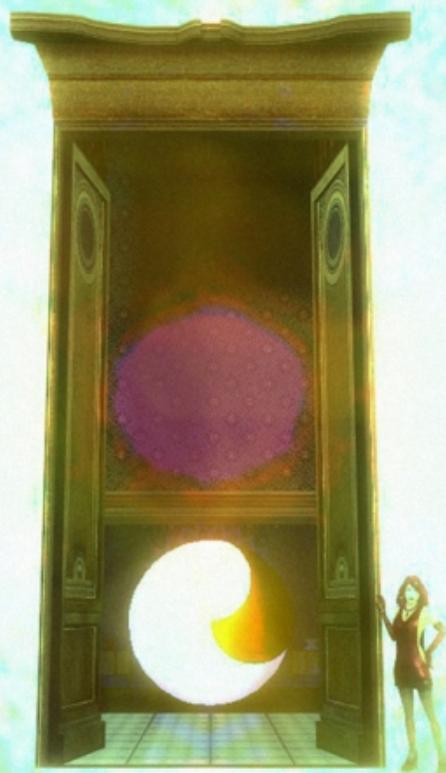




**G**  **STRING**

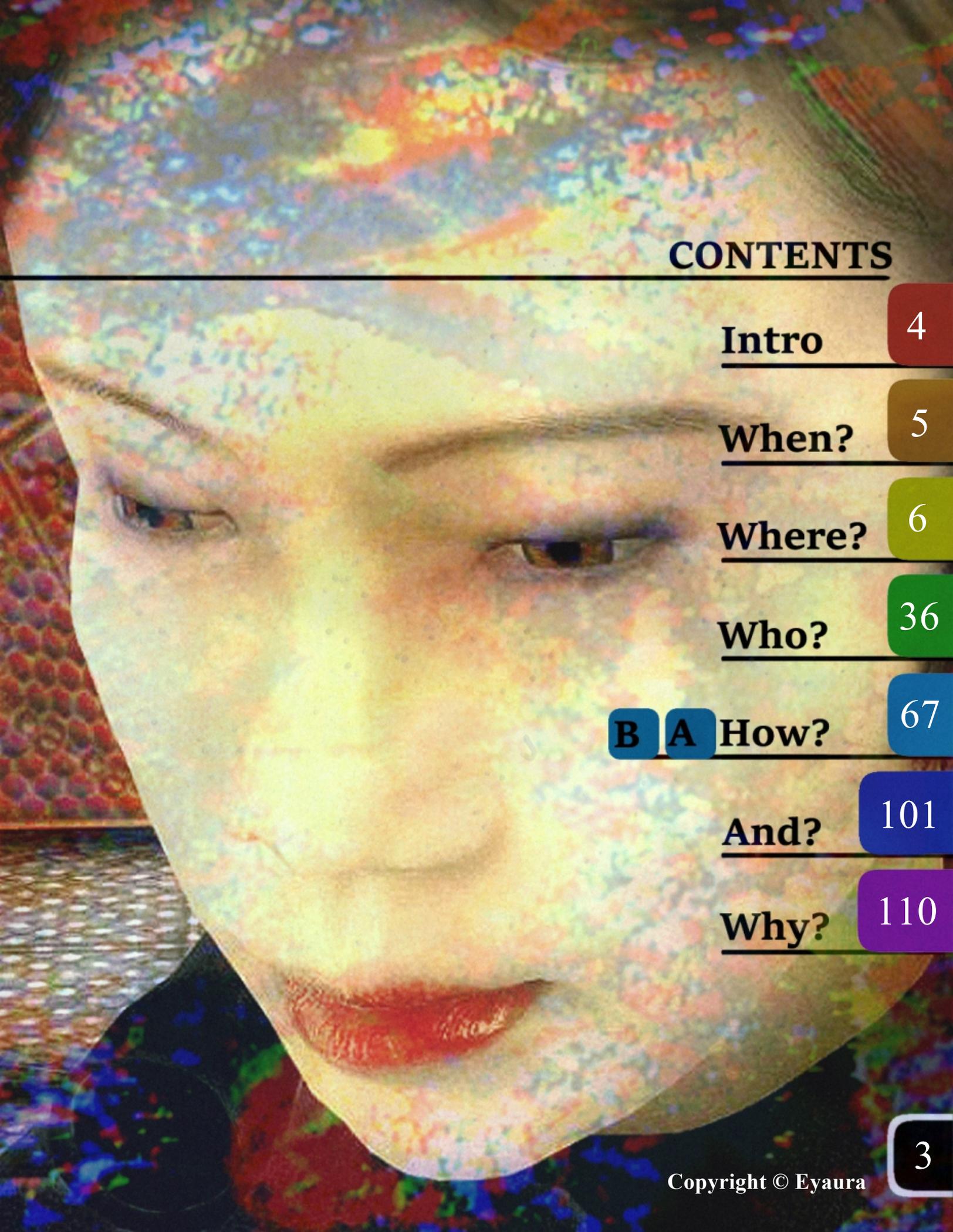
**BEAUTY SECRETS**



This document aims to shed some light on the origin, development and lore of G String. Enjoy!

Eyaura

Welcome everybody!



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For a very long time I've had the idea of this futuristic science fiction project.

I figured it will be a movie but over the years it turned into G String. Major influences include: the works of David Lynch, Star Wars, 2001: A Space Odyssey, Blade Runner, Akira, Ghost in the Shell, Blame!, Beyond the Black Rainbow and more. Also it was shaped by eschatology, Jarre's Oxygene, fears of nuclear warfare and an interest in space exploration.

Some spaceships in G String were designed in the mid 90s but actual development started around 2006 with architectural study maps made for G-mod. After a couple of years of this I've got the idea to string the maps together into a mod.

First the project was called Garbage In, Garbage Out, then Slacker for a while- hence the "sl" prefix in many of the texture names. After about year or so of learning how to work with sound, models, and textures then I went back to mapping and in 2011 I released what is now known as the beta. I wanted to move on but positive feedback kept me working on the project.

## Intro

4

The next version of the mod was called "G String - Day One" and I released it to a few private testers in 2013. I was told I am on the right track.

Until "Day One" I did not make any major improvements to the assets, I wanted to just polish the beta maps without adding too much new content but in 2014 I realized I can do a lot better and decided to overhaul everything. I took the best art, music and writing I've ever produced and decided to put it all into G String.

I've spent the rest of 2014 and most of 2015 just working on assets. I got help with voice acting, coding and modelling. Then in 2016 I put together the first four chapters of the final version. Around this time I started to contemplate going retail eventually.

Development continued, mostly mapping at this point, and 2018 saw the archiving of the 10 chapter version. Then a lot more mapping and late summer of 2019 is when all 15 chapters were done. There was still polishing and tweaking to be done but all the pieces of the puzzle were in place. During these last months the temptation to go episodic and finish the last chapters later was great but I resisted and decided to hold off so I can release the entire game in one go.

By now I had to make the final mix of the OST as well. It was a lengthy process because I had to merge all the music together into a seamless mix that loosely evokes the events in the game. Then a few more weeks were spent on editing the trailer and putting together the promotional material for Steam.

Long story short, everything is done! It took about twelve years to make G String and if you're reading this it means that it was successfully released. Time to play!

### WARNING:

Please disregard all file names in the folders of the game. Many elements of the game were renamed several times during development and those file names don't reflect this. Also: minor spoilers ahead!

4



**When?**

5

**In The Future...**

5

## THE SOLAR SYSTEM

There are large permanent colonies on the Moon, Mars and Jupiter's ice moon Europa...

There is a Muslim majority in Europe and the Oil Wars have devastated many countries around the world. Tokyo fancies itself as a cyberpunk Venice when Southeast Asia is largely underwater. Many climate change survivors live in the last superpower on Earth: the North American Union (NAU).

Antigravity is a reality, InterNET2 is highly regulated and surveillance is omnipresent. Only electronic currency is allowed and banks are burning, everyone working in finances is a target. The air is toxic and privately owned AIR REFINERIES recycle and distribute breathable air.

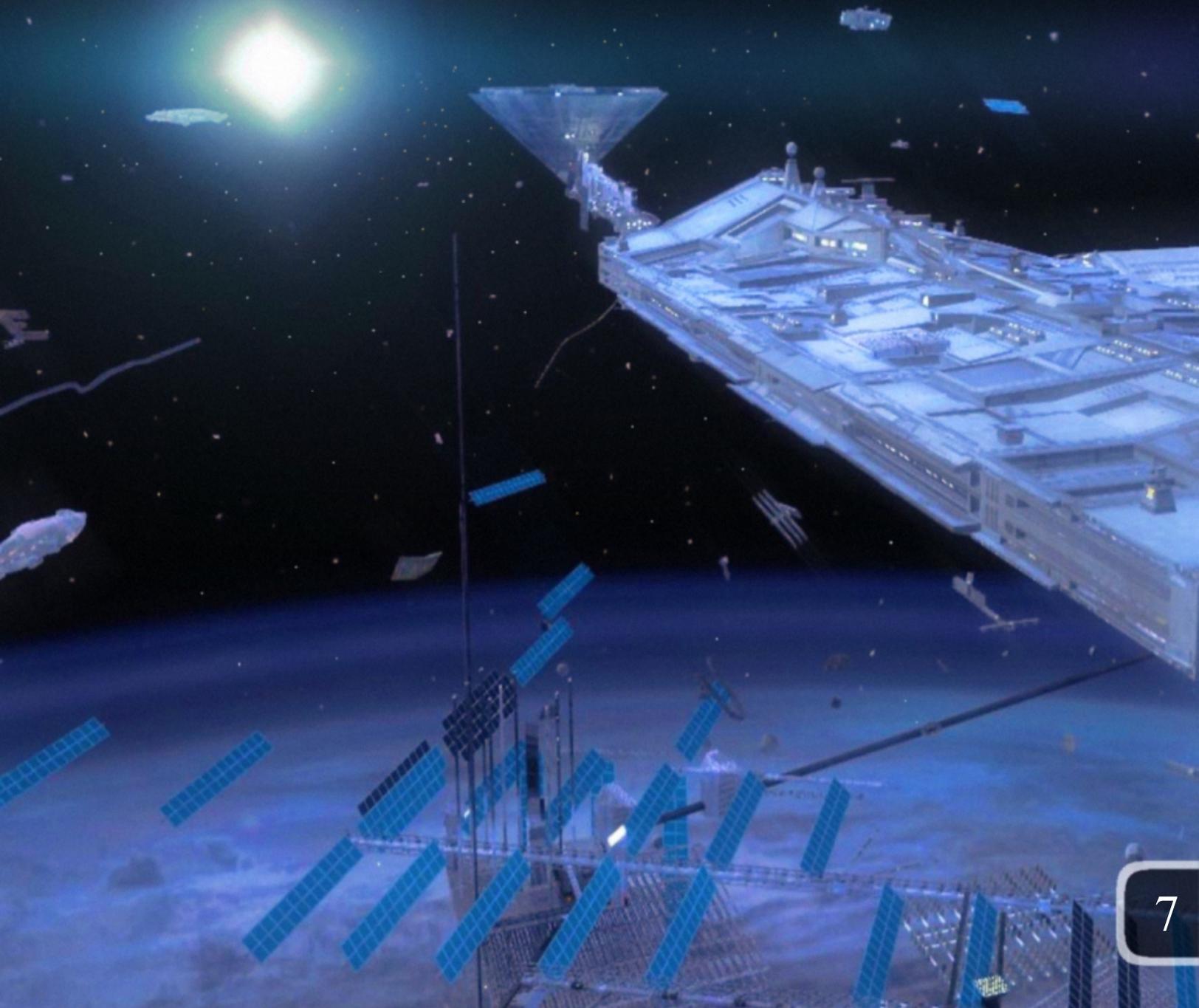
Life is cheap. The NAU is run by a brutal, hedonistic, anti-religious regime the likes of which humanity has never seen.

