


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STALKER 2

HEART OF CHORNOBYL





ABOUT S.T.A.L.K.E.R. 2: HEART OF CHORNOBYL

In the world we created, the nuclear disaster at the Chernobyl Nuclear Power Plant in 1986 wasn't the only one to occur. The reactor was impacted by a second explosion in 2006, creating The Zone as we know it. It's a dangerous place, filled with mutated creatures, deadly radiation, and a strange, anomalous energy.

However, it's not just an isolated landscape dangerous in its own right, but rather a threat to all of mankind. Still, it doesn't stop the explorers.

Bounty hunters delve deep into the Zone, eager to find its treasures and solve its mysteries. Some of them are running from their past, others are blinded by money, and there are also those that are obsessed with finding the truth behind all the mysteries. No matter their motivation, these people are known as stalkers.

You are one of them.

With S.T.A.L.K.E.R. 2: Heart of Chernobyl we have finally created the thing we've wanted to make since the very beginning. For the first time in the series, the Zone is all yours to explore as a seamless post-apocalyptic open-world — one of the biggest ones to date.

This is our most immersive world yet, and we have been crafting it with the love and passion this setting deserves. Using our most advanced technology to date, the Zone has never been this stunning. And it's yours to conquer - or to be lost forever.

A WORD FROM THE ART DIRECTORS



- Robert Koskor, art-director

Many are familiar with this world, the world of the Zone.

Some people fell in love with it long ago, others have only just begun to discover its secrets and mysteries.

But the one thing that unites everyone is that we are stalkers and we wouldn't trade this world for any other.

The book that you are holding in your hands is a story about how this world has evolved and changed in time.

It has become even more intriguing and realistic, even more exciting and awe-inspiring.

We know you have been looking forward to this for many years, and that's why we have been working day and night to make your dreams and wishes come true, to surpass your expectations. Because the world of the Zone is truly boundless and beautiful, a place where time stands still.

Like an archaeologist, you make your way through the fragments of a bygone era: you can look at them endlessly, trying to imagine a time before the Zone existed. Calmness and silence, loneliness and desolation – there is something here for everyone; immerse yourself, embrace a new reality, fulfill your potential and find yourself in the Zone. After all, there is a fine line between a game and reality...!

And we really want you, having encountered this new reality, to love it – just as we do.

Good hunting, stalker!



- Tymur Suleiman, art-director

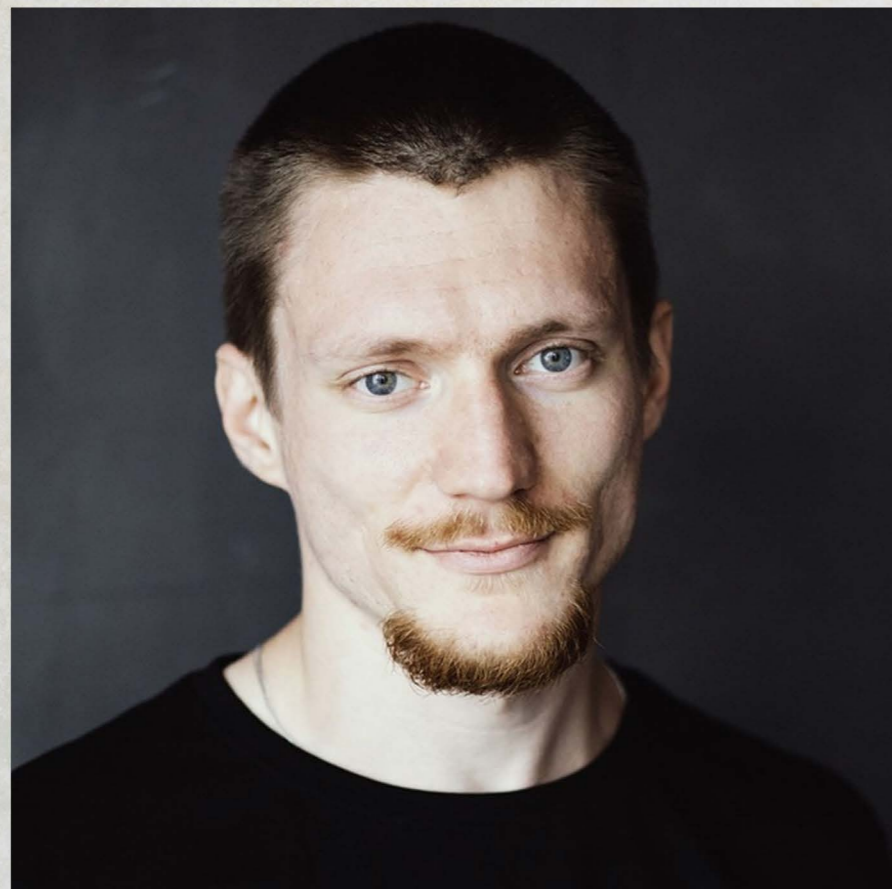
The Chernobyl Exclusion Zone. Is it even possible to describe it in a way that everyone understands? It's all about the feelings it triggers. It can generate a whole whirlwind of emotions, unique to every individual.

The Zone is like a Rorschach test; different people will see different images when looking at random ink blobs on a page. Your perception is neither good, nor bad. It's neither beautiful, nor ugly. It is just the way you see and feel it. Now try to visualize the Zone. You can see abandoned houses here and there, withered grass, and dying plants... why not throw in some creepy noises and mutants for good measure? However, what you are imagining won't be the same picture in someone else's mind. The Zone is subjective.

During the development process, we aimed to portray the Zone as we see it – just as we remember and know it. We realize it will not be the same for everyone, but we hope that every player will find something special in it and experience a unique set of emotions caused by the atmosphere the Zone creates. I use the pronoun "we" instead of "me". It's an emotional piece of work we have created here, so I can be honest with you. When I joined the project, I had mixed emotions. First and foremost, I was excited, but fear was just around the corner. The scale and the ambitions of the project frightened me. I was scared that I would not live up to the expectations of the players out there. It was the people around me who helped me get over my fear and feel confident. They supported me, they inspired me, and they were my main source of energy over the years – energy for this huge game people were eager to play.

I want to thank both you and the team for supporting me throughout this creative process. S.T.A.L.K.E.R. 2 is not a story told by one person. It's told by all of us.

We are S.T.A.L.K.E.R. 2.



It all started in 2007 for the majority of the team: that was the year S.T.A.L.K.E.R.: Shadow of Chernobyl was released. It felt like a whole new, unreal and twisted world: and it was really close geographically, too. A lot of us were inspired by all the surreal vibe and started thinking of our own images and shapes, transforming them into art...

Basically, we are the players who were too eager to see the sequel themselves. And when you want something really strong, you get it. The day has finally come, and we were ready!

This artbook shows our ways of creating S.T.A.L.K.E.R. 2. Our thoughts, ideas and plans, and the way they grew and transformed. That's just a part of our whole job, but we really wanted to share it with you.



- Anton Kukhtytskyi, concept director

CONCEPT TEAM



MAKSYM SHADII



YAROSLAV KONONENKO



ARTEM TURSKYI



OLEKSII SKORODUMOV



VOLODYMYR MOTSAR



THE ZONE



PERIMETER: THE FAULT

The first landmarks that welcome visitors to the Zone are the Fault anomaly and the dilapidated Perimeter wall built to protect the world outside – it's almost as though the Zone is mocking these pathetic attempts to contain it.



THE SMALL ZONE

The Small Zone appeared during the Zone's expansion. The Zalissyia village, along with the bar of the same name, became the main hub of the region, and a home to many rookie stalkers.



GARBAGE

The Garbage's name is entirely justified — it has housed all kinds of junk, including radioactive vehicles, following the accident in 1986. Since the arrival of the first stalkers, the Garbage has become one of the worst raiding hotbeds in the Zone.



WILD ISLAND

Even by the standards of the Zone, Wild Island is a dreary, depressing place. It was formed after a radioactive waste site was partially flooded. Nevertheless, this gloomy spot has become a home to a group of former Monolith members.



ROSTOK Once controlled by Duty, the Rostok Factory has become a key Freedom base situated at the crossroads of the Zone's main trade routes. A constant flow of coupons, artifacts, and trade goods has turned Rostok into a favorite hangout for those fortunate enough to have some extra money to spend.



SKADOVSK BARGE

Formerly a stalker refuge, the Skadovsk has become a bandit lair and has been renamed to Sultansk. Security in the Great Swamps now depends entirely on the will of the vessel's owner, the Sultan. Stalkers who get on his bad side tend to disappear without a trace.



YANTAR

People tell many terrifying tales about the dried-up Lake Yantar and the scientific facility at the center of it. A nearby factory of the same name was thoroughly looted years ago. But no loot is worth the risk of visiting it nowadays.



