Where'd the golden toilet paper come from?!

Do not trust him

ZERO SIEVERT

→ 1.0 SURVIVAL GUIDE

WELCOME TO THE WASTELAND, HUNTERS!

You can't be without your trusty **SURVIVAL GUIDE** to help you navigate the wasteland outside this bunker, we'd expect it to boost your chances of survival by at least 0.03%. This guide contains all the knowledge a high-spirited hunter like yourself needs before it all gets dashed the second you set out on that train.

See below for tips and tricks - from how to craft weapons and upgrade your base, to the humans and creatures waiting to take you down. May luck be on your side, you're gonna need it!

-General Artemovich

GENERAL TIPS

- I feel silly having to say this, but you'll be surprised how many lives we've lost because of it. Equip your gun and make sure it's loaded!

- Use your downtime to reload, don't let your move be dictated by some mad adrenaline rush.

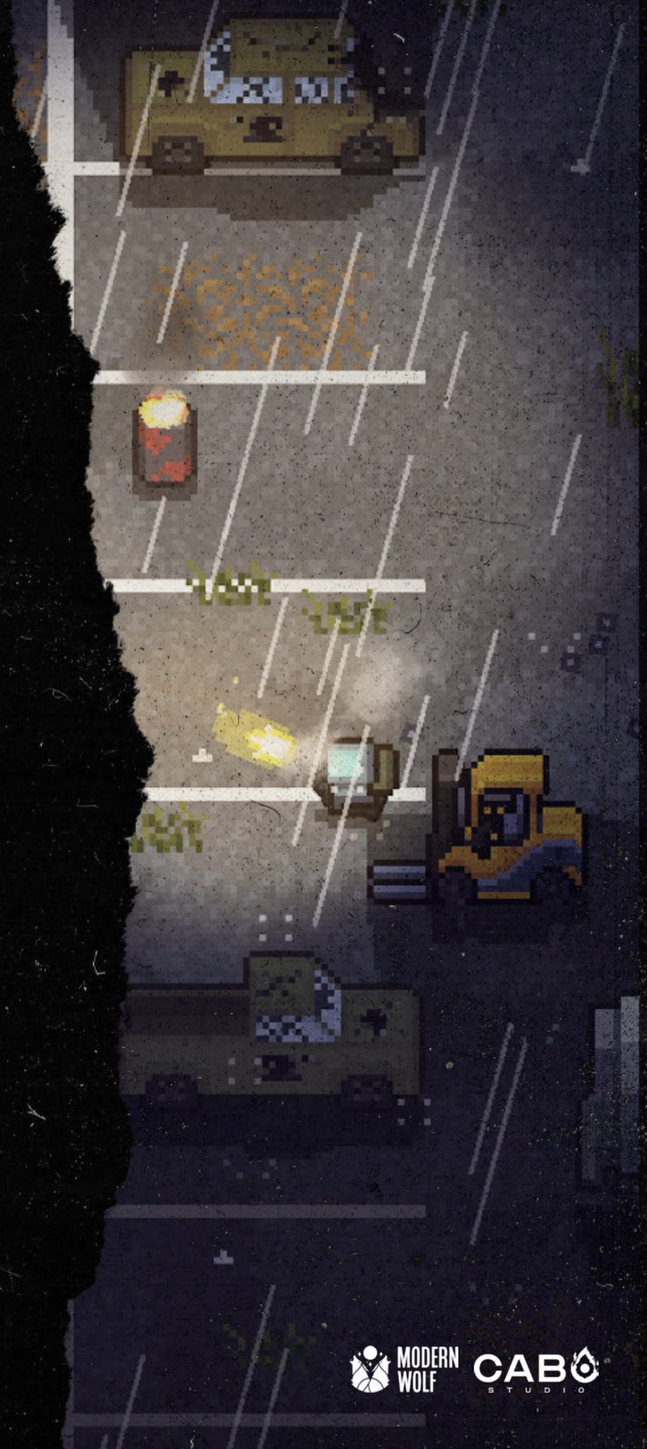
- The absolute worst of the seven sins, as it is the number one killer in the world of **ZERO Sievert.** Don't be greedy. Settle for small raids at first, and say **NO** to "just one more kill/loot/thing." *Some of our experienced hunters should remember this too!*

- I know you like to hoard (who doesn't?) but using meds beats dying!

- What is the first thing to do when you are in a new area? Check the extraction points! ~~*(what do you mean that's not the first thing everyone does in a new environment?)*~~ Same applies in Zakov.

