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**STALLER**

# Anarchy Cell

DESIGN DOCUMENT v.0.8

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## 1. Introduction

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The document is structured by sections, which contain the following information:

- Section 2. Concept. This section contains overall information about the game – general description, genre, prerequisites for game’s creation, game’s features, target audience and platform. This section is dedicated for all people concerned.
- Section 3. Functionality specifications. Game’s description from user’s viewpoint, as well as from the offered possibilities perspective. Contains the information about the storyline and game principles; interface; graphics and sounds; contents of the game levels. This section is dedicated for all people concerned.

## 2. Concept

### 2.1. Introduction

S.T.A.L.K.E.R.: Anarchy Cell (**AC**) – is a prequel to the game S.T.A.L.K.E.R.: Shadow of Chernobyl (**SoC**). The game is based on the improved SoC engine – X-Ray v1.5. The events of the AC take place one year before the original SoC. In prequel game, we play for mercenary-stalker *Messer* against Strelok's grouping. Since we played for Strelok in SoC, now the player will find himself on the opposite side of the confrontation, and will be playing against Strelok. Thus he'll be able to look at the Zone's events from a completely new perspective (such an approach was used in Half-Life: Opposite Force).

### 2.2. Platform, genre and target audience

**Platform:** PC Windows, Xbox 360 porting possibility.

**Genre:** post-apocalyptic first person 3D-action with RPG elements.

**Target audience:** humans aged 14-30 y.o., those who play 3D-action and RPG games, Stalker' Fans.

### 2.3. Game overview

**The "Hook":**

Immerse yourself in a gigantic game world of the infamous and unique Exclusion Zone of Chernobyl. With Free non-linear exploration of vast outdoor and indoor areas you'll be engaged by a constantly changing world of competing mercenaries, soldiers, mutants and psychopaths. Enter the zone at your own risk and unravel the shocking truths of the world's most terrifying post-nuclear disaster. Mind blowing graphics coupled with the unique A-Life intelligence system that characterizes the zone allowing you to interact, communicate and challenge its inhabitants, make for a truly awe-inspiring and challenging gaming experience. Anarchy is your modus operandi. Survival is up to you.

**Game setting:** post-Soviet industrialized universe, a disastrous realistic world.



*Pic. 1 Deadly territories of Zone.*

**Scene of action:** 30 kilometers wide territory around Chernobyl NPP – the Zone – anomalous and perilous area, where strange and vague events take place, where the laws of nature are changed.

**Main Character:** Mercenary stalker named *Messer*, while performing one of the tasks, he gets into the strong blowout, which changes the map of the Zone, and barely escapes. The main hero finds himself near the edge of the Zone in the region of Marshes, where he's picked up by the patrol of the "Clear Sky". The player shall have to become the most active piece of "Clear Sky" grouping's operation, which aim is not to let Strelok accomplish the 2<sup>nd</sup> trip to the center of the Zone.



*Pic. 2 Messer – main character.*

**Player's goals:**

- Prevent Strelak from performing the second trip to the center of the Zone as it will lead to the global catastrophe, as "Clear Sky"'s scientist believe. (**Main story line**)
- On the side of one of the factions, take part in the groupings war, which flared up throughout the entire Zone over the changing of the levels' territory. (**Main line of the simulative gameplay**)
- Survive in the Zone, where the player will have to battle stalkers and mutants, get through the mortally dangerous traps – anomalies, explore the Zone, trade, seek for the necessary weapons, equipment, procure food and ammunition, and also perform the unlimited quantity of random simulative tasks. (**Secondary gameplay**)

**Play-through time:** ~20 hrs.

**Plotline:**

- *Background.* In 1986 the humanity was shocked with the terrible Chernobyl NPP catastrophe, consisting of an explosion at the nuclear power plant and subsequent contamination of surrounding geographic area. After the evacuation of people from the area, the exclusion zone was created around the station.

The official theory blamed power plant operators, who were supposed to perform planned equipment tests. However, it was just a part of the truth.

Apart from its main function, Chernobyl NPP as well gave electric energy to the laboratories that carried out experiments in the framework of USSR secret military programs, including psychotropic weapons and noosphere. A noosphere – so called “sphere of human thought” – is a non-material informational sphere, which accumulates all human knowledge, all scientific achievements and artistic images, all that has been invented, devised and dreamt up by the humanity. The peak of energy consumption during one of the experiments was also a link in the chain of event, which led to the meltdown.

The accident at Chernobyl NPP didn't lead to shutdown of researches in secret laboratories. It became even easier to perform researches in the exclusion zone abandoned by people. Laboratories became working twice actively, and the government of weakened Ukraine, that only just gained its independence, has lost control over the researches.

The group of scientists, who studied the noosphere, made a huge progress and commences researches in the field of psi-influence on the global level of the Earth via the noosphere. The scientists are driven with good intentions, they believe that using single psi-impacts, they will be able to stop wars, resolve conflicts in peaceful way and eliminate injustice, which is tearing the contemporary world apart.

One of the experiments ends with a tragedy. The second catastrophe at Chernobyl NPP takes place in 2006. A so-called “disruption” appeared when the energy of the noosphere leaked into the planet's biosphere. Because of that a certain area on Earth has suffered changes of physical laws, topography, strange phenomena inexplicable by modern science appeared. Subsequently, the territory became known as the Zone. Now it's blocked off by the governmental forces, but every now and then people infiltrate it – mercenaries, bandits or just fortune hunters called stalkers. They make their living by collecting artifacts in the Zone (artifacts are the items, which embraced special attributes over the “disruption”), and re-sell them via smugglers to private persons or organizations. Stalkers governmentally declared outside the law often act individually, but sometimes they unite into groupings, and there are two largest of them. These are Duty faction that stands up for keeping everything in the Zone under strict control, and Freedom faction that struggles for “free access” to any part of the Zone.

Scientists whose experiment led to the catastrophe didn't die. The disputes concerning eliminating the aftermath of out-of-control experiment made the scientists split up. The part of the scientists went to the Zone, where they organized a grouping called “Clear Sky”. The Clear Sky decided that removing the disruption is possible, and the answer can be sought out by exploring the Zone itself.

Another part of the scientists remained in the laboratories, where they united into Common Consciousness, which subsequently was called “C-Consciousness”. “C-Consciousness” saw the solution of the problem in studying the noosphere and suppressing the energy of it, which flows out on the Earth. “C-Consciousness” learned to control the flow of energy coming from the noosphere, however this energy was so immense that it became necessary to throw off its surplus that leads to blowouts in the Zone. During the blowout, the circular wave of noosphere's energy floats from the center of the Zone to its outskirts, which leads to various both physical and psychical consequences.

Realizing that they need time to search for the solution “C-Consciousness” formed up an echelon defense in order to avoid the possibility of intrusion to the “C-Consciousness” itself. The main level of defense was the experimental psi-antennae under Pripyat, which subsequently was named “The Brain Scorcher” by stalkers. Its emission drove mad any human, who got in its range, and “C-Consciousness” received control over such a human. Not a single expedition has ever returned from

the trip to the center of the Zone. The second stage of the protection was the insubstantial "Monolith", which according to the stalkers' legend could fulfill any wish. This legend lured stalkers to the center of the Zone as a lodestone; however they all fell under the control of "C-Consciousness" at the Red Forest, or the Monolith itself.

The uniqueness of the Zone promised grandiose discoveries in all areas of science. Corporations, private companies and special agencies of states hunted all unique object of the Zone. A huge demand pushed more and more foolhardy men into the Zone, where by risking the life among the dangerous traps and not less dangerous people, one could found artifacts. Some of them went to the Zone because of despair, hoping to find the Wish Granter. Stalkers became a part of the Zone.

- *AC Synopsis.* According to the Soc storyline, Strelak carried out 3 raids into the Zone's center. The first two failed. Yet the third one was successful (SoC storyline). AC is a SoC prequel and reveals developments of the 2<sup>nd</sup> Strelak's raid to the Zone's center. Now players understand why the 1<sup>st</sup> and the 2<sup>nd</sup> raids flopped.

At the Control Monolith door at the end of his first raid to the Zone's Center Strelak presents a main threat to the C-Consciousness. Having activated a tremendous blowout the C-Consciousness tried to eliminate Shooter's group but he managed to escape the Chernobyl power plant though seriously wounded. Strelak gets to Doc's place, who helps Strelak recover. From that moment on the C-Consciousness tries to annihilate the group and reacts to its activity by provoking blowouts and monolithians' attacks.



Powerful blowouts rend the Zone. After the next and the mightiest one passageways through some old levels (Bar, Rostok) vanish, yet gateways through new levels appear. "Space Blisters", or Mebius Rings, are being generated and once there you get to an opposite point wherever you go. Stalkers and whole groups got lost in

these blisters. Changes in the Zone map damages long established balance resulting in war between groupings for re-division of the spheres of influence.

During one of the tasks Mercenary, the main hero, is affected by a powerful blowout that changed Zone's map and nearly dies. The main hero comes to his senses at Bogs in the camp of the Clear Sky grouping. This is a starting point of the game story .....

The main storyline is based on the confrontation between the Clear Sky and the Stalker group. Two scientists were the founders of the Clear Sky grouping, who were once involved in the noosphere experiments but didn't join the C-Consciousness after the accident. These people possess more knowledge about Zone than the others and have their own vision of how to settle down the out-of-control experiment.

Clear Sky tries to stop the group at any price, as Strelak's 2<sup>nd</sup> raid to the center of the Zone will provoke corresponding reaction of the C-Consciousness activating one blowout after another in order to eliminate him. As a result of blowouts both geography and topography of the Zone "shatter" and disaster draws near ....

Mercenary-Player becomes most active part of the Clear Sky's combat operation. The player gathers grains of information about secret group that managed to get to the very center of the Zone and its plans to carry out the 2<sup>nd</sup> raid to the Zone's center.

The player unites fighting groupings and gets a key enabling him to find a half-mystic Zone's person - Cartographer - capable of finding ways and joint space blasters by intuition. Cartographer shows the player the way to the Ghost Town.

The player goes through the mysterious Ghost Town that is a seat of severe war between the Duty and the Freedom for control over it. The player must find the way through Catacombs of the underground town under the Prypiat river, its feral inhabitants and the way-out to the Chernobyl power plant.

The final battle takes place at the Chernobyl power plant where each party put everything at stake, and defeat means death and, perhaps, destruction of the Earth. Mercenary's actions and his final choice determine course of events known from the storyline of the game "Stalker: Shadow of Chernobyl".

A secondary storyline is displayed round the Noosphere, which has realized itself as a thinking entity, like Lem's Solaris, and has touched a human consciousness for the first time.

Strange things begin to happen in the Zone. Same persons are seen at different places at a time. Odd visions of unbelievable places and events shatter stalkers' minds. And terrible deaths when nervous system of a person seems to be burned down and the body is writhed make even most experienced stalkers shudder.

Each blowout activated by the C-Consciousness "exhaust" nervous system of the player making him pursue Strelak. Odd visions and "discrepancy" of people's reaction to the player drive him crazy and cut the ground under once firm perception of his own "Ego".

The game doesn't use trade marks or other properties subjected to licensing.

### **Gameplay Summary:**

The player must explore the Exclusion Zone, uncover the storyline intrigue, survive in the zone, accomplish tasks given by underground dealers, scientific camps and groupings, collect artifacts for sale or exchange (in order to buy equipment needed for survival, weapons and so on).



*Pic. 3 Messer near NPP*

The player will be one on one with the dangerous world of the zone. He will be able to procure weapons and equipment, as well as to earn money to purchase more. To survive, the player must accomplish tasks, moving forward into the Chernobyl area to try to find out what's happening - the reason why the zone is expanding. The player will travel freely, explore the zone, clash with monsters, encountering both generated and storyline-imposed events. Along with that he'll be able to join in-game groups, communicate and trade with stalker loners.

The player travels around the zone-world (over 30 sq. km), with all its locations connected into one global map. The player is directed by the storyline, but, at the same time has lots of freedom by way of accomplishing tasks, selection of routes and interaction with the zone world. Owing to unique life simulation system, the world of the game is living. It does not have characters and monsters standing still and waiting for the player to show up. All the characters and monsters, but for the storyline ones, live and act independently of the player's actions. The world of the zone changes after anomalous blowouts. All that allows

the player to be absorbed into a living world, getting a totally new gaming experience. For example, having passed through one and the same place of the zone, in 20 minutes the player will witness completely different events, while AI-controlled stalkers may appear to be competitors of the player when accomplishing tasks, as they can also accomplish the tasks given to the player.

In the Chernobyl Exclusion Zone there are five factions, whose actions define the development of storyline and the game events. Each of the groups possesses its own ideology to determine its actions, and goals it tries to achieve by any means possible. At a certain stage of game progression every stalker in the game, depending on his actions, gets the chance to join one of the groups or to stay independent. The most radical and powerful groups is called the *Clear Sky*, whose goal is to preserve the zone and protect everything related to it. In **S.T.A.L.K.E.R. Anarchy' Cell**, the player will be opposed by the Anarchist faction through the whole game, but it will remain inaccessible to the player, as its base will be located in a part of the zone inaccessible in the PC version of the game. According to the storyline, after one of the blowouts, the passageway to a major part of the zone was blocked by an anomaly impassable to stalkers.

In **S.T.A.L.K.E.R. Anarchy Cell** the player will be able to play as a stalker from the Anarchist group, who opposed him in the PC game, therefore getting a totally different look on the game events, a close look as to what's white and what's black in the zone. Accordingly, the player will have a territory inaccessible in the PC game opened up to him. The player will get a new storyline, opponents, weapons, artifacts and so on. As with the original title there will be lots of links, rumors and legend referring to hidden territories, game followers will be looking to get access to inaccessible territories.

