



Games
for Windows™

PC
DVD

STALKER

CALL OF PRIPYAT



COLLECTOR'S EDITION

INCLUDES MAP, TECH-TREE POSTER,
STICKERS AND MORE!



MATURE 17+



! Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org

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INTRODUCTION

In 2012 a stalker called Strelak managed to deactivate the Brain Scorcher, a powerful psy-emitter capable of turning a human brain to mush in seconds. After this, treasure hunters rushed for the center of the Zone in large numbers: some in hopes of finding a treasure trove of artifacts, others in search of the legendary Wish Granter. These unexpected developments forced the National Security Council of Ukraine into action and the decision was made to urgently initiate an operation codenamed Fairway. Dozens of helicopters carrying Special Forces units took to the air and set off for the Chernobyl Nuclear Power Plant. The Zone had other ideas, however, and despite meticulous preparations Operation Fairway was a complete disaster. The National Security Council sent one of its top experts, Major Alexander Degtyarev, formerly an experienced stalker, into the Zone to investigate.

The story of how the Zone appeared

26 April 1986
THE FIRST INCIDENT

At 1:23am on Saturday, April 26, a scheduled test of Reactor 4 in the Chernobyl Nuclear Power Plant 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 and the UK.

It was the worst man-made accident in history and the social, political and financial costs were unimaginable. The disaster was caused by flaws in the design of the RBMK-1000 series reactor combined with human error, with power plant staff failing to follow rules during inspections of the emergency cooling system. These two events led to the intense overheating of the reactor core that caused uranium rods to begin to melt, 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. Over 160,000 people – everybody within 30 km of the accident – were urgently transported away from the disaster. These people thought their evacuation was only temporary, however many would never see their homes again. Strained relations between East and West caused Soviet officials to attempt to conceal the scale of the tragedy, thereby exacerbating the situation and inflicting untold sorrow not only on those who were exposed to radiation and evacuated from the exclusion zone, but on many others too. The word on the lips of a generation was: Chernobyl.

13 April 2006
THE SECOND INCIDENT

“...Today saw an explosion of fear around the world as the people of Europe considered the potential consequences of another disaster at the Chernobyl Nuclear Power Plant. Assurances given by Soviet officials and subsequently the Ukrainian Government that Object Shelter is sufficiently reliable have not proved trustworthy; in fact, this is simply another lie spread by those with power, a lie that is doubly dangerous in view of its implications for us all...”
Newspaper report, 16 April 2006

There had been talk of a second disaster for some time but what happened was more of a shock than the 1986 accident. Even international scientists, who had been working in the exclusion zone for some time at that stage, were caught off-guard; even the best of them had no idea of what was to take place. Regardless of expectations and forecasts, the explosion happened and that meant the Chernobyl issue was far from being resolved. The implications of this incident were as difficult to predict as those of the original disaster, but they were unlikely to be mild by any stretch of the imagination. Nonetheless, despite the destructive radiation and endless lethal anomalies that filled the Zone, this wasteland became something of a beacon for certain characters. Getting rich was easy here and for some that proved enough to ignore the constant and deadly risk. These people, a mixed bunch by any standards, came to be known as stalkers.

2011

This year saw the addition of new horrors to the Zone's already impressive assortment. The explosive changes claimed many lives, with stalkers dying in anomalies on paths previously considered safe and catching bullets in the Faction Wars.

INSTALLING AND LAUNCHING THE GAME

INSTALLING THE GAME

To install the game, insert the game DVD into the DVD drive. The setup process should begin automatically. If it doesn't, use Windows® Explorer to locate your DVD drive and execute the file labeled setup.exe.

UNINSTALLING THE GAME

To uninstall the game, click Start -> Programs -> GSC World Publishing -> S.T.A.L.K.E.R. - Call of Pripyat -> Uninstall. Alternatively, click Start>Settings>Control Panel and select Add or Remove Programs. Scroll down to the S.T.A.L.K.E.R: Call of Pripyat entry and select it with a click and then click the Remove button.

