

GORKY 17 README

1. System Requirements and Installation

- Windows 95/98/2000, DirectX 7.0
- Pentium 200 (Pentium 2 recommended)
- 32 MB RAM (64 MB recommended)
- 2 MB RAM Video (3D accelerator recommended)
- 4Xx CD-ROM (8X recommended)
- Sound card (PCI audio card recommended)
- Mouse
- 250 MB HDD free space
- Microsoft Media Player 6.2 or better is required for video playback

To install the demo, click on Gorky 17 self-extracting archive and click Extract button. You can also change the directory for the demo there. After unpacking click on Gorky17.exe or select Gorky 17 Demo from the Start Menu to launch the game.

When the demo is launched, you can choose the renderer:

SOFTWARE RENDERER:

To run Gorky 17 without 3D hardware acceleration, choose Software Renderer from the list in the Renderers window. If you are uncertain about whether your video card has 3D hardware acceleration features, please refer to your card's documentation.

PRIMARY DISPLAY DRIVER/RGB EMULATION

This option offers some visual effects beyond what the software renderer can do, but at a cost to performance. It is only recommended for faster systems without 3D hardware acceleration.

PRIMARY DISPLAY DRIVER/DIRECT 3D HAL

To use 3D hardware acceleration (if you have a Direct3D-compatible 3D video card installed in your computer), choose this option or the appropriate entry for your secondary hardware accelerating video card (i.e. "Voodoo 2 DirectX 6 Driver/Direct 3D HAL" for cards based on the 3DFX Voodoo 2 chipset). Not all video cards support 3D hardware acceleration. If you are uncertain about whether your video card has 3D hardware acceleration features, please refer to your card's documentation.

DISABLE HARDWARE ZOOM

This option forces the program to emulate the zooming effect with the software renderer, which is useful if the hardware zoom has flickering problems. This problem is very rare and thus this option should be used rarely.

2. Playing Gorky 17

In 2008 Russians destroyed Gorky-17, a city that Western intelligence thought was “just” a top secret spy-training facility. It turned out that the city was also a place of scientific experiments on unknown, but apparently very advanced and dangerous technology. Something went wrong and Russians had no other option but to completely destroy the city... Was it because they tried to cover tracks of the technology development or did they just want to make sure that the unsuccessful experiment will not become a threat to the world?...

It's 2009. You command a small group of NATO soldiers who must reveal the mystery behind the sudden appearance of hybrids - looking like humans mixed with animals, mainly insects - in a small city named Lubin. The city is being terrorized, the area is surrounded by NATO troops and media from all over the world, and the first group sent into the city disappears without trace. The main hero of the story is the 40-year old soldier Cole Sullivan, a commando team member with extensive scientific knowledge. His team's task: to explain the hybrids' presence and to find the missing members of Group One. But that, of course, is just the beginning...

What kind of technology was invented in Gorky-17?... What is the connection between what happened in Gorky-17 and current events?... What happened to Group One?... These are just a few questions you will find the answers to, but only if you dare to enter the world of Gorky 17...

2.2. Main Menu

When you start the game, the following options are available:

If you are already playing the game and access the menu, this first option available is **RESUME GAME** – by selecting it you exit the menu and get back to the actual game. Other options are as following:

NEW GAME: Choose this option to start a new game of Gorky 17.

LOAD GAME: Use this option to restore a previously saved game. You will be given a list of the savegames you made, just choose one and the game will be restored.

SAVE GAME: Use this option to save the game under the name you want. After selecting this option click on the <EMPTY> savegame slot if you want to make a new savegame, or click on the name of the savegame slot you already made to overwrite it (you may also change the name of this savegame).

OPTIONS: You can customize many game's settings, like audio or graphics, or view the credits. The options are following:

GRAPHICS: Choose this option to adjust the following graphics settings:

SHADOWS: There are 3 settings: NONE (no shadows under the characters, choose this if the game runs too slow), FAKE (circle-shaped shadows under the characters, use this if the game runs slow, this is recommended setting for most players), REALISTIC (true soft shadows under the character, choose this option if your PC has enough 3D/processor power to handle them).

