Cryostasis

User Manual

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Introduction

The North Pole, 1981... The deathly silence of an icy kingdom. Meteorologist Alexander Nesterov is the last man to abandon the floating station Pole 21. He has received an urgent message from the mainland and must leave the vast Arctic on a comfortable ship which will pick him up at an appointed place at an appointed time. However, instead of a warm reception, the scientist encounters a real nightmare when he accidentally finds himself on board the atomic icebreaker, the North Wind, which for many years has been drifting in a land of eternal ice.

The North Wind is eerily silent and reeks of loneliness and oblivion. In the bowels of the dead ship, time has stopped and everything is at a standstill. Wandering through the huge labyrinth of the corridors and decks flooded with fear and despair, the main character will uncover the dramatic story of the captain and his crew. Fighting the feelings of lethargy which threaten to overcome him, he must remain strong and alert…

Installing and Launching the Game

System Requirements

To run the game, your PC must meet the following requirements:

Minimum configuration:

> Operating system: Windows XP/Vista; Pentium 4 CPU at 2.4 GHz; 1GB RAM; graphics card with 256MB of video memory, at least NVIDIA GeForce 6600 or ATI Radeon 9800 Pro; 4GB of free hard drive space; DirectX 9.0-compatible sound card; DVD drive; keyboard; mouse.

Recommended configuration:

> Operating system: Windows XP/ Vista; Intel Core 2 Duo CPU at 3 GHz or AMD Athlon 64 X2 4200+ CPU; 2GB RAM; graphics card with 384MB of video memory, Sound Blaster® X-Fi™, at least NVIDIA GeForce 8800 or ATI Radeon 2900; 6GB of free hard drive space; DirectX 9.0-compatible sound card; DVD drive; keyboard; mouse.

The game may not run on integrated graphics adapters and notebook PCs.

Additional Software

To run the game correctly, your PC must have some additional software installed. These applications and drivers are available on the game disc and on the Web at the following links:

- DirectX
    - http://support.games.1c.ru/?redirect=dx
- Ageia PhysX
    - http://support.games.1c.ru/?redirect=physx
- WM9 codecs
    - http://support.games.1c.ru/?redirect=wmcodec1
    - http://support.games.1c.ru/?redirect=wmcodec2
    - http://support.games.1c.ru/?redirect=wmcodec3
- Graphics card drivers
    - http://support.games.1c.ru/?redirect=atidrv

- o http://support.games.1c.ru/?redirect=nvdrv
- Update for Intel Dual-Core processors
  - o http://support.games.1c.ru/?redirect=intelhtxpfix
- Adobe Acrobat Reader
  - o http://support.games.1c.ru/?redirect=adoberdr

Installing the Game

Before installation, make sure you have at least 4GB of free space on the hard drive on which the game is to be installed.

Place the "Cryostasis" disc into the DVD drive. If the "Auto insert disc notification" feature is enabled, you will see the game's Start Menu.

Otherwise, browse the disc root folder and run "autorun.exe".

In the Autorun Menu select "Install" to launch the wizard that will guide you through the installation process.

During installation, the game files will be copied to the hard drive and the "505games\1C\Cryostasis" program group (by default) will be created in the Windows Start Menu. It will include shortcuts to start the game, open this manual, browse the websites of the game, developers and publisher and remove the game.

Running the Game

To run the game, double-click the "Cryostasis" desktop shortcut or select it in the "505games\1C\Cryostasis" program group (by default) in the Windows Start Menu.

You can also use the option in the Autorun Menu which appears when you insert the disc into the DVD drive (if the "Auto insert disk notification" feature is enabled).

If, during installation, you specified that the installation wizard should place the game shortcut on the desktop, then you should also be able to start the game using this shortcut.

Screenshots, saved games and logs will be located in the "My Documents\My Games\Cryostasis" folder.

Game Description

Main Menu

Having started the game, the following options are available in the Main Menu:

[main.menu.jpg]

- Continue – load the last saved game.
- New Game – start a new game.
- Load – load a previously saved game.
- Options – adjust video settings, audio settings and controls. For more information, see the following section.
- Credits – see the list of developers and companies who took part in creating this game.