As mentioned above, in *Anarchy Cell*, the player starts the game in a territory which is inaccessible in the original game. This means that the territory of the zone will be broadened about 50% (approximately 8-10 new levels). The game will feature a completely different storyline, which will allow looking onto game events from the point of forces, defending the zone, and the new character - a stalker from the Anarchist grouping. The new storyline proposes completely new quests, cut-scenes, dreams, dialogues, NPCs and endings. The game will also be expanded with 10 new types of weapons, new artefacts, monsters, vehicles, 10 additional multiplayer maps, and special multiplayer modes (including co-operative play) adapted for the consoles controls.

## **2.4. Main game features**

Unique selling points:

- Unique Game World set in Chernobyl.
- Well-known S.T.A.L.K.E.R. brand.
- Gameplay that incorporates intensive FPS, non-linear storyline, stealth and role elements.
- Unique AI "Life Simulation" animating the game world and creating the unlimited number of secondary tasks.



*Pic. 4 Screenshots from the game.*

AC USPs:

- Updated Engine – X-Ray 1.5 with Full DX9.1 Graphic Engine and latest features.
- Normal Map technology for game graphics. Up to 3 mln of polygons for Norma Map character models.
- Extended Zone – new levels added to the original game’s Zone territory.
- New storyline for S.T.A.L.K.E.R.: Shadow of Chernobyl fans, 30+ big storyline quests.
- Unique Clan Wars gameplay based on A-life system.
- Additional action for AI’s behavior like throwing grenades, squad tactics.
- Spectacular “special designed” action of NPC like jumping out of the window, jumping over a gap, jumping over a cover, descending from the bridge, knocking out a door, pushing physical objects.
- New characters, groupings, weapons, and new random tasks.



*Pic. 5 Screenshost from AC draft level.*

Additional advantages

- Steady and debugged technology.
- Low risks of development delays.
- Experienced team of developers.

## 2.5. System requirements

System requirements	Minimum	Recommended
Processor	Pentium® IV 2 GHz or AMD analogue	Pentium® Core Duo 2 6300 or AMD analogue
RAM	1024 MB RAM	2048 MB RAM
Video card	GeForce 7800 or ATI analogue	GeForce 8800 or ATI analogue
DVD-ROM	8x Speed DVD-ROM drive (1200KB/sec sustained transfer rate) (MANOVAR) and latest drivers	
HDD	5.0GB of uncompressed free hard disk space (plus 600MB for Windows® swap file)	
Sound card	100% DirectX® 9.0c compatible 16-bit sound card and latest drivers	
Mouse, keyboard	100% Windows® 2000/XP compatible mouse, keyboard and latest drivers	
Multiplayer requirements:		
LAN	Internet (TCP/IP) and LAN (TCP/IP) play supported.	
	Internet play requires broadband connection and latest drivers.	
	LAN play requires network interface card and latest drivers.	

## 3. Functionality specifications

### 3.1. Game principles

Anarchy Cell is based on SoC's functionality; therefore similar basic principles are not described in this document. Only AC innovations will be described below.

#### 3.1.1. Typical game scene. Scene Editor 1.5

Unlike SoC, there is a concept typical scene brought in AC. This conception lies in the basis of new tools, projecting and building the scenes.

It's assumed that a scene consists of 4 parts – preliminary, background, action and reward stages.



*Pic. 6 Player would like to play it, and not just run it through.*

#### Preliminary stage

This stage prepares the player to what he's going to encounter in the scene. It must give an idea of what the player is going to do. The preliminary stage ends with assigning task.

The main emphasis in the preliminary stage must be put on the WOW-factor. It's essential to get the player interested, make him filled with the situation so he would like to play it, and not just run it through (*Pic. 6*).

*Examples of the preliminary stage:*

- A helicopter falls and after the explosion SOS signal is transmitted with the request to help the survivors.
- Camera flights over the places of probable active skirmishes and combats.
- If the scene conceals a mystery, it's necessary to explain its gist and give a hint on how to solve it. Either it will be camera fights or explanations ala Alex in Half-life 2. If the mystery is based on the mechanisms and their functioning, the solution can be shown as the "backward action". That is explaining how to disassemble the mechanism, and the player will have to go the opposite – assemble the mechanism.

### **Background stage**

This stage creates the necessary effect of player's presence at the battlegrounds. The background stage goes through the entire scene. The main requirement to it is making it unobtrusive. It mustn't be moved to the foreground in order not to distract the player from the main actions.

*Examples of the background stage:*

- Sounds of distant shooting will create an impression of active warfare. The more faraway the sounds are, the lower is player's tension. For example, in the City of Ghosts it is reasonable to use the sounds of near fight (as if on the neighboring street); while at Yantar a subdued cannonade heard from the direction of the City of Ghosts will be better.
- Combats on the background. Creates a very strong tension. For example, the scene with lowering the bridge using a winch. The player is taking down snipers throughout the whole scene, protecting the soldier who's lowering the bridge. The combat of the other militaries near the bridge can be the background of such a scene. In this case, it's essential to provide the continuance of the background (either the immunity of combatants, or the constant spawning). Another good example – helicopters at Chernobyl NPP after landing operation.
- Random sounds. Create a tension in "horror" style. Better be shown in the places with less dynamic gameplay. Can also increase the effect of a mystery.
- Scene in the conditions of limited time.

### **Spectacular moment**

It is the colorful element of the scene due to which the scene will be remembered by the players. It can be secrets or special monsters-bosses with unique (scripted) behavior. This part of the scene is closely connected to the quests.

This is a sort of a challenge for the player. It provides for the irregular actions, which should lead to the desired result. The main emphasis is exactly on the difference from the common action. If we offer something like "kill ten more of those men", this won't work.

This stage must have strong action logic, so the player could explicitly understand what he has to do.

*Examples:*

- Idea with a bunker. The goal is move from cover to cover and get close to the bunker under a heavy enemy's fire, and blow up the bunker. Moving between covers becomes possible when the enemies are recharging the cartridge clip, or when the

enemy's machine-gunner is killed and his place is not occupied by someone else. In this situation, bunker can be deemed a boss of a scene with a unique behavior.

- Idea with a winch at the bridge. The goal is to strike down enemy snipers in order to protect the soldier, who's lowering the bridge.
- Idea with a searching light. In the full darkness, there's a light beam rummaging and moving from place to place. As soon as the player gets into it – enemies start to burst fire on him. The player has to cross some square avoiding this beam.
- Idea with luring the enemy onto the allied fire. It was neatly done in Half-life 2, when Alex was sitting in the house and shooting on a long distance with her sniper rifle. The player had to lure the enemies onto the sniper's fire.

### **Action**

These are the main rules of the game. This is a kind of respite between the zests. This part is less tense; it's a sort of relaxation for the player. This part also allows the player to break away from the strict rules, and get some freedom of action.

This is the cement, which unites the scene stages and makes them look like something integral and complete. The main task of this stage is to provide the unified rules of action for the whole game.

*Several rules:*

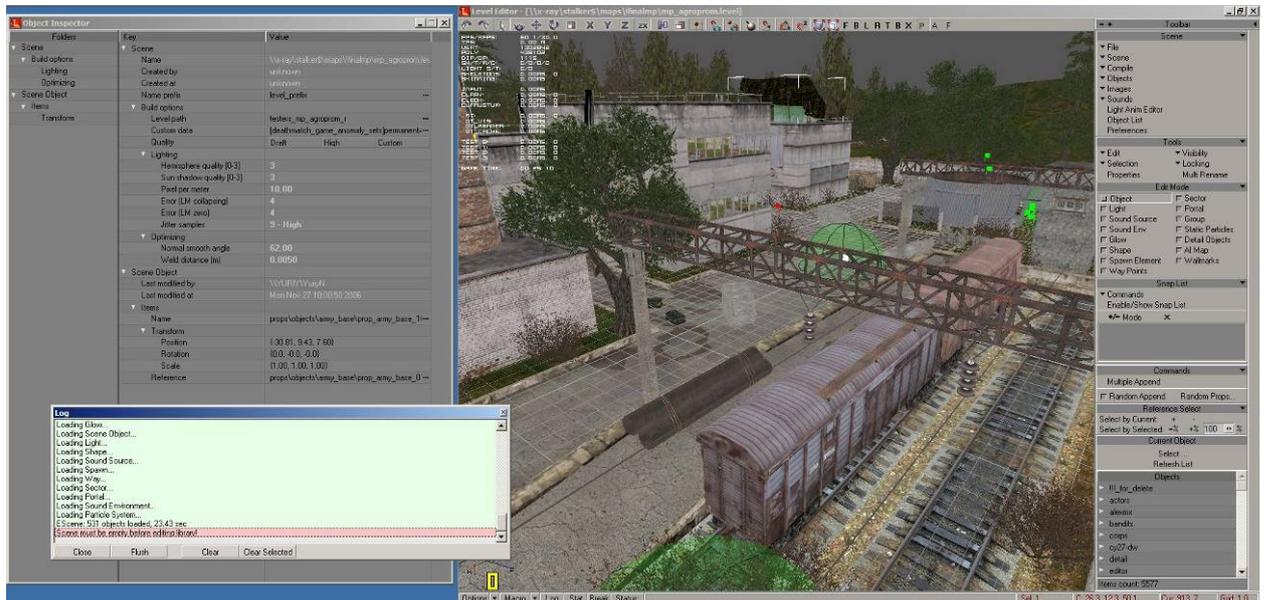
- The effectiveness of similar weapon types must persist throughout the entire game.
- The same enemies must have the identical behavior throughout the entire game.
- It's essential not to allow the situations when the arcade action will take place in the beginning and tactical in the end.

### **Reward**

This is the gratitude to the player for all "torments". Can be emotional (a cut-scene, nicely staged scene), but on top of that, it's necessary to give some considerable gadget. There must be no situations, when the player accomplishes the quest just to move farther in the game. Besides that, there should be some material, "close" aim. All the same, the players are munchkins by default, and this trait of developing own character must be cherished.

### 3.1.2. Additional functionality of scripting tools

To build new scenes, to improve the creating and debugging processes speed, a new extended set of parameters is brought into the game that can be controls by scripts:



*Pic. 7 Editor screenshot.*

- Managing physical objects.
- Managing characters' animations.
- Playing sounds.
- Playing effects.
- Setting characters' states & conditions.
- Extended list of behavior and action presets for AI.
- AI characters inhabited territory.
- AI characters fire controller.
- AI characters vision controller.

### 3.1.3. New scripted schemes for the game scenes

#### Turrets (undergrounds)

Semiautomatic turrets comprising of a machine-gun and a searchlight, with a stalker as a crew.

In the dark corridors, searchlights control the area by slowly seeking out any movement with the light beams.

The turret reacts on loud noise, abrupt movements or when the searchlight finds the player.

On one of these conditions, the searchlight's beam rapidly turns, and starts looking for the trespasser in the nearby area. If the target is not found, the turret returns to the normal patrolling mode.

The gameplay is in understanding the principles of beam movement, and silently make your way through the location by hiding behind the obstacles etc.

A spectacular element – pinning down the throng of monsters, which run against the turrets.

### **3.1.4. Life simulation update**

Faction Wars

#### **General Info**

*What do we want to achieve visually:* An atmosphere of the war between the groupings – assault on the grouping's check-point, spectacular and vivid skirmish seen and heard from afar.

*Gameplay:* Basically, there should be the very same fun as from action Stalker with the possibility to play through the logical chain of tasks for the grouping – from easy to hard – and see the result. Motivation – items, goods of the attackers. The possibility to choose – even if the player is told to kill, he can either kill or help the victim.

Each level is secured by a certain faction. A faction has the headquarters with the representative of this grouping, who assigns the tasks connected with the main storyline. This representative is not the leader of the grouping. We assume that there are other bases and the true leaders hide somewhere, but this data is kept back because of the war between the factions.

Apart from the central base, there are points at the level, which are constantly fought for – thus the player visually understands that it's the war between the groupings, and he can take part in defending on of such points. Such points can be entrances or exits from levels.

The basic chains of tasks on the level become obvious now:

1. Help fighting off all point on the level.
2. Seize all points on enemy's level.
3. Capture all points and central base on enemies' level, which means capturing the entire level.

Any impact on the points and central base works only while the player is on the level. As soon as the player leaves the level and returned back – the characters will re-spawn and everything will get back to the basic state. That means that eliminating a grouping is impossible.

Explanation for the player – this will be not total elimination, but it will look like an assault or a raid.

#### **Mechanics**

The war between the factions is the result of A-life system activity. Polishing up this system will allow stalkers and monsters make more thought-out decisions. Now they will make decisions relying not only on their needs, but on the needs of their faction/grouping/herd as well.

The war between the factions is interlacing closely with the storyline. Powerful blowout, which made it possible for Strelak to get inside the sarcophagus in his first trip to the center of the Zone, changed the topology of the Zone: many safe paths became overgrown with anomalies; on the other hand, passages to previously impenetrable places appeared. "Rostok" factory with 100 Rads Bar situated inside it was the center of business in this part of the Zone. Over the blowout, it became cut for several months. That changed the trade routes of artifacts delivery from the Zone, which disrupted the balance between the factions.

Force distribution by the moment of the beginning of active operations:

**Duty:**

The largest known base is located on the territory of Agroprom Research Institute. All highest ranks are outside the sector. Duty doesn't claim objects which are under militaries' control.

Sphere of interest: cordon, garbage, Agroprom, dark valley, Yantar, military warehouses.

