QUICK KEY REFERENCE

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

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

WEAPONS AND EQUIPMENT

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	→	5	→	Activate binoculars
Bolt	→	6	→	Select throwing bolt
Detector	→	O	→	Activate detector
Night vision	→	N	→	Activate night vision mode
Quick bandage	→	]	→	Quickly heal minor wounds and bleeding
Quick medkit	→	[	→	Quickly heal more serious wounds
Drop weapon	→	G	→	Drop weapon
Use	→	F	→	Use selected object

CD-key

PROLOGUE

S.T.A.L.K.E.R.
clear sky

INSTRUCTION MANUAL

⚠ 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   PEGI ONLINE pegionline.eu

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

PROLOGUE
S.T.A.L.K.E.R.
clear sky

CONTENTS

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 now 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 Eastern and western Western Europe, Scandinavia, the UK and as far afield as eastern areas of the US. It was the worst accident in the history of nuclear power and the social, political and financial costs were unimaginable. All it took was a simple operating mistake to collide with a routine experiment designed to test the emergency cooling system. These two innocuous events led to the intense over-heating of the reactor core, the creation of volatile oxyhydrogen and an explosion that scattered radioactive materials over a wide area, igniting everything in its wake.

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

THE SECOND INCIDENT
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.

If the first explosion saw the end of the Soviet Union and the cold war, the second would see the beginnings of something even more terrifying. The immediate effects of the blast were difficult to observe, and even more to understand but within years the Zone around Chernobyl was starting to attract a group of people convinced that prosperity lay in the ravaged land. These people, a mixed bunch by any standards, came to be known as Stalkers.

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.

STARTING THE GAME

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

UNINSTALLING THE GAME

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

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

DIRECTX 10 SUPPORT IS ONLY AVAILABLE IN WINDOWS VISTA.

MAIN MENU

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

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

WEAPONS AND EQUIPMENT

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	→	5	→	Activate binoculars

ACTION

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

MISCELLANEOUS CONTROLS

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 messages

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	Uses DX8 render
OBJECTS DYNAMIC LIGHTNING	Uses DX9 with static lightning (light-mapping)
FULL DYNAMIC LIGHTNING	Uses DX9 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 to your system. Higher video quality settings require higher system specs.
RESOLUTION	Choose the screen resolution appropriate to your system. A higher screen resolution requires higher system specs. This option only shows the resolutions available for your monitor.
GAMMA	Use the slider to set the gamma correction.
CONTRAST	Use the slider to set in-game contrast.
BRIGHTNESS	Use the slider to set screen brightness.
FULL SCREEN	Toggle between Full Screen and Windowed mode.

VIDEO ADVANCED

VISION DISTANCE	Changes the maximum viewing distance the player will see.
OBJECTS DETAIL	Changes the level of detail (number of polygons) in objects.
GRASS DENSITY	Toggles density of displayed grass.
TEXTURES DETAIL	Changes texture quality.
ANISOTROPIC FILTERING	Toggle texture filtering.
ANTIALIASING	Toggle Graphic smoothing.
SUN SHADOW	Turn this option on to make all objects cast shadow from the sun, turn off to make objects cast shadow only from dynamic light sources.
GRASS SHADOW	Toggle shadow from grass.
LIGHTNING DISTANCE	Change the visibility distance of light sources.
NPC FLASHLIGHTS	Turn this option on if you want computer-controlled characters to use flashlights.
DEACTIVATE DETAILED TEXTURES	using this option will turn off 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 smoothes the visual border between water and the landscape
SOFT PARTICLES	using this option smoothes 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 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	Use the slider to set the sound effects volume.
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) 3D sound technology on compatible sound cards.
DYNAMIC MUSIC	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.

