THE FINAL STATION

Artbook contains game **spoilers**

LOGO
CREATION

THE
FINAL
STATION
TRAIN SIMULATOR + ZOMBIE SHOOTER

1

We used this version for a long time,
later Alex offered to make a logo more recognizable and detailed.
This is when we started working on a new version.

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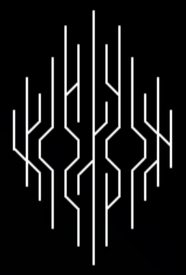
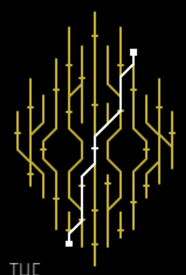
2

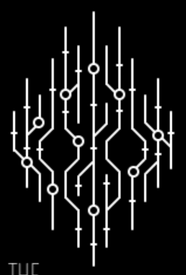
Trying a new approach:
combining a skull and a roadmap

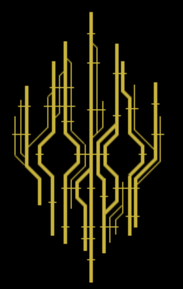


Skull became unreadable.
Defining the teeth.

3







4

Removing
the symmetry

5

The final version

6 Trying another approach, combining a skull with a train

Sonic?

7

We let our friend
Aleksej Tišionok finish
up the latest version

8

After removing some of these
extra details we get the final version

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TRAIN CREATION

9

At first, when connected with the blocker, the train would open its front panel

10 Too futuristic version

11

During the development I tried to follow the style of Viktor Antonov's works

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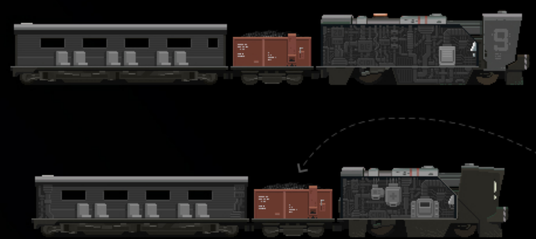
In the early versions, you could see packages with food on the shelves

12

13

For the longest time, the train was fueled by charcoal. Later we had to leave that idea, since it made the gameplay very routine



14

During the first year of development, we tried to implement gameplay with infected people among the passengers. Unfortunately, it was never finished

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15

Concept art by
Mikhail Borulko

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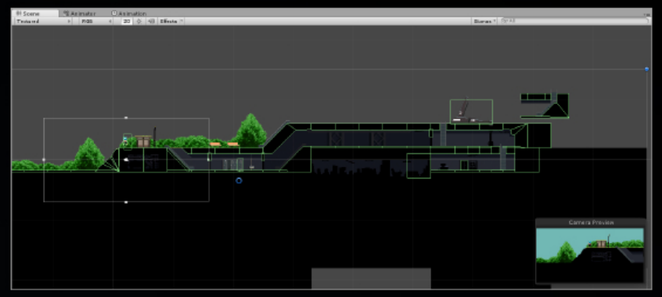
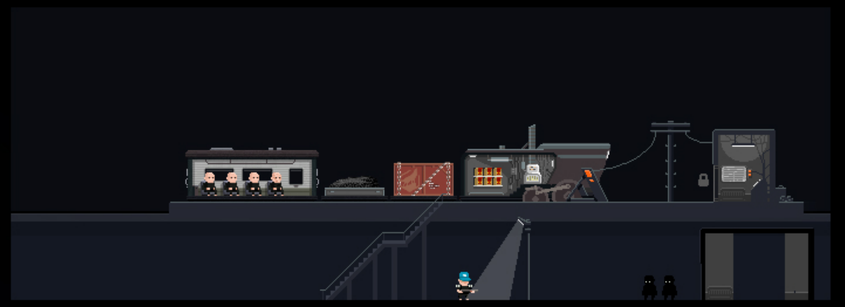
LOCATION CREATION





16

First station sketches.
Initially the blockers would open through the panel, no codes needed

