GORKY 17

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Dedicated to Maureen and Sabrina, the two most important women in my life.
                                                    Timothy De Groote

Contents

System Requirements

Linux Kernel 2.2.x or later
Glibc 2.1.x or later
300MHz or better x86 or PPC processor
64 MB RAM
Graphics Card with 4MB memory
XFree86 version 3.3.x or later
OSS Compatible sound card
2x CDRom
500MB Hard disc space

Installation

Insert the CD, mount and run the *setup.sh* script on the mounted DVD. This is accomplished with the following commands typed into a terminal window.

    mount /mnt/cdrom
    sh /mnt/cdrom/setup.sh

You will then be prompted for install options.
If you have not previously installed the LGP update tool, this will be installed before the initial game installation. This will automate the process of finding and applying patches. You may wish to run it occasionally to check for updates to Gorky 17.

Sometimes the CD-Rom is not located in /mnt/cdrom, you should consult your Linux documentation if it is not.

Uninstalling

To uninstall Gorky 17, simply select the LGP Uninstall tool from your Program Menu, or type

    lgp_uninstall

from the command line.

Starting Gorky 17

Once you have installed Gorky 17, you may play it by selecting your Program Menu button on your toolbar, and choosing Gorky 17 from the Games menu.
To start the game from the command line, simply type

    gorky17

from the command line.

Startup Hints

If you would prefer to play Gorky 17 in a window instead of full-screen, simply use -w on the command line. For example: `gorky17 -w` . If you wish to switch between windowed and fullscreen during the game, use `Alt-Enter`.
When windowed, `Ctrl-G` will keep your pointer within the window so you can play Gorky 17 more easily. To release your pointer press `Ctrl-G` again.

The Story So Far

In 2008, NATO Intelligence reported that the Russians had 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 claimed that the city was empty and that its destruction was merely part of the post Cold War cleanup. But NATO intelligence wasn't buying that story. They had 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 started moving troops into Poland as the third step of the Polish integration into the North Atlantic Treaty Organization. Before setting up their own secret camps, NATO Command wanted to check the status of the former Russian complexes. Western intelligence services had received anonymous information that the Russians had another secret military laboratory, similar to Gorky 17, hidden near the Polish city of Lubin.

Eager to find out more, NATO immediately prepared a team of scientists and soldiers disguised as ordinary citizens. They entered the city looking for the hidden laboratory. At first the city's streets seemed to be entirely deserted, but as the team made its way downtown they were suddenly surrounded by horrifyingly deformed creatures. Parts of their bodies seemed human, while others were a terrifying combination of insect and animal. Was this Gorky 17 all over again? The entire group (known as NATO Group One) disappeared without a trace.

NATO officials soon received another anonymous letter. Handwriting analysis revealed that it was written by the same person as the first one. In this second letter, the anonymous informant explained 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 turned the once prosperous city of Lubin into a war zone. Not surprisingly, this immediately attracted media attention. Nightly reports on CNN meant that destroying the city was out of the question. So NATO special forces swiftly surrounded the area with troops. No one could enter or leave.

Where we are Now

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 two special operations soldiers as back-up: Jarek Owicz and Thiery 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.

The Game Menu

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

NEW GAME: Choose this option to start a new game of Gorky 17.
LOAD: Use this option to restore a previously saved game.
OPTIONS: Here you can customize many of the game's settings. The following options are available:
   Graphics: Choose this option to adjust the following graphics settings:
   Sound: Choose this option to adjust the sound and music settings:
   Credits: Choose this option to read the names of the people who gave you Gorky 17.
EXIT: Exits the game.

If you press the ▦ key during the game, additional menu options 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.

Adventure Mode

Controlling the party

Your characters are mouse controlled. Point to where you want the character to go and click. The leader will go there and the rest of the party will follow. You'll see a green circle confirming your selected destination. If a red circle appears, your party can't access that particular location. If you decide to select a new leader, just point at the character and click.
Sometimes you will see a cross blinking on the entrance to a building. This means that you have to use this cross to access the building. When you place the cursor over the entrance it will change to the door icon. Click and your party will enter the building.

