



## Contents

Contents .....	1
Movement.....	2
Game User Interface .....	2
Main Menu.....	5
Game Menu .....	5
Settings .....	5
Inventory .....	7
S.H.A.P.E System .....	8
Perks.....	9
Combat.....	12
Gameplay Tips .....	14
Weapons .....	19
Initial Quest – Approaching the Fort.....	20

## Movement

Player is able to move around the game world using the mouse pointer. Left mouse button is used to move, select and interact, and the right mouse button rotates the camera.

There are several possible ways to exit current location – like reaching the end of it (some locations can be left by stepping on blue exit area), after speaking with certain NPC, or using the map. Additionally, some locations have exit items, like doors or a vent.

Radioactive contamination is marked with green circle.

Player character can encounter differing enemies on every area of the game world map.

## Game User Interface

### Main Panel



1 – Map of location

2 – Active weapon

3 – Action Points and quantity of AP needed to attack

4 – Toggle weapon mode (Single, Burst etc.)

5 – Reload

6 – Experience Points

7 – Character Level

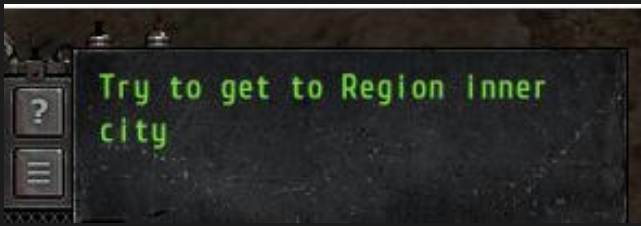
8 – Hit Points

9 – Geiger Counter

10 – Inventory / Equipment

11 – Date and time – Actual in-game date and time.

## Quest Panel



Quest Log – Press TAB button to toggle Quest panel and Quest log simultaneously

Quest Panel – Active quest

Options Panel – Show game options by clicking here

? – Interface hints and keyboard shortcuts

## Mouse Pointers



Normal cursor – is used to move around. Player character will run after clicking distant spot.



Attack cursor – you can perform an attack by selecting the opponent and pressing left mouse button.



Interaction – this cursor will appear when you put your mouse pointer on a locker or on exit zone / item.



Dialogue – some NPC's are willing to talk with you. Just left click on them to start the dialogue.



Waiting – it appears while loading game state or during opponents turn.

## Hot Keys map



Advice: use hot keys: [I] – inventory, [R] – reload, [space] – end turn, [Q] [W] [E] – weapon modes.

## Main Menu

New Game – Start the adventure from the beginning

Continue from last savegame – Load last written savegame

Options – Opens main game options like display settings

Credits – List of people involved in production and supporting Krai Mira

Quit – Quit to windows

## Game Menu



Main Menu – Clicking this option transfers you to the main menu.

Save Game – List of save game slots.

Load Game – List of existing savegames.

Quit – Quit to Windows

## Settings

Language – Choose language

Graphics Quality – Changes graphic quality, affects game smoothness

Grass – Toggle grass details

Realistic water – Toggle water effects on/off

Post processing – Toggle details

V-sync – FPS optimization

Blood level – Toggle critical hit animations and visibility of blood

Day and Night cycles – Toggle day and night effects like sun, night etc.

Background Music – Toggle music in game

Enemy Voices – Turns enemy voice lines on/off

Combat Mode – Change combat mode to turn based or realistic

Enemy Speed – Adjust enemy animation speed



## Inventory



Main inventory – Weapons, armors, ammo, meds, traps, quest items

Weight – Overall weight of your items. Remember not to encumber your character, there is a possibility that you'll find valuable loot that you will not be able to take.

In-game currency – Amount of game's currency you managed to gather.

Level of irradiation. Too much rads will deplete your action points.

Armor class – Damage resistance. Higher armor class equals less damage you take.

Name – In Krai Mira you can name your character.

There are certain items that act as shoulder strap armor. To equip (wear) them press left mouse button on it.

## S.H.A.P.E System



Strength affects your Health points, maximum inventory weight and your melee combat skill

Health affects your health points and reduces radiation impact on your organism





Agility increases action points and chances for successful stealing






Perceptron gives you sharpshooting



Erudition improves your speech, education, and stealing


Exceeding permissive dose of radiation affects in random depletion of SHAPE points.