17

The color scheme went through a ton of changes

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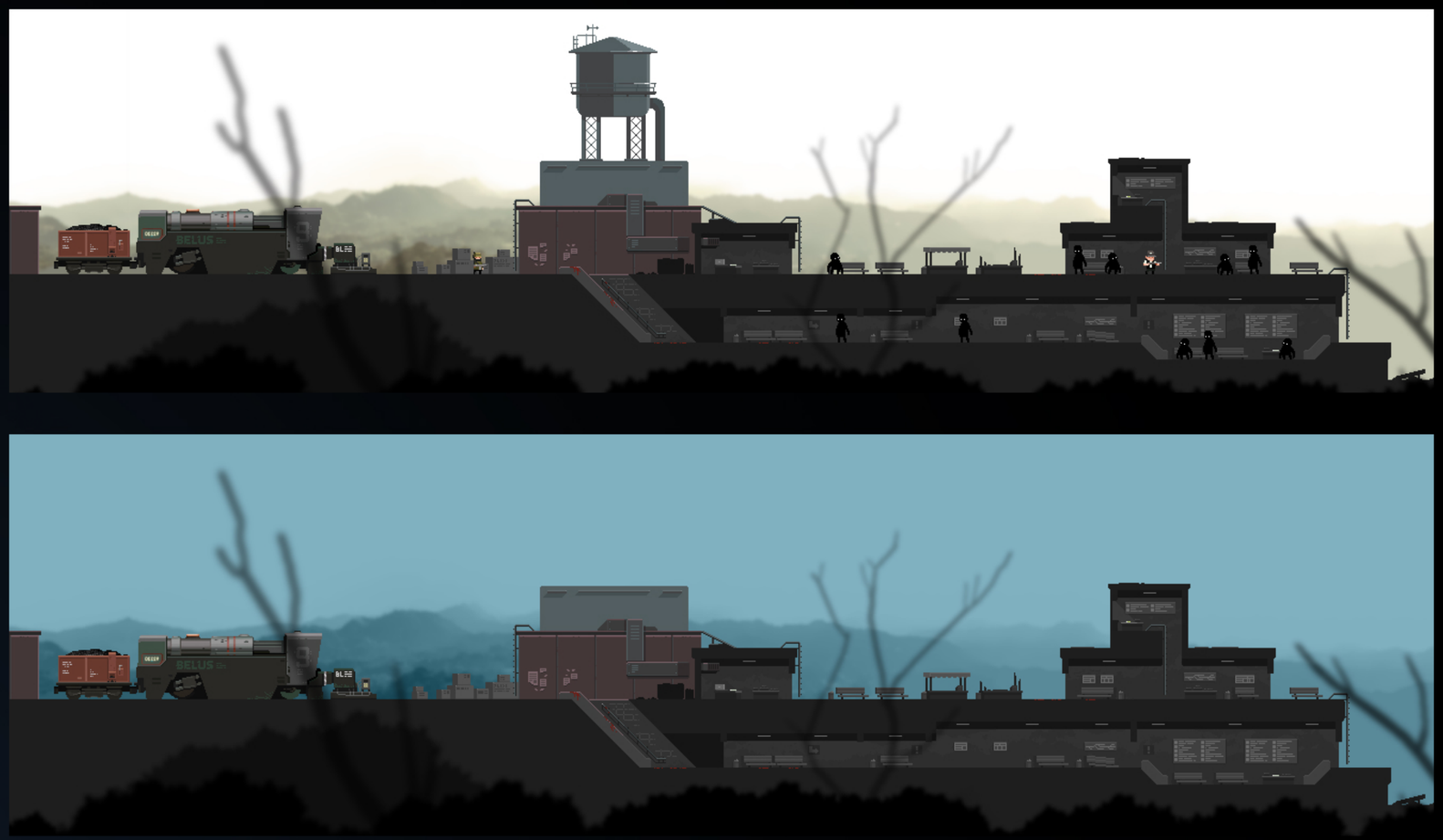
18 Initially we tried to make forks in the beginning of every station, so the player could choose separate paths. Later we came back to the circle levels from Skyrim, as it would be simpler to lead the narrative



19 Final version of the demo level

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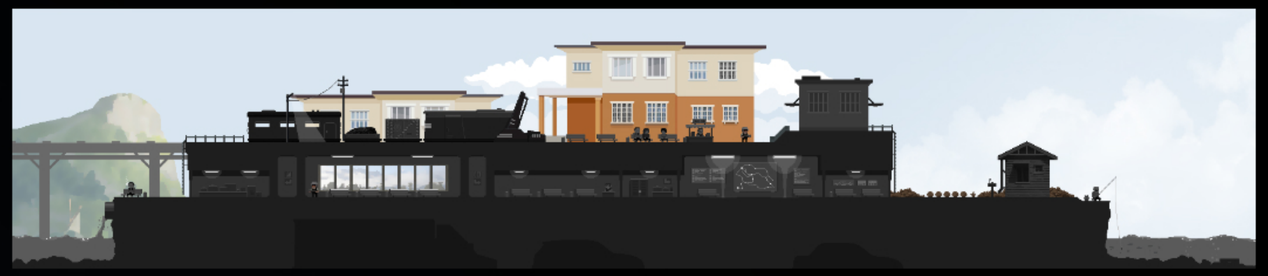

First living station

20

21

This level went through many changes, and became the “Bridgestone” station in the final game

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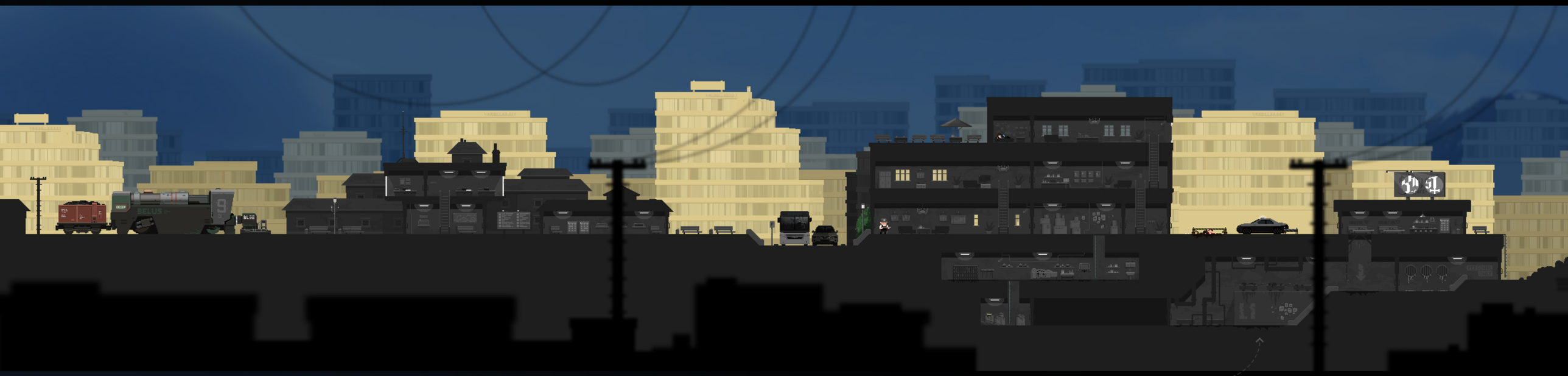
22

One more station that was not included in the final game, but was demoed at expos.