GAMMA: you may correct your gamma, if the game appears too bright or too dark. Please remember that not every card is supporting gamma correction in direct mode, so if changing this setting does not work, please use the software that was installed with your graphic card. For example 3Dfx users need to right-click on the Desktop to access Desktop Properties, then choose 3Dfx tab and adjust the gamma using gamma sliders.

SOUND AND MUSIC: Choose this option to adjust the following sound and music settings:

MUSIC: You can turn the game's soundtrack on or off.

MUSIC VOLUME: If the music is turned on, you can set its volume.

SOUND FX: You can turn the game's sound effects (like gunshots, steps, etc.) on or off.

SOUND VOLUME: If the sound effects are turned on, you can set their volume.

SPEECH: You can turn the voices on or off.

SPEECH VOLUME: If the speech is turned on, you can set its volume.

ABOUT GORKY 17: Choose this option to read the names of people who brought you Gorky 17.

EXIT: Choose this option to exit the game and return to Windows. You will be asked for confirmation, so if you clicked on this option by accident, just select NO and you will be back at the main menu.

2.2. Cutscenes

Cut-scenes are the non-interactive part of the game. They show you various events that happen during your adventures. From time to time you will see the cut-scene, and it usually means you have reached a very important point in the game.

There are two kinds of cut-scenes in Gorky 17.

- 3 **Movie cut-scenes:** they are very easily recognisable, a short rendered movie is played. The first movies you actually see in Gorky 17 are played even before you get to the main menu, these are movies showing the logos of companies that made the game. But of course it's hard to call those movies cut-scenes... When you start a new game, you will see the first cut-scene, showing events that took place in the year 2008, when Russians tried to figure out what happened to their top-secret facility codenamed Gorky-17. After that the game will switch to the second kind of cut-scenes.
- 4 **Engine-based cut-scenes:** these are the most important cut-scenes. Two black strips appear from upper and lower screen edge, making the game looking like it's displayed on 16:9 movie screen. Now a very important event taking place is played, using the game engine, not the rendered movie. When the cut-scene is over, the strips disappear and you can continue on playing. You can always skip the cut-scene by pressing Escape key. But please remember all cut-scenes are very important to fully understand the plot of the game, so do not skip the cut-scene until you are playing the game for nth time and you are sure you know everything about the given event.

2.3. Controlling the Party

This whole chapter is devoted to one thing: how to control your party, thus how to play the game. You will learn differences between RPG and Battle Modes, about the Active Pointer System, Gamebox, Inventory and more. We believe it's the most important part of the manual: while you can figure out many things by yourself, this chapter will make your life much easier. Please read it carefully, we are sure it is worth it.

2.3.1. RPG & Battle Mode

Although Gorky 17 is just one continuous adventure, it is easy to distinguish two different parts of it. One is called RPG Mode, while the second is called Battle Mode.

It works like this: the RPG mode is the mode you start with. Your party can walk around freely, you can pick up things, open doors, enter interiors of the buildings, etc. It's the mode that most of your adventures take place in.

But from time to time you will have to fight with hybrids and other enemies. When enter specific areas, you can trigger the battle. A special effect will be seen and you will see **LOADING BATTLE** text. It's obvious that at this point the game switches to the Battle Mode. After you win the battle, you switch back to the RPG Mode.

As you can see, it's pretty easy. You adventure in RPG mode, and then from time to time you fight with enemies in Battle Mode. So what's the whole fuss about? Well, there are two very important differences between both modes. Let's take a closer look.

The first difference is the fact that battles are turn-based. You have no turns in RPG mode. In Battle Mode your movement and other actions are restricted by the fact that you can do only as much as the turn allows you to. This will be explained in much more details in "Gamebox" chapter, but generally it's important to know that the whole battle is played by turns. You do what you can or want in your turn, then it's enemy turn. Then you again, then the enemy. You, the enemy, you, the enemy – until someone wins. Almost like in chess!