## Perks

	<b>The Heart of a Dog</b> Medication lack is not what you care about. Each time entering a new location you get additional health points:  1st level: + 4 HP 2nd level: + 8 HP 3rd level: + 12 HP
	<b>Defense Reflex</b> Your body gives an instant response to the threat and you dodge successfully in a close combat:  1st level: 12% 2nd level: 25% 3rd level: 50%  of enemy's punches hit nothing but air.
	<b>Premortal Fury</b> Losing too much blood gives you an adrenaline rush - with HP lower than 30% you speed up with  1st level: + 4 HP 2nd level: + 6 HP 3rd level: + 8 HP
	<b>Doctor Tyson</b> The enemy gets lost in your tricky dodging and your punches go through  1st level: 2 times 2nd level: 3 times 3rd level: 4 times more often in a close combat

	<p><b>Cannibal</b></p> <p>Flesh of the enemy gives a relief. Searching the bodies gives you</p> <p>1st level: + 4 HP</p> <p>2nd level: + 6 HP</p> <p>3rd level: + 8 HP</p>
	<p><b>First of the Fury</b></p> <p>With HP level lower than 30% you turn into a wounded boar and cause</p> <p>1st level: + 30%</p> <p>2nd level: + 60%</p> <p>3rd level: + 90% more damage in a close combat</p>
	<p><b>Naughty fingers</b></p> <p>The enemy panics more and more often and starts hitting his allies. The chance for associates to feel this is</p> <p>1st level: 30%</p> <p>2nd level: 40%</p> <p>3rd level: 50%</p>
	<p><b>Ace in the hole</b></p> <p>You're so smooth in conversation that your partner doesn't even notice a hand in his pocket. Pickpocketing is</p> <p>1st level: 10%</p> <p>2nd level: 20%</p> <p>3rd level: 30% more successful</p>
	<p><b>Mimicry</b></p> <p>Who the hell was that? It will take your enemy at least</p> <p>1st level : 1 seconds</p> <p>2nd level: 2 seconds</p> <p>3rd level: 3 seconds to answer this question and realize what's happening</p>

	<p><b>Kingpin</b></p> <p>Everyone can clearly see a big guy. You get not only the attention but also the shots. Your allies take an advantage of that and stay safe if they are at least</p> <p>1st level: 2 meters</p> <p>2nd level: 3 meters</p> <p>3rd level: 4 meters away.</p>
	<p><b>Silence of the Lambs</b></p> <p>The enemy underestimates you and doesn't even bother to sound the alarm. It's range reduces</p> <p>1st level: 2 times</p> <p>2nd level: 3 times</p> <p>3rd level: 4 times</p>
	<p><b>Stone of Stumbling</b></p> <p>Aggression level goes off the chart and beasts start taking it out on each other. The chance for a fight inside of the pack for each turn is:</p> <p>1st level: 4%</p> <p>2nd level: 6%</p> <p>3rd level: 8%</p>
	<p><b>Porcupine</b></p> <p>You manage to have the enemy punch you right in the armor's most sharp edges. each time going through your defense the enemy gets</p> <p>1st level: 2 HP</p> <p>2nd level: 4 HP</p> <p>3rd level: 6 HP damage himself</p>
	<p><b>A Cry from the Heart</b></p> <p>A heart wrenching scream makes the closest enemy freeze losing the next one or two turns with the chance of</p> <p>1st level: 20%</p>

	2nd level: 30% 3rd level: 40%
	<b>Evil Eye</b> When being stared by you the enemy misses 1st level: +10 % 2nd level: + 20 % 3rd level: + 30 % more often

Player can add up to 3 upgrade points for a perk. You get one point each time you level up.

## Combat

To attack an enemy left click on him while engaged in combat.

Area available to move while in fight is marked by blue circle. Action points needed for movement is shown near the cursor.

Combat can be initiated by conversation, bad NPC attitude or when player character is detected by an opponent willing to fight.

Combat ends after killing last opponent or reaching exit area on the map.