We are still using forks here, but they are less noticeable. You need to find a key in order to get to the cellar, but it's easier to bypass this place through the bar cellar.



23

Underground part of the level was later used in the castle location

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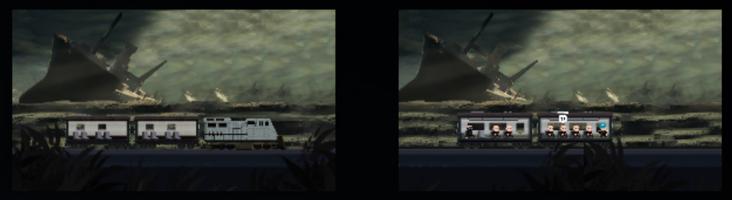
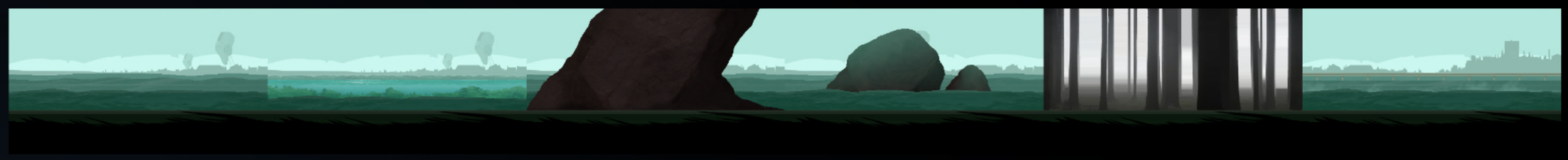
24 Early sketches of the road levels



25 First sketches of the tunnel

Initially, the passes between the road parts were undefined. We had to change that since players wouldn't notice them at all

26



27

Concept of the road to Ristol

28

Initial plot was very different

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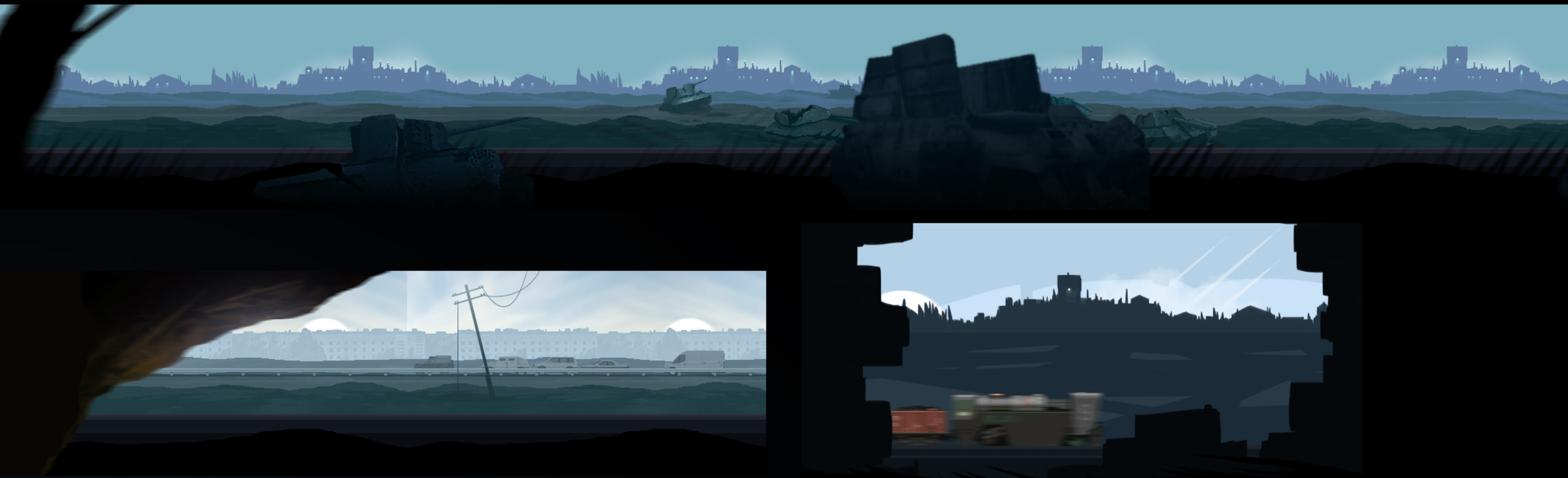