Control panel

At the bottom of the screen you will see a control panel bar with several buttons. These are the control buttons for your party. Their icons have tooltips to identify them.
Inventory: Switches to the inventory screen.
Give: Give an item to another character.
Hand: 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 to change which one is the leader.
Weapon skills: Opens the weapon skills window.
Personal Stats: Opens the statistics windows.

The inventory screen

Click on the 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. Others 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 items in the third group 'Other items'. For 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 is more than one of an item, the number available is 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 clothe him 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 how many you want to give.

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 (or bad) your character is with different weapons.

Collecting items

You can discover a lot of useful items while you're cautiously exploring the city. An item that may be collected will start to blink when your party approaches. Right-clicking on the item will give you the option to pick it up. Some items are hidden, and you need to be lucky to spot them. Some items, such as a chest, contain other items. Right-click on a container and you will see 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!

Using items

Sometimes a usable item will be marked by a blinking cross. If you right-click on the item, you will get a short description and a menu telling you just how you can use it. For example, clicking on a door will give you the option to open or close it.

Using healing items

To heal a member of your party, choose a medical kit from the control panel and click on the character you want to heal. As a shortcut, when you select a medical kit and the cursor icon changes to a cross, just click on the icon of the character you want healed.

Giving items

There are two ways of giving items. Either 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, or alternatively, in the inventory screen, you can drag the item on to the character's portrait.

If you have more than one of a particular item, you will be asked how many you want to give.

Combat mode

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. These squares determine the characters' walk range (how many squares a 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 is 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 (a computer controlled character), an item or a section of territory.

These are the actions, from your toolbar, that you can use in a combat round.

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.

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 defensive 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 a tile next to it and clicking on the chest.

Weapon Skills, Personal Stats: you can check these at any time, just like the in adventure mode.

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

Character movement

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

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". Click on the GIVE icon, use the arrow to choose an item from the 'quick select bar' and drag and drop it on to the selected character.

Healing your own character or one of your party

This is exactly the same as giving an item to them.

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 is limited to only give to characters beside you.

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 on your toolbar). To use a weapon which is displayed, just click on it. To get an available 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 is in range of your current weapon when it is on a yellow square.
For example, a pistol has a one square area of effect while an Uzi has three.
Always remember to pay attention to your scope sight - the more red you have in the circle, the better you change of hitting your target. When you've checked all this, then you can shoot - just 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 try again. If you don't have ammo for a particular weapon, it won't fire, so select another weapon and try again.

Moving items

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

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 or she won't be able to move again until your next turn. To put a character into the defense position, click on the DEFEND icon.

Opening chests

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

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 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 sneakily catches you unawares from behind, the damage will be even worse!

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 the 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, etc.

LEVEL The total skill level of your character. The higher the level, the more powerful your character. A character's level is advanced when he or she gains a certain amount of experience. Then you are given 5 points to distribute among the character's statistics.

EXPERIENCE This shows how experienced the character is. It increases when you hit the enemy, shoot a barrel or kill a monster.

HP/MAX HP The amount of hit points the character has and the maximum value of this attribute 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.

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 about. The higher the level, the more damage the character will cause when using that particular weapon. So, the more you use a weapon, the higher this level will go.

Monsters, shields and protection

Some monsters have shields. That shield will absorb some of the damage when a monster gets hit.
There are three types of shields: light, medium and 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.

Other forms of protection are:

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

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 three turns. And you're vulnerable!
FROZEN Just as it says, you're frozen and vulnerable for the next two 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 three turns.