THE IRON FOREST

Despite its name, the Iron Forest is not really a forest, but rather a large electrical substation. And while the power transmission pylons may indeed resemble mighty pines, the multiple electrical anomalies that can be found there leave little time for sightseeing.



RED FOREST

Having been exposed to the extreme doses of radiation in 1996, the Red Forest still hasn't forgiven the mankind. Trees, unable to grow or die, serve as hideouts for mutants and anomalies. It isn't a good place to visit... unless you've got some decent equipment.



PRYPIAT Nature has never absorbed Prypiat completely - it's still a town rather than a mound of rubble. This place is full of memories of the people who once lived here: colorful signs, shards of broken stained-glass windows, a stack of someone's favorite books...



X-LABS

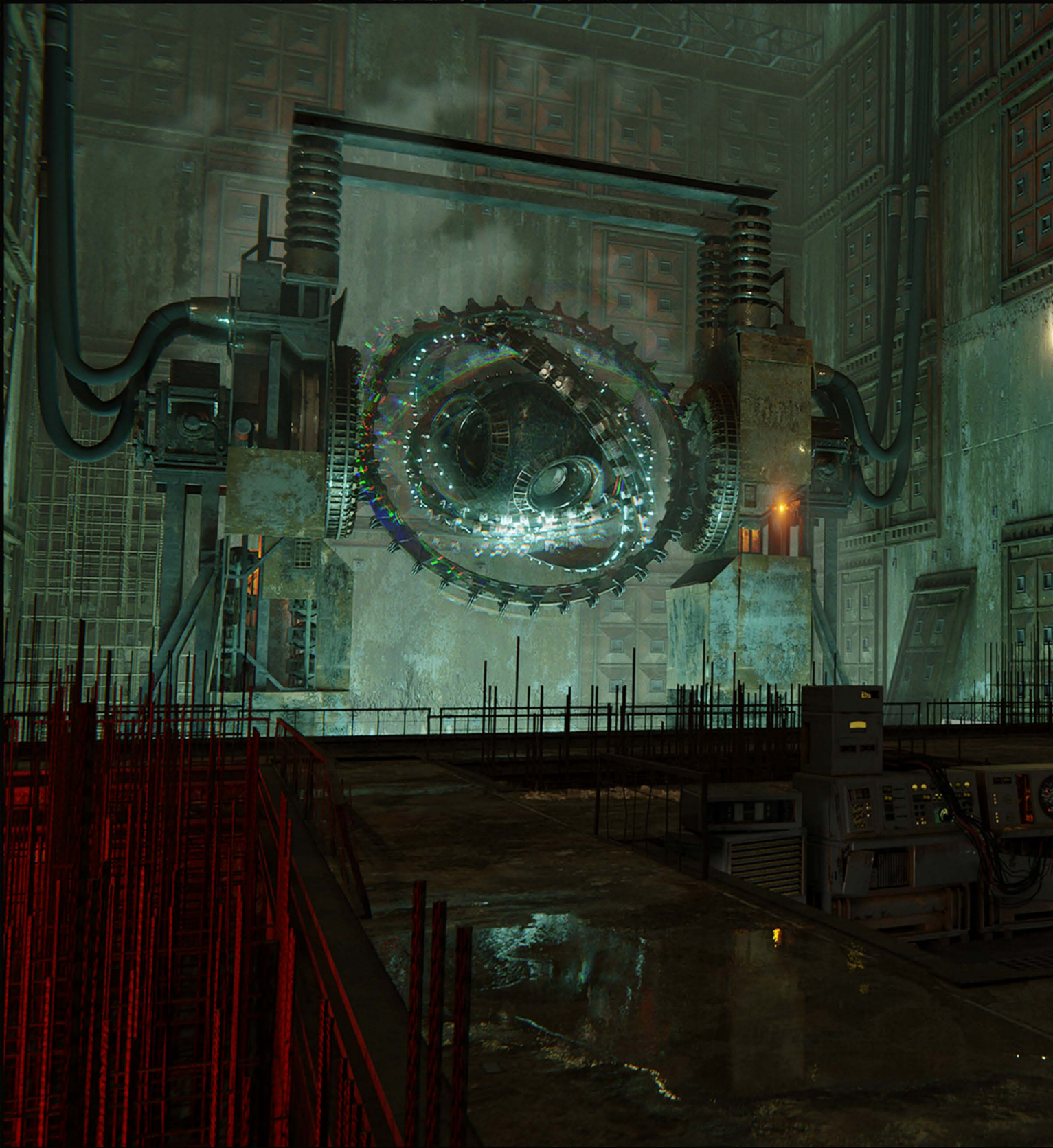
Laboratories related to the mysterious Project X are located all over the Zone. Some of the X-labs are currently being explored, some have already been looted and others remain hidden to this day. A number of them are still so dangerous that it would be suicidal to go anywhere near them.

**X-18**

Not all Project X experiments were something to do with "new physics" or the Noosphere, and some laboratories hold secrets of a much darker nature. These secrets are yet to break free... as are those who dwell within.



X-7 The Brain Scorcher and the Monolith were Project X's most famous psi installations, but they were hardly the only ones – that much is obvious.



X-0

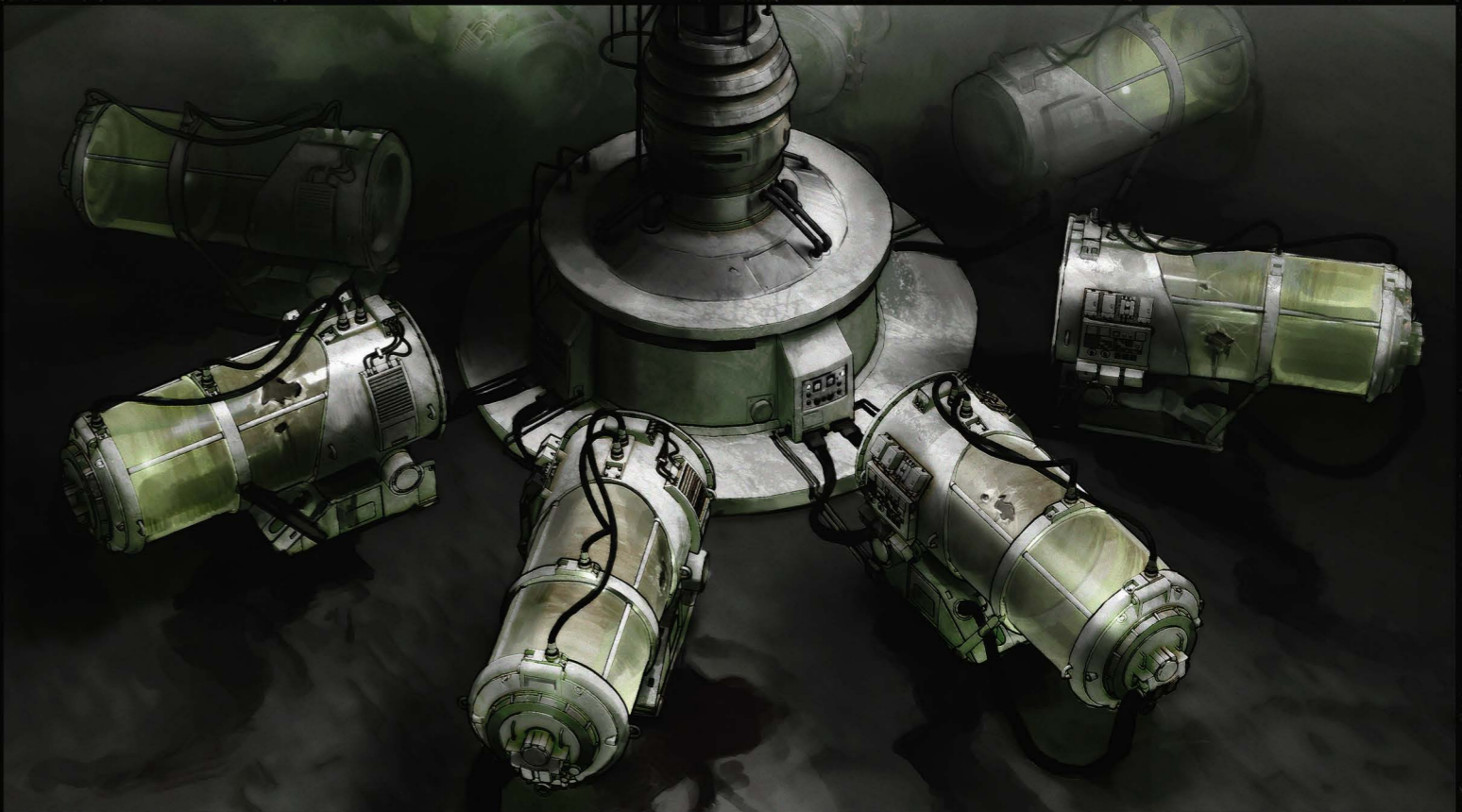
The so-called "new physics" remains a puzzle to scientists from the Mainland. But within the confinements of Project X's laboratories, the secret was revealed, and the impossible became real.



