

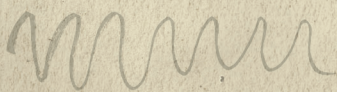
Postal

Epilepsy warning

Some people may be prone to epileptic seizures when exposed to flashing light or common light patterns. These people may have seizures when watching certain TV shows or playing certain computer games. This may happen to a person who has never experienced such conditions before. If you or any of your family members have experienced any epilepsy-like symptoms (seizures, fainting) when exposed to flashing lights, please consult your doctor before using this product. Parent supervision is highly recommended for children playing the game. Stop playing the game and consult your doctor immediately when you or your children note any of the following symptoms: dizziness, blurred vision, eye or muscle ticks, disorientation, unwilling movements or cramp.

Precaution when playing a computer game:

- Do not sit too close to the screen.
- Avoid playing when tired or sleepy.
- Ensure the room you play in is well lit.
- Rest for 10 to 15 minutes after each hour of gameplay.



CONTENTS

INTRODUCTION	4
GAME BASICS	6
Installation and activation	7
Main menu and starting the game	8
Options	9
CHARACTER CONTROL AND INTERFACES.	11
What you should know about controls in Postal III:	11
Gaming Interfaces	13
Weapons	20
Dude's special abilities	28
CREDITS	33
MUSIC.	40

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INTRODUCTION

Darkly comedic, socially satirical and third-person action-adventurous, **POSTAL III** picks up where the demented classic **POSTAL 2: Apocalypse Weekend** left off.

Following the accidental nuclear destruction of Paradise Arizona, we witness The Postal Dude and his semi-faithful Pitbull Champ's exodus. They don't get far before their car runs out of gas, leaving them stranded in Catharsis, a dirty skeevey shithole town on the US/Mexico border.

In a satirically broken US economy where gas costs \$17 a gallon and the G. W. Bush memorial border fence now serves to prevent Americans from crossing illegally INTO Mexico in search of jobs and cheap health care, the Dude stumbles from one disastrous temp job to the next, just trying to save up for a down payment on some fuel.

You'll follow his plight as he gets caught up in a web of crazy, featuring the sinister machinations of presidential candidate Raul "Ron J." Chomo (the local porn shop owner/drug lord/Mayor of Catharsis), aided and abetted by cult leader/adulterer/amusement park operator Uncle Dave! Thrown into the psychotic stew are Osama Bin Laden (NOT dead and running a dive restaurant in semi-retirement) and the Ecotologists; a twisted blend of PETA and Scientology, hell-bent on saving "Gaia" from the "dirty humans" at any cost. Throw in a pinch of Krotchy, (a cartoon ballsack now shilling for tossed salad) and garnish to taste with a Gay Biker Gang run by original Village Person Randy Jones, and you've got one big steaming bowl of crazy!

Did we mention the Playboy Playmate? There's a Playboy Playmate. Hotness Jennifer Walcott debuts as "Jennifer Walcott", but is she friend or foe? With Benefits? You're welcome.

Does The Dude give in to his base instincts and fight fire with gasoline? Or will he rise above to become something more, to serve and protect his fellow citizens? You, the player, are given story-altering control over the Dude's fate! Will The Postal Dude escape Catharsis and save his own sorry skin? -Die a horrible painful death? -Or rescue Catharsis from socialist invasion and terrorist insurrection, becoming the most powerful man in the free world? YOU will decide!

Gay Disclaimer Thingy:

The creators of this fine videogame entertainment experience in no way endorse or encourage the use of actual violence in the REAL WORLD. This product is intended to provide edgy, darkly humorous CATHARTIC RELEASE, not illustrate a viable way of life, because it DOESN'T. Seriously. Real-world violence will fuck up your life and make Baby Jesus cry. And you wouldn't want that.

GAME BASICS

SYSTEM REQUIREMENTS:

Operating system: Windows® 7 / Vista / Vista64 / XP

Processor: Pentium 4 3.0 GHz

RAM: 2 GB for Windows XP, 4 GB for Windows Vista - Windows 7

Graphics: DirectX 9-compatible video card, 128 MB Video memory, Shaders 2.0.