LAUNCHING THE GAME

To launch the game, click Start -> Programs -> GSC World Publishing. Once there, left-click the S.T.A.L.K.E.R. - Call of Pripyat menu and then select S.T.A.L.K.E.R. - Call of Pripyat. Alternatively, if a game shortcut is already on your Desktop (this can be created during installation) all you need to do is double-click the shortcut. To start a new game, click on the New Game option in the main menu. To load a saved game, click on the Load Game option and select the desired game.

On windows 7 and Vista, there are no shortcuts made into the Start Menu or onto the Desktop. In order to start it, press Start -> All Programs -> Games -> Games Explorer. Select S.T.A.L.K.E.R. - Call of Pripyat.

SYSTEM REQUIREMENTS

Configuration	Minimum	Recommended
OS	Microsoft Windows XP SP2	Microsoft Windows Vista SP1 or Windows 7
CPU	Intel Pentium-4 2.2 GHz AMD Athlon XP 2200+	Intel Core2 Duo E8300 AMD Phenom II X2 550
RAM	768 MB	2 GB
Disk Space	6 GB	
Graphics Card	nVidia GeForce 5900 ATI Radeon 9600 XT 128 MB VRAM	nVidia GeForce GTX 260 ATI Radeon HD 4870 1 GB VRAM
Sound Card	Any DirectX 9.0-compatible Soundcard	
CD/DVD	DVD drive	
Internet / LAN	512 Kbit/s Connection (at least 2Mbit/s for Server)	
Input Device	keyboard, mouse	

DEFAULT CONRTOLS

You can change these under the Controls tab in the OPTIONS menu.



ACTION	DEFAULT KEY	DESCRIPTION
Left	Left arrow	Turn left
Right	Right arrow	Turn right
Up	Up arrow	Look up
Down	Down arrow	Look down
Foward	W	Move foward
Back	S	Move back
Strafe left	A	Move left
Stafe right	D	Move right
Jump	Space	Jump
Low crouch	Left Ctrl + Left Shift	Sneak
Crouch	Left Ctrl	Crouch
Sprint	X	Run
Peek left	Q	Lean Left
Peek right	E	Lean Right

WEAPONS AND EQUIPMENT

Change weapon	1-6	Select a weapon
Change ammo type	Y	Change ammunition type
Next weapon	Mouse wheel up	Select next weapon
Previous weapon	Mouse wheel down	Select previous weapon
Fire	Left mouse button	Fire weapon
Toggle sight/scope	Right mouse button	Toggle sight/scope
Reload	R	Reload weapon
Grenade launcher	V	Select the grenade launcher
Next firing mode	0 (zero)	Switch to next firing mode available for the weapon
Prev firing mode	9	Switch to previous firing mode available for the weapon
Backpack	I	Access your weapons, equipment and artifacts
PDA	P	Activate PDA
Flashlight	L	Activate flashlight
Binoculars	5	Activate binoculars
Bolt	6	Select throwing bolt
Anomaly detector	O	Activate detector
Night vision (if available)	N	Activate/deactivate night vision mode
Quick access slot	F1-F4	Use quick access slot contents
Drop weapon	G	Drop weapon
Use	F	Use selected object, initiate conversation

ADDITIONAL CONTROLS

Action	Key	Description
Pause	Pause	Pause the game
Screenshot	F12	Take a screenshot
Exit	Esc	Leave the game

MULTIPLAYER CONTROLS

Action	Default key	Description
Artifact	7	Equip selected artifact
Scores	Tab	Display Scores
Chat	,	Display public chat prompt
Team-Chat		Display team chat prompt
Skin menu	O	Select your avatar's appearance (clothes and equipment)
Team menu	U	Display Team menu
Buy menu	B	Display purchasing menu
Begin voting	F5	Start a vote
Vote status	F6	Show vote status
Vote 'Yes'	F7	Press to vote "Yes"
Vote 'No'	F8	Press to vote "No"
Voice messages 1	C	Show first voice message menu
Voice messages 2	Z	Show second voice message menu

Clicking the Default key will reset all controls to their default settings.

