QUICK KEY REFERENCE

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

<table>
<thead>
<tr>
<th>ACTION</th>
<th>DEFAULT KEY</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Left</td>
<td>Left arrow</td>
<td>Look left</td>
</tr>
<tr>
<td>Right</td>
<td>Right arrow</td>
<td>Look right</td>
</tr>
<tr>
<td>Up</td>
<td>Up arrow</td>
<td>Look up</td>
</tr>
<tr>
<td>Down</td>
<td>Down arrow</td>
<td>Look down</td>
</tr>
<tr>
<td>Forward</td>
<td>W</td>
<td>Step forward</td>
</tr>
<tr>
<td>Back</td>
<td>S</td>
<td>Step back</td>
</tr>
<tr>
<td>Strafe left</td>
<td>A</td>
<td>Step to the left</td>
</tr>
<tr>
<td>Strafe right</td>
<td>D</td>
<td>Step to the right</td>
</tr>
<tr>
<td>Jump</td>
<td>Space</td>
<td>Jump</td>
</tr>
<tr>
<td>Low</td>
<td>Left Ctrl + Left Shift</td>
<td>Sneak</td>
</tr>
<tr>
<td>Crouch</td>
<td>Left Control</td>
<td>Crouch</td>
</tr>
<tr>
<td>Peek left</td>
<td>L</td>
<td>Lean Left</td>
</tr>
<tr>
<td>Peek right</td>
<td>E</td>
<td>Lean Right</td>
</tr>
</tbody>
</table>

WEAPONS AND EQUIPMENT

<table>
<thead>
<tr>
<th>ACTION</th>
<th>KEY</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Change weapon</td>
<td>1 - 4</td>
<td>Select a weapon</td>
</tr>
<tr>
<td>Change ammo type</td>
<td>Y</td>
<td>Change ammunition type</td>
</tr>
<tr>
<td>Select next weapon</td>
<td>Mouse wheel up</td>
<td>Selects next weapon</td>
</tr>
<tr>
<td>Select previous weapon</td>
<td>Mouse wheel down</td>
<td>Selects previous weapon</td>
</tr>
<tr>
<td>Fire</td>
<td>Left mouse button</td>
<td>Fire weapon</td>
</tr>
<tr>
<td>Zoom</td>
<td>Right mouse button</td>
<td>Zoom in/out</td>
</tr>
<tr>
<td>Reload</td>
<td>R</td>
<td>Reload weapon</td>
</tr>
<tr>
<td>Grenade launcher</td>
<td>V</td>
<td>Select the grenade launcher (available with some weapons)</td>
</tr>
<tr>
<td>Next firing mode</td>
<td>0 (zero)</td>
<td>Toggle to next firing mode</td>
</tr>
<tr>
<td>Prev firing mode</td>
<td>9</td>
<td>Toggle to previous firing mode</td>
</tr>
<tr>
<td>Inventory</td>
<td>I</td>
<td>Open the inventory window</td>
</tr>
<tr>
<td>PDA</td>
<td>P</td>
<td>Activate PDA</td>
</tr>
<tr>
<td>Flashlight</td>
<td>L</td>
<td>Activate flashlight</td>
</tr>
<tr>
<td>Binoculars</td>
<td>S</td>
<td>Activate binoculars</td>
</tr>
<tr>
<td>Bolt</td>
<td>6</td>
<td>Select throwing bolt</td>
</tr>
<tr>
<td>Detector</td>
<td>0</td>
<td>Activate detector</td>
</tr>
<tr>
<td>Night vision</td>
<td>N</td>
<td>Activate night vision mode</td>
</tr>
<tr>
<td>Quick bandage</td>
<td>J</td>
<td>Quickly heal minor wounds and bleeding</td>
</tr>
<tr>
<td>Quick medkit</td>
<td>I</td>
<td>Quickly heal more serious wounds</td>
</tr>
<tr>
<td>Drop weapon</td>
<td>G</td>
<td>Drop weapon</td>
</tr>
<tr>
<td>Use</td>
<td>F</td>
<td>Use selected object</td>
</tr>
</tbody>
</table>

http://www.replacementdocs.com
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.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

3+ 7+ 12+ 16+ 18+

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:

VIOLENCE  BAD LANGUAGE  FEAR  SEXUAL CONTENT  DRUGS  DISCRIMINATION  GAMBLING

For further information visit http://www.pegi.info and pegionline.eu
INTRODUCTION

In 2011 a few stalkers managed to get near Chernobyl NPP for the first time. Their raid, audacious in both intent and execution, had unexpected consequences. The exclusion zone was thrown into chaos: an unprecedented emission of anomalous energy tore up the whole area, covering previously safe paths with fields of deadly anomalies. However, the daredevils who were carefully seeking out new paths now realized that they have the opportunity to go where no stalker had gone before and explore untouched mountains of artifacts. The new regular emissions, which continue to rock the Zone to its core, provide the backdrop for a struggle for power, which will go on to be known as the Faction Wars. The reckless fighting of all against all obliterated the previous balance of force. It is in these circumstances that an unknown mercenary was able to affect the course of events. Having been thrown into the center of the struggle between the stalker clans, the man stood in the way of the legendary Strelok and attempted to scupper his plans.

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

THE FIRST INCIDENT
04.26.1986

26.04.1986
At 1:23am on Saturday, April 26th, a scheduled test of Reactor 4 in the VI. Lenin Memorial Nuclear Power Station resulted in a nuclear meltdown that would contaminate a wide area and produce a cloud of radioactive fallout blowing across Ukraine, Belarus and Russia as well as parts of eastern Europe, Scandinavia, the UK and as far afield as eastern and western Europe, Scandinavia, the UK and as far afield as eastern areas of the US. It was the worst accident in the history of nuclear power and the social, political and financial costs were unimaginable. All it took was a simple operating mistake to collide with a routine experiment designed to test the emergency cooling system. These two innocuous events led to the intense over-heating of the reactor core, the creation of volatile oxhydrogen and an explosion that scattered radioactive materials over a wide area, igniting everything in its wake.

The areas in the immediate vicinity were subject to rapid evacuation. Such was the emergency that over 160,000 people – all within 30 km of the accident – left without thinking they would never see home again. Over the years, visitors would remark on the ghostly presence a city abandoned could have, as though an entire population were merely in the next room, waiting to return. In time, the theories of how such an accident could occur would mutate beyond reason but for that night and for the weeks that followed, it was told the story of the moment: a tragic narrative on East/West relations and a commentary on nuclear power. The word on the lips of a generation was: Chernobyl.

THE SECOND INCIDENT
1304.0413.2006

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

NEWSPAPER REPORT, THURSDAY 13.04.0413.2006

The second incident, when it occurred, was perhaps even more surprising than the first. Of all the internationally renowned scientists involved in the cleanup of Chernobyl not one would have expected even the slightest rumbling to occur within the massive concrete sarcophagus that had tamed Reactor 4. Not expecting, however, is a far cry from not occurring and the explosion, when it shattered the early hours, showed just how shallow Chernobyl’s grave of fear was.

YEAR 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. However, the most dangerous threat to stalkers was what they so appropriately termed “burnout,” their word for the horrific effects of unusual emissions. Bursts of this invisible energy sweep through the area, leaving corpses or empty, brainless human shells, hordes of which have become a constant feature of the Zone.
INSTALLATION AND LAUNCH

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

UNINSTALLING THE GAME

STARTING THE GAME

COMPONENT MINIMUM RECOMMENDED

<table>
<thead>
<tr>
<th>COMPONENT</th>
<th>MINIMUM</th>
<th>RECOMMENDED</th>
</tr>
</thead>
<tbody>
<tr>
<td>OS</td>
<td>Microsoft® Windows® 2000(SP4)/XP/Vista</td>
<td>Microsoft® Windows® XP/Vista</td>
</tr>
<tr>
<td>PROCESSOR TYPE</td>
<td>Pentium 4 2 GHz AMD 2200+</td>
<td>Intel Core2 Duo E6400XP AMD Athlon 64 X2 4200</td>
</tr>
<tr>
<td>RAM</td>
<td>512MB RAM</td>
<td>1,5GB RAM</td>
</tr>
<tr>
<td>FREE DISC SPACE</td>
<td>10GB</td>
<td>10GB</td>
</tr>
<tr>
<td>GRAPHIC CARD</td>
<td>128 MB DIRECTX® 8.0 COMPATIBLE CARD / NVIDIA® GEFORCE™ 5700 / ATI RADEON ™ 9600</td>
<td>256 MB DIRECTX® 9.0C COMPATIBLE CARD / NVIDIA® GEFORCE™ 8800 GT / ATI RADEON ™ HD 2900 XT</td>
</tr>
<tr>
<td>CD/DVD-ROM</td>
<td>DVD-ROM</td>
<td>DVD-ROM</td>
</tr>
<tr>
<td>INTERNET / LAN</td>
<td>LAN / INTERNET FOR MULTIPLAYER</td>
<td>LAN / INTERNET FOR MULTIPLAYER</td>
</tr>
</tbody>
</table>