- What is your best ally in this world? Amm... of course I know it is the weapons! But they are useless without ammo, no? Remember to unload enemy guns too, don't waste those goodies.

- You cannot shoot while sprinting, because that is how you end up with only 4 toes, don't ask me how I know that. (you can reload though!)



MODERN WOLF CABO STUDIO

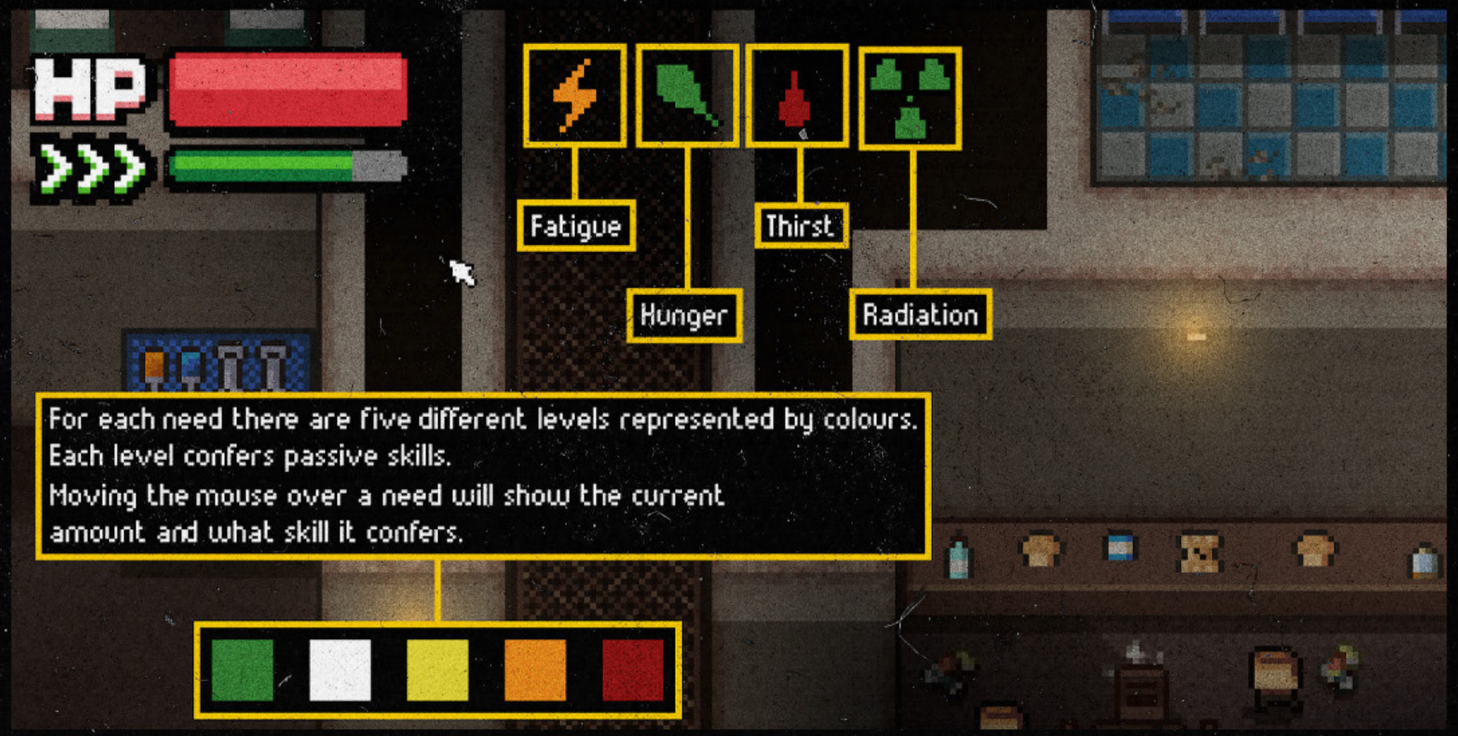
GENERAL TIPS

- Hone your skills with both Hunter and Gun specialised skills. Become a sharp eyed shooter or scandalise the wasteland causing damage in just your underwear!
- Hunting and learning how to survive rewards you with experience! Be careful what you do as you gain a reputation in Zakov and this can unlock more opportunities for you or maybe not...
- You hear that sound of a plane overhead? Make sure you check your map! Random supply drops give the best and most unexpected loot.
- There are many locked doors in the world, and naturally there will be rewards you can loot. When faced with a lock, find the key.
- Your line of sight is blocked by things that normally block your line of sight, so if you can't see it, it can't see you!
- The enemy of your enemy is your friend- or are they?

