Simply take an item by clicking on it with the left mouse button and holding down the button. Then drag the item into to the main game window, and release the mouse button.

Shop

There are several types of shops on Alcatraz, including those selling weapons, garment and medications. To enter the trade screen, you need to find a merchant, place the cursor over him (the cursor will take the barter shape) and click the left mouse button.

1 – items available for purchase or trade

2 – character's inventory

3 – Buy button

4 – Cancel button

5 – buy/sell desk (to settle a transaction, put all items you want to buy or sell on the table, and then click the Buy button)

6 – transaction balance

7 – repair all the characters' items which are damaged

8 – repair a weapon (click on the wrench, then click the item you want to repair)

9 – exit the trade mode

During your adventures you may encounter specialized shops of other types, for example, selling stimulators only or special clothes.

Also note that it is not possible to repair weapons and equipment in all shops, just as it is not possible to heal your team members in every drugstore.

Character's stats screen

The character's stats screen can be opened any time by pressing the button in the bottom left part of the screen (the space-trooper helmet icon). You can also toggle to the stats screen by pressing the Level button, which appears above the heads of any teammates who have obtained enough experience points to level up.

1 – primary and secondary attributes of the selected character

2 – character's extra skills, chosen at the beginning of the game

3 – current character's

condition (if this area is empty, then character's condition is satisfactory)

4 – character's skills and their description

5 – character's perks

6 – slider box for distributing experience points between different skills

7 – confirm the experience point distribution

8 – cancel the current distribution of experience points

9 – choose perks

10 – close the character's attributes screen

Map

The game map has two modes: global and local. To view the map press the Map button in the upper panel menu.

Global map

1 – Map of the continent

2 – Map legend

3 – Current location of Vampire squad

4 – Location info

5 – Exit to the main screen

Local map
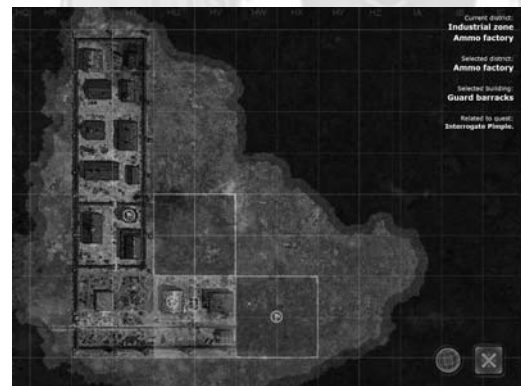
1 – Location information

2 – Known location (the location has already been visited)

3 – Unknown location (the location has not yet been visited)

4 – Switch to global map

5 – Switch to game screen

Moving across either map is performed using the mouse cursor. You may simply choose a place on the global map where you wish to move the Vampire squad and click on it with the left mouse button. The local map is divided into several locations. Highlight a desired location with the mouse cursor and click on it with the left mouse button to send your team there.

Settings

The Settings menu opens from the upper panel of the game screen by pressing the Menu button

Game Settings menu:

• Save – saves current game
• Load – loads a previously saved game
• Settings – game, graphics and sound options
• Main menu – exit to the main menu
• Quit to Windows – exit to desktop
• Resume game – continue the game

Load game menu:

• Saved games – previously saved games
• Autosaves – games saved automatically
• Load – load a previously saved game
• Delete – delete the selected savegame
• Close – close the Load game menu

Save game menu:

• Saved games – previously saved games
• Autosaves – automatically saved games
• Save – save the game (choose a name for your save)
• Delete – delete the selected savegame
• Close – close Save game menu

Settings menu:

• Game – game preferences, difficulty level, autopause, etc.
• Video – video mode, graphics quality, etc.
• Sound – music, effects volume, etc.
• Ok – confirm changes
• Cancel – exit Preferences menu

Role system

Character creation

In the beginning of the game you can create your own character or play as Boar. You can fine-tune several of your character's attributes during his creation, and make a unique face for your hero.

BASIC ATTRIBUTES

The basic attributes of the character are determined at the beginning of the game during character creation.