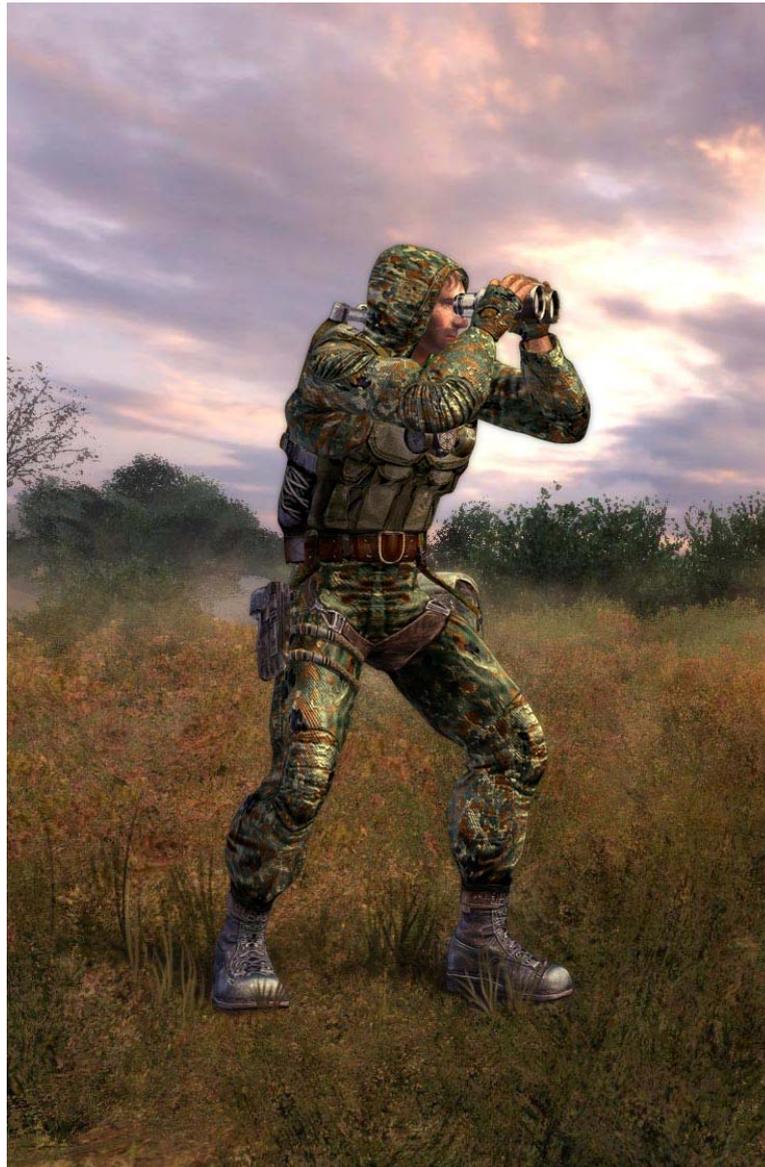


*Pic. 8 Duty.*

**Freedom:**

The largest known base is located in the desolated factory in the Dark Valley. The leader of the faction and its central base are situated outside the sector. They avoid attacking mutants, and prefer fighting humans.

Sphere of interest: cordon, garbage, Agroprom, dark valley, Yantar, military warehouses.



*Pic. 9 Freedom.*

**Militaries:**

Own a large base on the territory of military warehouses. Don't participate directly in groupings' wars. They carry out the protection of research expeditions. The militaries in particular will take the first strike of Monolith grouping upon themselves. During the second part of the game, the militaries evacuate their HQ from the territory of military warehouses.

Sphere of interest: military warehouses, Yantar, cordon.



*Pic. 10 Military.*

**Monolith:**

A disappeared grouping, which eventually turned out to be completely zombified. Strelok's actions made C-Consciousness proceed to the radical measures, which lead to the appearance of monolithians outside the bounds of the Brain Scorcher. The goal of the monolithians is to kill all living beings on the Earth and thus preserve the secret of the C-Consciousness.

Sphere of interest: cordon, garbage, dark valley, Yantar, military warehouses.



*Pic. 11 Monolith.*

**Bandits:**

Spontaneous units without any large bases. Don't take part in the war between the groupings. Their goal is to seize a comfortable place at the Garbage, where they can rob the stalkers passing by.

Sphere of interest: cordon, garbage.



*Pic. 12 Bandits.*

**Neutral stalkers:**

Common stalkers-loners who try to stay aside of the factions war, however they hold their struggle against the bandits.

Sphere of interest: cordon, garbage.



*Pic. 13 Stalkers.*

The war between the factions doesn't bear a spontaneous nature. Each of the sides has its own aims and goals, and tries to achieve them. For one it's capturing all key locations, for the other – holding the key points.

The key point is the location in the Zone of a strategic value. This can be passages between the levels, desolated warehouses and factories. On each location, there are about a ten of key locations of different significance.

Several key locations add a bonus to the faction that captured the location. Having secured an ammunition warehouse, the faction can arm with more powerful weapons; with the desolated turnery, the grouping can modify its weaponry. The player gains a certain benefit by helping the grouping: he can buy modified guns or rare ammo from the traders of the grouping.

The player is an involuntary witness and participant of factions war. Sooner or later the player receives the random task to "capture the control location" or "defend the control location", and thus becomes engaged in the war. By accomplishing random task, the player increases the attitude of the grouping towards him, and can open harder tasks, like "lead the raid on the large enemy base".

### **3.1.5. AI of NPCs and monsters**

New actions of universal AI scheme

#### **Use of grenades**

Within the universal AI scheme, stalkers will be able to throw grenades as a part of their tactics. The correct trajectory calculation against an obstacle to throw the grenade.

NPC stalkers are able to react to the player's grenades, running away from the grenade.

#### **Use of flash grenades/illuminating cartridge**

Apart from standard grenades, the AI will be able to use flash grenades and illuminating cartridges in dark indoors and dungeons. Owing to the exposure adaptation function of the renderer, blinding effect of a grenade will be very realistic.

NPC stalkers have reaction to NPC flash grenade – they stop shooting, hand-cover their eyes.

#### **Use of animation sequences in combat**

In a scene, apart from standard ways of movement for NPC, there will be implemented a number of special areas with geometry and animation prepared in advance, where NPC will be able to commit a special action. For example:

- Jumping out of the window.
- Jumping over a gap.
- Jumping over a cover.
- Descending from the bridge.
- Knocking out a door.
- Pushing physical objects.

Such an approach will allow implementing a number of very bright moments in combat and effective NPC actions. Such an approach was very spectacular in FEAR and Gears of War. Similar elements will appear in AC.

#### **Dynamic object avoiding**

#### **Simple Squad tactics**

#### **Defense and Attack tactics**

#### **"Clever" enemy outskirting**

Special conditions

#### **Stealth**

Owing to transition to the DX9.1 renderer with fully dynamic lighting there will be processed an absolutely accurate per-pixel lighting of in-game models, which allows processing the player's visibility to enemies more honestly.

To add to the stealth factor, extra AI conditions will be introduced:

- Staring at a vague target.
- Searching a lost enemy with heeding.
- Searching enemies with illuminating all the dark corners.

Stealth will not be a standard behavior scheme, but will be used in certain spots, which were initially planned for stealth playthrough.

#### **Turret units**

Stationary turret unit under the control of NPC. Such a unit controls the areas and passages and makes the player to seek alternative paths and playthrough tactics for this place.

Monster, living in burrows

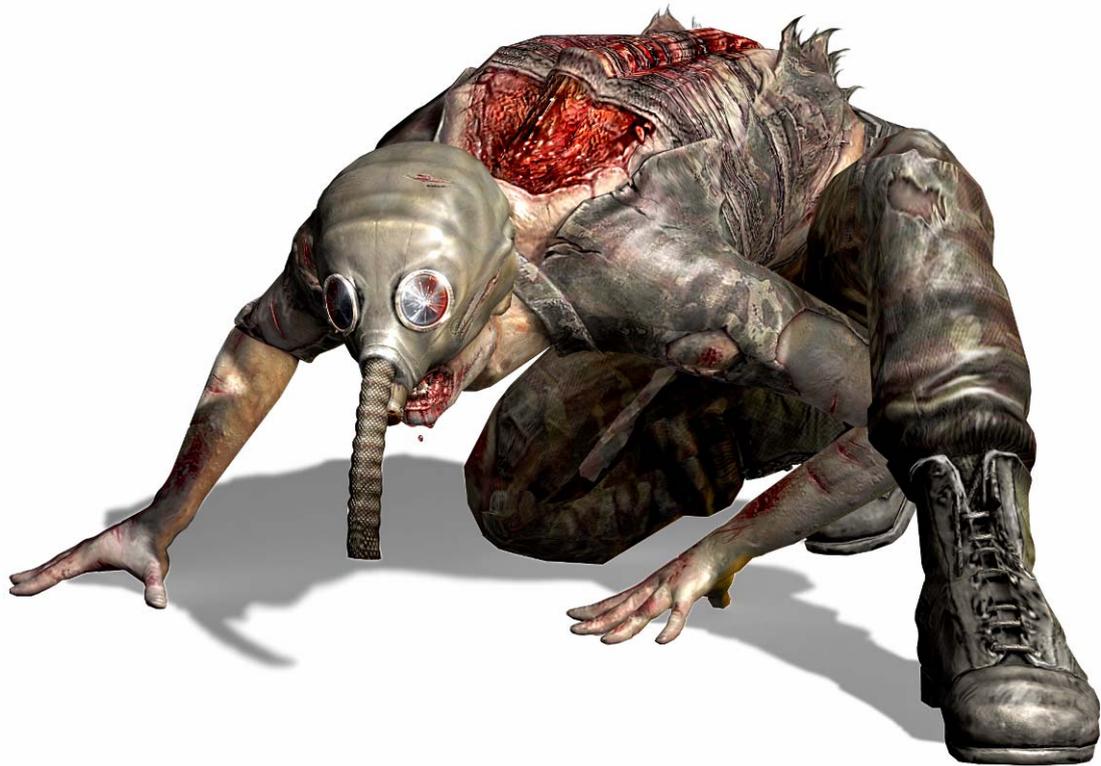
In the surface of the tunnels the upper part of walls and the vaults are dug up by deep burrows and crawlways, snorks may be jumping out of those.

A monster jumps down on the ground to attack the player, then jumps back into the burrow, then randomly appears out of one of the burrows. The player can't see how he moves in the burrows, so the further appearance of the snorks is going to be abrupt.

A monster may as jump into the hole, so as crawl back into the burrow on special geometry spots, playing complex animation, holding against the curves, ledges, skirting around columns...

For the player the effect of unexpected monster appearance will work. Additionally, he will have to understand which burrow the snork will appear from next time.

The abruptness effect and the fear of where the monster will show up from again will work. All this will be supported with proper sound effects.



*Pic. 14 One of the monsters, called Snork.*

### **3.1.6. Physics Engine update**

- Possibility to attach collision form to animated object. Necessary to create lifts and moving platforms.
- Complex physical destructible objects.

### **3.1.7. Renderer update**

- Full DX 9.1 render.
- Full dynamic lighting and shadows.
- Tonemap and eye adaptation.
- Light Projection Maps.
- Normal Map technology for all new graphics.
- Pixel Shader Water surface.
- Set of new shaders for spectacular graphic effects – Selflight, Selflight clamp alpha, Diffuse color + Cube Map textures Reflection, Real time flat mirror Reflection clamp alpha and so on..
- Volumetric fog for volumetric lighting effects.

- Set of new postprocess - Diffuse over light Blum, Specular over light Blum, Full screen noise animator, Screen ambient of color point light source, Depth of Field, Angle of View (FOV).



*Pic. 15 Screenshot from AC draft level.*



*Pic. 16 Screenshot from AC draft level.*

### 3.1.8. Particles and FX system update

- Improvement of post-processes editor to implement new post-processes based on the possibilities of the new renderer - Depth of Field, HDR, exposure adaptation, color noises.
- Improved blowout process.

## 3.2. Storyline

### 3.2.1. Storyline events (scripted scenes)

Events to have preceded the beginning of AC

Most of stalkers never went further than the Garbage, however you couldn't find there anything unique. The bravehearts went further to pick up truly unique artefacts. However only single ones dared to go to the Zone center.

A stalker nicknamed Strelok together with his group found old maps of an underground city, which was located under Pripyat. Strelok realized that he can pass the Brain Scorcher safely in undergrounds. With the help of a group of two most devoted men – Fang and Ghost, Strelok reaches the Chernobyl Atomic Power Plant.



*Pic. 17 Screenshot from AC draft level.*

Strelok's group faced a locked code-locked door in the Control Monolith. There was no way further.

Realizing that the door wouldn't open without the decoder, the group decides to return and assemble a decoder. Having grabbed several unique artefacts, the group sets on the way back.

Having discovered three stalkers virtually at its door and realizing the built-up defence proved insufficient, the "C-Consciousness" activates a major blowout to destroy the Strelok's group.

This truly unbelievably strong blowout leads to three events:

- Event 1. On the exit from AES level the blowout covers up the Strelok's grouping.
- Event 2. The blowout changes the Zone map. The passes to Rostok and Bar get blocked. There emerge passes to new levels.
- Event 3. The player, leading UNO reps to a bizarre place, gets under the blowout.

As a result of the blowout.

- Event 1. Strelok is heavily wounded and cannot move on his own. Ghost and Fang suffered less and bring Strelok into a designated place, where Doctor may pick him up.
- Event 2. The Zone map changes. Bar and Rostok disappear. There show up new levels, including the Limansk city. There starts a war of groupings for the redistribution of influence spheres. There form spatial bubbles, which lead to the

initial point regardless of where you go (similarly to the film "Stalker" by Tarkovskiy). Stalkers and whole groups have got stuck in them during the blowout. The time and space behave strangely in these areas. Frequently stalkers can hear snippets of radio communication of such groups, and it is hard to determine exactly which time they belong to, only to make the situation even more perplexed.

- Event 3. The player is copied by Noosphere. The copy and the Original get split. The original appears at the Zone border, where it is picked up by "Clear Sky" patrol.

**Strelok's group.** Barely have they survived the immense blowout, Fang and Ghost bring the wounded Strelok into a designated area, where he's picked up by Doctor. The Doctor is a legendary personality living in a certain mystical place concealed from the eyes of strangers and who can put Strelok together virtually from pieces. Fang and Ghost go to search for details for the Decoder and prepare the second trip to the Zone center.