X-17

A group of scientists whose desire to realize humanity's full potential as a species resulted in the emergence of the Zone. Ironically, humans somehow managed to create something that defies the understanding of the mankind's brightest minds to this day.





OCTA

Deep underground, safe from the wrath of the Zone, there are glass pods filled with liquid. These delicate vessels were meant to store the equally fragile bodies of people who thought they could change the fate of humanity.



SIRCAA

This vast glass and metal facility, the Scientific Institute for Research of the Chernobyl Anomalous Area, looks like an anomaly itself against the backdrop of collapsed buildings. SIRCAA is home to the latest cutting-edge technology and attracts brilliant minds devoted to studying the Zone.



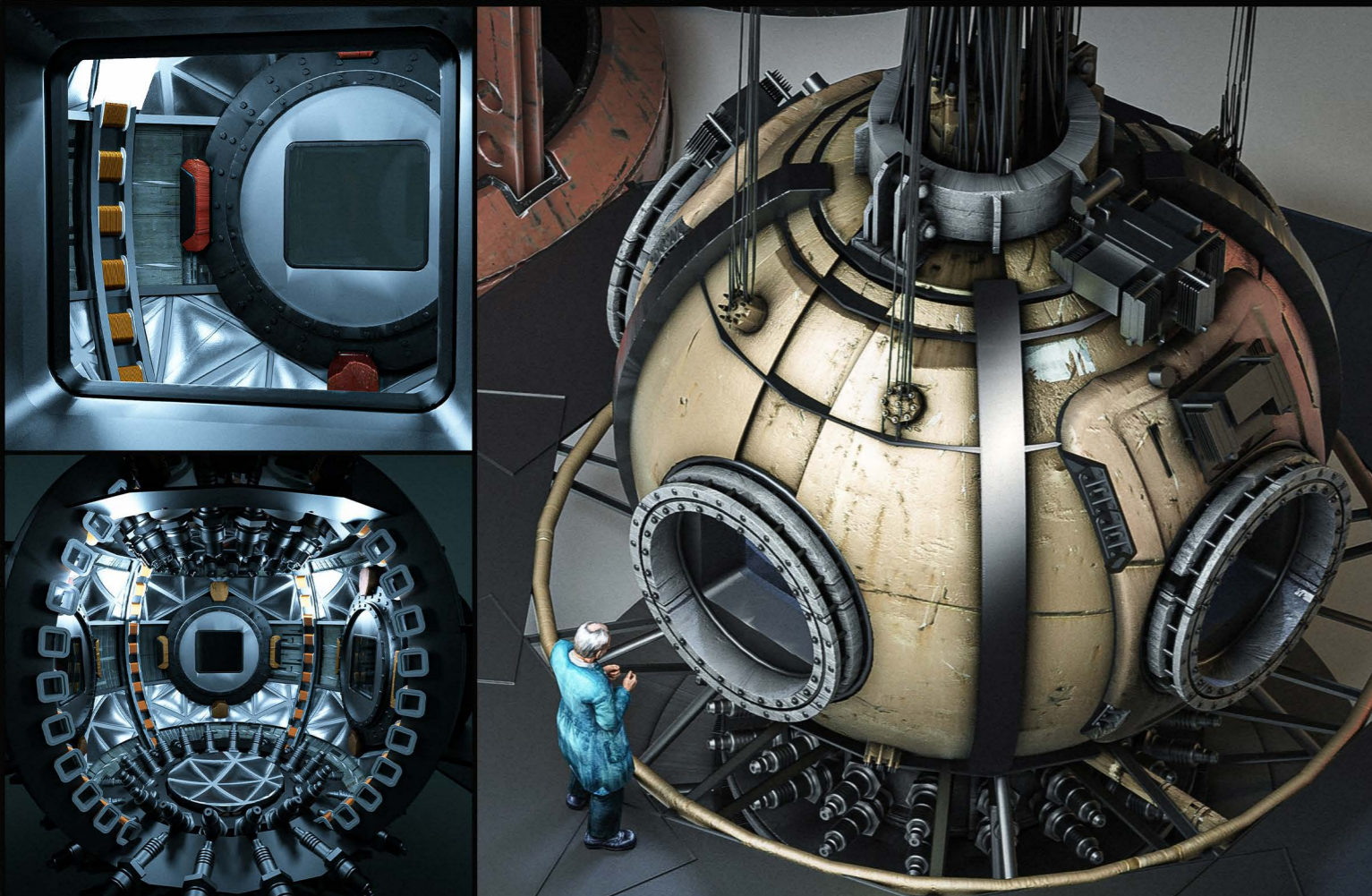
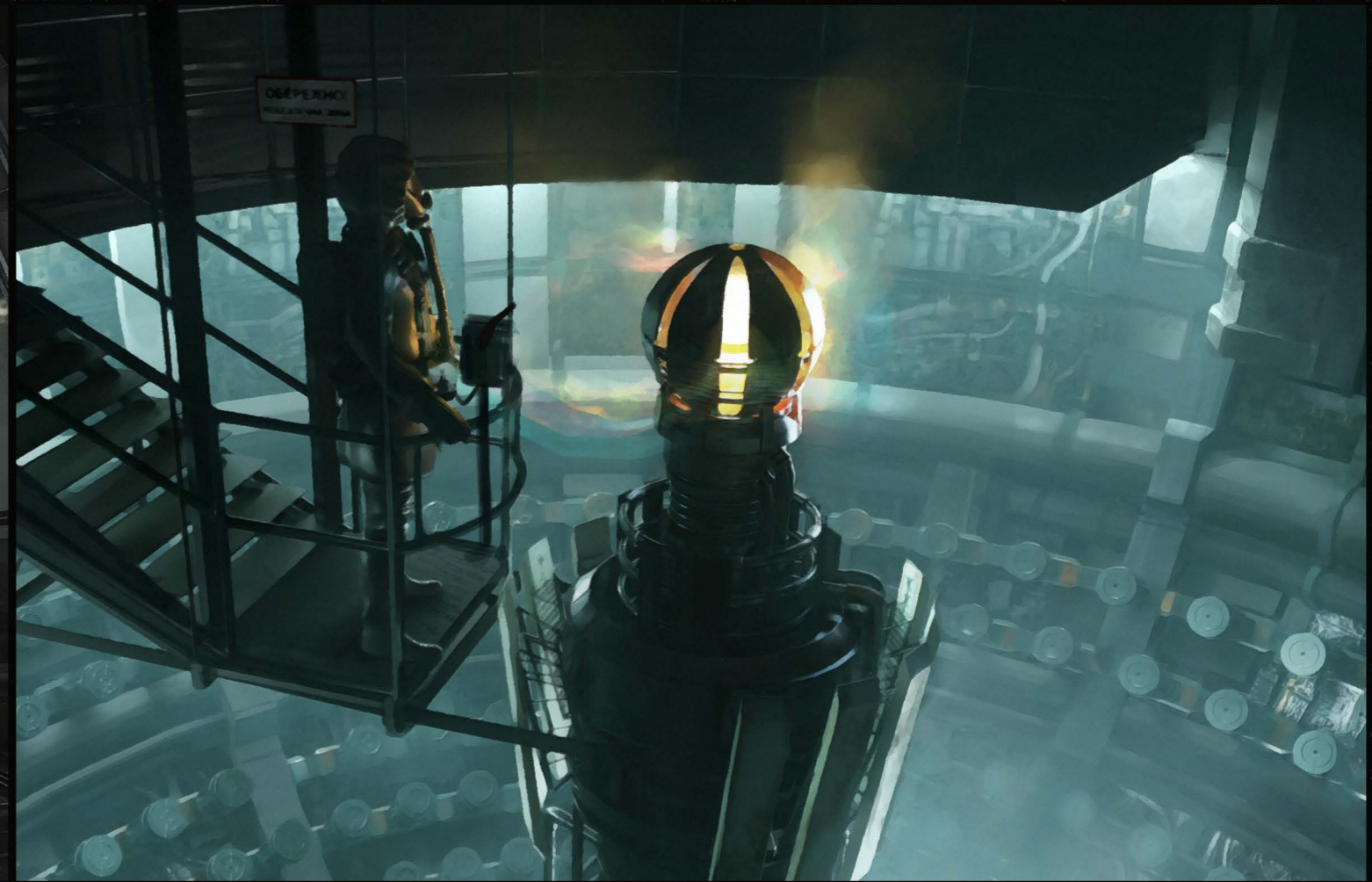
SIRCAA ANOMALY RESEARCH

SIRCAA is one of mankind's greatest assets, and its director, Dr. Dmytro Dalin, will not allow any risk to threaten his life's work — including those that come from the Zone. For the staff at the Institute, an Emission is nothing more than an unscheduled coffee break.