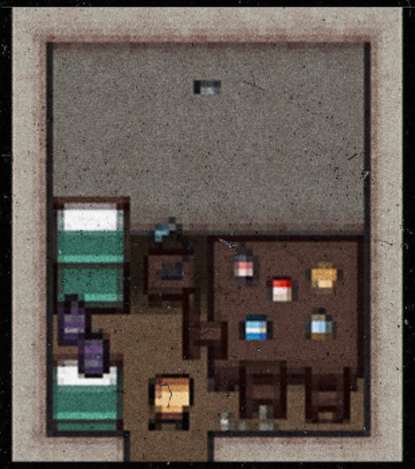
CONTROL TIPS

- Got multiple ammo options to choose from? Press Y and use the mouse wheel to choose one.
- Not sure if the ground is safe to travel? Or if that crystal is safe to grab? Why not press G to let a bolt test it for you!
- Want to split a stack in your inventory? When moving an item by holding LMB, you can hold CTRL and release LMB to then split the stack.
- Press T or L to turn on your torch or laser attached to your weapon. (Weapon attachments required)
- CTRL + LMB gives you lightning speed to transfer your inventory items.
- Fancy checking out your weapon a bit closer? Try K for a close-up on your held gun!

BASIC NEEDS


HP
Fatigue
Hunger
Thirst
Radiation
For each need there are five different levels represented by colours.
Each level confers passive skills.
Moving the mouse over a need will show the current
amount and what skill it confers.

IN THE BUNKER



BED, SLEEP & FATIGUE

Until you craft your own bed, shared beds can be found in the north east of the bunker for you to rest up in.

STASH, & UNLOCKING MORE TABS

The stash is where you ~~hoard junk~~ store your valuables! To upgrade your stash: install and craft the tier 1 and 2 storage modules. Certain quests will also reward you with stash upgrades.

WORKSHOP & CRAFTING

This is the craft bench which you'll be using for all sorts of purposes - crafting meds, cooking a quick meal, repairing your gear, customising your weapon, or even making your own ammo!

BUNKER CUSTOMISATION AND MODULES

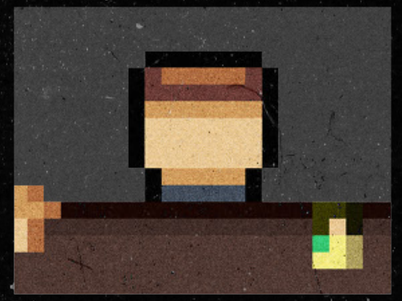
Looks homely, no?
May it remind you of the home you can never return to...

To customise your bunker, you'll need to install modules through your device (J), build them at the craft bench and then once they're in your inventory, right-click to install.

WEAPON CUSTOMISATION

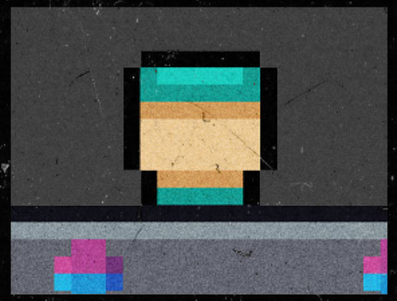
Weapons, they are your best companions in this apocalyptic world. This is unless you want to train a bunch of wolves to dogs (don't actually try this, you'll die). Weapon customisation allows you to make the best of your best buddy and unlock infinite possibilities.

FACTIONS & CHARACTERS



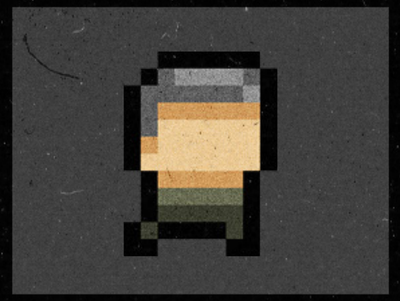
BARMAN

The barman has been here longer than most of us and he knows the world well and can tell you all about it, or what is left of it anyway. He will provide you with quests and supply you for a range of your survival needs. Make sure to check the tabs along the right to see all he has to offer!



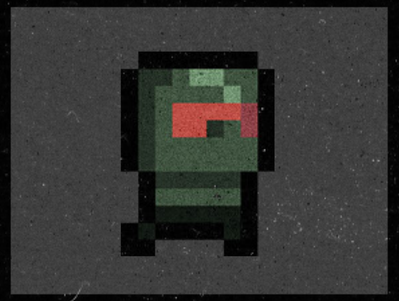
DOCTOR

The doc is a strange person but who can blame him when you've seen the things he has! Apart from his regular healing jobs, he puts his degree in armour engineering to use and will fix your armour (for a price). He can also sell you a range of healing and repairing supplies.