The following options can be adjusted in the Options Menu:

- o Controls – redefine keyboard bindings
- o Video – adjust resolution, gamma correction, texture quality and visual effects
- o Audio – adjust volume and driver type

      o   Game – enable or disable automatic weapon switching, subtitles.

[options.video.jpg]

[options.control.weapon.tif]

Main Character

In *Cryostasis* you can play as one of several characters but the main character is the polar explorer, Alexander Nesterov, through whose eyes the story will unfold.

[overlay_for_manula.psd\hero]

Alexander Nesterov is a Soviet polar explorer and meteorologist. He is a strong, hardy and inquisitive man who is not afraid of the terrible mysteries hidden in the bowels of the dead ship.

Since none of these events were planned, Alexander boards the North Wind without any weapons. At first he will have to survive using his fists and items which he finds on the ship: a lock and chain and a valve broken off a rusty high-pressure pipe.

Unique Features

The unique features that distinguish this game from others include the temperature sensor and the Mental Echo ability.

Temperature Sensor

Since heat is critical to this game, instead of a health bar, it features a temperature sensor which indicates the level of heat.

[thermo1.jpg]

The outer circle shows the environmental temperature. The larger the blue zone, the colder the surrounding environment. The environmental temperature determines how fast a character accumulates or loses heat. The closer a character gets to a heat source, the larger the red zone is.

The inner circle indicates the character's own heat reserves. The larger the red zone, the more heat a player has. When a character interacts with enemies or enters a cold area (or open deck), he loses heat.

When the red zone disappears, the character dies (is frozen) and you must load the last saved game.

Note also that the yellow bar, which indicates the character's stamina, is located between the two circles.

Gaining Heat

Gaining heat is vital in the game. A character can gain heat from various warm objects: a little from a light bulb, more from a heater or a hot pipe. You can recognise these objects by their red or white glow.

[warm1.jpg]

To gain some heat (and thus restore your own heat reserves, i.e. health), get close to a heat source (light bulb, pipe or other heat source). When the character stretches out his left hand, click the right mouse button (bound to Use or Aim actions).

Search for switches and buttons which turn on power supply and lights as they will let you maintain the necessary heat level and gradually bring the ship back to life.

Mental Echo

The second unique element of the game is the Mental Echo ability which allows you to get inside the minds of the other characters and control their actions. In the course of the game you will come across frozen people. These are victims of the ship who failed their tasks in the past. You now have the chance to right their wrongs. Get close to them, stretch out your hand, click the right mouse button and you will find yourself inside the character's body from where you will be transferred back in time to the moment of the tragedy. Then you will try to accomplish the task that the given character failed to complete and thus change their future.

[mental.jpg]

If you fail to accomplish a task or solve a problem, you will automatically return to your own body from where you will be able to try again.

Note that when you are in another body and time – during a Mental Echo – you will have no temperature sensor or weapon except for the one carried by the given character.

Flashlight

[lighter.jpg]

Since the game takes place inside an icebreaker locked in an Arctic ice trap, it is no surprise that some locations are dark until you bring light to them. To make this task easier, you carry a flashlight which works for about three minutes at a time and can be turned on by pressing 'E'.

Weapons

In Cryostasis, weapons have the following peculiarities:

- There is no universal crosshair on the screen so, to shoot accurately, it is recommended that you click the right mouse button to enable aiming mode.

- To pick up a weapon from the ground, you must get close to it and crouch down ('Alt' by default). Then your character will stretch out his hand and you will be able to grab the weapon.

Lock and Chain

[overlay_for_manula.psd\hand lock]

Your character will use this improvised weapon as a knuckle-duster. Note that fights are controlled with the movement keys and mouse buttons. The left mouse button is bound to the Punch action and the right is bound to Block. The Forward, Backward, Left and Right keys determine the direction of the punch. For example, by pressing the Right key and the left mouse button, you will punch with your right hand from the right. By pressing the Right and Back keys and the left mouse button, you will punch with your right hand from below.

Valve

[overlay_for_manula.psd\hand lock]

A valve broken off a rusty high-pressure pipe will help you fight. While a valve is too heavy to be swung fast, its impact is great. The controls are the same as for the Punch action.