Strength

Physical strength of a character. It affects the character's damage during melee, and his ability to use heavy weapons. For example, a weaker hero cannot shoot a grenade launcher or wear heavy armor.

Agility

The character's mobility. It affects the character's movement speed, all combat skills, and some non-combat skills.

Health

Physical resistance and constitution. This attribute affects the character's health points, poison resistance and armor.

Perception

The character's sagacity and alertness. It affects shooting accuracy in aimed fire mode and various non-combat skills.

Charisma

Character's charisma. It influences at attitude of NPCs toward your hero, and his trade skill.

Intelligence

Character's intelligence. Affects non-combat skills, and increases the learning rate of all skills (i.e., character's learning ability).

* During the game, basic attributes may be temporarily changed, as for example when your character is wearing armor suits, or is under the influence of poisons, alcohol, stimulators and drugs. Additionally, basic attributes may decrease temporarily if a character is critically wounded.

Character appearance

The game uses LifeStudio technology, which allows you create a unique face for your hero.

SECONDARY ATTRIBUTES

The secondary attributes are derived from the basic attributes, and also depend on the clothes your character is wearing, as well as his armor and weapons. Like the basic attributes, they may be changed due to the effects of poisons, alcohol, stimulators and other drugs. The secondary attributes are as follows:

Melee attack

This reflects the character's chance to hit an enemy in a close combat ("to hit"). It is primarily effected by the hand-to-hand combat skill.

Melee defense

This reflects the character's chance to evade enemy's attack during close combat (Armor Class). It is effected by hand-to-hand combat skill and the currently equipped armor.

Damage

This shows the damage inflicted by the current weapon. The higher the character's weapon skill, the greater the chance of a critical hit.

Stealth

Stealthy and noiseless movement. The higher this attribute, the greater chances the character has to sneak by an enemy undetected.

Attitude

This reflects the attitude of other characters towards your hero. When this attribute is high enough, you may obtain better options during a talk with some characters, or for example you can "put pressure" on an opponent without severe consequences.

Poison resistance

It affects the character's chances to resist the deadly bite of a poisonous monster. Also, even if your character has been poisoned, he will receive less damage if this skill is high.

Defense from critical hits

A critical hit is one of the most dangerous things that can happen to your character. Your defense from critical hits can be increased by a good set of armor.

Armor

It affects character's armor in different parts of the body. It increases when wearing armor on an appropriate part of the body. Characters with a high Health attribute may receive one or two additional bonus points.

Choosing favorite skills

In the process of character creation, you can choose two favorite skills for your character; he will obtain a 20% bonus for each of them. According to the novel that the game is based on, Boar's favorite skills are melee combat and Imperial weapons -- but you can select whatever you wish.

Choosing traits

You can choose two unique traits for your character that will affect the distribution of the initial values of basic attributes, secondary attributes and skills.

Skills and traits, "training" your character during the game process

As in any role-playing game, the characters in your team gain experience and levels. You will gain several experience points and ability points for every level; you can distribute them however you like.

SKILLS

Pistols and shotguns

This skill affects the shooting accuracy from the primitive weapons produced on Alcatraz, e.g.: handguns, pistols, revolvers, small SMGs, sawed-off guns and shotguns. You will frequently use such weapons before you earn enough to buy more serious guns.

Heavy weapons

This affects the shooting accuracy from rifles, submachine guns, machine guns, grenade launchers and other heavy/long range weapons. Only really tough guys use these weapons on Alcatraz. A man with a machine gun always looks serious, even if his machine gun design dates to the beginning of 20th century.

Imperial weapons

This affects the shooting accuracy from modern (25th century) hi-tech Imperial weapons – blasters and railguns. Local primitive weapons are not powerful enough to complete the final mission.

Thrown weapons

This affects the accuracy of thrown home-made grenades, knives and spears. When your expensive grenade fails to deliver any damage because of a bad throw, the only person smiling is your intended target. Increasing this skill will help you avoid such situations.

