

GORAKY

17


METROPOLIS
SOFTWARE HOUSE


TopWare
INTERACTIVE

Manual

EPILEPSY WARNING

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights for long periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure. If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game. Parental guidance is always suggested when children are using computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game,

TURN IT OFF IMMEDIATELY

AND CONSULT YOUR DOCTOR BEFORE PLAYING AGAIN.

P R E C A U T I O N S D U R I N G U S E

- X Do not sit too close to the monitor. Sit as far as comfortably possible.**
- X Use as small a monitor as possible.**
- X Do not play when tired or short on sleep.**
- X Take care that there is sufficient lighting in the room.**
- X Be sure to take a break of 10-15 minutes every hour.**

GLORY 17

CONTENTS

1. Introduction	3
2. Installation	5
3. Starting the game	5
4. Menu	6
5. Adventure mode	8
5.1. Controlling the party	8
5.2. Control panel	9
5.3. Inventory screen	10
5.4. Statistics window	11
5.5. Weapon skill window	11
5.6. Collecting items	12
5.7. Using items	12
5.8. Using healing items	12
5.9. Exchanging items	12
6. Combat mode	13
6.1. General rules	13
6.2. Character movement	15
6.3. Giving an item to another character	15
6.4. Healing	16
6.5. Using the inventory	16
6.6. Selecting and using weapons	16
6.7. Moving items	17
6.8. Defending	17
6.9. Opening chests	18
6.10. Facing	18
6.11. Character statistics	18
6.12. Weapon skills	20
6.13. Monsters, shields and protections	20
6.14. Special character states	21
6.15. Weapons	22
6.16. Healing items	24
7. Party members	26
8. Contact information	28
9. Credits	28

1. INTRODUCTION

The year is 2008. NATO Intelligence reports that the Russians have entirely destroyed one of their "secret" cities, known as Gorky 17. This was an exact replica of an American city which the Russians used as a training ground for their best spies. Naturally, the Russians claim the city was empty and that its destruction was merely part of post-Cold War cleanup. But NATO intelligence isn't buying that story, for they have long known that more went on in Gorky 17 than just spy training. Its far more important (and infinitely more sinister) function was to serve as a top secret location for military experiments, under the command of the elusive General Kozov. While the exact details of these experiments were never clear, they apparently involved telekinesis and teleportation. At some point things spun totally out of control, and the city was attacked by fearsome human hybrids. NATO's theory is that these deformed creatures - the "results" of experiments gone awry - escaped from their creators and went on a killing rampage, leaving the Russians with no choice but to destroy the city.

The following year NATO starts moving troops to Poland as the third step of the Polish integration into the North Atlantic Treaty Organization. Before setting up their own secret camps, NATO Command wants to check the status of the former Russian complexes. Western intelligence services receive anonymous information that the Russians have another secret military laboratory, similar to Gorky 17, hidden near the Polish city of Lubin.

Eager to find out more, NATO immediately prepares a team of scientists and soldiers disguised as ordinary citizens. They enter the city looking for the hidden laboratory. At first the city's streets seem to be entirely deserted, but as the team makes its way downtown they're suddenly surrounded by horrifyingly deformed creatures. Parts of their bodies seem human, while others are a terrifying combination of insect and

GORKY 17

animal. Is this Gorky 17 all over again? The entire group (known as NATO Group One) disappears without a trace.

NATO officials soon receive another anonymous letter. Handwriting analysis reveal that it was written by the same person as the first one. In this second letter, the anonymous informant explains that the hybrids had been created from former citizens. The Russian authorities had stored all the genetic data for each citizen on four "matrix disks", unbelievably high capacity storage media. This was the source data they used for hybrid creation. But the Russians weren't only using human beings. They apparently were combining data from different types of animals. The source claims that someone used that data on the unfortunate citizens, via "teleportation" machines.

Rampaging monsters soon turn the once prosperous city of Lubin into a war zone. Not surprisingly, this immediately attracts media attention. Nightly reports on CNN mean that destroying the city is out of the question. So NATO special forces swiftly surround the area with troops. No one can enter or leave.

The hero of our story is a 40 year old Canadian soldier named Cole Sullivan who has been specially educated in bio-engineering. He has 2 special operations soldiers as backup: Jarek Owicz and Thierry Trantigne. This trio is called Group Two. Their primary task is to enter the city, find all four matrix disks and then use them in the laboratory to deconstruct the hybrids. Their secondary task is to find out what happened to Group One. The party has been deliberately kept small in keeping with their orders not to engage in any fights and to maintain a very low profile while going about their mission.

Group Two enters the city by boat and starts their investigation in the city's port area..

2. INSTALLATION

Insert the CD into your CD-ROM drive. The Autorun menu should appear on the screen, unless you have turned off the Auto Insert Notification option in Windows (if this is the case you have to run AUTORUN.EXE manually from the root directory of your CD). The options you have are as follows:

INSTALL GORKY17

Selecting this option will install the game. Further on-screen instructions will follow. You can choose the disk and folder you want to install the game to, as well as the type of installation you prefer. Minimal install requires less disk space, but the game loading times are longer; full install will copy the whole game to your hard disk.

UNINSTALL GORKY17

Selecting this option will remove Gorky17 from your computer.

EXIT

Choose this option if you want to exit the installer.

START THE GAME

Click this option if you want to start playing Gorky17.

INSTALL DIRECTX

You can install DirectX 6.0 drivers if you don't have DirectX already installed, or you have DirectX 5.2 or lower.