VIDEO

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



RENDER TYPE

STATIC LIGHTNING – Uses DirectX 8

DYNAMIC OBJECT LIGHTNING – Uses DirectX 9 with static lightning (light-mapping)

FULL DYNAMIC LIGHTNING – Uses DirectX 9 will full dynamic lightning (sun shadows)

IMPROVED FULL LIGHTING – uses DirectX 9 with full dynamic lighting (SSAO, depth of field, soft water, soft particles, steep parallax, volumetric lighting). Requires 3.0 shader support.

DIRECTX 10 DYNAMIC LIGHTING– uses all DirectX 9 features together with new functionality (volumetric smoke, sun rays, dynamic wet surfaces)

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

RESOLUTION – Choose the screen resolution appropriate for your system. A higher screen resolution requires higher system specs.

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

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.

Clicking the Advanced button allows you to access advanced video options. It is recommended to leave them as they are by default.

VISION DISTANCE – Changes the player's maximum viewing distance.
OBJECT DETAIL – Changes the level of detail (number of polygons) in in-game objects.
TEXTURE QUALITY – Changes texture quality for in-game objects.
ANISOTROPIC FILTERING – Toggle texture filtering.
ANTIALIASING – Toggle antialiasing.
GRASS DENSITY – Toggle grass density.
SUN SHADOW – Turn this option on to make all objects cast shadows from the sun, turn off to make objects cast shadow only from dynamic light sources.
LIGHTNING DISTANCE – Change the visibility distance of light sources.
SHADOW QUALITY – Change the distance at which individual particles become visible.
NPC FLASHLIGHTS – Turn this option on if you want computer-controlled characters to use flashlights in the dark.
DETAILED TEXTURES – Using this option will turn on detailed object textures when using static lighting.
DETAILED LANDSCAPE – Using this option will activate detailed landscape display.
STEEP PARALLAX – Using this option improves the visual quality of the parallax effect.
SUN QUALITY – This option determines the quality of sun shadows.
SUN RAYS – Using this option activates sunlight dispersion in the atmosphere.

SSAO – Using this option activates object self-shadowing using dispersed light.
SOFT WATER – Using this option smooths the visual border between water and the landscape.
SOFT PARTICLES – Using this option smooths the visual border between particles and polygons.
DEPTH OF FIELD – Using this option improves the depth of field effect.

VOLUMETRIC LIGHT – Using this option activates the dispersion of dynamic light.

DYNAMIC WATER – Using this option activates dynamic contact between water and surfaces when it's raining (water dripping down walls, ripples etc).

VOLUMETRIC SMOKE – Using this option activates volumetric smoke simulation.

VERTICAL SYNC – Toggle vertical synchronization.

FREQUENCY 60HZ – Toggle forced 60Hz frequency.

To apply changes click the Apply button. To discard changes click Cancel.



AUDIO

To modify sound settings click on the Audio tab in the Options menu. The Audio panel contains the following options:

VOLUME – Use the slider to set the volume of sound effects.
MUSIC VOLUME – Use the slider to set the music volume.
SOUND DEVICE – Use this option to select an available sound device.
EAX – Turn this option on to enable Environmental Audio Extensions (EAX) sound technology on compatible sound cards.
DYNAMIC MUSIC – Using this option activates dynamic music in the game.

To apply changes click the Apply button. To discard changes click Cancel.

GAME

You will need to choose one of the following game difficulty options:

NOVICE
STALKER
VETERAN
MASTER

The higher the difficulty level, the more dangerous anomalies, mutants and human enemies become.

DRAW CROSSHAIR – Toggle crosshair on/off.

DYNAMIC CROSSHAIR – Toggle dynamically changing crosshair.

SHOW WEAPON – Toggle in game weapon visibility.

TARGET DISTANCE – Toggle distance to target indicator (shown to the right of the crosshair)

NPC IDENTIFICATION – Show information about the target in the crosshair (name, faction, attitude of the target towards the player: neutral, hostile or friendly).

TOGGLE CROUCH – When this option is activated, pressing crouch once will leave the player crouching until the button is pressed again.

AUTOSAVE – Activate autosaving.

CONTROLS

MOUSE SENSITIVITY – Adjust mouse sensitivity.

INVERT MOUSE – Invert mouse.

ADDITIONAL ACTIONS

DIRECTION – Change head position (turn right/left, up, down).