**C-Consciousness.** «C-Consciousness» realizes that Strelok, having been at the Control Monolith doors possesses the information which, being disclosed, can lead to perishing of the very C-Consciousness. C-Consciousness reacts with strong blowouts to any action of Strelok's grouping. The Zone gets shaken with Blowouts ever more often. C-Consciousness starts the S.T.A.L.K.E.R. program which zombifies stalkers to accomplish a certain goal.

**Clear Sky.** «Clear Sky» after the enormous blowout realizes that something bad has happened. The frequent blowouts "shake" the geography and physical laws of the Zone. The Clear Sky realizes that the accident is coming. The Clear Sky decides to determine the reason of the cataclysms to have started and get rid of that trouble.

**Noosphere.** Apart from 2 main forces – the C-Consciousness and the Clear Sky, a third force appears in the Zone – the very Noosphere. As a result of latest events, Noosphere, similarly to Lemm's Solaris realized itself as a thinking personality and for the first time touched the human consciousness. The born consciousness of the Noosphere and its logic is beyond human understanding – it's a super-intellect, however at the same time it reminds a newborn baby.

From that moment on strange things start in the Zone. One and the same people are seen in different places simultaneously. Strange vision of incredible places and events shake the reason of stalkers. In the Zone the maimed bodies of stalkers, with nerve system burnt out, the scene makes shudder even the most hardened stalkers.

**War of the groupings.** There disappear the passages through Bar and Rostok. The passage to Marshlands, Limansk-13 (the Ghost city) and Catacombs under Pripyat shows up. The war of the groupings for the new territories and passages through them flares up.

**Spatial bubbles.** As a result of the first grandiose blowout there form 'spatial bubbles', the Mobius rings, in which regardless of where you go, you get to the point of return. Stalkers and entire groups got lost in such bubbles. The Zone got 'bubbled'.

**Protagonist** – A mercenary, during one of the missions gets under a strong blowout to have changed the Zone map, nearly dies in it. At the time of blowout, there occurs doubling of the protagonist and his counterpart appears at the Zone border, in the area of Marshlands, where a Clear Sky patrol picks him up. From that moment on the story of the game starts.

Intro (rendered movie)

The mercenary protagonist leads a group of scientists from UNO to a strange area in the Zone, where common physics laws don't work – the building walls are corroded, immense stone bricks hang in the air, while the ground is beaten-up by anomalies. Coming up to the

location, the group gets suddenly covered by a Blowout. The mercenary faints to see strange visions about Monolith and a pillar of energy coming from the power plant into the air.



The player comes to (engine-powered cut-scene)

Clear Sky's tent. The worn-out, shoddily-repaired engineer equipment is seen. The player hears the talk of Doctor with CS's leader about his very strange diagram of brain signals.

Doctor:

*Never seen such a thing. The nerve system gets destroyed, probably this has to do with the Blowouts.*

The player comes to – Mercenary can stand up (The player receives controls).

CS Leader:

*You've got a solid deal of battering, good that our people found you, otherwise you'd been the dogs food. It's good you came to, though, your head, as far as I get from what Doc is saying, got real problems.*

Making sure the Mercenary has truly regained consciousness, the Leader provides him with a first task.

CS Leader:

We have saved your life, so this makes you sort of owe us. While your legs falter, I won't give you any serious task really – only a warm-up. On the edge of the Marshlands there are several of our outposts. With one of those we've recently lost communication. Move out there – that's close by, check out what's happening. Maybe it's just their radio which broke down, or maybe it's something more serious. In our camp there's virtually no weapons available, but here's a pistol for you.

The player obtains controls ... game start ....

The detailed scenario on the levels is put **into cl.** and is not translated. The information will be translated and provided on demand.

### **3.3. Graphics and video**

#### **3.3.1. General description**

General characteristics of the mood rendered by the game graphics is realistic recognizable places of the Chernobyl vicinity (derelict industrial complexes, military facilities, neglected residential quarters, vehicle cemetery, rotten village structures, Pripyat, Chernobyl and much more). It's a post-Soviet environment, having gained mysterious flavour. The inexplicable physical phenomena.

Visual goals of the game concept reflection:

- High level of atmosphere.
- Intense, ominous, foreboding environment.
- Terrifying/slightly scaring environment.
- Communist/Soviet surroundings.

#### **3.3.2. Characters**

**Specifications:**

- Diffuse texture include: normal map, parallax map, specular map.
- Max size: 2048x2048 pixels.

Original SoC game has more than 120 different NPCs from the different communities. The player is able to talk trade and fight with them. 10 new characters will be added.

Main character

*Mercenary – Messer*



*Pic. 18 Main character.*

Clear Sky faction

*Clear Sky faction leader*

Storyline related character, leader of Clear Sky faction.

Male, 45-50 years old, used to be scientist, who lives in the Zone for a long time. Mainly dressed in military clothes with military equipment, but also some scientist things. The character gives tasks and cells some Clear Sky faction items.

*2 novices of Clear Sky faction.*

Old shabby scientific suits with rag protective masks.

*2 masters of Clear Sky faction.*

Scientific suit of very hi protective level, powerful protective plates, respirators.

*1 veteran of Clear Sky faction.*

Exoskeleton with scientific equipment. The head is covered with full face mask.

*Forester*

Old stalker, who lives somewhere between the entrance to Limansk and Military.



*Pic. 19 Forester art.*

#### *Cartographer*

Legendary stalker who feels the passes into the unreachable for other stalkers places, fully covered with anomalies. He is known as a person, who can sell the map into unknown places of the Zone. After the appearing of spatial bubbles – closed and isolated zones of space – he lost for a long period of time traveling inside them.

Male, 40-45 years old, recluse. He looks a little bit laid-back and seedy, he has a look of a man, who understands his special abilities that is why he is not interested in usual stalkers' business.

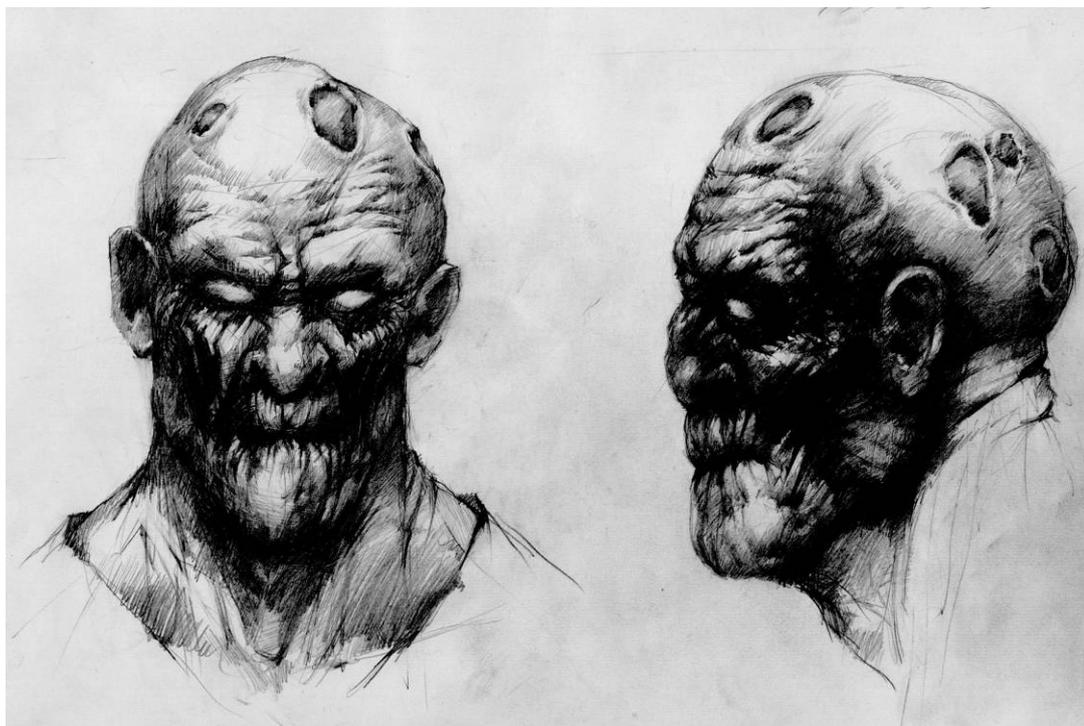
### **3.3.3. Monsters**

#### **Specifications :**

- Diffuse texture include: normal map, parallax map, specular map.
- Max size: 2048x2048 pixels.

Counterpart

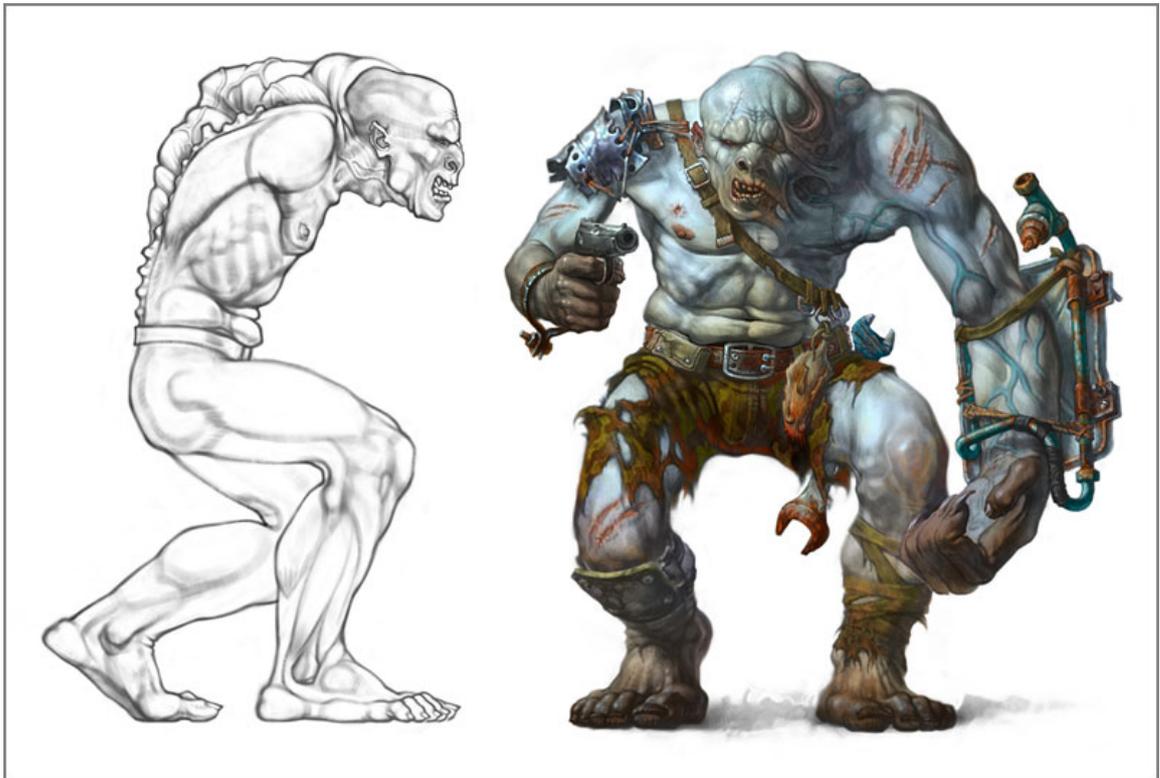
Wild and insane copies of stalkers



*Pic. 20 Art of Counterpart.*

Morlocks

Degraded creatures living in the undergrounds



*Pic. 21 Morlock artwork.*



**Pic. 22 Morlock model with the normal map.**

### **3.3.4. Weapons**

#### **Specifications :**

There are 25 types of highly detailed and realistic weapon in the original SoC game. AC will have 6 new types of weapon.

HPSA Pistol.



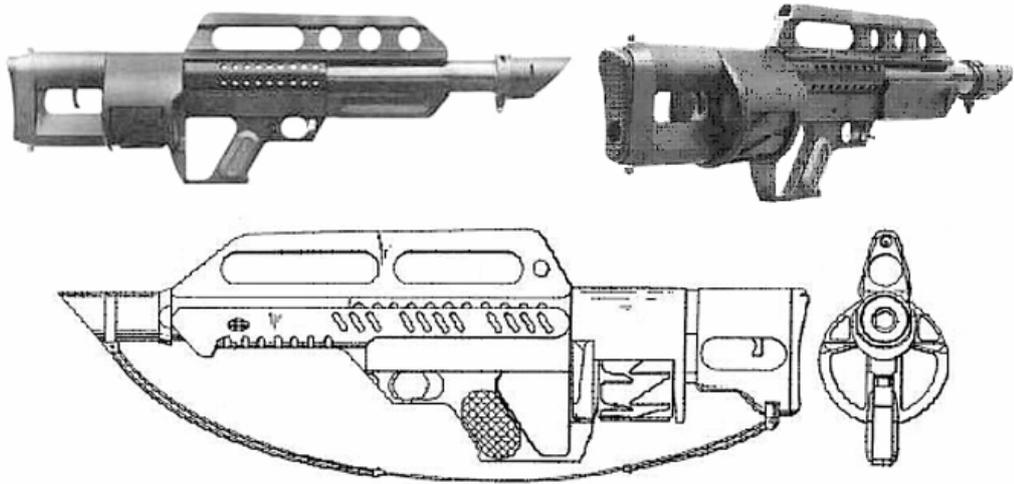
*Pic. 23 HPSA pistol artwork.*

Beretta Pistol.



*Pic. 24 Beretta pistol artwork.*

Jackhammer Mk3A1 shotgun.



*Pic. 25 Jackhammer Mk3A1 shotgun artwork.*

P90 submachinegun.



*Pic. 26 P90 submachinegun art.*

BM16 shotgun



*Pic. 27 BM16 shotgun art.*

TOS



*Pic. 28 TOS art.*

PKM



*Pic. 29 PKM art.*

### **3.3.5. Movies**

2 rendered movies each of them about 1 minute long.

#### **Intro movie. 1 minute**

Main character-mercenary leads the group of UN scientists to a strange place in the Zone where common nature decrees are not working – the walls are corroded, the huge stones are in the air, the ground is filled with anomalies. When the group comes closer to this place the Blowout starts. The mercenary loses his consciousness and sees strange dreams about monolith and a pillar of energy that goes from the NPP into the sky.