ATI X800, nVidia 6600 or better

HDD: 13.5 GB of free hard disk space

Sound card: DirectX 9.0-compatible

Keyboard, mouse

RECOMMENDED:

Operating system: Windows® 7 / Vista / Vista64 / XP

Processor: Intel Core 2 Duo 2.4GHz

RAM: 3 GB for Windows XP, 4 GB for Windows Vista - Windows 7

Graphics: DirectX 9-compatible video card, Shader model 3.0.

nVidia 7600, ATI X1600 or better

HDD: 13.5 GB of free hard disk space

Sound card: DirectX 9.0-compatible

Keyboard, mouse

INSTALLATION AND ACTIVATION

(for users who purchased a retail copy of Postal III)

STEAM NOTICE:

Notice: Product offered subject to your acceptance of the Steam Subscriber Agreement («SSA»). You must activate this product via the Internet by registering for a Steam account and accepting the SSA. Please see <http://www.steampowered.com/agreement> to view the SSA prior to purchase. If you do not agree with the provisions of the SSA, you should return this game unopened to your retailer in accordance with their return policy.

DRM NOTICE: Postal III uses third-party Digital Rights Management software - ActControl (<http://www.actcontrol.net/>).

In those very rare cases of losing connection with Steam service during activation, it will require the user to activate his copy of the game manually by entering your Steam serial number (usually found inside the package). If you experience problems activating your copy of Postal III, please check out this FAQ: <http://activate.actcontrol.net/Help/>

To start manual activation (or deactivation) of the game, please find `apcc.exe` file in the root directory of your game and run it.

MAIN MENU AND STARTING THE GAME

MAIN MENU



- Continue** - quick load of the last save
- New game** - opens the episode selection screen
- Load game** - go to the loading screen
- Achievements** - go to the achievements screen
- Options** - go to the game settings screen
- Quit** - quit the game and exit to Windows



New game - go to the episode selection screen. In the field under the selected episode there will be a short description. As you are progressing in the game, more episodes will become available to you.

Postal III is a game about the freedom of choice. There are two ways to play the game: Good and Insane.

The «Path» icon indicates, whether the selected episode belongs to a “Good” or an “Insane” way of playing the game.

The «Path selection:» item indicates whether you can change your path in the selected episode.

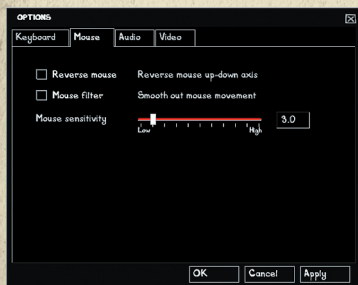
OPTIONS

The rich options of the Source™ technology should be well known to many gamers. Postal III uses this technology as well, thus inheriting all possibilities for individual tuning of graphics, sound and controls.

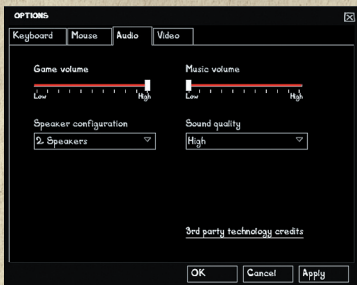


Keyboard Options allow to map all in-game actions to the keys of your choice. To do this, simply select an action from the list and press the “Change” button, then enter the desired key for that action into the corresponding window.

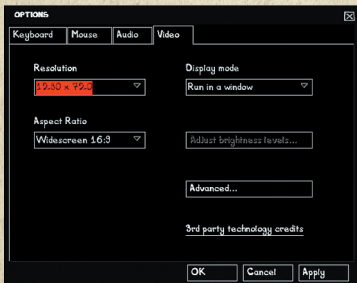
Important: Postal III is also a game about crazy weapons, and a player can have a great variety of them. One can map quick switching to a separate hotkey. For your convenience, this hotkey will be displayed on a weapon icon during play. More about it in the “Gaming Interfaces” section.



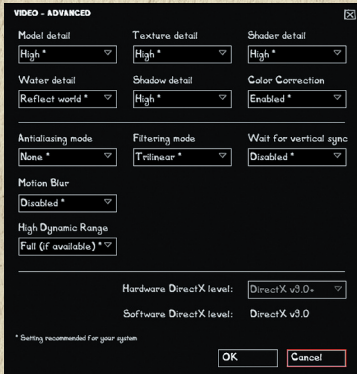
Mouse Options allow to change mouse sensitivity and invert the axis, if needed.



Audio Options allow to set the sound and music volume and select the output device type.



Video Options allow to change the resolution and aspect ratio, select a full-screen or windowed mode, and set the gamma level.



Advanced Video Options screen allows for more precise tuning of graphics. Altering these settings is recommended to advanced users only, who have a clear idea what they are doing, since altering these settings without having such knowledge can cause severe performance drop during playing.

For most of the users, whose systems comply with the system requirements, these settings will likely not be needed – the game will determine the configuration and set the optimal parameters automatically.

CHARACTER CONTROL AND GAMING INTERFACES

WHAT YOU SHOULD KNOW ABOUT CONTROLS IN POSTAL III:

KEYBOARD DEFAULT CONTROLS.

