**My earliest memories are of death...**

Now, with a total loss of identity and past, it has taken what seems like another lifetime to progress from being unwelcome and destitute, lacking anything resembling a decent weapon with which to protect myself in this unforgiving and desolate place - to learning who I was, where I’d been, and where I needed to be. I acquired clues to help me get there, and weapons, medicine, and protection from everything trying to kill me in the Chernobyl aftermath…

**Level 0 of STALKERSOUP is simply massive, with quests ranging from basic to complex and far-reaching. I have been testing this level of the much larger game for over a year and, though I've taken on the same quests many, many times, I still have to think about what I’m doing to survive and prevail. It is that varied and involved.**

**There are NPCs whom I hate, those whom I consider as trusted friends, mutants I enjoy hunting, and some I get very nervous about hunting me. The quests and storylines have been carefully adopted from a diverse number of writers, and it shows. There is great variety even in the smallest things. I have played countless games in real life, but can honestly say that STALKERSOUP will always be in my top five. I look forward to every regular upgrade, to the multitude of new experiences that I know will come and, each time, I feel the call…**

**I take a shot of vodka, put on my old leather coat, and break out my timeworn semi-accurate pistol. I check the action briefly, throw sixty rounds and a handful of medkits into my battered rucksack and, after a cursory glance behind me, head back once more into my adopted home, the Zone...**

# Psy Dog

……………………………………………………………………………………………........

# STALKERSOUP Features

# 

**"This independent game by TecnoBacon is widely considered to be one of the best and most stable adaptations of the STALKER trilogy..." (quote by Dan)**

**A custom 56-level all.spawn incorporates the original Narodnaya Solyanka (People's Soup) with the Large Zone mod, Arsenal Mod, Arena Extension Mod, AMK/DMX enhancements (Level 0), and a unique level-up system that continues the storyline with Level-up 1 - 'The Collector' - which contains ZEP (Zone Expansion Project) documents, the Gold Bars quest, and the Treasure Hunt by DKZ (created exclusively for SS)**

**The result of over five years of relentless coding to merge all these mods with additional content, the game has a dedicated worldwide team of testers, ongoing English translation from the original Russian (steve2000, Sword2012), further translation to other languages, and regular (usually once a month) updates (TecnoBacon, aleks1970)**

**The game has benefited from a major refit over the last year, providing a more substantial and robust gameplay experience than ever before. Level-ups 2 (Desolation) and 3 (Reclamation) are already partially complete and working within the game, with new level-ups to be provided via DLC content in the future**

**Containing over 230,000 objects, the 12Gb download unpacks a game weighing in at just over 19Gb (not including saves), and covers a legion of quests over**

**every map from Shadow of Chernobyl, Clear Sky, and Call of Pripyat, plus many new areas, creating well over 200 hours of freeform gameplay**

**Now with a dedicated Installer and Game Launcher, game options include selectable DX9, DX11, or SweetFX DX11 graphics, automatic log cleaning, savegame management, and a comprehensive choice of launch options (no more adding command lines to your shortcut!)**

**Included as standard in the game are:**

**Over 250 weapons, from fists, knives, katana, and night-vision crossbow - to a digital sniper rifle, grenade launchers, heavy machine guns, and anti-tank weapons...**

**(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, Purke62, Bak and others)**

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

**53 different maps (3 more being developed for future DLC content)**

**Over 4,000 NPCs, including unique female Stalker models**

**45 types of Artefact**

**20 types of Anomaly**

**16 independent Factions**

**8 models of detector - the top end models depicting the precise locations of artefacts and anomalies on the player’s minimap**

**Numerous drivable vehicles, including models imported specially into the Zone…**

**Extensive choice of Body Armor, with upgrades including 8 types of night vision**

**AMK artefact cooking (Recipes) - now with an electronic Artefact Transmutator (Basis: Refresh. Kordinalnaya modifications: Sapsan and others)**