One of the things to remember is that you can do actions with every member of your party in a turn, so the turn is not limited to one character, but to the whole party (yours or your enemy). You can for example, move Sullivan to the back, then move Trantigne in front of the monster and attack it with knife, then finally move Owicz next to Sullivan and heal him. This is your turn. When you finish it by clicking "End of Turn", it will be the time for the enemies, and after their actions you will have another turn.

Second big difference is that the territory you can walk over in Battle Mode is restricted and tile-based. The whole battlefield is divided to dozens of small squares (tiles), that your characters can walk over. You cannot step on the area that is not a tile. You cannot throw a grenade to the area that is not tile. Actually, you cannot do anything with the area that is not a tile – the whole battle is played within the tiled space.

Other differences between RPG and Battle Mode are just the implication of those two fact described above: that you have turns and tiles in Battle Mode, and do not have them in RPG Mode. Here is a good example: every character has Move Range in the statistics, it describes how many tiles you can walk in one turn. But of course it only matters for the Battle Mode, and does not matter for RPG mode (you don't have tiles in RPG mode, and you are not restricted of how far you can go). Another example: you can heal any member of your party as many times as you want, and you don't have to be close to the character to be healed in RPG mode – you just don't have the turns and tiles restrictions.

The battles are not random. They always start in specific places. It's up to you which route you will choose, and which battles you will want to avoid at all.

Here is a set of very important rules for the battles. There are also less important rules, like facing, and they are described in Active Cursor System chapter. It all will be described in details later, here is just something to give you a general understanding of the battle system.

- 5 Battles are fought in turns: player turn, enemy turn, player turn and so on.
- 6 You finish your turn by clicking End Turn icon. Enemy turn will start automatically.

- 7 During your turn a character can walk and/or act.
- 8 Acts are: Give, Attack, Heal, Push and Defend.
- 9 You can do only one act per character in the current turn (so for example you cannot Attack and Push in the same turn).
- 10 Give act is an exception, but has to be executed before any other act (after that its no longer accessible until the next turn), so after Give you still can Attack, Heal, Push or Defend.
- 11 Walk is not counted as act, so you can walk anytime during the battle, as long as you have available tiles (for example: your character can walk four tiles in one turn, you walk two tiles, then attack. You still have two tiles to use if you want).

2.3.2. Active Pointer System.

The game's screen is divided in two areas: large, upper one is when you see the game, and small, lower one is something we call Gamebox – it is the panel you use for accessing inventory, selecting weapons and characters, etc. Gamebox is described in details later.

The game incorporates a so-called Active Cursor system. Here are the rules according to which the cursor changes its shape while it is moved around the game's screen (the cursor is always in its default shape when it's in Gamebox area).

RPG Mode:

[picture: icon_arrow] – this is the default cursor. If the cursor is in this shape, and you left-mouse click when:

- 12 you point at some place on the screen, your party will walk there (the character that is selected, and the rest of the party will follow him).
- 13 you point at a character from your party, you will select this character as the leader of the party (this character will pick up objects, open doors, etc.)

[picture: icon_stop] – this is Nothing To Do cursor. If the cursor is in this shape this means you are pointing at the area you cannot walk to.

[picture: icon_use] – this is Examine/Use cursor. Your default cursor changes to this form when you point at the object you can interact with. If you left-mouse click on this object, you will walk to it. If you right-click on this object, you will see the list of options, so you can Examine or Use the object, for example open the chest, pick up the plank, etc. If one of the options says: "Use ?" and is greyed out, this means you are missing important item in your inventory that can help you use the object (for example you may not be able to open a door until you find a key, and you find it, "Use ?" will be replaced with "Use Key").

[picture: icon_entrance] – it's actually not the cursor shape, but Entrance icon. It's a small icon that appears over every possible entrance (ie passing leading inside the building). This informs you that there is a possibility to enter the place.

[picture: icon_enter] – this is Enter cursor. If you can see Entrance Icon, and move your mouse pointer over the entrance, it will change the shape to Enter cursor. Left-clicking will send your character inside, right-clicking will show you a list of options. But if the entrance is closed, the cursor will take Examine/Use shape; the entrance must be open for the cursor to change shape to Enter.