DIRECTX 10 SUPPORT IS ONLY AVAILABLE IN WINDOWS VISTA.

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

<table>
<thead>
<tr>
<th>ACTION</th>
<th>DEFAULT KEY</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Left</td>
<td>Left arrow</td>
<td>Look left</td>
</tr>
<tr>
<td>Right</td>
<td>Right arrow</td>
<td>Look right</td>
</tr>
<tr>
<td>Up</td>
<td>Up arrow</td>
<td>Look up</td>
</tr>
<tr>
<td>Down</td>
<td>Down arrow</td>
<td>Look down</td>
</tr>
<tr>
<td>Forward</td>
<td>W</td>
<td>Step forward</td>
</tr>
<tr>
<td>Back</td>
<td>S</td>
<td>Step back</td>
</tr>
<tr>
<td>Strafe left</td>
<td>A</td>
<td>Step to the left</td>
</tr>
<tr>
<td>Strafe right</td>
<td>D</td>
<td>Step to the right</td>
</tr>
<tr>
<td>Jump</td>
<td>Space</td>
<td>Jump</td>
</tr>
<tr>
<td>Low</td>
<td>Left Ctrl + Left Shift</td>
<td>Sneak</td>
</tr>
<tr>
<td>Crouch</td>
<td>Left Control</td>
<td>Crouch</td>
</tr>
<tr>
<td>Sprint</td>
<td>X</td>
<td>Run Forward</td>
</tr>
<tr>
<td>Peek left</td>
<td>Q</td>
<td>Lean Left</td>
</tr>
<tr>
<td>Peek right</td>
<td>E</td>
<td>Lean Right</td>
</tr>
</tbody>
</table>

WEAPONS AND EQUIPMENT

| Change weapon | 1-4 | Select a weapon |
| Change ammo type | Y | Change ammunition type |
| Select next weapon | Mouse wheel up | Selects next weapon |
| Select previous weapon | Mouse wheel down | Selects previous weapon |
| Fire | Left mouse button | Fire weapon |
| Zoom | Right mouse button | Zoom in/out |
| Reload | R | Reload weapon |
| Grenade launcher | V | Select the grenade launcher (available with some weapons) |
| Next firing mode | 0 (zero) | Toggle to next firing mode |
| Prev firing mode | 9 | Toggle to previous firing mode |
| Inventory | I | Open the inventory window |
| PDA | P | Activate PDA |
| Flashlight | L | Activate flashlight |
| Binoculars | S | Activate binoculars |
ACTION DEFAULT KEY DESCRIPTION

Bolt → 6 Select throwing bolt
Detector → 0 Activate detector
Night vision → N Activate night vision mode
Quick bandage → 1 Quickly heal minor wounds and bleeding
Quick medkit → I Quickly heal more serious wounds
Drop weapon → G Drop weapon
Use → F Use selected object

MISCELLANEOUS CONTROLS
Pause → Pause Pause game
Screenshot → F12 Take a screenshot
Quit → Esc Exit to main menu

MULTIPLAYER
Artifact → 7 Equip selected artifact
Scores → Tab Display Scores window
Chat → . Display public chat prompt
Team chat → . Display Team chat prompt
Skin menu → O Display Skin menu
Team menu → U Display Team menu
Buy menu → B Display purchasing menu
Begin voting → F5 Start a voting session
Vote → F6 Submit vote
Vote ‘Yes’ → F7 Press key to vote ‘Yes’
Vote ‘No’ → F8 Press key to vote ‘No’
Voice messages 1 → C Play a predefined voice message
Voice messages 2 → Z Play a predefined voice message