Melee combat

Affects 'Attack' and 'Defense' skills for melee. Melee combat is always useful: ammo has a tendency to deplete, and monsters have a tendency to suddenly jump out from darkness and attack from behind.

Scouting

Detecting an enemy before he detects you provides a significant advantage during combat. This skill will help you to become the feared invisible man.

Repair

Weapons and armor get worn down during a combat, and it's your choice – repair them yourself or spend your hard-earned money for another guy to do it! The higher the skill, the more complicated weapons and armor you are able to repair.

First Aid

This skill affects the efficiency of you medications. Ten or twenty extra health points, restored for free – who would refuse that?

Thieving

Alcatraz is a planet for dead-end thieves and murderers. There's no shame in borrowing something from people like this, if it means accomplishing the mission or saving your life.

Trade

This skill affects your character's knowledge of the local goods market, and his ability to negotiate smoothly. To put it simply, increasing this skill will help you buy cheaper and sell at a higher price than you would otherwise get.

PERKS

The character's perks help to increase specific weapons skills, for example the use of sledgehammers, rifles or grenade launchers. It is also possible to increase poison resistance, your chances to inflict critical damage, or learn how to move quickly while wearing heavy armor. There are several groups, with three perks in the each group. Each character can choose one perk from each group.

The perks differ in number of points needed. For example, improving your ability with machine guns costs more experience points than improving your ability to use knuckles.

Combat system

The game uses various mechanisms for calculation of melee and ranged combat. The classic "to hit / armor class" scheme is used for calculation of melee combat, while for ranged combat a realistic 3D model of trajectory calculation is used.

Meele

Hitting chances in melee depend on the Attack skill of the attacker and the Defense skill of the target. When these attributes are nearly equal, chances to hit the enemy are about 50%. If your Attack skill is significantly higher than the target's Defense skill, your chances of critical hit look better.

If you attack an enemy from behind, or if you are attacked from behind, chances to hit will automatically increase by 20%. Also note that some types of vests provide only frontal protection. So, as a rule, don't allow enemies to attack you from behind. You can increase your attack and defense skills by improving your melee skill.

Shooting

The Planet Alcatraz 3D engine makes it possible to calculate shooting trajectory in a convincing and satisfying way. The engine is well advanced, and avoids failures common for RPG and tactical games (for example, chance to miss when shooting point-blank at somebody or successful fire through the backs of your teammates).

The impact calculation includes two main parameters: 1) aiming error due to trembling hands (insufficient skill); and 2) impact error due to weapon inaccuracy. The hands of a character with 100% shooting skill do not tremble: the character can miss only because of weapon fault. However, the character with shooting skill of more than 100% knows his weapon so well that he can foresee the deviation of a bullet and compensate for it. Additionally, such a marksman inflicts critical damage more often.

The character aims before shooting, pointing his weapon at the enemy in three-dimensional space, i.e. pointing the barrel at the body part you indicated (the torso by default). During the shot, a bullet flies out of the barrel with some deviation based on the character's shooting skill and the weapon's accuracy. Further, the bullet moves through the space before reaching its target or an obstacle. Missile flight is a dynamic system, which reflects all the parameters that exist in real life:

- Chance to hit point-blank even with a low shooting skill is very high
- The greater the target distance, the less chance to hit even with a good shooting skill
- If you aimed at one enemy but missed, the bullet can hit the hand or leg of a nearby enemy
- Your chance to hit a crouching enemy is lower than your chance to hit a standing enemy
- Chance to hit a lying enemy is even lower than a crouching one, but the chance to hit his head increases significantly
- If you shoot when you are under heavy fire, your aim will be negatively affected

Aimed shooting requires more time, but your chances to hit increase depending on character's Perception. There are also other ways to increase shooting accuracy – installing an optical scope, and learning some special skills.

In the settings of your character you can toggle a display of the weapon dispersion zone, which takes into account his current shooting skill and the combat range selected.

