

STALKER

SHADOW OF CHERNOBYL



www.stalker-game.com

Background

On the afternoon of April 12 in 2006, a massive explosion shattered the Chernobyl area. The 'Exclusion Zone', as the area got to be known, was characterized by anomalous energy disturbances, which rendered even the most advanced form of protective suits worthless. Fearful of the consequences, the military quarantined the area to prevent unauthorized entry and reassure the local populace that the area was under control. Almost 4 years after the initial event, expeditions can now safely traverse several kilometers deep into the Zone. Among these are the S.T.A.L.K.E.R.s, assorted groups of mercenaries, poachers and thieves that enter the zone searching for artifacts and anomalous formations that are highly sought after by certain organizations and groups. You are a S.T.A.L.K.E.R. Entering the zone you hope to make your fortune, but soon you realize that your role is to discover what really happened in Chernobyl all those years ago.

Key Features:

- Gigantic game world of 30 square kilometers
- Free non-linear exploration with vast outdoor and indoor areas
- Constantly changing world due to unique "life simulation" AI system
- Unique weapons and impacts: gravitational weapons, psychotropic weapons, telekinesis and telepathy.
- Over 25 types of weapons and upgrades such as sights and grenade launchers.
- Non-linear story line with over 8 completely different endings
- Original creatures and their abilities: group intellect, telepathy, telekinesis and realistic communication with any sapient character
- Trade weapons, artifacts and equipment.
- Drive an array of land based vehicles – Lorries, cars and jeeps.
- Mind blowing graphics and weather effects powered by the unique X-Ray engine

THQ

RELEASE DATE
tbd

GENRE
Survival FPS

TARGET AUDIENCE
15-30 PC Gamers

PLAYERS
1-32

Developer
GSC

SRC
TBD

BARCODE
TBD