

## **(Stalker 2 – Before the Cordon / Kokov) Setting description**

### ***//Short Synopsis//***

After the nuclear catastrophe of the Chernobyl powerplant in 1986, the region surrounding it is closed off to the outside world by high walls. Although guarded by the military and exclusively reserved to scientific organizations since then, many are attracted to the riches and bizarre objects that can only be found in this newly constructed zone of exclusion. These daring characters call themselves “Stalkers” and, although they are aware of the omnipresent violence in the Zone, more and more enters this sealed off place. Between the old countryside and the occasional Soviet-style buildings and factories, the Zone is a strange, yet beautiful place, where survival is hard-fought and ill-gained. In there, a friend is only a friend if they are the enemies of your enemies; but only because what lies in the Zone, the rewards, are that much interesting and valuable. All those who are living in and off the Zone had to enter it at some point: a few shady locals have created a lucrative market to guide the newcomers through weak points inside the region. In 2025, such a person (Aleksi Konninsken / Playable Character) meets a guide (Swedish / NPC) to enter in the Zone, not knowing that it is usually a one-way ticket, through an old village, Kokov.

### ***//Background Story//***

Located in the south-east of the Zone, Kokov is an old farmers’ village, built in the 1950 to accommodate the then infrastructural expansion of the Chernobyl region. Composed of a few wooden houses, a silo for grains and large metallic sheds for cows, pigs and sheep, Kokov used to be a joyful place through its inhabitants. Today, in 2025, the village is an abandoned ghost town, where everything is degraded to its lowest point, which is why it has been deemed a perfect base of operations for smugglers and a great meeting point for guides with aspiring Stalkers wishing to cross the wall into the Zone.

A nearby radio tower allows the locals and bandits to jam communications surrounding the place, which helps them go undetected and unbothered by the military, who are well compensated for looking the other way. Inside the old church in the center of Kokov, a merchant nicknamed the Old man has established himself as the kingpin of the occupying armed community, called the *First guard*. He offers passage beyond the walls to whomever is willing to pay and manage whatever goes on in Kokov. Being one of the few places where Stalkers can go inside the Zone, the Old man knows that he holds a power that can easily translate to money and favors.

### ***//Key Features//***

- Remote location, surrounded by a deep forest
- Wooden habitats, one-story houses with basement, a church, old markets, all empty
- Campfires, old bench full of rust, broken windows, a large red and white radio tower nearby
- One destroyed powerline that has smashed through the roof of a house
- Metallic shed surrounding the village, only the old tools are left inside

*//Reference Images//*