Throwing grenades and shooting from grenade launchers

Throwing grenades differs from shooting, mainly in that a grenade has lower initial speed and is affected by gravity.

Grenades inflict two types of damage – either blast wave or special damage – according to the grenade type. Anti-personnel grenades inflict damage through shrapnel, while a fire grenade disperse an incendiary mixture, and poison grenades create a cloud of poisonous gas.

Throwing knives and spears

Throwing knives and spears are similar to shooting, except these weapons fly slower, and can be picked up from the ground and used again.

Critical damage

When a character receives a critical hit, the character falls down, loses his weapon, and remains helpless for some time. Depending on the body part damaged, there are different types of negative consequences:

- arms – decrease of agility and perception, lower attack attribute in a close combat
- legs – decrease of agility and movement speed
- torso – decrease of strength and health
- head – immediate death, the remaining health points are irrelevant

Scouting, detecting the enemy

It is hard to underestimate the importance of detecting the enemy early, before the enemy detects you. Early detection allows you to inflict as much damage as possible to the enemy before the enemy readies a counterattack. Thus, characters have both scouting and stealth attributes in the game. The higher the character's scouting skill, and the lower the enemy's stealth skill, the larger the detection range will be. Note that you may increase the stealth skill of your character by switching to stealth move mode. The character cannot run in stealth mode, and of course your character is stealthier when moving slowly, in crouched or crawling posture.

In the game settings you can toggle a display of your character's visibility range. This display is divided into two zones – the first one is the zone restricted by the field of vision (a sector of a large circle), and the second, the zone of the character's hearing and tactile senses (a small circle). Your character's vision changes depending on the time of the day; people see better during the daytime than in the dark.

Attributes of objects

Each weapon, armor or piece of ammunition in the game has a number of attributes.

ATTRIBUTES OF WEAPONS

Damage

Minimal and maximal damage that can be inflicted with the given weapon. The better your skill with the particular weapon, the higher your average damage will be.

Range

The accuracy range of a weapon is the distance from which an experienced shooter will hit a target with 100% precision, and it's also the distance to which your character will (by default) approach the enemy for an attack. (There is an option to adjust the distance and make it more or less than the range of a weapon.)

Caliber

Alcatraz firearms use various ammunition. There are 6 mm and 9 mm caliber pistols and rifles, 12 and 16 mm caliber sawed-off shotguns and handguns. The caliber of the Imperial blasters is 5 mm and the railguns take 10 mm. According to unverified information, there are some secret heavy-caliber rifles and machine-guns. Finally, there are 30 mm and 80 mm grenade launchers.

Size of a clip

Maximum number of cartridges. Rifles and shotguns have no clip and are single-shot weapons, except for the most advanced models. Pistols and machine guns usually take 6 to 50 cartridges per clip.

Amount of fragments (of an explosive)

Amount of fragments produced after frag grenade explosion.

Grenade fragment damage

Damage inflicted by a single grenade fragment.

Poison

It indicates the poison currently applied to your cold steel weapon.

Optical scope

The mounted optical scope. An optical scope increases the accuracy of aimed fire. Optical scope can be mounted only on rifles and assault rifles.

Underbarrel grenade launcher

An underbarrel grenade launcher is available on some models of assault rifles. This allows the installation of a 30mm caliber grenade launcher.

ARMOR ATTRIBUTES

Defense

Determines how high the character's Defense attribute will increase, after applying this armor.

Armor

Determines the Armor attribute of the character. There are different "slots" of armor used in the game. So, for example, a helmet will increase the armor of the head only, vests increase body armor, and pants increase leg armor.

Plates

Some armored vests in the game consist of a vest-coat with pockets suitable for inserting armor plates for increased protection. There are four types of plates with different levels of protection. The armor value of the plates is then added to the base armor value of the vest.

GENERAL ATTRIBUTES

Minimal strength

The minimal level of Strength attribute required for the given weapon or armor to be used. If you generated a weak character at the beginning of the game, you will need to use stimulators to increase his strength, if you wish him to shoot from heavy weapons and wear heavy armor.