VIDEO BASIC

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

RENDER

STATIC LIGHTNING
OBJECTS DYNAMIC LIGHTNING
FULL DYNAMIC LIGHTNING
IMPROVED FULL LIGHTING

DIRECTX 10 DYNAMIC LIGHTING

QUALITY SETTINGS

RESOLUTION

Gamma

CONTRAST

BRIGHTNESS

FULL SCREEN

VIDEO ADVANCED

VISION DISTANCE

OBJECTS DETAIL

GRASS DENSITY

TEXTURE DETAIL

ANISOTROPIC FILTERING

ANTIALIASING

SUN SHADOW

GRASS SHADOW

LIGHTNING DISTANCE

NPC FLASHLIGHTS

DEACTIVATE DETAILED TEXTURES

DETAILED LANDSCAPE

SUN QUALITY

SUN RAYS

SSAO

SOFT WATER

SOFT PARTICLES

DEPTH OF FIELD

VOLUMETRIC LIGHT

DYNAMIC WATER

VOLUMETRIC SMOKE

VERTICAL SYNC

FREQUENCY 60HZ

Changes the maximum viewing distance the player will see.
Changes the level of detail (number of polygons) in objects.
Toggles density of displayed grass.
Changes texture quality.
Toggle texture filtering.
Toggle Graphic smoothing.
Turn this option on to make all objects cast shadow from the sun,
turn off to make objects cast shadow only from dynamic light sources.
Toggle shadow from grass.
Change the visibility distance of light sources.
Turn this option on if you want computer-controlled characters to use flashlights.
using this option will turn off detailed object textures when using static lighting
using this option will activate detailed landscape display
using this option improves the visual quality of the parallax effect
this option determines the quality of sun shadows
using this option activates sunlight dispersion in the atmosphere
using this option activates object self-shadowing using dispersed light
using this option smoothes the visual border between water and the landscape
using this option smoothes the visual border between particles and polygons
using this option improves the depth of field effect
using this option activates the dispersion of dynamic light
using this option activates dynamic contact between water and surfaces
when it’s raining (water dripping down walls, ripples etc)
using this option activates volumetric smoke simulation
Toggle vertical synchronization.
Toggle forced 60Hz frequency.

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

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

VOLUME
MUSIC VOLUME
SOUND DEVICE
EAX
DYNAMIC MUSIC

Use the slider to set the sound effects volume.
Use the slider to set the music volume.
Turn this option on to enable Environmental Audio Extensions (EAX) 3D sound technology on compatible sound cards.
using this option activates dynamic music in the game

GAME

DIFFICULTY

NOVICE
STALKER
VETERAN
MASTER

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

drawable crosshair
dynamic crosshair
show weapon
crosshair target distance
NPC identification
updates

INVERT MOUSE
MOUSE SENSITIVITY

ACTION SUB-SECTIONS

DIRECTION
MOVEMENT
WEAPON
INVENTORY
GENERAL
MULTIPLAYER

Buttons for moving crosshair.
Player’s movement in the area: moving, strafing, and jumping.
Managing weaponry: selecting, reloading, zooming etc.
Managing player’s backpack: looking into the inventory, switching on PDA, night vision goggles etc.
Passing the game, using items etc.
Managing MP possibilities: accessing the buying menus, voting etc.

IN-GAME DISPLAY

GAME INTERFACE WEAPON

1. MINIMAP
2. PLAYER HEALTH AND ARMOR STATUS INDICATOR
3. AMMO TYPE AND QUANTITY INDICATOR
4. GEIGER COUNTER
5. PICTOGRAMS OF PSY, CHEMICAL, HEAT AND RADIATION EXPOSURE
6. CURRENT CASH AND PLAYER RANK (MULTIPLAYER ONLY)
7. TOTAL TEAM SCORE FOR EACH TEAM (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) are also shown on the minimap. The grey arrow indicates the direction of the object or location related to the current task, while the larger yellow arrow indicates the direction of the entrance to the next area of the game.
HEALTH AND ARMOR INDICATOR
Two horizontal bars located in the bottom right corner of the screen show the player’s health (red) and armor (blue) status.

AMMO TYPE AND QUANTITY INDICATOR
The panel in the bottom right corner of the screen located underneath the bars indicates the equipment currently in use: binoculars, ammo loaded into the selected weapon etc.