Battle Mode:

First difference in Active Cursor system is that you no longer have Nothing to Do cursor shape, Entrance icon and Enter cursor. There are also additional shapes for this mode.

[picture: icon_arrow] – this is the default cursor. Through the whole battle always one of your characters is selected and you can see green-flashing area surrounding him. This is Walk Zone. It means that in the current turn your character can only go to tiles within this area, and nowhere else. Just point at the tile within Walk Zone and left-click to move. If you “use up” all tiles by walking to the edge of the zone, you will not be able to move until the next turn (but of course you will be able to attack, etc.). If you did not “use up” all tiles by for example attacking before or in the middle of the walk, you will be able to use the remaining tiles in the current turn right after the attack.

If you left-click with the default cursor on the character when he is already selected, this makes the game think you want to end the turn. The turn ends with selecting the direction which a given character should face. Right below the feet of the character you will see arrows pointing at various directions. Choose one of them and left-click to make the character facing the selected direction. Try to select the best position, because when a monster attacks you from the side, the calculated damage will be increased, and if the attack is from behind, the damage is increased even more! Of course also when you attack the monster from the side or its back, the total damage calculated is increased, so it's in your best interest to sneak behind the enemy. The facing mode starts automatically if your character made all actions possible and cannot do anything more in the current turn. Right-click cancels the facing mode.

If you want to walk or act using other character, just move the cursor over him and left-click to select.

If you want to see the enemy's HP or Walk Zone, just move the cursor over the enemy and wait 0.5 sec. (left-click does nothing, just point at the enemy).

[picture: icon_attack] – this is Attack cursor. The mouse pointer changes to Attack shape if you click on Use Item icon in Gamebox (more about it in Gamebox section) and you have a weapon equipped. The Attack is grey when you point at area that you cannot attack, and it's red when you point at area that you can attack. If the cursor is 25%, 50% or 75% red this means that because of the distance your attack power will be only 25%, 50% or 75% of its normal value (example: you shoot for 20 Hit Points on the field that has 50% penalty, so the actual damage done will be 10 Hit Points).

Now this is a bit complicated on the surface, so please read this part carefully. Each weapon has its Attack Zone. For example a knife's Attack Zone is one tile to the front, back, right and left of the character (so the zone looks like a small cross with the character in the middle). You cannot attack the enemy that is not in the Attack Zone (this is also hinted by Attack cursor being grey). Let's say the monster is standing one tile diagonally from your character, and this character uses knife. This means you cannot attack the monster, because the Attack Zone of the knife does not include the tiles that are diagonally positioned.

[picture: weapon_zone_knife]

The Attack Zone is displayed in red color, so it's easy to see if the enemy is in the zone or not. Apart from Attack Zone there is also Range Zone, which is displayed in yellow color. Some weapons, like grenades, can affect more than one tile, hence the need of Range Zone. For most weapons Range Zone is just one tile (pistol, rifle, etc.), but do not be surprised if you see more yellow-flashing tiles glued to the Attack cursor... After you issue a command to attack, all tiles (thus all monsters standing on those tiles) that are in Range Zone will be affected by the weapon.

[picture: range_zone_grenade]

So in order to attack the enemy, you need to change the cursor shape to Attack by clicking on Use Item icon in Gamebox, then point at the enemy and left-click. The enemy has to be within Range Zone of your weapon. Each weapon is defined by its Attack Zone (red-flashing tiles that can be attacked) and Range Zone (yellow-flashing tiles defining additional weapon's effect zone).

There is a nice shortcut to switch the cursor to Attack shape. When the cursor is in its default shape, just right-click and it will change to Attack. Click again and it will switch back to default shape.

[picture: icon_heal] – this is Heal cursor. The mouse pointer changes to Heal shape if you click on Use Item icon in Gamebox (more about it in Gamebox section) and you have a healing item equipped. You can heal yourself or the character that is standing right next to you, but the character you want to heal has to be just one tile away from you (but not diagonally, only to the front, back, left or right). Point at the character you want to heal and left-click. If you right-click, the cursor will change to its default shape.

