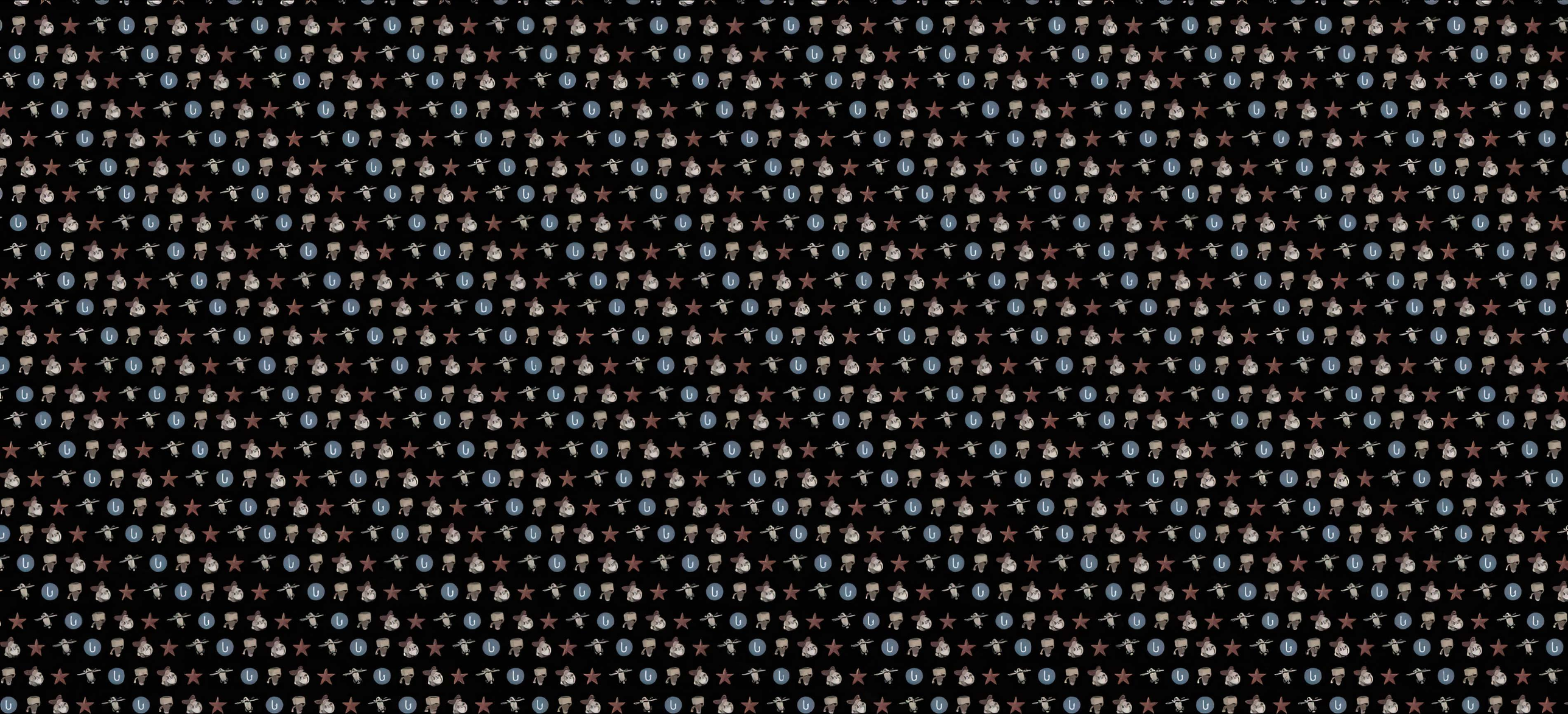
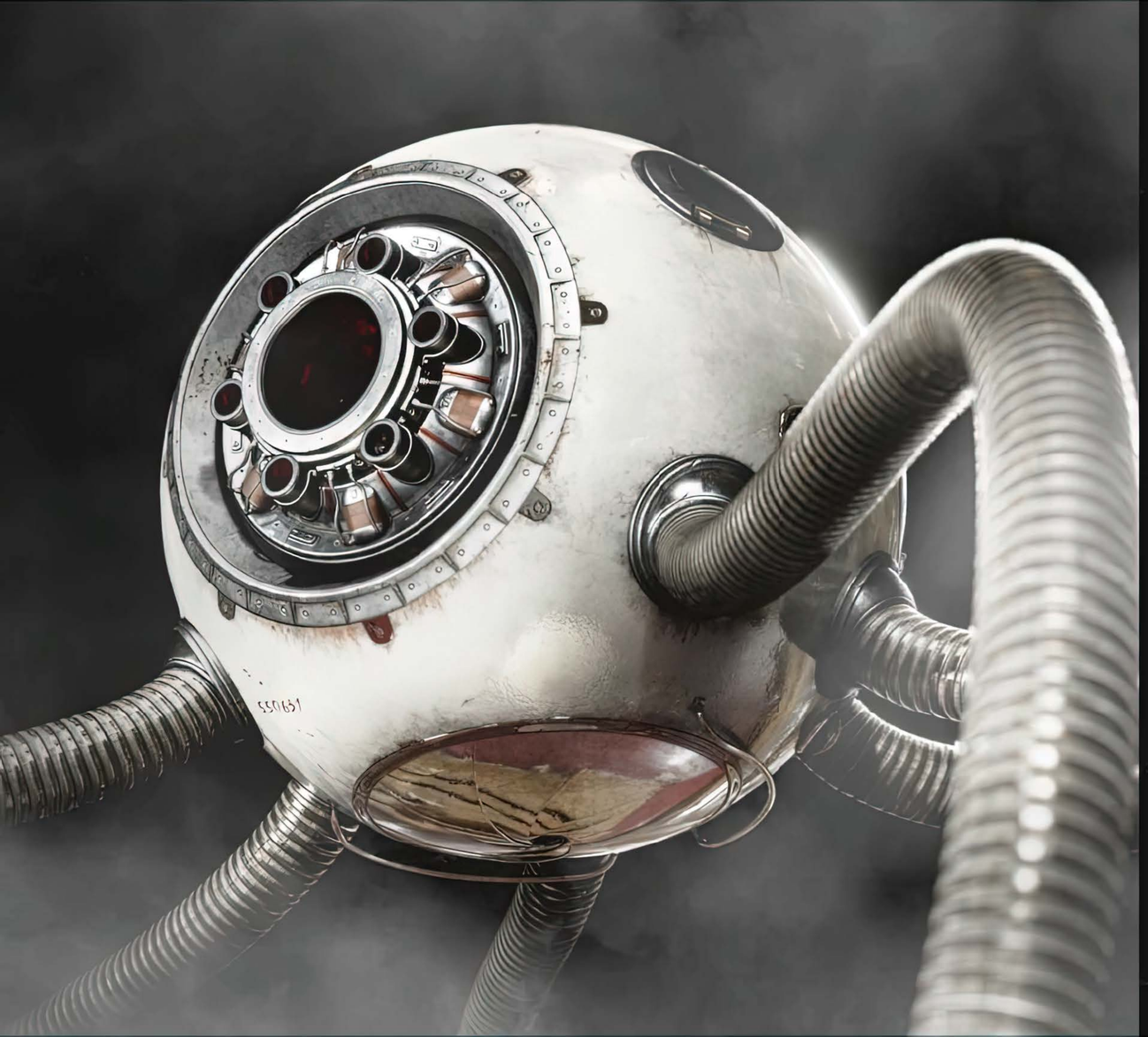

THE WORLD OF
ATOMIC HEART
MUNDFISH


ATOMIC
HEART





We'd like to thank our partners and investors for all their immense support along the way, which had its fair share of hardships. Special thanks to Anton Yudintsev and Sergey and Tatiana Korchagin for their invaluable support at the earliest stages of Atomic Heart's development.

We also want to express our heartfelt gratitude to the GEM Capital fund!

Thanks to all the Atomic Heart team! Guys, you are exceptional and incredibly talented! A real dream team!
Many thanks to our fans, whose trust and support fill us with energy to create new wonderful worlds of Atomic Heart.

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THE WORLD OF

ATOMIC HEART

MUNDFISH

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Behold the triumph of science and the human mind, comrade!

The scientific achievements of our country, the great USSR, have changed the lives of not only our compatriots, but also the inhabitants of the entire world. And you are among the first to have the honor of visiting the place where it all began: Facility 3826!

Remember, everything you are about to learn is top secret.

Atomic Heart is a fantastic, visionary journey into a world bizarrely similar to our past, and perhaps our future.

Over 200 talented developers have lived in this world for many years. We're going to show you how our artists and designers sketched, conceived, debated, and eventually came up with the solutions that formed the basis of Atomic Heart's visual style.

Warning:

This art book contains spoilers. We strongly recommend playing the game before reading the descriptions in the "Contents" and "Characters" sections.

"This is a triple mindf%ck, just the kind we like. It helped us stay invested in development over the years. The point was just to keep us from getting stuck in a rut and enjoy our work :)"

SCIENTIFIC DISCOVERIES

The ideas of Dmitry Sergeyevich Sechenov, as well as his friends Vavilov, Chelomey, Pavlov, Tsiolkovsky, Filimonenko, Zakharov, and other great scientists led a revolution in science and industry. Sechenov's discovery of polymer mimicry adaptation technology and a number of breakthroughs in botany, biology, and cybernetics that followed made the USSR a scientific superpower.

Despite some initial opposition from the Communist Party, the importance of these achievements was appreciated against the backdrop of World War II. Thanks to Sechenov's brilliance, a new era began not only in the USSR, but throughout the world.



WORLD WAR II

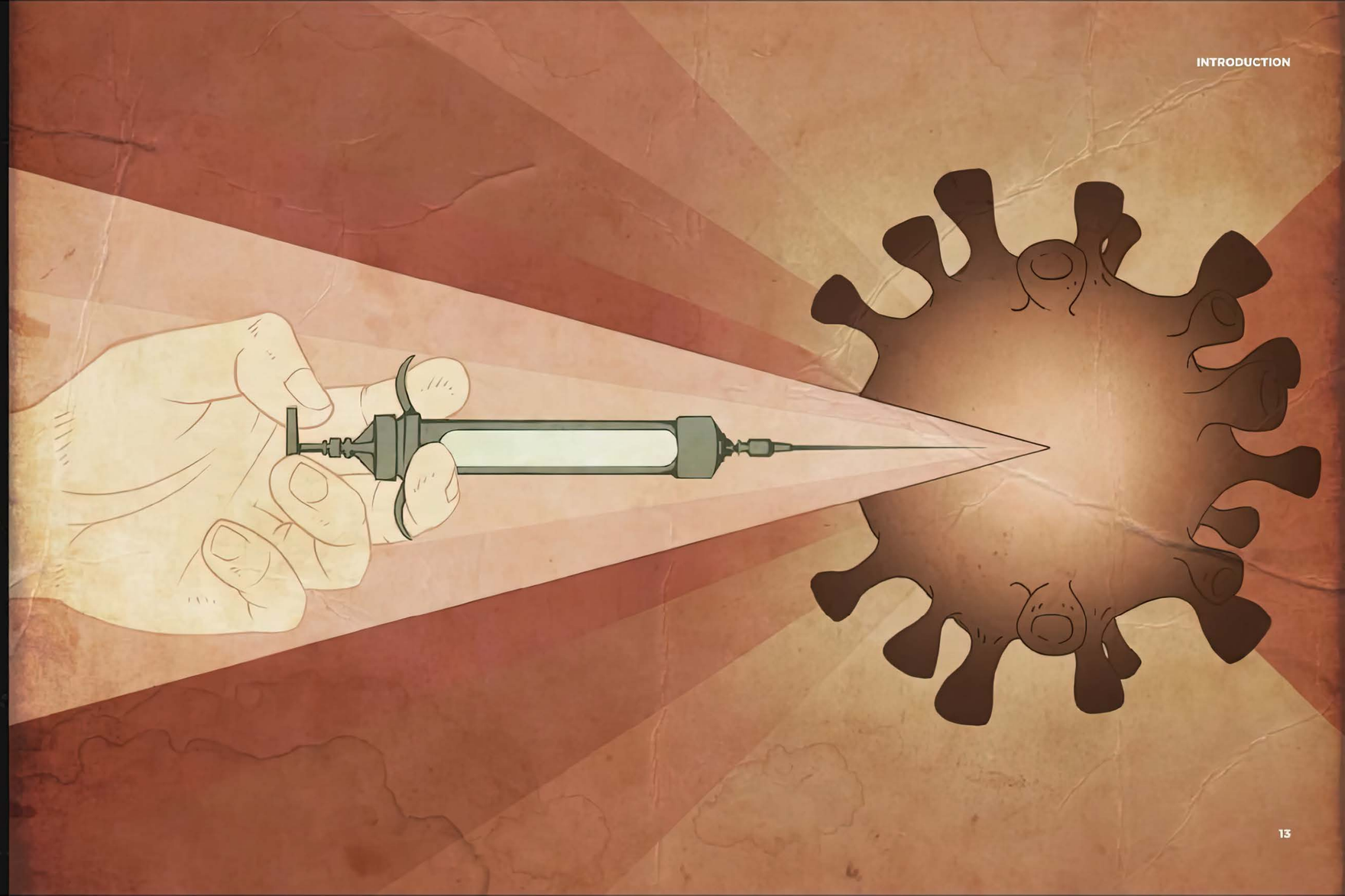
The USSR declared war on Nazi Germany in 1939. Despite heavy losses in the first years of WWII, the Red Army managed to not only seriously undermine Germany's plans to establish a Third Reich in Europe, but also to push the Allies to take decisive action.

European countries' loses would have been significantly less if the monstrous epidemic known as the Brown Plague hadn't emerged from underground laboratories during the last few weeks of the war. Despite bloody battles from Africa to China, it was the Brown Plague that became the greatest tragedy of the war.

POST-WAR ERA

It was only through the dedication and ingenuity of Soviet scientists that the terrible epidemic that claimed millions of lives in the USSR and throughout Europe was finally stopped.

A polymer vaccine called Redemption, invented by Sechenov and Zakharov, put an end to the spread of the plague once and for all, and the Soviet Union earned a reputation as the savior of the entire world.









SOVIET INDUSTRIALIZATION

The impressive success of Sechenov, Zakharov, and their fellow scientists forced the Communist Party to reconsider its attitude toward scientific breakthroughs. The funding for Facility 3826's projects was colossal, especially by the standards of the post-war period.

Thanks to its investment in industrialization and the revolution taking place in industrial robotics, the USSR went from a nation exhausted by war into a technological superpower in just a few years. Needless to say, this delighted its allies and led to envy among other countries that insisted on taking the lead in international politics.



GENERAL

POLYMERIZATION, 1955

All sorts of robots, from combat to construction models, greatly simplified the lives of both the Soviet people and workers in other countries. However, there was still a huge gap between the average user and an experienced operator — operators and engineers were needed almost everywhere to program the machines, oversee their work, give them orders, and make sure they achieved their goals quickly.

Universal polymerization was intended to solve this problem once and for all. It was expected to connect every single inhabitant of the USSR to the Kollektiv 2.0 neural network, giving them the ability to control systems using ordinary neural impulses — in other words, the power of thought.

Polymer injections would also allow people to learn special skills. This meant that any citizen would be able to instantly learn any complicated profession.

Such a breakthrough would radically change the development of the country, and, in the long run, all mankind.

CHARACTERS



AGENT P-3

Agent P-3, AKA Sergey Alekseyevich Nechaev, formerly Agent Plutonium of the Argentum group, is now Sechenov's personal Spec Ops specialist. Before the tragic events in Bulgaria that led to him and Agent Blesna receiving fatal injuries, he had been distinguished by a rustic, cheerful personality, as well as diligence and thirst for adventure.

During rehabilitation, the agent's face and skin were successfully reconstructed, his limbs were implanted with steel bones made from the latest PTA-6 alloy, and his muscles were replaced with implants. After his recovery, P-3 drastically changed, becoming an entirely different person. The key reason for this transformation lay in the change in his memory — all information about his former wife Agent Blesna was deleted from his brain.

As a result of this change, P-3's personality also underwent a transformation — Nechaev became more unsociable, withdrawn, rude, and gloomy. His speech also became littered with profanity, which all Argentum members studiously avoided.















TOP/RIGHT

Filming cutscenes and voice acting with Alexander Lomov

LEFT/BOTTOM

Early concept art for Agent P-3





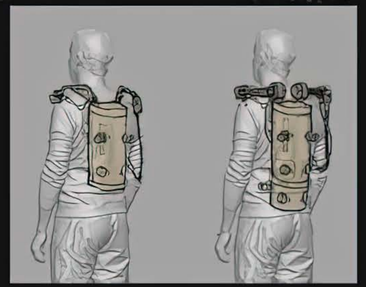












LEFT/TOP

In the early stages, P-3 used an exoskeleton. This idea was later abandoned in favor of a more futuristic take on P-3's superpowers.

RIGHT

Early versions of P-3's head



P-3 has changed several times since development began. The initial concepts and the final incarnation have very little in common — the hero developed into a stricter, more focused version of himself. With each artistic decision he became more and more intertwined with the atmosphere of Facility 3826.

CHAR-LES

Chariton Radeonovich Zakharov was Sechenov's closest friend (although many people have emphasized that, while the scientists had a good professional relationship, no one ever saw any indication of true friendship over the years they worked together). He participated in most of Sechenov's projects starting from the early pre-war period.

Unlike Sechenov, Zakharov was standoffish and generally indifferent to other people.

Where Sechenov puts the welfare of mankind at the forefront of his work, Zakharov simply enjoyed taming the laws of the universe and subordinating them to the power of his mind. Unfortunately, his misanthropy and indifference extended to his own person, which led to his death in an incident with a Jelly Man prototype after neglecting safety standards.

In the future, his mind and way of thinking were recovered when his consciousness was stored in a neuropolymer structure that Sechenov transferred to a cyberglove. Zakharov flatly refused to participate in attempts to return him to a human body, saying that nothing hindered his scientific activity now.

At the beginning of the story, he decides to gain control of Kollektiv 2.0. Taking advantage of an emergency, he convinces Sechenov to hand over the glove over to agent P-3 to help him deal with the situation, hoping to change the course of events in his own favor.









RIGHT

Early concept art for the polymer glove

The glove had to look interesting and intriguing without raising a lot of questions about how it could be used in everyday life. Initially, the plan was to give it more of a military style, like the equipment of elite soldiers, and some of these ideas were actually implemented later. However, the main idea was to present the glove as a kind of living being, a symbiote. This led the artists to consider the bodies of insects and engineering devices when designing it.

The tendrils built into the glove were inspired by ant antennae and led to lots of ideas for other gadgets in the world of Atomic Heart, including the Thought device and the NORA repair vendor. The tendrils make it possible to "humanize" the image of the glove, giving it an emotional appearance. The tendrils move in such a way that the player believes they're alive. They never make any mechanical or sudden movements. During a conversation, they move smoothly and slowly. When using offensive skills, the glove makes symmetrical circular motions reminiscent of volumetric fractal shapes. The pure mathematics behind its attacks highlight CHAR-les' innate coldness. After all, its consciousness, which considers itself the highest form of life, can only see math as its idol — an idol that will never disappoint or betray it.



1908–1952

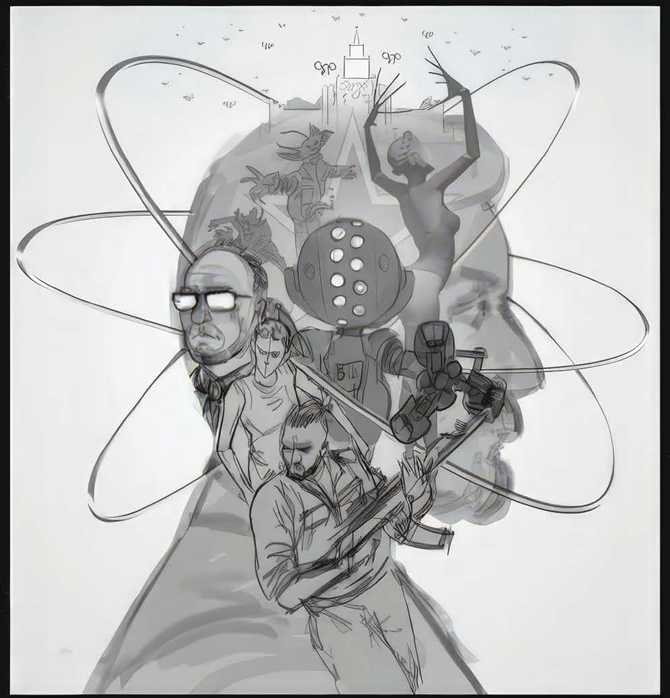
SECHENOV

Dmitry Sergeyevich Sechenov is one of the most outstanding scientific minds of the modern world — not only in the USSR, but throughout the world. A former neurosurgeon, he is currently a specialist in a number of different fields. Sechenov was a student of the famous scientist Bekhterev. Sechenov assembled a team of eminent scientists and laid the foundation for an unprecedented scientific and technical breakthrough. He is the one who invented polymers, neuropolymers, and many methods for using them, as well as the Kollektiv.

Sechenov's look was inspired by Gary Oldman's characters, most notably his role as Dr. Norton in 2014's RoboCop. Oldman also served as a reference for Sechenov's personality — he's smart, restrained, charismatic, stylish, a little secretive, but at the same time extremely self-confident. Sechenov is a kind of "Soviet Steve Jobs," a genius who could have existed in the USSR under the auspices of the Politburo and Stalin.









ABOVE

A Barn Owl figurine on Sechenov's table for the game's intro

RIGHT

Sketch of Sechenov's outfit

LEFT

Early key concept art for Sechenov





MOLOTOV

Yegor Timofeyevich Molotov is one of the top leaders of the CPSU.

Authoritative, proud, and ambitious, Molotov is a classic "apparatchik" and careerist. He made his way to the top an any cost and highly values his current position. He is confident in his mental superiority, although animal instincts and cunning are his real strengths. Molotov is a longtime and consistent opponent of Sechenov. He will seize any opportunity to remove Sechenov from his post and put one of his cronies in his place. According to Molotov, Sechenov is needless undermining the Soviet system with his innovations and social experiments.

Sechenov believed that when robots took over all the difficult, repetitive work, people would finally be free to devote themselves to science, art and, other intellectual pursuits that benefit society. But he soon realized that his project was a complete disaster. The robots have indeed taken over most of the hard work, but humans were still the same, and they still prefered idleness to self-improvement. Sechenov then came to the conclusion that it wasn't enough to create conditions for the independent development of mankind. Now he wants to change the people's consciousness by force, uniting the passive masses into a network called the Kollektiv.

The image of Molotov, a typical party functionary, was developed quite quickly. Even in modern world, there are still plenty of references for power-hungry officials like him.











RIGHT AND LEFT (THE TWINS)

These Ballerina combat robots are Sechenov's personal guards. Elegant and deadly, they are capable of protracted battles and ready to fulfill any order. Right and Left's masks conceal a terrible truth: the robots are actually Ekaterina Nechaeva and her polymer clone, clad in armor and equipped with cybernetic prostheses. The woman's brain is still alive, but her mind has left her body. Cloning also failed to restore her consciousness. This life-saving experiment may have been a failure, but Sechenov was able to turn this oversight to his advantage.





TOP

The key to the Jelly Man's polymer containers (Alpha Connector)

LEFT

Early concept art for the Twins (rejected)

The Twins were inspired by the images of ballerinas and figure skaters. Their fighting style represents a blend of rhythmic gymnastics and BDSM. The whip-arm also continues the antennae concept from P-3's glove, but in this case it is hypertrophied and made much more powerful.

The cold image with its perfectly polished face conveys the absolute composure of rhythmic gymnastics champions. Fragile at first glance, the creature actually possesses an incredibly resilient, steely personality, not unlike a ballerina. The prima ballerinas who perform at the Bolshoi Theater (who, by the way, were invited to perform motion capture for us) constantly endure incredible pain. Their toes are often caked in blood, but the spectators never see this. They have only a vague idea of the hardship these women endure — just like our Twins, who barely recognize the role fate has prepared for them in this bloody drama.





LEFT

Approved concept art for the Twins

BOTTOM

Ballerina Anita Pudikova on set





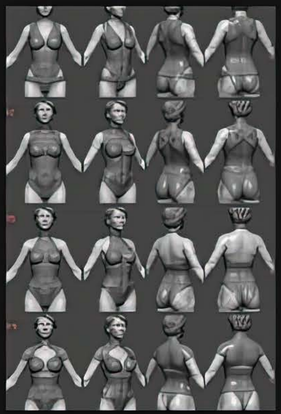
LEFT

The Twins' shoes have an intricate design that allows ballet slippers to be transformed into high heels









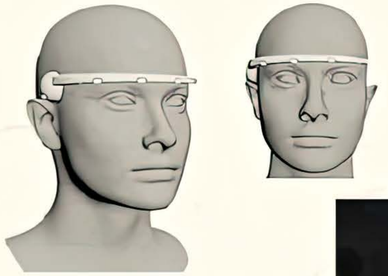
FILATOVA

Larisa Andreyevna Filatova is a top-notch neurosurgeon, Zakharov's comrade-in-arms, and Petrov's girlfriend. A talented employee and specialist, she is distinguished by intelligence and subtle, manipulative behavior. After a long friendship with Viktor Petrov she developed deep feelings for him and became a faithful assistant in his subversive activities, albeit without justifying his methods. As an idealist, Filatova opposes Sechenov's plan to suppress the will of the members of Kollektiv 2.0 and is willing to do anything to prevent this.

Larisa is a composite, modernized character — a strong, smart woman in a sci-fi setting with a powerful feminist spirit. We always wanted to make her appearance bolder to fully express her robust essence, so a tomboy look felt like the right option for Larisa — soft and delicate attributes just weren't her. Overall, she turned out just like we planned: defiant and daring. The tendrils of the Thought device on her head make her even more mysterious-looking.







← LEFT

An early version of the forehead-mounted neural interface (also called the Crown)

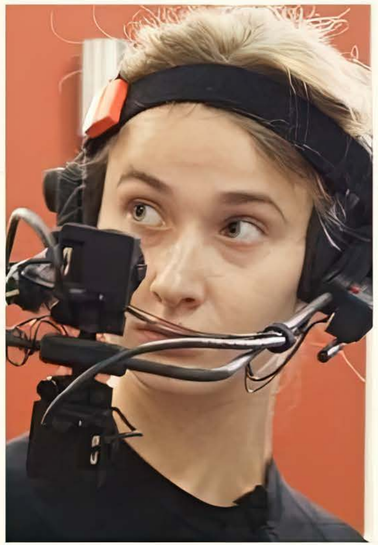
RIGHT →

Dr. Filatova with a Thought neuroconnector





When creating Larisa, we decided not to use the usual lab coat, glasses, and other scientist props. Her appearance primarily emphasizes her tough and implacable character, as well as the strange role she played in the development of the entire story.













└ TOP

Actress Marina Rudenko, who played Larisa

RIGHT →

Sketch of Larisa's outfits





PETROV

Viktor Vasilyevich Petrov is a robotics engineer and programmer who was involved in the development of Kollektiv 2.0. Born in 1922, he is now 33. Due to his conceited, nervous nature, instead of admiring the Facility's leading scientists, he was deeply jealous of their achievements. So when the CIA promised him a hefty reward, Petrov conspired with several colleagues to sabotage the Facility and cause catastrophic damage. Thanks to Stockhausen, his plan was revealed, and Petrov was arrested and sentenced to community service at Vavilov.

Petrov was supposed to be your typical introverted nerd, but during rehearsal actor Oleg Kursachev brought a completely unexpected layer of madness, a kind of strong, dark energy, to the character. This is how the scene with robots in the Theater came to be, and the entire Theater was transformed and began to feel much more powerful. Viktor ended up being a mixture of the Joker and a hacker — a pretty strange combination.