MOVEMENT – Change player's movement type and direction.

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

BACKPACK – Managing the player's backpack: examining backpack contents and equipment, switching to PDA, night vision goggles etc.

GENERAL – Pausing the game, using items etc.

MULTIPLAYER – Managing MP options: accessing menus, voting etc.

HUD

MONITOR

1. Minimap
2. Player health and endurance indicators
3. Ammo type and quantity indicators
4. Pictograms of radiation, chemical, impact, heat, electric and psy-exposure
5. Current cash and player rank (multiplayer only)
6. Total team score for both teams (multiplayer only)

MINIMAP



The minimap is located in the top left corner of the screen. Two colored triangular arrows, blue and red indicate north and south respectively. Signals coming from PDAs of NPCs near the player are also marked here; the color of the marker indicates whether the NPC is friendly (green), neutral (yellow) or hostile (red). Markers for various points logged in the player's PDA (objectives, task completion locations etc) are also shown on the minimap and a yellow

arrow points to the selected point. Additionally, the minimap contains a clock that shows the current time in the Zone. The number in the small window on the right of the minimap shows the number of creatures (people and mutants) near the player. Two semicircular segments above and below this window show the player's concealment from others (eye symbol) and noise made by the player's movement (sound frequency symbol).

In the multiplayer game, the minimap shows information about nearby teammates and positions where you can buy weapons and ammo. Players are marked by green dots, their own artifacts are shown as green symbols, enemy artifacts are shown as white symbols, positions where you can buy weapons and ammo are shown in green or blue (depending on the team). Enemy players will not be shown on the minimap.



QUICK ACCESS SLOTS

Information about the contents of quick access slots is shown in the bottom left-hand corner of the screen. These slots are a convenient way of using bandages, medkits and food quickly. The number at the top of the slot shows the total number of these items in your backpack.

HEALTH AND ENDURANCE INDICATORS

A panel in the bottom right-hand corner of the screen shows the player's current health and endurance (red and blue bars respectively). The health and endurance indicators are joined to the ammo type and quantity indicator (see below).

AMMO TYPE AND QUANTITY INDICATORS

Located in the bottom right-hand corner of the screen, these indicators are joined to the health and endurance indicators. The top small square shows the number of grenades for the underbarrel grenade launcher (if installed), while the lower

small square shows the current firing mode (automatic, single shot, burst). The number of rounds in the magazine of the selected weapon is shown in large numbers in the big square, whereas smaller numbers are used to show the quantity of both types of ammo. The type of ammo used at the moment is shown by a picture in the window in the bottom right-hand corner.

HAZARD PICTOGRAMS

When the player's environment contains hazards (radiation, chemical, heat or psy-emissions) triangular pictograms will appear under the minimap. The color of the pictogram, ranging from green to red, indicates how badly affected the

player is by the hazard.



DANGER PICTOGRAMS

When the player is in danger from bleeding, radiation exposure, hunger or fatigue, round pictograms appear on the right-hand side of the screen. This area is also used to show information about weapon, armor and helmet malfunctions. The color of the pictogram, ranging from green to red, indicates how dangerous the situation or malfunction is.



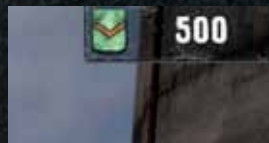
DRUG PICTOGRAMS

The temporary effects of food and drugs are shown in the bottom left-hand corner of the screen above

the quick access slots. These effects may include protection from radiation exposure, aggressive chemical or psy-emissions, health recovery, wound healing, reduction of radiation in the body and increases in maximum weight carried.

CURRENT CASH AND RANK

The amount of cash a player has during a multiplayer game is shown in the top right-hand corner of the screen. The player's current rank is displayed to the left of this.



TOTAL TEAM SCORE FOR BOTH TEAMS



Two differently-colored numbers indicating team scores are shown at the top of the screen when playing the Artifact Hunt, Capture the Artifact and Team Deathmatch multiplayer modes.