INSTALL MEDIA PLAYER

Here you can install Microsoft Media Player. It's required for playing the game's movies.

3. STARTING THE GAME

After the game has been installed, you can start it using either of the following methods:

- select the "Start the Game" option in the Autorun menu.
- start Gorky17 from the Windows Start menu (Start,- Games,- Gorky17,- Gorky17)

GORKY 17

4. MENU

When you start the game, you have the following options available:



NEW GAME: Choose this option to start a new game of Gorky17.

LOAD: Use this option to restore a previously saved game. You will be given a list of the games you've already saved, just choose one and that particular game will be restored.

OPTIONS: Here you can customize many of the game's settings, like audio or graphics, or you can view the credits. You have the following options available:

GRAPHICS:

Choose this option to adjust the following graphics settings:

SHADOWS:

There are 3 settings: NONE (no shadows under the characters - choose this if the game runs too slowly); FAKE (circle-shaped shadows under the characters - use this if the game runs slowly. This is the recommended setting for most players); REALISTIC (true soft shadows under the character - choose this option if your PC has enough 3D/processor power to handle it).

GAMMA:

Adjust this if the game appears too bright or too dark. Please remember that not every card supports gamma correction in direct mode, so if you're still not happy with the result after adjustment, please use the software installed with your graphic card. For example, if you're using 3Dfx, right-click on the Desktop to access Desktop Properties, then select the 3Dfx tab and adjust the gamma using the gamma sliders.

GORKY 17

SOUND AND MUSIC:

choose this option to adjust the following sound and music settings:

MUSIC:

turns the game's soundtrack on or off.

MUSIC VOLUME:

sets the volume level.

SFX:

turns the game's sound effects (like gunshots, steps, etc.) on or off.

SFX VOLUME:

if the sound effects (gunshots, footsteps, etc.) are turned on, this sets their volume.

SPEECH:

turns the voices on or off.

SPEECH VOLUME:

if the speech is turned on, this sets the volume.

ABOUT GORKY 17:

choose this option to read the names of the unbelievably creative people who gave you Gorky 17 !!

EXIT:

exits the game and returns to Windows. You'll be asked to confirm, so if you happened to click on this option by accident, just select NO and you'll return to the main menu.

If you press the ESC key during the game, this additional options menu will appear:

RESUME:

will resume the game.

SAVE GAME:

here you can save a game using any name you like. Click on an <EMPTY> slot and type in a new name, or click on another name to overwrite. You can also change the name of your previous game. Please note that this option is not available in Combat mode or during cut-scenes.



GRIMM 17

5. ADVENTURE MODE

5.1. Controlling the party



Your characters are mouse-controlled. Point to where you want the character to go and left-click. The leader will go there and the rest of the party will follow. If you decide to select a new leader, just point at the character and left-click.

You'll see a green circle confirming your selected destination. If a red circle appears, your party can't access that particular location.

Sometimes you'll see a cross blinking on the entrance to a building. This means that you have access to it. When you place the cursor over the entrance it will change to the door icon. Click and your party leader will enter the building.

5.2. Control panel



At the bottom of the screen you'll see a control panel bar with several buttons. These are the control buttons for your party:



-Inv-
switches to inventory screen



-Give-
give an item to another character

-Active item-



in this box you can see the item which the leader is holding. Click to use it. The arrow icon on the right will open a window with a list of items which can be carried. Click on one of these to put the item in the character's hands.



-Character icons-

click on a character's face...you now have a new leader!



-Weapon skills-
opens the Weapon skills window.



-Statistics-
opens the Statistics window.

GLORY 17

5.3. The Inventory screen



Click on an inventory icon on the control panel to open the inventory screen. Here you can conveniently examine carried items and equip your party.

There are three groups of items which characters can carry:

- 1 - Weapons and ammo
- 2 - Healing items and armor
- 3 - Other items

In the upper-left corner are three buttons to switch between the three groups. Each character has a separate bag for weapons and healing items but all characters share the group 3 items (Other Items). Here's an example: if one of the party has a key everyone can use it, but if he has a flame thrower no one else can use it.

A list of available items is displayed on the left. If there's more than one of an item, it's displayed in the upper-right corner of the icon.

In the center of the screen there are two slots—one for a character's hand and one for his torso. You can put a weapon into your character's hand or suit him up in armor by simply dragging the appropriate icon on to the slot.

To get a short description of the item, right-click on its icon.

You can switch to a different character by clicking on the icon of his/her portrait.

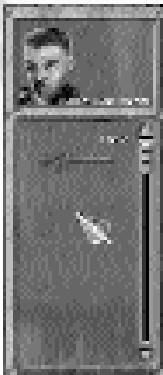
Give an item to a character by dragging the item icon on to the character's portrait. If more than one of these particular items is available, you will be prompted for the number of items you want to give.

5.4. *Statistics window*



Click on the Statistics button and the Statistics window will appear. Here your character's level, experience, hit points, maximum hp, walking range, luck, accuracy, calmness and counter-attack potential are all displayed. We'll describe these in detail later in this manual.

5.5. *Weapon skills window*



Each character is skilled in the use of different weapons. Clicking the weapon skills button brings up the info window. Here you can see just how good your character is with different weapons.

GURKY 17

5.6. *Collecting items*

You can discover a lot of useful items while you're cautiously exploring the city. They'll start to blink when your party approaches. Right-clicking on the item will give you the option to pick it up. You might even find a well-laden chest. Right-click on the chest and you'll get the option to open it. When it opens up, a list of the items within will be displayed. You can select any item you want or even take them all !

