STALKERSOUP Features

Starting with the Narodnaya Solyanka mod, combining it with the DMX addon and the DKZ mods, adding new AMK, ABC, NLC patches and an extra storyline *(Author: Dan)*, this independent game by TecnoBacon is widely considered to be one of the best and most stable adaptations of the STALKER trilogy

The result of over five years' relentless coding, the game has a dedicated worldwide team of testers, ongoing translation from the original Russian, further translation to other languages, and regular (usually once a month) updates

The game has benefited from a major refit over the last year, providing a much more stable and robust gameplay experience than ever before

Containing over 230,000 objects, the 10Gb download unpacks a game weighing in at just over 19Gb (not including saves), and covers a huge number of quests over 53 maps, including all your favourites from Shadow of Chernobyl, Clear Sky, and Call of Pripyat, plus many new areas, creating an absolute minimum of 200 hours freeform gameplay

The game has its own dedicated Launcher, with selectable DX9, DX11, or SweetFX DX11, a large choice of launch options (no more adding command lines to your shortcut!) and an automatic log cleaner

The game currently includes:

Over 250 weapons, from fists, knives, katana, and night-vision crossbow, to a computerised sniper rifle, heavy machine guns, grenade launchers, and anti-tank guns
(Authors: Zenobian Mod, Arsenal Mod, Simbion Mod, TIREX, giAdolf, Aahz, jgar, Alwen, eNdimiOn, ZEN, Kolyny, Death, Sm0kE, Sin!, Zeka1996, Korneev, Kirag. Authors' models: Aahz, Gosuke, Bender, Bak and others)

28 types of mutant, including wild cats, rats, cockroaches, and female zombies
(Authors: Wawka, kalinin11)

16 independent factions

20 types of anomaly

45 types of artefact

5 models of detector - the top end models visually depicting anomaly and artefact locations on the minimap

Over 4,000 NPC's (there are even rumours of female Stalkers in the Zone…)

In-game Advanced Options menu

Large numbers of vehicles, including models never seen before in the Zone…

Large variety of body armour, some upgradable, with 8 types of purchasable night vision

AMK artefact cooking (Recipes), using a new artefact transmutator *(Basis: Refresh; Kordinalnaya modifications: Sapsan and others)*

Looting of money from corpses *(Author: Babuin 119)*

GPS tagging for stashes *(Author: idler)*

Periodic 'flying' visits from mobile traders

Earnable 'shortcut trails' enabling fast transition between maps

Repair kits for armour and weapons *(Author: DEXXX)*

Purchasable Bioradar for the HUD, which detects and displays all nearby lifeforms *(Authors: xStream, BAC9-FLCL, tolusha, Z-Vertoz, Nekt, Rusya)*

Mutant detector on the minimap, customisable to specific mutants

Weapon upgrades available at the Bar *(Author: Ray)*

'Hell Hour' – a new phenomenon of sustained zombie attacks *(Author: Spot-shooter)*

Blowouts and 'Hell Hour' become weaker the further you are from the NPP, the source of these emissions

Types of mutant, anomalies and artefacts encountered are also affected by where you are in the Zone, and your distance from the NPP

Improved trading across the Zone

Improved faces of NPC's, and accurately appearing in storyline videos

Improved AI for NPC behaviour and their use of weapons *(Author: xStream)*

Optional increasing difficulty with experience *(Author: Sapsan)*

An extended modders' script allows you to fine tune each aspect of the game to your own preference; and a customisable text file allows easy shader options

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Additional incorporated mods include:

Arena Extension Mod - fighting practice against multiple human and mutant opponents *(Authors: kstn, IG-2007. Adaptation: Wawka, Kto)*

Embryos to activate mutants, and capsules to create anomalies anywhere. Guaranteed to break the ice at parties! *(Sources - Simbion Mod)*

RagDoll Mod (*Author: LexMalin*)

'Half Life' style gravity gun *(Authors: Malandrinus, Kirag)*

New silencers and optics *(Arsenal Mod)*

Smoke grenades

New sounds for all weapons *(Author: MulleR)*

Locks for stashes to prevent theft *(Author: Ferrari314)*

Linspiro Addon v1.1 mod grants the ability to buy info on stashes from friendly NPC's *(Author: Linspiro)*

Nocturne Mod 1.0 adds new dreams (Authors: Khorn, malandrinus and nemnogonado)

New HUD's, with dynamic effects *(Authors: ABC Mod, Redux Mod, Vergas, zayaz)*

Fires now create smoke (OGSE Mod)

Doc Viewer makes documents readable on HUD *(Author: 7.9)*

New videos for the storyline

Water effects as debuted in Call of Pripyat

Corpses disappear from maps more effectively *(Authors: Shadowman, Sapsan)*

Major improvements to functionality and icons in personal Inventory *(Authors: Rusya, stalker69 and others)*

Terrorizm Demo v0.2 adds explosives with detonators, mines scattered across the Zone, and a personal mine detector *(Author: 4ufak)*

Intellectual Marauder Mod 1.5.1 allows looting armour from corpses *(Author: DEXXX)*

In-game Spawn menu allows easy spawning of any item, anomaly or mutant within the game

and <u>so</u> much more… ☺

The game is spread over several replayable levels:

Level 0 - the highly upgraded Narodnaya Solyanka mod

Level 1 – 'The Collector', a new freeplay storyline incorporating a new chain of quests and treasure hunt, including the Zone Expansion Project

Level 2 – 'Desolation'. *The Storm, Treasure hunt, and gold bars search*

Level 3 – 'Reclamation'. *The Storm recedes, and repopulation begins*

Levels 4-10 are still works in progress, but will become available as DLC

Works in progress include:

64 bit X-Ray engine supporting 16Gb RAM

In-game networking using the game's own messaging system

Improvements to the geometry of the new levels, and the mini-maps

Continuous repair and optimisation of the X-Ray engine (including rogue original code), weapon balancing and effectiveness, and removal of memory hogs in the code (the source of most CTD's), making the game more stable with every new patch

For more details, please visit http://www.tecnobacon.com/