X-11

The 2015 discovery of Lab X-11 was a watershed moment in the history of the Zone. It was followed by the erection of the new SIRCAA facility on top of the laboratory, and with it, the arrival of the Wardens.



SIRCAA ANOMALY RESEARCH

Stalkers are only interested in artifacts, but SIRCAA scientists see the anomalies themselves as treasure troves of information. When it comes to gathering data, they fear no danger and spare no expense.

SIRCAA ARTIFACT FARM

Many scientists have tried to create synthesized artifacts, but, compared to SIRCAA's artifact farms, their efforts look like medieval alchemy at best.



MUTANT RESEARCH

For stalkers, these creatures are the stuff of ghost stories told around the campfire, but to SIRCAA scientists, they're just guinea pigs. Captured mutants spend their remaining days in secure vivariums, serving the greater good.



GENERATORS

A massive installation whose purpose is unknown. Some say it only goes online during Emission. Or that perhaps its unidentified creators have learned to control the Zone, and Emissions are simply a byproduct of its activity...



ANOMALIES

Every dark corner could turn out to be a trap, every careless step could be fatal, and every outing could be your last. The only predictable thing about the Zone is its unpredictability.







EQUIPMENT



“SUNRISE” SUIT

The most iconic stalker outfit. We've reworked it a bit and now it's made out of rubber and fabric. The suit protects stalker's body from anomalies and radiation and allows their skin to breathe at the same time. Foot protection includes shoe covers with reinforced toe and wire fasteners. The Sunrise is supplemented with standard oxygen tanks equipped with a sound sensor along with a container for storing artifacts.



BREATHING SYSTEM



CUSTOMISABLE CLOAK



STALKER CLOAK

We decided to add a lot of trench coats to the game and allow every group to boast at least one type of trench coat of their own. The way they flutter when a stalker walks out of the bar, throws on their hood, and lights a cigarette... wow, that looks amazing.



PROTECTIVE GLASS



FILTER SYSTEM



STALKER'S BACKPACK



STALKERS

“Stalker” is an umbrella term for anyone who enters the Zone illegally. These people have their own pasts and their own hopes for the future, but they all have one thing in common: they're as much a part of the Zone as the Zone is a part of them.

OZK "EXPLORER" SUIT

The equipment of a stalker that is familiar with the Zone's behavior (the Zone might not agree, though) is made of glued rubber. It includes a special breathing device consisting of a Lung backpack and a belt box that produces oxygen by mixing carbon dioxide with oxygen by special chemicals. We supplemented this outfit with a unique load-bearing system that has various adapters attached to it, designed especially for the gas mask tube and other systems.



BELT TYPE 1



BELT TYPE 2



BREATHING SYSTEM



LEATHER JACKET

An ordinary article of clothing worn by someone new to the Zone and is stitched up in places after encounters with the local wildlife. Its pockets are filled with a regular Geiger counter and some bolts – basic necessities for survival in the Zone.



BELT TYPE 1



BELT TYPE 2



BELT TYPE 3



STALKERS

Stalkers are found all over the place inside the Zone. They go by many names: Freeman, Loners, Neutrals... Stalkers follow no strict hierarchy and share no common goals or beliefs. They all come to the Zone for their own reasons and live by their own rules.

“MARAUDER” SUIT

While we were working on the bandits, we got most of our inspiration from the classic gangster look (a.k.a street thugs) of the 2000s, their assortment of tracksuits plus other such iconic elements. Note the ingenious handcrafted frame that keeps the filter attached to the vest.



LEATHER JACKET



LEATHER CLOACK

MERC SUIT

Typical mercenary suit. It bears a pattern of wings on the chest, an important symbol for the group. The gas mask is equipped with special buttons – one of which will allow you to put a hood up.



FRONT VIEW



BACK VIEW

BANDITS

The Zone is a law unto itself, and it naturally attracts those who aren't fond of the law. Bandits of all kinds, from run-of-the-mill thugs to hardened criminals, are as much a threat to the stalkers as mutants and anomalies.

“WIND OF FREEDOM” SUIT

This is the image that greets us as we launch the first S.T.A.L.K.E.R. While we were designing this outfit, we wanted to emphasize the transition from a lone stalker to a fighter from a powerful group. The “Recruit” suit comes with several different load-bearing systems and a backpack containing an oxygen delivery system. There is one special detail – the cup, often covered with a customized pattern. It can tell the story of the suit’s owner – or reflect the unique style of their group.



BREATHING SYSTEM



BACK VIEW



“BULAT” ARMORED SUIT

Freedom’s brute force. This outfit features an armored filter mask and attachment mounts for a bag of RPG-7 grenades. The trousers come with special slots for easy kneepads attachment kneepads to it, and on the shoulders there is an adapter connecting the headphones to the radio on the back of the outfit.



SPARE AMMO BACKPACK



ORIGINAL MASK

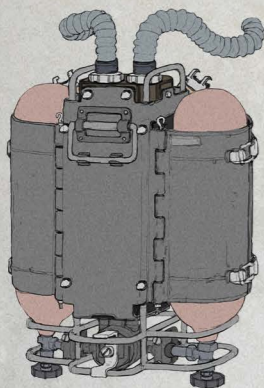
FREEDOM

Fighting for the free Zone alongside rivalry with Duty isn't the goal of this faction anymore. They are now in charge of all trade in the Zone, but their traditional beliefs are increasingly being cast aside for the sake of avarice and greed. One can only wonder what this will lead to...

PSZ-5D

The most popular and advanced equipment used by all groups in the Zone.

It is made of reinforced rubber and leather. Comes equipped with a Podykh rebreather consisting of two tanks filled with oxygen and diluent. When used, the gases are mixed together and fed into breathing tubes.



REBREATHER "PODYKH"



CUSTOMIZABLE CLOACK



PSZ - 9D DUTY ARMOUR

The power of Duty.

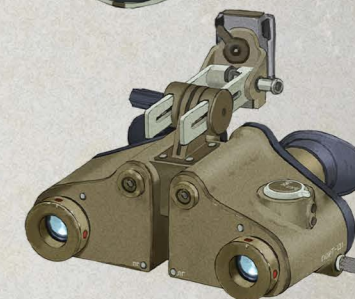
This body armor comes with special sections to fit Kevlar plates to. Their zippers resemble a dragonfly.

The armor also features a number of straps to attach pouches to.

There are some Bulldog grenades clipped to the hip. This is both a tribute to the quests in the original S.T.A.L.K.E.R. and a way to show Freedom who's the boss.



DUTY BOOTS



NVD TYPE 2

DUTY

Duty is one of the oldest stalker groups. It was created with a single purpose in mind: to protect the world from any leakage from the Zone. A strict code, an honorable mission, decent equipment – Duty has been a force of order amid the chaos of the Zone for a long time now.

PSZ-7 BODY ARMOR

At first, we were inspired by the Ukrainian army and wanted to feature it in the game. Unfortunately, the war has forced us to make some adjustments, and we've decided we won't allow any harm to come to our Ukrainian warriors – not even in the game. That's why we ended up inventing a fictional military organization whose mission is to contain the Zone.



"BERILL-5M" BACK VIEW



"BERILL-5M"



"VARAN" SUIT

Equipment for undercover special forces or "military stalkers." Sometimes also used by deserters who went on to become stalkers, lured to the Zone by the promise of loot and a life of freedom. Comes equipped with a night-vision device, a high-precision Geiger counter, and an oxygen delivery system.



NVD TYPE 1



BACK VIEW

“ZIRCON” SUIT

This is a draft version of the suit. In the final version, the chest piece is shaped in the image of a ribcage. In addition, the straps from the vest and the belt make an M-shaped crossing on the back, while the chest has a three-point attachment mount for an assault rifle. Since this group resides in the Red Fortress, it is strongly associated with the color of rusted metal, whereas the white color of the concrete, along with the green, symbolize abandoned Pripyat.



NOON CLOACK



THE KEEPER OF THE MONOLITH

This is an outfit worn by the Monolith coordinator. It can be equipped with an exoskeleton and a number of tactical devices. Being capable of teleporting the Monolith units behind the player's back, a combatant like this one can easily change the course of battle. The suit is made out of reinforced rubber, allowing its wearer to stay in the most dangerous areas.



MASK - MK M1



BACK VIEW



MONOLITH

Long ago, this group used to be every stalker's worst nightmare. After the Scorcher was disabled, Monolith fell apart. Nevertheless, veterans of the Zone remain uneasy – fearful that one day this tale used to scare newcomers might become reality once again.

“CONVOY” PSZ - 20W

We designed this suit to emphasize its high price, aiming to create a memorable image of a neat and tidy kind of stalker.

Accordingly, the suit got special covers consisting of lightweight plates coated with a layer of protection against radiation.