DRAW CROSSHAIR	Toggle crosshair on/off.
DYNAMIC CROSSHAIR	Toggle dynamically changing crosshair.
SHOW WEAPON	Toggle in game weapon visibility.
CROSSHAIR TARGET DISTANCE	Toggle distance to target indicator (shown under the crosshair)
NPC IDENTIFICATION	Show information about the target under the crosshair (name, to which community he belongs, attitude of the target towards the player).
UPDATES	check for a game update

CONTROLS

INVERT MOUSE	Invert mouse look.
MOUSE SENSITIVITY	Adjust mouse sensitivity

ACTION SUB-SECTIONS

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

IN-GAME DISPLAY

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 gray 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 **2**

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 **3**

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 **4**

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, **5**
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 **6**

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 **7**

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 Akm 74/2. Assault rifles combine serious power with rapid firing rates and respectable accuracy. Additionally, some of them come fitted with a grenade launcher, making them a versatile choice against stronger enemies.

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

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

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

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.

PDA

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.
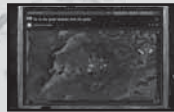
FRIENDS & FOES

HUMANS

Just like in the outside world, Stalkers are a mixed bunch. Some are hard-working, honest individuals whilst others wouldn't hesitate to put a bullet through your head if they think they can get away with it. You will have the choice to go solo, help out others or become a member of a faction with all the benefits and constraints this entails. 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 a 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 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.

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 clans, 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.

COMBAT INFORMATION AND CROSS-HAIR

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

MOVEMENT

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

AMMUNITION

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

BURST/AUTO MODE

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

AIMING MODE

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

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):

NOVICE

PISTOLS	all
SHOTGUNS	BM 17
MACHINE GUNS	Akm 74/2U, Viper 5, Akm 74/2, IL 86
EQUIPMENT	First-aid kit, detector, silencer, anti-rad, binoculars
GRENADES	all

EXPERIENCED

SHOTGUNS	Chaser 13, SPSA14
MACHINE GUNS	TRs 301, Obokan
SNIPER RIFLE	Vintar BC
GEAR	Scientific
EQUIPMENT	Scope

PROFESSIONAL	
MACHINE GUNS	Tunder S14, SGI 5k
SNIPER RIFLES	SVDm 2, SVUmk2
GEAR	Military
EQUIPMENT	Grenade launcher

VETERAN	
MACHINE GUNS	GP 37, VLA
HEAVY WEAPON	RPG-7u
GEAR	Exo

LEGENDARY STALKER	
MACHINE GUNS	FT 200M
SNIPER RIFLE	Gauss rifle
HEAVY WEAPON	Bulldog 6

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

FILTERS. PRIORITIES OF SERVERS DISPLAYED IN THE LIST.
· Empty. Shows empty servers.
· Full. Shows full servers.
· Password restricted.
  Shows private, password protected servers.
· No password. Shows unprotected servers.
· Without friendly fire. Shows servers, where the players of one team can't inflict damage to their partners.

· Without BattleEye. Shows servers with no protection from cheating.
· Listen servers. Shows non-dedicated servers.

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

CONNECT
· Connect to selected serve.
CANCEL
· Back to main menu.

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

SERVER'S NAME - The name to be displayed in the list of servers.
PASSWORD - Letters and/or numbers the client will have to enter to connect to the server.

MONEY
Apart from the appropriate rank, you still require funds to buy weapons. There are several ways to earn money:
SCORING FRAGS:
· Killing enemies
· Killing as many enemies as possible while staying alive will give you bonus money
· Killing enemies with head-shots
· Killing enemies with the knife
· Killing enemies from the back with the knife
PICKING UP SACKS WITH EQUIPMENT
BUYING NOTHING AFTER DYING
ONLY IN ARTIFACT HUNT MODE:
· Bringing the artifact to the base
· Killing the enemy, who carries the artifact
· If player's team brought the artifact to the base
· If enemy's team brought the artifact

ONLY IN THE "CAPTURE THE ARTIFACT" MODE
· Delivering the enemy artifact to your base
· Returning your team's artifact when captured by the enemy
· For each artifact delivered by a teammate to the base
· For the end of the round

MODE - Select the game mode "Death Match", "Team Death"
MATCH" OR "ARTIFACT HUNT". - See more details in the 'Game Modes' section.
MAX PLAYERS - Sets the maximum number of players on a Server from 2 to 32.
DEDICATED - Host a dedicated server.
AVAILABLE MAPS - Double-click or use the arrow keys to add maps to the map list for use in the next game session.
CREATE - Create server with selected settings.