[picture: icon_give] – this is Give cursor. The mouse pointer changes to Give shape if you click on Give icon in Gamebox: the Short List will pop up (more about it in Gamebox section) and you select the item you want to give. You can only give items the character that is standing right next to you (but not diagonally, only to the front, back, left or right). Point at the character you want to give the item to and left-click. If you right-click, the cursor will change to its default shape.

[picture: icon_push] – this is Push cursor. The mouse pointer changes to Push shape if you click on Push icon in Gamebox (more about it in Gamebox section). You can only push objects (like boxes, etc.) that are right next to you (but not diagonally, only to the front, back, left or right). Point at the object you want to push and left-click. If you right-click, the cursor will change to its default shape.

2.3.3. Gamebox

As mentioned earlier, Gamebox is the panel you use for accessing inventory, selecting weapons and characters, etc. It's located at the lower edge of the screen through almost the whole game and actually disappears only if you access the menu or inventory.

RPG Mode:

[picture: gamebox_RPG] As you can see, some icons in Gamebox are closed in RPG Mode. This is because they are only for Battle Mode. And because the meaning of the remaining icons is almost the same in RPG Mode as in Battle Mode, let's go straight to describing Gamebox in the latter. All eventual differences are noted there.

Battle Mode:

[picture: gamebox_battle]

From the left side of Gamebox there are following icons:

[picture: inventory] – Inventory icon. Click on it to access Inventory (more about Inventory later).

[picture: give] – Give icon. Give command is described in the previous chapter (Active Cursor System).

[picture: use_item] – Use Item icon. Click on this icon to use the item that is currently displayed. This can only be the item from Short List (read below). Use Item command is described in the previous chapter (Active Cursor System).

[picture: use_arrow] – Short List icon. Click on it to reveal the list of items the selected character in the inventory. However, this window shows only weapons, ammo or healing item. It does not show other items, like armor or adventure items – you have to access the inventory if you want to check/use such kind of items.

[picture: push] – Push icon. Push command is described in the previous chapter (Active Cursor System).

[picture: defend] – Defend icon. Click on it to kneel down with the selected character. If he is attacked in enemy turn, this position will save him 50% of the damage.

[picture: faces] – Character icons. This set of 5 icons show you the faces of characters you have in your party. Although in Gorky 17 you start the game with three people in your group, during your adventures people will come and go; at one point you may have even five characters in the party (this is the maximum number).

Under the face of the character you can see the current amount of Hit Points out of Maximum Hit Points. Left-clicking on the character's face will select this character (just like you would point at the character on the main game screen and left-click), and double-left-clicking will open this character's inventory.

[picture: turn_no] – information about the number of the current turn.

[picture: end_turn] – End Turn icon. Click on it if you are absolutely sure you want to end the current turn and start the enemy turn.

[picture: weapon_skill] – Weapon Skill icon. Click this icon to see the skills the selected character has in using weapons he already had (more about Weapon Skill in Inventory description). You can click on icons of the other characters to see their Weapon Skills without the need of closing/re-opening this window.

[picture: statistics] – Statistics icon. Click this icon to see the statistics of the selected character (more about Statistics in Inventory description). You can click on icons of the other characters to see their Statistics without the need of closing/re-opening this window.

2.3.4. Inventory

You can access the inventory by clicking Inventory icon on the Gamebox. Inventory is divided in 3 main parts:

a) on the left you can see a list of items a given character currently possesses. There are separate lists for weapons & ammo, healing items & vests, and adventure items:

[picture: icon pistol] - click this icon to see the list of weapons and ammunitions;

[picture: icon cross] - click this icon to see the list of healing items and vests;

[picture: icon key] - click this icon to see the list of adventure items;

b) in the middle there is a character with two "slots": the lower one is for the weapons, ammo and healing items, the upper one is for the vests. If you want to equip your character with an item, just left-click on the object in the list on the left and put it into the given "slot". Note: you cannot equip adventure items!