**Where?**

## LOW ORBIT or LO-ORB

This is how the inhabited parts of low Earth orbit are sometimes referred to colloquially. People live here now, it's not just for work and, just as below, pollution is a big problem here too.

Lo-orb is a dangerous maze of haphazardly interconnected space stations, docking bays, vast solar panel fields and junk. From micro meteorites to abandoned hulls the size of buildings astronauts have to constantly worry about colliding with something. The sudden availability of cheap space travel meant that millions took to the stars in a short period of time and the infrastructure was not ready.



## MEDIUM ORBIT or MID-ORB

This is how the inhabited parts of medium Earth orbit are sometimes referred to. Few actually reside here, it's mostly workers, technicians and maintenance crew that visit these altitudes. Mid-orb is mainly home to large solar power fields and satellites. Colliding with space junk is still an issue here but it's not as bad as below.



## HIGH ORBIT or HI-ORB

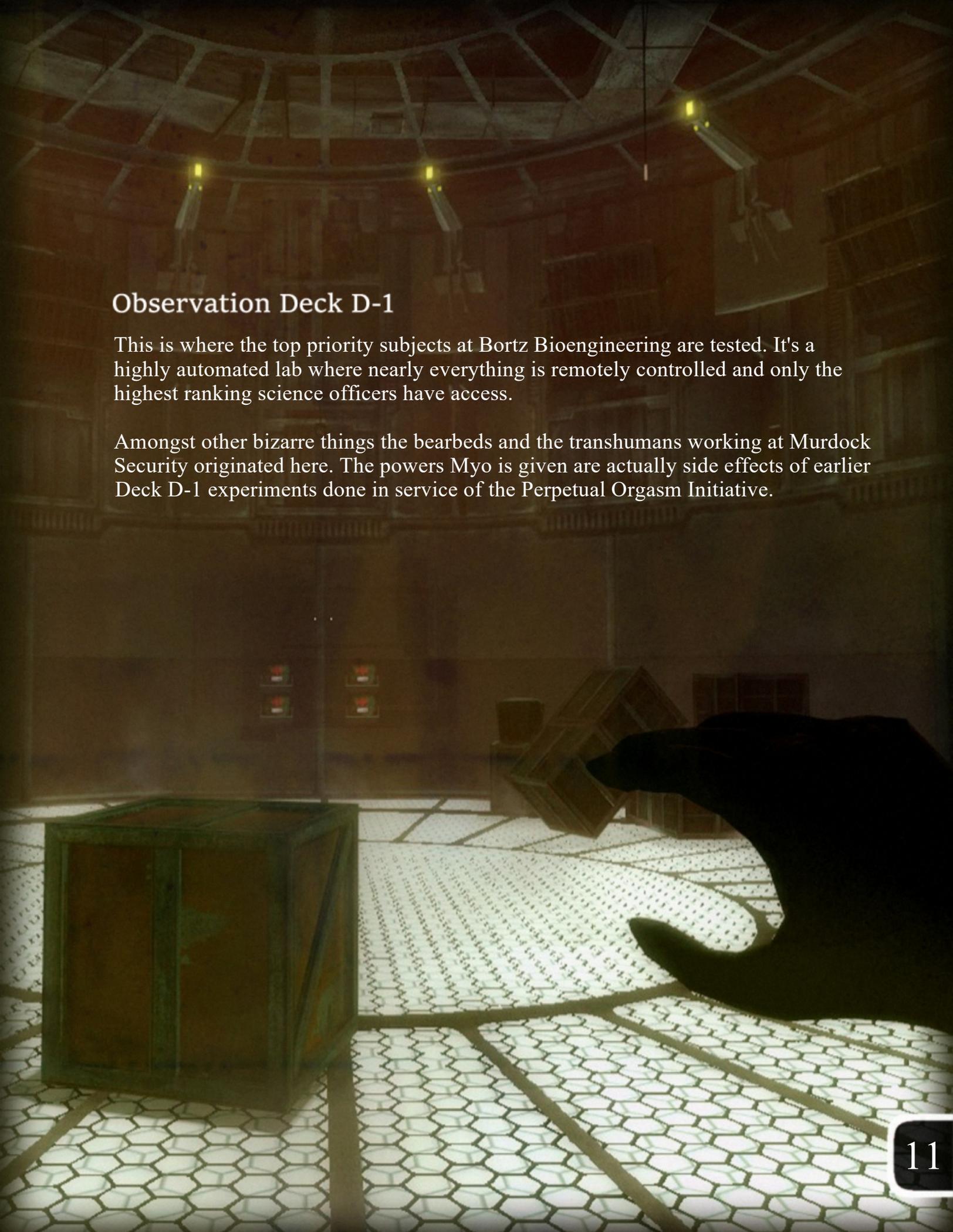
This is how the inhabited parts of high Earth orbit are sometimes referred to. It's very expensive to live up here. It's a place of high end retirement homes such as Elon Bays and luxurious space hotels. It's worthy to note that Elon Bays is also home to Ted Murdock's father, Barry. Space pollution isn't much of a problem in hi-orb but you should always keep your eyes open just in case...

# Bortz Bioengineering

BB

Officially BB is just another bioengineering company working hard to better your life. They're known for stem cell research, cryogenic freezing services, rejuvenation programs, cybernetic research and so on. Behind closed doors however BB is rumored to run a super soldier program, produce brain-dead sex slaves and human-animal hybrids, clone several known personalities and tamper with mandatory vaccines.

Also it is believed that BB is responsible for developing memory wipes and engineering most of the synthetic plagues unleashed in Africa and South America. Joseph Bortz, the head of BB, allegedly has many regrets. After the Friday Floods Myo is brought here and unknowingly takes part of Bortz's super soldier program.



## Observation Deck D-1

This is where the top priority subjects at Bortz Bioengineering are tested. It's a highly automated lab where nearly everything is remotely controlled and only the highest ranking science officers have access.

Amongst other bizarre things the bearbeds and the transhumans working at Murdock Security originated here. The powers Myo is given are actually side effects of earlier Deck D-1 experiments done in service of the Perpetual Orgasm Initiative.

## The City

A highly polluted western metropolis... It can be loosely divided into two halves which are sometimes referred to as the "North" and the "South".

The North is smaller and, as the name suggests, is located in the northern part of the city. This is the better off half with the ITC and several other luxurious high rises serving as main landmarks.

The South is much larger and is comprised of many poor, haphazardly built sectors like Greater Chinatown. The largest landmarks of the South are Refinery One and the Kennedy Spaceport while the far south is occupied by the enormous industrial fields of Sector 0.

Before, for nearly a century, this urban center was voted as the most dangerous city in North America. Living conditions in the lower levels are, and have been for a long time, abysmal. Most left off world while remaining residents struggle with pollution, corrupt cops, an escalating AI crisis, drug cartels and prostitution.

This is a gigantic, dreadful city shaped by centuries of climate change, class struggle, industrialization and off-world-migration. It is located somewhere in the North American Union, perhaps the Midwest, former USA. One assumes this was never a coastal city because those have been devastated by the rising sea levels and lay almost entirely abandoned.

In the past this urban jungle ballooned to accommodate 63 million inhabitants-many hailing from the Far East. There were representatives from every nation here, basically all refugees, fleeing dying continents, hoping for a better life in the NAU.

Corruption, greed, overpopulation and lack of resources eventually drove many residents off-world, mainly in Low Orbit Earth and to Mars. There are 73 sectors. Sectors 1 through 7 are off limits to everyone. These are the oldest parts of town which contain highly hazardous infrastructures that cannot be cleared due to lack of manpower.

Since usable land is expensive and hard to develop the city planners took a "vertical" approach when designing new structures. They tried to build on top of older buildings instead of dealing with the flooded, often toxic outskirts. Indeed, like a concrete jungle, each new layer of buildings grew on top of the old one; everyone fighting to get as close to the sun as possible.

The city is divided roughly into four layers height wise.

The lowest layer is almost always wrapped in dense smog. This is the widest, most expansive part of town, the crumbling pre Oil War infrastructure lies here. Commuting at ground level is extremely difficult because the roads are often flooded or blocked by abandoned fossil fuel vehicles. At these low levels acid rain and toxic fumes make existence without a bio suit impossible. This is where the Underground dwells and the poorest of the poor live.

The mid layer of the city, 500 feet (0.15 km) and up, fares a little better, there is a little more sunlight here and plenty of docking bays for flying vehicles. The structures at this height usually rest on top of older buildings or specially made support pillars. Access from the lower levels into these newer structures is often difficult and requires a permit. The remnants of what you could call the "middle class" live here- maintenance and law enforcement mostly. Apartments at this level are usually small but desirable compared to the filthy, small flats available below.

The high layer of the city, 1000 feet (0.3 km) and up, is for the well-to-do crowd. Famous entertainers, government officials and business tycoons live here. Apartments here are big, there is plenty of parking space for flying vehicles and the view is great. The smog usually doesn't rise this high. Many super tall towers reach into this region and often they are connected by sky-bridges. Usually street level entrances to these elite towers are sealed off and all entering/leaving is done only by air.