GEIGER COUNTER
A round Geiger counter indicator, which shows the radiation level in the surrounding environment, is located in the bottom right corner of the screen. When the counter arrow enters the red section of the counter it is recommended that you take antirad medication: residual radiation can be deadly.

PICTOGRAMS OF PSY, CHEMICAL, HEAT AND RADIATION EXPOSURE
Four small pictograms are located above the Geiger counter. Each of these is activated when the player is in an area of psy (top), chemical (second top), heat (second bottom), radiation (bottom) exposure. The display of this information allows the player to rapidly make decisions to save the character’s life and health.

CURRENT CASH AND RANK
The amount of cash a player has during a multiplayer game is shown in the top right corner of the screen. The player’s current rank is displayed to the left of this.

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

GENERAL PLAYER STATUS
Information about the player’s general health and armor status is shown on the right side of the screen. The color coding of information, from green to red, allows the player to rapidly react to threats (the character can die from blood loss, radiation exposure, intensive psy exposure etc). Green indicates increased but tolerable negative exposure, yellow indicates the possibility of suffering serious damage, burns or radiation exposure, while red indicates critical, close to lethal danger. Avoiding death in critical situations is possible, provided you master the main methods of survival in the Zone.

Activating the Inventory displays information about weapons, armor, the detector in use, as well as the contents of the character’s backpack. When the Inventory is displayed, information about the character’s health (red bar), armor (blue bar) and fatigue (sky blue bar) will be shown in the center of the bottom part of the screen. Round indicators are displayed below this: the central one represents the Geiger counter while the others indicate the player’s exposure to various effects. The top left indicator shows how well the player is protected from heat, the top right indicates radiation protection, the bottom left indicates chemical protection and the bottom right shows psy-emission protection. As well as the backpack contents, the right side of the screen contains information about the character’s rank, his appearance and the amount of cash he has. The bottom part of the screen shows information about the weight currently carried and the maximum weight the character can carry. The bottom left corner shows the current time in the Zone.

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

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

KNIFE
an effective close combat weapon.

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

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

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

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

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

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

S.T.A.L.K.E.R. features a number of different ammunition types for each weapon. Some of them are more useful against armored enemies while, others explode after piercing the target. Spend some time familiarizing yourself with different ammo types and select the most appropriate one. Each weapon in S.T.A.L.K.E.R. is characterized by four parameters: Accuracy, Handling, Damage and Rate of fire. Depending on your playing style, you might opt for a balance of the four, or choose a weapon excelling in one of them.

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

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

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

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

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

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

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

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

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

ARTIFACTS
Artifacts can secure your income or grant extraordinary abilities. Each type of artifact gives you both advantages and disadvantages so make sure you are familiar with the artifact beforehand.
The PDA is used to organize information and keep track of contacts and current events. You will also find information about missions, personal player statistics, general information about the Faction Wars, as well as the message log.

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

**PDA MAP**
Use this function to view the required part of the Zone on an electronic map. Map options displayed in the bottom right 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. Each area map contains information about key points, control of which increases the strength of factions. In addition, mutant group, neutral stalker and enemy movements are displayed here, along with task completion markers.

**PDA FACTION WARS**
When participating in the Faction Wars the character will receive tasks, information about which is entered in the relevant menu item. The symbol in the top left corner of the screen indicates the stalker faction the character is currently in, while the symbol to the right shows the enemy faction. Text in the top part of the screen indicates the current combat objective and where it must be completed. The indicators located just below this area allow you to compare the combat potential of the factions. Information about current combat objectives is located in the center while the lower part of the screen contains (from the top down): indicators that show the number of members of both factions as well as the resources they have access to.

**PDA STATISTICS**
This section contains detailed personal character stats, as well as information about his relations with all of the factions he knows. The top left corner of the screen shows the player's name, appearance, current rank, faction membership and cash. The time the player has spent in the Zone from the start of the game, the number of tasks received and completed, enemies killed and cash earned is shown to the left of this. Information about the character's relations with various stalker factions is displayed below this. These indicators are affected by the player's actions: working together with or fighting members of the factions.

**PDA MESSAGE**
This contains detailed information about all dialogs, tasks given and successfully completed, and rewards received.