On the top there is a row with character icons - you can select a character by clicking on the icon.

Below the character there is a box for item description. If you right-click on the item from the list on the left, its description will appear in this box.

c) on the right you can see the character statistics:

Level: tells you how powerful is the character. The bigger level, the better character.

Experience [x/y]: x is the current amount of experience points, while y is the amount that is required to progress a level. Whenever $x \geq y$, a character goes up one level and gets a few points to distribute among his statistics. For example one can add 1 point to Luck and 4 to Accuracy. Note that you can actually subtract points from Rage statistics. Also, the possibility to increase Walk Range appears only every 10 levels.

HP/Max HP [x/y]: x is the current amount of Hit Points. Hit Points go down whenever a character is hurt, if the character has 0 Hit Points left, he dies and the game is over; y is the maximum amount of Hit Points that the character can have at the moment.

Walk Range [x/y]: x is the amount of tiles that a character can walk during his turn; y is the maximum amount of steps that the character can "earn" in the game.

Luck: this one says how probable it is that the character will be lucky, so his attack is 20% more powerful than normally.

Accuracy: this one says how good the character is with aiming. The bigger the accuracy, the better the chance that the attack will not miss the enemy.

Counter Attack: this one says how probable it is that the character will get a chance to have extra bonus attack called Counter Attack. During the Counter Attack the character cannot move or access inventory, but he can attack anyone with currently equipped weapon.

Rage [x/y]: whenever the character is hurt, his Rage [x] increases. If $x \geq y$ then it means the character goes into Enraged mode and his next attack will be two times more powerful, but two times less accurate.

On the lower edge of the inventory you can see Exit and Weapon Skills options. Exit leaves the inventory, while Weapon Skills shows the levels for the weapons that given character used. A weapon must be used at least once to appear in the Weapon Skills window. The more times the character uses the weapon, the better it becomes in his hands (its level goes up and the damage that is done with the weapon increases).

Inventory tip: if you want to give the item to someone, just left-click on the item to select it then move this item over the character icon and left-click again. If you have more than one item of a given kind, a small window will appear asking you how many items you want to transfer.

3. Gorky 17 Accident

In 2008 NATO Intelligence reports that the Russians have entirely destroyed one of their own "secret" cities, Gorky 17. This was an exact replica of an American city which the Russians used to train the perfect spies. The Russians say that the city was empty, the only reason for its destruction being the clean-up after the end of the Cold War. But NATO knows that Gorky 17 was not just a training ground for spies. It was also a top secret location for military experiments, under the command of General Kozov. The only thing known is that those experiments involved telekinesis and teleportation. But then it all somehow got out of control, and city was apparently attacked by horrific human hybrids, probably the results of the experiments. It is supposed the hybrids escaped from their creators, killing every citizen. The Russians, taking no risks, completely destroyed the city.

The following year NATO starts to move its troops to Poland as the third step of the Polish integration into the North Atlantic Treaty Organization. Before they set up their own secret camps, the organization wants to check the status of the former Russian ones. Western intelligence services receive anonymous information that the Russians have another secret military laboratory, just like Gorky 17, but smaller. It's supposed to be hidden in one of the Polish cities named Lubin.

NATO immediately prepares a team of scientists and soldiers disguised as normal citizens. They enter the city looking for the hidden laboratory. At first the city's streets seem to be entirely deserted, but as the team progress downtown, they're suddenly surrounded by horrifyingly deformed creatures. Parts of their bodies seem to be of human origin; others look insect-like or part animal. It's Gorky 17 all over again. NATO Group One disappears without a trace.

NATO officials receive another anonymous letter. Their analysis reveals that it was written by the same person as the first one. It reveals that the hybrids have been created from former citizens. According to the letter, the Russian authorities stored all the genetic data for each citizen on four "matrix disks", storage media of tremendously high capacity. This is the source data for hybrid creation. But the Russians weren't only using human beings, they were combining the data of all sorts of animals. The anonymous source claims that someone used that data on the citizens, using "teleportation" machines.