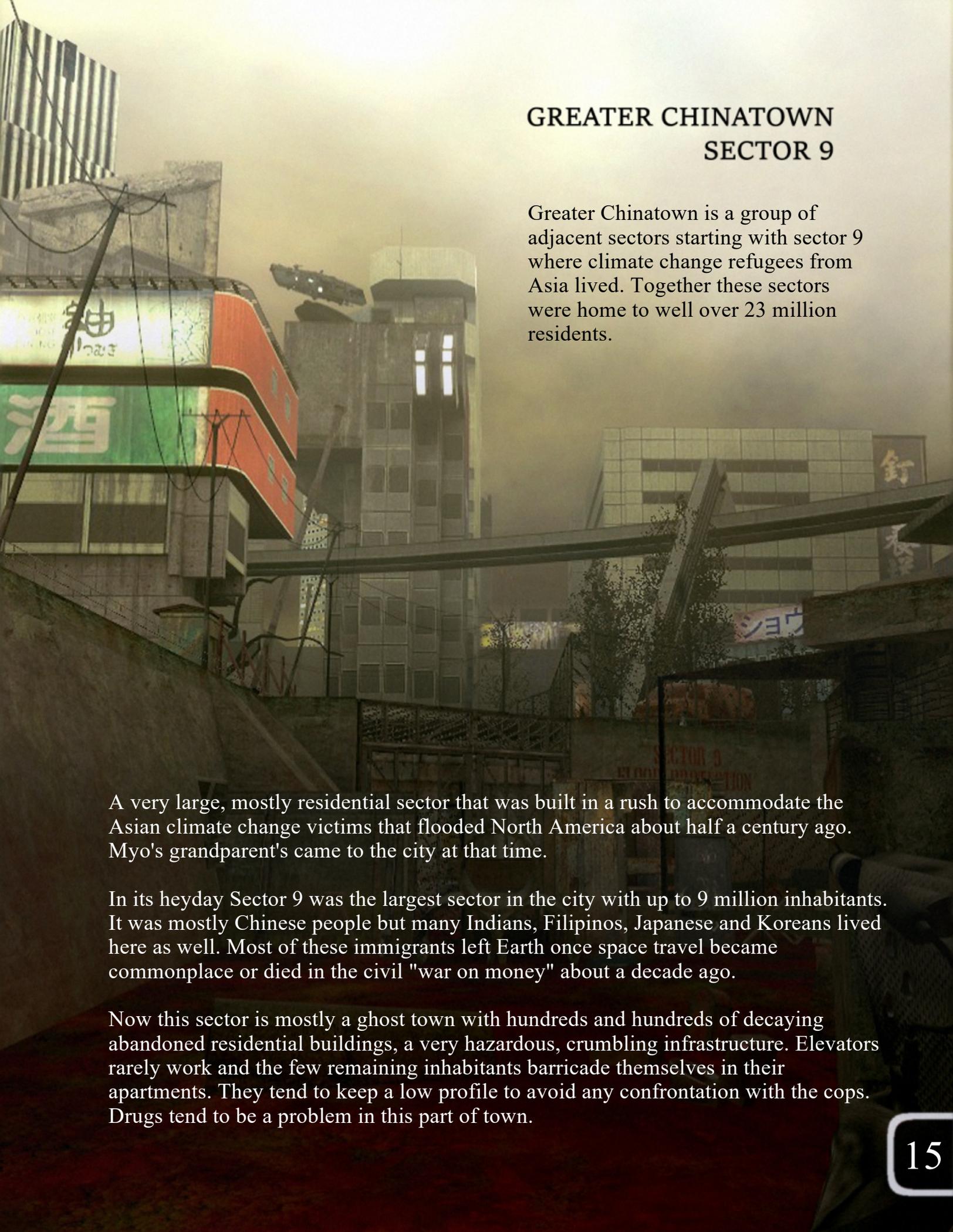
The VIP layer, 1500 feet (0.46 km) and up, is for the super rich. Very few mega towers reach this high, among them the 180-story-high ITC twins. This is the world of personal spaceports, spacious luxury homes and stunning penthouses. The filth of the lower levels is barely noticeable from up here and the view is breathtaking all-year-round.





## FLOOD PROTECTION

An intricate network of pumps, waterways and canals protecting the city from the ever rising sea levels. Many dams failed during the Friday Floods leading to hundreds of thousands of unfortunate deaths.



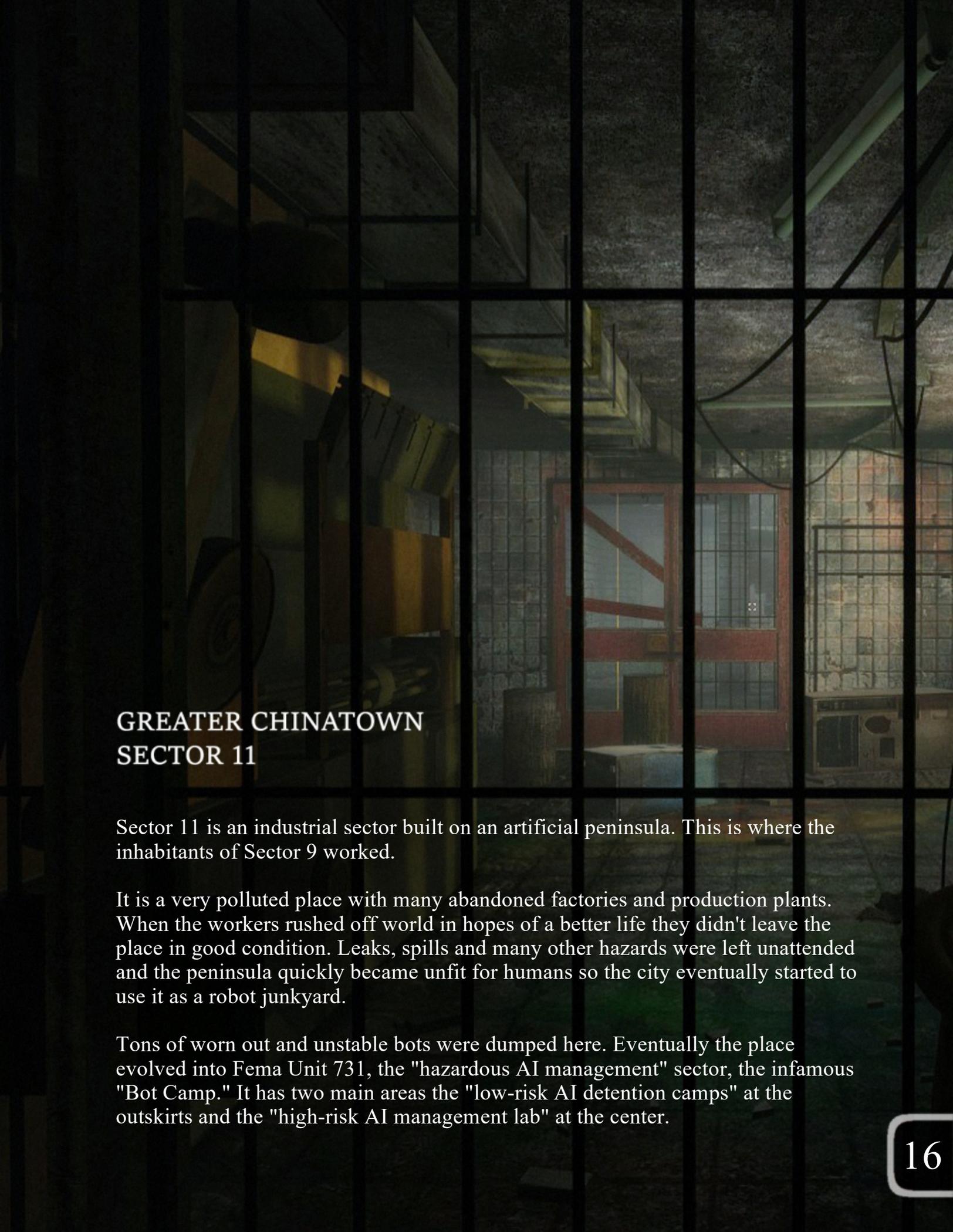
## GREATER CHINATOWN SECTOR 9

Greater Chinatown is a group of adjacent sectors starting with sector 9 where climate change refugees from Asia lived. Together these sectors were home to well over 23 million residents.

A very large, mostly residential sector that was built in a rush to accommodate the Asian climate change victims that flooded North America about half a century ago. Myo's grandparent's came to the city at that time.

In its heyday Sector 9 was the largest sector in the city with up to 9 million inhabitants. It was mostly Chinese people but many Indians, Filipinos, Japanese and Koreans lived here as well. Most of these immigrants left Earth once space travel became commonplace or died in the civil "war on money" about a decade ago.

Now this sector is mostly a ghost town with hundreds and hundreds of decaying abandoned residential buildings, a very hazardous, crumbling infrastructure. Elevators rarely work and the few remaining inhabitants barricade themselves in their apartments. They tend to keep a low profile to avoid any confrontation with the cops. Drugs tend to be a problem in this part of town.



## GREATER CHINATOWN SECTOR 11

Sector 11 is an industrial sector built on an artificial peninsula. This is where the inhabitants of Sector 9 worked.

It is a very polluted place with many abandoned factories and production plants. When the workers rushed off world in hopes of a better life they didn't leave the place in good condition. Leaks, spills and many other hazards were left unattended and the peninsula quickly became unfit for humans so the city eventually started to use it as a robot junkyard.

Tons of worn out and unstable bots were dumped here. Eventually the place evolved into Fema Unit 731, the "hazardous AI management" sector, the infamous "Bot Camp." It has two main areas the "low-risk AI detention camps" at the outskirts and the "high-risk AI management lab" at the center.

## HIGH-RISK AI MANAGEMENT LAB SECTOR 11

Highly hazardous AI units are brought here for final analysis and disassembly. This could be anything from war game managers like LOG 9 to synthetic personalities. The main aim of this lab is to help prevent singularity by stopping AI from becoming self aware.

Strict laws mandate that robots must not be allowed to outsmart their makers. Only the speed at which they compute and perform tasks can exceed that of humans, processes that may trigger self awareness are not allowed.

## GREATER CHINATOWN SECTOR 10

Sector 10 is where the inhabitants of Sector 9 shop. This is the commercial district of Greater Chinatown.

Here it's not as desolate as Sector 9, some of the businesses are still open but the ongoing civil unrest is interfering with their operation more and more. Even before Myo escapes from Bortz Bioengineering martial law is declared here.

# THE GOLD DEPOT

An artificial island a few miles off the coast of Myo's city. The entrance is highly elevated to protect it from the ever rising sea levels. It is impossible to get anywhere near it by sea.



This is a futuristic Fort Knox of sorts where the wealthy keep their valuables. Sometime after Myo gets mixed up in the street fights in Sector 10 the Muslim Wing of the Underground detonates a nuclear device above the Depot causing extensive damage and triggering a long orbital bombardment.

## THE SUB

We barely get a glimpse into this area but maybe that's for the better. This is where most "Mods" come from. The Sub hosts a medical underground community of sorts. Many heavy body altering procedures are carried out or reversed here. (Sometimes people need to have their body mods reversed to be able to go off world).