#### **Outro movie. 45 seconds**

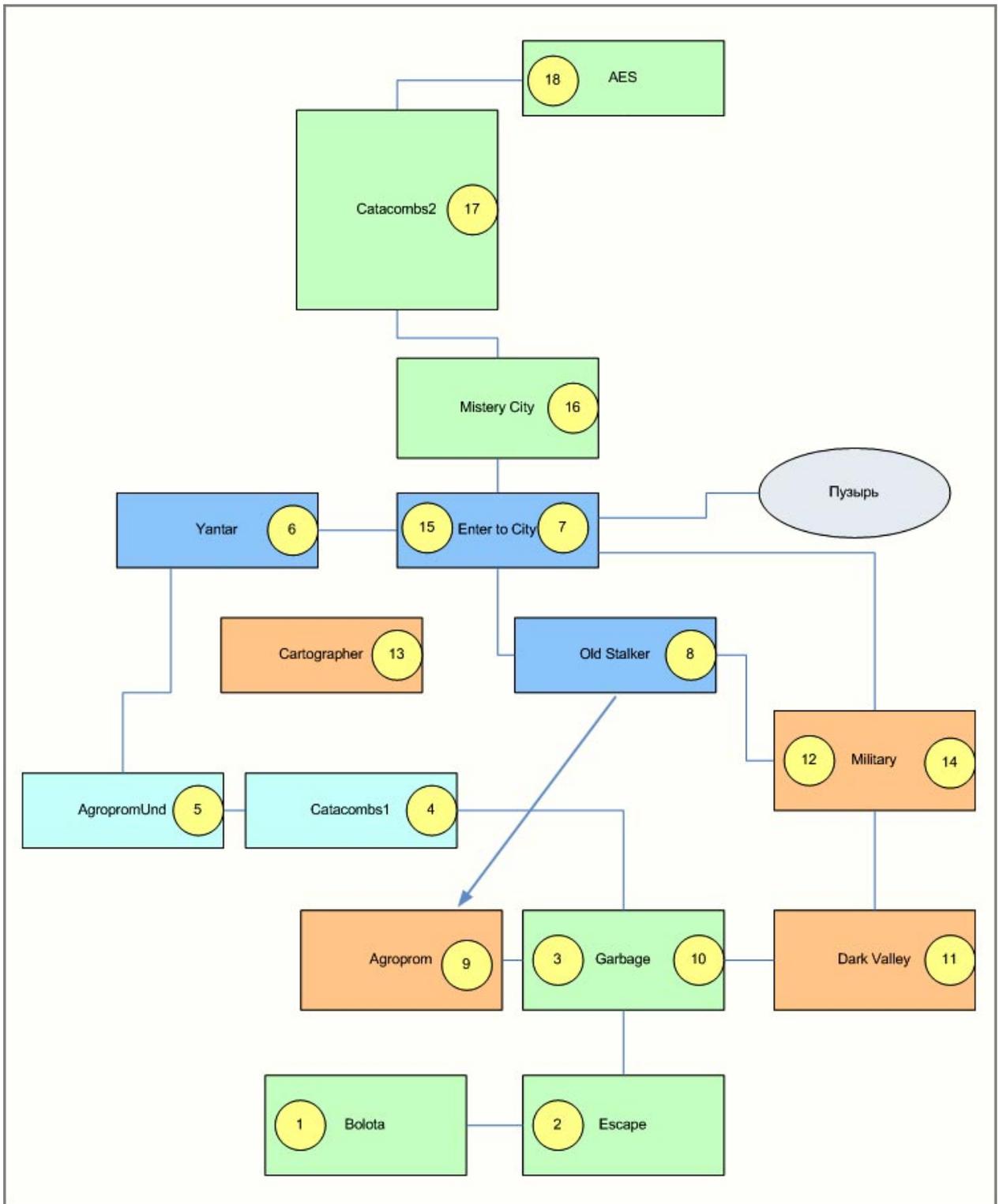
The player sees a room, some devises, light flashes. The player hears monotonous voice saying "Kill Strelok" (the player got into a hypnotism program that orders to kill Strelok). The view turns to a wall where Strelok hangs in a strange unit. The player pull down his view to his hands and sees the tattoo S.T.A.L.K.E.R.

## **3.4. Level Requirements**

### **3.4.1. SP Game levels**

#### **Specifications:**

- ~300 000 polygons per frame at 60 fps on average hardware.
- Diffuse texture include: normal map, parallax map, specular map.
- Max size: 2048x2048 pixels.
- Visibility determination
  - Portal-style, non-linear subdivision based visibility detection system.
  - Optimized for T&L hardware by batching primitives in optimally sized groups.
  - Dynamic occlusion culling, contribution culling.



*Pic. 30 Levels sequence.*

## Swamps



*Pic. 31 Arts of Swamps level.*

New level.

Level size: middle

Vast submerged territories near the border of the Zone. Rotten place where even before the Zone appearance not every person dared to go, The Zone make it even worser. Small spots of dry land, submerged villages rounded by mires, where many very experienced stalkers lost because of strange anomalies and mirages. The dangers of Swamps made this place forbidden for many people, but Clear Sky faction placed their main base near the submerged village.

## Escape



*Pic. 32 Arts of Escape level.*

Level from SoC

Level size: middle

Think of it as the Zone's antechamber - it's a good place for rookies to get their head around. You'll find a trader in the vaults at the back of the village, next to the army outpost. Don't miss the chance to talk to him. You'd be advised to steer clear of the outpost itself, however. You don't want the soldiers to catch a sight of you - most of them shoot first and don't bother asking questions later. Yet, as always, there are some who can be bribed as long as the top brass is looking the other way. Attacking the soldiers is not recommended, unless they pose a direct threat.



*Pic. 33 Arts of Escape level.*

Garbage



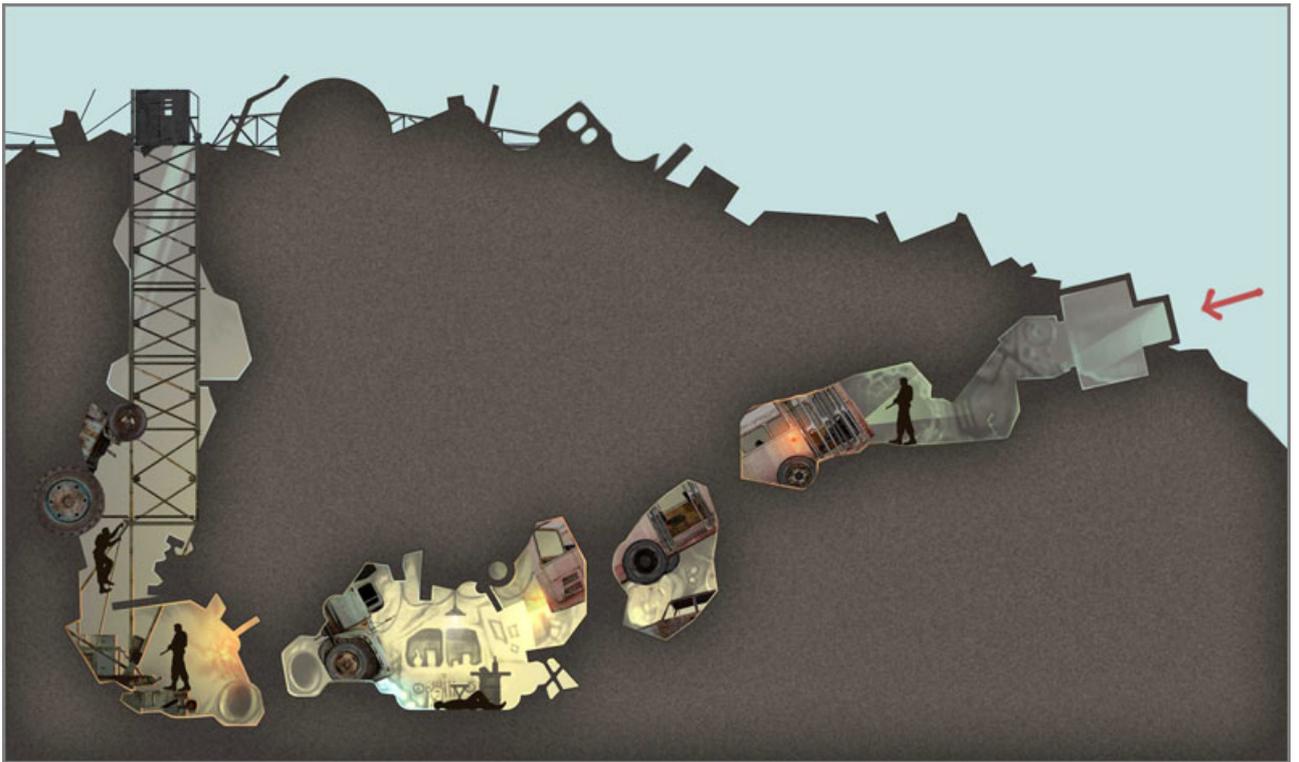
*Pic. 34 Arts of Garbage level.*

Level from SoC

Level size: big

A vast machinery graveyard. Right after the first accident whole heaps of radioactive waste were dumped there. Mostly ruins of old buildings infested with mutants. Much like the outskirts of the Zone, the place swarms with rookie stalkers, with an occasional bandit loitering around, always on the lookout for freebies. Some artifacts to be found here, but most of them are just not worth the effort. You'll be better off elsewhere. Going North, you will get to the Wild Territory, West lays the entrance to the Dark Valley, with the road to the Agroprom Research Institute to the East.

## Black Digger Stash



*Pic. 35 Scheme of Black Digger Stash.*

New level.

Level size: small

On one of the garbage heaps covered with anomalies and radiation there is a trap-door leading deep inside the garbage heap. This place was discovered by legendary Black Digger and rebuilt into a hiding place. At the end of the tunnel there is a small room, where you can stand. Parts of the old machines are jutting out of the walls. The engine of one track is working and generating electricity to operate all the lamps in the room. There is a mattress in the room, table (a barrel with a metal plate on it), and a stool. It's a cozy place because Digger lived here sometimes, hiding from blowouts and storms.

Catacombs



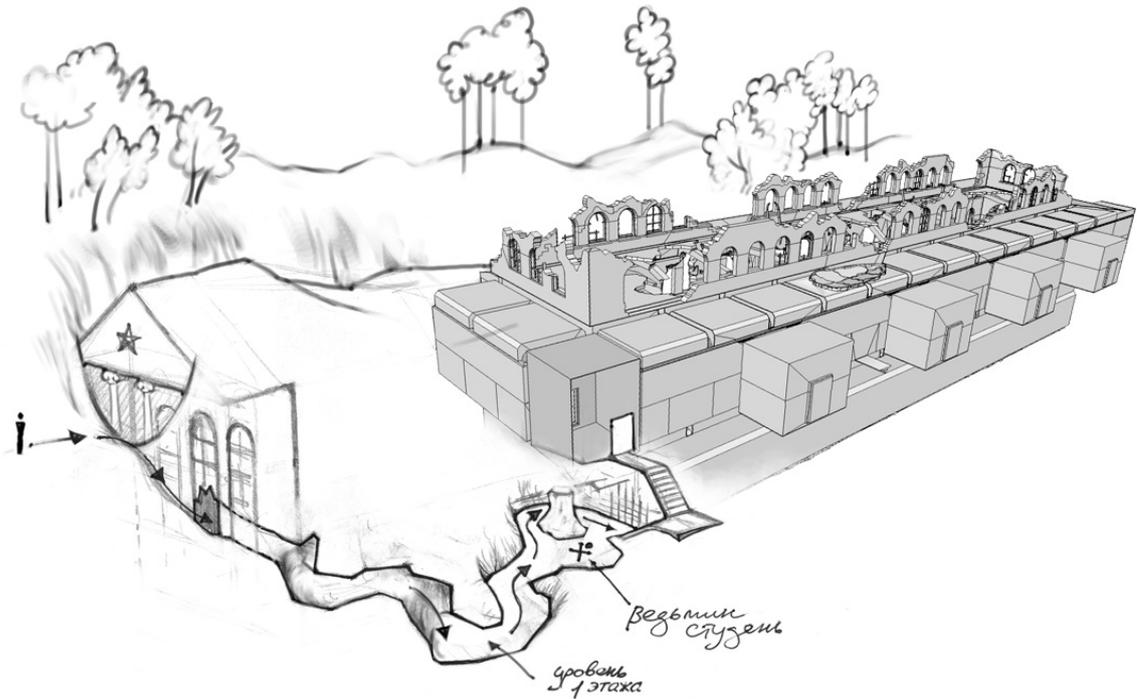
*Pic. 36 Arts of Catacombs level.*

New level.