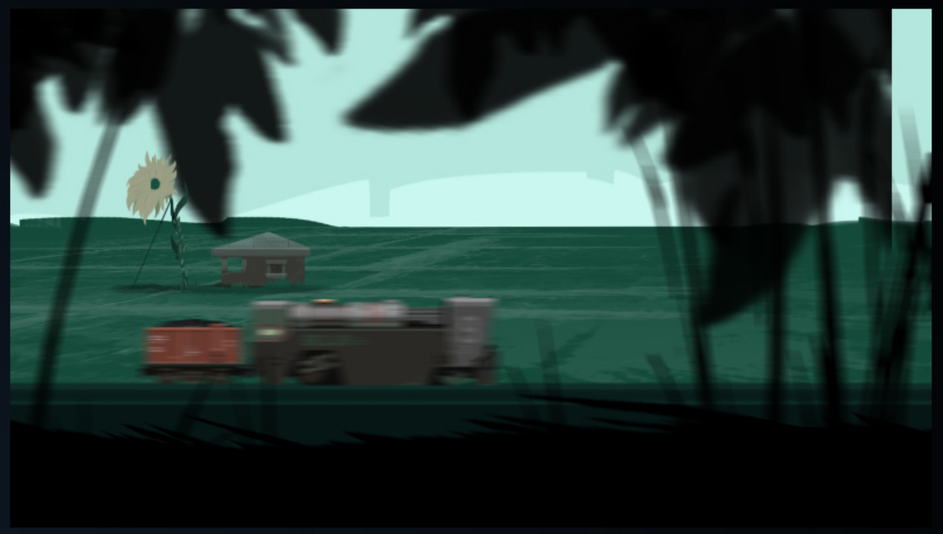

29

Several road concepts

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30

The very first version of train power management.
The player needed to switch off overheated reactors,
and while they were cooling and control
the reserve power unit.

31

This build existed longer than the others.
We tested it at PAX and DevGAMM, but decided
to change it in the end.

In this build, the player needed to switch off
overheated engines, and while they were cooling
off, balance the train power distribution, which
affected the gameplay.

If you switched off light, passengers would stop
talking. If you switched off power network, then
the locomotive panel and dispensers would stop
working. If you switched off the dampers, you
would need to manually control them (like in the
final version), the same with the vents.

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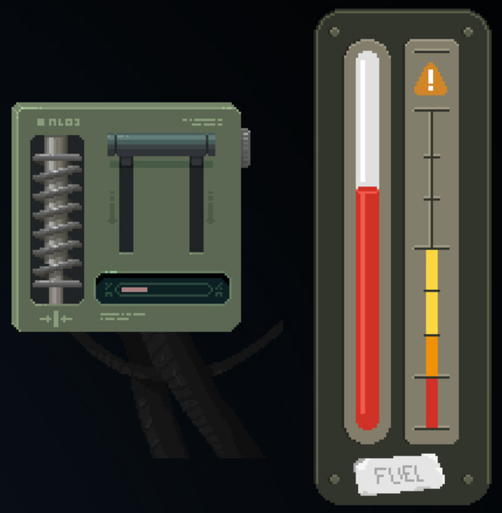
32 In the initial builds the map had branches/acts. Later, we decided to make the map uniform, so the player wouldn't know how many levels are left.

33 Instead of a crafting system, there was a railroad network system, where you could search for files in the ruined data cells.



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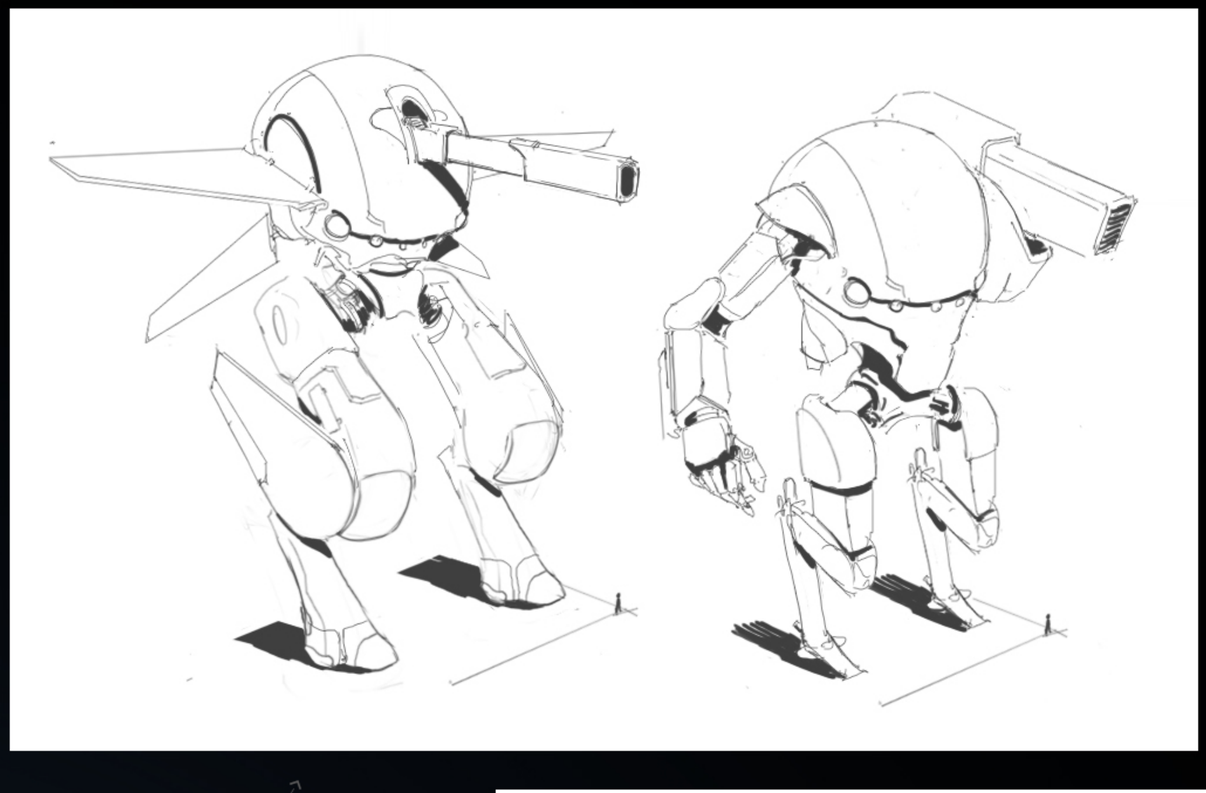
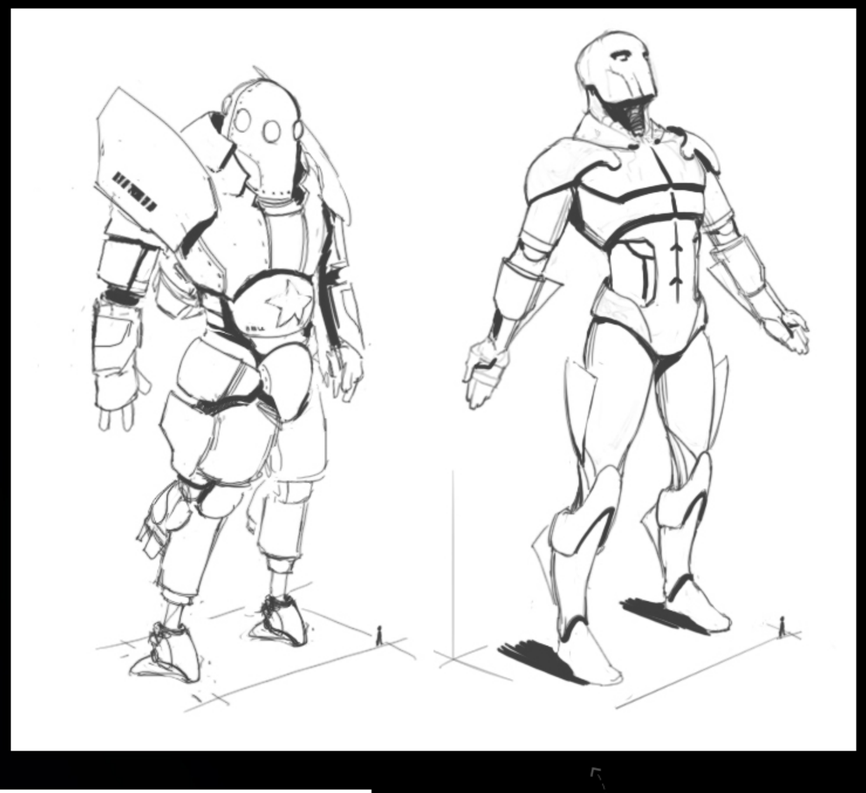
CREATION OF THE GUARDIAN