Reliability

Reliability of a weapon. Unreliable firearms can misfire, which results in crucial loss of time during a battle.

Condition

Current state (wear-out) of an item. Weapons wear out when they misfire. Armor and clothes wear out when they are pierced by enemy attack.

Repair

Repair skill is required for repairing a weapon or a piece of armor in the field, using a repair kit. Sophisticated weapons and armor, if your character doesn't have sufficient skill in repair, will have to be repaired at a store for fee.

MODIFIED WEAPONS AND ARMOR

You will meet characters who will offer you modification of certain types of weapons or armor for a fee.

Modified weapons can have the following characteristics:
- Shooting accuracy increased up to +15%
- Damage increased up to +15%
- Reliability increased up to +3%
- Shooting range increased up to +3 m

Modified armor can have the following improvements:
- Armor up to +75%
- Defense up to +75%

Tips

Useful hints for Planet Alcatraz

1. When preparing for a mission, always take enough ammo and first aid kits with you. If your character runs out of ammo, he'll be limited to melee combats, and if he runs out of first-aid kits, he'll likely die.
2. When an enemy is close to you, try to shoot at his head, especially if he isn't wearing a helmet. To shoot at an enemy's head, press and hold "8" on the numpad, then click on the enemy with the left mouse button.
3. Some characters can upgrade your weapon or armor for money. This is very useful, though it can be expensive.
4. During long range combat, it's a good idea to crouch or lie down – it will lower the chances of the enemy hitting you, and will boost your shooting accuracy.
5. A character can not run in stealth mode. However, if a character is crouching or crawling, he becomes less visible to his enemies.
6. If you see an enemy take out a grenade and prepare to throw it, you can try to dodge, by moving your characters away. It will take a couple seconds for the enemy to deliver the grenade.
7. During combat, if you are commanding several teammates, try placing them in such way as to evade friendly fire. The model of trajectory calculation is fairly realistic, and your soldier, though aiming at an enemy, may injure his teammate, if he steps into the line of fire.
8. Experiment with the automatic combat mode of your characters ("Offensive", "Defensive" and "Off" buttons in the "Auto combat" interface).
    - In the "Offensive" mode, a character will attack the first enemy detected, and chase after him until the enemy is killed or your character receives critical damage, or you give him another order.
    - In the "Defensive" mode, a character will attack an enemy only if the enemy is enters his shooting range.
    - In the "Off" mode, a character will not attack anyone without your explicit order, even when he is directly under attack.
9. Take advantage of setting a shooting/throwing range for each of your characters. Depending on a particular weapon and skill level, it can be useful to conduct combat from different distances (using the "Short", "Medium" and "Long" buttons in the "Shooting/Throwing range" interface).
10. If you are engaged in combat in a town or village against the overseers of guards, they will attack you if they spot any of your teammates during combat, and for some time afterwards. In such places you can fight without danger of being attacked by the overseers, if you fight only inside buildings.
11. Possessing a long range rifle with an optical scope -- for example, the Heavy Pipe rifle -- and a high level of Heavy Weapons skill, you can try shooting your enemies from long distances. Such a sniper can take headshots in "Aimed fire" mode.
12. You can exchange plates in your body armor during and after combat, and change any clothes. For example, your character probably moves too slowly in a Full T flak jacket; however, nothing prohibits you from wearing it during combat and taking it off after the combat is finished.
13. If your character runs out of food and first aid kits, you should try looting enemy bodies during or after combat. It is quite common for enemies to carry food, and some of them may possess first aid kits.