**TRADE, DIALOGS & WEAPON UPGRADES**

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

**TRADE**
To enter the trading screen click the Trade button in the bottom of the dialog window. The trading screen is divided into three columns: The leftmost column shows your picture, rank and allegiance, your funds and your inventory. The rightmost column displays the same information about the person you are trading with. The central column is where the actual trading takes place. Click on an item to display the description. In addition to the name of the item, its weight and parameters, you will also see the price (top-right corner of the panel). To select an item for trading, double-click it. Repeat the procedure for other items you would like to trade. All selected items are displayed in the lower section of the central column – with items you are trying to sell above, and items you want to buy below. Note the total value of selected items displayed in the top-right corner of each panel. If the items you are selling are worth less than what you are buying, you will have to pay the difference in cash. You may remove items from the central panels by double-clicking them.

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

**WEAPON UPGRADES**
Each faction base has a dedicated weapon upgrade and modification specialist known as the technician. Technicians can help you considerably improve your weapon's characteristics, for example range or stopping power.

**GAMEPLAY OVERVIEW**

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

Just like in the outside world, Stalkers are a mixed bunch. Some are hard-working, honest individuals whilst others wouldn’t hesitate to put a bullet through your head if they think they can get away with it. You will have the choice to go solo, help out others or become a member of a faction with all the benefits and constraints this entails. You will meet various traders, scientists, soldiers, bandits and all sorts of folk on your travels in the Zone. Some of them can help you while others will send you to the next world without second thought. Choose your friends carefully and choose your enemies with even greater care: the Faction Wars are raging!

**MUTANTS AND MONSTERS**

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

**ATTITUDES AND INTERACTION**

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

**MULTIPLAYER**

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

**GAME MODES**

**DEATH MATCH**

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

**TEAM DEATH MATCH**

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

**THE FREEDOM FACTION (Stalkers)**

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

**MERCENARIES (HEADHUNTERS)**

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

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

**ARTIFACT HUNT**

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

**CAPTURE THE ARTIFACT**

In this mode the players are split into two teams. The main objective is to capture the enemy’s artifact while retaining 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 returns the artifact to the base or 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. There is a second type of this mode, which allows your artifact to be activated. Activating the artifact returns it to the base and replaces it with an anomaly. To activate the artifact you must place it in your inventory, select it and use it. A player cannot have both artifacts at the same time: he must throw away the enemy artifact and then select and activate his team’s artifact.

In this mode players can purchase early spawns, however equipment and weapons can only be purchased inside the base. Radar display: team mates are shown in green and your team’s artifact is marked with a green symbol.

**RANKS**

S.T.A.L.K.E.R multiplayer games include an abundance of equipment, grenades and weapons of different firing rate, damage and accuracy. In order to use the best equipment, however, you must have enough money and an appropriate rank. There are 5 ranks in total. To rise through the ranks the player can gain experience as follows: inflict damage to the enemy with an extra bonus for head-shots - perform efficient actions for the team (only for Artifact Hunt mode) such as obtaining the artifact first or carrying artifact to the base.

Weapons are available dependent upon rank and are assigned as follows (Please note that this may be changed due to game balance issues):

<table>
<thead>
<tr>
<th>RANK</th>
<th>PISTOLS</th>
<th>SHOTGUNS</th>
<th>MACHINE GUNS</th>
<th>EQUIPMENT</th>
<th>GRENADES</th>
<th>EXPERIENCED</th>
</tr>
</thead>
<tbody>
<tr>
<td>NOVICE</td>
<td>all</td>
<td>BM 17</td>
<td>Akm 74/20, Viper 5, Akm 74/2, IL 86</td>
<td>First-aid kit, detector, silencer, anti-rad, binoculars</td>
<td>all</td>
<td></td>
</tr>
<tr>
<td>PROFICIENT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Chaser 13, SPSA14</td>
</tr>
<tr>
<td>EXPERT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Tms 301, Obokam</td>
</tr>
<tr>
<td>ULTIMATE</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Vintir BC</td>
</tr>
<tr>
<td>GRANDMASTER</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Scientific</td>
</tr>
</tbody>
</table>

**COMBAT INFORMATION AND CROSS-HAIR**

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

**MOVEMENT**

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

**AMMUNITION**

The type of ammunition also affects the size of the crosshair and weapon accuracy. For instance, armor piercing ammo used with an assault rifle reduces the size of the crosshair and improves accuracy.