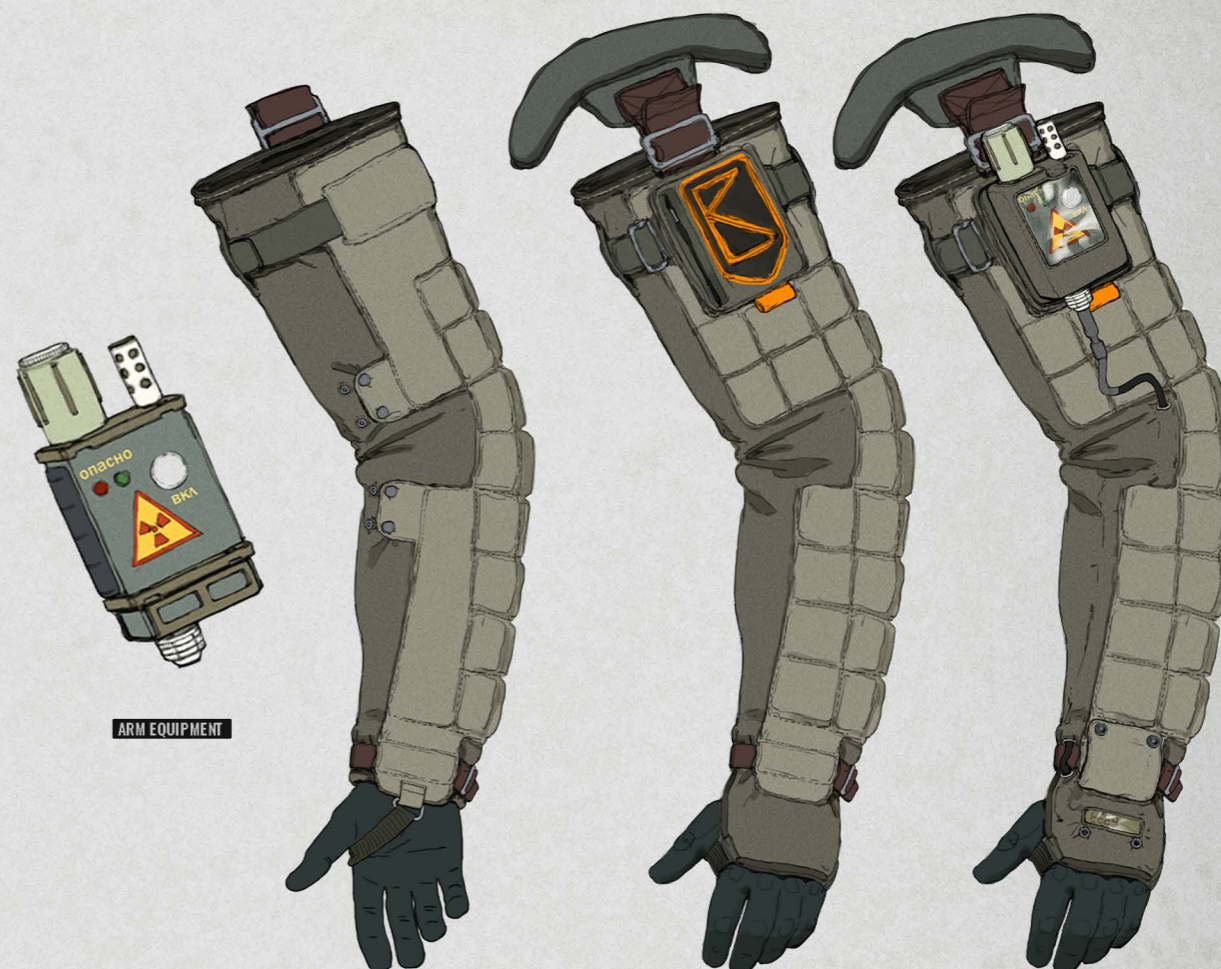
A Geiger counter is built into the sleeve of this suit. Its readings are displayed on the user’s palm.



ALTERNATIVE MASK



ARMOUR BACK VIEW



ARM EQUIPMENT



GAS MASK TYPE 1



GAS MASK TYPE 2



WARD

These newcomers to the Zone aspire to impose their own vision of order upon the other groups. The Wardens are well-armed, well-trained, and willing to go to any length to protect SIRCAA both from stalkers and the Zone itself.

“SEVA-I” SUIT

A closed-cycle protective suit combining scientific and military technology. The SEVA suit keeps the player safe even in the worst anomaly-ridden locations and offers decent protection in combat. The suit's load-bearing system uses ribbon and rope bindings. It reduces the weight of the load and increases the user's mobility.



MASK FRAME



BACK VIEW



“SEARCH” SSP-100I

The Alpha and Omega of scientist suits.

We designed it as THE suit to explore arch anomalies and visit the generators in. It provides strong protection against gravitational forces and psi-emissions.

You can attach special devices to the back of the suit, like a lightning rod or a winch system. The idea was inspired by the “Event Horizon” movie – we wanted to provide stalkers with an opportunity to literally dive into an anomaly.



CLOSED BREATHING SYSTEM



BACK VIEW



SSP - 99

This suit offers several layers of protection against all kinds of anomalies.

There is a control panel for the life support system on its chest that is used to activate other suit functions as well. There is a tablet fixed to the sleeve for keeping records and marking radioactive zones – very useful if your PDA ends up getting damaged.

While we were working on this suit, we wanted to make a number of modifications offering maximum protection against particular anomalies – like a golden visor that protects against the bright light of a Burner, for example. And bacteria-resistant underwear with thermal regulation. Why not? Scientists love their comfort.



BREATHING SYSTEM



MAP TABLET



HELMET LAYERS



SCIENTIST'S SUITS

SCIENTISTS

Since its earliest days, scientists around the world have been fascinated by the Zone, but only the bravest among them have dared to venture into it. These "warriors of science" tend to avoid confrontation, and some of them are even willing to work with stalkers in order to achieve their goals.

THE EXOSKELETON

We wanted our exoskeleton to look as realistic as possible, so we studied every source on exoskeleton construction that we could get our hands on.

Our greatest challenge was to design shoulder joints in a way that they wouldn't restrict the full use of the arms. These massive, complex devices represented serious problem for our animators. We ended up adding a special mechanism in the shoulder blade area, enabling the characters to put their elbows on a table and perform other movements with their arms.

We also came up with an amazing spine design with rubber cushions that allows the wearer to bend their body. At the same time the iron cable conductors twist and shrink to tilt the body in any direction you need.

Servomotors installed on the exoskeleton require a lot of power, provided by device on the back. The Gauss cannon principle enables the operation of "plus" and "minus" containers for holding artifacts or batteries.

For the bracers, we came up with the idea of inflatable airbags – they support damaged limbs and put pressure on them to stop bleeding. The exoskeleton is designed to be highly portable. When properly folded up with all of its grooves matching, it could easily fit into a crate.



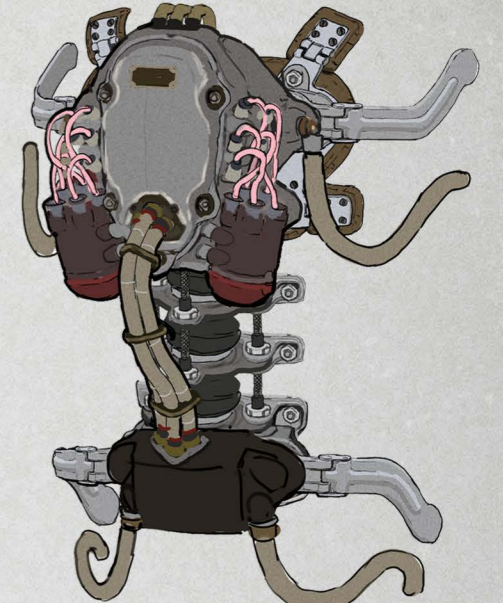
TACTIC FLASHLIGHT



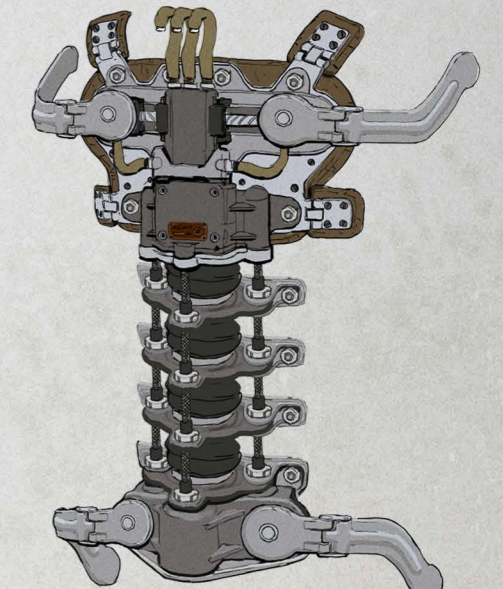
LEG SYSTEM TYPE A



LEG SYSTEM TYPE B



POWER SUPPLY



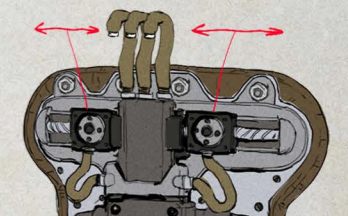
SPINE SYSTEM



BRASLET PANEL



ARM SYSTEM



SCAPULA SYSTEM

EXOSKELETON

In the Zone, you can find both old exoskeletons produced outside its borders as well as new ones developed at SIRCAA laboratories. Exoskeletons increase the wearer's strength and offer solid protection against bullets at the cost of significantly reduced mobility.