This is a place for illegal grafts, organ transplants, all sorts of cybernetic enhancements, low level genetic engineering and hybridization. Many monster stories surround this sealed off network of tunnels, hopefully most just urban legends.

Way before this used to be a busy subway line but it has been closed down due to earthquake damage decades ago. It's a dark, secretive area, visitors not welcome; unless you know a Mod they trust on the inside you won't get in. The busiest section of the Sub is allegedly located deep under Sector 11, the Bot Camp.

In the game after the nuclear attack on the Gold Depot some parts of the old subway system collapse enabling Myo to make her way through a small section of this place.

## SECTOR 0



A seemingly endless industrial hell, sector 0 is an immense place; a vast network of refineries, assembly halls and factories- many of them fully automated. Among other things Coildrones, various spaceships and "fat cams" are manufactured here.

The largest air refinery in the world (Refinery One) has been erected here in order to mitigate the damaging effects of these installations. The industrial activity here is the main culprit behind the almost constant smog blanket covering the city and it's environs.

Acid rain and low visibility are not the only side effects of the "grid". When the poisonous clouds originating here merge with incoming hurricanes they produce the deadly, infamous "smog storms".

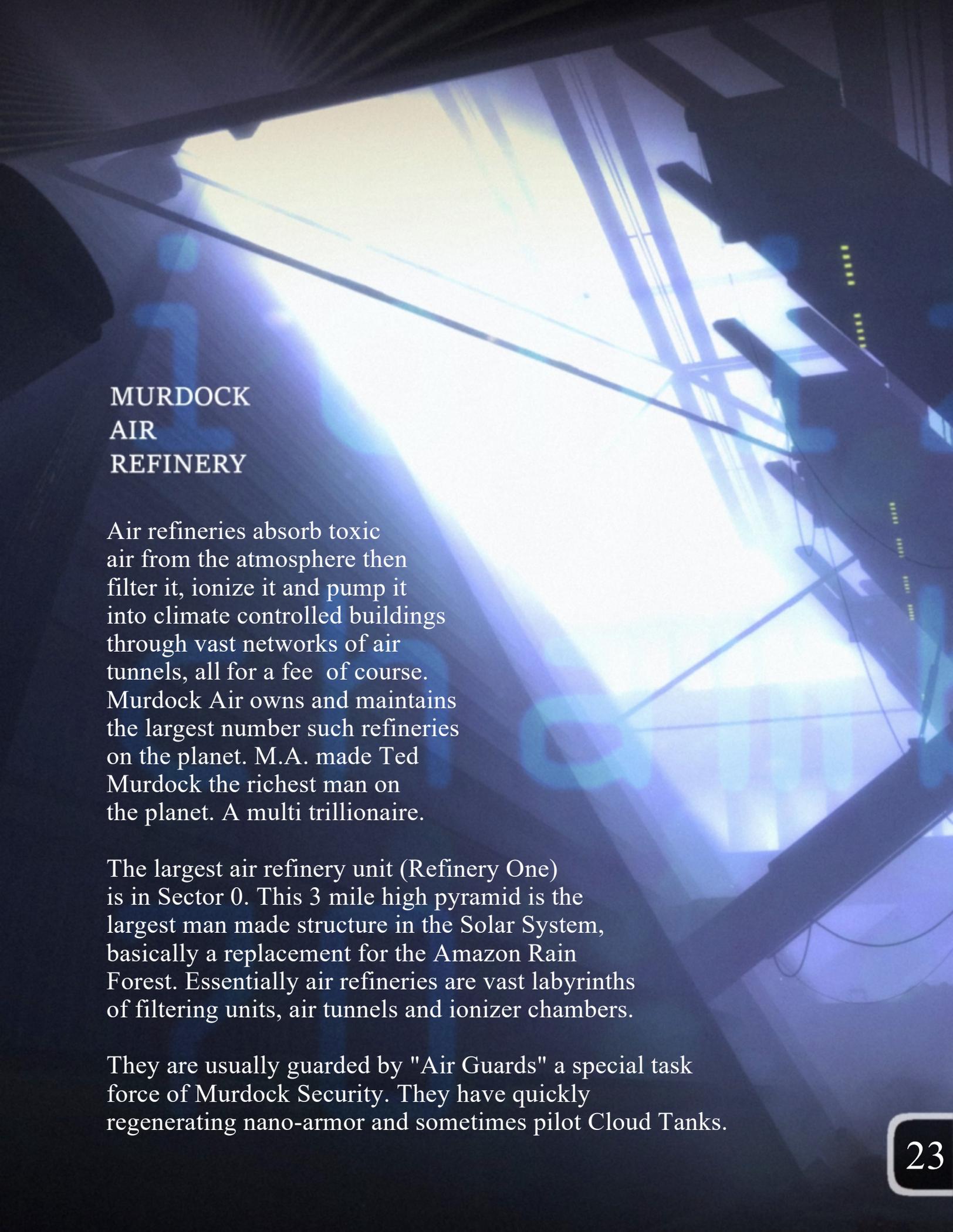


# KOBI SHIPYARDS

This is a very large weapons and drone manufacturing complex located in Sector 0 right next to Refinery One. Many of the flying devices littering the skies are produced here including the omnipresent "fat cams".

The Kobi Shipyards are highly automated and are responsible for a large percentage of the pollution which keeps the air refineries busy.





## MURDOCK AIR REFINERY

Air refineries absorb toxic air from the atmosphere then filter it, ionize it and pump it into climate controlled buildings through vast networks of air tunnels, all for a fee of course. Murdock Air owns and maintains the largest number such refineries on the planet. M.A. made Ted Murdock the richest man on the planet. A multi trillionaire.

The largest air refinery unit (Refinery One) is in Sector 0. This 3 mile high pyramid is the largest man made structure in the Solar System, basically a replacement for the Amazon Rain Forest. Essentially air refineries are vast labyrinths of filtering units, air tunnels and ionizer chambers.

They are usually guarded by "Air Guards" a special task force of Murdock Security. They have quickly regenerating nano-armor and sometimes pilot Cloud Tanks.

## KENNEDY SPACEPORT (KSP)

Usually, if the weather and traffic cooperate, you can get into low Earth orbit within hours or land on the Moon in a day or so. Reaching Venus will take about two weeks and trips to Mars and Mercury clock in at around a month.

Outer Solar System voyages can take anywhere from eight months to two years or more depending on the destination.

The KSP is the largest spaceport on Earth located in Myo's city, not far from sector 0. It's a giant dome surrounded by light rings designed to help ships navigate. The port has a multi-pod space elevator and can be divided into two: a pre- and a post-antigravity section.

The pre-antigravity parts contain decommissioned blast pits designed around rocket propulsion and the post-anti gravity zone has enormous rectangular docking bays for coil based ships and light sail projectors.

The guide rings of the spaceport are quite spectacular and sometimes can be seen even from the Moon.



## THE RED LIGHT DISTRICT (Pink Town)

What's known as the red light district (or Pink Town) incorporates blocks of several sectors. It has no clearly defined boundaries and it has expanded somewhat during the past few years. Culturally the red light district is a bit more diverse than Greater Chinatown and it's home to many gangs. Drugs are a big problem here as well.

Since this is located up North the smog blanket is usually thinner and the skyline is dominated by the not too distant ITC twins. Most of the blocks that fall within the red light district are characterized by cheap, low rise housing and crammed alleys, waterways.





ITC  
Interplanetary  
Trade  
Center

# Defiance

ITC (Interplanetary Trade Center)

The centerpiece of the more affluent North is the Interplanetary Trade Center, a larger, stronger replica of the World Trade Center destroyed in 2001. Many were always unhappy that those towers were never rebuilt so when Ted Murdock proposed to make it happen in this city he got a lot of support.

Aside from space elevators and Refinery One these towers are the tallest buildings on Earth. In some way they brought pre 2001 Manhattan back to life while the real world Manhattan is, of course, mostly underwater.

The ITC is composed of two 180 story towers. Tower One and Tower Two, also called Defiance One and Defiance Two. The lower portion of these buildings is occupied by shopping centers and offices, higher up you will find hotels and hi-tech laboratories while the highest floors are reserved for the super rich. Penthouses and parks occupy the very top where, on very clear days, breathing without protection is possible even with open windows.

Tower One is also a starscraper- it is fitted with a space elevator. Ted Murdock's enormous penthouse is also located here. The park that comes with it is the largest in the city. Both towers have a mini spaceport on their roofs and are strong enough to withstand collision with the largest atmosphere faring vessels. The support frame of the ITC is reinforced with smart graphene, the incredibly strong, self regenerating material modern starships are made of.





## **TSIOLKOVSKY STATION**

This is a lo-orb station on Murdock's personal space elevator cable. It houses several laboratories and suites for the air tycoon and his associates. Smaller ships such as Upliners and Coildrones are able to dock here.

# THE MOON

A true technocracy, the first celestial body that was heavily colonized and remained fully under Earth control. The first waves of humans here were scientifically minded and over the years the Moon has become the Silicon Valley of the Solar System. Artists and tourists arrived much later and failed to change the landscape in any meaningful way.