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

■ NETWORK CONNECTION
PUBLIC SERVER - Switches between a LAN game or an Internet game.
MAP LIST - Name of the file that contains the map list to be used in the next hosted session.
SPECTATOR MODE - Toggle to allow connected players to join the game as a spectator.
The player chased is switched in few seconds.
ALLOW VOTING - Allows/prohibits voting on server.

■ SPAWN OPTIONS
FORCED RE-SPAWN - After death, the player is respawned automatically after a certain amount of time.
REINFORCEMENT - Set time after death when all players re-spawn simultaneously.
ARTIFACT RE-SPAWN - All the players re-spawn after an artifact has been brought to the base.
INVULNERABILITY - Sets the amount of time after respawning that the player is invulnerable.
INDICATOR OF INVULNERABILITY - Toggle on/off the indicator above the invulnerable player's head.

■ SERVER
FRIENDLY DAMAGE - The percentage of damage player will receive after being hit by players on his team.
FRAG LIMIT - The frag limit for each game.
TIME LIMIT - The time limit for each game.
ARTIFACT LIFE - The amount of time (in minutes) the artifact will stay in one place if not picked up by any of the teams.
NUMBER OF ARTIFACTS - The number of artifacts which need to be brought to the base before one team is declared victorious.
ARTIFACT DELAY - The amount of time it takes the artifact to reappear after the previous one disappeared or was brought to one of the bases.
AUTO TEAM BALANCING - Toggle to automatically balance the number of players on each team.
AUTOMATIC TEAM SWAP - Turns on / off the automatic switching of players from one team to another when a defined number of artifacts is brought to the base. This is followed by an automatic restart.
FRIENDLY INDICATOR - Turns on / off indicators above the heads of allies.
FRIENDLY NAMES - Turns on / off mode which shows the

names of partners after one time press of assigned button (Caps Lock by default)
NO ANOMALIES - Turns anomalies on / off.
TIME OF ANOMALY - The amount of time before anomalies change positions around the map.
WARM UP - The amount of 'warm-up' time before the game starts.
All weaponry is available, but players cannot score during this time.

■ WEATHER OPTIONS
INITIAL WEATHER. The initial weather on the level.
Can be CLEAR | CLOUDY | NIGHT | RAIN
CHANGE COEFFICIENT. Regulates how fast the weather will change from 1(very slow) to 100 (very fast)

■ SPECTATOR OPTIONS
TEAM ONLY. If this option is turned on the spectators will only be able to follow other members of their own team.
FREE CAMERA. If this option is switched on the spectators will be able to use the free camera mode, manually controlling the spectator camera.
FIRST PERSON. If this option is turned on, the spectators will be able to watch the game in first person view mode.
THIRD PERSON. If this option is turned on, the spectators will be able to watch the Game in third person view mode.
FREE-LOCKED. If this option is turned on, the spectators will be able to rotate the camera in third person view mode.
CANCEL - Return to main menu

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

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

■ BUYING WEAPONS AND GEAR
· Press B to get into the weapons and gear buying menu.
· Using the mouse and keys 1,2,3,4,5 choose the section of gear you would like to buy – pistols, assault rifles/rifles, grenades, protective suits, equipment.
· If you can afford it, buy an item by double-clicking on it, the item will then appear in the corresponding inventory slots.
· If you are short of money, you will be unable to buy weapons or equipment.
· To confirm all the purchases, click OK. This is the only way to complete purchases.

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0906 906 0015 (Calls charged at 1.50 GBP per minute)
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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.=

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