**In-game Advanced Options menu**

**GPS tagging for stashes (Author: idler)**

**Periodic ‘flying’ visits from mobile traders**

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

**Repair kits for body armor and weapons (Author: DEXXX)**

**Earnable ‘shortcut trails’, enabling fast transition between maps**

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

**'Predator detection' for the minimap, customizable to all your favourite mutants…**

**Professional weapon upgrades now available in the backroom of the Bar (Author: Ray)**

**‘Hell Hour’ – the phenomenon of sustained Zombie attacks (Author: Spot-shooter)**

**Blowouts and ‘Hell Hour’ become weaker the further you are from the Chernobyl Nuclear Power Plant (NPP), the source of the emissions**

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

**Improved trading across the entire Zone**

**Improved NPC faces, which appear accurately in storyline videos**

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

**Optional increase in difficulty with experience (Author: Sapsan)**

**Changes to shader options made easy with a simple text file**

**A personalised Modders’ Script allows you to fine tune every aspect of the game to your preference**

***Incorporated or adapted Mods include:***

**Arena Extension Mod - 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, and 'Doom 3' style Soul Cube... (Authors: Malandrinus, Kirag)

**Smoke grenades**

**New videos for the storyline**

**New silencers and optics (Arsenal Mod)**

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

**Locks for stashes to prevent theft - Yes, NPCs now nick your stuff... (Author: Ferrari314)**

**Personal mp3 player, with custom music flash drives available from in-game traders**

**Linspiro Addon v1.1 Mod lets you buy stash info from friendly NPCs (Author: Linspiro)**

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

**New HUDs with dynamic effects (Authors: ABC Mod, Redux Mod, Vergas, zayaz)**

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

**All fires now create smoke (OGSE Mod)**

**Water effects as debuted in Call of Pripyat**

**The Wish Granter is now a random portal to treasures unknown…**

**Corpses become carrion, eventually and effectively disappearing from maps (Authors: Shadowman, Sapsan)**

**Major improvements to functionality and icons in your personal Inventory (Authors: Rusya, stalker69, aleks1970, and others)**

**Terrorizm Demo v0.2 adds explosives with detonators, land mines scattered across the Zone, and a now-necessary portable mine-cum-portal detector (Author: 4ufak)**

**Intellectual Marauder Mod 1.5.1 allows the looting of body armor from corpses (Author: DEXXX)**

**In-game Spawn Menu allows the creation of any item, weapon, mutant, or even anomaly…**

**Game support guides and documention (Authors: Plesskyn, Sword2012)**

**Plus so much more… :-)**

***The game is spread over several freeplayable levels:***

**Level 0 - The highly upgraded Narodnaya Solyanka mod, which now leads into…**

**Level 1 - ‘The Collector’ (Author: TecnoBacon), an original storyline with a new chain of quests, including 42 lost items stashed around the Zone, and a treasure**

**hunt (Author: dAVROs). This level also incorporates the Zone Expansion Project, and includes new maps, characters, 24 missing documents, and a strange alien**

**device which brings about…**

**Level 2 - ‘Desolation’ (Author: TecnoBacon) - the onset of the Storm, the continuation of the treasure hunt, and a search for gold bullion, until…**

**Level 3 - ‘Reclamation’ (Author: TecnoBacon) - the radiation storm recedes, mutants repopulate the Zone, and the race to the centre, for every faction, begins. You’ll be extremely grateful that other Stalkers have your back…**

**Levels 4-10 (Author: TecnoBacon and possibly others) are ongoing works in progress, but will become available as DLC**

**Other works in progress include:**

**64 bit X-Ray engine supporting 16Gb RAM (expected late 2016)**

**In-game networking using the game’s SMS messaging system**

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

**Weapon rebalancing and effectiveness**

**Continuous repair and optimization of the X-Ray engine, including removal of rogue original code and memory hogs (the source of most CTD’s), making the game more stable with every new patch**

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