5.7. *Using items*

Sometimes a usable item will be marked by a blinking cross. If you right-click on the item, you'll get a short description and a menu telling you just how you can use it. One simple example: right-clicking on a door will give you the options "Open" or "Close".

5.8. *Using healing items*

To heal a member of your party, choose a medicine from the control panel and click on the character you want to heal. There's also a handy shortcut here: when you select a medicine and the cursor icon changes to a cross, just click on the icon of the character you want healed.

5.9. *Giving items*

There are two ways of doing this:

- click on the Give icon on the control panel, select the item from the list and click on the character or the icon of the character to whom you want to give the item.
 - in the inventory screen, you can drag the item on to the character's portrait.
- If you have more than one item, you will be asked how many you want to give.

6. COMBAT MODE

6.1. General rules



Combat in Gorky 17 is turn-based. You, the player, usually have the first turn, then come the monsters, then you, and so on until one side emerges bloody, but victorious.

Battle is played on a screen which is divided into squares (you can turn on the grid using the TAB key). These squares determine the character's walk range (how many squares your character can walk in one turn), the monsters' walk range and weapons/monster attack ranges. Sometimes there are obstacles which players and monsters can't cross.

Every character in the party must survive combat - if even one of your characters gets killed, the game is over. To win a battle you must kill all the monsters. Under some circumstances, you might have to defend one special member of your party, an NPC, an item or a section of territory.

Actions in combat:

Here are the rules. Ready?



USE INVENTORY - you can only use the Inventory before you shoot, push, heal or defend.



GIVE - you can only give something to another character before you shoot, push, heal or defend. You can execute this option many times.



SHOOT/USE WEAPON - you can do this once per turn and only if you haven't healed yourself or another member of your party during the current turn.

GRUBBY 17

HEAL YOURSELF/SOMEONE - you can do this once per turn and only if you haven't used a weapon, pushed an item, or defended during the current turn.



PUSH - you can do this once per turn and only if you haven't used a weapon, healed yourself or another character, or defended during the current turn.



DEFEND - you can do this once per turn and only if you haven't used a weapon, healed yourself or another character, or pushed an item during the current turn. Keep in mind that after you've used DEFEND, you can't do anything else - you're in a defense position and can't walk.

FACING - you can face your character at any time.

OPENING CHESTS - you can open chests at any time during combat by standing on the next tile and left-clicking on the chest.

WEAPON STATISTICS, PERSONAL STATISTICS - you can check these at any time, just like in the Exploration mode.

All you have to do to go into action is to click on the appropriate icon. But (and here's something unique) you can still change your mind half-way through by clicking on a different action icon. Here's an example: if you already chose to shoot - i.e. you've selected a weapon and are ready to blast away, but you decide to give an item to are characters instead, simply click on the GIVE icon and your enemies will breathe a sigh of relief - no firepower coming at them! There's another way of canceling an action, but with a slight difference - just right-click. The difference here is that if you right-click without actually doing anything first, you'll find yourself in the shoot mode right away!

6.2. Character movement



The walking range per turn is limited for all characters, both player-controlled and monsters - in other words they have "walk-points" to spend. It's your call how you spend walk-points - you can advance a little, shoot, then retreat, or use up all your walking points before you start shooting. If you left-click on a character or a monster, you'll see a green area which tells you how far your character can go.

6.3. Giving an item to another character



If one of the characters in your party is no more than one square away from your own character, then there's no problem - you can give him/her any item at all. When you select the GIVE icon, you'll see dim, yellowish squares. These represent the "give range". Left-click on the GIVE icon, use the arrow to choose an item from the Quick Select Bar and drag/drop it on to the selected character. But remember the one square rule...one square's just fine an' dandy, two squares don't get no candy!

CHUCKY 17

6.4. Healing your own character or one of your party



This is exactly the same as GIVE. And for all of you literary giants out there, the healing rule is...one square's great, two squares, too late!

6.5. Using the Inventory

During combat you can use the Inventory to rearrange items, give items to another character etc. It's almost the same as in the adventure part of the game, but you're range limited, so remember the one square rules!

6.6. Selecting and using weapons



In any battle you can only use a weapon once per turn, except in some special cases like "Counter Attack", where you can really do some extra damage (more on that later).

Select your weapon using the Quick Select Bar (remember, that's the arrow- shaped icon and weapon/item displayed lower screen). To use a weapon which is displayed, just click on it. To get an avail-

able weapons list, just click on the arrow icon.

When you select a weapon the cursor changes to a cross-hair sight and you'll see red squares representing the shooting range of that particular weapon. The yellow

squares represent the weapon effect area. This means a monster's in range of your current weapon when it's on a yellow square (for example, a pistol's one square distant and an Uzi is three).

Always remember to pay attention to your scope sight - the more red you have in the circle, the better your chance of hitting your target.

When you've checked all this, then you can shoot - just left-click on the monster you want to hit.

If you do try to shoot outside the red area you'll get an "Out of range" warning, and the weapon won't shoot. Re-aim and you try again.

If you don't have ammo for a particular weapon it won't fire, so select another weapon and try again.

6.7. Moving items



Sometimes you'll want to push some barrels, boxes and other obstacles. Again, the one square rule applies here. Just select the PUSH icon (the yellow squares give you your push range) then left-click on the item.