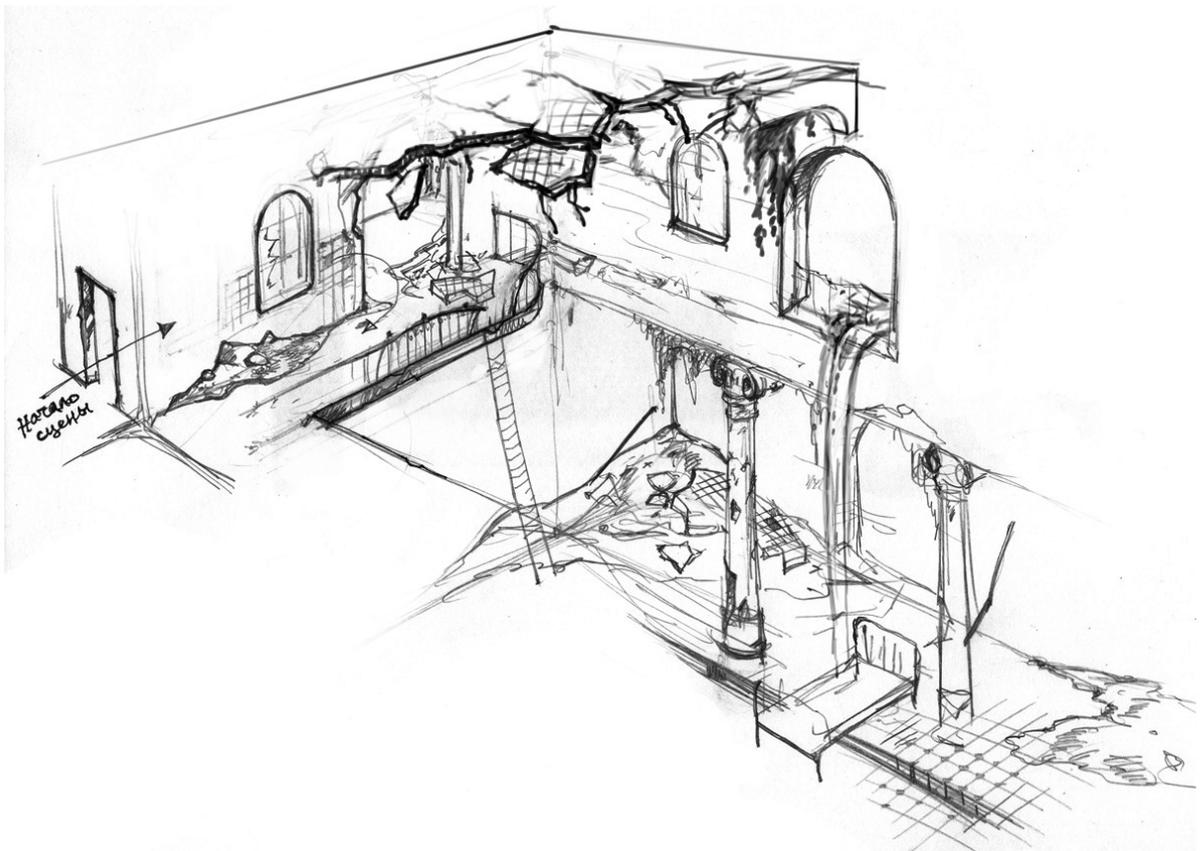
Level size: small



*Pic. 37 Art of Catacombs level.*



*Pic. 38 Art of Catacombs level.*



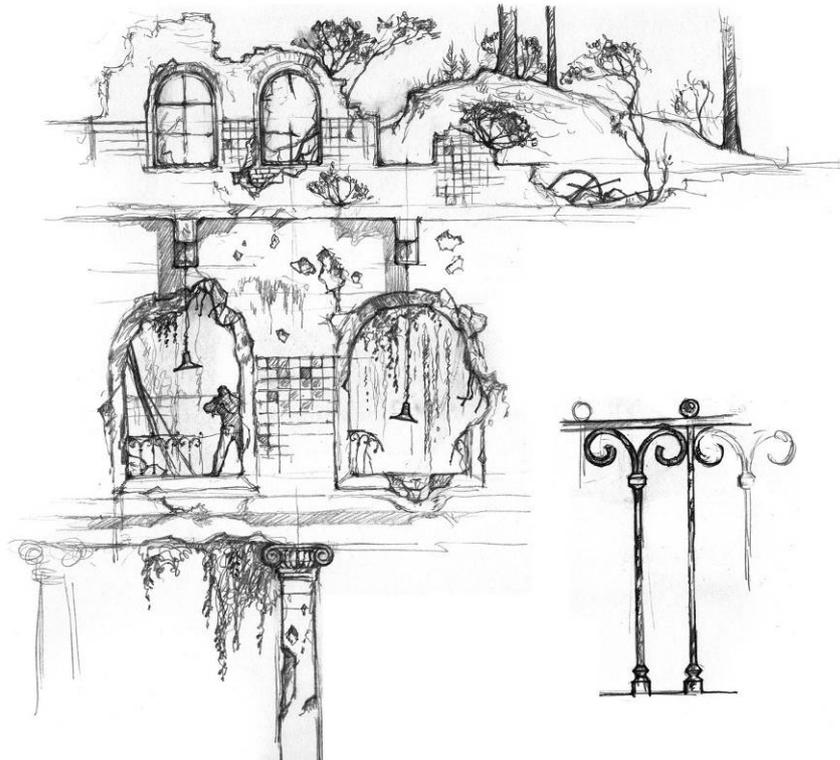
*Pic. 39 Art of Catacombs level.*

Old railway road connecting Garbage territory with Agroprom research facility. The railway laid in the tunnel under the ground starting somewhere in the Garbage territory, but it was heaped up so that is why it was not discovered for a long time.

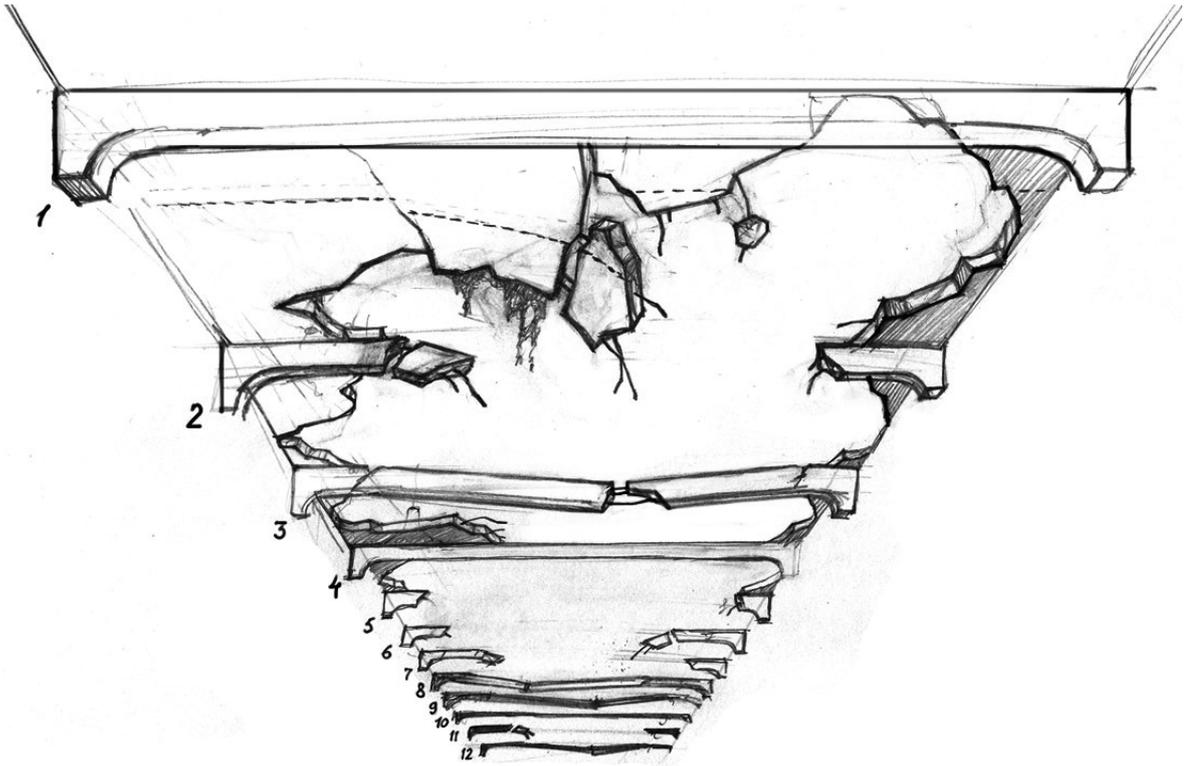


*Pic. 40 Art of Catacombs level.*

The entrance to the tunnel was cleared by the diggers couple of weeks before the Big Blowout. Diggers found transport tunnels, industrial facilities and military warehouses. The bandits found out about this discovery very fast and took the entrance to catacombs under control.

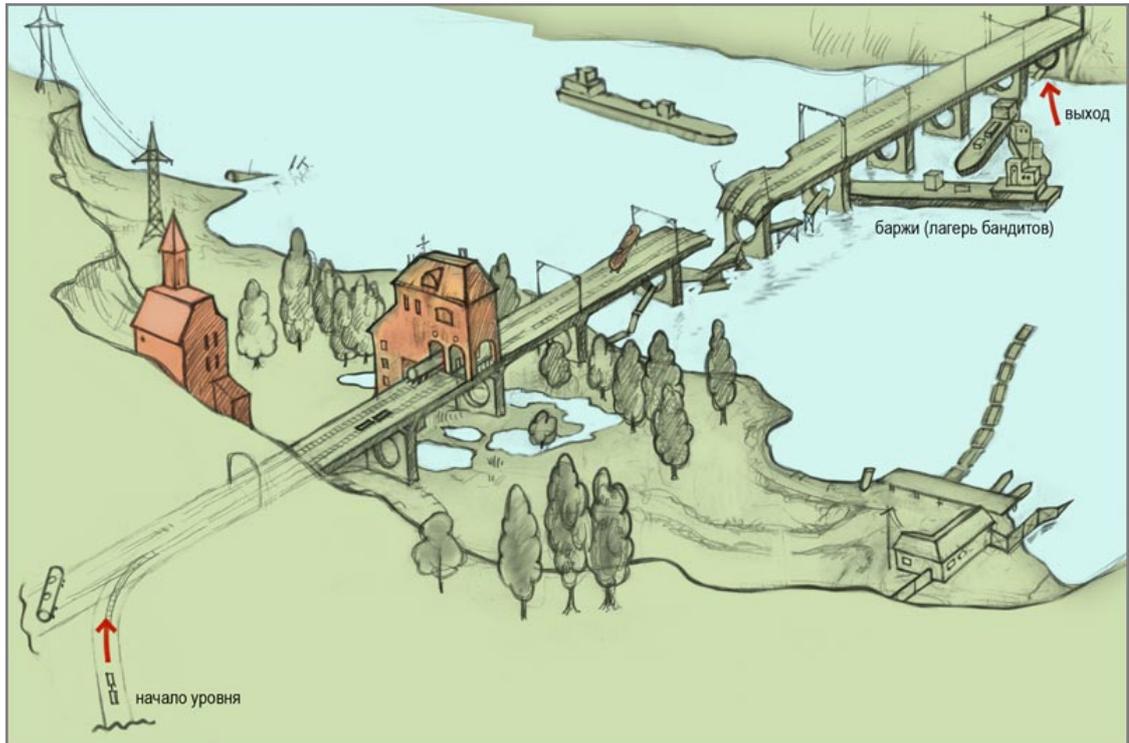


*Pic. 41 Arts of Catacombs level.*



*Pic. 42 Art of ceiling damages.*

Bridge over Pripyat' river



*Pic. 43 Art of Bridge over Pripyat' river level.*

New level.

Level size: middle

Damaged railway bridge across the river Pripyat. It's a shortest way to Agroprom territory. Huge piers, sunk barges, week boards – it's the way to the far bank.



*Pic. 44 Art of bridge.*

Agroprom Underground



*Pic. 45 Arts of Agroprom Underground level.*

Level from SoC

Level size: middle



*Pic. 46 Arts of Agroprom Underground level.*



*Pic. 47 Arts of Agroprom Underground level.*

Built in the 1960s, the Agroprom Research Institute (of experimental agriculture on soils contaminated with radiation) lies towards the center of the zone. Underneath "Agroprom" Institute lies a complicated web of underground laboratories and tunnels. These tunnels are rarely visited stalkers – crawling around in the darkness in catacombs full of anomalies and other vermin is a dangerous task to undertake. The underground complex now serves as a refuge for bandits; men who were ousted by the military. Reports have also been received of unidentifiable creatures beneath the surface of Agroprom.



*Pic. 48 Arts of Agroprom Underground level.*

Yantar



*Pic. 49 Arts of Yantar level.*

Level from SoC

Level size: middle



*Pic. 50 Arts of Yantar level.*

The legendary lake in the sector of the same name dried up a long ago, leaving a shallow swamp in its place. The place is morbid and sodden with death. Great dangers await any adventurous soul foolish enough to get near it. Anyone who dares to go too far goes insane. Zombie drones are rambling around the whole sector, waiting for new victims. If you walk around the lake and past the zombies, you'll end up at the scientists' camp, where the eggheads brought there by choppers are doing some research. You can have a chat with them; they buy artifacts and could even send you on a mission.

Entrance to Limansk



*Pic. 51 Arts of entrance to Limansk.*

New level.

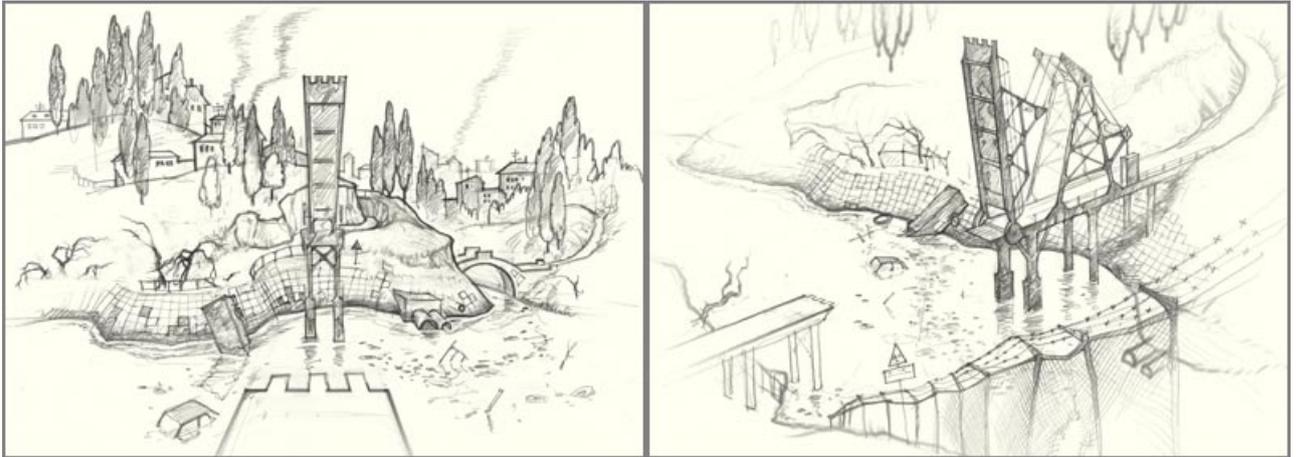
Level size: middle

The road leading from Yantar to the dead city Limansk finishes at the bridge across the small river. Right after the Zone appearance all the roads were covered with anomalies and no one stalker could go through. For many years the city was considered lost.