34

First accepted version
of the Guardian (right)



35

Early concept art by Kirill Kozyrev

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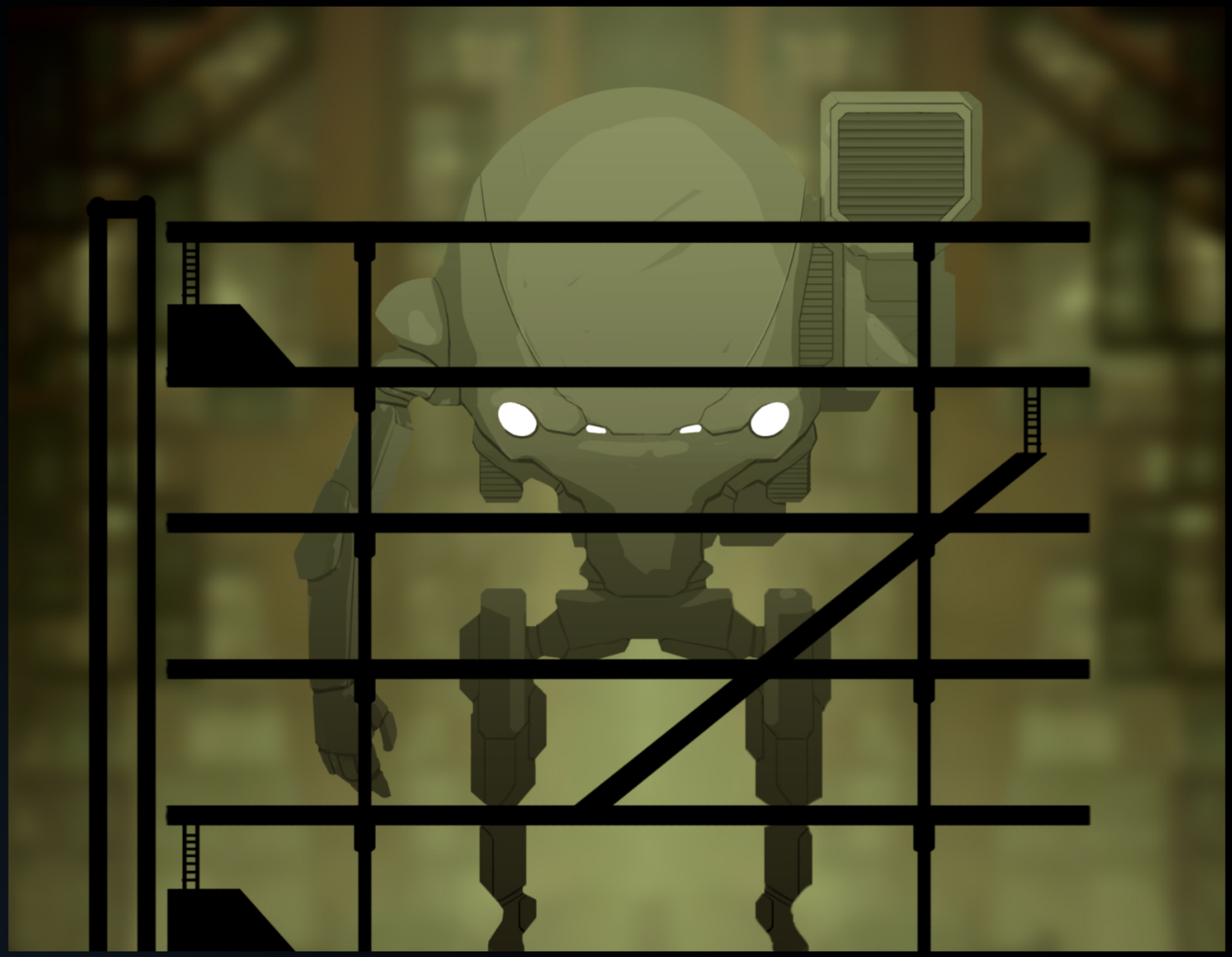
36 Initially, the location with the Guardian looked like a level from X-Men 2: Clone Wars. You could climb on top of the Guardian, and the city was built around it.