ABOVE

Viktor zaps P-3 with a taser in a cutscene

LEFT

Viktor uses the suit of an ordinary Vavilov engineer



LEFT

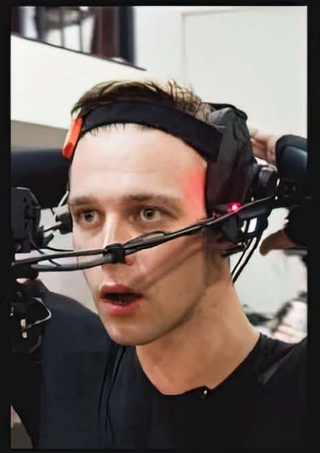
A hacking communicator that Viktor uses to contact Larisa at the Vavilov complex

RIGHT

Actor Oleg Kursachev, who played Viktor Petrov

BOTTOM

Wedding rings that Viktor wanted to give Larisa









Of course, calling Petrov a classic traitor would be a huge mistake. Although many naively believe that this talented engineer betrayed his homeland for a payday from the CIA, the real reason for his crimes is much deeper and more complicated. Jealousy over his teammates' brilliance, dissatisfaction with his own work, anxiety-ridden love, and the monstrous discovery of the essence of the Kollektiv — all of this turned a talented specialist into an executioner who has gone mad and now revels in his own madness.



STOCKHAUSEN

Michael Stockhausen (Goldenzweig) is a German scientist of Jewish descent who worked in a secret Berlin laboratory during the war. he survived the first outbreaks of the Brown Plague in the dying city of Berlin and was later rescued by Soviet soldiers. With the help of forged documents, he changed his name, trying to avoid punishment for the Reich's crimes. Before getting infected, he had a phenomenal memory, but after the onset of the disease he lost this ability and never regained it (although he did not regret the loss).

"Thanks to his perseverance, cunning, and ability to detect the slightest change of mood in his leaders, Stockhausen quickly climbed the corporate ladder, demonstrating talent as a manager and schemer. As an East German scientist. he was recruited by the Facility to meet a hiring quota, but quickly earned Sechenov's respect.
He now tries to be useful to his bosses without ignoring his own interests. He was behind Petrov's arrest — after being one of the first people to gain Petrov's trust, he immediately informed on him."

Every game has an antihero, and this one is no exception.





LEFT

Actor Denis Medvedev, who played Stock





ABOVE

Personalized chirper used by Stock in a scene with P-3 at Solnechnaya Station

ON THE LAPEL OF THE JACKET

A Facility 3826 medal for the popularization of science

GRANNY ZINA

Lieutenant Colonel Zinaida Petrovna Muravyova (Granny Zina) is a communications officer working under Sechenov's command. She is responsible for secret government communications and reports directly to Khrushchev. After a tragedy involving her daughter, she partially lost faith in the ideas and infallibility of Sechenov and now blames him for what happened to Ekaterina.

She is firm and strong-willed, but disguises it under the mask of a hot-tempered, hysterical old woman, using prejudices about the incompetence of female officers in her favor. She has extensive knowledge of the Facility's activities, excellent combat training, and access to various secret systems. Most employees consider her a local celebrity.



RIGHT →
Actress Irina Shanaeva, who played Granny Zina

LEFT ↓
Sketch of Granny Zina's outfits











"The decision to add an old lady to the game was made after Artyom told us 100 or 200 times (I don't remember exactly, maybe 500) that we couldn't have a game without a grumpy old lady. No sooner said than done ;)"

HUT

"This is Facility 3826. It's like the Emerald City. Haven't you ever seen a chipped chicken before?"

— GRANNY ZINA















NEWTON AND FLUFFY

"In general, Fluffy is a composite character, like Lewis Carroll's Cheshire cat or Pushkin's learned cat. He's a friendly guide and a cute trickster :) He's an image of attractive perfectionism, wisdom, and repulsive, but sweet deceit."

—ARTEP



JELLY MAN

An anthropomorphic polymer entity in its initial form. It has the ability to copy, store, and transfer a victim's brain data. The Jelly Man was created by Sechenov to be an interface between the Kollektiv 2.0 neural network and humans. It allows the user to safely manage the network, since it has no reverse effect.



"Jelly was on some of Artyom Galeev's posters back in the 2000s. If only could he knew what this red humanoid figure would eventually become :)"





TER-A1 TERESHKOVA

Named after cosmonaut Violetta Tereshkova from the alternate-reality Soviet Union of Atomic Heart.

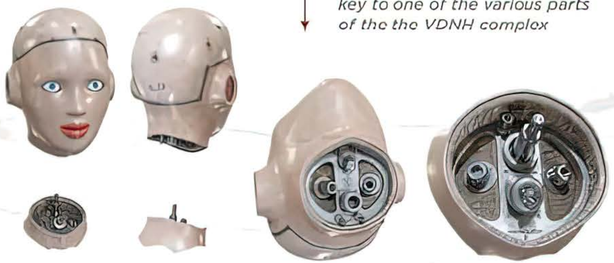
This character was not originally in the game, and no one planned to make her part of the story.

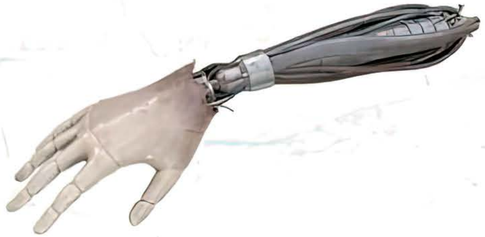
In early 2019 the studio started testing facial capture technology and spent more than three months testing various approaches to creating and animating human heads.

Natalia Ustsova, a friend of co-owner Evgenia Sedova, became the model for the character. Natalia was scanned in a photogrammetry studio, digitized, and transferred to the engine. In addition to the head, Tereshkova's body was created, along with clothes and shoes. In general, the character turned out to be quite interesting. However, the results of the facial animation were so hideous that it was later decided to throw out all the work done on the head and start from scratch, this time using a different technology.

BELOW

Each of Tereshkova's limbs is a key to one of the various parts of the the VDNH complex





ABOVE

The arm key used by P-3 at the VDNH

Nevertheless, at some point during the conversation about "how did this even happen?" someone had the idea to replace Natalia's head with a robot head so so we wouldn't have to throw out the entire character. Artyom quickly suggested an option, and everyone liked it so much, we decided to keep it in the game. Marina Giorgadze was the person who finally brought Tereshkova to life — she created a powerful image of a crazy android using only the power of her amazing voice.

Who would have thought that a character could be so memorable without any facial animation? So Tereshkova became a good robot with a tiny bit of what Artyom calls "f#uckery."







LOCATIONS



PAVLOV COMPLEX

Pavlov is a facility for the study of the physics and chemistry of the body, anthropogenesis, and medicine. It is led by Ivan Petrovich Pavlov himself. Thanks to the achievements of modern medicine, Pavlov is officially the oldest working citizen in the USSR at 106 years old.

The complex consists of a number of secret laboratories in which biohybrid system are developed and experiments are performed on animals and humans.

Despite the fact that some of the most important achievements in medicine and pharmacology were made at the Pavlov Complex, it has a very gloomy reputation among other Facility employees.















"Are they alive? Well, that depends on what you mean by 'alive.' For traditionalists and hypocrites, this is just an artificial form of being. For me, it's life in a much more delightful sense."

— D.S. SECHENOV, FROM AN INTERVIEW.















THEATER

The Maya Plisetskaya theater is the world's first robotic theater and the first cultural institution in the USSR named after an artist during her lifetime. It is the most prestigious theater in the country in terms of visitation and the most spectacular in terms of staging.

Although Maya Plisetskaya herself denies this, there is a very widespread opinion that she is depicted in one of the most memorable parts of the theater's decor: a huge statue made by robots.

Party secretaries, leaders of other countries, political activists, the world's greatest artists — they all wait in line, using their connections and money to be the first to see the latest productions.











The theater was the first fully playable location that had the honor of being playtested — it was the first time the game was played by ordinary gamers rather than Mundfish employees. This location is permeated with a special nostalgic atmosphere because it received the first honest feedback from people who were not previously familiar with the game. These first impressions were so strong, they could easily be compared to childbirth. It was simply incredible watching the game come to life, as sets of mechanics combined to generate a kind of magical cocktail of impressions.





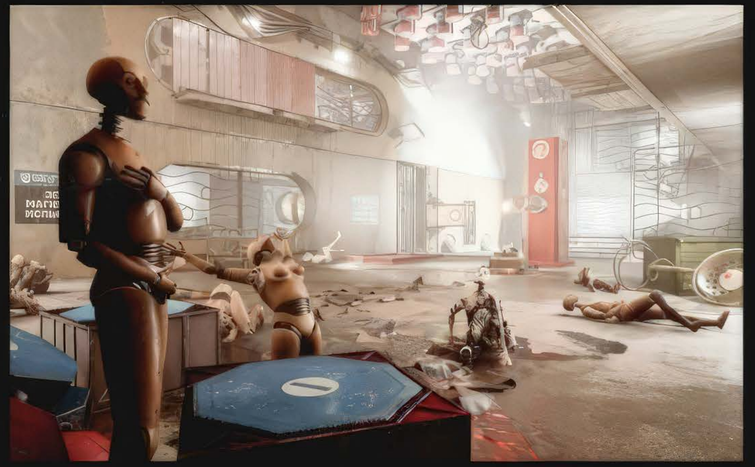






"All of Sechenov's complexes were created as test displays for Soviet colonies on the moon and Mars. They are closed, autonomous systems that receive solar energy from the outside or produce it using nuclear reactors. In general, Sechenov's goal was to create conditions as close as possible to those on other worlds and move people into them for testing purposes."

— АРТЕР

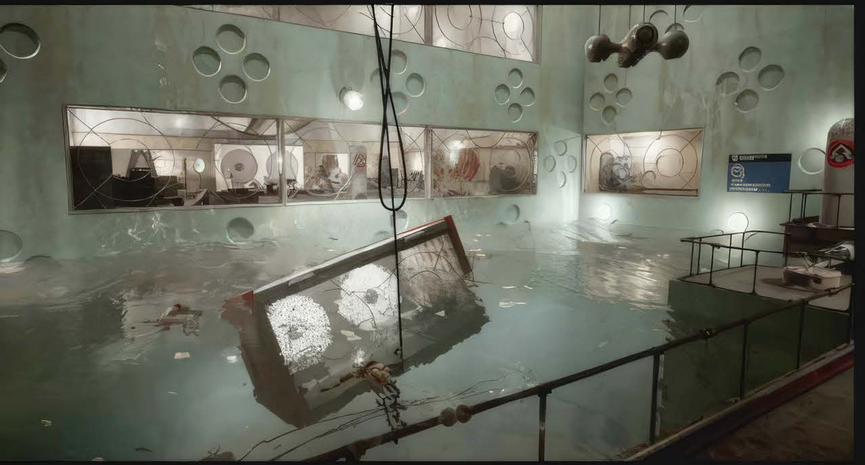




#12

TEST SITE #12











TEST SITE #9

Needless to say, everyone who works at our company has played Portal and Portal 2, and that includes several truly ambitious level designers. Understanding their passion for experimentation, we set them the task of coming up with several mechanics that could potentially be combined with each other. After a year of experimenting and sifting through dozens of options, we weeded out all but the very best ideas. Three mechanics formed the basis of the gameplay and level design used at the test sites: magnets, transformers, and balls. About 20 locations were created, although fewer ended up making it into the game. Each test site represents a unique set of challenges. Have you completed them all?





CHELOMEY

(ICARUS PLATFORM)

This platform floating in the sky is the real pride of the Facility. The first launch of the Icarus platform took place in 1950. There is a city built on it named after the design bureau located there: Chelomey. The platform can move at speeds of up to 22 knots, and it even visited Red Square on its own on March 1, 1950.

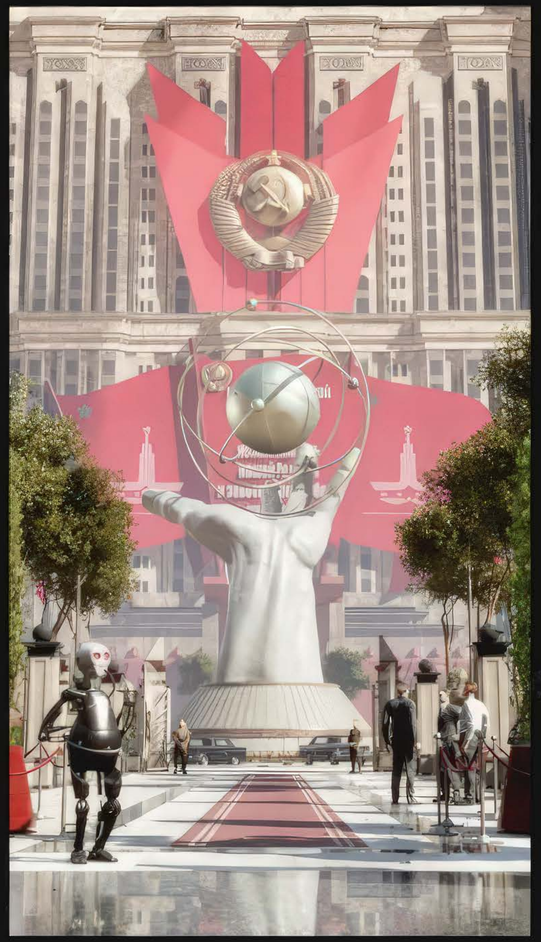
Chelomey is an autonomous science city with a population of about two and a half thousand. Its residents are mainly scientists and service personnel. The city represents the future of the USSR — Facility 3826 plans to relocate people to similar mobile platforms that do not depend on climate conditions, with comfortable living spaces in new buildings, parks to stroll through, modern infrastructure, and convenient commuting.

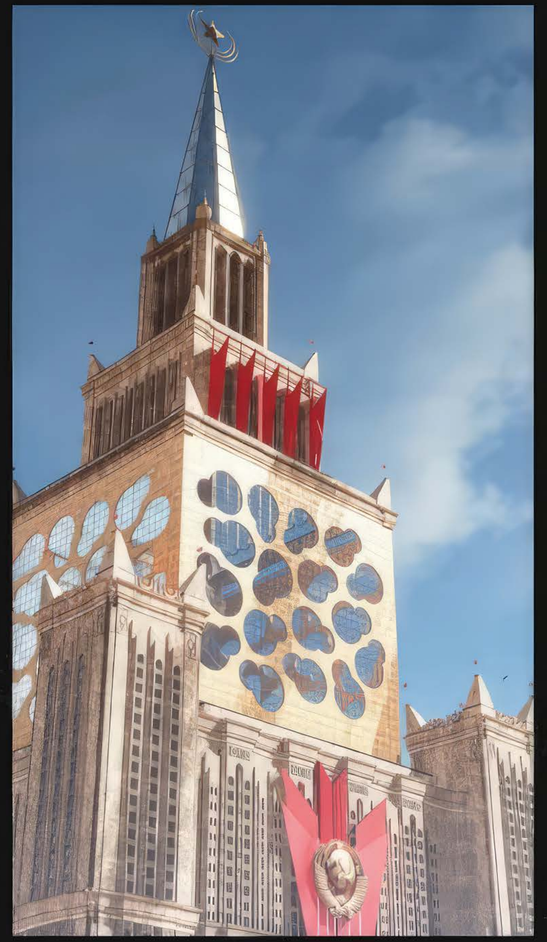
"A scientific center? A science city? Ridiculous. Anything you can possibly think of is wrong. Whatever you call our scientific dwelling, you will be wrong. Museum, theater, laboratory, archive... perhaps there is no suitable word for the commonality of these scientific complexes... but we just call this place Home. And it suits us just fine."

— ARTEP













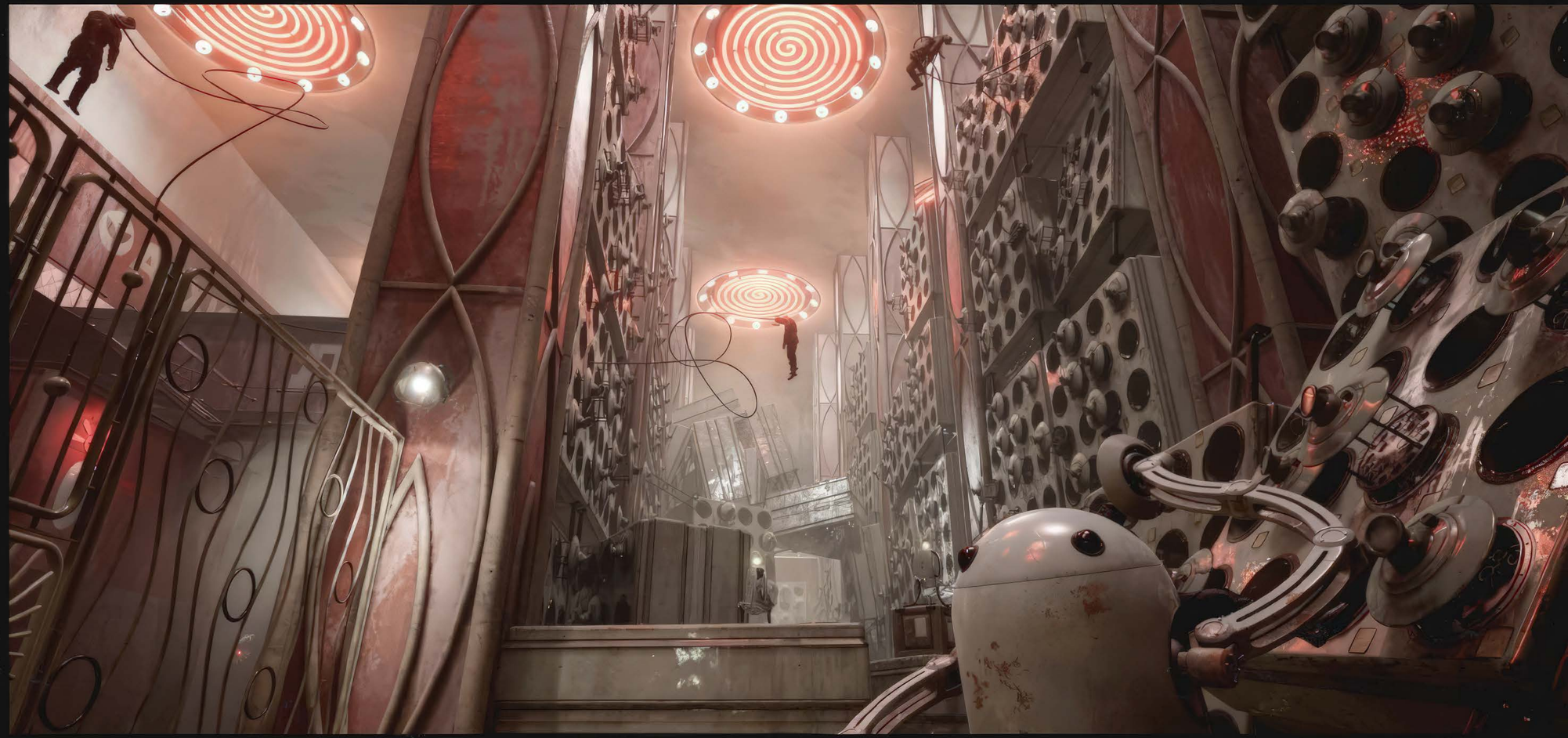


VAVILOV COMPLEX

Vavilov is an agrarian and biological complex that is actively working on new plant species that will be used to terrraform other planets. It has a stock of seeds from every species on Earth, as well as large greenhouse systems and test rooms that simulate adverse environmental conditions.

"The Vavilov complex is the most advanced in terms of autonomy — it is the testing ground for a future Earth colony in the depths of Venus. You can find answers to many of your questions right there, including the trickiest one: the small difference in gravity between Venus and Earth will eventually cause muscle atrophy and require new solutions."

— ARTEP











"The highlights of locations need to be linked to gameplay, or the player just won't notice. We're not creating art for art's sake here."

— АРТЕР



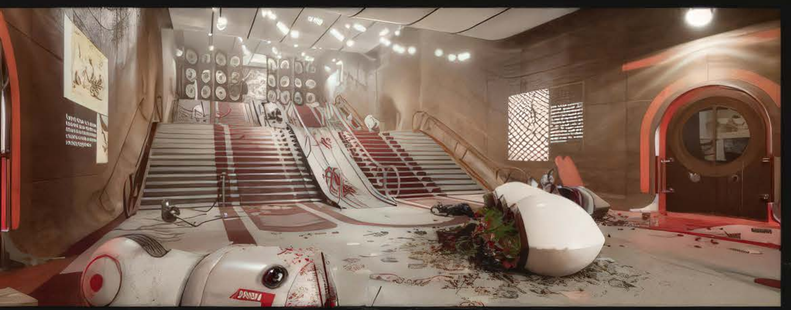


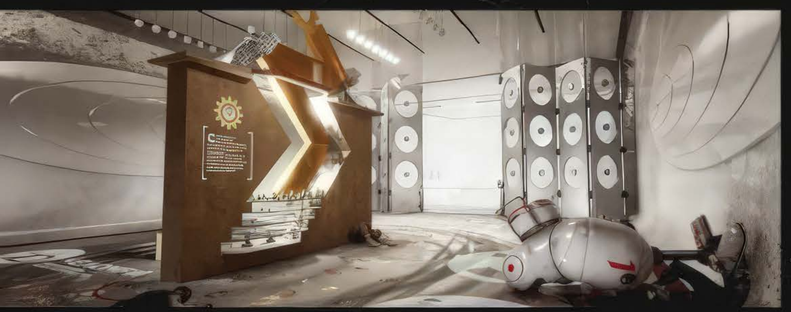
VDNH

The VDNH is an exhibition complex similar to its Moscow namesake, but dedicated exclusively to the achievements of the Facility. It is available to most visitors. Its main zone is divided into four floors: Chelomey, Pavlov, Vavilov, and Sakhalin.





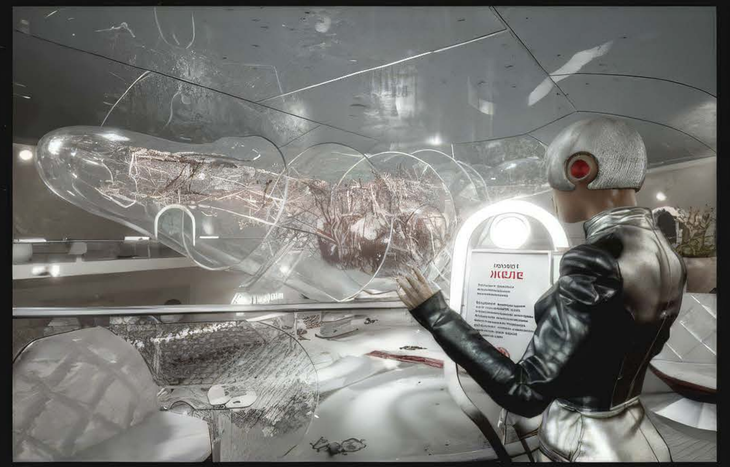







ЗАВОТАЙ







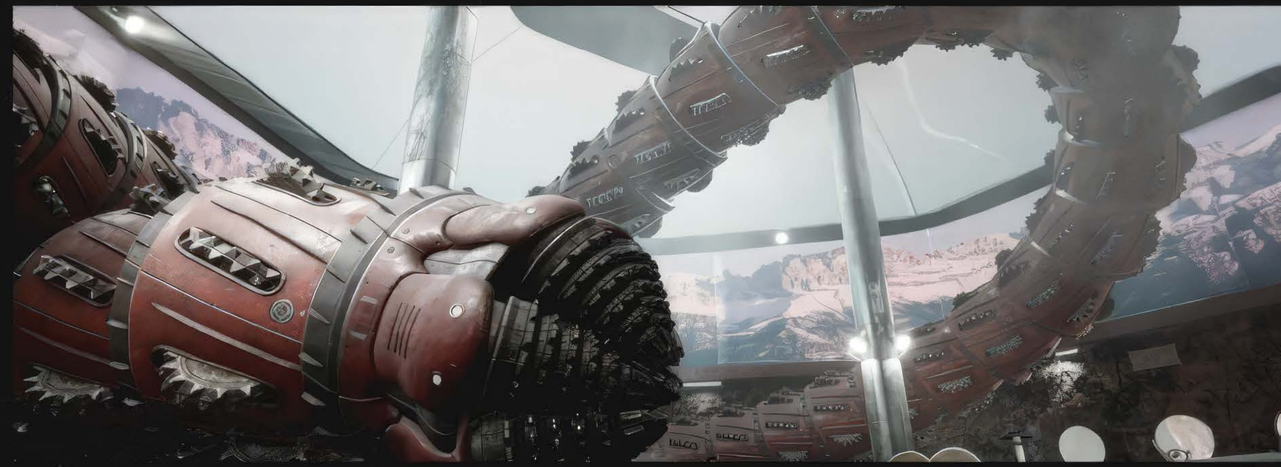




"The underground part of the VDNH imitates planned settlements on other planets. It features Sunflower solar panels made of silicon. Silicon can be salvaged on Mars to produce panels like these. That way silicon won't have to be brought all the way from Earth."

— ARTEP











"The scenery becomes the main goal: a presentation exhibition complex. It's like an open house on a moon base, but built on Earth."

— ARTEP



ACADEMY OF CONSEQUENCES

The Academy of Consequences, or AoC is the primary archive and cybernetic center of the Facility. It includes departments dedicated to forecasting, analytics, and neural network experimentation. As one of the most secret facilities in the Soviet Union, it is not only inaccessible to its employees — most of them don't even know it exists. AI research, social experimentation, future prediction, and even quantum predetermination are among the subjects studied every day by Facility 3826's elite staff.









← LEFT

Early concept art by Artyom Galeev. The Lighthouse serves as a secret entrance to the Academy of Consequences.





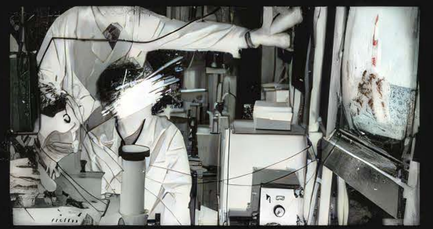












The Academy is where the soldiers of Argentum, the most elite spec ops squad in Facility 3826 and the entire Soviet Union, undergo their most intensive training. Highly classified techniques for improving perception, reflexes, and human potential can turn a soldier into a literal fighting machine capable of rivaling not only human enemies, but even combat robots. However, the price paid by those who train at the Academy is high indeed — perhaps too high...











AN OPEN WORLD

The Facility extends well beyond its scientific complexes, which are mostly underground. Roads, high-speed magnetic levitation trains, fields, and farms are found here as well, forming a kind of small country with the Facility's labs at its heart. Under normal circumstances it can be quite pleasant to take a drive through the area or survey it from a bird's – or machine's – eye view. However, all the villages, train stations, and other parts of Facility 3826 have now become deadly.



















ON THIS PAGE

Creating rocks, landscape and vegetation

"It would have been impossible to find a better place for the Facility. Everything we need is here: crystal clear water, mountains rich in minerals and resources, vast expanses above and below the earth... but even if we discard the utilitarian aspect, just look how beautiful it is here! To paraphrase Voltaire, "If this place did not exist, it would have been necessary to invent it."

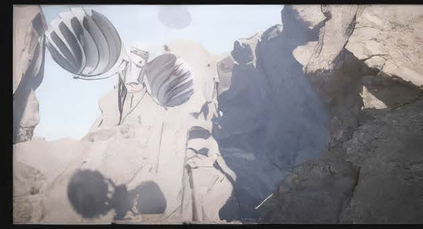
— P.V. KOROLYOV, PHD

























RIGHT

Theater entrance



The monstrous effects of the robot assault came on like a thunderstorm. In just a few hours, the magnificent landscapes surrounding the scientific buildings became the scene of a massacre. The horror and shock the Facility's designers felt when they witnessed what had become of their creation was unimaginable. However, they still had a chance to survive the horror and shock even without these gloomy landscapes... but did they take it?