*Pic. 52 Arts of Limansk's forest reserve.*

The road ends near the destroyed bridge across the radioactive river. Not a long time ago when the road to Limansk became available again stalkers installed a drawbridge the control of which means entrance to the city. The factions are always fighting for the city and bridge.



*Pic. 53 Arts of the bridge on the way to Limansk.*

The road is laying near the lost preserve. When the Zone appeared all the trees inside the preserve became red and never changed there color later. Nobody saw any animals from the preserve and this place got ill fame between slakers. Nobody from the couple of stalkers dared to go to "Red forest" came back. There are only silence, thick fog and falling red leaves inside the Red Forest.

Old Stalker place

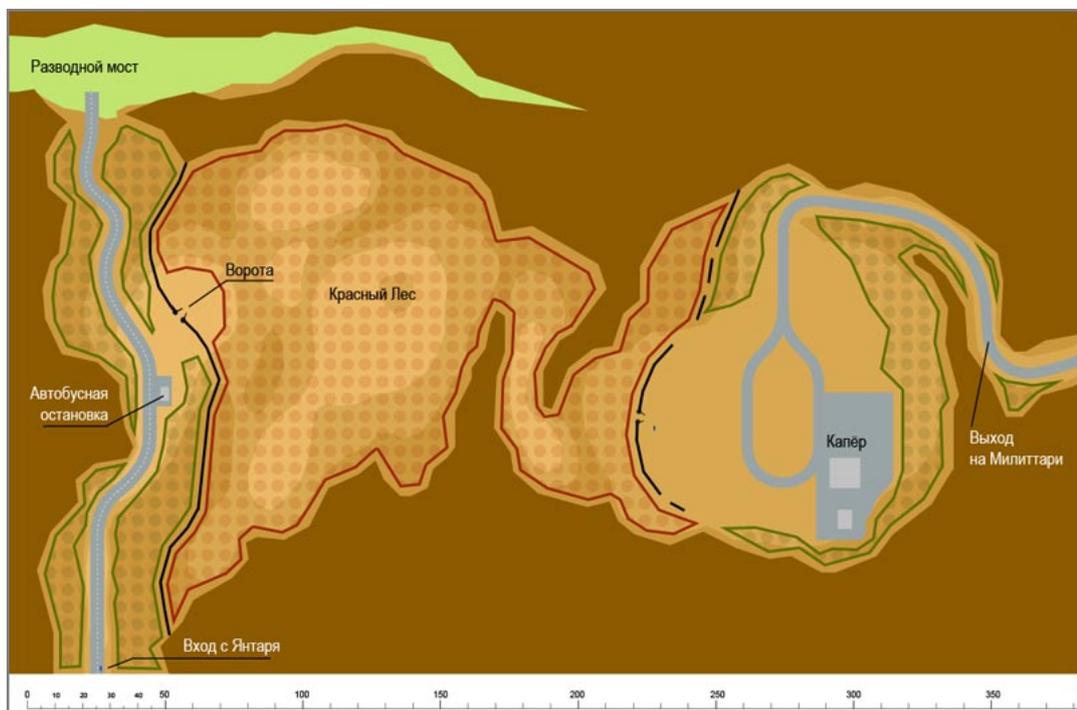


*Pic. 54 Art of old Stalker place.*

New level.

Level size: small

Right behind the Red Forest there is an old mine caper. This place is not with the red trees, the trees are usual but dried out. Inside the caper there is an old stalker place.



*Pic. 55 "Red forest" and old Stalker place map.*

## Agroprom



*Pic. 56 Arts of Agroprom level.*

Level from SoC

Level size: big

A strange, heavily contaminated area. Should you wander deeper into it, you will see a shallow lake, crammed shore-to-shore with abandoned equipment and other debris. You can also check out the abandoned Institute and the factory, though the military have been hanging around there quite a lot recently.



*Pic. 57 Arts of Agroprom level.*

DarkValley



*Pic. 58 Arts of DarkValley level.*

Level from SoC

Level size: big



*Pic. 59 Arts of DarkValley level.*

Always gloomy, always misty and always rainy. Stalkers venturing into the Dark Valley are likely to find valuable artifacts, instant death, or both. A place frequented by some of the most experienced old-timers, though you may also stumble upon some common bandits. There's supposed to be an underground lab around there somewhere, so it might be worth to look for a hidden entrance along the way. No one has returned from there alive though and no one can tell for sure just what nasty surprises await you there.

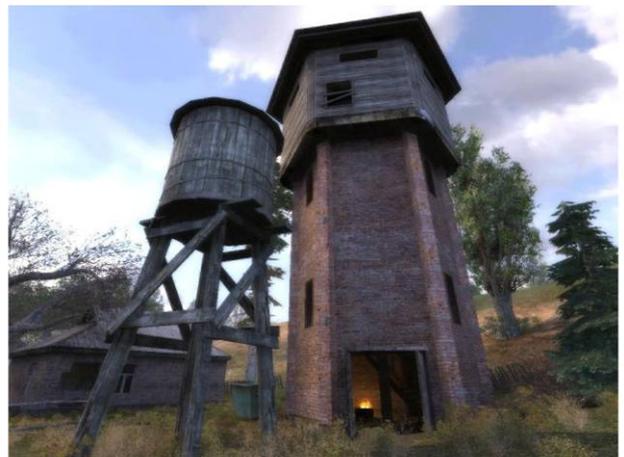
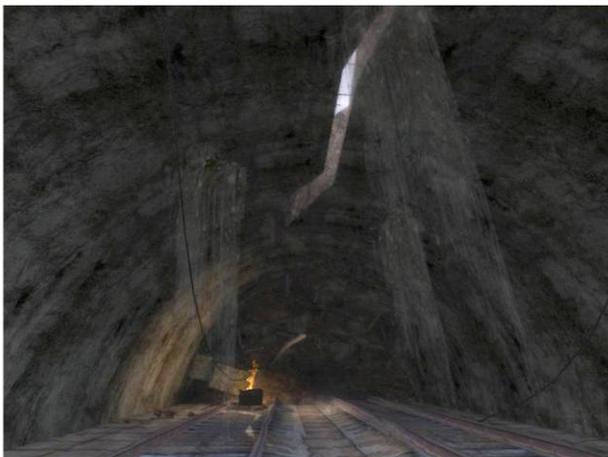
Military



*Pic. 60 Arts of Military level.*

Level from SoC

Level size: big



*Pic. 61 Arts of Military level.*

A deserted army base next to a dilapidated hamlet and a small marsh. The village is an eerie place literally swarming with mutants - the bloodsuckers alone are legion. Stalkers do their best to keep away from it, even if it means going extra kilometers around it. The anarchists from the Freedom faction have settled down in the army base. The road connecting the base to the Zone is guarded by the Brain Scorcher, which blocks the way to Pripjat and the Chernobyl NPP.



*Pic. 62 Arts of Military level.*

After the blowout, spatial bubbles appeared here, in which stalkers and even entire expeditions vanished. On Military level, the player can receive scraps of SOS radio transmissions from such groups.



*Pic. 63 Arts of Military level.*

Cartographer place



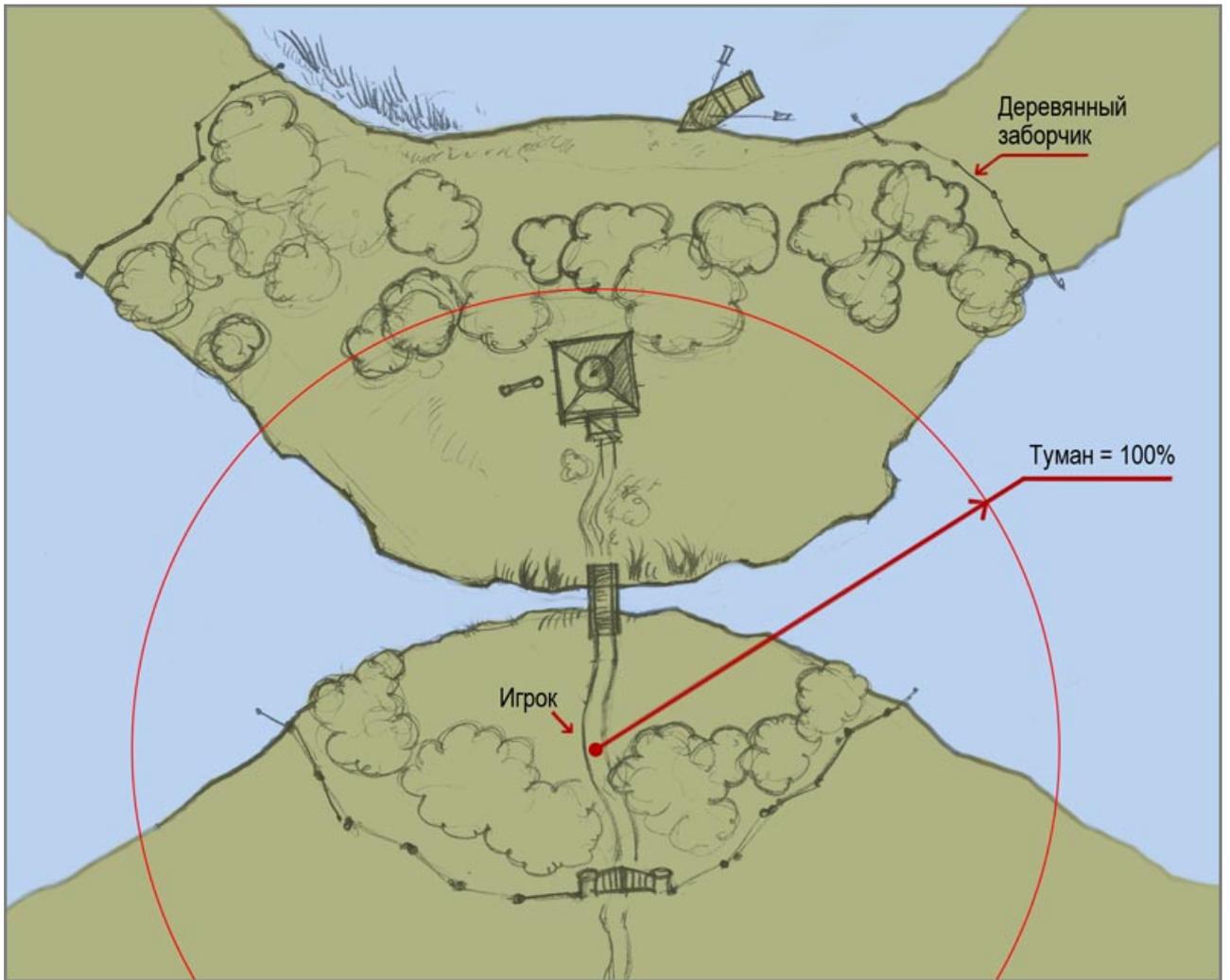
*Pic. 64 Art of Cartographer place.*

New level.

Level size: small

It's a small hill island rounded by water and thick fog. The player sees the small wooden church sink to one side, some trees silhouettes and a small wooden bridge right in front of him that leads through the rushy stream. On the dome of the church the hand-made radio antenna installed, it looks like the TV antenna for dissymmetric waves. Cartographer is inside the church, he is an amazing man. He is a stalker who feels the passes in the Zone and can freely enter and exit spatial bubbles.

Cartographer's dwelling is one of the most strange places in the Zone. Nobody knows the way to him. From his windows you can see different places.



*Pic. 65 Cartographer place Map.*

Limansk



*Pic. 66 Art of Limansk.*

New level.

Level size: middle



*Pic. 67 Art of Limansk.*

Limansk city is basically a long street rounded by buildings, alleyways and blind alleys. Limansk city has a very interesting background. Scientists and workers of CNPP used to live here, but in the night when the catastrophe and the first blowout happened all the citizens disappeared as they were burned by something – their shadows, dark silhouettes left on the walls of buildings.



*Pic. 68 One of the Limansk street artwork.*



*Pic. 69 Art of Limansk.*

Pripyat Underground



*Pic. 70 Art of Pripyat Underground level.*

New level.