When the Backpack window is opened (by default), information about the player's weapons, armor, detector and backpack contents will be displayed on the screen. The lower central part of the screen shows information about the player's health (red bar), and round bleeding and radiation exposure indicators are located to the right of this. Both of these indicators will be activated if the player begins bleeding or is exposed to a serious dose of radiation. The bars underneath the health indicator show information about the player's current protection from radiation, chemical, heat, impact, electric and psy-effects. This area also shows details of the player's bullet and fragmentation protection (Armor section), and his ability to recover his energy quickly. The top right-hand of the screen shows information about the player's status in the Zone and the amount of money he has. The lower right-hand corner of the screen, underneath the backpack contents, shows information about the weight of the weapons, equipment and items currently carried by the player.

EQUIPMENT AND AMMO

USING EQUIPMENT

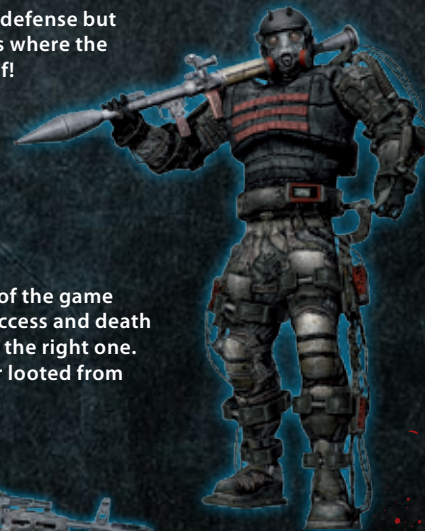
The backpack contents window lets you wear, manipulate and discard objects. Equip items by double-clicking. Right-click an item to bring up its context menu and perform an item-specific action (for example, putting a weapon into your backpack, using a medkit etc).

You can also select **Drop** or **Drop all** to discard unneeded weapons or items.

Note that both current weapon slots are identical, which allows you to equip two light, medium or heavy weapons at the same time.

ARMOR AND PROTECTIVE SUITS

It is true that attack is the best defense but that doesn't apply to situations where the enemy is the environment itself! That's why you should do your best to get a full protective suit or at least titanium/Kevlar body armor until you can afford something better.



WEAPONS

Weapons are an essential part of the game and the difference between success and death often comes down to choosing the right one. Guns can be bought for cash or looted from dead bodies.



WEAPONS FALL INTO ONE OF THE FOLLOWING CATEGORIES:

KNIFE – an effective close combat weapon.



PISTOLS – At close range pistols can be quite powerful, despite lacking penetration power. Some pistols may be fitted with silencers.



SHOTGUNS – Shotguns provide massive stopping power with low penetration. Their effective range is short and it takes quite a long time to reload them.



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 can be fitted with grenade launchers to improve their killing potential.



HEAVY WEAPONS – Two types of grenade launchers can be used against armored vehicles and helicopters. Their slow firing rate is offset by immense power.



GRENADES – Grenades can be used against a group of enemies or in situations where there is no direct line of sight.



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



The effectiveness of all weapons in the game depends on 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 that excels in one of them.

Your choices regarding weaponry do not end with choosing an appropriate gun. Each type of weapon allows the use of a number of different ammunition types. Some of them are more useful against armored enemies, others explode after impacting the target. Spend some time familiarizing yourself with different ammo types and select the most appropriate one for the objective at hand.

ACCURACY

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

RATE OF FIRE

The higher this parameter is, the shorter the time between successive rounds fired from the weapon. A high rate of fire usually coincides with low accuracy.

DAMAGE

The higher this parameter is, the greater the damage inflicted by the weapon. Weapons with high damage tend to have a low rate of fire.

HANDLING

Weapons with high handling are easier and faster to operate.

CONDITION

Weapons degrade over time, causing their accuracy to fall and also increasing their jamming frequency. When a weapon jams, a message appears on the screen telling you to reload. Press the Reload button or change the ammo type to unjam your weapon.

FIRE

Move the cross-hair over a target and press the fire button (left mouse button by default) to fire a weapon. You can also use the sight mode (right mouse button by default) to aid you in aiming. Remember that, as in real combat, you are most vulnerable when reloading. Changing magazines only takes a few seconds, but you will be at the mercy of an armed enemy for that time.