TOP

Fields near Yablochkovo Village

LEFT

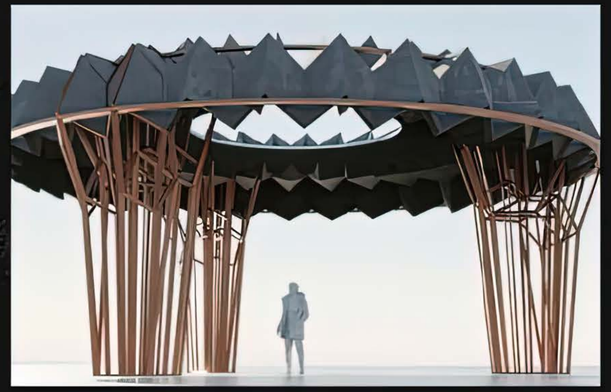
A sunken tanker near the Sakhalin Bridge











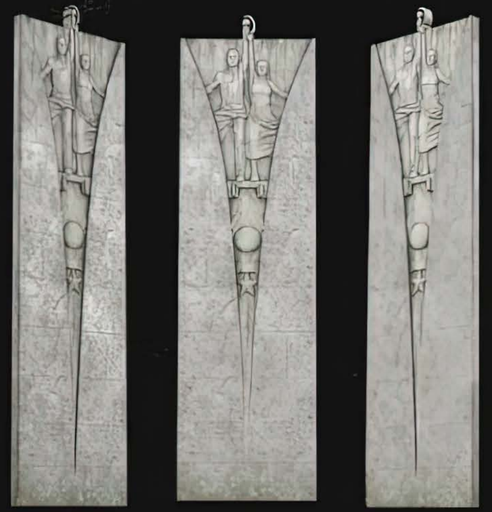


"In ancient times, people erected monuments to glorify the gods. In the Middle Ages, they built them to glorify tyrants. In the early 20th century, they built them to prove the validity of their ideas. We've taken the practice a step further. Today, our machines create monuments to celebrate the triumph of the Man of Science. We don't worship, we don't tremble, we don't threaten — we proudly sing our song in the name of Progress."

— PROFESSOR K.R. ZAKHAROV













TOP

Concept art for D.S. Sechenov's dacha

LEFT

Concept art for Akademgorodok Station



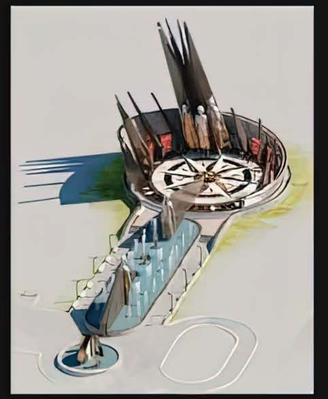
RIGHT

Concept art for the Cholomey Memorial

BOTTOM

Sculptures in the lobby of the Sechenov Skyscraper





Constructivism, brutalism, art nouveau... this is not an exhaustive list of the numerous architectural and design concepts mashed up in the USSR and at Facility 3826. There's a mixture of soft curves and overwhelming power, adamance and airiness, organic parts interwoven with metal and concrete. Every tiny detail in the harmony of mid-century architectural shapes emphasized that nothing was impossible. The scientific team of the Facility were champions of this notion.







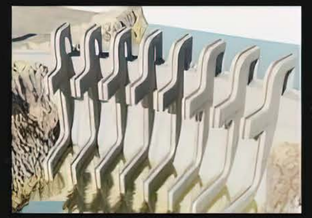
RIGHT

Mockup of the sculptures at the Chelomey Memorial









ABOVE

Early concept art for the VDNH dam

LEFT

Concept art for a complex near the VDNH dam (cut from the final version of the game)



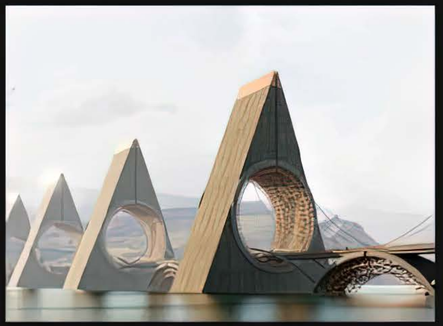
RIGHT

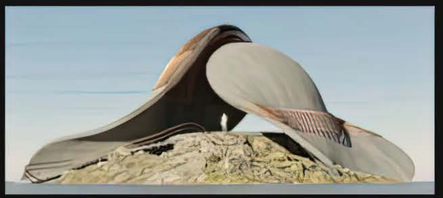
Concept art for the Sakhalin Bridge

LEFT

Concept art for a bus stop in front of the Teatralnaya Observation Platform















FORESTER VILLAGE

A civilian village above Vavilov Complex, Forester Village is part of Lesnaya Train Station. Thanks to its ""ordinariness,"" the village has earned a reputation as one of the Facility's most unusual facilities — robots and huge platforms hover around it non-stop. Buravs constantly dig new tunnels, and scientists conduct research here day and night. But here it is, an ordinary Soviet village with just a few details to remind us what it's part of.

Forrester Village serves the needs of Vavilov Complex and provides housing for a number of its employees, primarily those on the repair and engineering teams. It's also a great place to try some delicious milk and take a walk in the woods. Some people consider Forester Village an excellent vacation destination.















SOLNECHNAYA STATION

"We need to keep loosening things up and stuff that elephant in the fridge without worrying about what we'll say if anyone asks how it got there. No one's going to ask."

— ARTEP











LIMBO REALM

"It's not that hard to make and sell a tragedy. Tragedy is everywhere, and it's easily recognizable. But comedy is always hard, and it's also the raw material for genuine drama. That's why, without explanation, I try to bring more comedy into this world — as the primary fuel for serious drama."

— ARTEP



"In our time, it takes a lot more effort to do what Lewis Carroll did in the face the internet-connected rationality machine. The mindf#ckery of the neural network is that the characters of the Atomic Heart universe are projections of robots from Limbo, but they seem to be stuck between the unconscious and the conscious. Players who are already accustomed to the characters will have their minds blown when the puzzle starts to put itself back together in Limbo."






НЕЖНОСТЬ






ПЫТКИ
ОТРЕЗАТЬ
МУЧЕНИЯ









MELEE WEAPONS





ANCHOVY

Like other melee weapons, this harpoon-like device was assembled from various parts following NORA's matrix failure. The result is a fast, deadly weapon, though at first glance it could be mistaken for fishing equipment. The molecular sharpening of the blade made from PTA-4 allows it to easily cut through civilian robots, and its grip length keeps the enemy at bay, leaving them open for melee strikes.

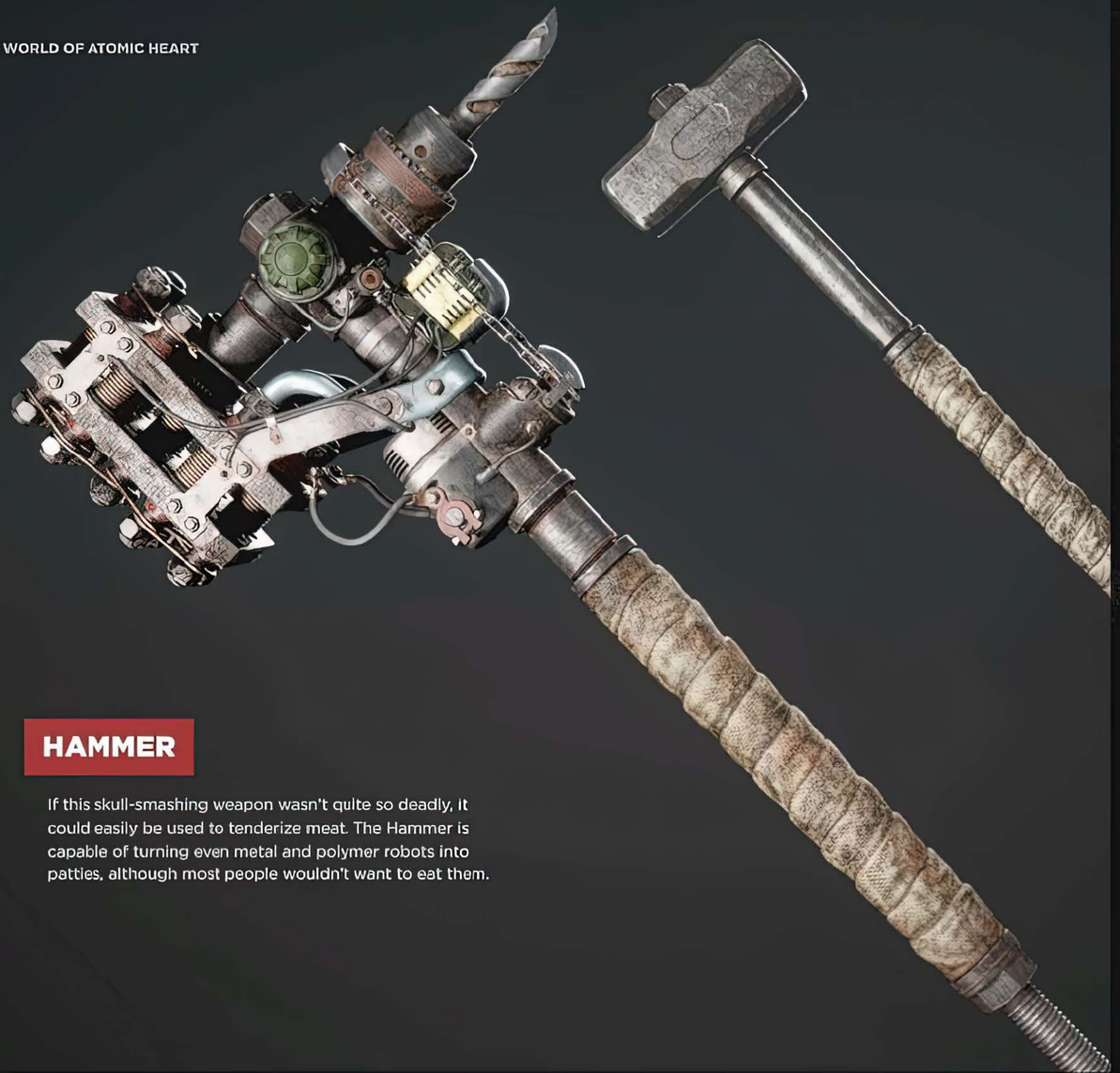








Upgrades to this simple, yet effective weapon can make it even more dangerous by enhancing its piercing capabilities and allowing for fierce circular attacks, increasing its range.



HAMMER

If this skull-smashing weapon wasn't quite so deadly, it could easily be used to tenderize meat. The Hammer is capable of turning even metal and polymer robots into patties, although most people wouldn't want to eat them.







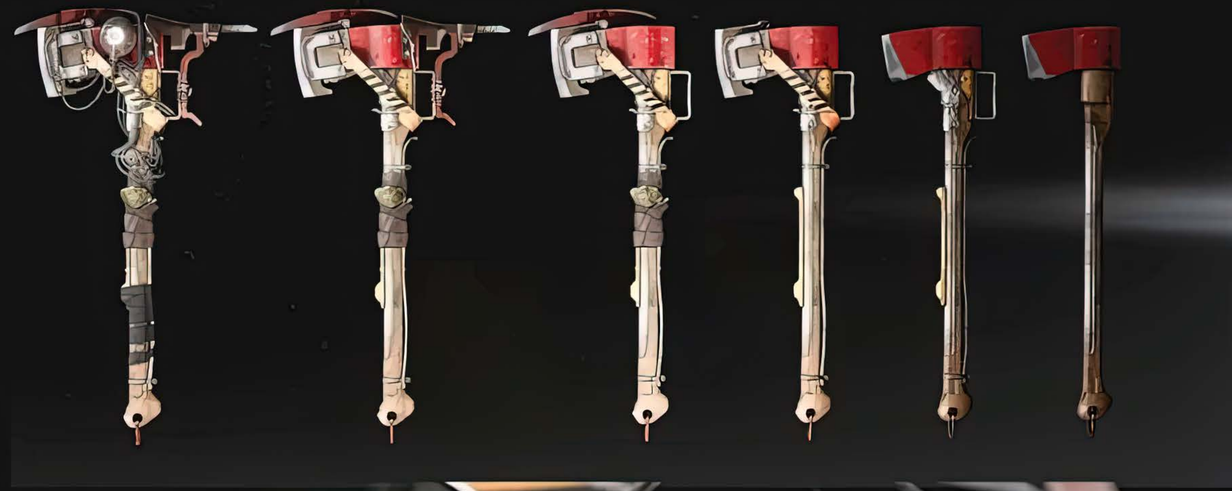




SWEDE

Olaf Sölveig, a Swedish lumberjack-cum-firefighter who moved to the USSR and became famous for fighting the legendary Urta-Bulak gas fire, where a jet of flame shot a thousand feet into the air, has nothing to do with this weapon.

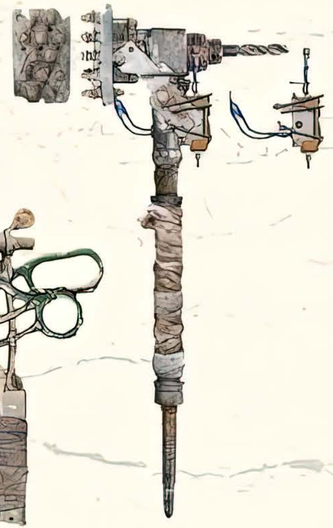
However, the neural network may have named this beast "the Swede" after him. Either way, you definitely won't feel the urge to save anyone with a tool like this in your possession. It's pretty clear that this fire ax was created for just one purpose: to put enemies out of their misery.







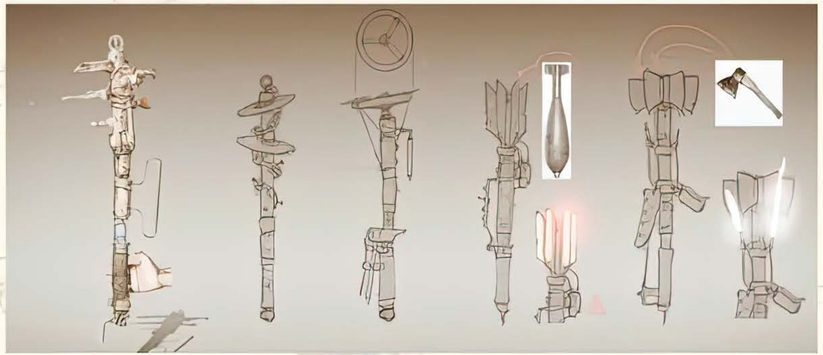


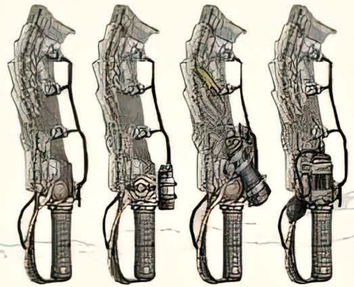




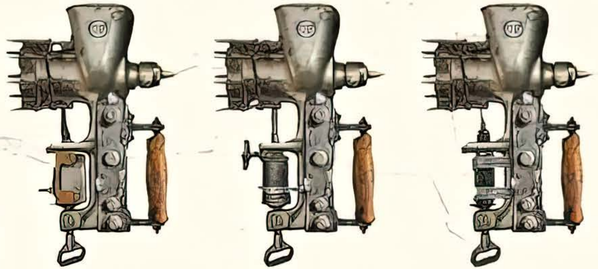
Atomic Heart's melee weapons are generally a reflection of what's happening at the Facility. Their visual imagery simultaneously emphasize the incredible technology of this world in which science has triumphed and the terrifying reality that has transformed the scientists' humdrum lives overnight. These twisted, phantasmagorical images created by failed machines won't let you forget even for a second that nothing in this world is as it should be, and P-3 hold its fate in his hands — quite literally.

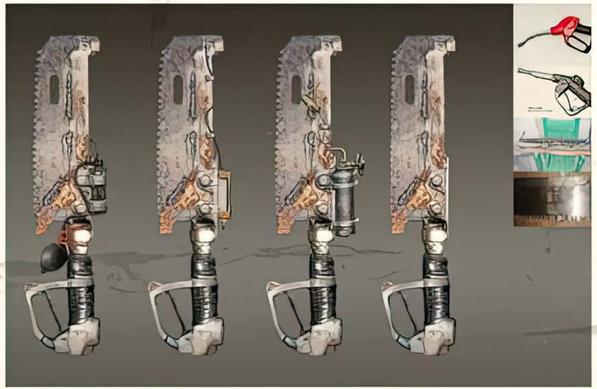
Wielding something as monstrously powerful as weapons created by machines, P-3 constantly sees what happens when technology runs amok. Against the backdrop of the elegant design of the complexes and the minimalist design of the robots, these insane weapons, which are dangerous even to the man who wields them, seem to say over and over again, "No one can tame the elements. Not even you. Especially not you."



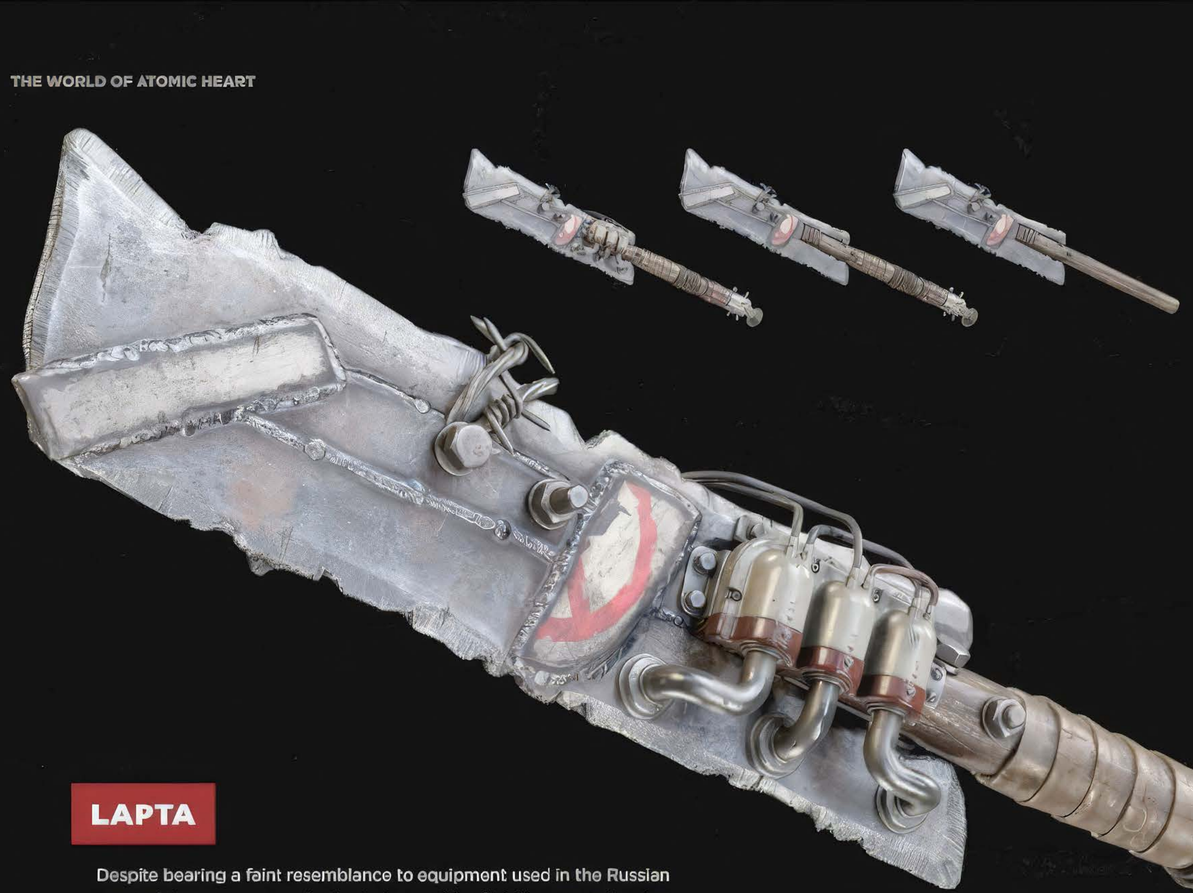


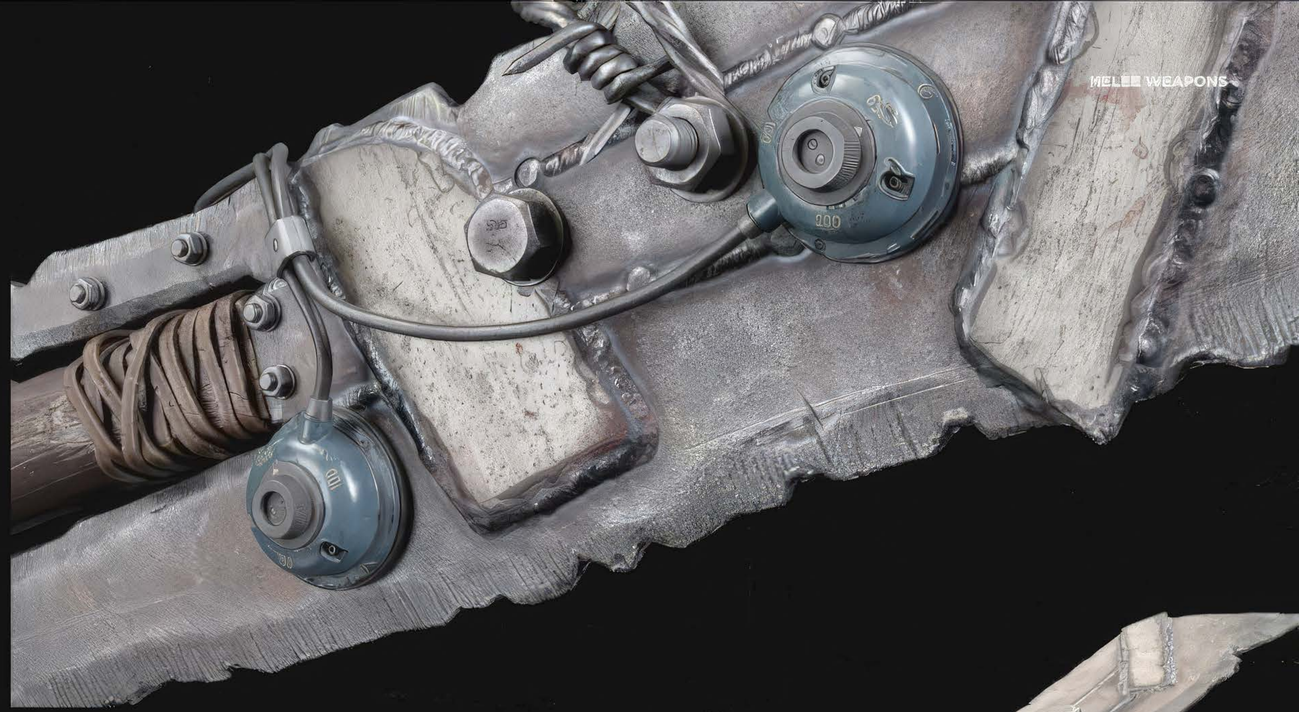














LAPTA

Despite bearing a faint resemblance to equipment used in the Russian sport of the same name, the Lapta is capable of kicking more than just balls. This hatchet-like weapon, cobbled together by a repair vendor out of parts of high-pressure pipes and a pressed combine blade, can easily chop a man in half. Robots might take a little more work, but even a soulless automaton will think twice before taking this beast on.



THUNDERCLAP

Compared to the many other prototypes that came out of NORA after the combiner malfunction, this massive hammer looks rather ordinary at first glance. However, its ability to accumulate an electrostatic charge of enormous power and transfer it to the enemy makes the Thunderclap a devastating weapon. But there's a price to pay for such immense power: each hit significantly affects the integrity of the weapon.

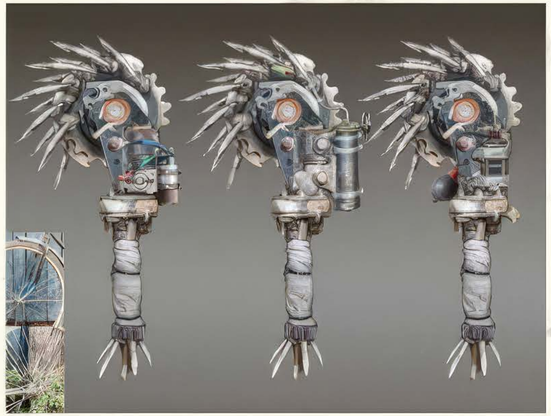


SINGER

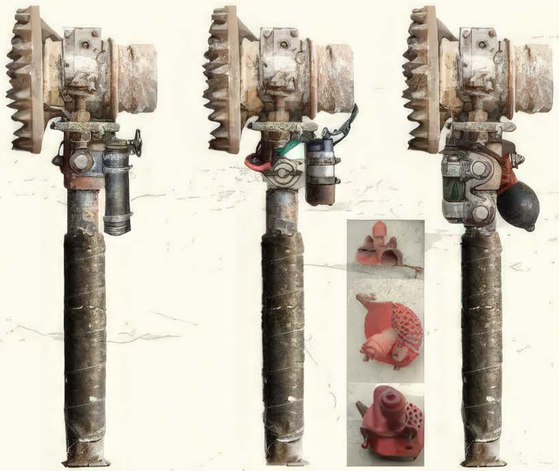
Singer, the world's most famous sewing machine company, would be horrified to learn that the neural network lent its name to this monster from a tailor's nightmare. Made from all the sewing equipment its designer had access to, this weapon can always make a stitch in time, plus another nine.

Needless to say, the sturdiness of its construction leaves plenty of room for upgrades, but the destructive effect of its countless sharp blades largely makes up for this deficiency.





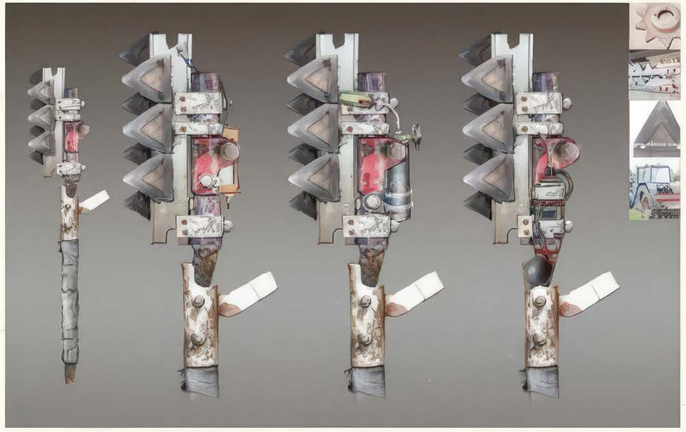


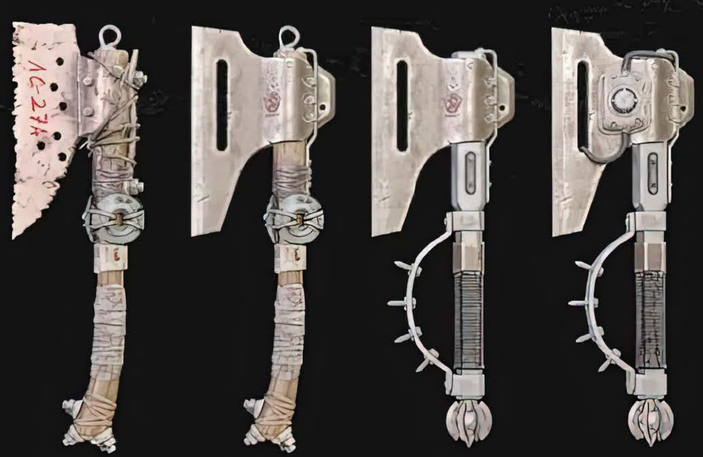


While firearms and polymer weapons are manufactured at the Facility's best facilities based on designs developed by talented scientists, melee weapons are the complete opposite. The repair vendor uses everything it finds in its glitched diagrams, from car parts to household appliances, to make weapons. This weapon doesn't just look menacing — it's scary as hell, and not just for its victims.











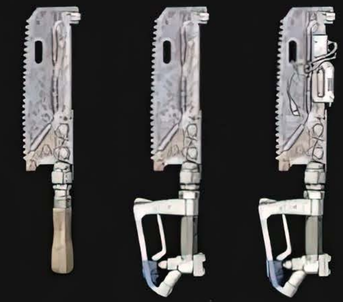
FOX

The fox may lack agility and grace, but it can turn a room full of enemies into a ravaged henhouse. Its hardened PTA-5 alloy, inherited from an airplane propeller blade due to a matrix failure, makes it virtually indestructible. The weapon's grip is less than ideal, but melee enthusiasts can always upgrade it with a little help from NORA. As a result, the Fox can become one of the most formidable predators in the Facility ecosystem.



SURGEON

A tool created by the repair vendor for slapdash medical procedures, the Surgeon can immediately send a patient six feet under — even if that patient is made of the toughest alloys. A swift, accurate weapon in the hands of an experienced agent with combat training, it can become the perfect tool for purging the Facility of any contagion. Various mods to the Surgeon's grip can drastically alter the functionality of this dependable weapon.