Equipment
Weapons

	Matches - These, as any pyromaniac knows, can be quite effective weapons. Use them to ignite an inflammable monster.	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.	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.	Tranquilizing

Bottle of gasoline - Throw a bottle of gasoline at a monster and he'll be, as the signs say, highly inflammable. — 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. — Special

Shocker - This is essentially a stun-gun. Use it to knock out monsters. — Tranquilizing

Bayonet - A good short range stabbing weapon. — Regular

Throwing knife - A weighted throwing knife. — Regular

Pistol - Guns are quicker than knives. Unfortunately, they also need ammo. — Regular

Bat - This weapon takes a lot of strength, but can be quite effective. — Regular

Crowbar - Similar to the bat, this low-tech weapon packs quite a wallop. — Regular

Axe - Chops both wood AND monsters. — Regular

Gas-attack grenade - Use this to blind and choke a monster. — Poison

Rifle - You'll do more damage with the rifle than the pistol. Don't forget the ammo! — Regular

Uzi - You'll do more damage with the Uzi than you will with the rifle. — Regular

Pump-action shotgun - Like its cousins, the shotgun needs ammo. — Regular

Flame thrower - Roast monster anyone? — Regular

Grenade - Area effect explosive. — Regular

Molotov cocktail - Often known as the poor man's grenade, when thrown this will ignite a small area when it lands. — Fire

Napalm launcher - This should get you out of any fix, as long as you have ammo. — Fire

Rocket launcher - Keep enough ammo on hand, and it'll pack quite a boom. — Fire

Energy blaster - Long range energy based weapon. — Energy

Time bomb - Delayed explosive that lets you get out of the way in time. The time bomb explodes after three turns. — Fire

Ion rifle - Better than the standard rifle (and much more high-tech). — Energy

Energy beam - Destroy everyone in the area with a deadly sattelite-guided energy beam. — Energy

Lightning strike - Summon up the powers of nature with this powerful sattelite weapon. — Energy

Missile - Call in a missile strike and obliterate your enemies. — Regular

Tranquilizer gun - Make sure you have ammo. This doesn't kill a monster, just puts it to sleep. — Tranquilizing

Liquid nitrogen thrower - Puts a monster in a deep freeze. — Freezing

Attracting device - Use this device to lure unsuspecting monsters toward you. Then deal with them accordingly!

Healing items

Adhesive tape - Use this with the bandages.

Bandage - Use this to patch up wounds.

Crazy tablets - A mystery pill, who knows just what it will do.

Drugs - These are useful for healing, but can carry side effects.

Food - Well fed bodies fight better.

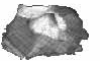Gas antidotes - These remove the effects of poison.

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

Painkillers - These tablets cause you to lose the sense of pain. Good for healing, but can cause outbreaks of rage.

Ultra-healer- This is a powerful, hard to find healing item.

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

Vest - This basic vest prevents light damage.

Bulletproof vest - This heavy vest protects well against hand-held weapons and pistol shots, but it won't help much against the more powerful weapons.

Kevlar vest - This is the best protection available.

Party members

COLE SULLIVAN 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 1991 Gulf War, 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 for military purposes; 1995 - Yugoslavia; 2001 - Cole played a significant role in the conflict against the taliban in Afghanistan; 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 bio-engineering.

JAREK OWICZ Jarek 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. Jarek 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 orders 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 S. RENSEN Born in 1970 (39 years old in 2009), this Swede is a specialist in hi-tech spy equipment, data hacking, locks, etc.
GIANCARLO TROTTI Trotti was born in 1966 (43 years old in 2009). An Italian commando team leader with great experience and an impressive track record, 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 on 2009). He is an English commando team member, and a specialist for small, swift missions in urban areas.

Support Information

Technical Support

Please be sure to read the README document on the game CD, and review the Frequently Asked Questions on our support webpage: **support.linuxgamepublishing.com**. Here you can also check for any updates to ensure you have the latest version of the software. You may also launch lgp_update as the user who installed the game to check for product updates, while connected to the Internet.
If you are still having problems, please contact our technical support team. Full information about how to do this is found on the above website.
By email, please contact **support@linuxgamepublishing.com** and we will do all we can to resolve your Gorky 17 problem. In your email, please include the following information:
Complete product title and version number (found by typing **`gorky17 -v`**)
Exact error message (if any)
Linux distribution
Linux version (found by typing **`uname -a`**)
Computer processor type and speed (e.g. Athlon64 - 1.5GHz)
Video and sound card make and model

Faulty Disks

If you receive a faulty disc, please contact the company you purchased the game from.

Credits

Metropolis
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