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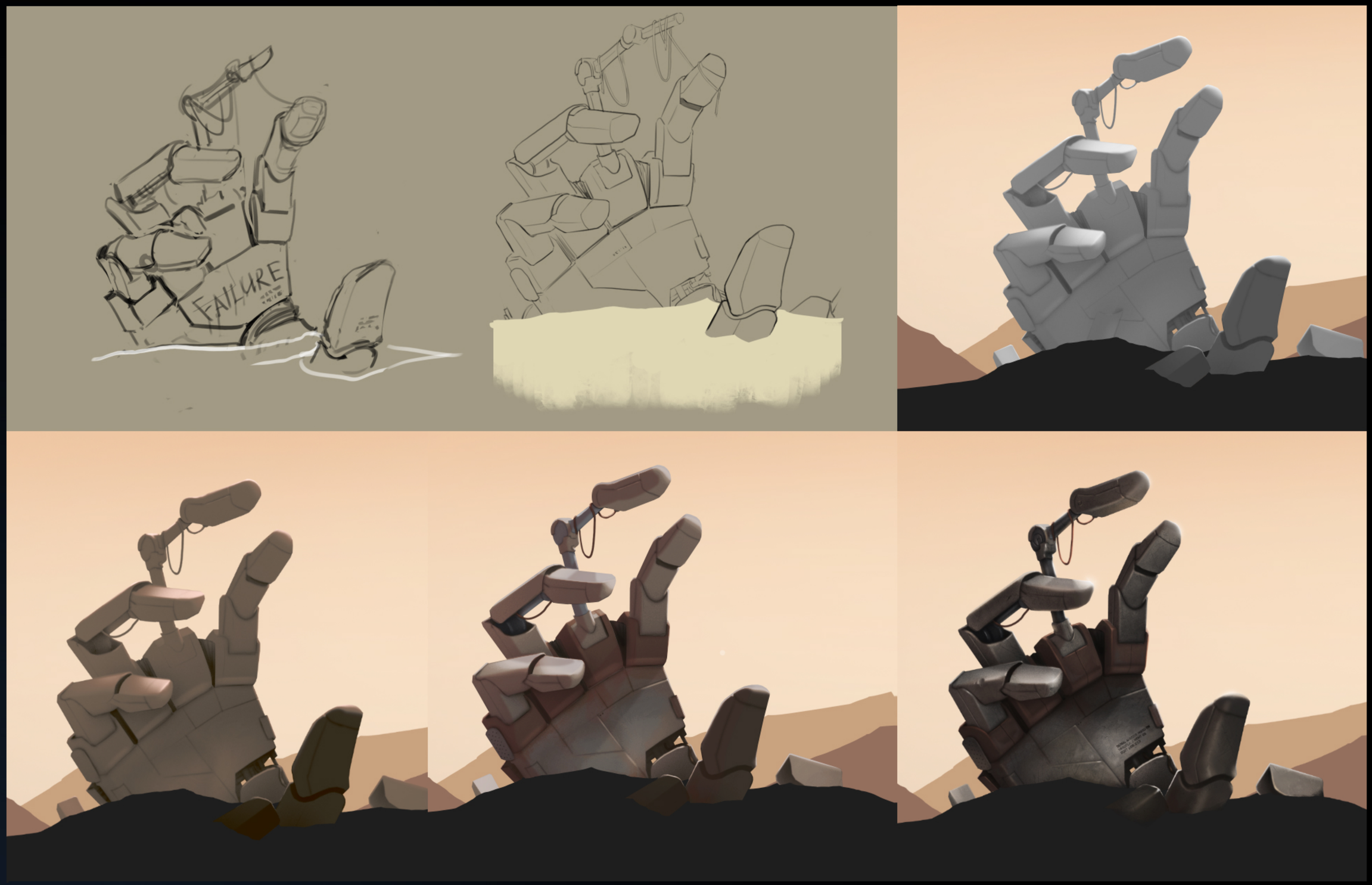

Artwork by Kirill Kozyrev

38

We drew arms and legs of the Guardian first. And only after that we started thinking how it will look full-height. Concepts by Kirill