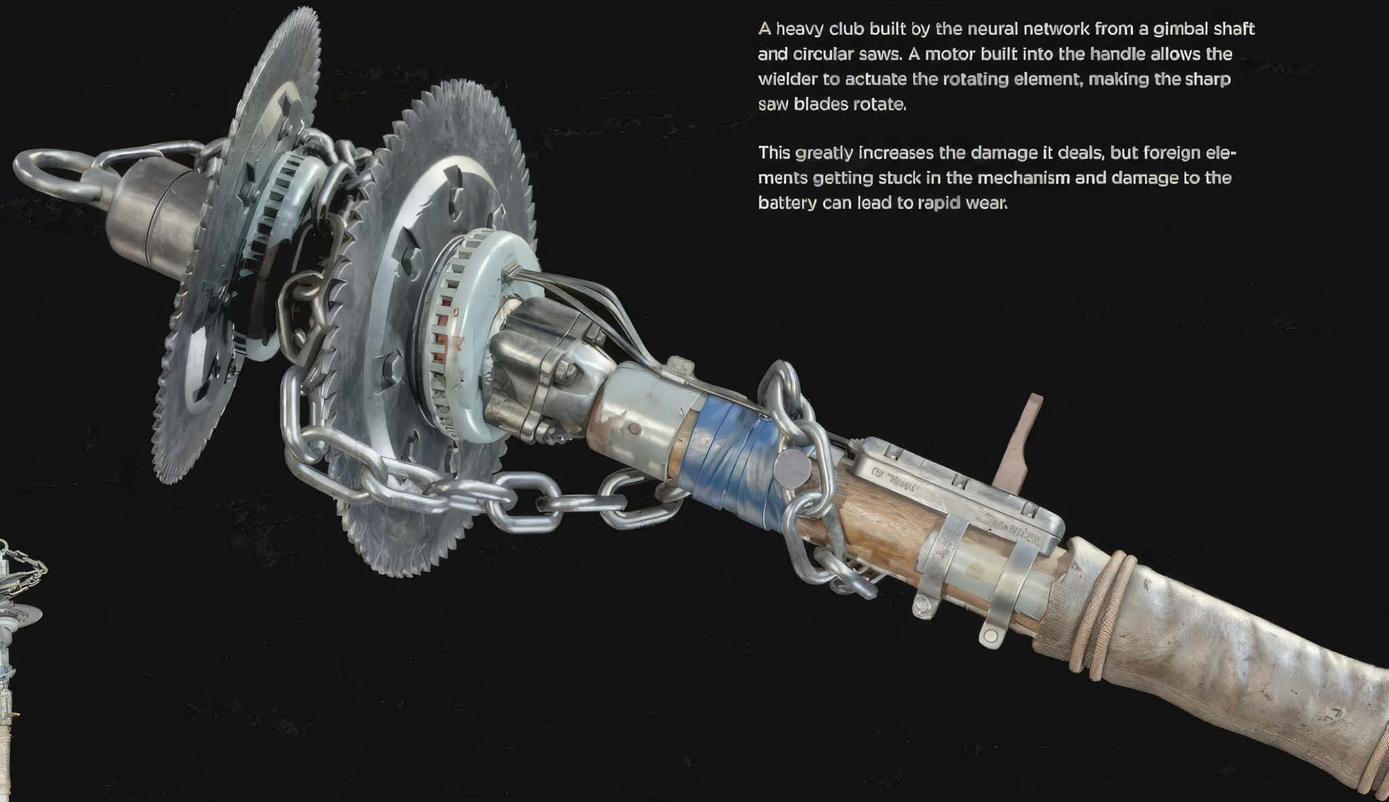




ZVEZDOCHKA

A heavy club built by the neural network from a gimbal shaft and circular saws. A motor built into the handle allows the wielder to actuate the rotating element, making the sharp saw blades rotate.

This greatly increases the damage it deals, but foreign elements getting stuck in the mechanism and damage to the battery can lead to rapid wear.



SNOWBALL

There's a certain winter tradition among Leningrad's naughtier children: put a rock in a snowball, then take a kid out of the neighborhood snowball fight for a long time. Amplify the effect of this rock by about a thousand times, and you get the Snowball.

A huge pile driver capable of driving a railroad stake into the ground or any enemy into a coma in a single blow. It's especially effective against groups of foes that get too close to its wielder.

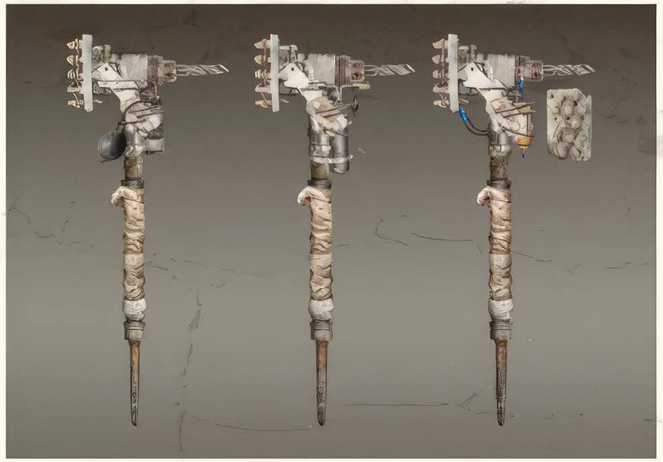


Its mace-like design, seemingly pulled from the pages of a medieval history textbook, melds effectively with a powerful polymer alloy to turn the Snowball into the perfect weapon for a playground brawl.



ECHIDNA

One can only guess which sequence of matrix failures the neural network was guided by when it made the Echidna. The spinning disk thrown by this weapon does enormous damage, but it also has an excellent chance of getting stuck in the enemy, temporarily incapacitating them. The weapon's obvious advantages come with just one drawback: if the wielder forgets about precision for even a second, they risk being permanently disabled.











Atomic Heart's bladed weapons were recreated in the form of full-size replicas by Belaruslan blacksmith Alexei Dorogov.

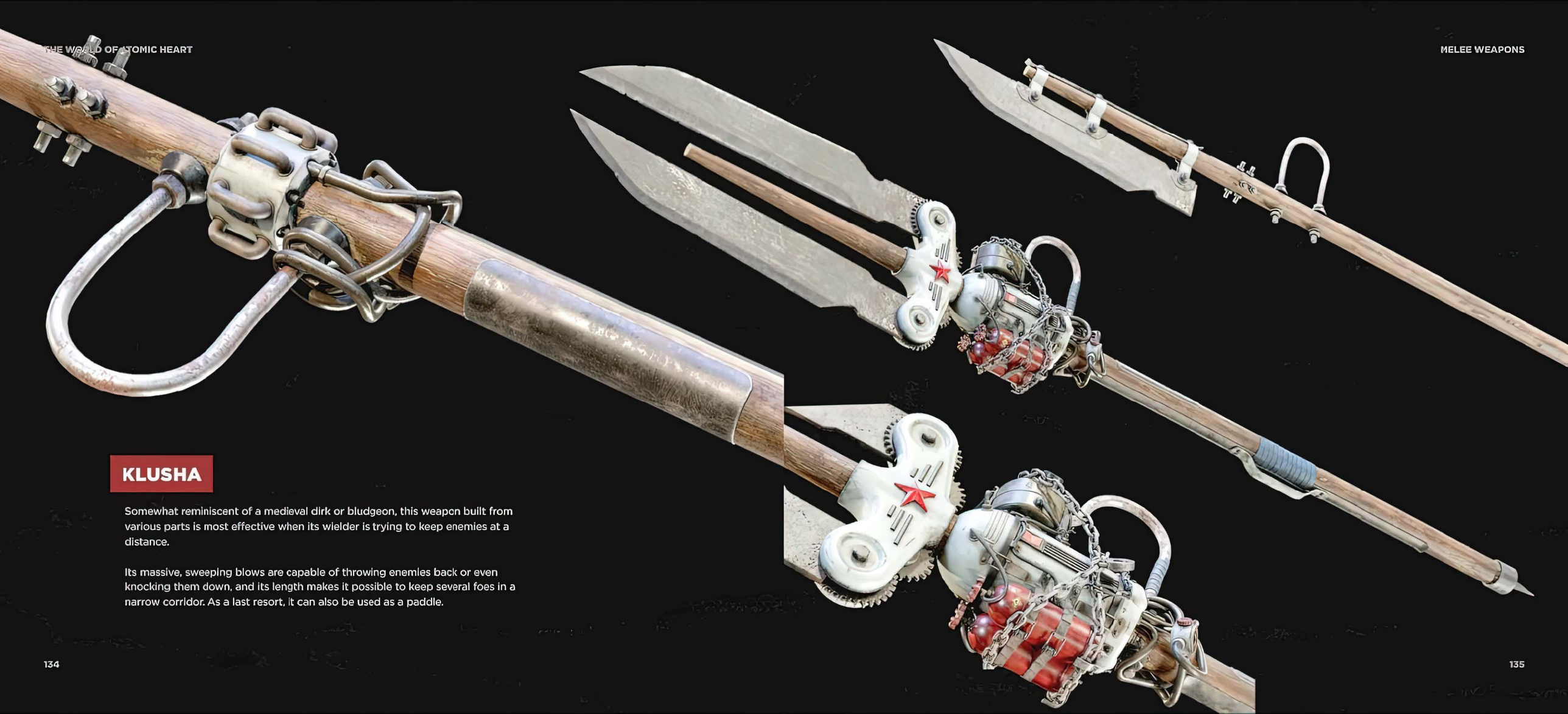
They were later sent to the studio and became part of the office decor, reminding the Mundfish team what a brutal and dangerous world they were creating.







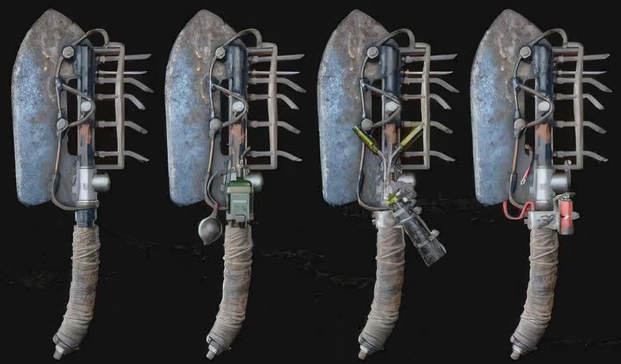




KLUSHA

Somewhat reminiscent of a medieval dirk or bludgeon, this weapon built from various parts is most effective when its wielder is trying to keep enemies at a distance.

Its massive, sweeping blows are capable of throwing enemies back or even knocking them down, and its length makes it possible to keep several foes in a narrow corridor. As a last resort, it can also be used as a paddle.





LUMBERJACK

The Lumberjack was not designed by the neural network to chop down trees. However, like the profession that gives it its name, its single strike could easily bring down a redwood.

Its heavy chopper knocks back lighter targets with ease, and it deals larger adversaries deep, penetrating injuries that seem quite painful — if robots can even feel pain, that is.



GREASER

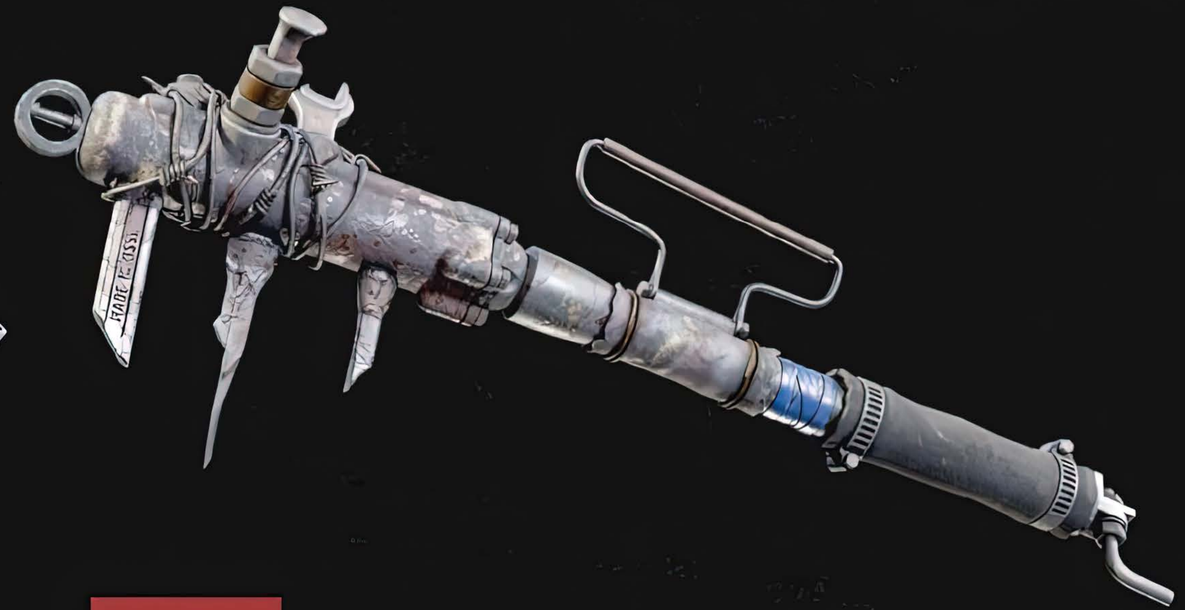
One of the most tactically rich melee weapons available. In addition to its ability to simply smash a foe's head or clear away rubble, this monstrous chimera can also attach an explosive device to the enemy. The wielder can remotely detonate the mine at any time, hitting multiple targets.





PASHTET

You could try to spread jam with this weapon, but it's definitely not a good idea. The Pashtet is more of a reminder about safety precautions than a light snack. Its wide blade slices through flesh, metal, and composite alloys with equal ease... seems like the perfect weapon, right? But wait, it gets even better — just reinforce the handle, and you've got yourself a simple, yet deadly weapon that can take down any enemy.



NEPTUNE

The neural network called this formidable triple claw the Neptune not in an attempt to recreate the armament of the Roman god, but for a more trivial reason: it's the only melee weapon the neural network didn't create itself, but rather borrowed from the archives of the Neptune repair team. The plans and ambitions of the people who programmed the system to build this grotesque tool remain a mystery, but with this weapon in your hands, you'll feel like a proper Olympian.

















It's unlikely that anyone could use this terrible arsenal of melee weapons without the reinforced prostheses P-3 is equipped with, and the process of making full-size replicas out of real metal and various other parts isn't any easier than trying to fight with them.

In the absence of polymer repair vendors, each copy has to be made by hand, with parts and components carefully selected not just to convey the terrifying appearance of the Swede or the Snowball, but also to give them the necessary weight. If you want to build something to last, you've got to make it heavy.





FIREARMS AND POLYMER WEAPONS







BINGUN

Like many of the experimental weapons developed at Facility 3826, this unit has no serial number or official name, it's already been nicknamed the "Bingun" by the facility's engineers. Using the bellows, a robotic combatant equipped with this weapon can release a remote-controlled spherical mine. The Bidonist can then activate the mine using a pulse.

This unique weapon can greatly simplify combat from behind cover and provides a wide range of tactical options when used alongside more traditional weapons.



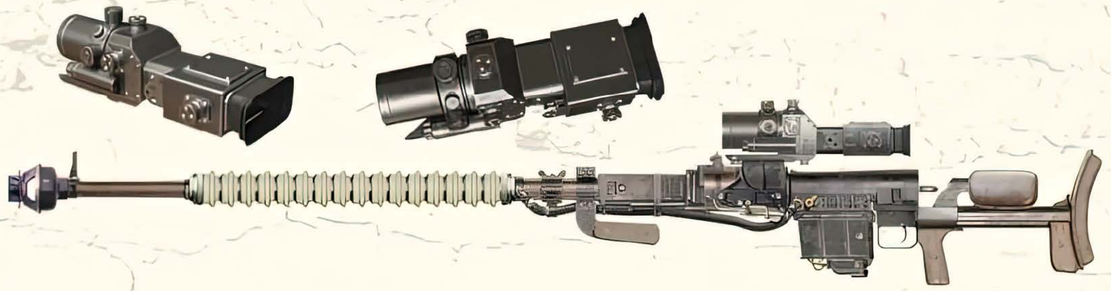




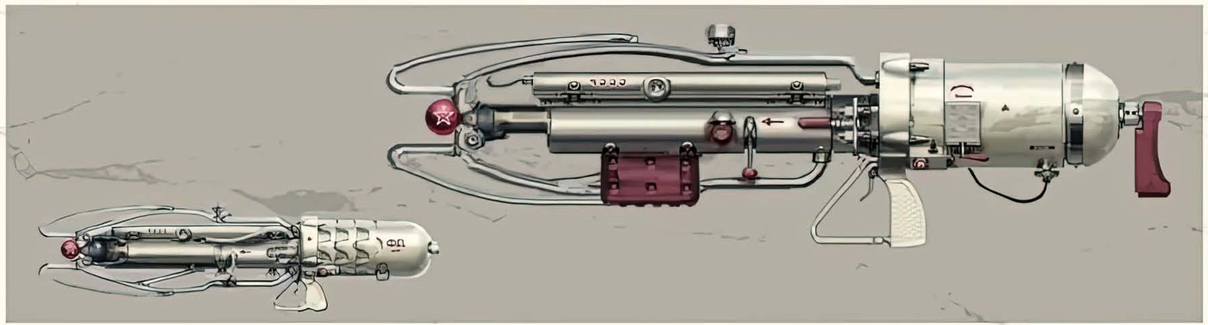
PM

The Makarov pistol became a recognizable trademark of Soviet law enforcement almost immediately after its release in 1948. The original gun had a relatively weak 9x18mm caliber cartridge, making it inferior in penetration power to its "senior comrades." However, this upgraded version, which was originally circulated only at Facility 3826 and among the officers of Ministry of the Interior, features some major changes.

The polymer core of the cartridge transmits much more momentum during fragmentation, and the improved trigger mechanism allows more shots to be fired without loss of accuracy. The result is higher firing density and greater efficiency. Despite the fact that this gun was primarily designed for use against live enemies, the PM is also very effective against robots.









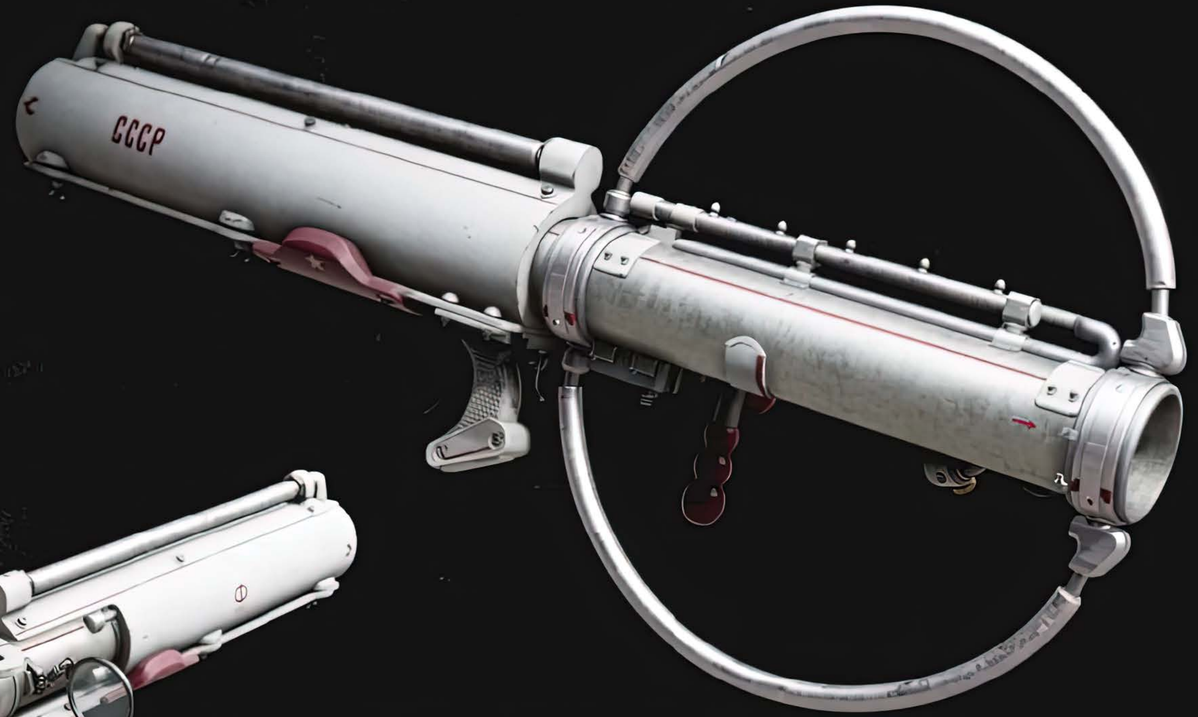
Our main goal in designing guns (and not just guns) was to make them seem like they belong both in the USSR and at Facility 3826. By combining recognizable images and familiar models such as the PM, AK, etc. with a futuristic design, we managed to create a "real Soviet weapon" — or, rather, what that could have been if history had turned out differently...













MARC (FAT BOY)

The MARC (multi-aiming rocket complex) or "Fat Boy" is a standard anti-tank RPG converted to a surface-to-air missile launcher by replacing its ammunition. It immediately supplanted a number of weapons in the Red Army's arsenal, sending the PTSR, VG-45, and RPG-2 out to pasture.

A distinctive feature is its striking design, which was described by a number of engineers as extremely unergonomic during the design phase, but later proved to be quite easy to use. The Big Daddy features high accuracy, and most of its ammunition can disable even the most advanced robots and military equipment.



RAILGUN

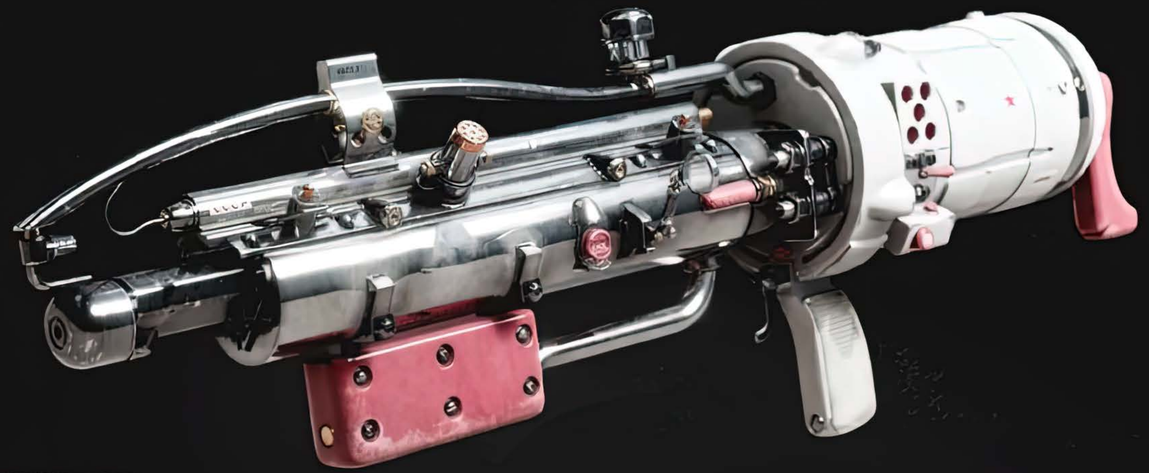
The railgun is a high-precision lethal weapon. The so-called "Gauss cannon" was designed before the war, but its incredible energy consumption made it a disposable and ineffective weapon.

With the advent of the hydrogen cell, however, the problem of storing energy for the weapon was solved. Its absence of shell casings, unlimited selection of muzzle velocity and energy, relatively low recoil, high reliability and durability, and ability to operate in any environment, including outer space, make this weapon the best in the modern arsenal.









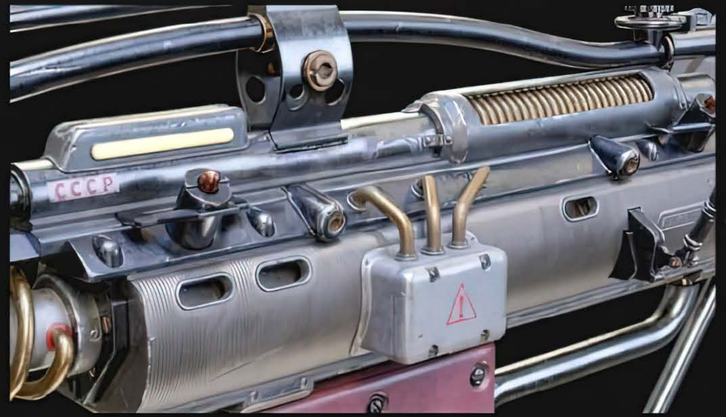
DOMINATOR PPW

The Dominator PPW (personal polymer weapon) represents one of the first and most successful attempts to use polymer not as an additional component in munitions, but as an actual projectile.

The gun's operating principle is based on the spherical formation of compressed electrified polymer in the chamber. Once fired, each polymer projectile maintains its shape via an electromagnetic field. Upon striking the target, it explodes, releasing a large amount of potential energy and causing serious pinpoint damage.

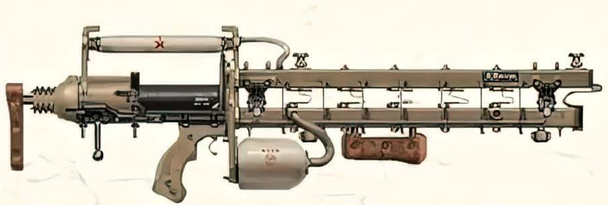


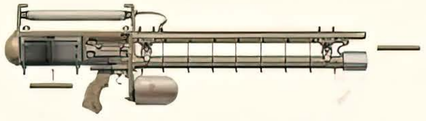


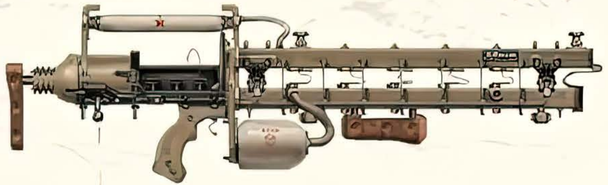




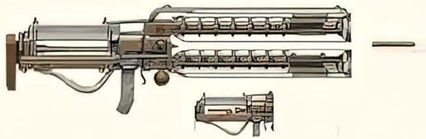


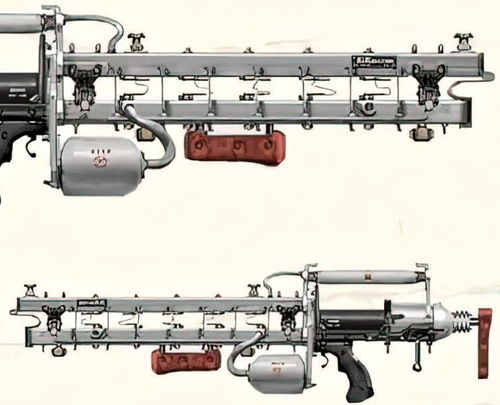




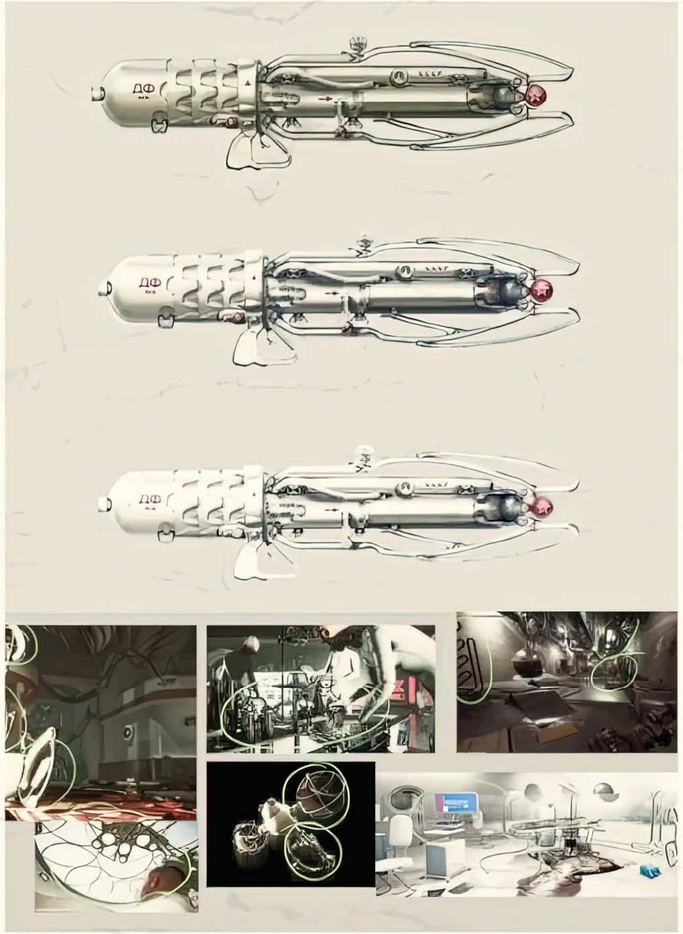




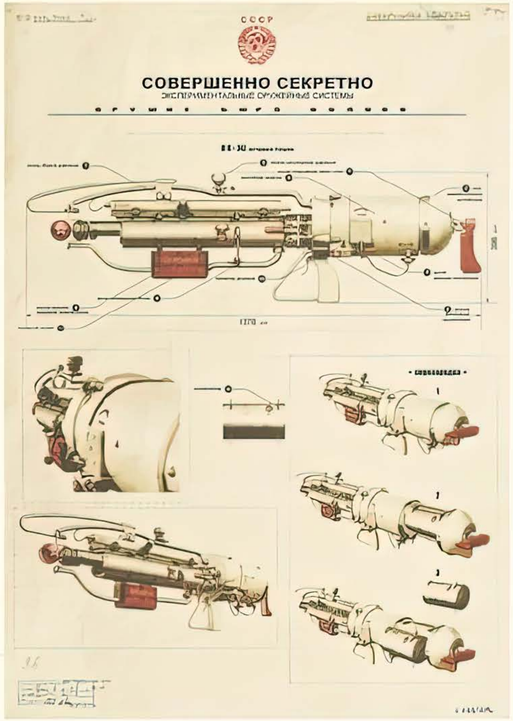




The visual essence of this polymer weapon had to be as authentic as possible despite its dominant futuristic elements. When creating concept art and models, we studied actual guns designed by the Soviet military-industrial complex (such as the TKB assault rifle), as well as design documents for high-precision instruments from the 50's to the late 80's. It wasn't enough for the guns to just look "hi-tech" — their eclectic design had to be subtly woven into familiar images of Soviet technology.