CHARACTERS

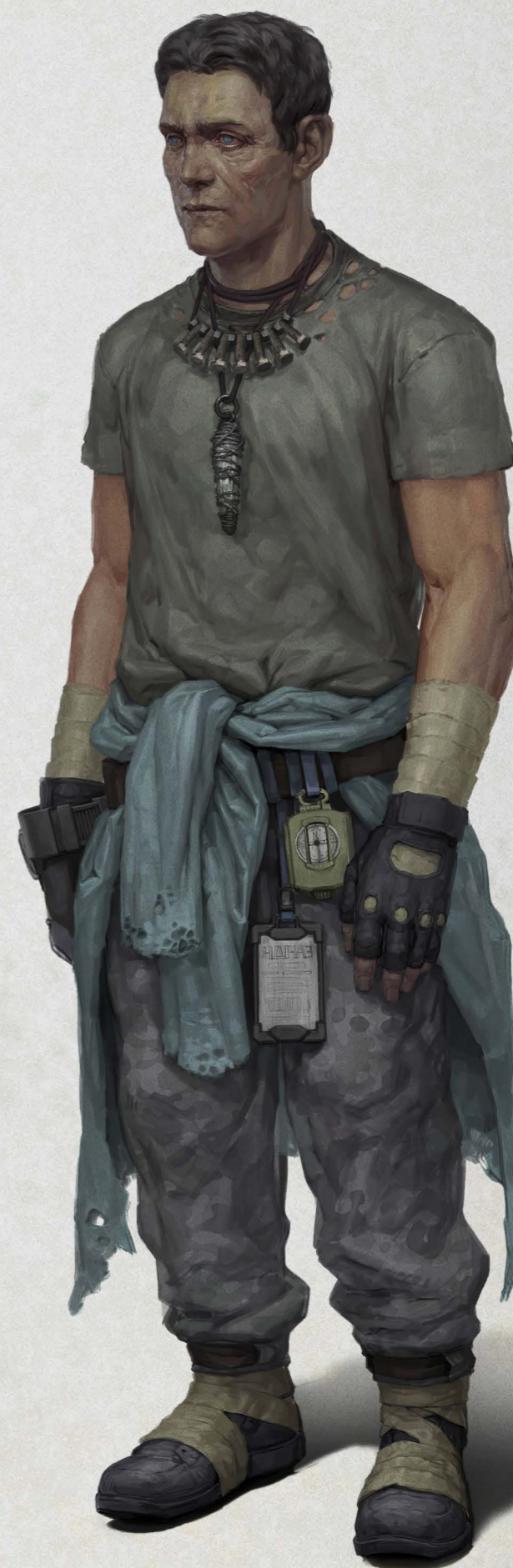
STRIDER

A leader of Noon, a group of former Monolithians – just as he once was. Strider believes that his brethren should forget about their Monolith pasts and live their lives anew as honest folk. While many people in the Zone refuse to treat Monolithians as fellow human beings, Strider works tirelessly so that Noon can prove them wrong.



FAUST

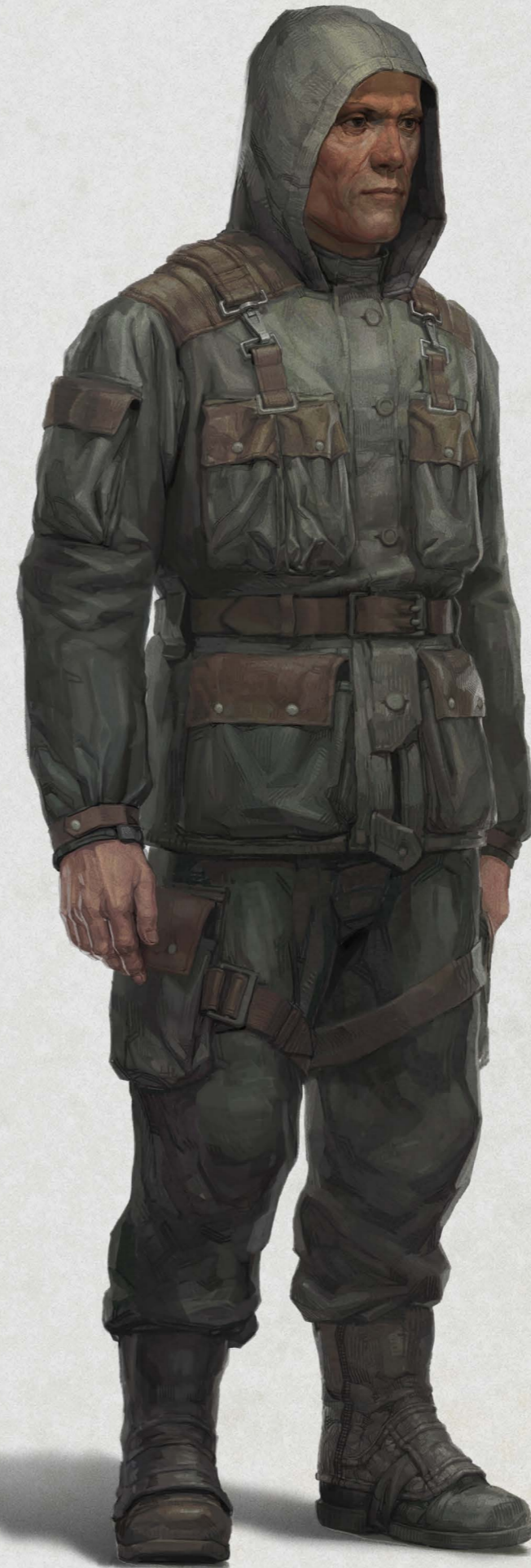
Monolith preacher. Strider took him under his wing in Noontide, but Faust does not share the group's beliefs. He wants to return to the Monolith, since it was the only source of fulfillment for the confused Monolithians. Despite Strider's objections, Faust firmly believes that one day the true light of the Monolith will be seen by everyone in the Zone.





COLONEL OLEXANDR KORSHUNOV

Leader of the Ward. Career soldier with a rich military background. The colonel's primary mission is to ensure the security of SIRCAA. In order to do this, he has to maintain order throughout the Zone – in other words, his job is to pacify the other groups and monitor stalkers activity. This is a thankless task, but being loved by the people isn't of any concern to the colonel – he has greater things to worry about.



SCAR

A former mercenary in charge of the Spark group. He assists scientists with Zone-related research, but some suspect that scientific matters are not his only preoccupation. Scar works closely with Ozersky and STC Malachite. He is an expert in psi technologies and carries out other Project X research.





DEGTYAREV

The leader of the Degtyarev Corps and a former SSU officer. After completing his assignment in Prypiat, he opted not to return to the Mainland. Both fascinated and terrified by the Zone, Degtyarev remained behind to guard it from those who do not appreciate its dangers.

RICHTER

A stalker that seriously loves the Zone. It isn't just a scientific problem or a business opportunity for him. No, the Zone is alive for Richter. It is something real - or even someone - that you can communicate with and understand. He is ready to go to any lengths to protect it.





DOCTOR

A legendary stalker who has saved many lives in the Zone, including humans and mutants alike. He helped Strelok to reach the center of the Zone, but, much like his past, his real intentions are shrouded in darkness.

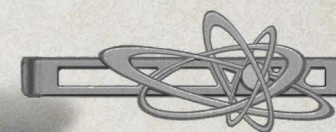
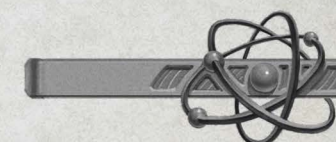


DR. DMYTRO DALIN

Director of SIRCAA. After graduating from high school as an external student, he received a doctorate in physics and mathematical sciences at the age of 25 before committing himself to the study of the Zone. Dalin's discoveries have secured him a place as the leader of the new scientific institute in the Zone. According to Agatha, only a genius like Dalin is capable of a real breakthrough.