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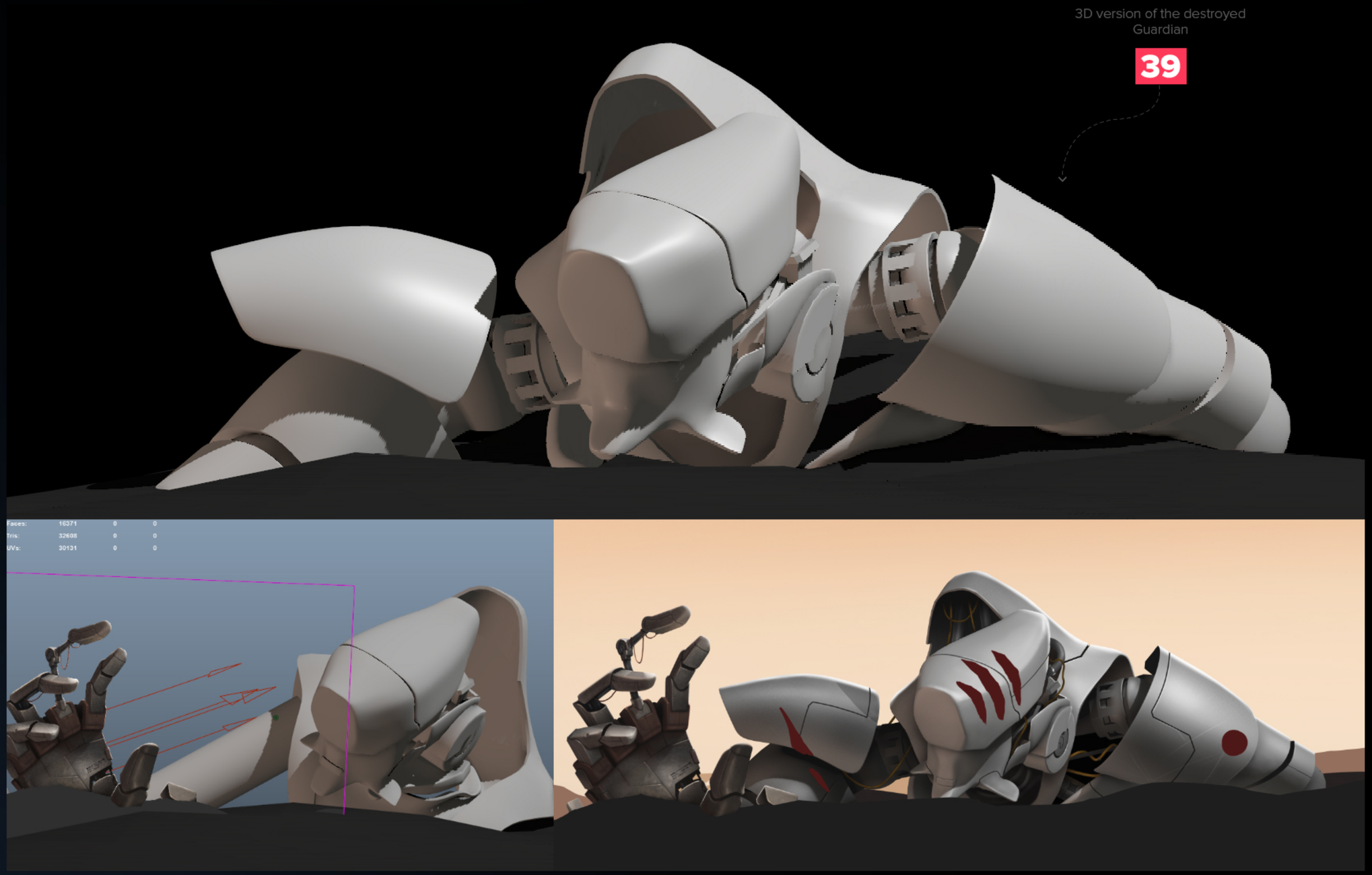

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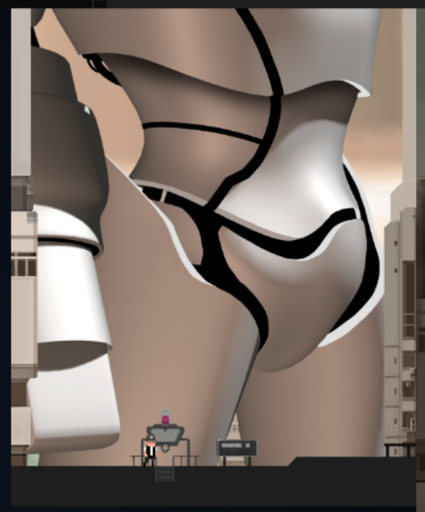
The Guardian in Metropole.
We are trying to draw all parts to correctly reflect its height.

40

Initially the Guardian was placed at the club entrance, but we decided to move it so the player is not distracted.

41



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TYPE 3
PANMILITARY 16·89·4424
55·201 SERIES A 16·20

CREATION OF THE

PROMO ART

First sketch of the promo art
by Mikhail Borulko

42

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More detailed version

43

44

Mikhail came up with a cool idea
to put a magazine in the main character's arm to use
it as a shield from infected bites. Unfortunately, it didn't work
because of in-game graphics scaling