The most daring projects of Soviet scientists, from aircraft turbines to scientific equipment used at nuclear facilities, have made their mark on the look of Atomic Heart's polymer weapons. Readable features coupled with a hi-tech appearance serve as the basis for all of Facility 3826's military equipment.





KM-4 KUZMICH

The Kuzmich is an experimental energy weapon that was never approved by the military commission or put into production at the Facility. It never even got an official name — the engineers just called it the "Kuzmich" because of its Russian abbreviation, KZMI-4 (literally "cluster-charged magnetic raygun #4). Bulky, but incredibly effective at close range, it's an excellent alternative to the classic pump-action shotgun.

It was developed primarily for tactical missions and the rapid elimination of enemy troops equipped with body armor. The rifle can be equipped with a tactical grip and additional mod, but, due to its size and the extreme rarity of its ammunition, its applications appeared to be limited. However, during special Facility operations that did not involve ordinary soldiers, the weapon revealed its full combat potential.







JAB

The Jab is a competitive weapon developed at Facility 3826 for spec ops units under the command of the Soviet military-industrial complex. From the design stage to final assembly, the Jab was created entirely by the neural network, without any human involvement.

The Jab is currently being tested at sites throughout the USSR and has received mixed reviews. One the plus side, all experts without exception have noted its accuracy, reload speed, quick safety release, and lightness. However, negative feedback regarding the gun has been contradictory, with the only common thread being a vague sense that there is "something... alien about it."







The weapon is currently being tested at the Facility 3826 design bureau and has shown some of the best results among similar designs, but a number of questions about ammunition consumption and operational safety still remain.

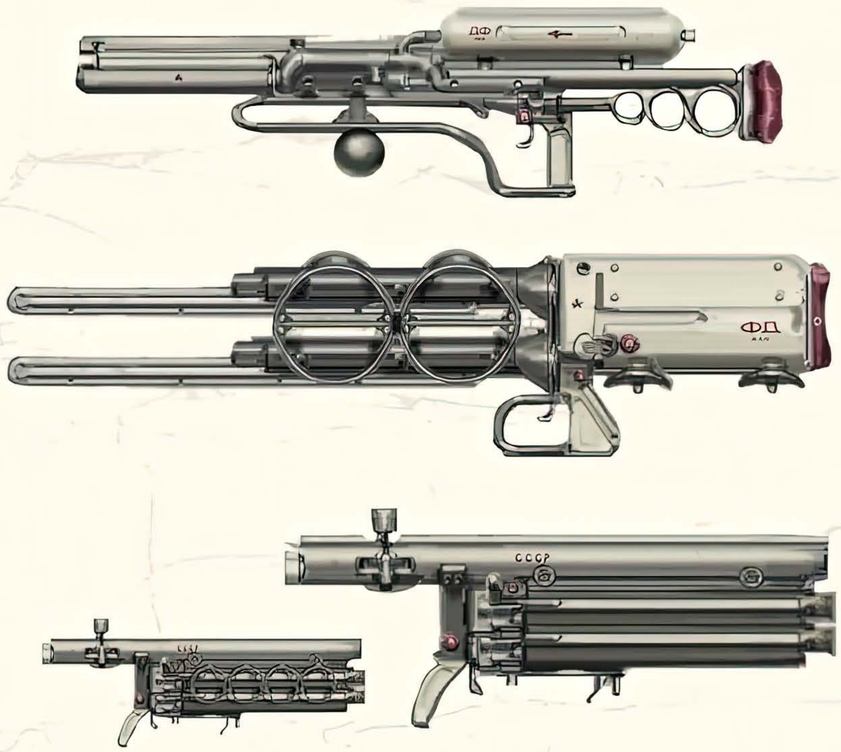
PLUNGER

The Plunger represents a bold attempt to move the type of machine gun typically mounted on heavy vehicles such as the Kondor and Hawk into the handheld weapon category. The working name "Plunger" derives from its ability to clear away any obstacle, whether it be a heavy tank or a pile of concrete.

The principle of using high-temperature plasma as a projectile guarantees truly impressive performance.



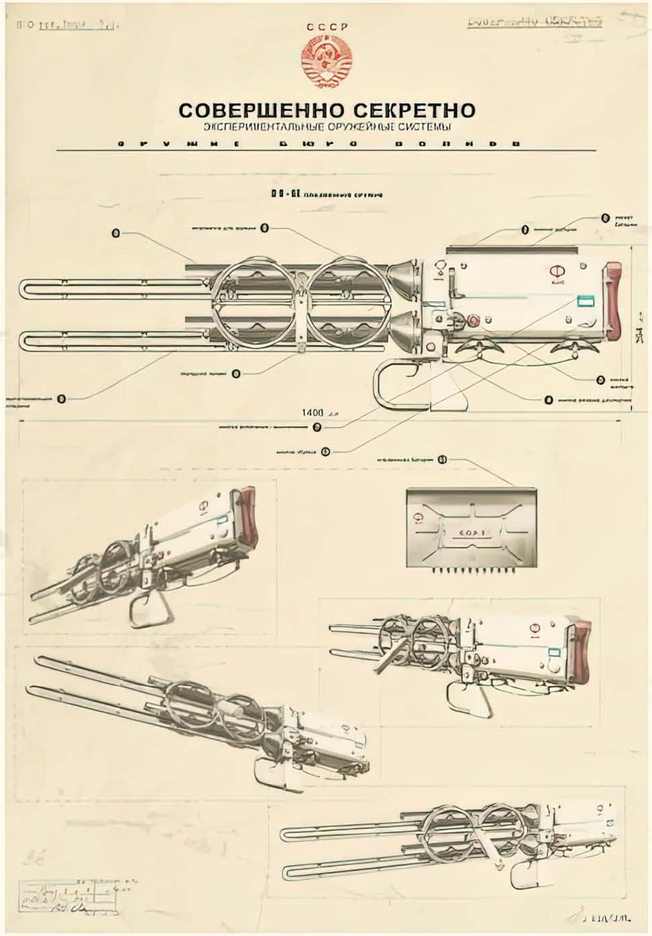


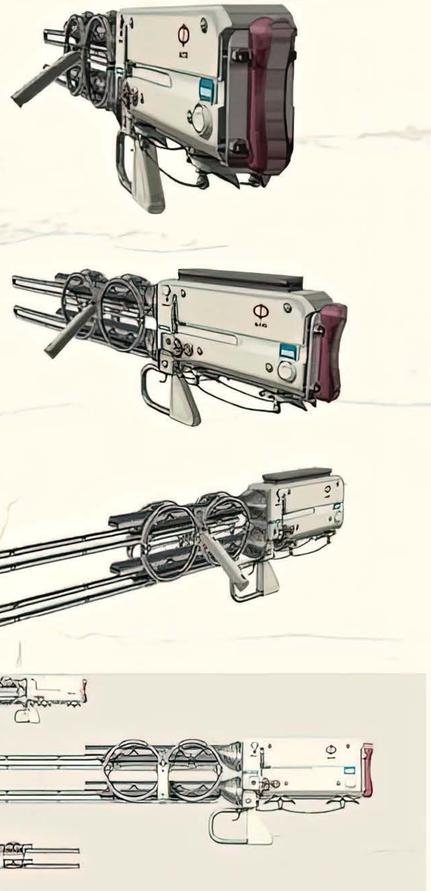


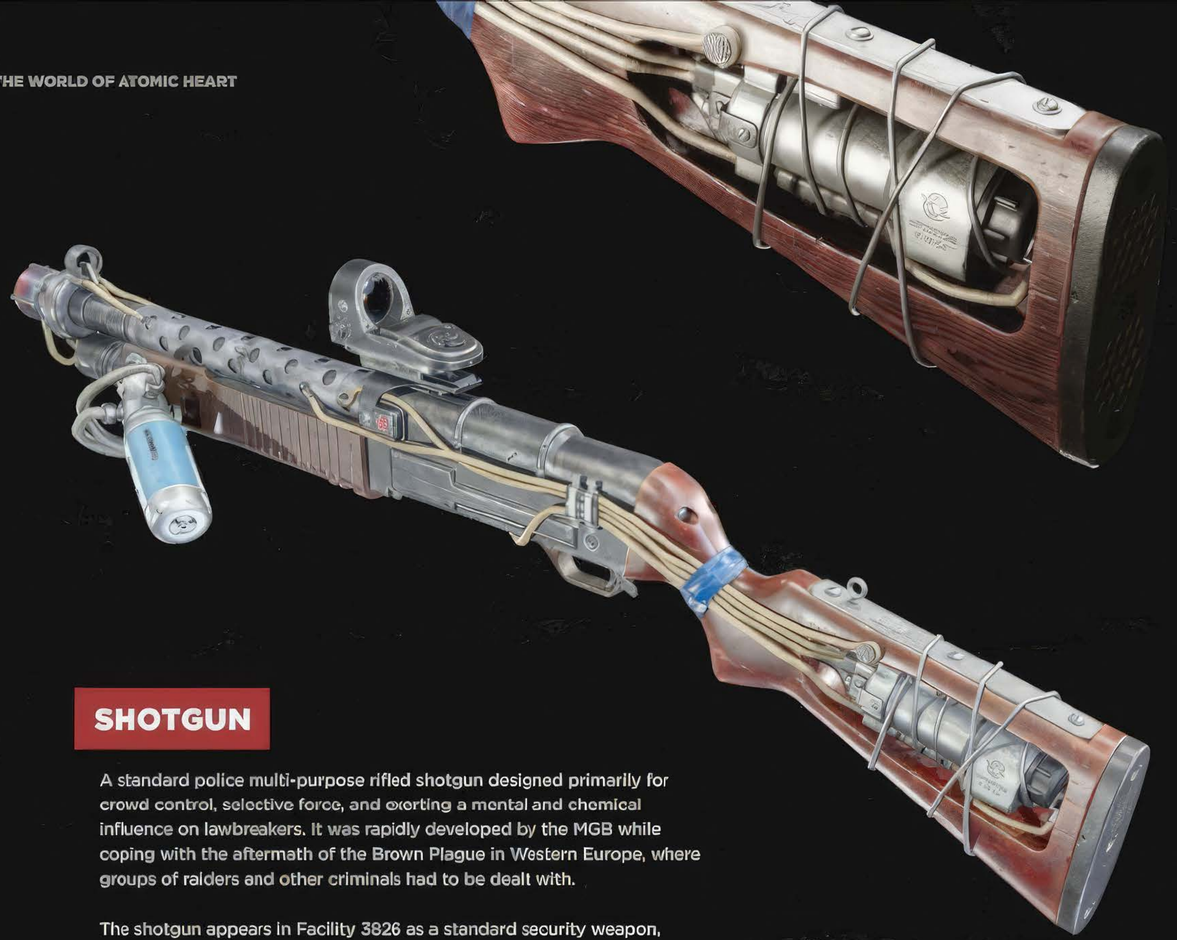
The gun's visual style required a subtle update within the framework of the sci-fi genre — number of its elements were inspired by space-age technology that is closer to modern times.



The smooth surfaces and right angles featured in modern domestic and industrial design speak to a level of advancement not found in the real mid-20th century.







SHOTGUN

A standard police multi-purpose rifled shotgun designed primarily for crowd control, selective force, and exerting a mental and chemical influence on lawbreakers. It was rapidly developed by the MGB while coping with the aftermath of the Brown Plague in Western Europe, where groups of raiders and other criminals had to be dealt with.

The shotgun appears in Facility 3826 as a standard security weapon, usually supplied with non-lethal ammunition.

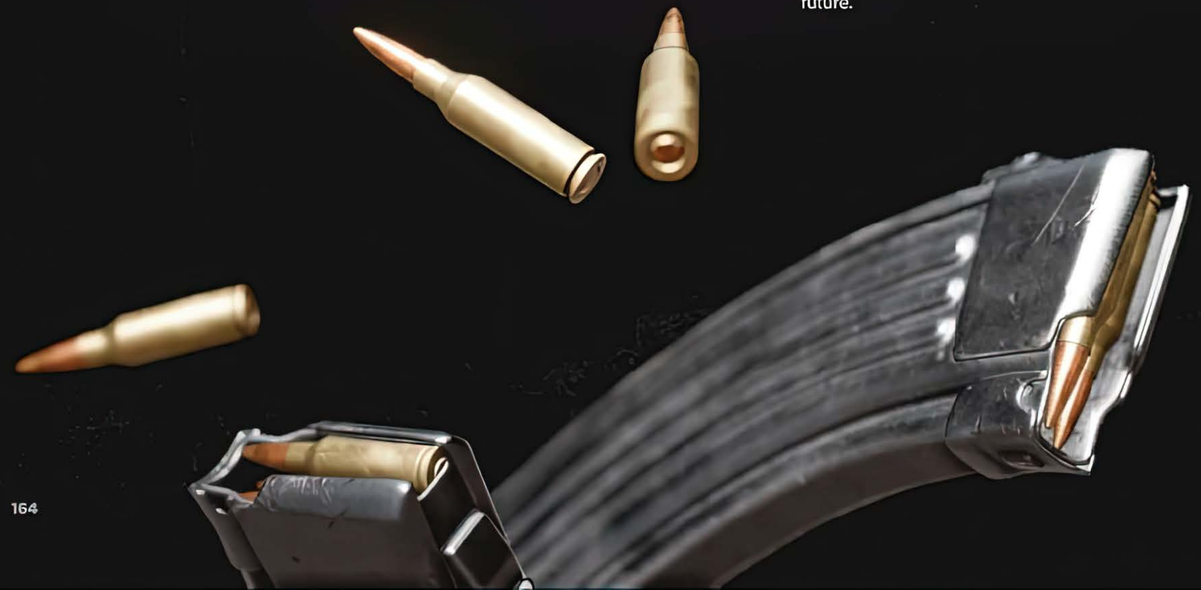
The shotgun became popular not only in the USSR, but also in many other countries, almost reaching the same level of fame as the legendary AK. Export versions for the police forces of African countries and Eastern European spec ops squads replaced standard firearms in just a year.



AK

One of the few weapons common in Facility 3826, but not developed and manufactured there. In the six years since its introduction, the AK or "Kalash" (short for "Kalashnikov") has become the most common gun in the world thanks to its ease of manufacture, powerful rounds, and reliability. Despite some obvious drawbacks such as a low fire rate, lack of a folding stock, and extremely high weight, this assault rifle has become a symbol of triumph of the Soviet military-industrial complex on par with hi-tech robots.

Work is currently underway to improve the design of this assault rifle, and the AK family is expected to be expanded with several new models in the near future.



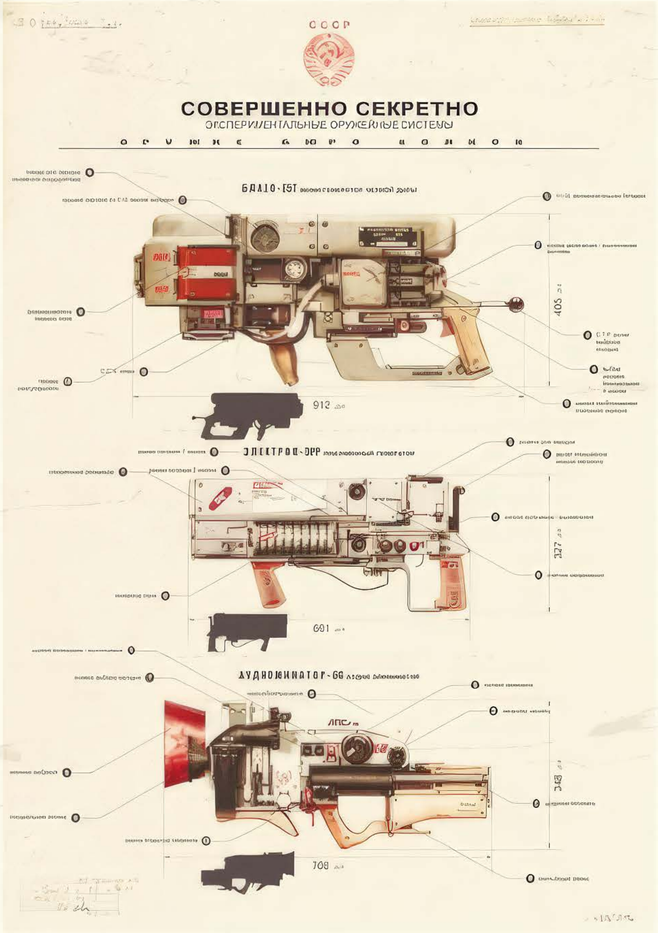
























While traveling through the world of Atomic Heart, the player will encounter more than just the mysteries of Facility 3826 and the machines that have overrun its complexes — they'll also have to expand and upgrade their arsenal. The visual progression of these weapons, from simple and recognizable "classic" Soviet guns like the PM and AK to ultra-modern experimental polymer weapons, is an important part of the game's story.

Starting with a modest weapon, Agent P-3 develops his arsenal step by step, changing his tactical and strategic approach to this mission.









This idea was later transformed into a more effective weapon that is now part of the standard equipment of all Soviet cosmonauts.



ELECTRO

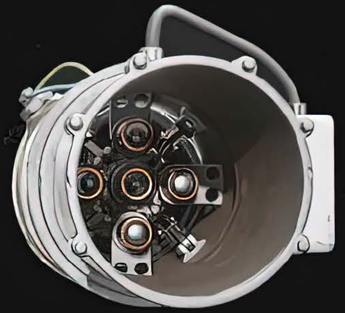
The Electro traces its history back to Facility 3826's first energy pulse project. The plan was originally to develop a laser gun with a pyrotechnic emitter that cosmonauts could use for self-defense. When it became clear that the space race would eventually lead to conflicts between astronauts, engineers were tasked with creating a recoil-less weapon that could effectively disable sensitive elements of the enemy's optical systems.





FIREBIRD

This polymer flamethrower based on the principle of light thermobaric action is primarily used not for combat operations, but rather for eliminating invasive plants and burning forested areas. The Firebird was originally designed for military use, but the 1943 Moscow Treaty put an end to the use of this terrible weapon in military conflicts.

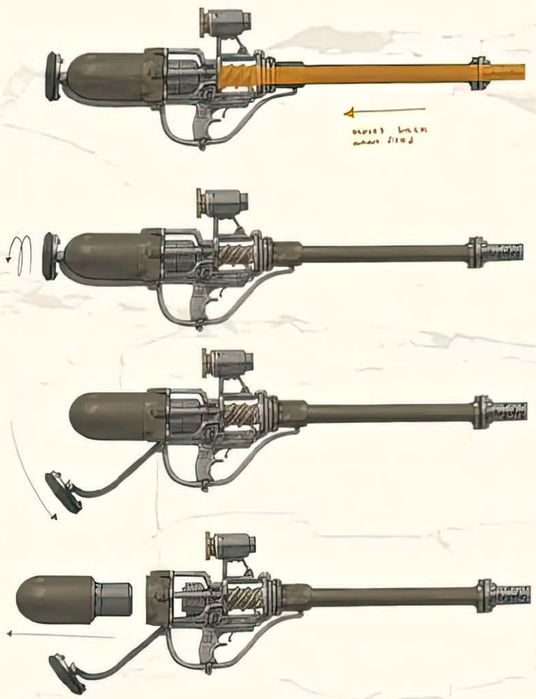


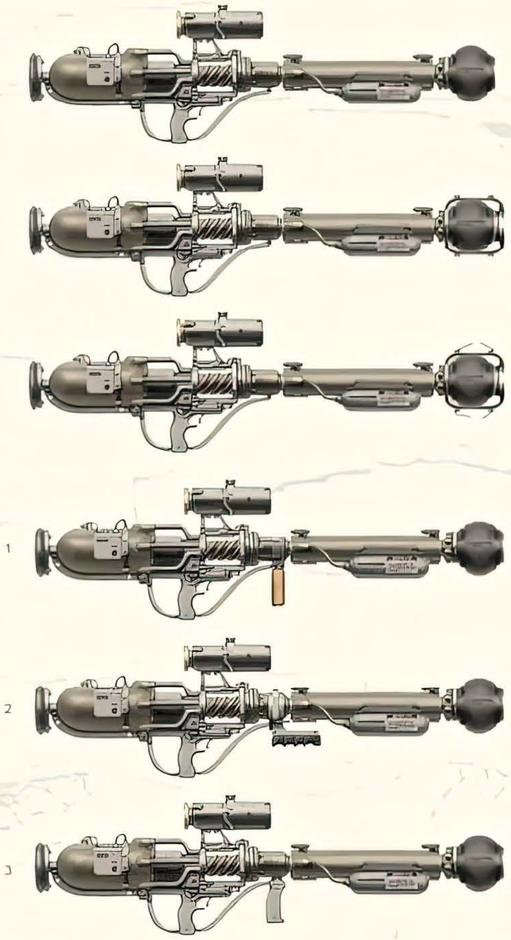
The Firebird is now used to remove weeds (including those that emerged at bio-stations as a result of experiments conducted at the Vavilov Complex), fight forest fires, and clear areas for construction in the KASSR.



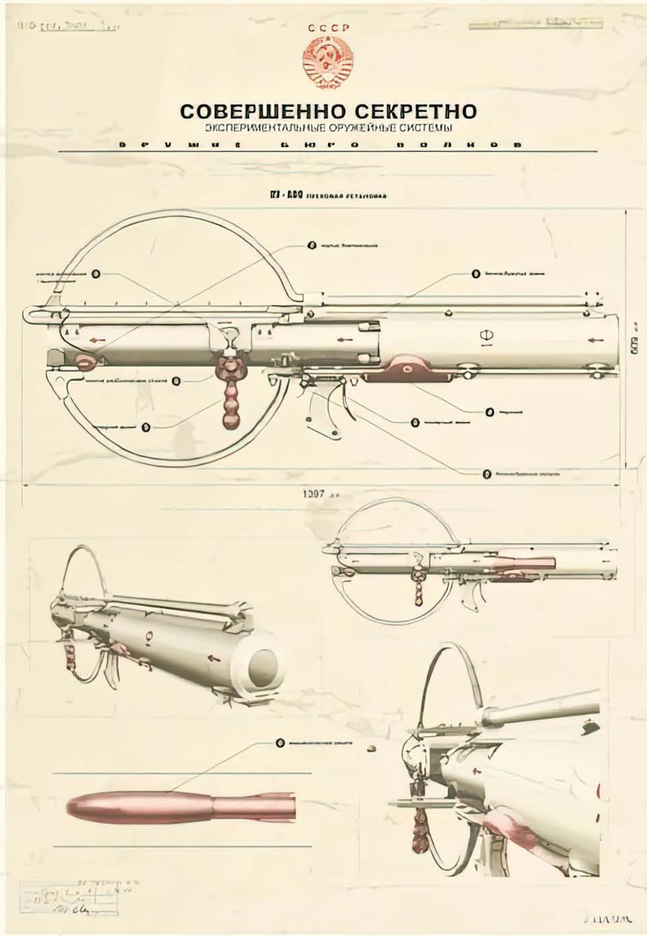








Weapon progression should be expressed not only in changes to damage and other stats, but also in the weapon's perceived principles of operation. What does the weapon's new part do? How does the player interact with it? Does it feel lighter and easier to use, or does it become more unwieldy as its firepower increases?





Each element should reflect the weapon's progression and changes to its functionality — it should be not only decorative, but also allow the player to understand the new principles of the weapon's operation. Interacting with weapons literally becomes "tactile," and the longer the players uses a weapon, the better they get to know it.

In addition, the upgrade system means that P-3 is constantly confronted with a difficult choice: should he keep his old modded weapon, or start from scratch with a new one?

CREATURES AND ROBOTS







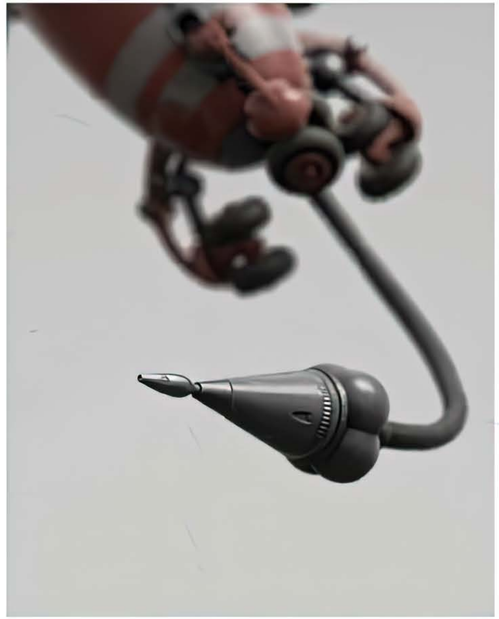


WSP-9 PCHELA

The lightweight LD-9 transport drone can deliver and repairs any piece of equipment, including another robot connected to the Kollektiv ecosystem.

Due to its small size, the Pchela has high maneuverability and speed, but it can't lift anything over than 55 lbs. The Pchela performs repairs with a special flexible cable that can be fixed in any position — there's a cable inside of it that manipulates its polymer-arc welding machine.





HORNET

The Hornet is a more advanced version of the Pchela, a multitasking special-purpose drone designed specifically for rescue and firefighting operations.

A large tank for compressed air and flammable mixtures or carbon dioxide allows the Hornet to quickly extinguish fires, set fire to forested areas (for stopping forest fires via the controlled burning of dead wood), or assist victims trapped in rubble and landslides. In extreme cases, the Hornet can become a light combat unit, using its cylinder and nozzle as an improvised flamethrower.

MUC-1 DROFA

The medium versatile MUC-1 helicopter is mainly used for transporting cargo over short distances. The Drofa easily reaches speeds of up to 30 mph and can carry cargo weighing several hundred pounds.

In addition to cargo transportation, the Drofa is used in agriculture — thanks to the unique shape of its blades, which function based on the principle of the Archimedes screw, it can transport water over long distances in order to irrigate fields and pastures.