Not everyone was turned into a monster, but those few remaining humans were probably killed by the hybrids. The informer also claims that there is a way to save the people: they must find the original matrix disks with the human data and use the laboratory equipment to separate the hybrid element from the human, based on the original source data. The only problem is that all four matrix disks have disappeared from the laboratory and the informer either doesn't know, or doesn't want to reveal the location of the laboratory.

The once prosperous city becomes a war zone. This immediately attracts the media's attention, so destroying the city is out of the question. NATO special forces swiftly surround the area with troops. No one can enter nor leave.

The hero of the story is a 40 year old Canadian soldier named Cole Sullivan who has been specially educated in bio-engineering. He has 2 special operations soldiers as backup: Jarek Owicz and Thiery Trantigne. This trio is called Group Two. Their primary task is to enter Lubin, find all four matrix disks

and then use them in the laboratory to deconstruct the hybrids. Their secondary task is to find out the reason behind the disappearance of Group One. The group has been deliberately kept small because their orders are not to engage in any fights and to maintain a very low profile while completing their mission.

Group Two enters the city by boat and starts their investigation in the city's port area...

3.1. Main characters

Let us give you some informations about the most important characters in the story: members of the Group Two. We also provide you with short description of Group One members. There are other characters that you can meet in the game, some even more important than it first meets the eye, but they are not revealed here to prevent the surprises.

Group Two members:

Cole Sullivan

Male, born in 1969 (40 years old in 2009). Lives in Toronto, Canada. A soldier with lots of combat experience dating back to the Gulf War 1991. Specific education in bio-engineering and genetics.

Here is a list of the most important missions Sullivan participated in:

1991 - The Gulf War. This is where he developed an interest in applying science to military purposes;

1995 - Yugoslavia;

2001 - The conflict between India and Pakistan that almost escalated into a full-scale nuclear war;

2006 - The war between Brazil and Argentina over the last remnants of the South American rain forest. The rain forests' value rose incredibly since the discovery of a rare tree which contained the genetic resources to cure cancer. This was the first time Sullivans' extensive knowledge of genetics and bioengineering became vital.

If you want to know what happened in 1991, please read Sullivan's diary.

Jarek Owicz

Male, born in 1972 (37 years old in 2009). Lives in Warsaw, Poland. Commando team member.

Excellent knowledge of Lubin surroundings. Speaks Polish, Russian, German and English fluently.

Escaped through the iron curtain at the age of 18. A former member of Germany's GSG 9, he was among the first to be ordered to return to Poland to straighten things out in Lubin. He's a bit moody at times and questions Sullivans' leadership, only Sullivans' higher military rank prevented Owicz from becoming the leader of Group Two. He is the only translator in the group.

Thiery Trantigne

Male, born in 1985 (24 years old in 2009). Lives in Lyon, France. Commando team member.

Excellent track record, highly disciplined. Would rather die than disregard an order. Weapons fanatic, capable of handling all different types of weaponry. Slight French accent.

Group One members:

Joan McFadden

Female, born in 1975 (34 years old in 2009). American with Scots ancestors. A doctor, specializing in diseases.

Leif Sørensen

Male, born in 1970 (39 years old in 2009). Swedish specialist in hi-tech spy equipment, data hacking, locks, etc.

Giancarlo Trotti

Male, born in 1966 (43 years old in 2009). Italian commando team leader with great experience and an impressive track record. Known as a cool head even in the most dangerous situations.

Joseph Sashmon

Male, born in 1979 (30 years old in 2009). English commando team member, a specialist in small, swift tasks in an urban environment.

4. Contact.

If you have any questions regarding Gorky 17, please contact either Topware or Metropolis:

<http://www.gorky17.com/>

<http://www.topware.com/> (.de for German site and .pl for Polish site)

<http://www.metropolis.com.pl/>

If you need any help, please write to:

help@metropolis.com.pl

If you want more info or want to send us your comments, please write to:

info@metropolis.com.pl