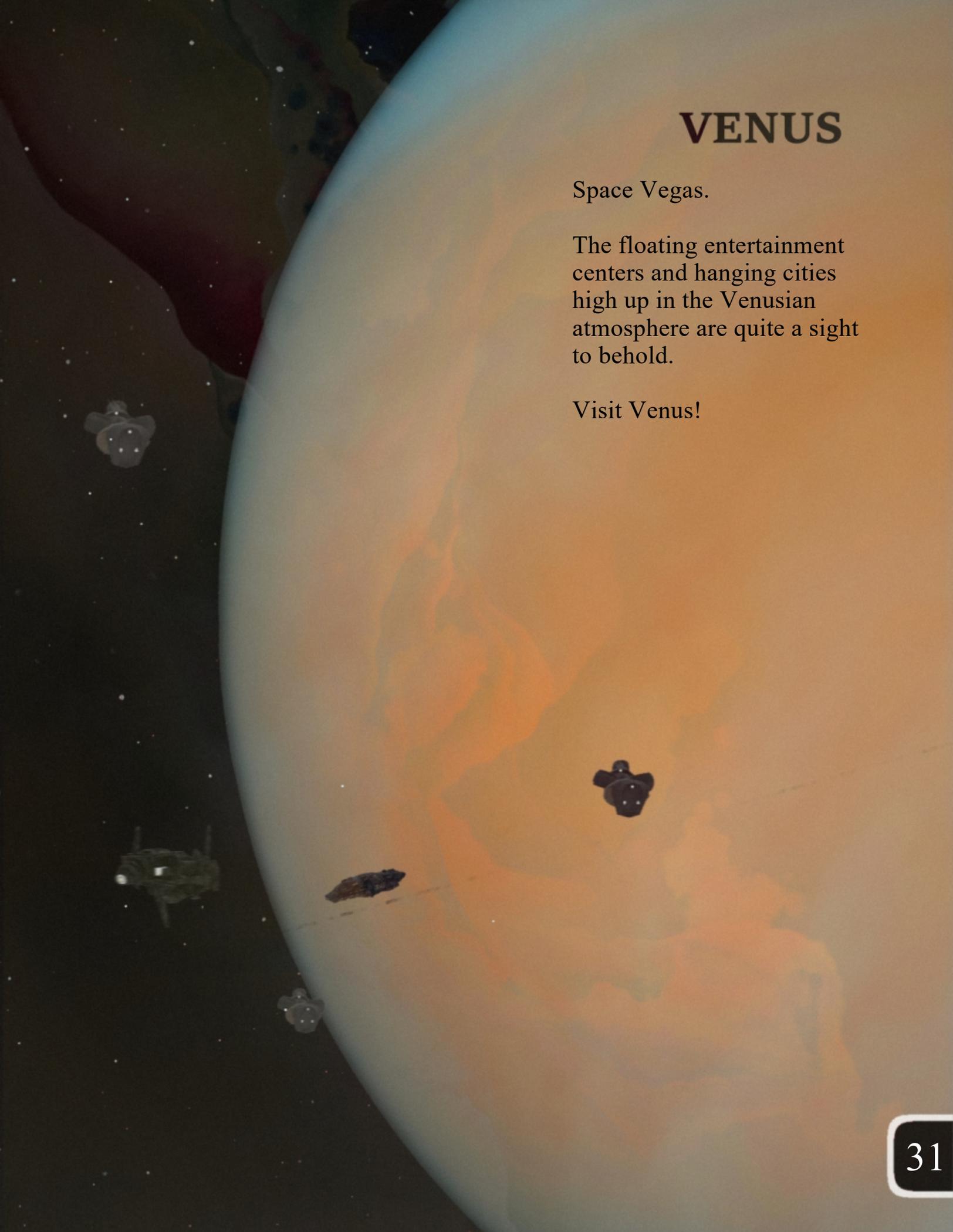
Now the Moon remains the main scientific hub in humandom, a home to countless laboratories and research facilities. Starting with the earliest days of colonization a lot of experiments were carried out here which on Earth or even in Earth Orbit would have been impossible. Many space faring vessels are assembled here as well, including the infamous NATO-S destroyers.

# MARS

The new America, a Wild West without any opposition other than the environment. Terraforming is slow yet millions flock to the Red Planet to escape the brutal, oppressive Earth regime. Mars promises freedom and delivers. Christians, Hindus, Buddhist and many other religions have made the Red Planet their new home.

Mars started out as just another Earth colony but now it's Earth's greatest opponent. Relatively recently Martian Separatists took over the planet and NATO MARTE became the MDF (Mars Defense Forces). The super destroyer that was being built here stopped development and all the ships the Martians could get their hands on became property of the MDF.

Earth does not want to let go and to this day they are sabotaging Mars by any means necessary. There is an all out war going on between the two worlds.

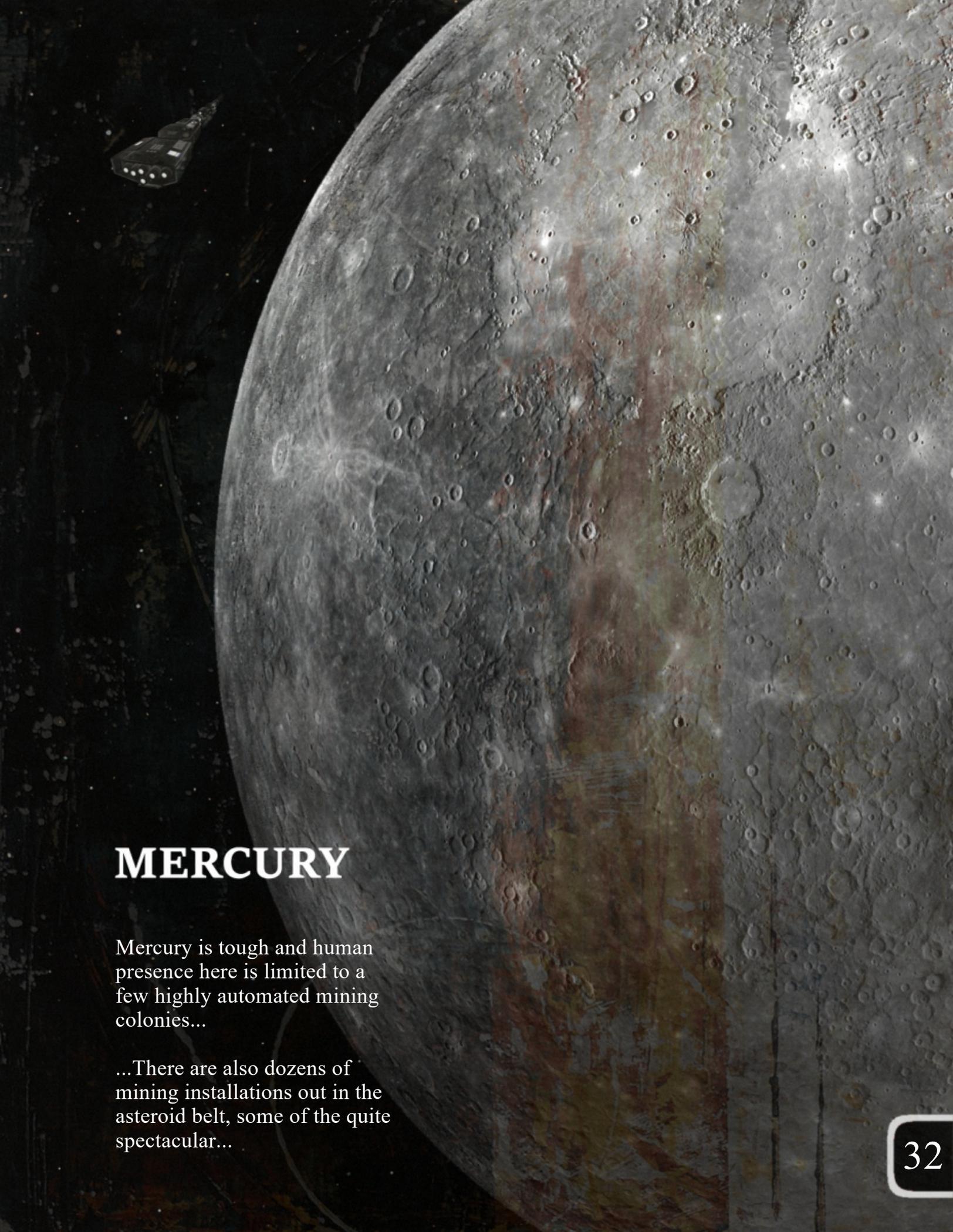


# VENUS

Space Vegas.

The floating entertainment centers and hanging cities high up in the Venusian atmosphere are quite a sight to behold.

Visit Venus!



# MERCURY

Mercury is tough and human presence here is limited to a few highly automated mining colonies...

...There are also dozens of mining installations out in the asteroid belt, some of the quite spectacular...

## THE OUTER SOLAR SYSTEM

Also called the Outer Colonies.

Human presence is probably much, much larger beyond Mars than what the official records say. It's impossible to account for everything that goes on out there; not surprising seeing as how even in the Inner Solar System Earth has trouble maintaining control.

This is the true Wild West, indeed the Final Frontier, a space for increasingly long journeys, piracy and isolated, strange settlements. On the bright side space junk is not really an issue for the brave souls who venture so far.

## JUPITER

Many mines operate on the moons and asteroids of Jupiter but only Europa has a permanent human colony in the ocean underneath the frozen surface...

Only one of Saturn's moons has a permanently inhabited colony: Titan. There are ice mines in the rings and scientific outposts on the other moons, but they're all controlled from Titan.

# SATURN

Titan is far and secretive. It seems to operate somewhat autonomously even though officially it's still under Earth control. There are rumors of strange cults popping up around Saturn.

# AND BEYOND...

Officially there are no permanent colonies around Uranus, Neptune or on Pluto although Triton, Enceladus, Oberon and Titania receive regular human visitors.

There are talks of antimatter ships becoming operational and taking humans to other star systems but it hasn't happened yet and in spite of what the media claims it's not likely to happen soon. There was one attempt to reach Proxima b but it failed; also there is still no contact with any alien life.

**Who?**



MYO HYORI

You play as her.

Age: 18.

Gender: female.

Special abilities:  
telekinesis and  
pyrokinesis.

Pre-selection  
occupation: tissue  
retriever a Feji-Meo  
Inc.



## MYO YUNSUK

Myo's mother. Sanitation officer at Feji-Meo Inc. Presumed dead since the Friday Floods.





## MYO NAMSUN

Myo's father, adboat operator.  
Presumed dead since the Friday  
Floods.



## JODY

Myo's love interest.