IGOR

Love or hate him, he's one of the most controversial people in the wasteland. You'll see why soon enough...



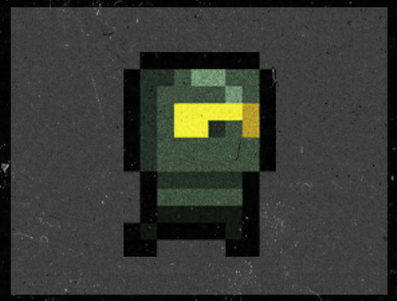
GREEN ARMY

The green army is a delegation of the ground forces. They are the ones in charge and will do everything to maintain order and make life as civilised as possible for everyone. Some say they are an 'authoritarian regime' but in their own eyes, they're the best hope this messed-up world has.

FACTIONS & CHARACTERS

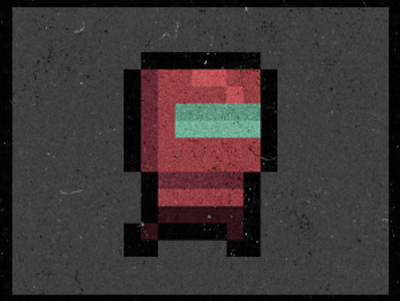
MR JUNK

Another soul driven crazy by the world. Not sure if this was before or after the apocalypse though...



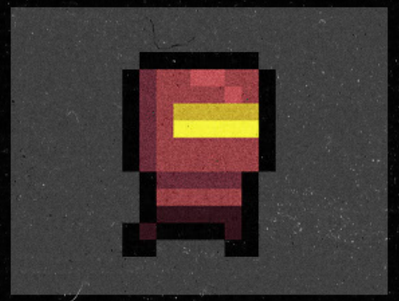
GENERAL ARTEMOVICH

Viktor Artemovich is the general of the green army. He was sent in after the disaster to protect civilians and maintain control.



CRIMSON CORPORATION

A multinational company, a leader in the pharmaceutical and technology industry. Out here in the fields doing god knows what.



REYNARD SHEPARD

The commander of the crimson corporation and one worth keeping an eye on...

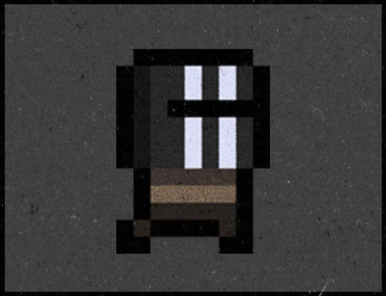
ENEMIES

BANDITS

They are the cockroaches of this world plaguing the land and you should eliminate them on sight.

LAZAR

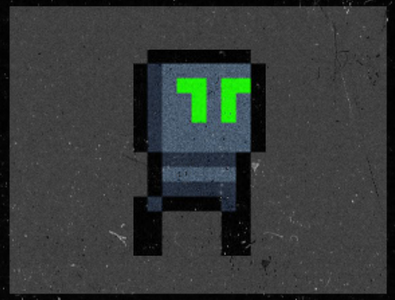
One of the “leaders” of the cockroaches, he can be found in the forest guarding a police station, *ironically*.



KIBBA

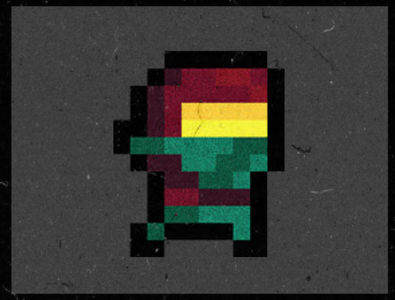
Tough guy who hangs around in the mall with some of the best-looking and highest-quality armour in the wasteland. I am not implying anything at all...

ENEMIES



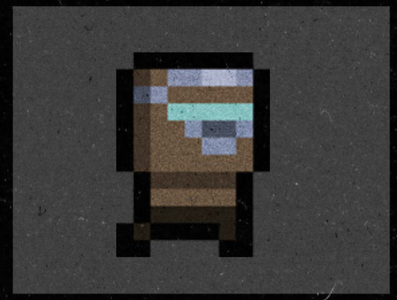
ARMAN

Arguably one of the hardest guys to kill in the game. However, it may be worth the endeavour as he carries some pretty neat gear.



OREL

Another leader of the Makeshift Camp, has been known to have a passion for trains and is often found guarding the station with his lackeys.



LONER HUNTER

Like you, they are survivors of this world. Also like you, they will shoot anything on sight.

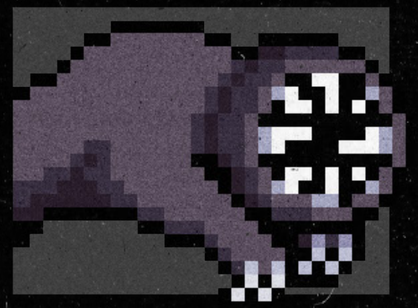
MONSTERS

GHOUL

Quite nasty things with a wide spread. You can easily kill one or two of them, but three or more? It's your funeral.

BLINK

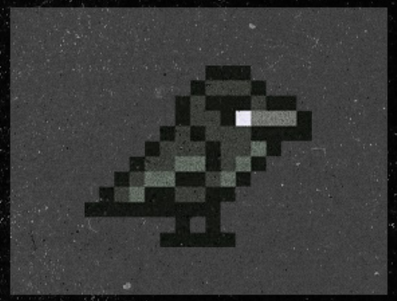
You cannot outrun a blink. The only thing you can do when you see one is ~~pray~~ to clear your magazine as fast as you can.



BIG

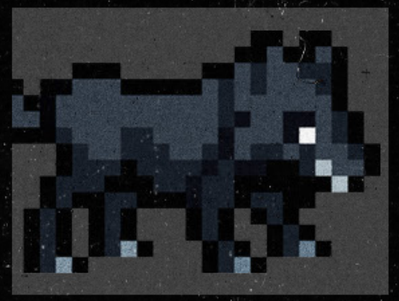
Quite a beauty the big is. The only thing you can do when you see one is admire its beauty and hope it doesn't start admiring you.

WILDLIFE



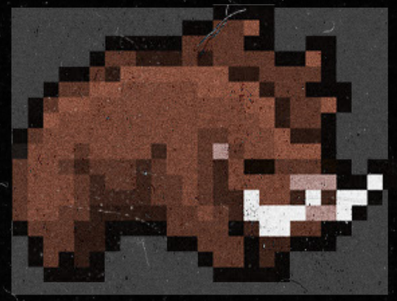
CROW/RAVEN

Your daily black bird with a lot more carcasses to feast on than before. Use them as a signal that dead creatures or bodies are near.



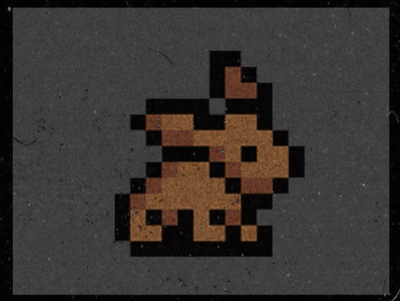
WOLF

Wolves hunt in packs, but you already know that. Beware of becoming the prey, hunters.



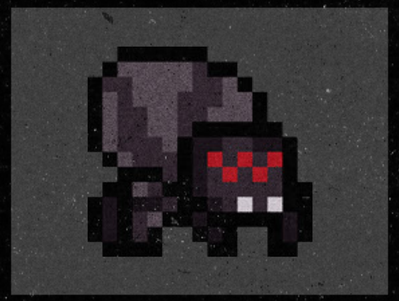
WILD BOAR

Did you know that these beasts have the highest kill rate in Zakov? No, I don't have any data to back my claim but you'll find out why I might believe that.



BUNNIES

Your adorable fluffy run-of-the-mill rabbit. Will you cook 'em up or cuddle them?



SPIDER

Eight legs, eight eyes, eight coming at you all at once? Sounds like spiders have found you. Spray and pray is what I recommend and don't let them get close.

ANOMALY AND CRYSTALS

They are called anomalies because no one understands them. The only thing I know is they produce weird crystals but ask the doc about them, he is the ~~mad~~ lead scientist on the subject.

MODERN WOLF CABO STUDIO

BUNKER MAP

The bunker, your home away from home (well what's left of it anyway). Establish your presence here by collecting quests, crafting weapons and generally trying to stay somewhat out of trouble.

REGION MAPS

Every map in **ZERO Sievert** is procedurally generated which means no two raids will ever be quite the same. What this also means is that where those boards killed you last time might kill you in a different place next time, isn't that neat!

It's worth noting though that some aspects of each map are always guaranteed, for example you'll always be able to find the sawmill in the forest, even if its location and loot might change each time.

ZERO SIEVERT

1.0 SURVIVAL GUIDE

Day 709

Check out these

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I survived a trip to ZAKOV

Happy Hunting!