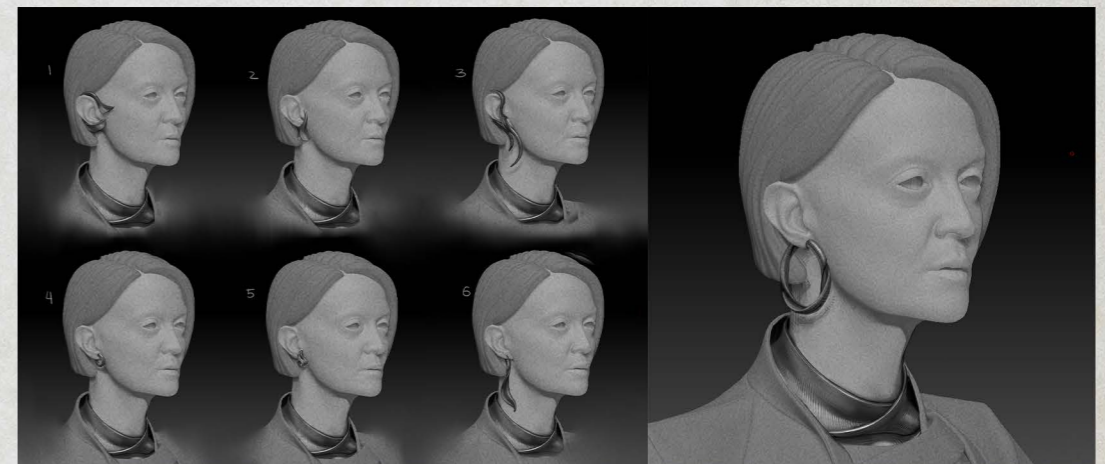
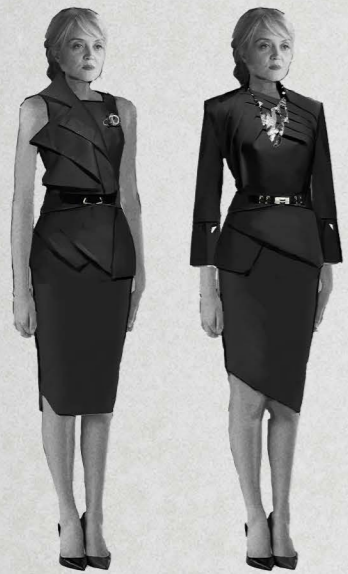
HD14A3

HD14A3



AGATHA

Only one thing is known about this woman: she is the one that makes all the decisions regarding the Institute's strategic development.





MUTANTS



RODENT AND RATS

These mutated rodents might not be the most dangerous inhabitants of the Zone, but they are certainly among the most numerous. Many rookie stalkers underestimate these creatures because of their diminutive size... and soon come to regret it.



BAYUN

A very stealthy and nimble mutant. For years, stories about it were regarded as mere fables. Bayun's throat sacs allow the beast to imitate all kinds of sounds, including human speech.





BOAR

The Boar is among the few mutants whose ancestor is easily identifiable. Large and very tough, these creatures prefer to charge down their prey, seeking to knock it over and disembowel it with their sharp tusks and hooves.



MUTATED CANINES

Mutated dogs are easily the most common predators in the Zone. Wandering packs of blind dogs often pose a serious threat to stalkers, while Pseudodogs can be highly dangerous even to the most seasoned hunters thanks to their psionic abilities.





FLESH

Mutated almost beyond recognition, the Flesh used to be a domestic pig. It is one of the few mutants that do not attack humans on sight. Other mutants often hunt Fleshes for food, as do certain stalkers with less perceptive taste buds.



PSEUDODEER

Often called the Lord of the Woods, this mutant deer is a cautious beast. Encountering one of these creatures is extremely unusual, since they typically hide in order to avoid confrontation. If threatened, however, a Pseudo Deer is fully capable of defending itself and can even call on other mutants for aid.





BLOODSUCKER

Bloodsuckers are counted among the most dangerous and terrifying mutants in the Zone. No one knows what causes a human to transform into this monstrous creature, but its ability to turn invisible makes many encounters with Bloodsuckers fatal.



CHIMERA

A horrible-looking nocturnal hunter whose origins remain shrouded in mystery. The Chimera is one of the most ferocious predators in the Zone. Just one Chimera can often be enough to wipe out an entire group of careless stalkers.



POLTERGEIST

An unusual mutant, even by the Zone's standards, the Poltergeist resembles a floating sphere of energy in its incorporeal form, hence the name. Poltergeists have telekinetic abilities and can even create anomalies.



CONTROLLER

A telepathic mutant whose abilities are every bit as terrifying as its appearance. It has the power to break the will of even the most ferocious fighter, turning them into a mindless, obedient puppet forced to do the creature's bidding for the rest of their days.



PSEUDOGIANT

This enormous, hideous monster may once have been human. The Pseudogiant possesses immense strength and resilience, making it one of the most terrifying inhabitants of the Zone. Only a truly experienced hunter – or a madman – would dare to hunt this creature alone.



SNORK

These mutant humanoids are capable of jumping some 50 feet and can smell their prey from half a mile away. The exact origin of Snorks remains a mystery. Some believe them to be zombies, while others suspect they're the result of some sinister experiment.



KADAVER

The result of experiments geared toward a singular purpose: creating the perfect soldier. The scientists behind Project X clearly had a hand in the creation of these monsters. Although a recent addition to the Zone's bestiary, they have already become the subject of many horror stories told at Stalker campfires.





SEARCH OF THE NEW MUTANT



DEVICES

DETECTORS

The most important equipment in a stalker's arsenal — after weapons, of course. Detectors help their users obtain the greatest treasures in the Zone: artifacts.



ARTIFACT CONTAINER

Every artifact has a way of affecting those who touch it — in some way or another. These containers were developed to handle artifacts safely and prevent any harm to stalkers.





PDA

No stalker goes looking for loot without their trusty PDA. PDAs are used to store important data, receive messages, and hold coupons. In addition, an unlucky stalker can also use their PDA to record a warning for their more fortunate comrades.



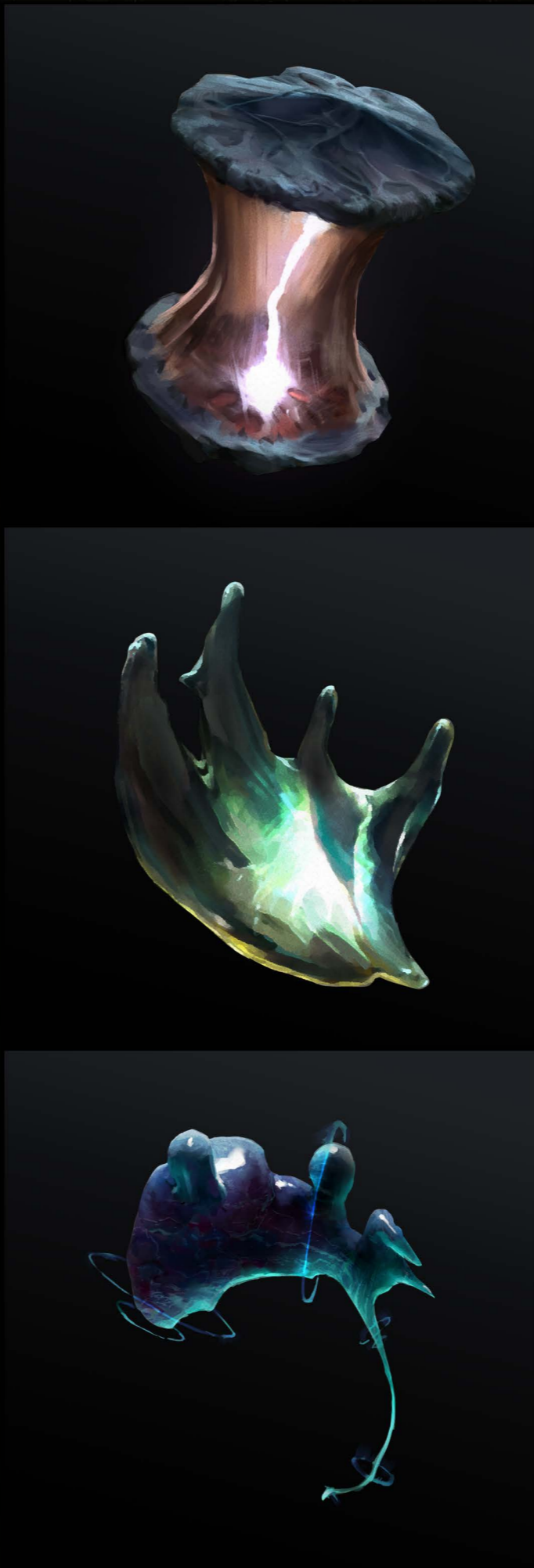
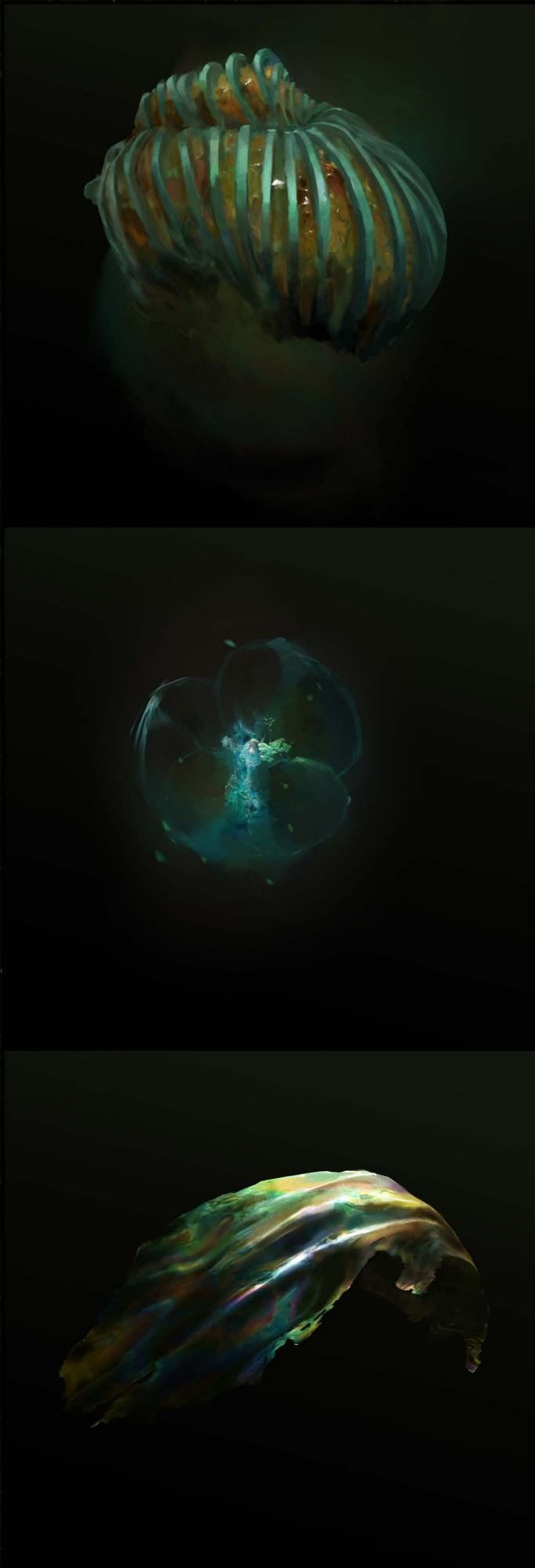
TOPAZ SCANNER