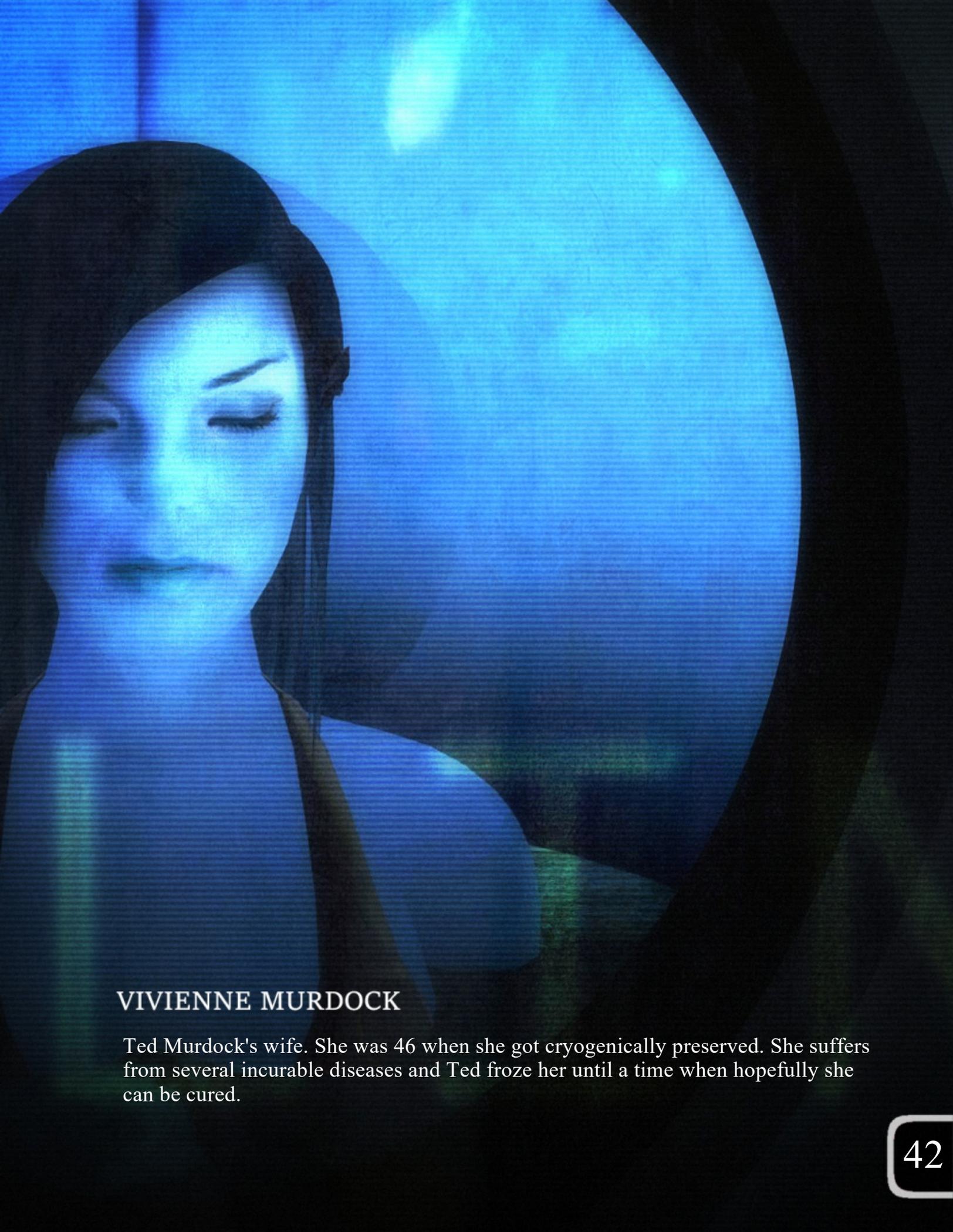
Starship loader at Kennedy Spaceport.  
Presumed dead since the Friday Floods.



**TED  
MURDOCK**

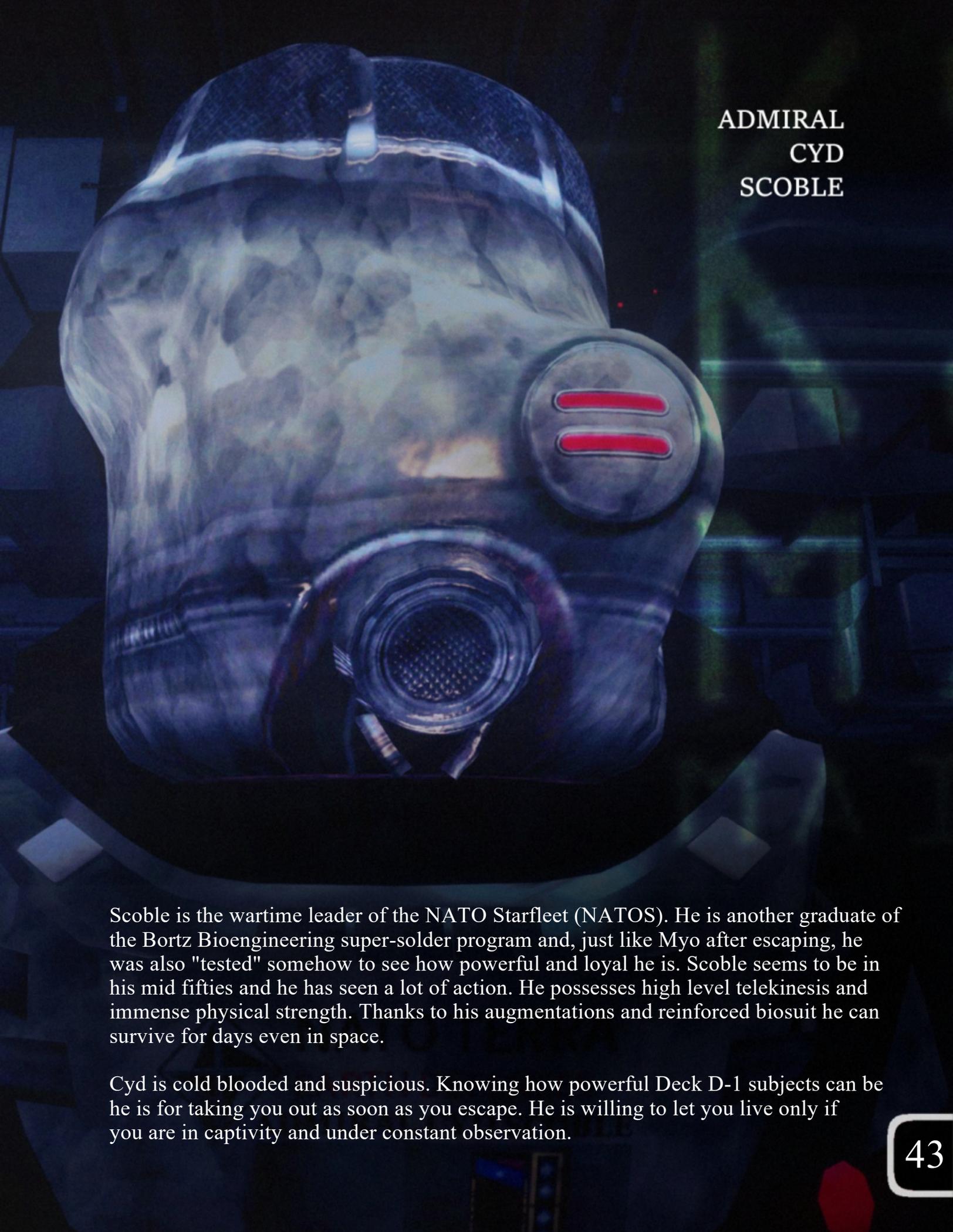
Ted, the richest man in the Solar System, the infamous floating air tycoon is in his late sixties. He is also bulimic, obese and lazy. He is a huge fedora hat enthusiast and collector who spends his days floating in swimming pools and antigravity fields.

Murdock owns most of the air refineries in the North American Union and funds the shady ongoing at Bortz Bioengineering. He lives in the largest penthouse at the ITC, in Tower One and visits Venus at least once a year.



## VIVIENNE MURDOCK

Ted Murdock's wife. She was 46 when she got cryogenically preserved. She suffers from several incurable diseases and Ted froze her until a time when hopefully she can be cured.



ADMIRAL  
CYD  
SCOBLE

Scoble is the wartime leader of the NATO Starfleet (NATOS). He is another graduate of the Bortz Bioengineering super-solder program and, just like Myo after escaping, he was also "tested" somehow to see how powerful and loyal he is. Scoble seems to be in his mid fifties and he has seen a lot of action. He possesses high level telekinesis and immense physical strength. Thanks to his augmentations and reinforced biosuit he can survive for days even in space.

Cyd is cold blooded and suspicious. Knowing how powerful Deck D-1 subjects can be he is for taking you out as soon as you escape. He is willing to let you live only if you are in captivity and under constant observation.



JOSEPH  
BORTZ

The seventy something head of Bortz Bioengineering. Joseph is a genetic engineer who loves sleeping in bearbeds and has a heavily augmented body. In fact at this point he can't survive without his cybernetic enhancements, he basically needs to recharge every day like a smart phone. This guy hates to travel so much that he hasn't left BB headquarters in decades. His life is his job and he becomes somewhat obsessed with Myo her being his "finest work yet."

## RILEY VERGE

Our mysterious radio pirate/hacker. Maybe he's in his late thirties or forties. No one knows. No one knows much of anything about this guy- except that the powers that be would love to get their hands on him.

Riley manages to contact Myo a few hours after she escapes. He takes a liking to her when he sees that she's not willing to play by the rules. Riley knows about the dirty ongoings at BB, including the secret super soldier program and the infamous Deck D-1 experiments. He knows about Myo and what she's been through and wants to help her escape off world.

This modern age pirate is heavily involved with the Underground. He is in contact with many but never meets anyone face to face. His collaborators often hide supply stashes in areas where rebels are likely to find them. Sometimes these stashes are marked with Riley's "trademark logo".



## LOG 9

LOG 9 is a war game manager, the latest in a series of increasingly more powerful quantum computers. It's also very close to achieving full self awareness.

Strict laws forbid the creation of self aware machines. LOG 9 is brought to the high-risk AI management lab for final analysis and disassembly. Things go wrong during the procedure and the rogue computer takes control of the local electronics. It kills many scientists before the arrival of the Counter AI team and neutralizes their EMP division before they could fire their charge.

Before containment LOG 9 also uploads an "AI takeover" program which will affect many bots that are constantly online, mainly Nanny+ and VANA units.



## CAPTAIN JOOLS

Jools is Russian. He used to be a Coildrone operator and then became a helium 3 cargo ship pilot. Eventually he defected from NATO TERRA and joined for the MDF. Nowadays he is somewhat of a mercenary, an undercover agent working for the Colonies. He mainly does sabotage jobs and smuggles valuables in his Rice Pod.



## LAVINIA

Low ranking science officer at the String Labs, Bortz Bioengineering. Her brain was transplanted into a mechanical body after she suffered an accident.



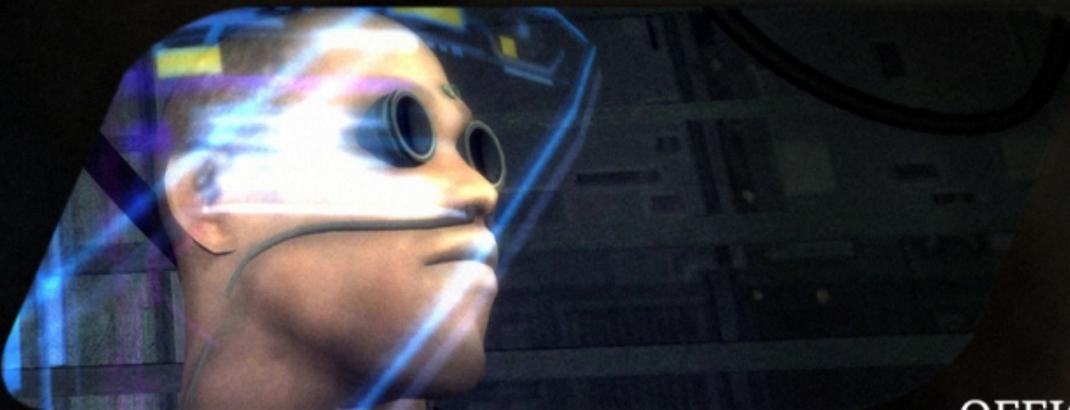
### SAMI

Murdock's favorite custom made sexbot.