14. If your enemy is wearing a body armor, you will inflict greater damage if you attack other parts of his body: head, legs or arms. To attack a particular part of the body, press and hold the specific button on the numpad, and click the left mouse button on your enemy during combat.
    - 8 - attack head
    - 4 - attack right arm
    - 6 - attack left arm
    - 1 - attack right leg
    - 3 - attack left leg
    - 2 - attack both legs
    - 5 - attack torso (by default)
15. If a character is critically hit during combat, then, depending on a part of his body damaged, the character will suffer some negative effect. For example, being critically hit in a leg, the character will limp for a long time. To get rid of such negative effects, you can ask any merchant who can heal your character – for a small fee. If one of your characters has a high Medicine skill and possesses a "Surgeon kit," you can try to heal critical wounds by yourself.
16. Try to throw grenades at stationary targets. It takes time for a grenade to reach its target, an enemy can leave the target area while the grenade is on its way. Also, by pressing the Ctrl button, you can throw a grenade at any place on the ground, including the place where you expect your enemy may appear by the time the grenade falls.
17. To rob a character you can both press the Rob button in the game interface, or press Alt and click the left mouse button on a character you want to rob. The success of this action depends on your Thieving skill.
18. To open chests and doors, a character must have lockpicks in his inventory. There are several types of lockpicks; the better the lockpicks, and the higher his Thieving skill, the more "complicated" the lock your character can open. Some locks cannot be opened with common lockpicks, and others can be opened only with the best ones. Some locks require only a unique key. Please note: Do not dispose of the keys you've found or obtained from other characters, before you open the corresponding lock!
19. In the dark, characters do not see that well as they do during the daylight. Use this feature to lure your enemies and eliminate them one by one.
20. Use armor-piercing rounds! This will let you to hit enemies wearing Full T flak jackets. Against highly-armored enemies, standard ammo delivers little to no damage.
21. During combat you can choose various cover for your characters. You can use boxes, large stones or corners of buildings for this. Naturally, your enemies will also try to use cover.
22. If an NPC offers to trade with you during a dialogue, try to exit the dialogue and increase your Attitude parameter as high as possible, and then try to talk to him again. Most likely you will be able to make him lower his prices. Basic Charisma affects your Attitude, as does the clothes you're wearing, and the weapons you're armed with.
23. You do not gain experience for killing civilians, but you can loot clothing and other belongings from their bodies. However, if you kill an important quest character, your hero may spend the rest of his days on planet Alcatraz – and not the way he wished to. And the game will be over.
24. Some characters in the game can teach you some skills (or improve your). The training costs money, and it's a one-time thing. The amount of skill points obtained depends on your character's Intelligence. All of your current teammates will receive the same training.

25. You can use any chest to store your loot. However, you should be cautious about this, because some locations may be closed for some time or forever, as the game progresses. We recommend using any of the chests in the Northern town, and any location of the White district for this purpose.

26. Try using different stimulators for your character. You can increase some attributes for a fairly long time. However, remember that not all such substances may be equally useful. Some of the stimulators increase different characteristics, or give various bonuses, while decreasing other attributes. The largest variety of different stimulators can be found in the Outlet drugstore, located in the Ungan district of the Northern city. Consider stimulators especially if your character doesn't have enough strength to wear some armor or use some weapons. Stimulators may be the only solution.

27. If you character has been poisoned, you can remove all negative effects by using the right antidote.

Credits

The game Planet Alcatraz was developed by 1C Company in cooperation with the creative studio "Polny Pe" and Skyfallen Entertainment.

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Technical Support

If you encounter problems while installing or playing the game, do the following before you contact us:

- Choose "Run" in the "Start" menu.
- Type «dxdiag» in the dialog window and press "Enter" to run Microsoft DirectX Diagnostic Tool.
- Pass all tests.
- Having passed the tests, press "Save All Information".
- Send the text file obtained and a description of your problem to our technical support.

Information Required:
- Game version (installed updates)
- Operating system
- Processor brand, type and clock speed
- RAM volume
- Sound card type
- Video adapter model and parameters
- CD/DVD-ROM drive type
- Mouse type and driver version
- DirectX version
- Detailed description of the problem that you faced

Contact:

Via e-mail at: support@1cpublishing.eu
Please use the e-mail address provided. All support enquires to the company address or phone number(s) cannot be answered by our staff.
For more information and updates please visit:
www.1cpublishing.com

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