Level size: very big



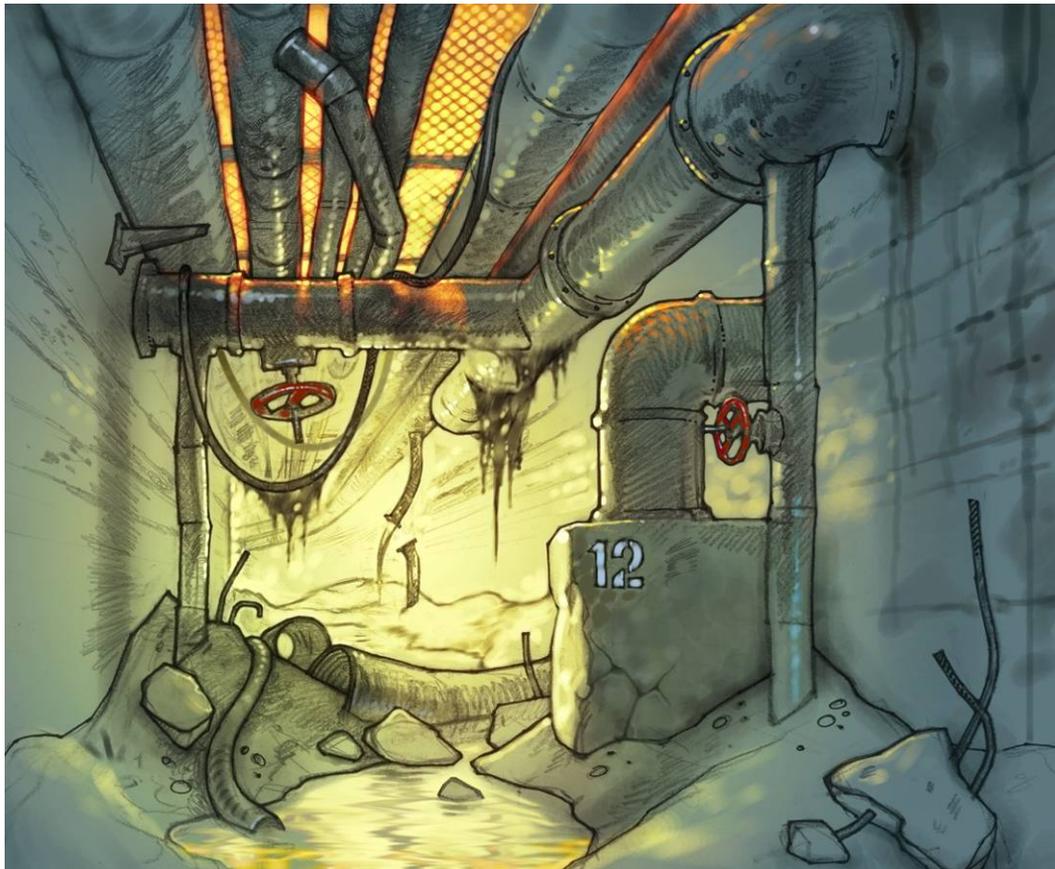
*Pic. 71 Art of way out from pipe.*

Huge underground city under the Pripyat. Communication systems, transport tunnels, laboratories, warehouses and huge factories – all that were hidden under the ground. That

time Soviet Union tried to keep its secrets as deep as possible. The same was done with the secret facilities in Chernobyl. Everybody knows Pripyat as a city of CNPP workers, but a big part of its citizens worked under the ground.



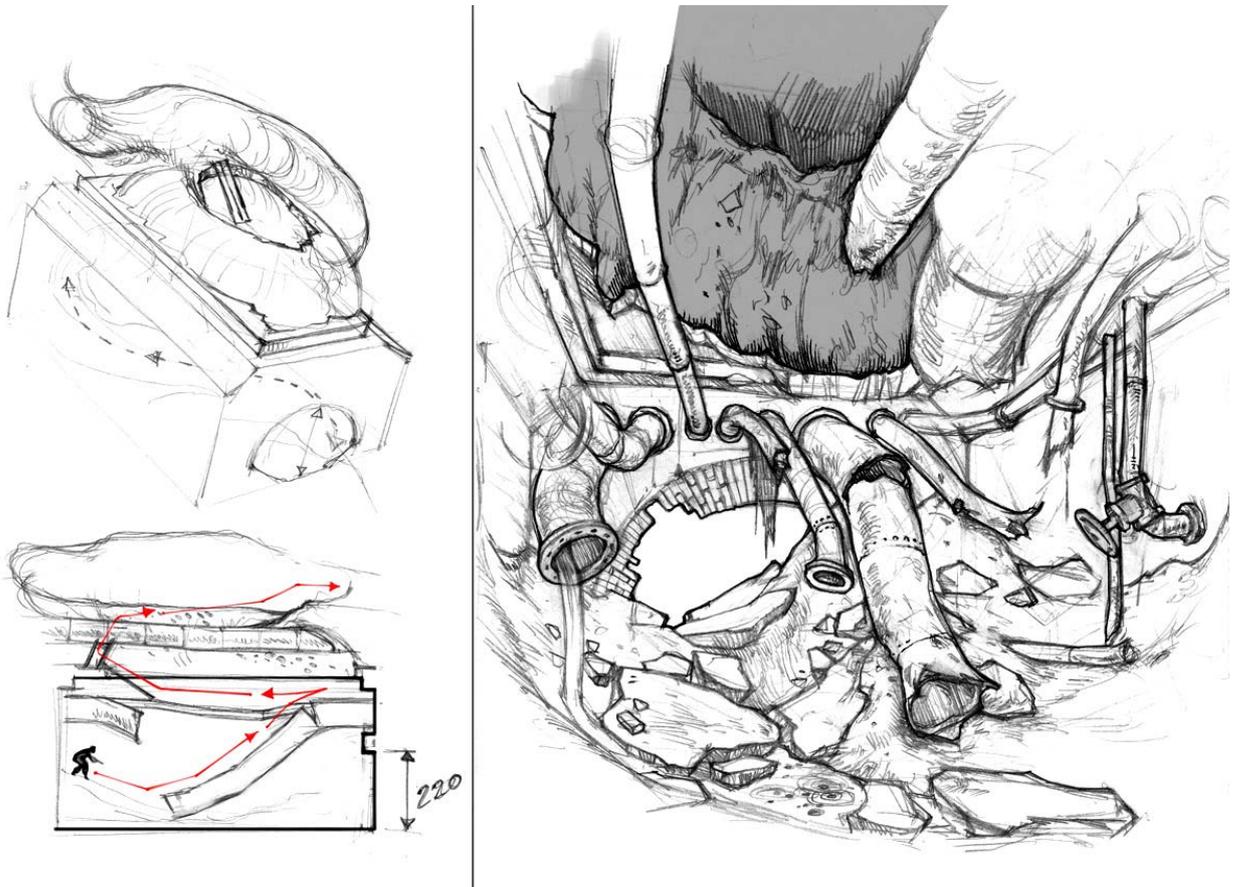
*Pic. 72 Arts of maintenance station.*



*Pic. 73 Collectors artwork.*



Pic. 74 Collectors artwork.



Pic. 75 Collectors artwork.



*Pic. 76 Collectors artwork.*

This underground facilities used to be highly developed system and CNPP was just a cover for it. At the point of catastrophe there were thousands of people under the ground. Mainly scientists and militaries. Most of them died, but survived ones mutated. Walking along the catacombs the player will see the terrifying pictures of their present life. The inhabitants of the catacombs become wild and deify the mechanisms and energy that are still working.



*Pic. 77 Arts of tunnels.*

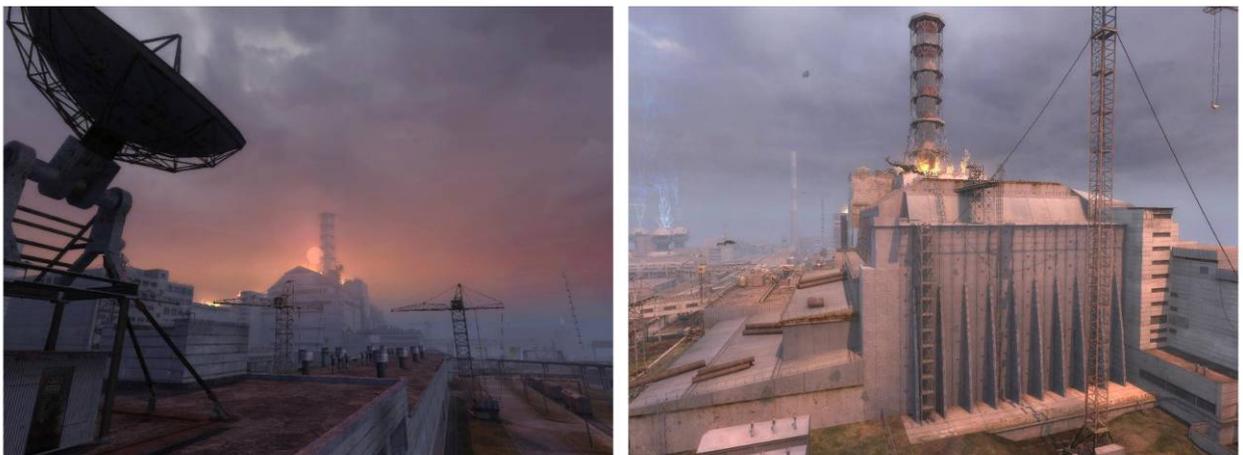
AES



**Pic. 78 Arts of AES level.**

Essentially improved level.

Level size: big



**Pic. 79 Arts of AES level.**

NPP everybody heard about. It's a heart of the Zone. According to the legends there is a strange thing inside NPP which makes the wishes true. It's called Monolith.



**Pic. 80 Arts of AES level.**



**Pic. 81 Arts of AES level.**

### **3.4.2. MP Game levels**

**Specifications:**

- ~300 000 polygons per frame at 60 fps on average hardware.
- Diffuse texture include: normal map, parallax map, specular map.
- Max size: 2048x2048 pixels.
- Visibility determination
  - Portal-style, non-linear subdivision based visibility detection system.
  - Optimized for T&L hardware by batching primitives in optimally sized groups.
  - Dynamic occlusion culling, contribution culling.

mp\_agroprom



*Pic. 82 Screenshots from mp\_agroprom level.*

Status: level from SoC.  
Modes: DeathMatch, TeamDeathMatch, ArtefactHunt.  
Players: 2-16.  
Level size: middle.  
info:

Combats take place on the territory of Agroprom factory. The players may enjoy the fights both inside the factory and in the surroundings.

mp\_atp



*Pic. 83 Screenshots from mp\_atp level.*

Status: level from SoC.  
Modes: DeathMatch, TeamDeathMatch, ArtefactHunt.  
Players: 2-16.  
Level size: big.  
info:

The skirmishes take place on the territory of a destroyed automobile transport company. The players may fight over artifacts on multitude of multi-tier, semi-ruined storage and industrial facilities.

mp\_factory



*Pic. 84 Screenshots from mp\_factory level.*

Status: level from SoC.  
Modes: DeathMatch, TeamDeathMatch, ArtefactHunt.  
Players: 2-16.  
Level size: middle.  
info:

The combat take place on the territory of long-forgotten factory. On the factory you can see several storage factory buildings and the very factory with technical and administrative premises.

mp\_lost\_village



*Pic. 85 Screenshots from mp\_lost\_village level.*

Status: level from SoC.  
Modes: DeathMatch, TeamDeathMatch, ArtefactHunt.  
Players: 2-16.  
Level size: big.  
info:

The players fight in a forgotten village. The map is split by a road onto two tactical parts. While fighting over the artifacts, the teams will necessarily have to cross the road as on the way to pick up the artifact, so as on the way back.

mp\_military\_1



*Pic. 86 Screenshots from mp\_military\_1 level.*

Status: level from SoC.  
Modes: DeathMatch, TeamDeathMatch, ArtefactHunt.  
Players: 2-16.  
Level size: big.  
info:

The combat takes place on the area of ex military base with multitude of barracks, watch towers and military facilities. Additionally, on the map there's railroad, which is an important strategy element.

mp\_railroad



*Pic. 87 Screenshots from mp\_railroad level.*

Status: level from SoC.  
Modes: DeathMatch, TeamDeathMatch, ArtefactHunt.  
Players: 2-16.  
Level size: very big.  
info:

The players fight on the territory of a big railroad junction. The railway station, depot, factory technological premises, underconstructed factory, storages, watch towers – this makes only part of what you could see on the map.

mp\_workshop



*Pic. 88 Screenshots from mp\_workshop level.*

Status: level from SoC.  
Modes: DeathMatch, TeamDeathMatch, ArtefactHunt.  
Players: 2-16.  
Level size: middle.  
info:

The fights take place on the territory and in the nearby facilities of a neglected factory. Severe fights over artifacts with storages, garages, technologic factory premises will leave nobody playing on this map untouched.

mp\_rostok



*Pic. 89 Screenshots from mp\_rostok level.*

Status: level from SoC.  
Modes: DeathMatch, TeamDeathMatch, ArtefactHunt.  
Players: 2-16.  
Level size: middle.  
info:

The combat takes place on the Rostok factory territory. A huge underconstructed industrial building in the center of the factory makes the heart of the military combats on the map. Several approaches to the unfinished building will enable you to change tactics every time by surprising the enemy with abruptness of your assault.

mp\_pool



*Pic. 90 Screenshots from mp\_pool level.*

Status: level from bonus to SoC.  
Modes: DeathMatch.  
Players: 2-6.  
Level size: small.  
info:

The fights take place on the territory of a neglected swimming pool, in very narrow and sealed corridors.

mp\_darkvalley



*Pic. 91 Screenshots from mp\_darkvalley level.*

Status: level from bonus to SoC.  
Modes: DeathMatch, TeamDeathMatch, ArtefactHunt.  
Players: 2-16.  
Level size: big.  
info:

The players combat on the territory of administrative buildings of one of the neglected factories. Storage facilities adjoin the administration territory.

#### mp\_bath

Status: new level.  
Modes: DeathMatch, TeamDeathMatch.  
Players: 2-16.  
Level size: middle.  
info:

On the center of the map there's located a water flow-out place resembling a pool with 2-storey industrial and administrative premises around.

#### mp\_garbage

Status: new level.  
Modes: DeathMatch, TeamDeathMatch, ArtefactHunt.  
Players: 2-16.  
Level size: middle.  
info:

The fights occur on the railroad depot area. The bases of the opposing teams are located on different sides of the depot.

#### mp\_military\_2

Status: new level.  
Modes: DeathMatch, TeamDeathMatch, ArtefactHunt.  
Players: 2-16.  
Level size: middle.  
info:

The players fight in a forgotten village. The map is split by a road onto two tactical parts. The teams' bases are placed on different sides of the road.

#### mp\_prypiat

Status: new level.  
Modes: DeathMatch, TeamDeathMatch, ArtefactHunt.  
Players: 2-16.  
Level size: very big.  
info:

The combat takes place on the territory of Pripjat city, the ghost city with terrifying atmosphere. Plenty of neglected administrative and living premises.

### **3.5. Music and SFX**

3 new music tracks.

SFX for all new levels, characters and monsters.