6.8. Defending



You can put any of the characters in your party into the special "Defend" position - the character will be far more resistant to damage, but he/she won't be able to move again until your next turn. To put a character into Defense position, left-click on the DEFEND icon.

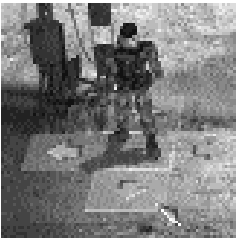
GRUNTY 17

6.9. Opening chests



Sometimes you'll find chests in combat areas - it's wise to open these, since they generally contain very useful items. To open a chest, left-click on it.

6.10. Facing



You automatically go into this mode when you click on a character already selected. Below the character's feet, you'll see arrows pointing in various directions. Choose one of these and left-click to make your character face in that direction. Try to select the best position here, because if a monster attacks you from the side, the calculated damage will be increased and if it sneaky catches you unawares from behind, the damage will be even worse!

6.11. Character statistics

Every player-controlled character in the game has its own personal statistics which are modified according to increasing experience points. These points are earned in battle and the amount they increase depends on the amount of damage your character does to the monsters. By far the most important statistic is character level - every character in your party starts at level 1 and can advance to level 10. When you play a game, you'll get more experience points and get to a higher level. Each time you advance a level you get 5 points to distribute among your statistics - you could for example use them to improve your shooting accuracy, and so on.

LEVEL -

the total skill level of your character. The higher the level, the more powerful your character. The level is upgraded when the character gains a certain amount of experience. Then you get 5 points to distribute among the statistics.

EXPERIENCE -

this shows how experienced the character is. It gets upgraded when you hit the enemy, shoot the barrel or kill a monster.

HP/MAX HP -

the amount of hit points the character has and the maximum value of this parameter for that particular character.

WALK RANGE -

the number of movement points in one turn of combat.

LUCK -

the more of this a character has, the more chance that character has of making a critical hit during an attack on the enemy.

ACCURACY -

tells you just how good the character is at shooting. The lower the accuracy, the more frequently he will miss the target when using a projectile weapon.

COUNTER-ATTACK -

the higher the value, the greater the possibility of making a counter-attack when the character is hit.

CALMNESS -

the number of times that the character must be hit before he becomes enraged.

6.12. *Weapon skills*

When a character uses a weapon for the first time he won't be efficient in its use - he must use it several times and learn how to shoot with it. That's what weapon level is all about - the higher the level, the more damage the character will cause when using that weapon. So, the more you use a weapon, the higher this level will go.

6.13. *Monsters, shields and protections*

Some monsters have shields. That shield will absorb some of the damage when a monster gets hit.

There are 3 types of shields:

- light
- medium
- heavy

A light shield will absorb just a bit of damage, a medium shield slightly more and a heavy shield - you're in for an unpleasant surprise!

Some monsters, especially the bigger ones, are immune to one particular type of weapon - for example, a monster which is immune to fire can't be damaged by a flame thrower. Here are some of the other forms of protection:

tranquilizing protection - protects the monster from the tranquilizer, stun bomb and other types of tranquilizing attacks.

fire protection - protects the monster from all types of attacks using fire.

energy protection - protects the monster from all attacks using energy.

electricity protection - protects the monster from all types of energy attacks using electricity, like a shocker.

attraction protection - protects the monster from attraction devices.

freeze protection - protects the monster from the liquid nitrogen thrower.

attack gas protection - protects the monster from gas grenade attacks.

6.14. Special character states

At times, your character will be put into a special state during combat. He could be enraged, poisoned etc. The same applies to monsters.

COUNTER-ATTACK -

you can counter attack (like an extra attack) a monster which was attacking you. But remember - you can't change weapons here. You must use a weapon you're currently holding. If there are no monsters in range, you must right-click to cancel the counter-attack.

POISONED -

Remember the Borgia family? You've been poisoned. And you're vulnerable!

ENRAGED -

An enraged character has more strength, but poor shooting control. He'll aim wildly in his temper!

TRANQUILIZED -

Sorry my friend! You've been tranquilized! You can't move or attack for the next 3 turns. And you're vulnerable!

FROZEN-

Just as it says - you're frozen and vulnerable for the next 2 turns.

INFLAMMABLE -

You're inflammable - a monster with fire attack capabilities can set fire to you. But you can also set fire to him - using matches, for example, or a flame thrower.

ON FIRE -

Where are the fire trucks? Your body will burn for the next 3 turns!

CHUCKY 17

6.15. Weapons



Matches - These, as any pyromaniac knows, can be quite effective weapons. Use them to ignite an inflammable monster. The attack type is *fire*.



Fist - Punching a monster is a rather low tech way of dealing with him. Thus this weapon should be used only when all else fails. The attack type is *regular*.



Stun grenade - This looks like a regular grenade. Nothing special? Look again - the stun grenade will put any monsters within range into a deep trance. The attack type, appropriately enough, is *tranquillizing*.



Bottle of gasoline - Throw a bottle of gasoline at a monster and he'll be, as the signs say highly inflammable. The attack type is *special*.



Bottle of vodka - Good vodka, as any Russian knows, will burn not only livers, but also monsters. Throw it at a monster and he'll be inflammable. The attack type is *special*.



Shocker - This is essentially a stun-gun. Use it to knock out monsters. The attack type is *tranquillizing*.



Bayonet - If you need to know what this is used for, you shouldn't be playing this game. The attack type is *regular*.



Throwing Knife - See above. The attack type is *regular*.