**BURST/AUTO MODE**

In burst or auto mode, the cross-hair trembles, changes size, and accuracy is reduced.

**AIMING MODE**

When the player is aiming through sights or through the telescope, the standard cross-hair disappears. The iron sights or the scope’s inbuilt cross-hair is used instead.

**S.T.A.L.K.E.R**

The relations between the factions are quite intricate. This situation is exacerbated by the Faction Wars, a spontaneous and chaotic conflict that recently flared up in the Zone. The stalker class, driven by their desire to secure new territories and mountains of artifacts, which became accessible after the large emission, have started to destroy each other.

**Wars are raging!**

Local Area Network (LAN). Up to 32 players can play simultaneously on a variety of maps and modes. The relations between the factions are quite intricate. This situation is exacerbated by the Faction Wars, a spontaneous and chaotic conflict that recently flared up in the Zone. The stalker class, driven by their desire to secure new territories and mountains of artifacts, which became accessible after the large emission, have started to destroy each other.
MULTIPLAYER SERVER OPTIONS

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

PLAYER NAME
Your nickname, displayed during the game.

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

There are three sections in the network game menu.

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

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

FILTERS. Priorities of servers displayed in the list.

- Empty. Shows empty servers.
- Full. Shows full servers.
- Password restricted. Shows private, password protected servers.
- No password. Shows unprotected servers.
- Without friendly fire. Shows servers, where the players of one team can't inflict damage to their partners.

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

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

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

MORE - Select the game mode "Death Match", "Team Death"

MATCH OR "ARTIFACT HUNT" - See more details in the ‘Game Modes' section.

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

DEDICATED - Host a dedicated server.

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

CREATE - Create server with selected settings.

3. OPTIONS
The options Options tab lets you configure advanced server settings.

■ NETWORK CONNECTION

PUBLIC SERVER - Switches between LAN game or an Internet game.

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

SPECTATOR MODE - Toggle to allow connected players to join the game as a spectator.

The player chases in few seconds.

ALLOW VOTING - Allows/prohibits voting on server.

■ SPAWN OPTIONS

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

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

ARTIFACT LIFE - The amount of time after respawning that the player is invulnerable.

SPECTATOR MODE - Toggle on/off the indicator above the invulnerable player's head.

■ SERVER

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

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

AUTO TEAM BALANCING - Toggles automatically switching of players from one team to another when a defined number of artifacts is brought to the base.

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

■ WEATHER OPTIONS

INITIAL WEATHER. The initial weather on the level. Can be CLEAR | CLOUDY | NIGHT | RAIN

■ SPECTATOR OPTIONS

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

■ GAME START

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

■ BUYING WEAPONS AND GEAR

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

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

■ EQUIPMENT

Grenade launcher

■ PREJOMO

- Bulldog 6

- GP 37, VLA

- Gauss rifle

- Heavy Weapon RPG-7u

- Heavy Weapon Bulldog 6
**LICENSE**

This is the KOCH Media Ltd License Agreement. ("The Agreement") will govern your use of all KOCH Media products contained in this package. Deep Silver is a division of KOCH Media.

**GRANT OF LICENSE**

KOCH MEDIA hereby grants you, and you accept, a limited license subject to the terms and conditions contained herein to use the software recorded on the CDROM.

You may only use the product on a single computer or its temporary replacement, or on a subsequent computer. If you wish to use the product on more than one computer, you must purchase an additional copy of the product. You may not either temporarily or permanently transfer sublicense your rights to use the product under this Agreement without the prior written consent of KOCH Media Ltd.

The Manual and the Software are copyright and are the property of KOCH MEDIA Limited with ALL RIGHTS RESERVED.

You may NOT copy or reproduce all or any part of the Manual or Documentation for any reasons whatsoever. You may make backup copies only within the limits provided for by law. You may not transfer the Software over a network. You may not distribute the Software or the Manuals or the Documentation or any part thereof. You may not use, copy, modify, enhance, retouch, transfer, merge part or portion, sublicense, rent, lease, convey, translate, convert to programming language or header file or format or de-compile or disassemble the software or any copy modification or merged part or section in whole or in part except as expressly provided for in this license at any time.