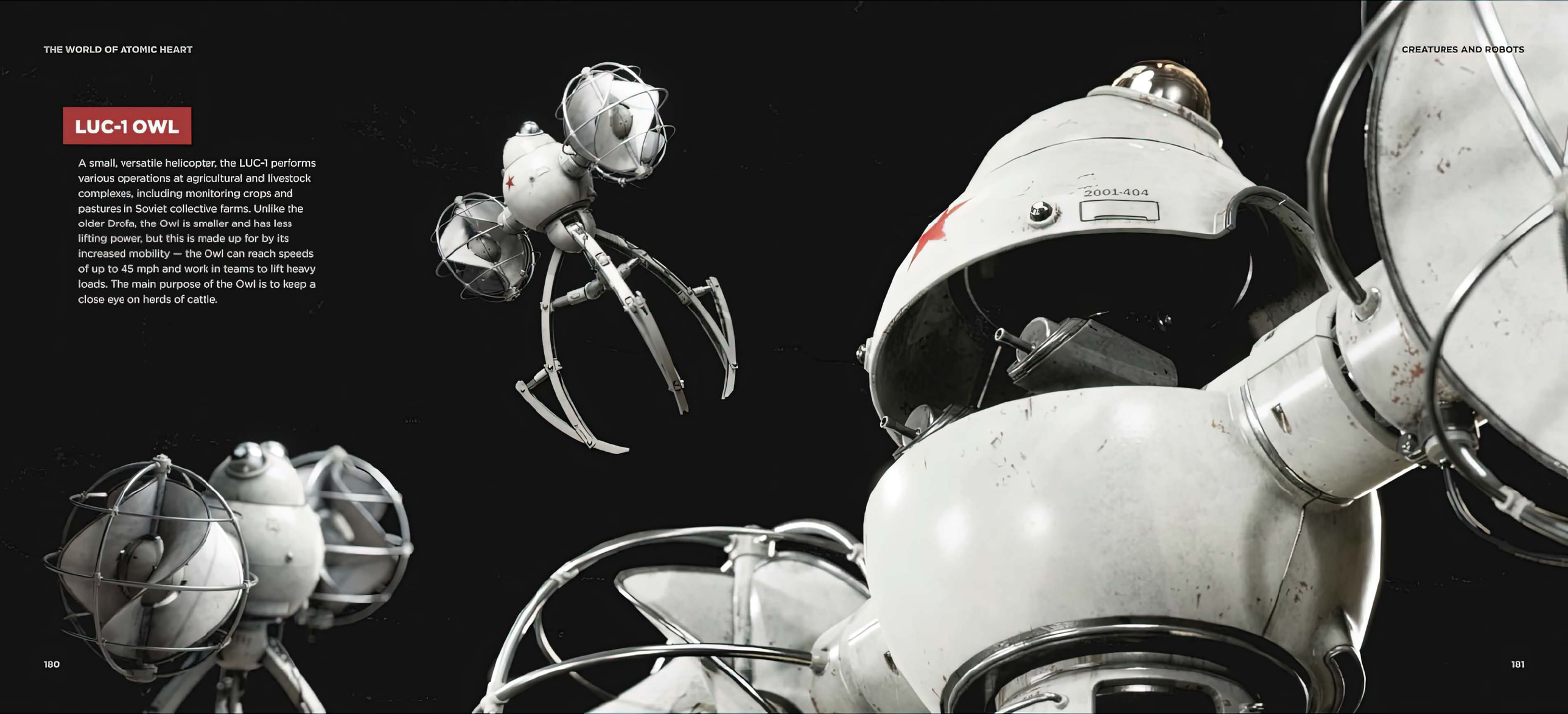






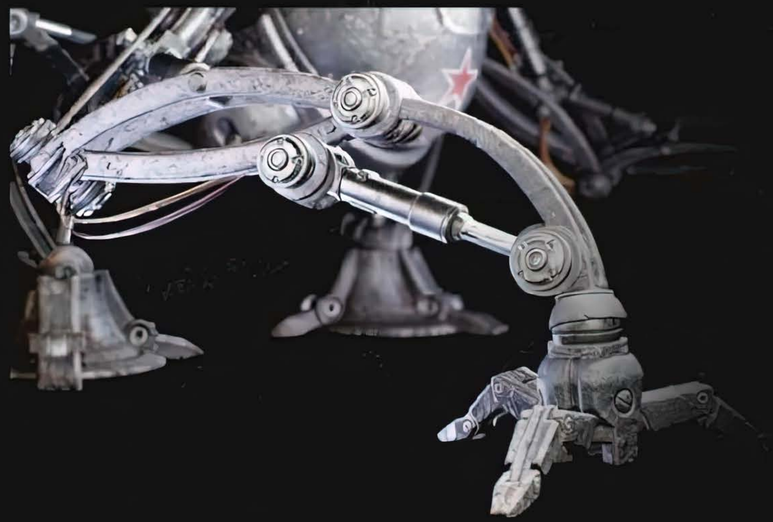
LUC-1 OWL

A small, versatile helicopter, the LUC-1 performs various operations at agricultural and livestock complexes, including monitoring crops and pastures in Soviet collective farms. Unlike the older Drofa, the Owl is smaller and has less lifting power, but this is made up for by its increased mobility — the Owl can reach speeds of up to 45 mph and work in teams to lift heavy loads. The main purpose of the Owl is to keep a close eye on herds of cattle.





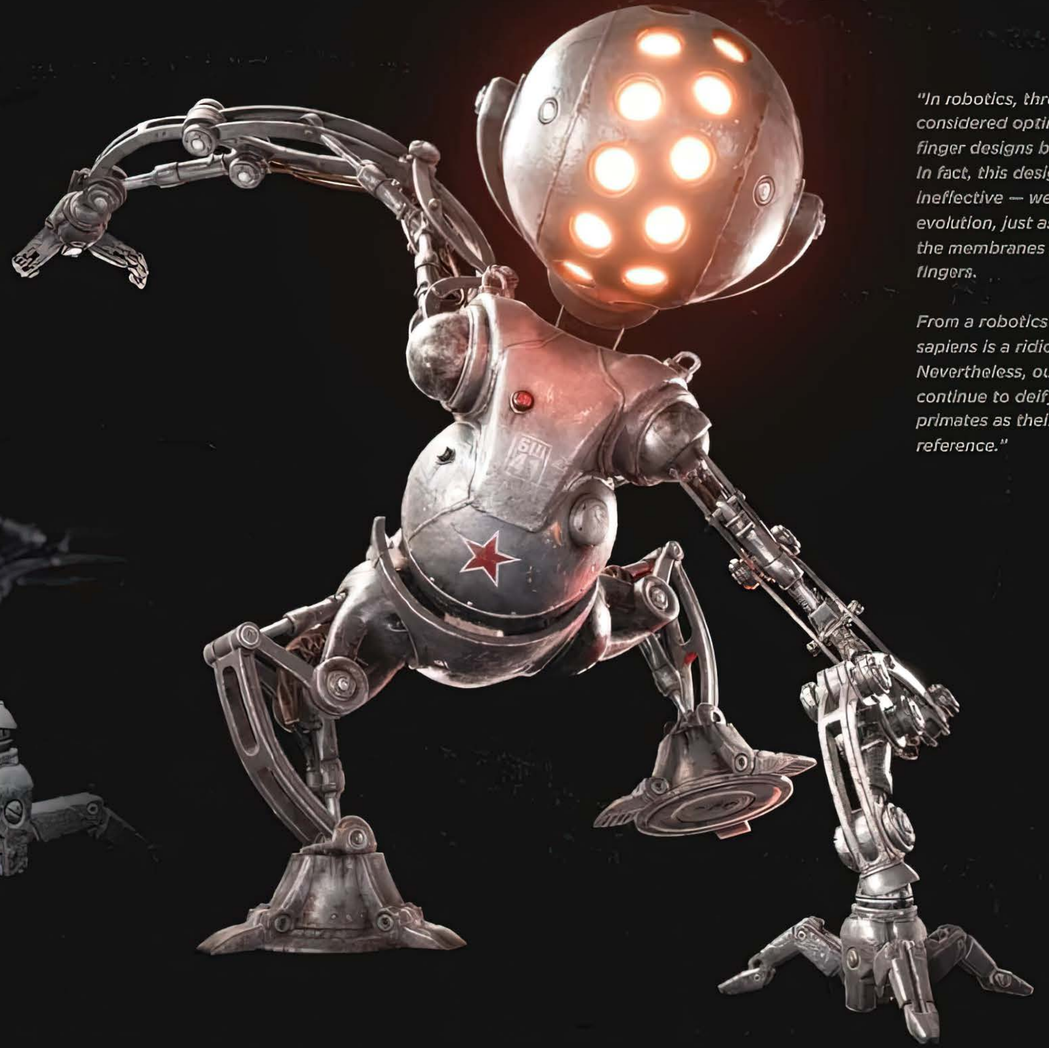




MA-9 BELYASH

The large MA-9 robot is used for assembly and welding tasks. Also known as the Belyash, it can easily carry a load of 1,000 pounds. The average lifespan of this robot is at least 20 years. Unlike the MA-7 and MA-8, which handled manual or semi-automatic welding, the MA-9 uses argon arc welding technology.

The MA-10 is expected to eventually incorporate laser welding. Thanks to its steel and titanium alloy shell, the Belyash can operate even under extreme conditions, including ambient temperatures ranging from -100 to 170 °F. Its chassis is based on a chimpanzee skeleton. Like its prototype, the MA-9, it can climb steep surfaces and construction beams on its own. Vitaly Mikhailovich Abalakov, an award-winning mountaineering expert, took part in the development of the Belyash's arms.



"In robotics, three-axis support is considered optimal, unlike five-finger designs based on primates. In fact, this design is mostly ineffective — we received it via evolution, just as we received the membranes between our the fingers.

From a robotics perspective, homo sapiens is a ridiculous creature. Nevertheless, our designers continue to deify themselves, using primates as their primary point of reference."

— ARTEP

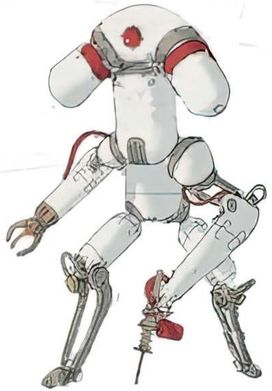


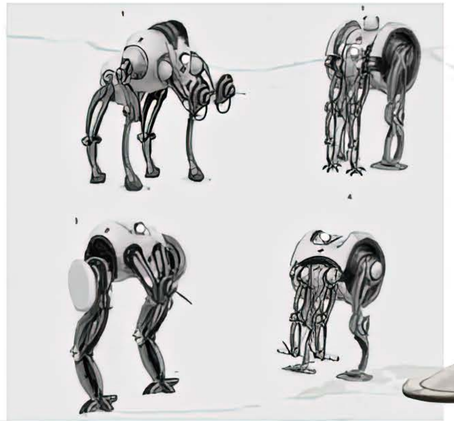
The Doc has a built-in infrasonic and ultrasonic scanning system that allows it to detect both external and internal injuries.

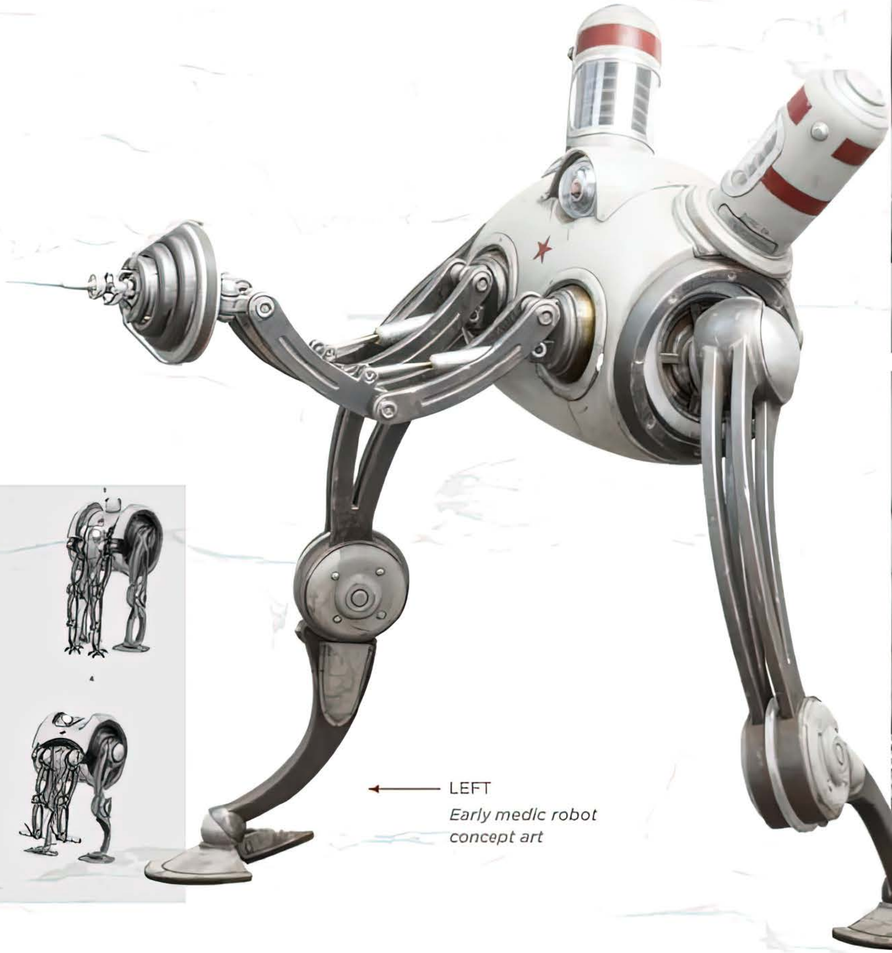
It usually announces its arrival with a beep, urging the patient to remain calm and wait for help. Upon contact with the victim, the Doc tries to evaluate the damage and assess risk levels, then logs the condition and administers painkillers, anti-shock meds, or sedatives as needed.

DOC

A mobile medical device originally designed for military use, but later widely used in hospitals, clinics, and mobile units, the Doc is still unable to act as a medic or paramedic, but is nevertheless indispensable in situations where a large number of people require first aid (e.g. accidents, fires, or major industrial accidents).







LEFT
Early medic robot concept art









GMC-69 VATRUSHKA

The Vatrushka is a geodesic robotic monocycle with universal surveying capabilities. It conducts high-precision surveys by means of a complex system of cameras and sensors.

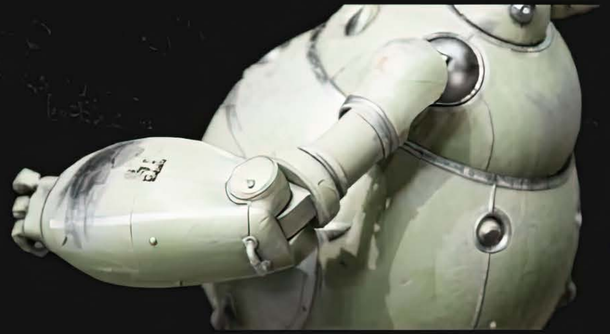
Thanks to its built-in seismograph, the Vatrushka can detect mineral deposits, perform tasks related to hydrogeology and engineering geology, and perform seismic microzonation.



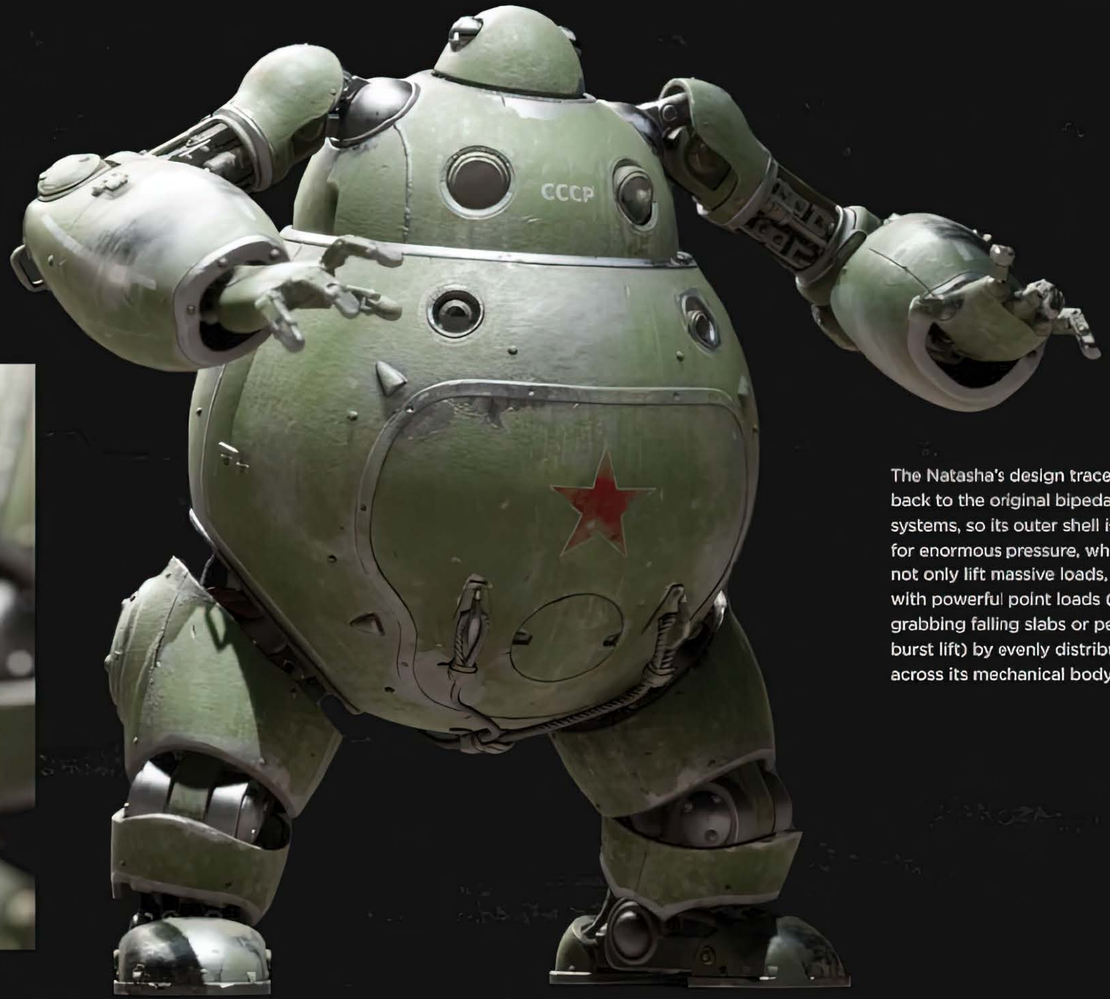












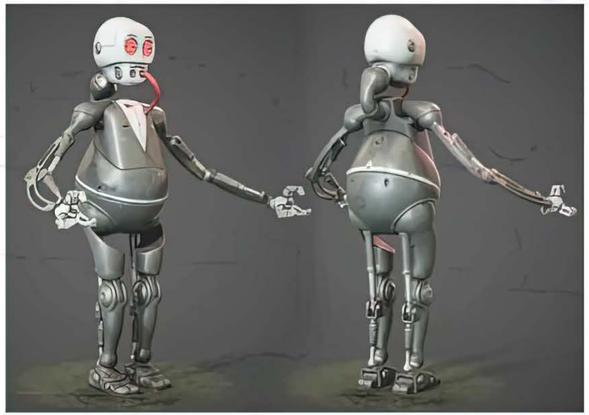
NA-T256 NATASHA

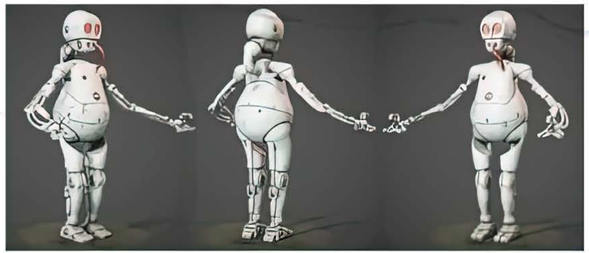
The large land-based robot loader NA-T256 can carry objects weighing up to 5,000 pounds and perform heavy repairs. Natashas are already used at all construction sites in the Soviet Union. The enormous power of its engine and batteries ensures that a Natasha can operate for a full 24 hours without recharging. Without Natashas, the construction of hydroelectric power plants such as the Dnieper, Kuibyshev, and Stalingrad, as well as the Baikonur Cosmodrome, would not have been possible in such a short time.

Some Natasha models have special rocket engines developed under the leadership of Fyodor Valentinovich Korolyov. They allow this extremely heavy robot to easily reach great heights provided that safety regulations are observed — people without special protection should not be near a Natasha when it's about to jump.

The Natasha's design traces its lineage back to the original bipedal robot systems, so its outer shell is designed for enormous pressure, which helps it not only lift massive loads, but also cope with powerful point loads (for example, grabbing falling slabs or performing a burst lift) by evenly distribute the shock across its mechanical body.

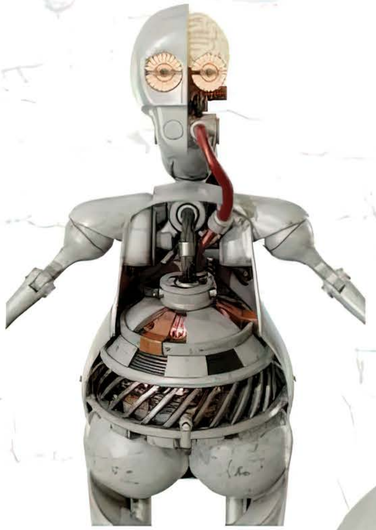












All Engineer models contain protocols for repairing complex non-robotic machinery. The Engineer is widely used not only at facilities, but also in ordinary households — it can easily perform the functions of a janitor, electrician, mechanic, and plumber, freeing its owners from similar chores.

Its nickname is "Rafik."

RAF-9 ENGINEER

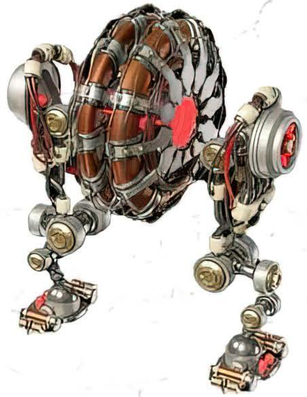
The RAF-9 can perform a full range of technical functions, including manufacturing, operating, and maintaining various equipment. The Engineer is capable of interacting with both simple metal-cutting, woodworking, stone-cutting, and other similar machines, as well as complex computing machines.

* — An artificial robotic «brain».











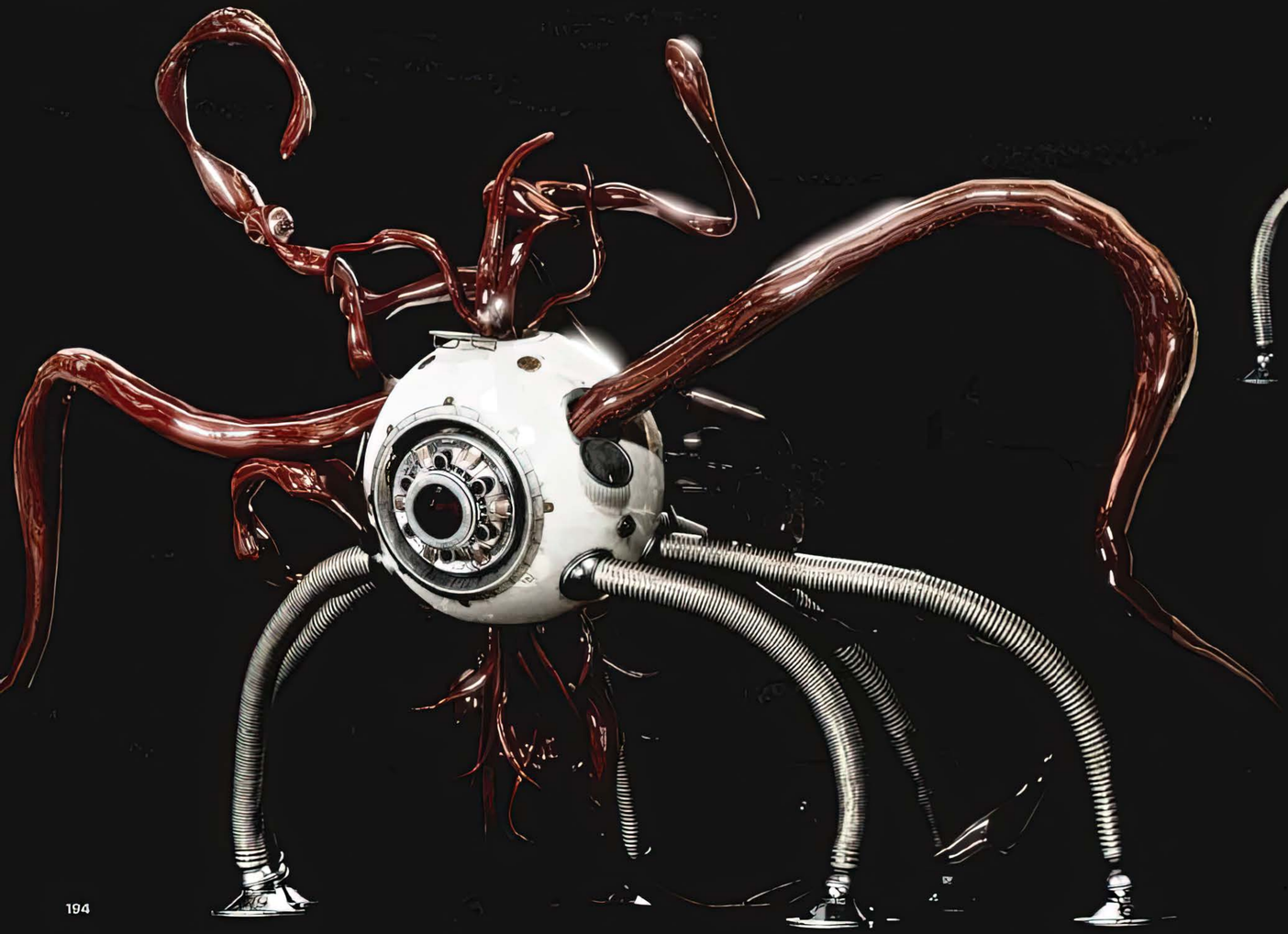


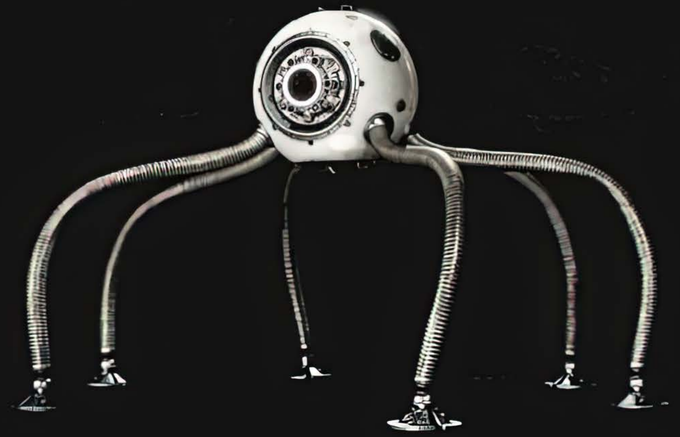


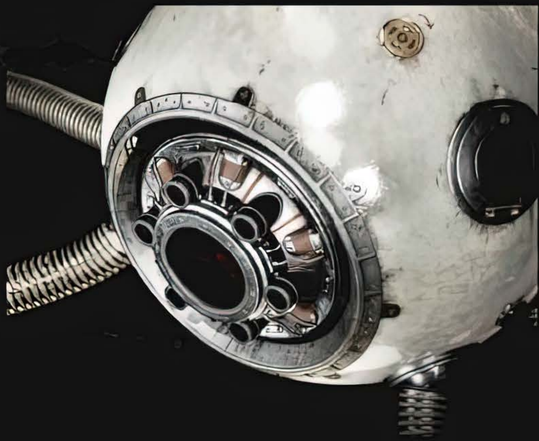
MFU-68 LABORER

The MFU-68 is designed for animal husbandry and can act as a shepherd for cows, sheep, goats, etc. The Laborer moves well over rough terrain and is resistant to the weather conditions of various climates, from the Far North to the Mongolian steppe. Laborers can be assembled into groups to oversee large herds.

The MFU-68/L modification is an enhanced Laborer model equipped with a circular blade with a 15-inch diameter for felling trees at logging sites. Laborers perform well when paired with Hornets, which can transport logs. Resistant to weather conditions, this robot can withstand freezing temperatures of as low as -49 °F.







DEWDROP

The multi-legged Dewdrop is a heavy bionic creature. Its huge biopolymer muscle mass contained within a special synthetic bulb shell not only allows the entity to maintain its shape, but also facilitates transportation on an industrial scale. This bio-robot is used in the mining industry — a Dewdrop can lift heavy loads and drill wells using a mechanical laser.





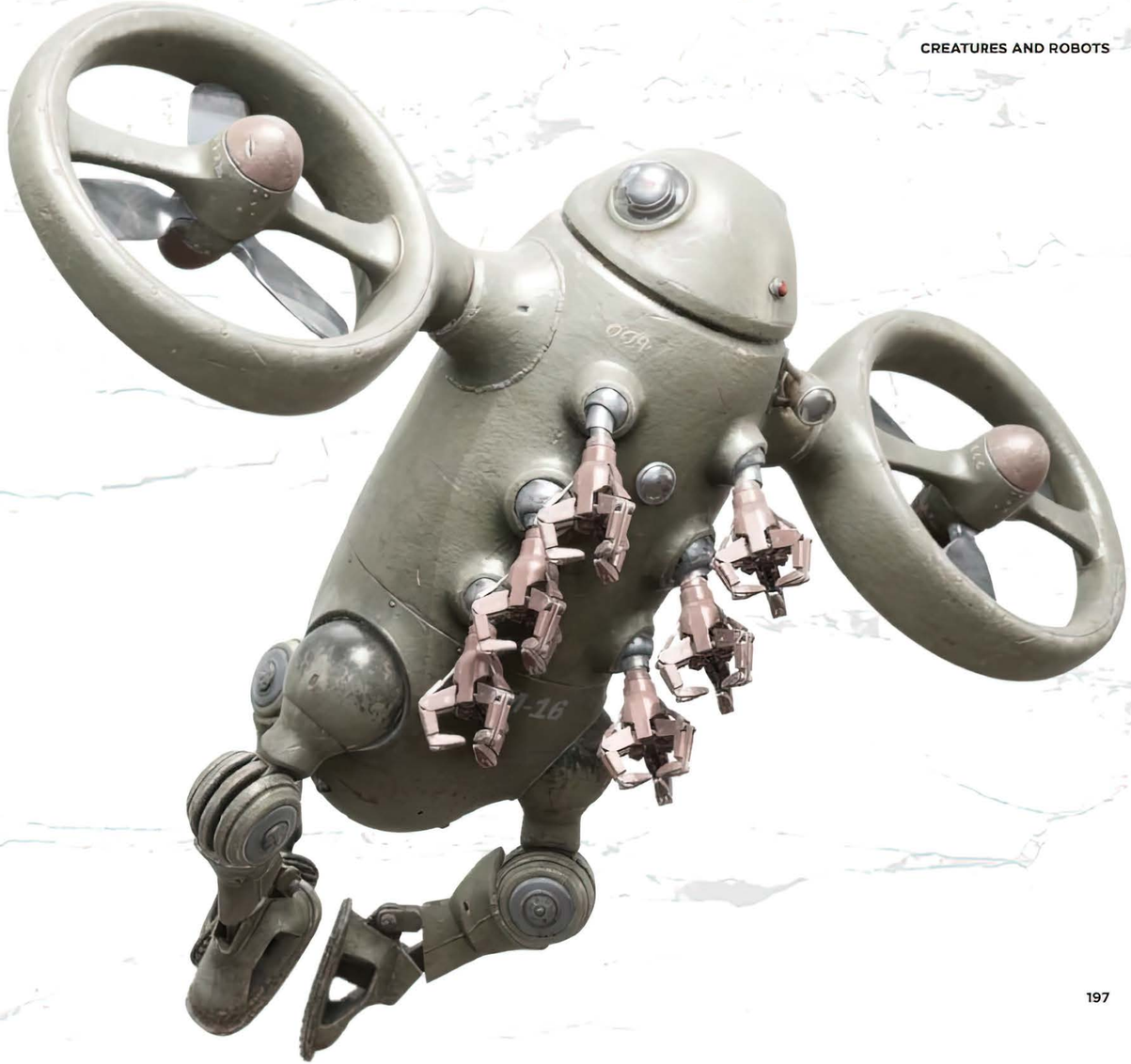




MTU-7 BUMBLEBEE

The MTU-7 robotic tractor can lift dozens of tons into the air. The Bumblebee is used in heavy industry, construction, and oil production. Its heavy-duty cables are made of silicon fibers. The Bumblebee moves through the air, which makes it indispensable for tasks at difficult-to-access locations.

This robot is often paired with Natashas, which can bring heavy loads to the ground or, conversely, transfer them to Bumblebees for transportation. In addition, Bumblebees are often used by first responders and can come to the rescue in the event of a serious man-made disaster.









VOV-A6 LAB TECH

The VOV-A6 helps scientists conduct experiments and analyze data in the laboratories of scientific facilities. The Assistant has an anthropomorphic design to reduce its psychological impact on human employees.

The VOV-A6's shell was originally made of aluminum alloys and was partly plastic, but, thanks to parallel biopolymer research, a hi-tech body was designed for later models. Its anthropomorphic arm prostheses are equipped with more than 100 sensors, providing the high precision necessary when working with hazardous substances and performing precise calculations.



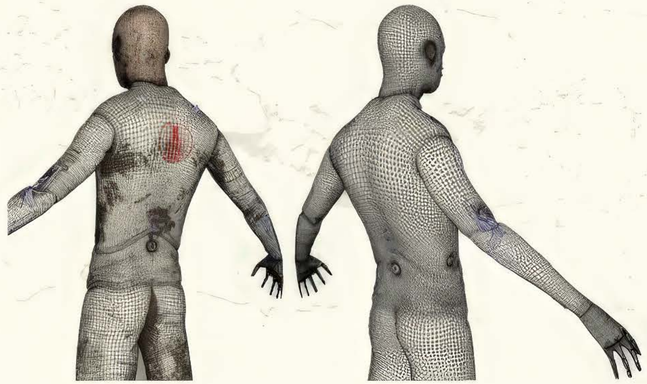
Since its inception, the VOV-A6 has gone through many nicknames, including Drone, Stache, Roach, and Skinny, with some Western users referring to the robots affectionately as "Commies."

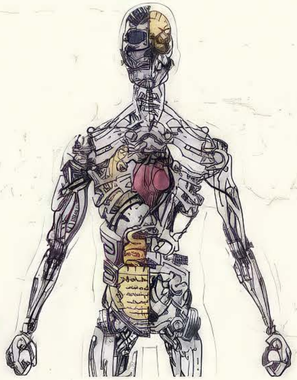
However, most Russians prefer the nickname Vova, and the name has now spread throughout the world.









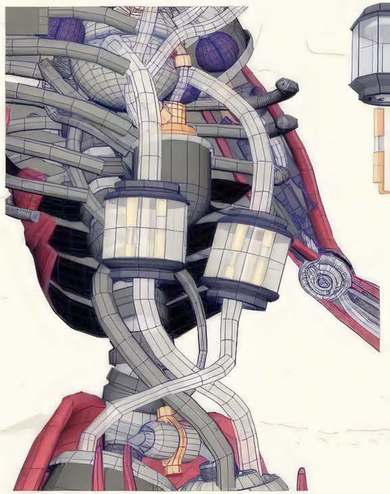




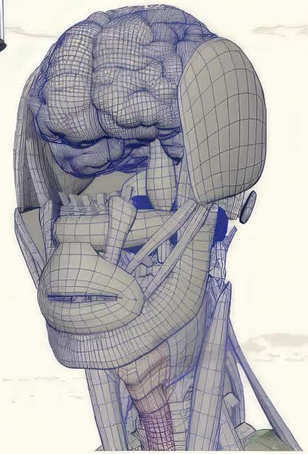


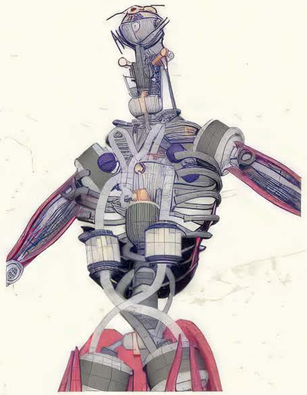
The "anatomy" of machines is a crucial part of the game. It makes them not just adversaries that must be destroyed, but also plausible elements of a world that had no idea a terrible catastrophe was coming.

* — An artificial robotic «brain».





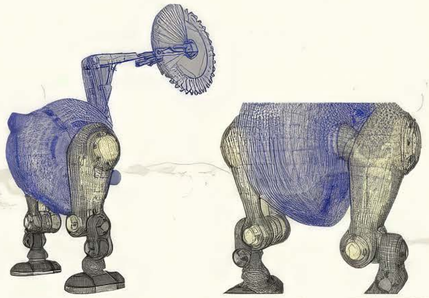


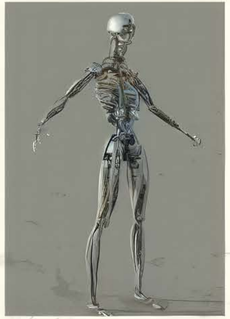




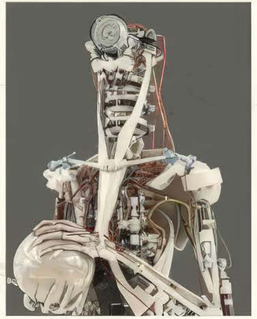
Don't judge a book by its cover — tear it open and look inside! We don't know how generally applicable this rule is, but in the context of Atomic Heart's robots, it applies 100% of the time. These machines are more than just a beautiful outer shell — each one contains dozens of hidden parts and working elements, which they reluctantly expose every time P-3 pulls the trigger or swings his club covered in spinning saw blades.













PLYUSCH

The terrifying Plyusch is the endoskeleton of an experimental bionic creature, a reanimated blob of polymer muscle with an implanted dog brain. The Plyusch usually walks on its hind legs, but it can also run on all fours at the speed of a wild wolf. This bio-robot is capable of transforming its paws, making them several times longer, and jumping great distances with ease.

HOG-7 HEDGIE

The HOG-7 is a large surveying robot used to collect rare plants and rocks. Despite its impressive bulk, the Hedgie can reach speeds of up to 30 mph in an alternate movement mode called "Tumbleweed" — when accelerated, the robot retracts its long paws and rolls. There are special drills and a compressor inside the Hedgie's paws, which can easily collect valuable resources from the ground.

The Hedgie collects and immediately analyzes available topographical and surveying materials — all cartographic information is stored on a hard disk inside the robot. The HOG-8 model comes with the latest technology for transmitting information over the air.









MUTANT

The flying Mutant represents the unexpected result of a symbiosis between a Sprout and a human corpse. It is essentially a mutant. As soon as a Sprout finds a lifeless body, it puts its roots through the mouth and nose, penetrating the brain of the deceased and taking control of its motor functions within minutes.

The resulting hybrid is fully submissive to the Sprout and can walk on two legs or hover at a low altitude thanks to its propeller-like leaves.

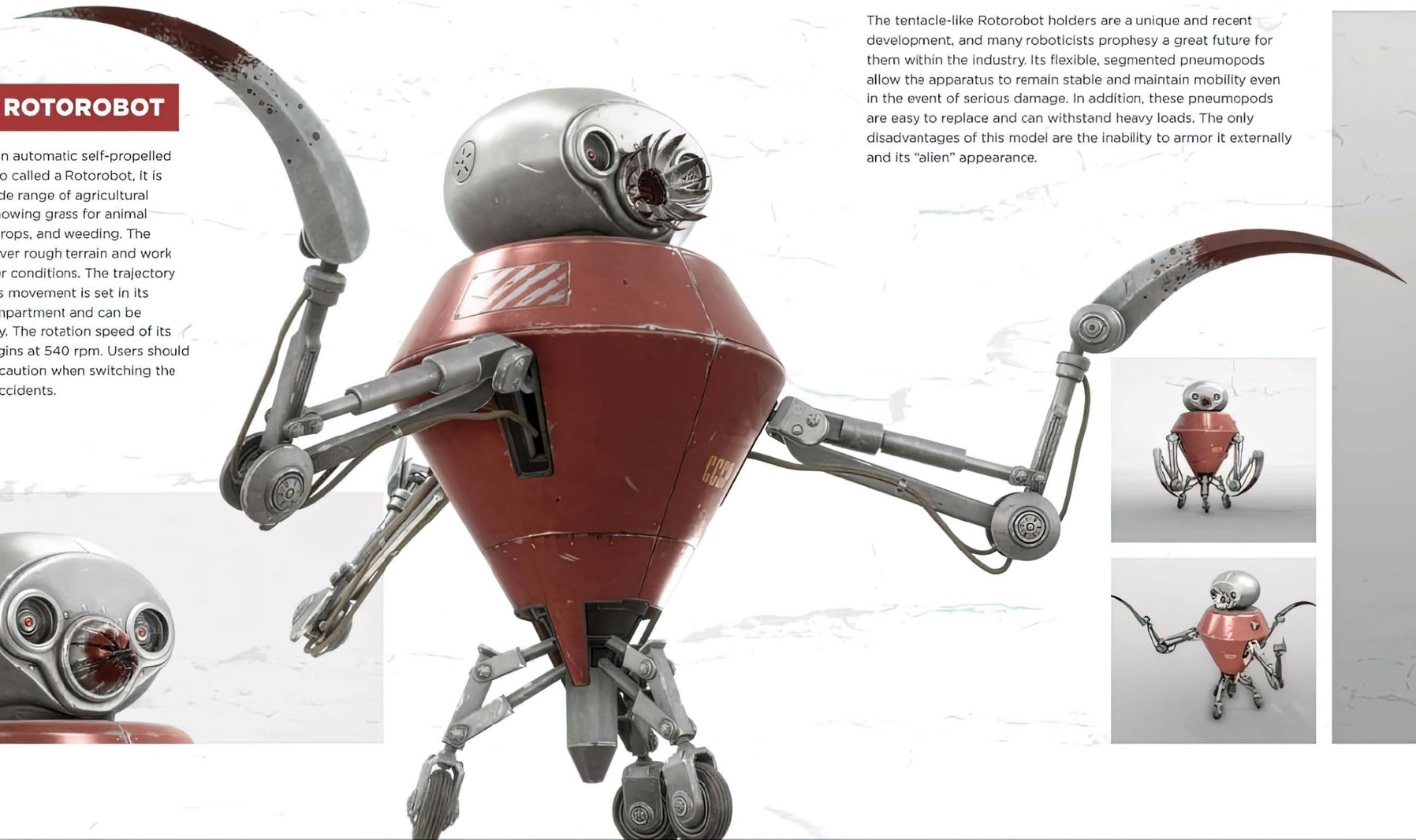




ARU-31/6 ROTOROBOT

The ARU-31/6 is an automatic self-propelled rotary mower. Also called a Rotorobot, it is designed for a wide range of agricultural tasks, including mowing grass for animal feed, harvesting crops, and weeding. The robot can move over rough terrain and work in difficult weather conditions. The trajectory of the Rotorobot's movement is set in its programming compartment and can be adjusted on the fly. The rotation speed of its mower blades begins at 540 rpm. Users should exercise extreme caution when switching the unit on to avoid accidents.





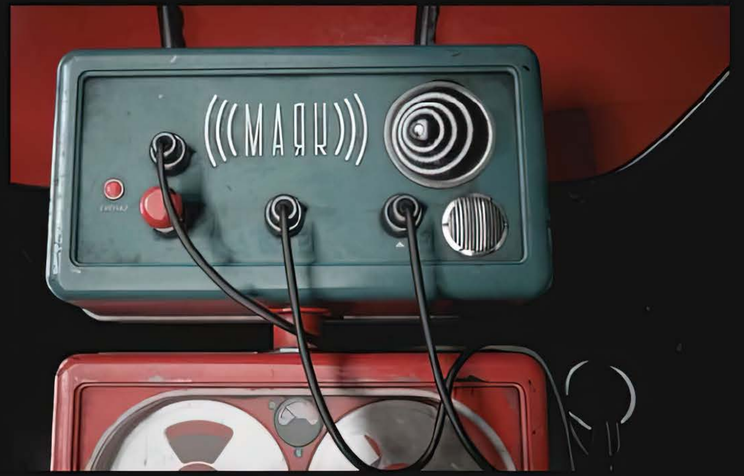
The tentacle-like Rotorobot holders are a unique and recent development, and many roboticists prophesy a great future for them within the industry. Its flexible, segmented pneumopods allow the apparatus to remain stable and maintain mobility even in the event of serious damage. In addition, these pneumopods are easy to replace and can withstand heavy loads. The only disadvantages of this model are the inability to armor it externally and its "alien" appearance.

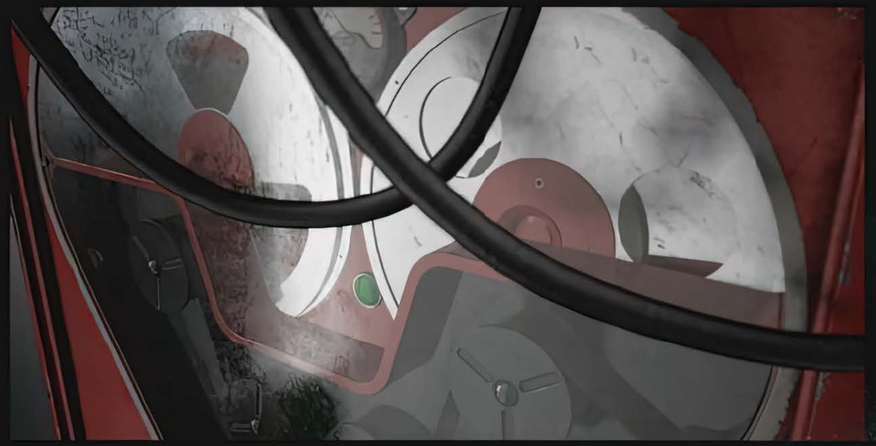


KOLLEKTIV 2.0 ECOSYSTEM









REPORTING AND RECORDING SYSTEM

Initially developed to mark the beginning and end of work shifts, the RRS further expanded its potential by storing information about employees in its database, including their health status, equipment, and a three-dimensional picture of the environment. This data is used at the AoC to improve working conditions and collect statistics and sociographical data.





HIVE REPAIR FACILITY

A standard part of the Facility 3826 security system. The Hive ensures the prompt dispatch of Pchelas for repair and defense tasks and is one of the most important links of the Hawk-Dandelion-Hive-Pchela chain.











WINDBENDER POWER GENERATOR

The Windbender M-7 power generator, which is part of the Kollektiv's hubs, generates energy by capturing air currents. The unit is a compact weather station and part of a triangulation and warning system.







HUB

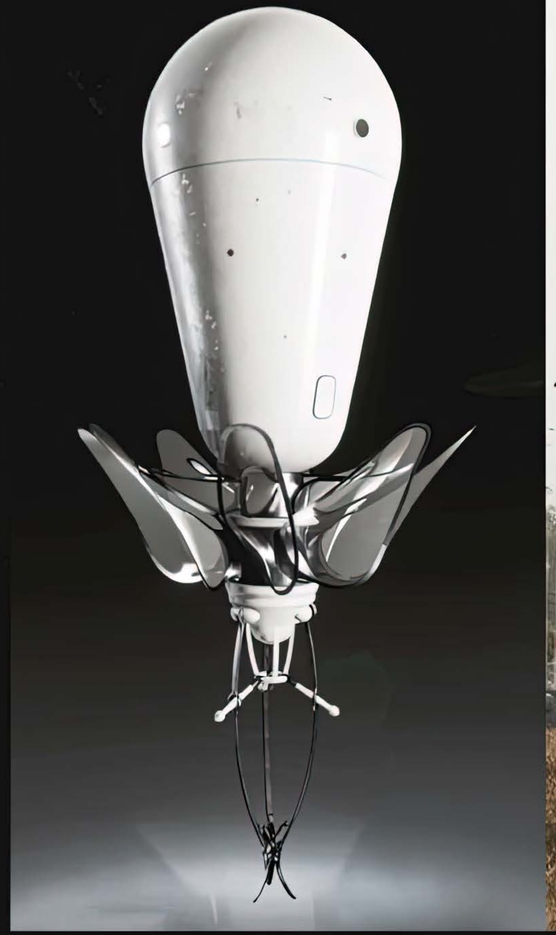
A powerful transmitting device that allows machines to interact with each other at the level of data exchange. Hubs transmit commands from the neural network directly to the robots, and also receives data and instructions from Hawks. Technically, Hubs are nothing more than antenna/amplifiers used to relay signals, but without these devices, communication between robots would be impossible.





HAWK

Security experts have an old expression: "they're watching you like the Hawk." The Hawk is a key element of the structure of the Kollektiv and its entire robotics system. Hovering in the sky above its territory, the Hawk coordinates vehicles movements, handles alerts, and oversees the unit's cognitive activity. The Hawk is essentially the physical manifestation of the hearts and minds of the robot masses toiling down below.

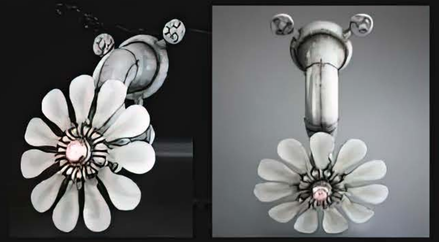


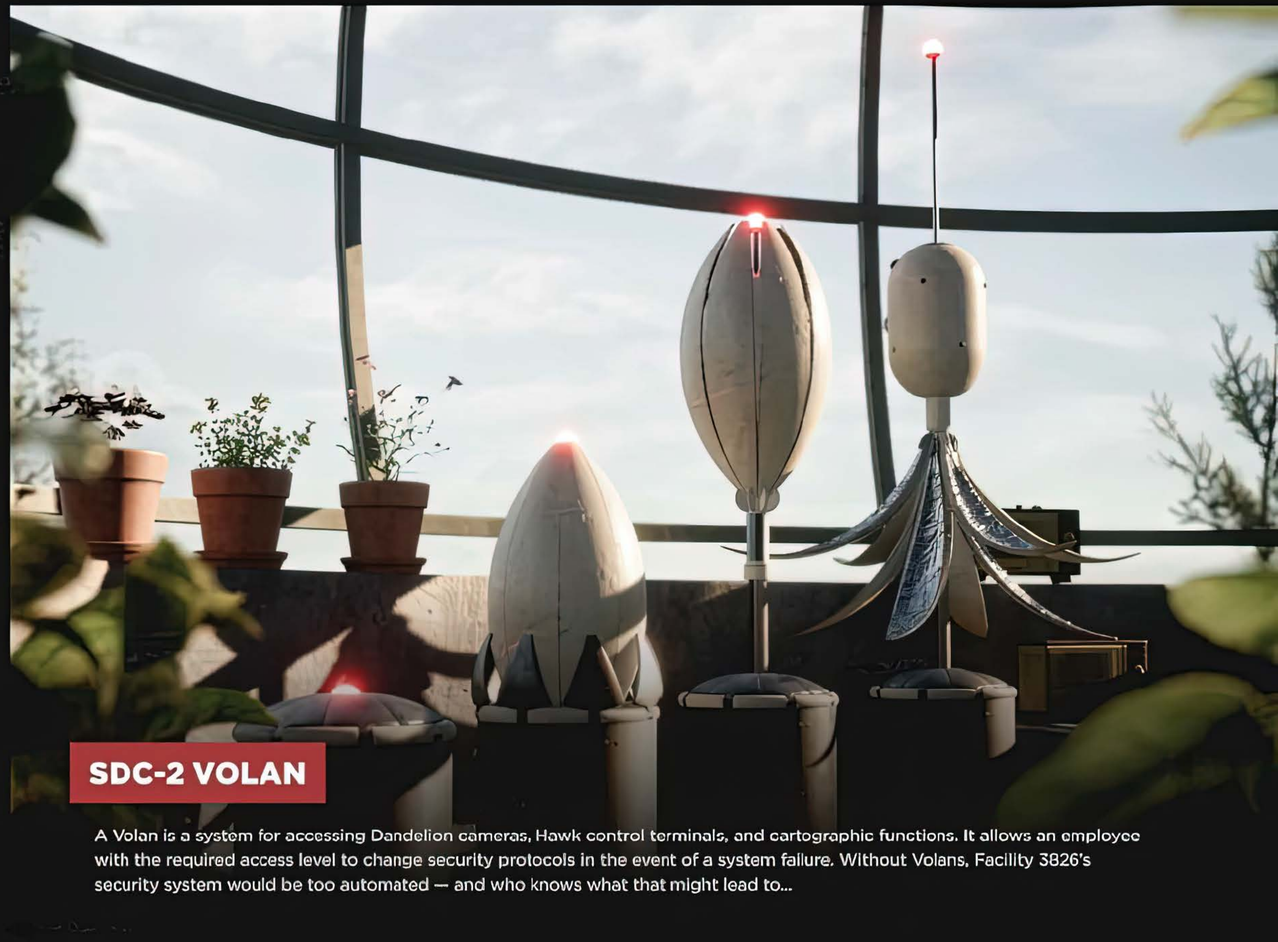




DANDELION CCTV SYSTEM

A simple and elegantly stylized device for monitoring a given area, complete with alarm and notification functions.





SDC-2 VOLAN

A Volan is a system for accessing Dandelion cameras, Hawk control terminals, and cartographic functions. It allows an employee with the required access level to change security protocols in the event of a system failure. Without Volans, Facility 3826's security system would be too automated — and who knows what that might lead to...



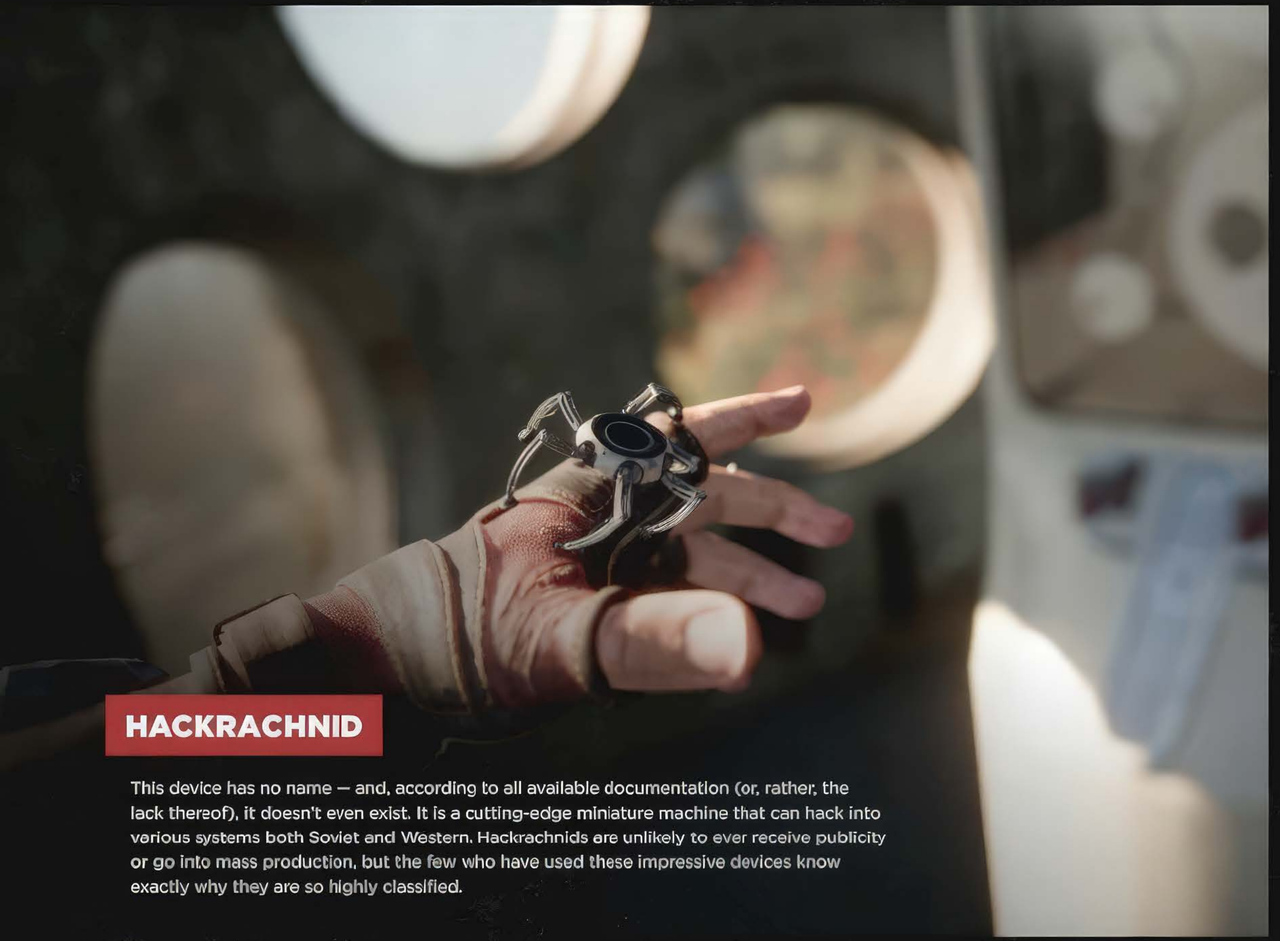
SHIPPING CONTAINER

Army containers used for transporting and storing ammunition and other items (chemicals, medicine, spare parts, etc.). They are usually kept away from ordinary employees. There is almost no one in the USSR who does not suffer from painful memories of the war and everything associated with it.



KONDOR

The Kondor is a rotary-wing VTOL aircraft platform that uses four rotors at the corners of its fuselage. Its original design was developed and produced at the Chelomey Complex. The Kondor is a "Flying Island," a repair facility for robots, a quadcopter in the world of Atomic Heart. It typically carries between one and six Bumblebees. The platform also holds between two and twelve Hives, as well as residential buildings for command personnel. Its size ranges from that of an Olympic swimming pool (size 1) to that of a nuclear-powered icebreaker (size 4).



HACKRACHNID

This device has no name — and, according to all available documentation (or, rather, the lack thereof), it doesn't even exist. It is a cutting-edge miniature machine that can hack into various systems both Soviet and Western. Hackrachnids are unlikely to ever receive publicity or go into mass production, but the few who have used these impressive devices know exactly why they are so highly classified.



HAWK TERMINAL

These terminals for controlling the connecting elements of the neural network perform a simple task: they allow the user to directly affect the operation of machines (to a greater or lesser extent depending on their station, of course). The functionality of the terminal is very limited in comparison to the more important parts of the security system, but its user is still able to make important adjustments that can save hundreds of lives in a crisis.



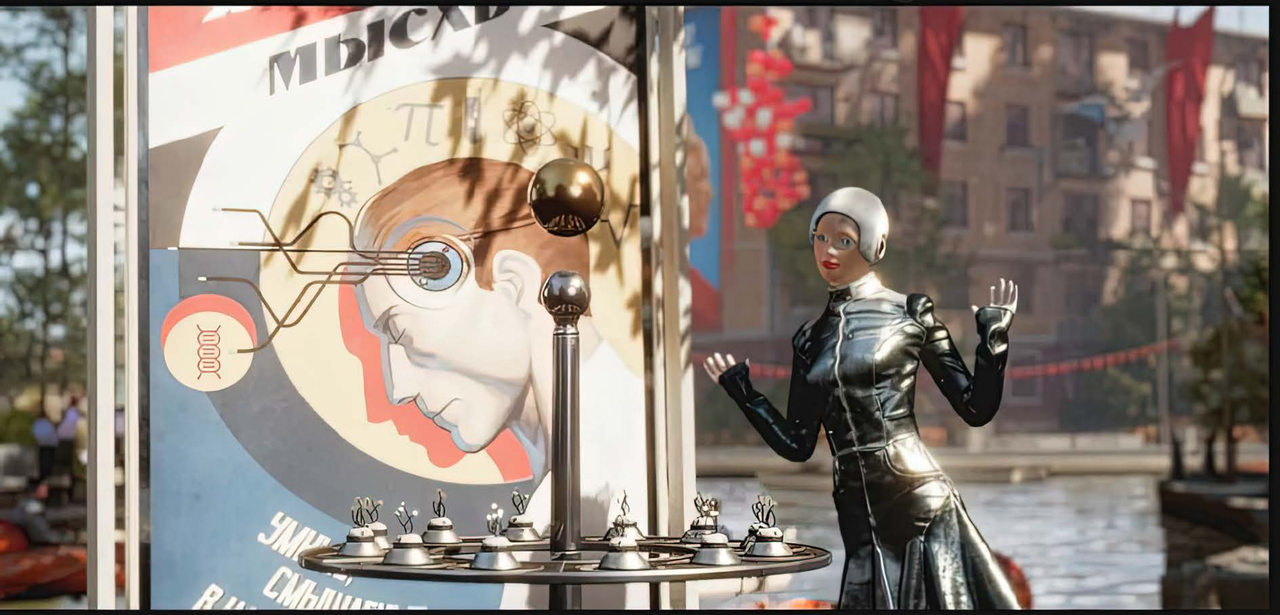
CHIRPER

A modern compact device that allows its user to receive, record, save, and broadcast audio messages. It serves as a personal diary, watch, communication tool, and stylish accessory.



MULTIBLOCKER

An electric locking device that is a part of the Kollektiv's security ecosystem. It's essentially a small robot whose main function is to instantly block a doorway in case of an alarm until it receives further commands. Engineers typically set opening algorithms for them — in other words, passwords. However, if no combination is set, the lock independently selects an encryption system, and then the only way to remove it is to enter a reboot sequence.



THOUGHT

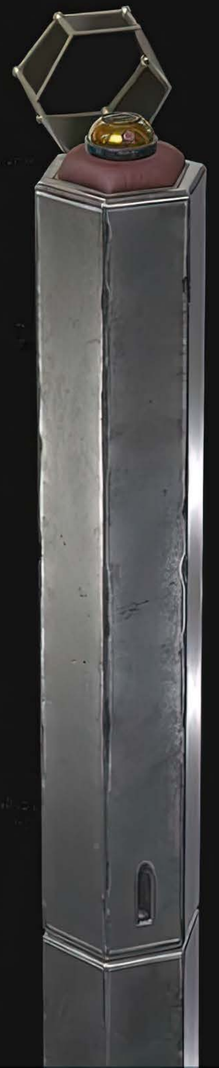
A "human-neural network" interface that allows all citizens of the USSR who have undergone polymerization to become part of a new future and control devices with the power of thought. The device is attached to the temporal lobe without invasive techniques and, at the time of activation, surrounds the user's head with polymer cables (which is why people started calling them "crowns"). A gold version is available for the highest-ranking Soviet citizens and those with a high social rating.





TOP

The neuro-interface is attached with sticky silicone pads



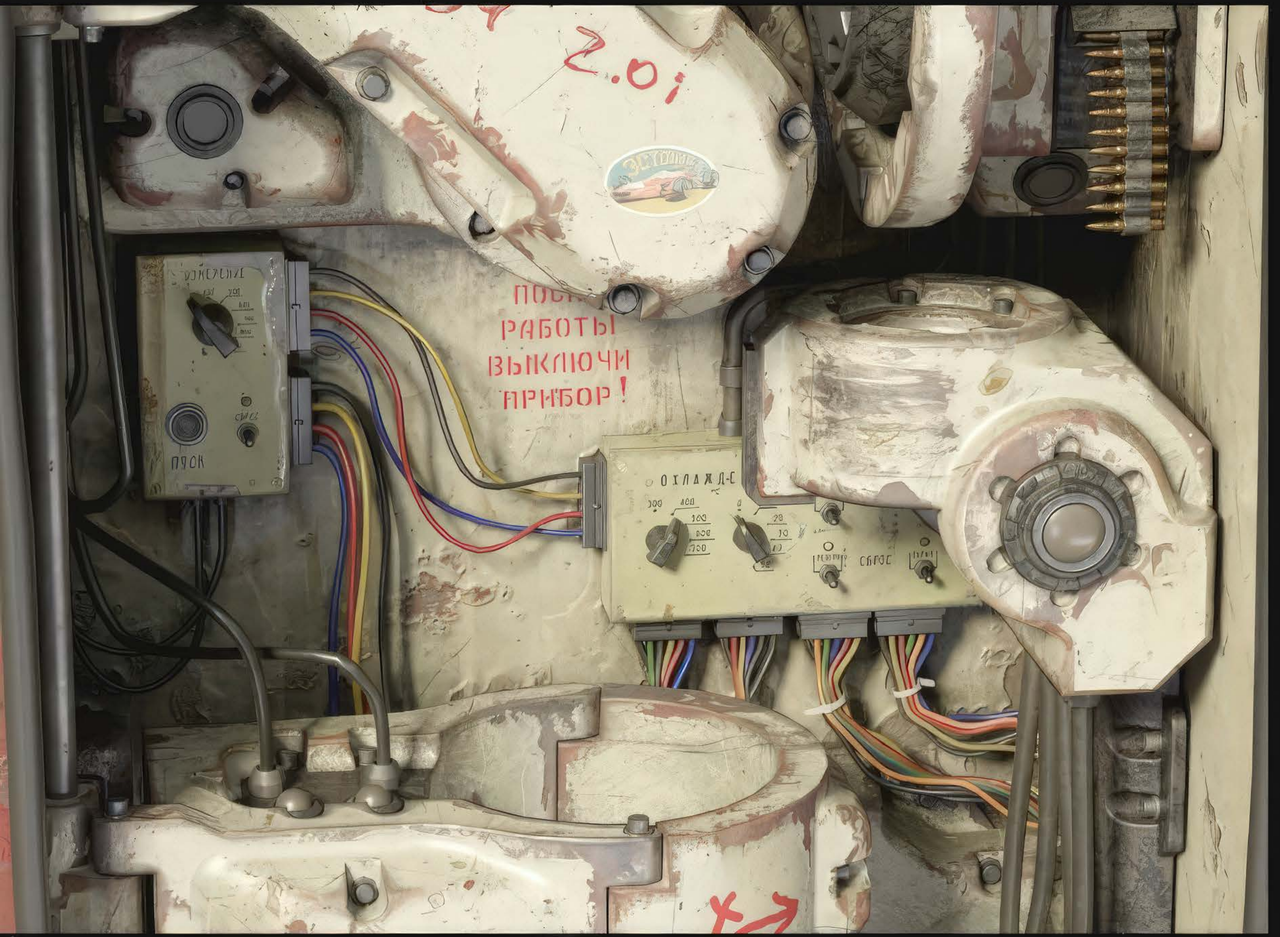


TOP

The first version of this device was introduced in a cutscene with Larisa, where she used a neuro-interface to treat P-3's wounds. Later on this abstract interface unit became the Thought device and evolved into an extremely important part of the plot.

LEFT

A Thought device designed exclusively for Sechenov





NORA

The NORA repair vendor is a multifunctional assembly device for use within workspaces. It allows users to assemble any tool required by Facility employees in the shortest possible time out of any raw materials. With a special level of access, the user can make and upgrade weapons, as well as ammunition.

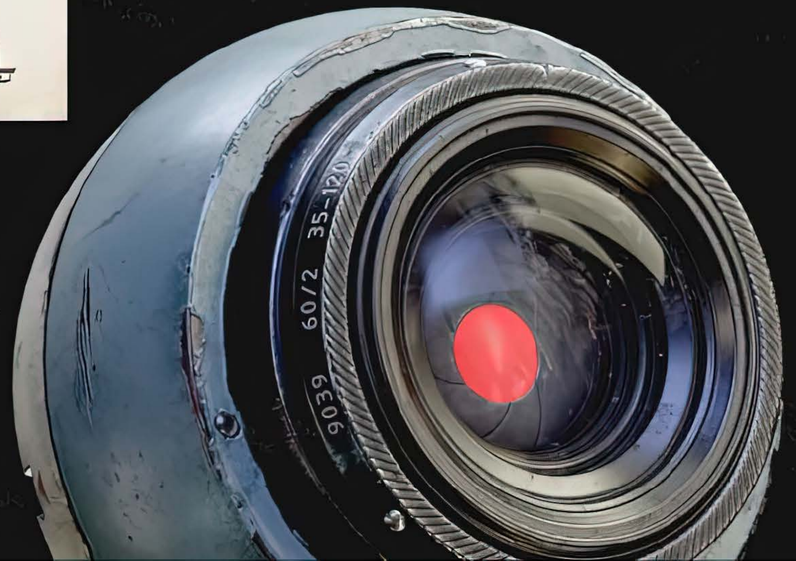




P.E.A.R.

P.E.A.R. stands for “Protected Electronic Autonomous Retransmitter.” It is a compact device for accessing the Soyuz System/Intergram, making it possible to exchange text, video, and audio messages, view slides, and use applications. Instead of a screen, it uses a projected holographic grid. There is a special gilded version available for the most esteemed members of the Communist Party and the scientific community.

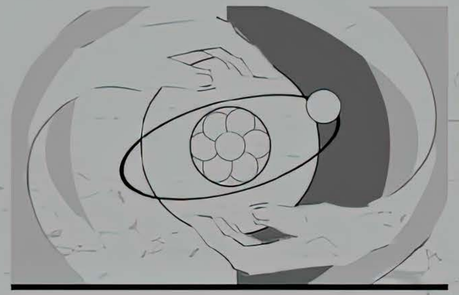




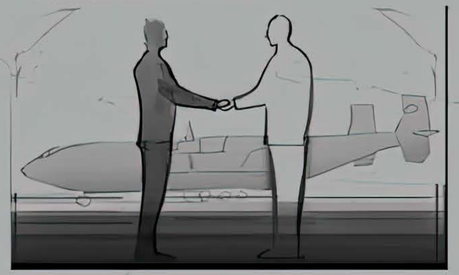


GRAPHIC DESIGN

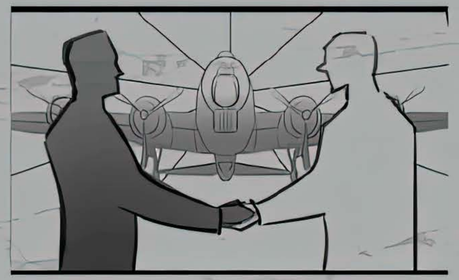




1. Hydrogen atom in two hands



2. Shaking hands, plane in the background



3. Shaking hands, plane in the background



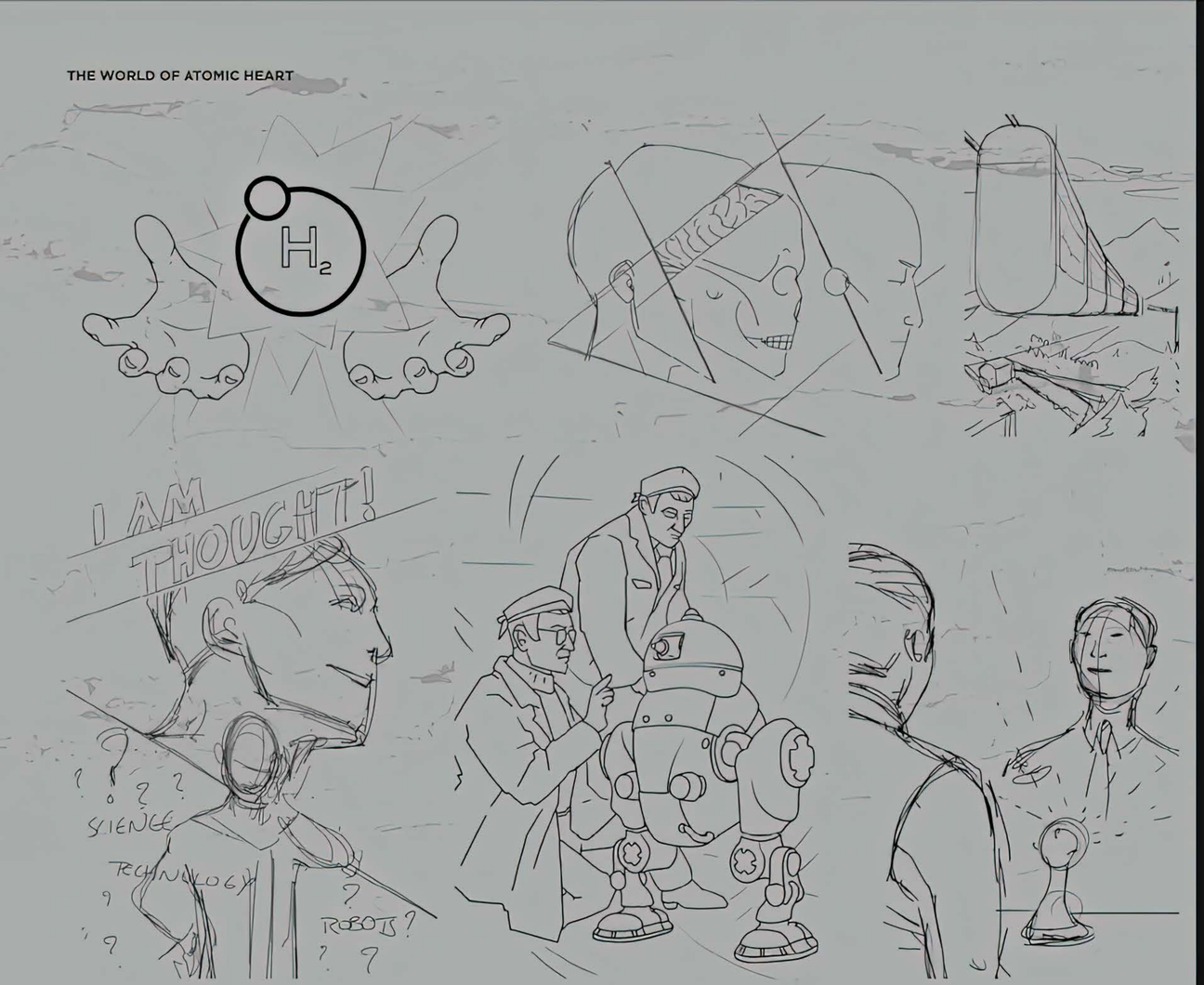











H_2
I AM THOUGHT!
SCIENCE
TECHNOLOGY
ROBOTS?


БЕГОМ НА ПОЛИМЕРИЗАЦИЮ!

СЛАВА ПОЛИМЕРАМ!

Я — МЫСЛЬ


Я — МЫСЛЬ
МАТЕМАТИКА
НАУКИ
ПОЛИМЕРЫ


СОВЕТСКИМ ГРАЖДАНАМ СЛУЖИТ НАУКА!


ДОЛОЙ ЭКСПЛУАТАЦИЮ ЧЕЛОВЕКА ЧЕЛОВЕКОМ!


ВМЕСТЕ С НАМИ ТЫ ШАГАЙ, К ЗВЕЗДАМ ВВЫСЬ, В ДАЛЕКИЙ КРАЙ!


СОВЕТСКИМ ГРАЖДАНАМ СЛУЖИТ НАУКА!



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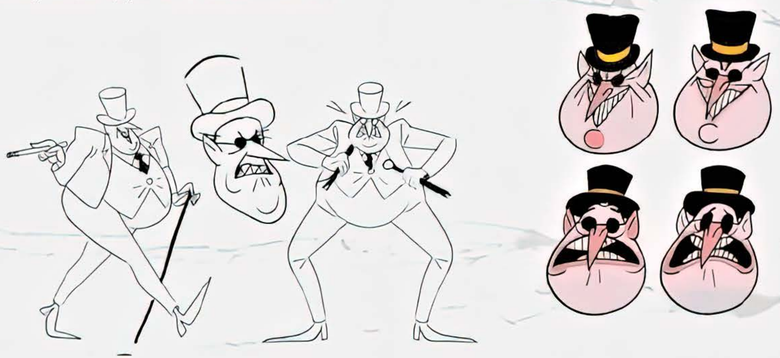




Pioneer, poses



Capitalist, poses and emotes



CARTOON CHARACTER DESIGN

Soviet propaganda was always distinguished by its recognizable style and was geared toward teaching the Soviet people to hate capitalists. Propaganda was designed to reduce social stress and recruit fresh blood into the ranks of the military.

We created the Argentum propaganda cartoons so that the player would instantly get an endorphin rush when unlocking a new ability. The inspirations for these cartoons were two amazing works: Happy Tree Friends, a bloody fable about forest friends, and a very unusual anime called Usavich, which is much less popular than the first reference.



























KEY CONCEPT ART

SKETCH

This key art (also the cover) is the most recognizable image in the game — it's the first and main window through which the player enters the world of Atomic Heart. We spent two years narrowing down a list of over 500 options.





ICON DESIGN

When designing the player progression icons, we knew exactly what we wanted to achieve: we wanted to get into the style of the Soviet trademark logos of the 1950s-1970s. This turned out to be a difficult task. We took this idea on over and over again, but we just couldn't nail it for the longest time. At some point it seemed like we just wouldn't be able to capture the spirit of the time, but in the end, we found the right direction and ended up with simple graphical images that remind us of the good old days, Soviet industry, and iconic brands of cars and household appliances.

SKILL ICONS



INVENTORY ICONS



MAP ICONS



HUD ELEMENTS
(HEAD-UP DISPLAY)

RIGHT
Various skills and conditions



LEFT
Concepts for health, energy, ammo, and magazines

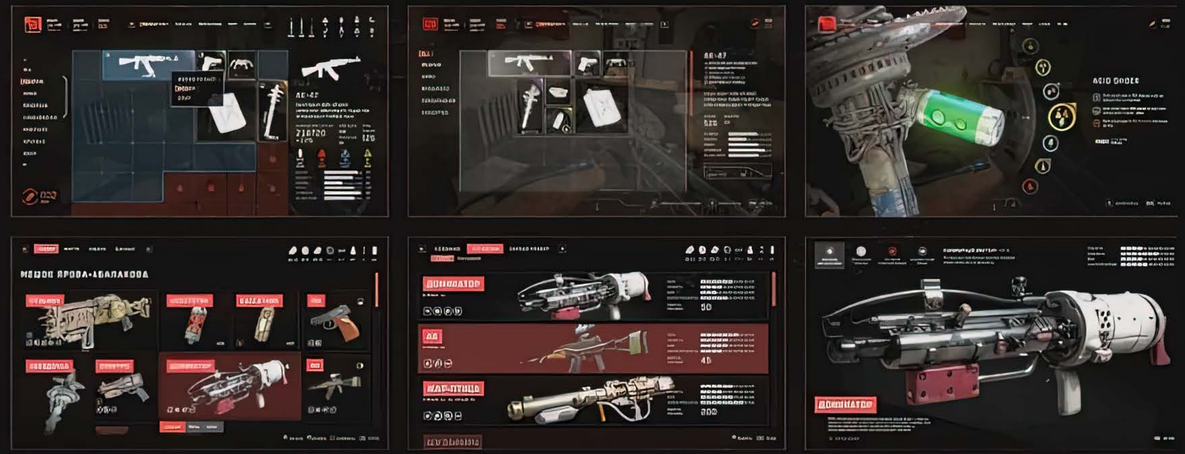
BOTTOM
Pop-up widgets, hints

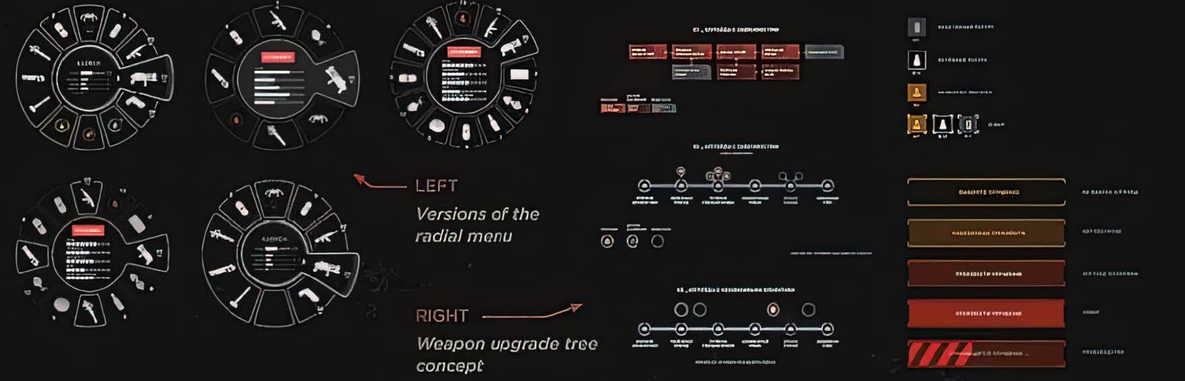
INTERFACE DESIGN

When developing the interface, we created a lot of different concepts, swapped out colors and visual solutions, and scaled, arranged, and rearranged elements on the screen. It was crucial not to distract the player from the immersive experience, so the elements became subtler and more minimalistic with each iteration.

INTERFACE

BOTTOM
Different stages of inventory development





LEFT
Versions of the radial menu

RIGHT
Weapon upgrade tree concept



ABOUT MUNDFISH

In 2017, a team of like-minded people founded Mundfish to make the game of their dreams. The story of Atomic Heart began with just four people.

Artyom Galeev, Robert Bagratuni, Evgenia Sedova, and Oleg Gorodishenin set themselves the goal of releasing a game that could stand toe to toe with classics such as Bioshock, Fallout, and DOOM — games we've all played and loved.

Since then, we've worked hard every day, taking one step at a time toward our goal. Lots of talented employees have joined us over the years, each of them sharing the Mundfish DNA and becoming integral parts of our company.

Building an experienced development team for whom quality is the absolute priority allowed us to pick up the pace even further.

A huge thank you to my family: to my parents, Tatiana and Vladimir Sedov, and to my dear grandma, Nadezhda Petrovna Aksenova, a World War II veteran, for believing in me and supporting me.

— EVGENIA SEDOVA

A very warm thanks to my parents, Susanna and Igor, for their overwhelming support along this difficult path.

— ROBERT BAGRATUNI

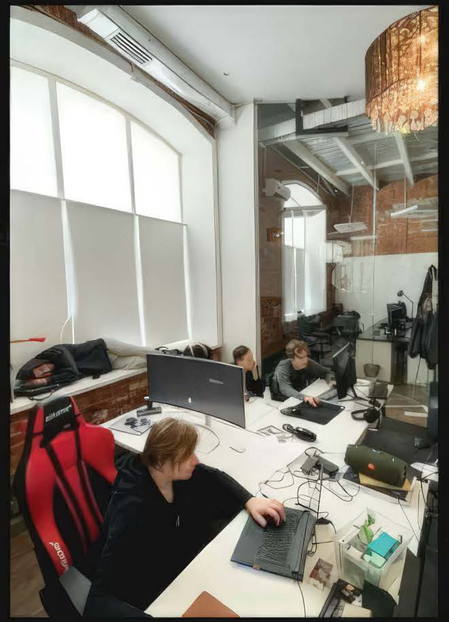
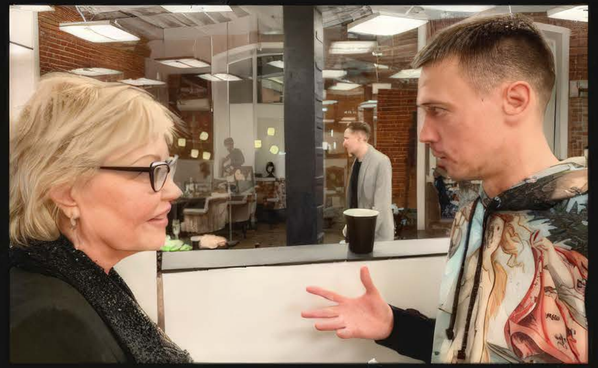
Thanks to all of you, who support me and doubt that I'm crazy :)

— ARTYOM GALEEV

Thanks to my dear wife, Marina, and all my family for trusting in me and giving me support every day throughout the years.

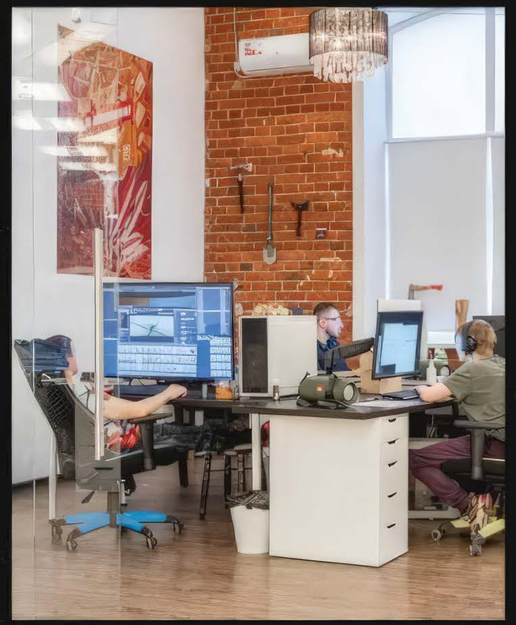
— OLEG GORODISHENIN













FIN

MUNDFISH