These scanners were initially developed by scientists from Project X, but SIRCAA actually finalized the prototypes. Then a certain scientist, who was immensely ambitious, turned the Topaz into something completely different...



ARTIFACTS



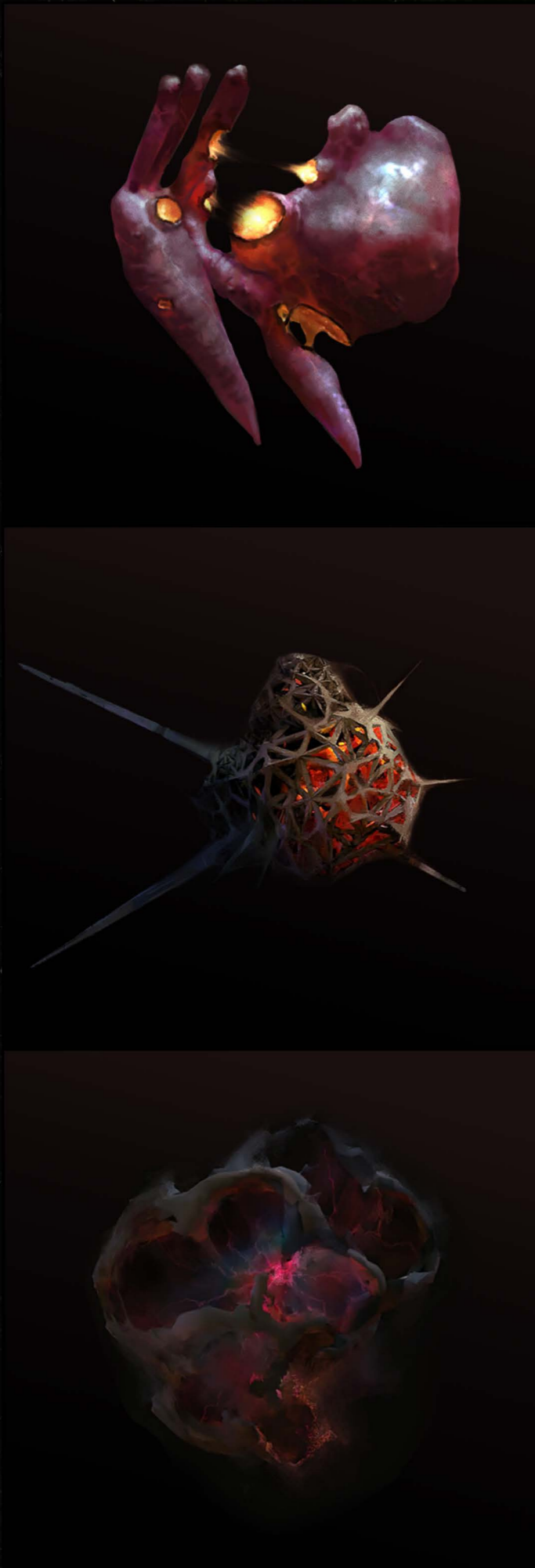


CHEMICAL

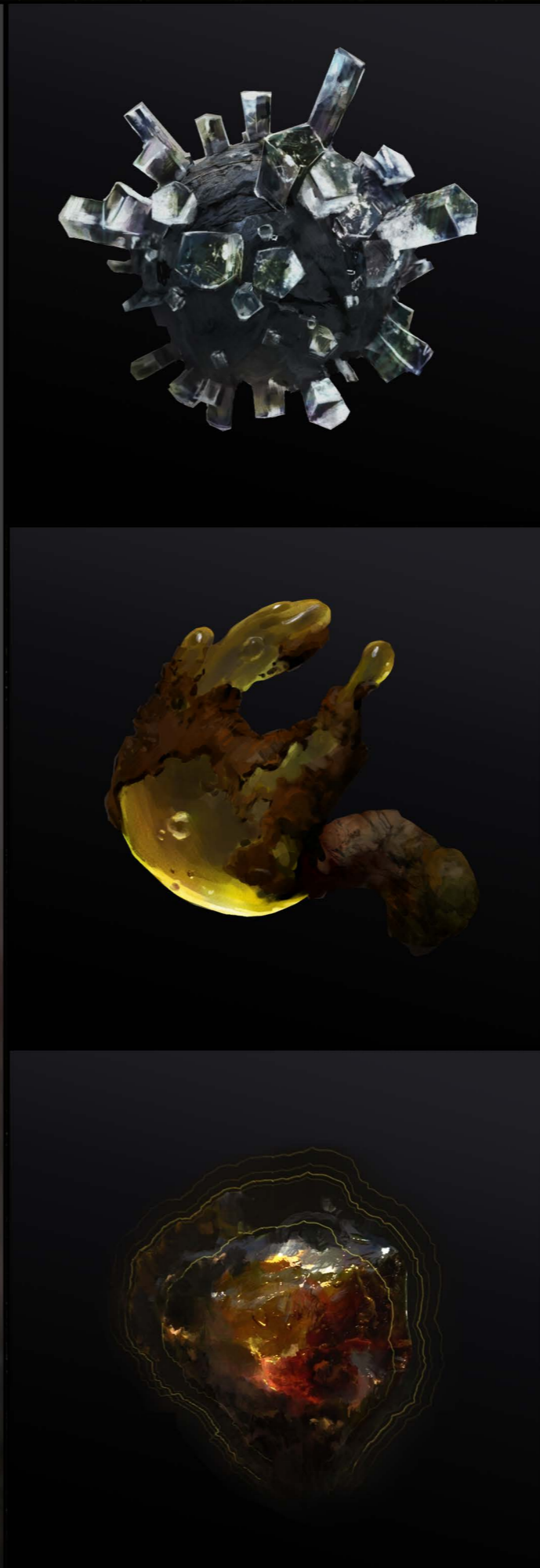
The acid eats through stone, metal, and flesh alike, fusing them in strange chemical reactions. The process usually takes time, and the "reagent" often remains alive during much of it.

ELECTRICAL

Scientists have yet to determine whether artifacts are created by constant electromagnetic fields, or just a discharge hitting an object. This lack of data does not stop them from making use of the results of electrical anomalies, however.



THERMIC Their incredibly high temperatures should be able to incinerate all but the most resistant materials, but fire anomalies can even melt living matter, transforming it into valuable artifacts.



GRAVITATIONAL Fragments of horribly mangled matter, twisted almost beyond recognition. Monstrous pressure from gravitational anomalies alters the very structure of matter at the atomic level, transforming it into something hitherto unseen on this planet.