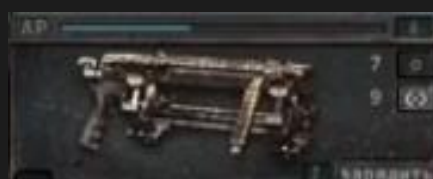
You can choose combat mode in game options.

Turn Based – Characters perform actions one after another in turns.

Real Time – Both opponents and allies perform every action simultaneously, there are no turns except for Player turn.

Weapon jammed – Sometimes ranged weapon can jam causing the loss of turn.

## Aimed Attack



In addition to action points displayed on the right side you see the attack mode options (depending on chosen weapon)



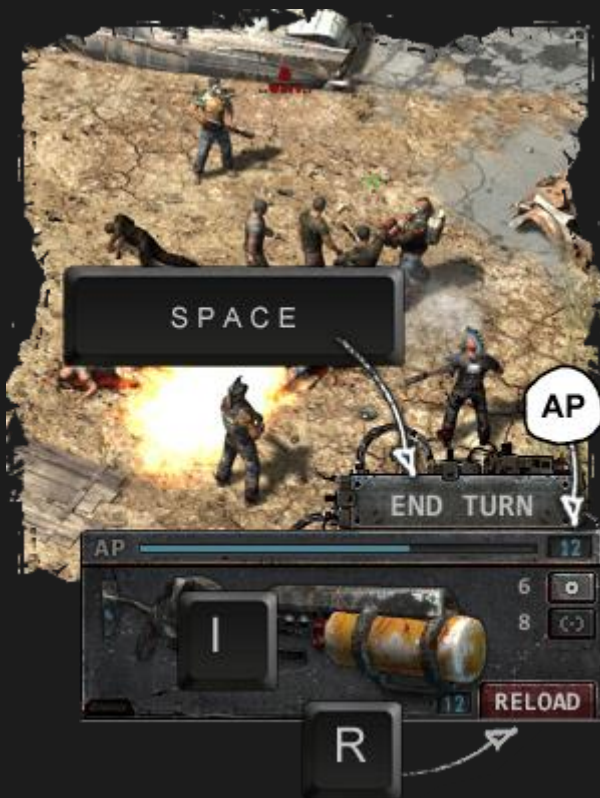
Ranged aimed attack view

Burst fire – Some of the ranged weapons have a burst mode that can cause damage to several enemies at once at the expense of higher ammo consumption.

Hit points – The higher armor class you have, the less damage you take.

Critical hit – Critical hit results in extensive damage visualized by violent animation.

## Gameplay Tips



There you go. Someone is not very happy that you are here, and in the wasteland it happens quite often. Well, the faithful brass knuckles in a strong hand or a pair of shots from a handmade pistol will help resolve the conflict.

Every action in the battle (movement, attack, searching the bodies, access to the inventory) requires a certain amount of points (AP) which depend on Agility, accumulated radiation, taken drugs, and chosen skills. Current value of AP is indicated above the active weapon image.

After the completion of the turn (when you have no more AP, and the key [end turn] or [space] is pressed) the turn passes to the other participants in the battle.



You can find a lot of tasty things in pockets of defeated enemies. Dead men do not bite - to rob a corpse it is enough just to click on the enemy's body near the waist - there you can usually find hard-earned things.

Let's unveil a small secret: something useful is hidden in almost every location. In boxes, barrels, inside rusty machines, or in the body of an unlucky wanderer, who did not get a chance to spend his savings before he became the food of teradogs... You just need to search good!

After killing an enemy move the mouse over him, wait for cogwheel cursor to appear and click press mouse button to search for loot.

Steal - To use this skill you've got to press „S" button and select the NPC you want to steal from.



Different creatures have different perceptions. Dogs notice their prey at large distances, and Pig-Bulls and Mesoides are usually slightly weak-eyed. However, they are also able to notice a fast moving object – the running target always draws more attention.

Not even mutants have eyes on the back of their head, therefore you can sneak up behind them and get very close. Darkness is a friend of the stalker. All mobs are in the moonlight, and it is hard for an enemy to distinguish friend from foe.

Sometimes, to avoid combat, player must go unnoticed by enemies. Go slowly, being careful not to face the enemy. Opponents may also attack you if you start running in their vicinity.