Fire Axe

[overlay_for_manula.psd\fire_axe]

In moments of despair this heavy tool becomes an indispensable melee weapon. The axe is heavy and slow but very effective.

As well as using weapons, you should also remember that manoeuvring, jumping and crouching can be useful in a fight.

Walther AC-1940 Signal Pistol

[overlay_for_manula.psd\rocket]

- o Ammo: 6-round magazine
- o Rate of fire: very low
- o Range: long
- o Damage: low
- o Features: distracts enemies

A double-barreled weapon that fires signal flares which can be used to distract enemies. After shooting, a flare can get stuck in a wall and continue to burn for about 10 seconds. Enemies who react to heat sources will be distracted by the flare and will attack it.

Mosin-Nagant 1891

[overlay_for_manula.psd\mosin]

- o Ammo: 5-round magazine
- o Rate of fire: low
- o Range: long
- o Damage: medium

Also it was known in the Russian Army of its time as the Three-Line Rifle or Mosinka. A relatively powerful but heavy and slow weapon, this rifle can fire from a long range and its rate of fire is about 10 shots per minute. For your information, this weapon was the first in Russia to use smokeless powder.

Tokarev SVT-40

[overlay_for_manula.psd\tokarev]

- o Ammo: 10-round magazine
- o Rate of fire: medium
- o Range: long
- o Damage: medium

The Tokarev Self-loading Rifle is a lethal argument in conflicts with creatures of the Cold. The SVT found on the North Wind suffers from a lower rate of fire due to damage caused by the cold.

About a million and a half SVT rifles were produced in the USSR and quickly gained popularity. Soviet soldiers lovingly called SVT-40 with a female name Sveta, it has high rates of fire (about 25 shots per minute) and damage. But it does not cope well with dirt and frost and has a strong recoil.

PPSh-41

[overlay_for_manula.psd\ппш]

- o Ammo: 71-round drum magazine
- o Rate of fire: high
- o Range: medium
- o Damage: medium

The high rate of fire of the Shpagin submachine gun will allow the player to fill his enemies with lead at medium and close range.

In 1940, Soviet engineers were tasked with creating an SMG which would be simple to produce and effective in a fight. After field tests, it was decided that the solution provided by Georgy Semyonovich Shpagin was the best. This weapon was one of the most popular weapons of World War II.

DP-27

[overlay_for_manula.psd\DP 27]

- o   Ammo: 47-round drum magazine
- o   Rate of fire: high
- o   Range: medium
- o   Damage: high
- o   Features: has to be wielded with two hands

The 7.62mm Degtyaryov hand-held machine gun is the most powerful weapon found on the North Wind.

The machine gun was adopted by the Soviet Army in 1927. In it, V.A. Degtyaryov managed to combine technological simplicity and an endurance of 100,000 shots which was incredible for a machine gun at the time. This weapon has an average rate of fire of 80 shots per minute. The DP-27 uses heavy 47-round drum magazines.

Enemies

In the game you will encounter many different enemies who have been awakened by the heat that you, along with Alexander Nesterov, create on the ship.

Wardens

[overlay_for_manula.psd\screen_zombie03 norm]

In life this character was a man obsessed with prisoners' thoughts and hidden fears. The Cold granted the Warden a distinctive appearance, having personified in his mangled body the hidden desires of his wretched soul.

Instead of a face, the Warden has a small prison cell. If a character doesn't manage to flee on hearing his footsteps (a Warden has metal rods instead of legs), the light emanating from his cell-face will help locate the enemy. When a Warden dies, the light in his cell goes out. In life, a Warden liked to pace loudly to attract prisoners' attention and now the sound of his metal rods echoes in the cold chambers of his icy prison.

Servant

[overlay_for_manula.psd\screen_zombie02 norm]

The purpose of his existence is eternal service. Having betrayed his comrades and sworn allegiance to a new master, the Servant was granted his reward: keys to all doors, iron shoulder straps, a metal collar and a mask with ear holes.