You may not load to any BBS, Internet Site or Online Information Service Provider any Part, Merged Part or Section or Subsection for any reasons whatsoever without the permission in writing from KOCH MEDIA Limited.

**Koch Media rights**

You acknowledge the rights that the Software and the User Manuals and the Documentation and other related materials are the sole and exclusive property of KOCH MEDIA Limited.

By accepting this agreement, you do not become the owner of the product in accordance with the Agreement. You agree to use your best efforts and to take all steps to protect the product from unauthorised use, illegal production or reproduction or illicit distribution.

**LIMITED WARRANTY**

KOCH MEDIA Limited warrants for a period of thirty days (30) from the effective date of this Agreement that, under normal use, the materials of the CDROM and the User Manuals and Documentation will not prove defective; that the program is properly recorded on the CDROM and that the User Manual and Documentation is substantially complete and contains all the information which KOCH MEDIA Limited considers necessary for the use of the product.

Your sole right with respect to a defect in the Software is replacement of the product.

**EXCEPT FOR THE LIMITED WARRANTY PROVIDED FOR IN THIS PARAGRAPH, THERE ARE NO WARRANTIES, CONDITIONS OR REPRESENTATIONS EITHER EXPRESS OR IMPLIED BY STATUTE, COMMON LAW OR OTHERWISE AND ALL SUCH WARRANTIES CONDITIONS AND REPRESENTATIONS ARE EXPRESSLY DISCLAIMED.**

**LIABILITY**

You agree that regardless of the form of any claim you may have that KOCH MEDIA Limited’s liability for any damages to you or any other party shall not exceed the license fee paid for the Software.

KOCH MEDIA LIMITED WILL NOT BE RESPONSIBLE FOR ANY DIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES SUCH AS BUT NOT LIMITED TO LOSS OF PROFITS RESULTING FROM THE USE OF THIS SOFTWARE OR ARISING OUT OF ANY BREACH OF THE WARRANTY EVEN IF KOCH MEDIA LIMITED HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

**TERMINATION OF THE AGREEMENT**

If any terms and conditions of this Agreement are broken KOCH MEDIA Limited has the immediate right to terminate in writing the Agreement and demand that you return the product to Koch Media. At that time, you must also certify in writing that you have not retained any copies of the product.

**GOVERNING LAW**

This Agreement is to be governed by and interpreted by and in accordance with the Laws of England.

Any terms and conditions of this Agreement found to be unenforceable will be considered for deletion, but will not affect the remaining terms and conditions of this Agreement.

**Technical Support**

We have put this product through rigorous tests and you shouldn’t experience any problems. However, it’s impossible to test every configuration and should you experience any problems regarding this product, please go to our support section at

http://www.kochmedia.com

Here you will be able to browse through our Frequently Asked Questions (FAQ) where the most common problems are identified.

If you cannot find what you are looking for in the FAQ section, then please find contact details below or call the following numbers:

**Technical Support Hotline**

0906 732 9005 (Calls are charged at 1.00 GBP per minute)
Available: Mon - Fr 11am - 7pm. Weekends and Public Holidays 11am - 5pm

**Tips & Tricks hotline**

0906 706 0015 (Calls charged at 1.50 GBP per minute)
Available: Mon - Sat 9am - 12pm

**Address:**

KOCH Media Ltd.
Technical Support
The Bulbins
Manor Court
Herriard - Hampshire - RG25 2PH

Before you do so please make sure your operating system (Windows) and device drivers (video card, sound card & motherboard) are fully up to date, as this is usually the main problem when experiencing software difficulties. Please also make sure you have read the installation instructions fully.

When submitting a fault via our helpdesk please include the following information:

- Exact error message if any.
- Steps taken to reproduce the error/fault.
- Details of programs running at time of fault, including . Anti-Virus and firewall applications.
- Most importantly, email us a DirectX Diagnostic report. Do this by following the below instructions:

Click the START button on your Windows task bar, and then click RUN and type dxdiag in the box that opens. The DirectX diagnostic toolbox should automatically run. This tool details your whole system and the details can be dumped to a log file by clicking on the ‘Save All Information’ button at the bottom. This will save a text file called ‘dxdiag’, which you can just attach to any email correspondence.

This information will best assist us in resolving your query as quickly as possible.