Pistol - Guns are quicker than knives. Unfortunately, they also need ammo. Don't forget that. The attack type is *regular*.



Bat - Takes a lot of strength, but can be quite effective. The attack type is *regular*.



Crowbar - Similar to the bat, this low-tech weapon packs quite a wallop. The attack type is *regular*.



Axe - Speaks for itself - why not give it a try? The attack type is *regular*.



Attack-gas grenade - Use this to blind and choke a monster, and generally make its life miserable. The attack type is *poison*.



Rifle - You'll hit more with the rifle than the pistol. Don't forget the ammo! The attack type is *regular*.



Uzi - You'll hit more with the uzi than you will with the rifle. Don't forget the ammo! The attack type is *regular*.



Pump-action shotgun - Like its cousins, the shotgun needs ammo. The attack type is *regular*.



Flame Thrower - BBQ monster anyone? The attack type is *fire*.



Grenade - Just like the one the Marines use. The attack type is *regular*.



Molotov Cocktail - Comrade Molotov (of the cocktail that bears his name) is alive and well. Often known as the poor man's grenade, throw this and it will ignite a small area when it lands. The attack type is *fire*.



Napalm launcher - This should get you out of any fix, as long as you have ammo. The attack type is *fire*.



Rocket Launcher - Keep enough ammo on hand. Packs quite a boom. The attack type is *fire*.



Energy blaster - Now we're getting interesting. The attack type is *energy*.

GRIMM 17



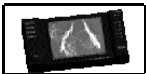
Time bomb - Lets you get out of the way in time. The time bomb explodes after 3 turns. The attack type is *fire*.



Ion rifle - Better than the standard rifle (and much more high-tech). The attack type is *energy*.



Energy Beam - Destroy everyone in the area with a deadly beam. The attack type is *energy*.



Lightning strike - Summon up the powers of nature to do your bidding. The attack type is *energy*.



Missile - A missile strike needs little explanation. Very deadly. The attack type is *regular*.



Tranquilizer Gun - Make sure you have ammo. This doesn't kill a monster, just puts him to sleep. The attack type is *tranquillizing*.



Liquid Nitrogen Thrower - Put a monster in deep freeze. The attack type, appropriately, is *freezing*.



Attracting device - Here's an interesting one. Use this device to lure unsuspecting monsters toward you. Then deal with them accordingly!

6.16. Healing items



Adhesive tape - Use this with the bandages.



Bandage - Use this to patch up wounds.



Crazy tablets - Mystery item



Drugs - These are useful for healing, but can carry sideeffects



Food - Healthy bodies fight better.



Gas antidotes - These remove the effects of poison.



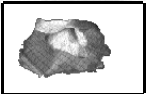
Healing ointment - This strong healing item is for emergencies, so use sparingly.



Painkillers - Don't get hooked. These tablets cause the human organism to lose the sense of pain. Good for healing, but can cause outbreaks of rage.



Ultra-healer - This is a powerful, secret, healing item.



Unknown drugs - These boost HP, but have unknown side effects.



Vest - This basic vest prevents light damage.



Bullet proof vest - This heavy vest protects well against hand-held weapons and pistol shots. Won't help against the serious weapons.



Kevlar vest - This is the best vest available. If kevlar won't stop it, nothing will.

7. PARTY MEMBERS

COLE SULLIVAN



Mr. Sullivan was born in 1969. This means he is 40 years old in our story year of 2009. A soldier with lots of combat experience dating back to the Gulf War 1991, Cole is currently living a quieter life in Toronto, Canada (until the start of this mission of course). He has a solid education in bio-engineering and genetics.

Here are some of his most important missions:

1991 - The Gulf War. This is where he got his first real taste for fighting. It's also where he developed an interest in applying science to military purposes;

1995 - Yugoslavia;

2001 - Cole played a significant role in the conflict between India and Pakistan that almost escalated into a full-scale nuclear war;

2006 - The war between Brazil and Argentina over the last remnants of the South American rain forest. The rain forests' value rose substantially following the discovery of a rare tree containing the genetic code for curing cancer. This was Sullivan's big breakthrough - the first clear example of the importance of his extensive knowledge of genetics and bioengineering.

If you want to know what happened in 1991, please read Sullivan's diary.

JAREK OWICZ



Jack was born in 1972, so he is 37 at the time of our story. He lives in Warsaw, Poland and is a Commando team member. Jack knows Warsaw like the back of his hand. He also speaks Polish, Russian, German and English fluently. His taste for adventure manifested itself at an early age. At 18 he escaped through the Iron Curtain in a hail of bullets. A former member of Germany's GSG 9, he was among the first to return to Poland after the fall of the Berlin Wall. His order were to straighten things out, and that he did. He's a bit moody at times and often questions Sullivan's leadership. Had it not been for Sullivan's higher military rank, Owicz would have been leader of Group Two. He is the only translator in the group.

THIERY TRANTIGNE



Born in 1985 (which makes him 24 years old in 2009), Thiery lives in Lyon, France. A Commando team member with an excellent track record, he is highly disciplined. In fact Thiery would rather die than disregard an order. A real weapons fanatic, he is capable of handling all different types of weaponry. Not surprisingly, he speaks with a slight French accent.

Group One Members:

JOAN MCFADDEN

The only female in the group, Joan was born in 1975 (making her 34 years old in 2009). She is an American of Scottish ancestry, which shows in her combination of resourcefulness and good looks! Joan is a highly skilled doctor, specializing in diseases.