Vehicle and refueling – After buying a vehicle player should be aware of refueling it. To do so, click on the rear of the vehicle and select amount of fuel you want to use.

Quest items – Do not throw away quest items because it can make the game unfinishable.

NPC Companions – At the beginning of the game you've got a possibility to travel with companions. You can select their preferred distance from player character in dialogue box.

Interacting with NPC – To speak with NPC press left mouse button on their outline.

Dialogue screen – Player can choose from few options from dialogue box. Remember to choose your lines wisely as wrong answer can cause NPC to attack you.

Opponents have higher chance to detect you while you're running.



A new level – always a nice experience. This means that, apart from increasing your experience, you have a possibility of choosing a new skill and adding points to the main stats (Strength, Health, Agility, Perception, and Erudition).

All important information (main stats, skills, inventory, active weapon, and armor) is located in one window for a faster and easier access. Click on the bag image in the bottom right corner of the screen or press [ i ] on the keyboard to distribute the points, select skills, or take a weapon and armor.

### Mini games

**Dices** – Bid cash before playing dices, choose finishing stake and delay between rounds. Click on the board to throw the dices. On the left side you can see both yours and opponents score.

**Roulette** – Choose the numbers on the board and spin, you can see and change the stakes over the bids.

**Black Jack** – Get a hand with a value close to, but not more than 21.

Face cards are worth 10 points, aces are worth either 1 or 11, and all other cards are worth their numerical value.

Ace + Ace (Golden Blackjack) – 25 : 1 Ace + Face or Ace + 10 (Blackjack) – 3 : 1 Two Faces – 4 : 1 After you press 'STAND', the Dealer must hit until the cards total 17 or more points.

## Miscellaneous hints

### Barter.

Many of characters in game can trade items with player. To begin the transaction click Barter in dialogue box. To successfully finish the deal amount of barter points at the top of the screen must be at least equal. You'll hear the coins ringing indicating the finished deal.

### Travelling. Global Map.

After leaving the town, world map will be displayed. To travel click the left mouse button on the desired place. To enter the location you chose, move the pointer to the middle of the site and click the left mouse button.

### Random encounters.

When traveling on the world map you will encounter random situations such as the fight against opponents or tradesmen. With enough luck you will be able to escape from a random encounter.

### Healing.

To replenish hit points of your character, go to your inventory and use a medication called Zhila.

### Radiation.

You can use the appropriate medications to get rid of high levels of radiation. The sound of Geiger Counter indicates contamination nearby.

Harmful radiation can reduce your accuracy and speed in battle by half. Fortunately, special drugs, sex, and some kinds of food remove radiation. Moreover, deadly isotopes are slowly but steadily removed from your body overtime.

### Reputation.

Prices given by NPCs, for example merchants, depend on your reputation in the city. Traveling with caravans can increase your reputation.

### Dropping items.

To get rid of the object from inventory, use the left mouse button on the X next to the item. Item will be dropped to the ground.

## Weapons



Melee weapons – it takes less action points to carry out the attack, only for close quarter battle.



Ranged weapons – Some of the ranged weapons in game have an ability of aimed shoot or burst fire. It costs more Action Points to use them.



Mines and traps – Just set the trap or mine on the ground and wait for some fool to step into it!

## Initial Quest – Approaching the Fort

Talk to the first NPC (Kifa), who is standing close to the boat, then head north to the very end of the map.

Then speak to the commander to find out what's going on and then return to Kifa. Click on the boat to get to the next location.

In the next area, talk over the whole situation with a female NPC (Alma) then go east to get yourself two companions (just talk to one of them to make both join you).

Approach the yellow arrow to move to the next location. In this place you can avoid fighting every enemy and you have the option to fight singlehanded (without allies) to move to the next location. The choice is yours.

The exit from this location is in the north. The last area, which leads to the fort has plenty of opponents, but also there are few ways to reach the destination. You can bribe Knur if you managed to collect 100 caps, kill him and then go along with Racoon (NPC met at the beginning of the area), or bypass most of the opponents using the bridge going west and then north in the direction of the yellow arrow.

You reached the fort. Now, time of adventure has begun, mysteries await you, and you can count only on yourself.