FIRING MODES

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

GRENADES

There are two modes for throwing grenades: normal and regulated. Left-click to perform a normal throw, which will cause you to throw the grenade as hard as you can. How far the grenade goes depends on the angle at which you release it. Right-click and hold to perform a regulated throw. In this mode, a throw strength indicator appears. The higher the scale, the stronger the throw. Release the right mouse-button to throw the grenade.

PDA

The PDA is used to organize and store various information. You will find a detailed map, information about current missions, personal player stats, as well as the message log and current time here. You can switch between information types by choosing the appropriate tab at the top of the device screen.

MAP



Use this function to view the required part of the Zone. Map options displayed in the bottom right-hand corner of the screen allow you to change the scale and move to the required part of the map. Map scrolling can also be done by holding the left mouse button and moving the mouse or using the scrollbars, while the scale can be changed using the mouse wheel.

STATS

This section contains detailed player stats. Here you can see the amount of time you have spent in the Zone, the number of emissions survived, missions received and completed, stashes found, enemies and mutants killed and your cash, as well as information about the most dangerous mutant killed and your most used weapon. The player's achievements are shown in a separate window.



MESSAGE LOG



This contains detailed information about all dialogs, events and missions.

TRADING AND COMMUNICATING

TALKING



To initiate a conversation, approach a neutral or friendly character and press Use (F by default). Some of the characters will not talk if the player has a weapon out, so hide it before starting a conversation. At the bottom of the dialog window, there is a Trade button that can be used in order to switch to the trading screen.

TRADING



To enter the trading screen, click **Trade** at the bottom of the dialog window.

The trading screen is divided into three parts: the leftmost part shows the picture, backpack contents and cash of the character you are trading with and the rightmost part displays the same information about you.

To see an item or artifact description, move your mouse cursor over it. In addition to the name of the item, its weight and parameters, you will also see the price in the top right-hand corner of the window. To select an item for trading, double-click it. Repeat this for other items you would like to trade. The total price of selected items will be displayed under the list of these items. You may remove items from the trading area by double-clicking them.

To complete the transaction, press **Buy** or **Sell**. To leave the trading screen, press **Exit**.

WEAPON REPAIRS AND MODIFICATIONS



Each camp has a dedicated weapon, armor and helmet repair, and modification specialist known as the technician. Technicians can help you considerably improve the characteristics of your weapons and equipment. To access the repair and modification window, left-click on **Repairs/ Modifications**.

The window is split into three parts. When you left-click on a weapon or piece of equipment located in the central or right-hand parts of the screen, a list of available modifications will appear in the left part of the screen. The **Repair** button, located under the technician's picture, will also become active at this time. To go ahead with repairs, left-click this button and the cost of repairing the item will be shown in the pop-up window.

Information about weapon, armor or helmet modifications and their costs can be accessed by moving the mouse cursor over the modification picture. If a modification is not available, the reasons for this will be shown here. To go ahead with a modification, left-click the modification picture and confirm your choice in the pop-up window.

To leave the modification and repair screen, press **Exit**.

IMPORTANT INFORMATION

PHYSICAL FACTORS

ANOMALIES



Strange anomalies, which are scattered all over the Zone, are extremely dangerous. At the same time, they are the main source of stalker riches because they generate various artifacts. Artifacts have conflicting effects on the human body, with some being favorable, but usually at the cost of radiation exposure.

MUTANTS



The Zone's contaminated grounds have spawned a staggering number of mutated life forms, which are extremely aggressive (but thankfully most are territorial) and likely to employ unusual tactics against intruders. Surviving in the Zone requires you to learn to stay alert and shoot to kill. Trying to knife or pistol a pack of mutated dogs is the best way to leave an ugly corpse.

Social Factors

HUMANS AND COEXISTENCE

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 and loot your corpse if they think they can get away with it. Relations between stalker factions are not always calm and peaceful. There is a large number of variables that affect the current state of play: for example, a faction may be hostile to the player if he attacked its members in the past or if he shows up on their turf without permission.

TECHNICAL FACTORS

CROSS-HAIR AND ADDITIONAL INFORMATION

The game uses a dynamic cross-hair system to provide information about the environment and the target (see Coexistence). Certain facts directly affect firing accuracy, for example shooting on the move is far less accurate than when you're still.