LEIF SÖRENSEN

Born in 1970 (39 years old in 2009), this Swede is a specialist in hi-tech spy equipment, data hacking, locks, etc.

GIANCARLO TROTTI

Mr. Trotti was born in 1966 (43 years old in 2009). An Italian commando team leader with great experience and an impressive track record, Mr. Trotti is known for keeping a cool head in even the most dangerous situations.

JOSEPH SASHMON

Rounding out the group is Joseph Sashmon, born in 1979 (30 years old in 2009). He is an English commando team member, and a specialist for small, swift missions in urban areas.

8. CONTACT INFORMATION

VISIT OUR INTERNET HOMEPAGE AT:

www.topware.com

www.gorky17.com

OTHER TOP GAMES FROM TOPWARE INTERACTIVE:

EARTH2150

SepterraCore

www.earth2150.com

www.septerra.com

9. CREDITS

- METROPOLIS -

GAME DESIGN:

Adrian Chmielarz

Grzegorz Miechowski

Michal Doniec

Otton Laskowski

PROJECT MANAGEMENT:

Grzegorz Miechowski

Bartosz Brzostek

PROGRAM DESIGN:

Bartosz Brzostek

Jarek Kowalski

PROGRAMMING:

Bartłomiej Sokolowski

Andrzej Chomiak

Dariusz Rusin

Bartosz Brzostek

Jarek Kowalski

DIRECTOR OF CHARACTER

ANIMATION:

Michal Doniec

CHARACTER ANIMATION:

Michal Kosieradzki
Artur Miros
Pawel Smyla

MUSIC AND SOUND EFFECTS:

Adam Skorupa

TEXTURING:

Irek Konior

BACKGROUNDS:

Marcin Krawczyk
Krzysztof Krawczyk
Michal Nowak
Otton Laskowski
Robert Samoraj
Michal Sadowski

VIDEO CUT-SCENES:

Krzysztof Krawczyk
Marcin Krawczyk
Artur Miros
Michal Sadowski
Pawel Ruszkiewicz

USER INTERFACE ARTWORK:

Pawel Ruszkiewicz
Michal Sadowski
Pawel Siomek

SPECIAL FX:

Pawel Siomek
Andrzej Poznanski
Artur Miros

QA MANAGEMENT:

Otton Laskowski
Grzegorz Miechowski
Michal Doniec

BETA TESTING:

Michal Hubicki
Pawel Sabaj
Anna Nowak
Rafal "Wasył" Wasilewski
Piotr Golik
Bartek Makowski
Olaf Swierzycki



- TOPWARE INTERACTIVE -

PRODUCT DEVELOPMENT MANAGER

Achim Heidelauf

LAYOUT - BOX/MANUAL

Nick Merling

Elena Hernández Alba

Achim Heidelauf

Christian Bigalk

PR - GERMANY

Esther Manga

PR - INTERNATIONAL

Alexandra Jäger

QA MANAGEMENT

Achim Heidelauf

LOCALIZATION

Patricia Bellantuono

TRANSLATION

Ronnie Shankland

Kevin Decker-Weiss

VOICE RECORDINGS

Brainhaus GmbH & Co.KG

DIRECTOR - VOICE RECORDINGS

Joe Bartsch

FINAL OPPONENT

Andreas "Bill" Jäger

Thanks go to the following individuals, who contributed so much to this game:

Ulli "Kornaddict" Smidt

Sigi "THE man" Sorg

Igor "Russe" Hoffmeister

Frank "Darth" Müller

Georg "Rogerisland" Backer

Patricia "Babee" Bellantuono

Alexandra "Bügi" Jäger

Ju und Tim

Alexandra Constandache



END USER LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: This TopWare End User License Agreement ("TELA") is a legally binding contract between yourself (whether an individual or a corporation) and TopWare CD-Service AG for the above specified product. Said product consists of computer software, as well as any and all related printed material and documentation in "online" or other electronic format (herein "SOFTWARE PRODUCT"). In addition to the previously listed components, the SOFTWARE PRODUCT also consists of all updates and program modifications to the TopWare-delivered SOFTWARE PRODUCT. All programs delivered together with the SOFTWARE PRODUCT, and for which a separate end user license agreement exists, are hereby licensed under the terms and conditions of this TELA.

By breaking, opening or removing the seal on the product media envelope, or by installing, copying, downloading or using the SOFTWARE PRODUCT in any way, you are indicating your acceptance of the terms and conditions contained within this TELA.

If you do not accept these terms and conditions you are not permitted to open, install or use the SOFTWARE PRODUCT in any way.

SOFTWARE PRODUCT LICENSE

This SOFTWARE PRODUCT is protected by copyright laws and international copyright agreements pursuant to the Bern Convention for the Protection of Literary and Artistic Works and other applicable conventions and laws governing protection of intellectual property. The SOFTWARE PRODUCT is licensed, not sold.

1. GRANT OF LICENSE

You are hereby granted, through this TELA, the following rights:

a) System Software

You are permitted to install and operate one copy of the SOFTWARE PRODUCT on a single computer, consisting of one workstation, one terminal or other piece of digital equipment ("COMPUTER").

b) Storage/Network Use

You are additionally permitted to store or install one copy of the SOFTWARE PRODUCT onto a backup media, such as a network server, provided said copy is utilized exclusively for the purpose of installing the SOFTWARE PRODUCT via an internal network, onto other COMPUTERS. You are required to purchase a license of the SOFTWARE PRODUCT for every COMPUTER on which you have installed, operated, displayed, run, or accessed the SOFTWARE PRODUCT. A single license for the SOFTWARE PRODUCT may not be divided or used on several computers simultaneously.

c) Licensed Package

Provided this is a licensed package from TopWare, you are permitted to install and use only as many additional copies of the SOFTWARE PRODUCT as specified under "licensed copies".