W, S, A, D - movement (forward, backward, strafe left, strafe right).

R - reload weapon

E - kick

F - interaction with objects and characters: pick up an item, a cat or a monkey; press the button; arrest (when on the "Good" path), use character as cover (when on "Insane" path).

SPACE - hide behind an object (wall, pipe)

To cross an obstacle (jump on or jump over) come closer to it, press

SPACE - this will activate the "cover" mode - then press **SPACE** and **W** simultaneously - the character will jump on the obstacle or will jump over it, if it was not too high.

Q - upgrade weapon:

Use the cat as silencer for the selected weapon (if there are cats in the inventory, the corresponding icon will appear under the selected weapon). For example, pick the M16 and press **Q**.

Use to combine a cat with a hand grenade (if there are hand grenades and cats in the inventory, the corresponding icon will appear under the cat icon).

Select the cat and press **Q**.

Load a cat into the rocket launcher (if there are cats and the rocket launcher in the inventory, the corresponding icon will appear under the rocket launcher icon).

Select the rocket launcher and press **Q**.

SHIFT + W - accelerated movement.

Attention: accelerated movement is available for a short period of time only - after that the Dude will need to catch his breath. Then the Dude once again will be able to run very fast.

X, C - switch to the previous (to the left in the list) and next (to the right in the list) weapon in the inventory (for players, who don't own a wheeled mouse).

Tab - open/hide the notepad (current objectives screen).

MOUSE. DEFAULT CONTROLS LAYOUT

LMB - primary attack

RMB - additional attack or weapon property

Mouse wheel - switching between weapons in the inventory (scrolling).

GAMING INTERFACES

BEGINNING OF THE MISSION



DURING THE MISSION

Weapon hotkey



Cat-specific functions



Karma meter

Notepad

ALLIES



In the game, Dude can have allies or objects, which must be preserved in order to successfully complete the mission. Their status is displayed in the left part of the screen. In this mission, it is important that the store and its owner survive.



Not all weapons have ammo represented by numbers. For example, in case of a vacuum cleaner the ammo indicator represents the occupancy of the tank with trash.

The status of your objectives can change during play, so we advise to open your notepad frequently.

BOSSSES



The health level of bosses is shown in the lower left corner of the screen.



Boss health level.

KARMA METER

Postal III can be completed in two ways: a “Good” way and an “Insane” way. The visual indicator of this concept and the possibility to change the path is implemented through a Karma meter.



The Karma meter is displayed in the upper right part of the screen. It is displayed separately and also in the notepad.



Attention: in the first five missions the Karma meter is not displayed; nor will you find any references to it. Consider these episodes a prelude to the main storyline.

The Karma meter has two opposite statuses: positive karma and negative karma. Positive karma allows to walk the “Good” path (i.e. make a career in the police force of Catharsis). If karma becomes negative, Dude will be fired from the police force, after which only the “Insane” path will remain available.

Karma values are carried over from mission to mission.

KARMA HAS SEVERAL INTERESTING AND IMPORTANT FEATURES, SUCH AS:

Completing an “Insane” mission with 100% positive Karma allows for joining the police force (and hence changing the chosen path).

Completing a “Good” (police) mission with negative Karma causes Dude to be fired from the police force, and his next mission will be “Insane”.



Positive Karma can only be lost. Negative Karma can be both lost and gained.

We realize that this concept might be a bit confusing, but it is simple, really. Imagine two parallel flows of events. In one of them Dude is on the force (“Good” path), and in the other he just acts as he’s used to (“Insane” path). Like parallel realities, you know. And thanks to the Karma meter you can shift between these two realities.

How to gain Karma? Use only non-lethal weapons and only within the bounds of your objective. For example, using a pepper spray on passersby will therefore cause your Karma to drop. Also, take time to read through all your objectives, including secondary ones. Often, if you fail a secondary objective, it will automatically cause all your gained Karma to be lost.

How to lose Karma? That is much simpler. Just play Postal III like you're used to playing Postal: kill everything that moves, don't read your missions and the like. In this case you will only have just one way of finishing the game, and the finale, therefore, will be a bit predictable.

Several actions hurt Karma more significantly compared to others. Usually this depends on the severity of hurting others and the method chosen for doing this. Say, improper killings take away a lot of Karma, while misusing non-lethal weapons hurts Karma not as significantly.

Gaining Karma is difficult; even more difficult is to keep positive karma over a prolonged period of time. Generally, playing in a "Good" way is a priori more difficult. Just like in the real life: being a goody is harder than being a baddie. But your efforts will be rewarded: the "Good" path offers more content, and the finale is more interesting as well...