The cross-hair and markers on the minimap show information about the attitudes of NPCs within range of the PDA towards the player. Neutral and friendly humans will not react instantly if you aim your weapon at them, but if you want to initiate peaceful contact, lower your weapon or holster it.

The cross-hair color will change from white when not over a target, to green if over a friendly stalker, to yellow if the stalker is neutral, and to red if you aim at an enemy, a human, or a mutant.

AMMUNITION

The type of ammunition also affects the size of the cross-hair and weapon accuracy (See Cross-Hair and Additional Information). Armor-piercing bullets with steel cores tend to provide for more accurate fire.

BURST AND AUTOMATIC FIRING MODES

Keep in mind that when you fire in short or especially long bursts, accuracy will be reduced considerably.

AIMING

When you aim at a target using the iron sight or scope, the cross-hair will disappear from the screen. Firing in this mode will normally improve your firing accuracy.

Other useful tips that will make playing the game easier can be found in the **Appendix**.

MULTIPLAYER

In multiplayer mode, the game lets you test your skills against players from all over the world via the Internet or through a Local Area Network (LAN). Up to 32 players can play simultaneously using a variety of maps and modes.

CONNECTING TO A MULTIPLAYER GAME

Select the **Multiplayer** option in the main menu to start playing a multiplayer game. Then select the type of multiplayer game you want to play: via the Internet or via LAN.

To play online you will require a GameSpy account. When using an existing GameSpy account, simply click **Login**. To create a new GameSpy account, click **New Profile** in the menu that appears after you select the **Via the Internet** option and correctly fill in all fields for the new profile.

When playing via LAN (**LAN** option in the menu) enter your game name in the pop-up window.

GAME MODES

DEATH MATCH

It's every man for himself. Your task is to survive as long as possible and kill as many enemies as you can. In Deathmatch mode, the purchasing menu can only be accessed after the player's death so you'll have to make do with enemy weapons until you die.

TEAM DEATH MATCH

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

Freedom (Stalkers)

Members of this group are armed mainly with Soviet-type weapons.

Mercenaries (Headhunters)

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

In Team Deathmatch, the player's team must kill as many enemies as possible. Access to the purchasing menu is available only after a player dies.

ARTIFACT HUNT

In this mode the players are also split into two groups – Stalkers and Mercenaries, but the main objective is to deliver artifacts to the team's base. Teams spawn in two different locations, typically where they have no direct line of sight to each other. Artifacts appear randomly and each one the team brings to its base scores one point. If an 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 by taking it out and holding the left mouse button for some time, turning it into a deadly anomaly. You can only buy weapons and equipment inside the base in this mode.

CAPTURE THE ARTIFACT

In this mode the players are split into two teams. The main objective is to capture the enemy's artifact and bring it to yours. A team is awarded a point if it manages to steal the enemy artifact and deliver it to its base, while keeping its own artifact at its base. The player who delivers the enemy artifact to the base is rewarded. If the artifact ends up in an unreachable location, it will return to the game after a set period of time.

RANKS

Multiplayer games include the full range of equipment and weapons with different firing rates, 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. How quickly you rise through them depends on the total damage you inflict on the enemy and the useful actions you perform for the team (only for Artifact Hunt and Capture the Artifact modes).

MONEY

Apart from the appropriate rank, you also need cash to buy weapons. There are several ways to earn money:

- Killing enemies
- Picking up backpacks with equipment which can be sold
- Saving money by relying on looted weapons and equipment and not buying anything after you die

Only in the Artifact Hunt mode

- Delivering the artifact to your base
- Killing the enemy player carrying the artifact
- For every artifact delivered by a member of your team to your base
- For the end of the round

Only in the Capture the Artifact mode

- Delivering the enemy artifact to your artifact
- For every artifact delivered by a member of your team to your base
- For the end of the round

MULTIPLAYER MENU

In order to start a multiplayer game, select *Multiplayer* in the main menu. Once the multiplayer menu is open, please fill in the following fields:

PLAYER NAME – Your nickname, displayed during the game.

ONLINE MULTIPLAYER KEY – Your license key can be found on the back of this manual.