2. DESCRIPTION OF OTHER RIGHTS AND RESTRICTIONS

a) School Versions

If the SOFTWARE PRODUCT has been marked as a "School Version", you may only invoke its use provided you are "an authorized user at a recognized instructional facility". If you are not an authorized user at a recognized instructional facility, this TELA grants you no usage rights.

b) Not For Resale Software

Notwithstanding any other clauses in this TELA, if the SOFTWARE PRODUCT is marked as "Not For Resale", or "Nicht zum Weiterverkauf bestimmt", use of the SOFTWARE PRODUCT is restricted to demonstration, test or other evaluation purposes. In such a case you are not permitted to sell, lease or exchange the SOFTWARE PRODUCT for any form of remuneration.

c) Restrictions on Reverse Engineering, De-compilation and Disassembly

You are not permitted to reverse engineer, de-compile or disassemble the SOFTWARE PRODUCT in any way.

d) Separation of Components

The SOFTWARE PRODUCT is licensed as a single unified product. You are not permitted to separate the individual components for use on more than one COMPUTER.

e) Rental

You are not permitted to rent, lease or lend the SOFTWARE PRODUCT.

f) Trademarks

This TELA grants no rights to any TopWare company, product or service trademarks.

g) Product Support

TopWare may offer support services for the SOFTWARE PRODUCT ("support services"). Said services can be utilized in accordance with the conditions described in, and in conjunction with the TopWare programs listed in, the user's guide, the documentation in "online" format and/or other printed materials provided by TopWare. All supplementary software code provided and offered as part of the support services is considered a part of the SOFTWARE PRODUCT and is covered by the terms and conditions of this TELA. TopWare is hereby permitted to utilize any technical data provided by you as part of the support services for business purposes, including product support and development. TopWare agrees to respect the confidentiality of all such technical data used.

h) Software Transfer

The user of the SOFTWARE PRODUCT may transfer the TELA, together with the SOFTWARE PRODUCT, one time only and on a permanent basis, provided said transfer is done directly to an end user. Said transfer must include the entire SOFTWARE PRODUCT (including, but not limited

to, all individual components, the media itself and all printed material, updates and the TELA). Said transfer may not be enacted on a commission basis, or as any part of an indirect transaction.

i) Cancellation

Notwithstanding any other rights, TopWare is entitled to cancel this TELA should you violate any of the terms and conditions specified herein. In such a case, you are required to destroy all copies of the SOFTWARE PRODUCT and its components in your possession.

3. UPDATES

In the event the SOFTWARE PRODUCT is an update to another product, you must be in possession of the appropriate license for that product and the product must be specified by TopWare as authorized for the update. Only under these circumstances are you then entitled to use the SOFTWARE PRODUCT. A SOFTWARE PRODUCT which has been specified as an update replaces and/or enhances the core product. You may use the update product only subject to the terms and conditions of this TELA. If the SOFTWARE PRODUCT is an update to one of the components of a software program which you have licensed as a complete program, you are only entitled to use and transfer the SOFTWARE PRODUCT as a part of this individual program component. You are not entitled to separate it or use it on more than one computer simultaneously.

4. COPYRIGHT

All program contents and intellectual rights to the SOFTWARE PRODUCT (including, but not limited to, pictures, photographs, animations, video, audio, music, text and templates contained therein), printed material and each copy of the SOFTWARE PRODUCT are the sole exclusive property of TopWare or its licensors. All program contents and intellectual rights to and for contents accessible with the assistance of the SOFTWARE PRODUCT are the sole exclusive property of the respective owners and are protected by laws governing copyright and international agreements on the protection of intellectual property rights. This TELA grants you no rights to utilize said program contents. TopWare reserves all rights not expressly stated here.

5. SECURITY COPY

After installing one copy of the SOFTWARE PRODUCT, as specified in this TELA, you may keep the original media, on which the TopWare SOFTWARE PRODUCT was delivered, for backup and archive purposes only. Should the original media be required to run the SOFTWARE PRODUCT on the COMPUTER, you are allowed to create a copy of the original media for backup and archive purposes only. Unless expressly specified in this TELA, you are not entitled to create a copy of the SOFTWARE PRODUCT or the printed materials which accompany the SOFTWARE PRODUCT.

6. LIMITED WARRANTY

TopWare warrants that the delivered product is free from physical defects and performs as advertised. TopWare makes no guarantees that the software will be applicable to your individual requirements or will be suitable to your needs, or that the product will work successfully with other programs in your possession. The responsibility for choosing and operating the software, as well as the subsequent results of each, lies solely with you. This product has been manufactured with the utmost quality control. However, due to ever-changing technologies, the manufacturer cannot guarantee the product will be completely free of errors.