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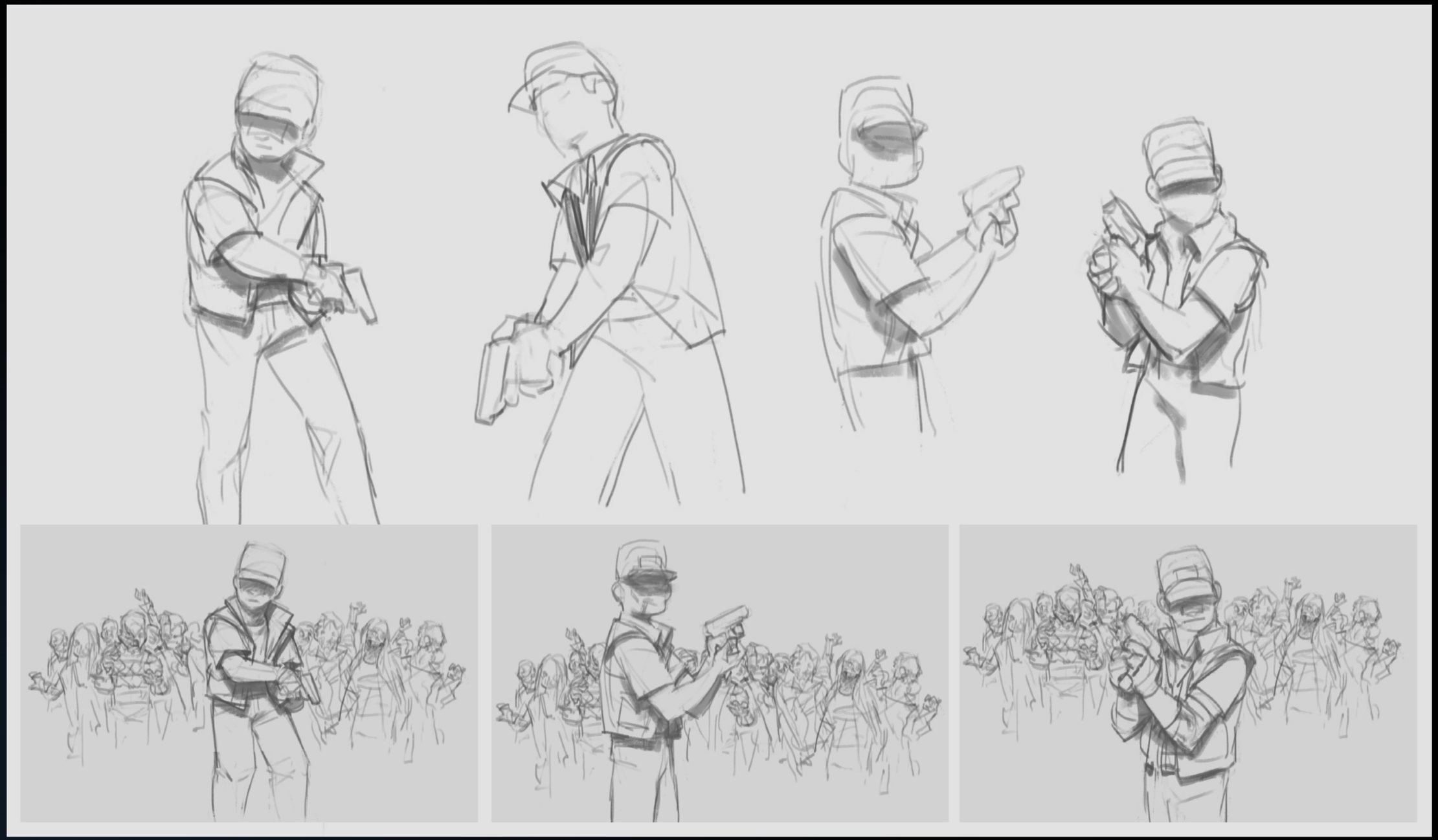
45 Final version, with some additions from Oleg (he redesigned the hero's face)

46 We used this art for a long time, but then decided to change the realistic style to more cartoony style to smoothen the difference between in-game graphics and promo art

47 We ordered new art from **Nurzhan Bekkaliyev**, these are the first sketches that we got from him



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48 Final version from three different points of view

MAKING OF THE CHARACTERS

49 Early sketches of the main character

50 Final version

51 Early variations of the main character's costumes

Initially, we wanted the infected to live only in buildings. Their dark color was justified by the bad lighting, so we would save some time on the animations.

52

Later we came up with the story that explained their looks. Besides, keeping the infected inside the buildings was limiting our plans.

53

Clinging monsters had a different mechanic in the beginning; they would disappear and appear behind the main character's back. This mechanic would work perfectly, since the Hunter had a similar ability. Unfortunately, we were unable to make it interesting in gameplay way.

55

54

Burning monsters were in some initial concepts, but we could only finish them after implementing physics in the game.

56 The Hunter went through the most changes (initially "Zombie Hunter")

57 Final version

CREATION OF THE

STRUGATSKY BROTHERS MONUMENT

58

"I am a big fan of Arkady and Boris Strugatsky works. Their books inspired most of the game elements. They are the most important figures of that part of Russian culture that I am associated with. And I was always surprised why there are no monuments of these writers in our country.

This was the reason why I wanted to add it to the game, so there is at least one place in the world where this monument will exist."

Oleg Sergeev

THE FINAL STATION

СТРУГАЦКИЕ А.и Б.

AFTERWORDS

Oleg Sergeev

“I'm finishing this artbook on August 27th, two days after ends embargo on reviews and videos, and one more day after our game will be released. I have no idea what is waiting for us ahead. But we had a great time. We worked hard as we can, trying to do our best, and I always will be proud of the results.

So for now, I just want to cheer all our supporters. Thank you”.

Andrey Rumak

“There were some difficult moments... and there were some very difficult moments :) We faced some problems seemingly impossible to solve. Some things we had to fix and remake several times. Some bugs which we failed to track for days.

What can I say. I am happy I was able to get through this. All this time I was engaged with things that mattered to me. It's my first solid gamedev experience and I feel it's something I want to be doing forever. Thanks to everyone who made this possible”.

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