So feel free to experiment!

ESC MENU

Wanna replay an episode, load the game or save it? Time to walk your dog or do your homework? No problemo! Anytime you can press **ESC**, the game will be paused and will offer you the same set of option, as the main menu. To resume playing, just press **ESC** again.

A screenshot of the ESC menu in the game Postal III. The title "Postal III" is displayed in a stylized white font at the top. Below it, a list of menu options is shown in a smaller white font: "Resume game", "Save game", "Load game", "New game", "Achievements", "Options", and "Quit". The background is solid black.

Postal III

Resume game
Save game
Load game
New game
Achievements
Options
Quit

WEAPONS

“Postal III is a game about crazy weapons and crazy reactions on their use”, - this line opens the game’s design document. The arsenal of Postal III is very rich and diverse. Most weapons in the game have more than one mode. Weapons are broken down into groups according to their usage type. Each group has its specific color-coded icon.

NON-LETHAL WEAPONS

Non-lethal weapons are the key to playing the game in the “Good” mode and achieving the best finale possible.

Using non-lethal weapons, you make sure that you won’t end up going to the chair in the end... Oops, what were we talking about? Right. So, the main advantage of non-lethal weapons is that they don’t take away good Karma (if used against enemies), but reduces the bad Karma. Using non-lethal weapons, again, is the main way to play the game in a “Good” way.



Zipper: every real Dude has one! The primary attack allows to take good aim and pee.

Alternative attack allows to do essentially the same, just the distance is longer. To do this, Press and hold the alternate attack button, then release it, once you’ve had accumulated enough urine.

Advice: you can piss on yourself, if, for some reason, Dude went on fire. Like in the real life, it won’t be too simple, though.



Taser: the main non-lethal weapon. The main attack shoots a pair of electrodes at the enemy, and then you can let the electrical current flow through his body (hold the attack button),

thus knocking him unconscious.

Alternative attack allows to accumulate the electric charge (hold the alternate attack button) and then release it in the form of focused ball lightning, which can stun the enemy. The stun period depends on the

power of the accumulated charge. Yes, yes, we know that this cannot happen in real life, but then again, it's Postal!

The Taser has infinite ammo and becomes available very early in the game. So, don't tell us that you were forced to kill, because the Taser's batteries died...



Pepper spray: this weapon can only be considered “half-non-lethal”. Its primary attack can launch a spurt of caustic red liquid at someone and even knock them unconscious.

But the alternate attack turns this self-defense weapon into a real flame thrower. Dude ignites his lighter at the nozzle – and everything is instantly on fire. Obviously, if you decide to use your pepper spray in that manner, your Karma will drop very quickly!

Dude can have up to 6 pepper spray cans on himself.

SPECIAL WEAPONS

Weapons of this kind don't always deal lethal damage. In some case it is no actual weapon at all. Well, our designers just gave vent to their creativity.



Shop vac: it can suck, and it can blow. No, really. The primary attack launches a stream of air, which can blow away various objects, or you can “spit” items out of the vac. Alternate attack sucks items into the vac.

Tip: try to hit someone with a bottle exactly in the head. Most likely the guy will be stunned! Isn't that cool?



Catnip: that thingy is no weapon, but is very useful nonetheless. First, its primary attack sprays catnip on various surfaces and attracts cats. But its alternative attack truly kicks.

Dude sniffs it, and the world around him instantly transforms. This is our “Postal” version of slo-mo...

Dude can have up to 6 catnip spray cans on himself.



Badgersaw: a symbolic weapon of Postal III. Using the main attack, Dude stimulates specific areas of the badger's body, and the enraged animal begins to chaotically swing its clawed paws. The alternate attack is non-lethal. Dude stimulates different zones, and the badger launches a spurt of stinky liquid from its secretory glands, which can easily knock any victim out.



Laserpen: this one, too, is not a weapon on its own, but is very useful since it can also act as a whistle. The main attack can be used to direct the monkey or Champ at persons of your interest. Alternative attack blows the whistle to attract attention of animals that fell behind. Similar to "Come" command, given to the dog.



Beehive: young bee-keeper's kit! The main attack allows to throw the bee-hive at the enemy and enjoy watching, as he struggles. Alternate attack places the bee-hive as a mine at the player's location. If someone then walks over it, the hive will explode, and the swarm of furious bees will attack the hapless victim.

Tip: the mechanics of tossing projectiles is more thoroughly described in the "Thrown weapons" section. The hive can stick to walls or ceilings and function in the trap mode. Say, you could toss the hive on the corridor wall, wait until someone walks close to it and then shoot at the hive, releasing the bees. Dude can have up to 10 hives on himself.



Gasoline: this is the one and only love of a true pyromaniac. Holding the primary attack button allows to aim and pour gasoline; alternative attack tosses a burning match into the resulted puddle.

Concerning matches (which are not to be played with, as all kids must know): Dude never runs out of them. If there is no more gasoline in the canister, the canister icon will be substituted with the matches icon. Then, if Dude picks another canister with gasoline, its icon will automatically appear in the former place.

MELEE

This is something that our Dude can always count on, even if he runs out of all ammo (which, we believe, will very rarely be the case).



Bare hands: Dude's fists are something to be afraid of! The main attack allows to quickly thrash people in a boxing style, and if it turns out that there's a real boxer among dude's adversaries, he can use alternate attack in order to block incoming punches. This block will not stop bullets or grenades (obviously), so don't get too excited about it.



Shovel: this thing is not only a soldier's best friend; Dude, too, can use it quite effectively. Main attack is a vertical stunning hit, alternate attack - horizontal slashing hit. An undying classic!



Cop baton: a policeman's best friend (after a pistol, of course). Main attack can be used to beat people up; alternate attack hurls the baton far away, knocking down everyone in its path. Very effective, if a baddie tries to escape justice!

Tip: when tossing the baton, there is a chance that the enemy will be stunned, if hit in the head.



Nailbat: this is not a sporting equipment! Especially if the bat is set with spikes. Main attack allows to hurt people (and hurt them quite a bit); alternative attack throws the bat away. Unlike the baton, the bat doesn't knock people down... it sinks its teeth into the victim and stays there until Dude approaches and pulls it out...



Hammer: or, rather, a maul. But here it is used not for hammering nails in, you know. Main attack launches a powerful vertical strike. Alternate attack makes Dude to begin whirling, sending everyone and everything close to him flying away.



Axe: everyone must have it! The main attack is the “Wood-cutter’s strike”! Alternate attack is a circular slashing move, similar to the hammer’s “Whirlwind of Death”! In the crowd, this attack looks absolutely spectacular.



Machete: it’s not just a big knife! The main attack allows to cut all surrounding enemies into pieces. But alternate attack is even more interesting – you can toss the machete, and it will return to dude, just like a boomerang.

Attention: you can catch the machete only if Dude’s hands are empty. If you switched to another weapon, while the machete was in flight, it will still return, but Dude won’t be able to catch it, and it will fall on the ground.

Just come close to it and pick it up, like any other weapon or ammo.

FIREARMS

Probably, the most unoriginal weapon in the game (though used most frequently). Still, there are interesting nuances, too.

First, all firearms, except for the rocket launcher, use a common scheme for the main and alternate attack. The main attack is the shot itself. Alternative attack is the aimed shot mode (very useful for making head-shots).

Second, firearms need to be reloaded. Dude does this automatically, when he runs out of ammo in the magazine, but you can also reload manually by pressing R on the keyboard.

You will have to find and accumulate ammo for your firearms. For each weapon, below you will find information, how many cartridges a magazine can hold and how many you can carry in your inventory.



Pistol: 14 cartridges in the magazine and 140 in the inventory.



Shotgun: 8 in the shotgun and 100 in the inventory.



M-Gun: 100 in one magazine and 400 in the inventory.



M16: 30 in the magazine and 300 in the inventory.



RPG is working in a bit different manner. The main attack pumps fuel into the rocket, the more fuel you pump into it, the farther it will fly. Alternate attack pumps maximum fuel and activates the target seeking mode. In this mode the rocket will automatically calculate its trajectory, rounding the obstacles until the target is hit or all fuel is burnt out.

Dude can carry up to 10 rockets. We don't advise to release the attack button too quickly - in this case the rocket may travel a very short distance and explode close to Dude.

On firearms and cats: M16 and the rocket launcher also have another unique feature - only these weapons can be used with cats.

In case of M16 it's the famous "cat silencer". If Dude has cats in the inventory, a specific icon will show under M16. In order to activate the "cat silencer", choose M16 and use the "upgrade weapon" function (Q on the keyboard).

Similar scheme is used for the rocket launcher, but in this case the cat is not used as a silencer, but instead is simply loaded into the weapon instead of the rocket.

THROWN WEAPONS

Thrown weapons can be invaluable in certain situations. Besides, there are quite interesting species among this family.

All thrown weapons function according to a common scheme. Holding the main attack button, you can see the expected trajectory of the toss and adjust it. Pressing the alternate attack button will toss the weapon. If you simply press the alternate attack button, Dude will lay the projectile in front of himself.

All thrown weapons have specific distinct features in various attack modes. Let's take a closer look at them.



Grenades: in the main attack mode grenades will explode after contact either immediately or after a short delay. In the alternate attack mode Dude plants them like mines, which go off after contact or after a set period of time.



Molotov cocktail: in the main attack mode the bottle will break after contact with any surface, pouring the flaming mixture all over. In the alternate attack mode Dude plants them like mines, which go off after contact or after a set period of time.



Krotchy grenades: small dolls stuffed with plutonium. They are triggered by contact after a toss (main attack) or in a mine mode (alternate attack). In both cases they produce a local nuclear explosion yielding a power shock wave.



Cats: nice beasties with nine lives, as we all know. Traditionally, cats are objects of great attention in the world of Postal. Main attack allows to toss a cat wherever you want to. If a cat

hits the enemy, it will stick to it and will not let go. If missed, the cat will transform into a whirlwind of teeth and claws, which doesn't tell friends from enemies and deals a lot of damage to everything in its wake. The alternate mode allows to release the cat in the whirlwind mode at Dude's side. This can be very effective, but also can turn out to be extremely dangerous.

Attention: collecting cats - beginner's guide! Don't even try to approach a cat, target it and press F.

Cats are very wayward animals; they will either run away, or pounce on Dude. To pick up a cat, one shall lure it with catnip first.

Cat-grenades definitely deserve a separate paragraph. If you have both cats and grenades in your inventory, you can select a cat and then press Q (upgrade weapon) - this will stuff a grenade into the cat. Then you should throw a cat as soon as possible or place it on the ground (main or alternate attack). The cat will go into one of its own attack modes and after some time it will explode.

Dude can carry up to 10 of each of these thrown weapons.



Monkey - Dude's best friend (after Champ, of course). The monkey can be thrown (main attack) or release at Dude's side (alternate attack), but, unlike cats, monkey can be controlled. To do this, switch to the laser pointer and highlight objects of interest with its beam. Depending on the situation, a monkey can:

- a. Make faces, taunting the passersby
- b. Toss pieces of poop at the passersby (the need to be found first)
- c. Try to rape the object (but since our monkey wears dense diapers, it can hardly succeed at this)

The monkey has its own intellect, so it can make decisions, which actions to perform and when. The laser pointer can only give it a general direction and call it back (the alternate attack of the laser pointer is a whistle). The monkey can even climb on Dude's shoulder.

To hide the monkey back into the inventory, come close to it, target it and press the interaction button (F). The monkey will end up in Dude's hand, and then you can just switch to any other weapon - the monkey will stay in the inventory.

Also keep in mind that your monkey can die, so it is advised to care for it and protect it.

DUDE'S SPECIAL ABILITIES

HUMAN SHIELD

Dude can take hostages and use them as cover. This is very inhumane, and therefore this option is available only for the "Insane" path.

To take a hostage, Dude must stun him first, using a non-lethal weapon or just scoring a precise hit in the head with any heavy object. While the enemy is stunned, approach from behind and catch the victim by the throat by pressing F.

Now the major part of damage Dude would otherwise take will be soaked "human shield". Well, as long as it remains live: after taking too much damage the victim will drop down dead or unconscious.

Important: you can simply release the hostage, but there is a trick. The "Insane" path demonstrates Dude's worst traits - his imbalanced psyche, for example. Simply put, when releasing a hostage, Dude will break his neck. Obviously, this counts as a kill and definitely doesn't improve Karma.

And also, if you do that, you should not expect to earn the "Saint" achievement.

ARREST

Arrest is a special ability, which Dude gains while on duty in the police force of Catharsis. This ability functions very similar to the “live shield”, but no one gets hurt and no Karma is lost.

To arrest a person, you should first stun it (taser, pepper spray), then approach from behind and press F. Dude will put cuffs on the violator and toss him to the ground.

This ability is very useful, if you try to play to the end without killing anyone, since the supply of non-lethal weapons is limited. Stunning an enemy and then arresting him consumes much less ammo compared to complete knock-out using, say, a pepper spray.

KICK

Dude can fight with hands and legs - like a real karateka! He can even punch and kick enemies at the same time, since the kick is separated from the primary attack (E on the keyboard by default).

You can also kick objects standing in your way in order to clear the path.

STAMINA

Dude is cool, but still not a superhuman. Actions like fast running (SHIFT+W) or swinging a heavy hammer require a lot of effort. Keeping in mind that our hero doesn't adhere to a healthy life-style, it is not a big surprise that such activity will soon cause short breath (Dude slows down and breathes heavily). Just give him time to rest a bit, and soon he will be ready for new challenges.

OTHER USEFUL INFORMATION:

SKIPPING IN-GAME CUTSCENES:

If you have already seen a cutscene, you can press **Esc** anytime to skip it.

ACHIEVEMENTS:

There are achievements in this game, and the list of achievements will be renewed with game patches. Information about achievements can be found in the corresponding section of the main menu.

USING ITEMS:

The streets of Catharsis are getting cleaned up very poorly. There's a lot of trash, which can be picked up (**F**) and used for assaults (or defense) - or you can just throw junk in the windows. By the way, you can also pick up severed limbs...

AMMO:

In Postal III, almost every weapon needs ammo. The ammo is scattered throughout the entire gaming world. To pick them up, simply come closer to the ammo box: Dude will pick it up automatically. Boxes with grenades and several other ammo types function differently - in order to open them and replenish the ammunition, you must approach them and press the "Use" button (**F** by default).

If ammo was picked up successfully, the corresponding icon will appear in the lower left corner of the screen. When a player picks up a new weapon, it is indicated in a similar fashion.



Pistol ammo



M16 ammo



Bunch of grenades



Machine gun magazine



Shotgun shells



Molotov cocktail pack



Box of grenades



Bunch of rockets



Box of rockets

CREDITS

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Mike Jaret

Web Pimp:

Tim Wambolt

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Jon Merchant

Artist:

Joe Cerniglia

Admin:

VinnyDesi

Writer:

Bill Kunkel

Server Admin:

Jon Shay

Mascot:

Champ

Main Characters

POSTAL Dude: Corey Cruise

www.voicecore.net

Ron Jeremy-Mayo

r Raul Chomo, aka; Ron the pr0n shop
guy/El Jefe De Narcotico/Gay Rodeo
Pitboss

Randy Jones - Himself

Jennifer Wallcott - Herself

Mark Bego-Lieutenant Deuschebagge

Everyone Else

Christian Wlach - Gay Biker,

Ecotologist

CisianyOlivar - Mexican Female

Erin VanBebber - Old Female, Hockey

Moms

Fernando Rivas - Hugo Chavez

Greg Blackman - Black Male

Jesse Estrada - Venezuelan Army

Jim Halstead - Uncle Dave

Joe Cerniglia - Old Male, Mexi Sushi

Workers, Hobo, Larry The Krab, Uwe

Boll, Male Scientist, Al Queda

Marcus Davis - White Male, Police,
Swat, Krotchy

Marie Gaddy - White Female

Mike Jaret - Gay Interviewer, Gay Biker,
Osama, Multiplayer Announcer, Lloyd
Kaufman, Dykes, Malaysian Slave Boy

Phil Murphy - Al Gore

Rick Berg - Gay Biker, Ecotologist

Roberto Mejia Montano - Mexican
Male

Ryan McKenzie - Al Qaeda, Ecotologist

Sean Morgon - Inmates

Sharlysia Simone - Ecotologist, Black
Female, Scientist

Stephanie Dupnik - Police

Tim Wambolt - Ecotologist

Vince Desi - Himself

RECORDED BY:

Audio Engineer:

Fernando Rivas @ OG7 Studios

- www.og7.net

Audio Engineer:

Sam Guelzim @ Violet Sounds

- www.spifnoof.com

Audio Engineer:

Abbot Miller @ AMP Studios

- www.ampstudiosaz.com/

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Vladimir GREZNYOV

**MOTION CAPTURE ANIMATION
ACADEMY OF FANTASY**

**ADDITIONAL 3D GRAPHICS
WARGAMING INC. («ARISE»)**

**ADDITIONAL SOUND EFFECTS
GAIJIN SOUNDS**

MUSIC

SOUNDTRACK PRODUCED BY DFAD/DF MUSIC ORGANIZATION GROUP

Producer, composer

Dmitriy "MARQUIZE DIABOL" Myachin

Supervisor

Alexander "SPADY" Gavrilov

Composers

Daniil Danilov

Sergey Kuznetsov

Nº	ARTIST	TITLE	MUSIC	LYRICS
1.	Vino Miel Vno	Birdie	Vino Miel Vno	V. Stepanov
2.	Simba Vibration	Leo	Simba Vibration	Sarafin Makangila
3.	Simba Vibration	Iyo - Iyo	Simba Vibration	Sarafin Makangila
4.	Mushmellow	HELLEN (Andrey Vakulenko Remix)	"Mushmellow"	Zhuravel A. I.
5.	Papamobile	Completely fucked	A. A. Gardin	
6.	Hint Machine	Worry You	Ponomarev A.B.	Arkhipov I. V.
7.	The Barbutators	Surf	The Barbutators	The Barbutators
8.	Indonesia	Against My Father	Indonesia	
9.	Dillberriezz	Intro	Pavel Didenko and Evgeniy Kucherenko	
10.	Not For Joe	Sunday 11 am	"Not For Joe"	Evgeniya Svetukhina
11.	Noev K	Independence	Tsyryn A.	
12.	Mr diamond B	Chorus	Matushev V.	
13.	Igor Volodin's Band	Cafe «Blues»	I. Volodin	
14.	Dmitri Mikhailin	Morning	D. Mikhailin	
15.	Les Petits Oursons (Wine)	Showbiz Crisis	A. Vainer	