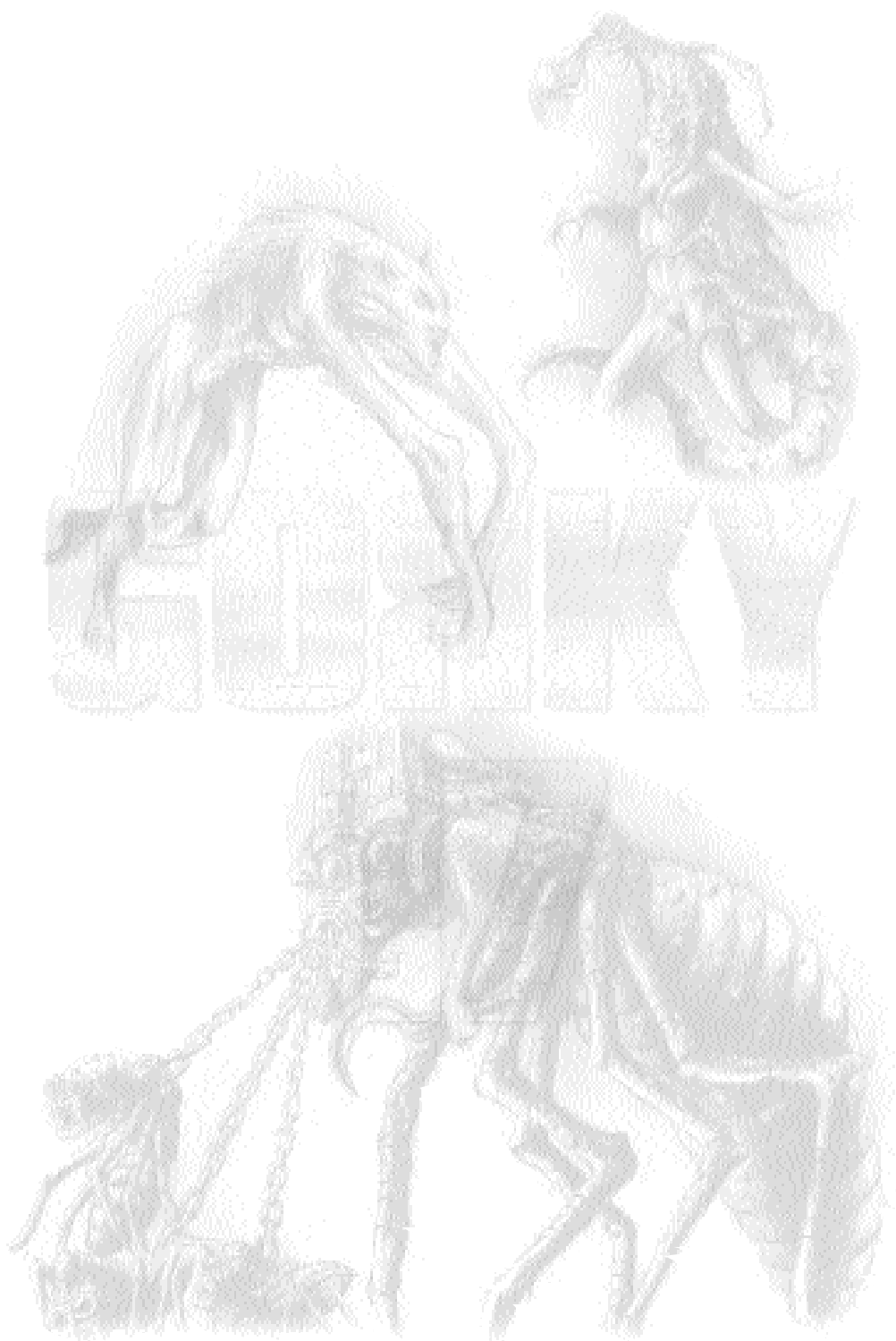
No guarantees can be made that the data, whether in stored or printed form, is complete and free of errors. Unless a written agreement to the contrary exists, all warranties refers only to the correctness of the data at the time of delivery. All warranty rights are void if the software has been subjected to improper usage, in accordance with the terms and conditions of this agreement or those specified in the program user's guide.

TopWare warranty starts with product delivery and lasts for a period of six months thereafter. Any claims are not transferable. Defects must be reported in writing immediately, at the latest within 10 working days following the arrival of the product. Defects which are not readily apparent and thus not discernible within the above-specified period must be reported in writing immediately upon their discovery.

Technical defects which are not reported within the allocated time period are not covered under this warranty. Should the software be found to contain physical defects, you must return the original media, on which the software is stored, properly packed to TopWare. Together with the software in question, you are to include the customer name, address and telephone number, along with a description of the error and proof of purchase. Should the notice of defects be determined justified, TopWare may, at its sole discretion, provide either a product improvement, or deliver a substitute product. Said product improvement may occur in multiple stages. Only upon final failure to either improve the product or provide a substitute does the user have the right to invoke additional warranty claims, such as cancellation or price reduction.

The above paragraphs contain the entire warranty for the TopWare-delivered product. All additional warranty claims are hereby restricted. This does not apply to additional damage claims arising from any product performance guarantees designed to protect the customer against risk of damage arising from any defects.

Neither TopWare nor any of its agents shall be held liable for damage claims based on performance failures, breach of contract, wrongful acts or other legal claims (including, but not limited to, damages, business interruptions, loss of profits, loss of information or any other financial damages), provided gross negligence has not been proven, or TopWare has not been found to have violated any contractual obligations deemed critical for realizing the intended benefits of such, in which case any damage claims shall be limited to compensation for the actual damages incurred. Warranty and damage claims are not transferable.



GORKY 17

www.gorky17.com


METROPOLIS
SOFTWARE HOUSE

TopWare
INTERACTIVE