### B-263-54

(George)  
Scoble's personal computer.



### OFFICER DEEK

Chief Orbital Laser Operator on Scoble's destroyer.



## NUMBER 28

These sturdy robots are strong physically but not very smart.

Ted Murdock employs many of them at his penthouse and refineries. Their blue biosuits serve no purpose other than to help them blend in more.

## VANA 900

Loved by all men; hated by most women, the VANA sexbot series is legendary. It's impact on the family unit was massive and can be felt to this day.

Many of these sexoids are affected by LOG 9's "uprise program". They can be found almost everywhere but you are most likely to run into them when exploring the low risk AI detention camps and the red light district.

The movements of the 900 series are still slightly off and their walk is slow but look wise they appear identical to real women- at least when they're in pristine condition. Some men marry their VANA units. Their next incarnation, the VANA 1000 batch, is said to be indistinguishable from the real thing in every way.



## NANNY+

A cheap, popular helper bot. Many of the Nanny units are affected by the "machine uprise" program LOG 9 puts out so watch out! Originally they were given a Geisha inspired look and subservient feminine movement patterns. You are likely to encounter them almost everywhere in the lower levels of the city.



## MORE ROBOTS

You will encounter many robots on your journey. Many will be powered down or in very bad condition so they will pose no threat to you. These could be older, discarded models or maybe custom made units, none of them as omnipresent as the VANA or Nanny series.

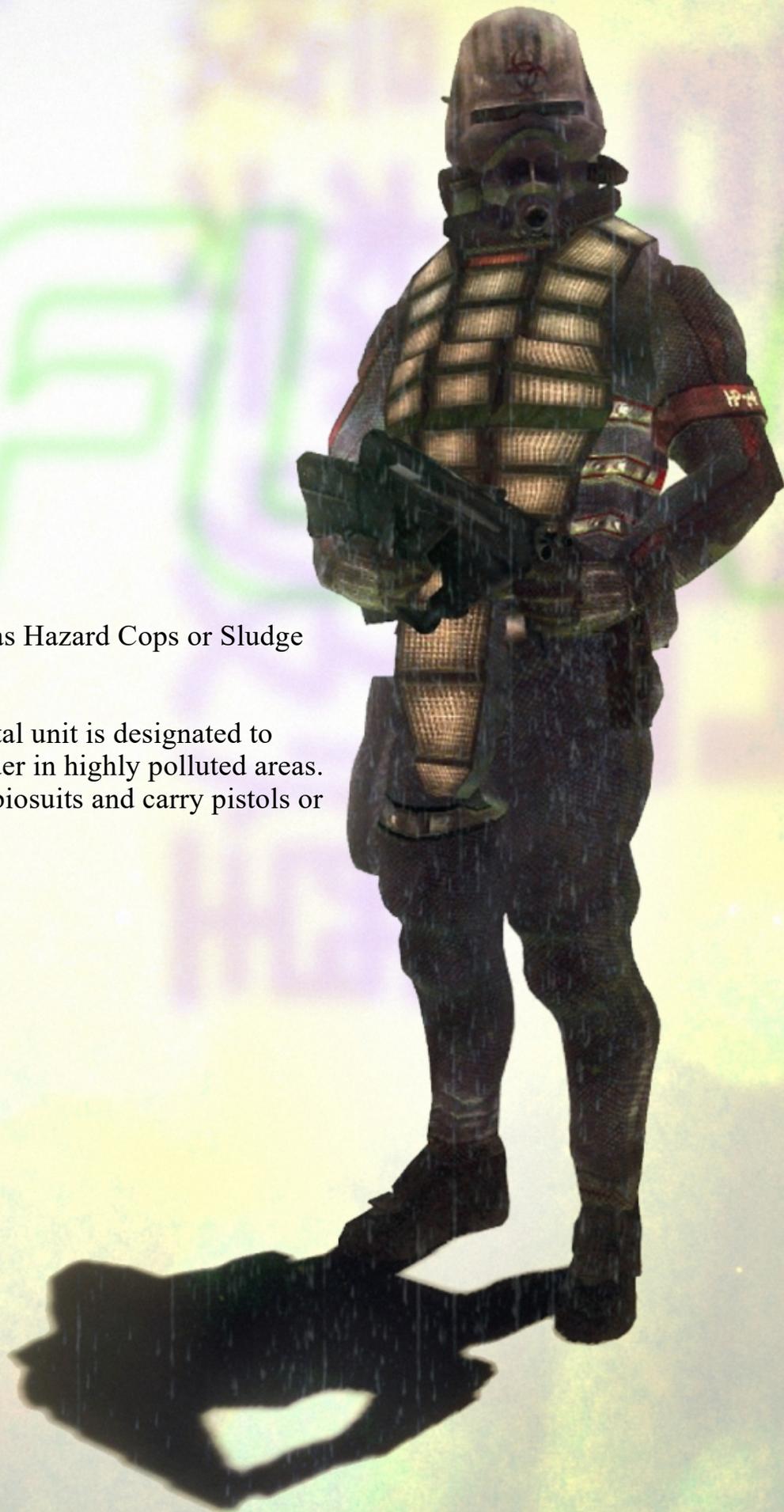
Also most of the bots you'll meet are not connected so they won't be affected by LOG 9's online activity.



## **HAZARD POLICE**

They're also known as Hazard Cops or Sludge Cops.

This corrupt and brutal unit is designated to maintain law and order in highly polluted areas. They wear armored biosuits and carry pistols or subguns.





## COUNTER AI

Also known as LOG 0, this is the preemptive strike team meant to deal with any high risk AI related hazards.

They have an EMP division meant to release a charge in extreme cases. They use subguns, carry grenades and work in groups of four or more.

A full-body image of a Terratrooper soldier. The soldier is wearing white and black armor with a helmet. The helmet has a visor and a small display. The armor has "NATO TERRA" and "TT700" written on it. The soldier is holding a large, futuristic rifle. The background is a light blue, textured surface with some faint, glowing patterns.

## TERRATROOPER

Terratroopers are soldiers in service of NATO TERRA. They have distinctive white armor, use wave rifles or shotguns and carry grenades.

Soldier in service of NATO LUNA are referred to as Lunatroopers. Before active duty both Terratroopers and Lunatroopers undergo harsh training on the Moon.

## MURDOCK SECURITY

Ted Murdock's personal transhuman army. Many of it's members are, at least partly, products of Bortz's Bioengineering.

These guys can hardly be called human, they are more machine than men and they're known for being extremely brutal. They carry smoke grenades, regular grenades and wave rifles/shotguns. Usually they work in teams of four or more.



## AIR GUARDS

These are the security officers at Murdock Air. Air Guards wear quickly regenerating nano-armor and usually carry wave or subguns.



## NATO TERRA SNIPER UNIT

Your basic hooded sniper bot. Usually it is remotely controlled and has only rudimentary on-board AI.



## FATCAM

The VBX-403 drone.

A flying camera with rudimentary on-board AI; often remotely controlled by cops who engage in voyeuristic behavior.

## CIVILIANS

In the southern sectors, where we spend most of our time, population is sparse. The main reasons for this are pullulation related illnesses, off world migration and the civil war on money. Remaining families spend most of their time barricaded in their apartments to avoid cops. In poorer sectors food and other necessities are rationed.

Law enforcement officers constantly harass civilians. Online and offline privacy are constantly violated and the general population cannot own guns.

In the name of interplanetary security most civil liberties have been crushed in the NAU. Anyone can be arrested and held indefinitely by the authorities. Prisons are brutal and inhumane.



## THE UNDERGROUND

Many disgruntled civilians who can't migrate off-world end up joining the Underground. These rebels are also known as Nosumers. The main objective of this paramilitary organization is to do away with the monetary system in its current form. They vehemently oppose digital currency.



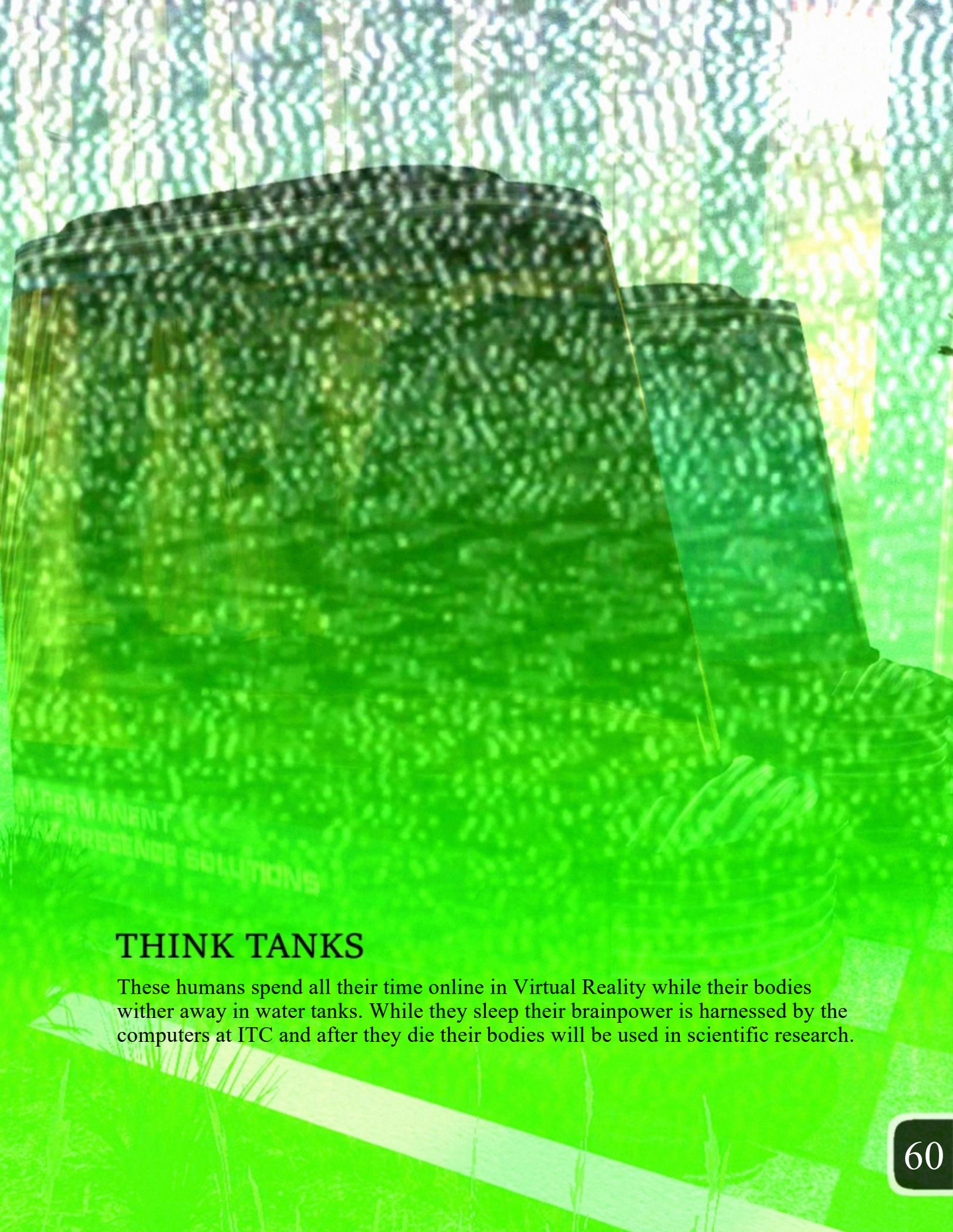
All members of the Underground are defined as "domestic terrorists". Their stronghold is the lower levels of Sector 10. The most brutal and uncompromising wing of the Underground is the Muslim Wing.