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

FILTERS FOR SERVERS DISPLAYED IN THE LIST

- Empty. Show empty servers.
- Full. Show full servers.
- Password restricted. Show private, password protected servers.
- No password. Show unprotected servers.
- Friendly fire off. Show servers where teammates can't hurt each other.
- Not dedicated. Show not dedicated servers.

REFRESH

- Refresh all. Update information about all servers in the list.
- Refresh one. Update information about the selected server.
- Server information. Show game type, players, scores etc.

Connect – Connect to selected server.

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 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 from Death Match, Team Death Match or Artifact Hunt and Capture the Artifact modes. See the Game Modes section for more details.

MAX PLAYERS – Sets the maximum number of players on the server (2-32).

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.

Once you click Create, a server with the selected settings will be started.

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 spectators (dead players will be switched to this mode until the end of the round).

ALLOW VOTING – Allows voting on the server.

4. DEMOS

DEMO LIST – shows you information (name, date, player stats) for game demos and allows you to play them.

5. PROFILE

UNIQUE NAME – Allows players to change their names.

AWARD – Contains a list of awards received by the player during all of his games.

PERSONAL RECORDS – Contains the player's personal stats.

SPAWN OPTIONS

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

REINFORCEMENT – Set period after which all dead players re-spawn simultaneously.

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

SPAWN PROTECTION – Sets the amount of time after respawning that the player is invulnerable.

SPAWN PROTECTION INDICATOR – Toggle on/off the indicator above the invulnerable player's head.

SERVER

FRIENDLY DAMAGE – The damage players receive after being hit by teammates.

FRAG LIMIT – The maximum number of enemy kills for each game round.

TIME LIMIT – The time limit for each game.

ARTIFACT LIFE – The amount of time the artifact stays in one place if not picked up by either team.

NUMBER OF ARTIFACTS – The number of artifacts which need to be brought to the base to win.

ARTIFACT DELAY – The amount of time it takes the artifact to reappear after the previous one was picked up or delivered to a base.

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

AUTOMATIC TEAM SWAP – Turns on automatic switching of players from one team to another when the required number of artifacts is brought to the base (requires an automatic restart).

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

FRIENDLY NAMES – Turns on player names by pressing a set key (Caps Lock by default).

NO ANOMALIES – Turns anomalies off.

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

WARM UP – The amount of warm-up time before each game round starts (during this time you will have access to the full range of weapons but the game won't keep track of your score).

WEATHER OPTIONS

The weather can be:

- Clear
- Cloudy
- Rain

The time of day can be either day or night.

CHANGE COEFFICIENT

Regulates how fast the weather changes from 1(very slow) to 100 (very fast)

SPECTATOR OPTIONS

TEAM ONLY

If this option is turned on dead players will only be able to follow teammates while in spectator mode.

FREE CAMERA

If this option is turned on, dead players will be able to use the free camera mode and manually control the spectator camera.

FIRST PERSON

If this option is turned on, dead players will be able to watch the game in first person mode.

THIRD PERSON

If this option is turned on, dead players will be able to watch the game in third person mode.

FREE-LOCKED

If this option is turned on, dead players will be able to rotate the camera in third person view mode.

Pressing **Cancel** will take you out of the multiplayer menu.

GAME START

TEAM SELECTION

Choose between Stalkers and Mercenaries by clicking the appropriate icon.

CHOOSING SKIN

Click the uniform you want to use.

BUYING WEAPONS AND EQUIPMENT

Press **B** to access the buy menu.

Using the mouse or keys 1, 2, 3, 4, 5 choose the type of weapons or equipment you want to buy (pistols, assault rifles/rifles, grenades, protective suits, equipment).

If you can afford it, buy an item by double-clicking it, the item will then appear in the corresponding inventory slot, provided there is enough space.

If you are short of money, you will be unable to buy weapons or equipment.

To confirm your purchases, click **OK**. This is the only way to complete purchases.

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“Title photo © Siegfried
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APPENDIX 1 TIPS AND HINTS

While the game is loading, a random Zone survival tip will be shown in the central part of the screen. You may find this information very useful when playing the game.

NOTES:

