

# YOU ARE EMPTY



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manual



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# 1. System requirements

## Minimum configuration

- Windows 2000 / XP
- Processor: Intel Pentium 2.4GHz or AMD Athlon/Sempron 2500+
- RAM: 512 MB
- Video adapter: GeForce FX 5600 or ATI 9600 with RAM 128 MB and video adapter driver versions NOT LOWER THAN ForceWare 91.33 (NVIDIA) or Catalyst 6.6 (ATI) respectively
- Windows Media 9
- Sound card
- Drive DVD-ROM 4x

## Recommended configuration

- Windows 2000/XP
- Processor: Intel Pentium 3.2 GHz or AMD Athlon/Sempron 3000+
- RAM: 1 GB
- Video adapter: GeForce 6600 or ATI X800 class with RAM 256 MB and video adapter driver versions NOT LOWER THAN ForceWare 91.33 (NVIDIA) or Catalyst 6.6 (ATI) respectively
- Windows Media 9
- Sound card
- Drive DVD-ROM 24x

## Important!

The game requires installed video adapter driver versions NOT LOWER THAN:

- nVidia: ForceWare 91.33
- ATI: Catalyst 6.6

Updates for the above drivers are available free of charge on ATI web sites (<http://ati.amd.com/>) and nVidia (<http://www.nvidia.com/>).

The game also requires the installation of Windows Media 9 codecs. These are installed during installation of the game and are also stored in folder 'WMV9' on DVD.

The game 'You Are Empty' is designed to run under control of operational systems Windows 2000/XP with a DirectX version not lower than 9.0c. Installation of the game requires 7.5GB of free space on a hard disk drive. Reserving at least 500 MB of extra free space for storing Windows swap-file and records of saved games is also recommended.

## Important!

Selecting 'High' textures resolution in settings of the game is not recommended if your video adapter has RAM 128MB. If you are having problems with output, selecting 'Medium' or 'Low' texture resolution in game settings first is advised.





## 2. Installing the game

Insert Disk of 'You Are Empty' into the DVD drive. If the 'Auto insert disk notification' option is on in your system, the start menu of the game 'You Are Empty' will be displayed on the screen.

If 'Auto insert disk notification' is off, find the 'autorun.exe' file in the disk's root folder and run it.

On the start menu select the item 'Install'. The installation wizard will be started to guide you step by step through the installation process. Follow its guidelines.

During installation the game's files will be copied to the hard disk drive, and on the 'Start' button menu the program group '1C Company\You Are Empty' (unless you specify another name during installation) will be created. This will contain shortcuts for running the game, retrieving this file, browsing web sites of the game, developers and the software publisher and deleting the game.

## 3. Running the game

To run the game, select the shortcut 'You Are Empty' in the program group '1C Company\You Are Empty' (unless you specify other name during installation) on the 'Start' button menu.

You can also use the command 'start game' on the start menu that appears on the screen when you insert the game's disk into DVD drive (if 'Auto insert disk notification' option is on).

If you selected the Create shortcut on Windows Desktop option in the installation wizard during the installation process you can run the game using this shortcut.



## 4. Controls

Controls in the game have default settings as follows. You can change key functions and other settings in the 'Settings' menu of the main game menu (see paragraph '5.2. Settings' of the present manual).

W	- forward
A	- left
S	- backward
D	- right
SPACE bar	- leap
C	- squat
E	- take, use
F1	- read note
1.9	- select weapon
Mouse wheel	- swap weapon
R	- reload weapon
Left mouse button	- attack
Right mouse button	- secondary attack
P	- pause
F5	- quick saving
F8	- quick load
F12	- take screen shot





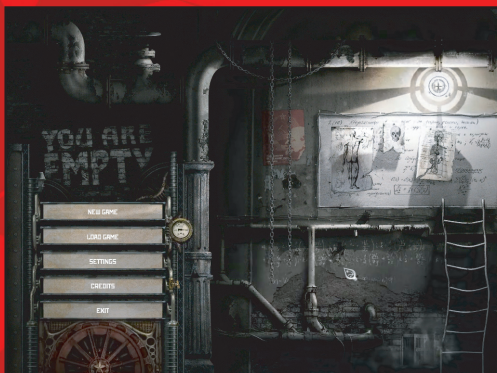
## 5. Deleting the game

To delete the game, select the shortcut 'Delete (reinstall) game' from the game's program group on the Start menu.

You can also use the 'Delete' command on the Start menu that appears on the screen when you insert the game's disk in the DVD-drive (if the 'Auto insert disk notification' option is on in your system).

## 6. Main menu

After you run the game you will jump to the main menu. Here the following options will be available: 'New game', 'Load game', 'Settings', 'Credits' and 'Exit'.



### 6.1. New game



Before you start a new game you need to select a game difficulty level. Three options are available: Easy – enemies inflict minor damage on the player and often miss; Normal – the player and enemies are in equal conditions; Hard – enemies shoot with higher accuracy and damage inflicted on the player is a lot bigger. You can start the game by clicking on the button with the desired difficulty level. If you are not too confident in your strength, it is recommended that you choose the 'Easy' level. By clicking on the 'Back' button you will go back to the previous menu.

### 6.2. Settings

We strongly recommend that before entering the game you enter the 'Settings' menu and change the respective settings to make playing on your computer more comfortable. To this end select the item 'Settings' on the main menu.



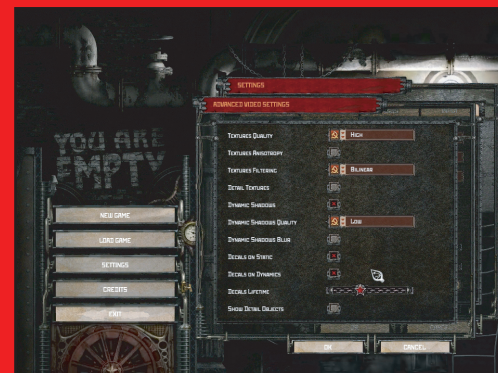
## Game

By switching between the windows 'Game', 'Video', 'Sound' and 'Input' you can adjust the respective settings. The section 'Game' enables you to switch automatic weapon swapping on and off.



## Video

The section 'Video' enables you to select the video settings of your preference. For the fine video settings adjustment select the 'More' option on the 'Video' menu. You will jump to 'Advanced video settings'. This operation is recommended for advanced users. Select the desired settings and click on 'Ok'. To get back to the previous menu without saving the selected settings click on 'Cancel'.



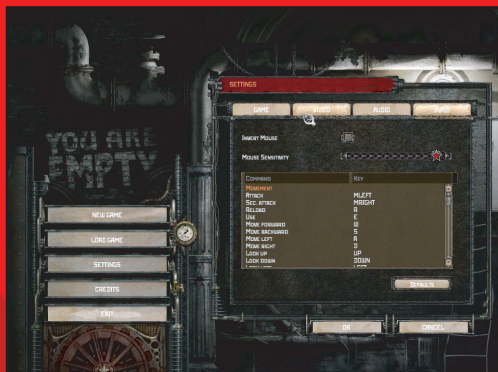
## Sound

The sound section enables you to set the volume of sounds and music in the game. Select the desired setting and click on 'Ok'. To get back to the main menu without saving the selected settings click on 'Cancel'.



## Input

In the input section you can change the functions of control keys as well as select the most comfortable mouse sensitivity or select the mouse inversion option if required. To change key functions double-click on the desired command and then select the key which you think is best for assigning it a new function. The 'Default' button will restore the default settings.



## Exiting the game

When you select this item on the main menu you will see a window asking you to confirm your choice. If you click on 'Yes' you will exit the game 'You Are EMPTY' . The button 'No' will take you back to the main menu.



## 7. Game world

'You Are EMPTY' will steep you in a mysterious atmosphere of an alternative Soviet history. By the end of the 1950s the USSR has become the world leader in science and technology. Research developments reach their climax in the creation of super-people (the perfect people for a perfect communist society). But the attempt ends in catastrophe, as a huge totalitarian city chosen as an object of the Experiment becomes a 'dead area' populated only by mad people who have been changed by mutations.

By accident the main hero managed to avoid the disastrous effects of the Experiment. He retained his common sense and intends to find out the origins of the catastrophe. He will have to survive in this new world full of dangers and if possible find a solution to the consequences of what happened. This person, the main hero, is you.







## 8. Interface

Figures at the left bottom corner of the screen are health points. The number of points gets lower as the player suffers damage from enemy attacks or comes into contact with things in the environment (for instance, a jet of hot steam). Falling from a height also reduces one's health. When the health score reaches zero, the player's hero dies.

Regarding the figures at the right bottom corner of the screen: the top figure stands for amount of ammo in the charger, the bottom figures represent the total amount of ammo for the weapon selected. When the amount of ammo in the charger is equal to zero, the weapon is recharged. You can independently reload your weapon whenever convenient by pressing the 'Reload' key ('R' on default).

The 'Note' icon in the top left corner of the screen appears when the player finds a new text document. To read the document you need to press the F1 key.

Icons in the top right corner of the screen show items that you are carrying (inventory). After you use an item in the respective place, its icon will disappear.

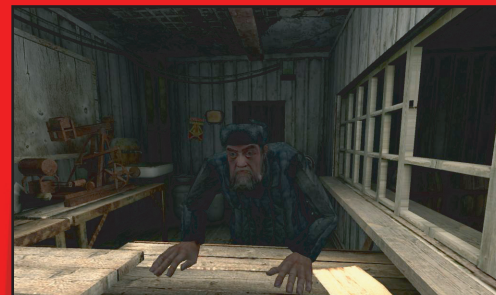


## 9. Game characters

In the course of the game you will meet several characters who will help you with advice regarding your further progress.

### Kulibin

This rural inventor is not as mad as he may appear at first sight. Just like you he longs to gain an understanding of what happened and is always eager to help with a piece of valuable advice.



### General Secretary

A calm, cool-headed and prudent person. Only people like him could reach the top of Party ranks. Although he fully understands how hopeless the present situation is, he is ready to cooperate.





### Ballet-Dancer

A light-hearted, artistic person having his head in the clouds. However, only he knows how to get out of the City Opera building.



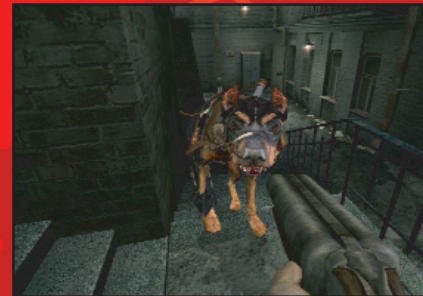
## 10. Monsters

### Lenin Komsomol Hen



The Experiment made the dream of a giant broiler chicken come true. However, apart from gaining weight, these hens unpredictably grew in size. A formerly harmless bird became a violent predator that does not mind having a little meat if the chance comes along.

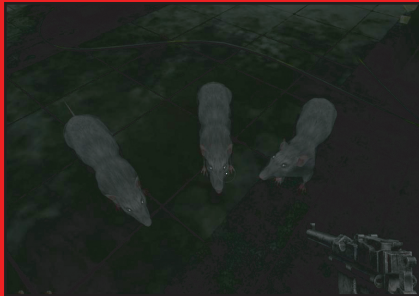
### Pavlov's Dog



After a series of daring experiments by Professor Pavlov, dogs became a permanent object of all potential experiments. Scientists experimented on changing physiology, investigated transplant opportunities and tried to gain control over instincts. The Experiment turned poor trusting animals into merciless predators ready to attack any target that comes into sight.



## Rat



The Experiment had virtually no influence on these rodents resistant to all external changes. They only grew in size a little and became more aggressive.

## Mental Patient



The Experiment finally locked patients of mental asylums in a trap produced by their own brain. The fears and phantoms they devised then became real as never before. But if in the past they used to escape from them, now as their moral and physical strength grows they try to destroy them.



## Nurse



A national healthcare employee. Aside from looking after patients, she used to spend much time on caring for her own beauty. But during the Experiment cosmetic substances entered into a chemical reaction with her skin. This explains her new and quite unattractive appearance. The nurse is crafty and has absolutely no mercy.

## Collector of internals



It is not known what lies hidden behind the gas mask this men wear. Nor can we tell for sure whether they are humans. Enigmatic characters who have appeared in the City and its surroundings after the Experiment, they pursue goals which only they seem to understand. They are not interested in city dwellers, but they will immediately attack any 'normal' person who catches their eye.



## Watchman



The watchman's appearance has been virtually unaffected by the 'Great Transformation,' but his mind was impaired. Now he guards things that seem very important to him but are not needed by anyone else. Like all watchmen he is very suspicious. Any stranger that appears in the guarded area is seen as a robber.

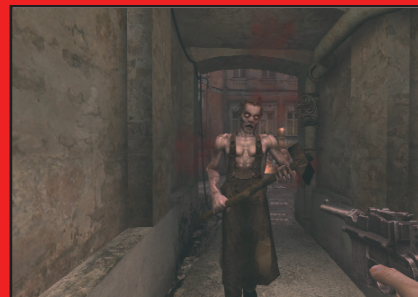
## Peasant



Exhausted by hard agricultural labor, the Peasant became very much like a zombie. She senselessly continues her work trying to mow down with her sharp sickle everything that stands in her way.



## Worker



The tireless worker is capable of wielding a heavy hammer night and day. His work never stops, not even for a second. A person who by chance appears in his area is seen as an annoying hindrance. He can be removed by a couple of precise blows.

## Fireman



This firefighter knows well that every human is a potential arsonist. These are firemen who lost their mind as a result of the Experiment, and instead of extinguishing fire they now try to remove its cause. Ironically, some firefighters prefer to produce flame with powerful flame-throwers instead of extinguishing it.





## Road Worker



A worker in typical yellow overalls who became much stronger and smarter after the Experiment. He is ready to work non-stop, never needing a break, and he, wields a heavy pick-axe. Anyone who gets into the Road Worker's field of vision is seen by him as an annoying obstacle to his work. Such an obstacle must, he thinks, be removed immediately.

## Welder



To make the work of swinger-assemblers easier, an outfit equipped with a folded propeller has been developed.

After the Experiment something went wrong in the way the outfit operates. That's why assemblers who have gone mad prefer not to fly, but to sky-dive. However, this makes them even more dangerous.



## Builder



The Builder knows how to perform just one job: that is, to spike dowels with a pneumatic hammer. As a result of the Experiment he's become totally focused on this process. Any object that gets which comes to his attention must be immediately fixed with red hot nails.

## Steel-Maker



The Experiment had a most favorable influence on a worker of a steel works: his skeleton got stronger, his bone tissue became more solid and his muscular strength increased enormously. Propaganda bred vigilance and suspicion in him. That's why the Steel-Maker sees an enemy agent in any stranger. Keep out of his way.





### Waste Devourer



This strange creature once used to be a common worker of a chemical factory. During the Experiment, dangerous toxins he constantly had to handle entered into a specific reaction with his body. This completely changed his physiology and metabolism. Now this enemy is made of almost nothing else but acid. He spits out a caustic mixture that paralyzes a victim, later he slowly digests it.

### Electrician



Bound to his duty, the Electrician constantly had to unwind, untangle, stretch out and bend a host of long unruly wires. The Experiment turned this person into a kind of spider. A crafty, flexible and agile one. He takes wires that stretch out in all directions for his own web. And he tries to paralyze every victim caught in this web by a powerful electric discharge.



### Athlete



Before the Experiment the weight-lifter was interested in body-building alone. 'The Great Transformation' has liberated him from all concerns, turning him into a bundle of muscles. Now the athlete longs to test his newly gained strength on any object more or less suitable for the purpose.

### Red Army man



The struggle to increase Soviet power, provocations on the side of invader-countries and the constant necessity to be alert contributed to a fantastic increase in the fighting efficiency of the Red Army. To prevent any threat in future, the decision was made to conserve the most distinguished fighters of the present. Elite units of the Red Army underwent deep freezing in underground cells. The Experiment caused reactivation of the depositories. The newly resurrected fighters made it to the surface and started to execute their direct orders – the protection of strategically important sites.



## NKVD Officer



Under the guidance of special Department 13 of the NKVD (Department of Internal State Affairs), a program for creating the ideal soldier was developed and introduced. Boys were specially selected and brought up in a special environment. They were taught never to trust their feelings and to suppress their emotions. Biological corrections contributed to enhancing their reflexes and seriously increased the resistance of their bodies. Fighters of Department 13 are not people, but human machines. They are merciless robots fulfilling orders like sheep.



## 11. Weapon

### Wrench



Description: a heavy wrench. The last argument for an extreme case.

Attack mode: strike

### Mauser



Description: a very accurate and heavy pistol but with a low rate of fire. It does medium damage.

Attack mode: single shot

Secondary feature: Zooming in and out



## Shotgun



Description: a double-barreled gun. Powerful but slow. Most efficient in close combat. It is quite useful for short distances if you shoot in 'one barrel' mode,

Attack mode 1: a shot from a single barrel. Medium damage and quite noticeable splinter dispersion (efficient at distances below medium).

Attack mode 2: a shot from both barrels simultaneously. Great damage but also significant splinter dispersion (efficient at short distances only).

## Nail Gun



Description: a pneumatic hammer that fires with nails. A very accurate but slow weapon that does medium damage.

Attack mode: single shot

Secondary feature: Zooming in and out



## PPSh



Description: Shpagin machine pistol. A self-firing weapon, medium as far as all its parameters including rate of fire, range, accuracy are concerned. A kind of universal gun although a little bit weak.

Attack mode: automatic fire

Secondary feature: Zooming in and out

## Rifle



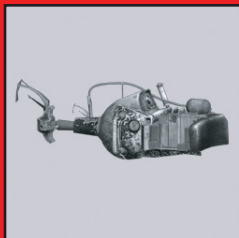
Description: Mosin-Nagant .375 rifle. A very accurate and powerful yet very slow weapon. It takes a while to reload after every shot. The rifle may be equipped with a sniper sight.

Attack mode: single shot

Secondary feature: Zooming in and out



## Electric gun



Description: an experimental electric gun

Attack mode: generates a small electrical discharge that flies forward following a parabolic curve. The charge does significant damage and has a large hitting range. This makes the gun dangerous in close combat.

## Molotov cocktail



Description: a bottle with flame liquid. Does a great deal of damage but should be used with much care due to the large striking range.

Attack mode: a bottle throw



## 12. Items

### First-aid kits



First-aid kits are used to restore your health damaged in battle. Note that flasks with healing liquid are quite fragile. Handle them with care.

### Ammo



Using firearms requires you constantly to replenish ammo. A charger that you need so badly may be found in the most unexpected places, so be persistent in searching game locations.

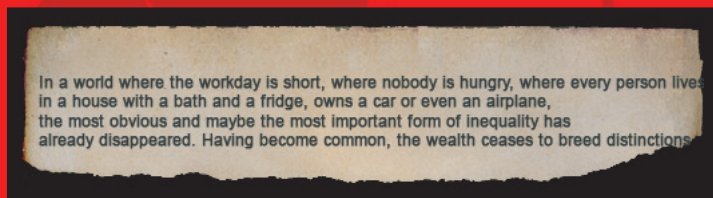


## Inventory items

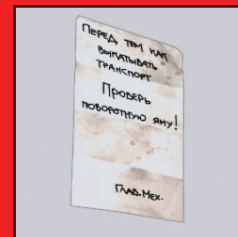


You can carry some of the items you found with you. Icons in the top right corner of the screen show which items are currently on the player's inventory. As you use an item, the icon disappears in its respective place.

## 13. Text documents



In the course of the game you will find different text documents: notes, letters, extracts from diaries etc. Some of these documents serve as hints to your game progress, other share some information that may not necessarily be related to events described in the game.



When you find a new text document, the icon 'Note' will appear in the top left corner of the screen. To read the document press the F1 key (default). You may browse all the documents you have found by scrolling through them with buttons "[" and "]".

## 14. Technical support

*If you encounter problems while playing the game, do the following before you contact the publisher:*

- Choose "Run" in the "Start" menu.
- Type «dxdiag» in the dialog window and press "Enter" to run Microsoft DirectX Diagnostic Tool.
- Pass all tests.
- Having passed the tests, press "Save All Information".
- Send the text file obtained and a description of your problem to technical support.

*Please also provide the following information:*

- game version (installed updates)
- operating system
- processor brand, type and clock speed
- RAM volume
- sound card type
- video adapter model and parameters
- DVD-ROM drive type
- mouse type and driver version
- DirectX version
- detailed description of the problem that you faced.



## Credits

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Vitaly Konovalenko

**In memory of Viktor" Lukash" Marchevsky**

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Developers of the game express their thanks to developers of open source software and technologies used in the game.

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See <http://freeimage.sourceforge.net> for details. FreeImage is used under the FIPL, version 1.0.



## Notes