16.	Peter Pan the band	mix 2011	Shatskiy Yu.	
17.	Peter Pan the band	To hell with the devils	Shatskiy Yu.	
18.	Peter Pan the band	Nothing Sacred	Shatskiy Yu.	
19.	The Hen	Oviduct Symphony	Myachin Dmitriy	
20.	Dreamsfall	Freakshow	Rubel M. K.	
21.	Boys on the Internet	Shkatulka	Danilov Daniil, Kuznetsov Sergey	
22.	Kuelporr	For You (8-bit version)	Yuriy Burnyakov	
23.	Boys on the Internet	Sudhir	Danilov Daniil, Kuznetsov Sergey	
24.	Boys on the Internet	CARAVAN (Limitless Sound Remix)	Danilov Daniil, Kuznetsov Sergey, Myachin Dmitriy	
25.	Boys on the Internet	Fidel Authority	Danilov Daniil, Kuznetsov Sergey	
26.	Boys on the Internet	Revenge	Danilov Daniil, Kuznetsov Sergey, Myachin Dmitriy	
27.	Limitless Sound	Samurais' Dreams	Myachin Dmitriy	
28.	Tony MAniaje	Aliens War	Tony MAniaje	
29.	Boys on the Internet	Pablo-the-Bush (Limitless Sound Remix)	Danilov Daniil, Kuznetsov Sergey, Myachin Dmitriy	
30.	The Hen	Illlgal Makro-Recipe	Myachin Dmitriy	
31.	The Hen	Goldstarr	Myachin Dmitriy	
32.	Hint Machine	Nearing Light	Ponomarev A.B.	Arkhipov I. V.
33.	Limitless Sound	Soviet Intrusion	Myachin Dmitriy	
34.	PETER PAN...The Band	Sosite Society	Yuriy Shatskiy	
35.	Boys on the Internet	Ben Laden	Danilov Daniil, Kuznetsov Sergey	
36.	Dreamsfall	Epic Battle Trailer	Rubel M. K.	
37.	Antony Sky	Fetish of 80s (Electro_Fetish_Mix)	Obraztsov A. A.	
38.	Boys on the Internet	Fitz Patrick und Mueller	Danilov Daniil, Kuznetsov Sergey	
39.	Limitless Sound	White House	Myachin Dmitriy	
40.	Boys on the Internet	Anthem for Arrivals	Danilov Daniil, Kuznetsov Sergey	
41.	Dreamsfall	War Zone	Rubel M. K.	

42.	Limitless Sound	Aggressive kids	Myachin Dmitriy	
43.	Antonij Sky	Intro	Obraztsov A. A.	
44.	Boys on the Internet	Monica	Danilov Danil, Kuznetsov Sergey	
45.	PETER PAN...The Band	Balls (Hold tighter)	Yuriy Shatskiy	
46.	Limitless Sound	Relax by the Sun	Myachin Dmitriy	
47.	PETER PAN...The Band	You won't hear her -	Yuriy Shatskiy	
48.	PETER PAN...The Band	Hayloft, Booze, Village	Yuriy Shatskiy	
49.	PETER PAN...The Band	Gary the Rat	Yuriy Shatskiy	

ADDITIONAL SOUNDTRACK PRODUCED BY RUNNING WITH SCISSORS

- Postal 3 Theme written and performed by Patrick Jones
- K.A.O.S written and performed by Greg Blackman Produced by Marek
- Abyss written and performed by Greg Blackman produced by The Un-beatables
- 4.Lost, Left, All Alone by A Fall to Break

Tracks were recorded @ xenocide digital recordings by Craig artz mixed and mastered and xenocide digital recordings by Craig artz produced by Craig artz and A Fall To Break

Vocals Nathan Shoemaker.

Guitars Craig Artz

Guitars Cody Larson

Bass Jeff Dickey

Drums Matt Bejar

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- Didgerivoodoo by Stands With Fists, all music and lyrics written by Stands With Fists.

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Please excuse us if we left someone out - our memory doesn't serve as well anymore...

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