The Servant's lot is to eavesdrop at doors, so the Cold has not given him eyes but instead hammered in two rusty nails. The Servant had to spend so much time kneeling that the knees of his trousers and the toes of his socks are worn out. Now his legs are protected by iron tips and special knee caps. A Servant is less dangerous than a Warden but you shouldn't write off a creature which has been hiding behind a closed door for years, waiting to hear the footsteps of a careless victim.

Guard

[overlay_for_manula.psd\screen_zombie01 norm]

Having never had anything of his own, the Guard spent his entire life looking after somebody else's goods. He was personally responsible for small and large warehouses containing numerous crates, containers and tanks filled with important goods.

Now the Guard waits for intruders in order to prove that he is not just an old sentry dog. Armed with a rifle, this enemy is especially dangerous in long-range fights. He reloads his weapon after each shot though and you can use this to your advantage.

Game Controls

This game does not feature an on-screen crosshair, so making contact with objects such as doors, levers, buttons, characters and weapons on the ground is done by stretching out the character's left hand. Both the Use and Aim actions are bound to the right mouse button.

Action	Key
Forward	W
Backward	S
Left	A
Right	D
Crouch	Alt
Jump	Space
Run	Shift + Direction Key
Constant Run	Caps Lock
Flashlight	E
Fire	Left Mouse Button
Aim, Use	Right Mouse Button
Reload	R
Lock and Chain	1
Valve	2
Fire Axe	3
Walther AC-1940	4
Mosin-Nagant 1891	5
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Omen	0
Change Weapon	Mouse Wheel
Screenshot	F12

Removing the Game

To remove the game from your hard drive, select the "Remove (Re-install) game" item from the game's program group in the Start Menu.

You can also use the Remove button on the Autorun Menu which appears when you insert the game disc into the DVD drive (if the "Auto insert disc notification" feature is enabled).

Technical support

If you encounter problems while playing the game, please try the following before contacting the publisher:

- - Choose Run in the Start Menu.
- - Type "dxdiag" in the dialog box and press Enter to run the Microsoft DirectX Diagnostic Tool.
- - Pass all tests.
- - Having passed the tests, press the "Save All Information" button.

- • - Send the report with a description of the problem to Technical Support.

Please also provide the following information:

- • - Game version (and installed updates)
- • - Operating system
- • - Processor brand, type and clock speed
- • - RAM volume
- • - Sound card model
- • - Graphics card model and specifications
- • - DVD drive model
- • - Mouse model and driver version
- • - DirectX version
- • - Detailed description of the problem.

Troubleshooting

Problem: Game does not start.

Possible causes and solutions:

1. The PC does not meet the minimum system requirements (see Section 1.1). In this case, you must install the game on a PC that meets the requirements.

2. Not all the necessary software is installed (see Section 1.2). Install all applications listed as necessary.

Problem: Game runs but displays screen stripes, irregular fonts, etc.

Possible causes and solutions:

1. Graphics card drivers are obsolete. Update them by following either of the following links:
   http://support.games.1c.ru/?redirect=atidrv
   or
   http://support.games.1c.ru/?redirect=nvdrv.

Problem: Game runs very slowly.

Possible reasons and solutions:

1. Graphics card drivers are obsolete. Update them by following either of the following links:
   http://support.games.1c.ru/?redirect=atidrv
   or
   http://support.games.1c.ru/?redirect=nvdrv.

2. PC performance is not high enough. Try the following:

   1) Exit all unused applications, web browsers and instant messaging windows.

   2) Reduce quality in the game settings. In particular reset the following:

      a) Texture resolution – low

      b) Normal maps – low

      c) Specular maps – low

d) Soft shadows – disabled

e) Motion blur – disabled

f) Antialiasing – disabled

g) Anisotropic Filtering – disabled

h) Water reflections – disabled

i) Water Caustics – disabled

Credits

Action Forms

Alexander Tugaenko – Lead Game Designer

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Elena Lichman - Accountant

Ivan Pogodichev – Lead Sound Designer / Composer

Igor Karev – Executive Director

Andrey Tikhonchuk – Level Designer

Maksim Savchenko – Sound Designer

Mikhail Korshunov – Concept Artist

Nikolay Garkavets – Tool Programmer

Pavel Tsykhan – 3D Artist

Petr Lysenko – Lead Artist

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Oleg Sitnikov – 2D/3D Artist

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