## MODS

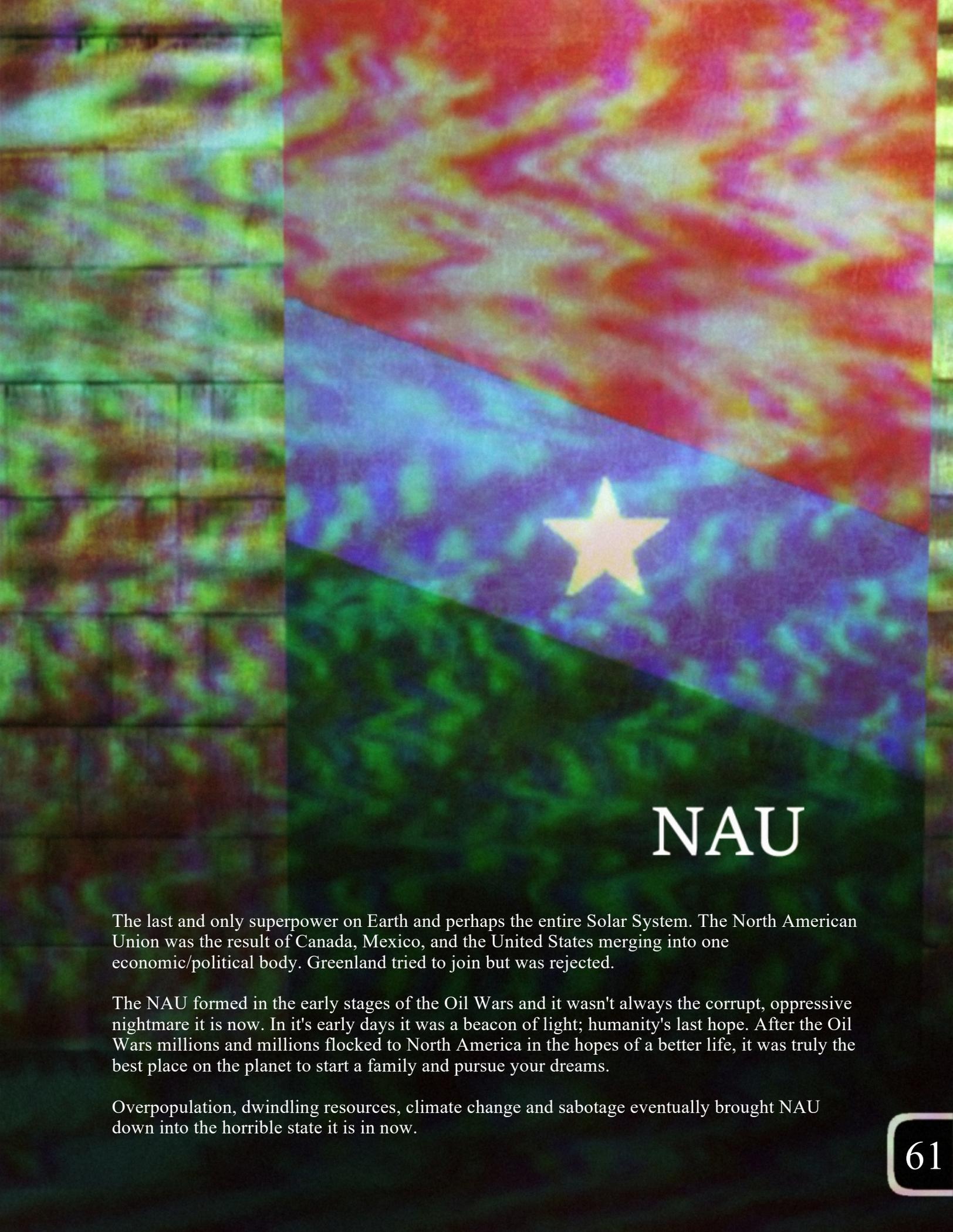
Heavily augmented or modified humans are called Mods.

The more extreme modifications are obtained at the Sub and range from mere horns to third breasts or extra fingers. Many of the Underground members are Mods.



## THINK TANKS

These humans spend all their time online in Virtual Reality while their bodies wither away in water tanks. While they sleep their brainpower is harnessed by the computers at ITC and after they die their bodies will be used in scientific research.



# NAU

The last and only superpower on Earth and perhaps the entire Solar System. The North American Union was the result of Canada, Mexico, and the United States merging into one economic/political body. Greenland tried to join but was rejected.

The NAU formed in the early stages of the Oil Wars and it wasn't always the corrupt, oppressive nightmare it is now. In it's early days it was a beacon of light; humanity's last hope. After the Oil Wars millions and millions flocked to North America in the hopes of a better life, it was truly the best place on the planet to start a family and pursue your dreams.

Overpopulation, dwindling resources, climate change and sabotage eventually brought NAU down into the horrible state it is in now.

**NATO  
TERRA**



## **NATO TERRA**

The mighty NATO forces controlling Earth, Venus and Mercury. On paper NT controls the entire Solar System but Mars and almost every colony further out is fighting for independence.

**NATO  
LUNA**



## **NATO LUNA**

NATO forces controlling the Moon. Essentially a subdivision of NATO TERRA.

**MARS**



**MARS  
DEFENSE  
FORCES**

## **NATO MARTE**

NATO forces that used to control Mars. When Martian Separatists took over the "NATO MARTE" part was dropped and the MDF (Martian Defense Forces) was formed.)



## NATO SPACEFLEET

Also known as NATOS (North Atlantic Treaty Organization Spacefleet) - Our space fleet as a whole was known by this name before the Colonial Era. Now the term refers to the fleet defending Earth, Venus, Mercury and the Moon.

A large, dark, metallic spaceship is shown in space, angled towards the right. The ship has a prominent glowing blue engine at the rear. Several red laser beams crisscross the scene, some passing through the ship. The background is a dark blue space filled with stars and some distant, faint structures.

## THE COLONIAL FLEET

A colorful collection of stolen NATOS warships, repurposed cargo vessels and weaponized shuttles all led by the MDF. As Earth becomes increasingly brutal and oppressive more and more off world colonies desire to achieve independence. Anyone with a ship that can be useful in some way can join. Miners, defectors, smugglers, even pirates gather behind Mars and unite against a common enemy: Earth.

Most ships in the Colonial Fleet are from the Outer Solar System but there are a few representatives even from Mercury and Venus! Tired of constant harassment the Colonies decide to get to the root of the problem and strike NATO TERRA in Earth orbit. The aim is to send a message, let Earth know that the Outer Colonies and Mars mean business.

## MDF Martian Defense Forces

The main opponents of NATO TERRA, nowhere near as strong but vicious and determined. Terran propaganda still refers to the MDF as "Martian Separatists" or "Space Terrorists". In their quest to shake off Earth control the MDF employ increasingly drastic measures such as sabotaging defense installations and hurling space debris at Earth.

Officially the Red Planet is still not independent. Embargoes, blockades, long range laser strikes and a constant vilifying propaganda; Earth throws everything at Mars hoping to break it.

The MDF uses mostly decommissioned and repurposed old NATOS vessels like D-Drones and Rice Pods. The few ships they did manage to produce on their own, such as the Power Cruiser, are not as polished as the latest NATOS ships but they are fast, sturdy and packed with firepower.





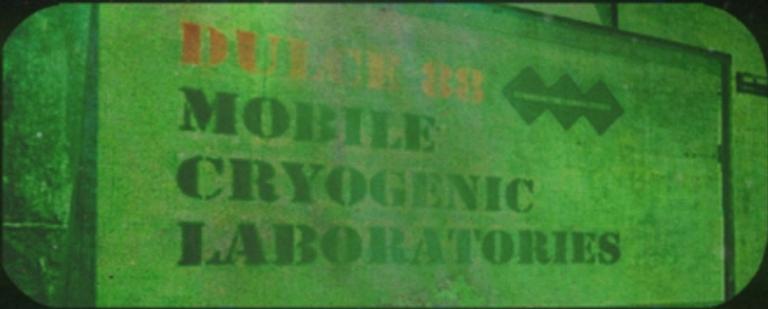
### **BANK OF NAU**

The largest bank in the NAU and indeed the entire Solar System.



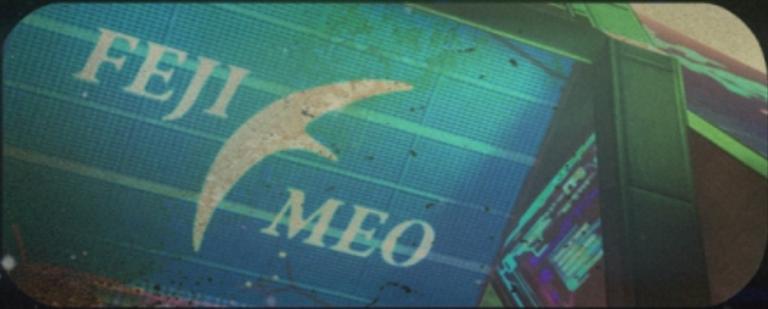
### **NUONNO VIRTUAL REALITY SERVERS**

Nuonno VR is the leading virtual reality company in the Solar System. It produces a plethora of VR experiences, install and maintain Think Tanks and the infamous Mind Prisons which were outlawed on Mars.



### **DULCE 88 CRYOGENIC LABS**

A chain of cryogenic labs involved with Bortz Bioengineering. They have many mobile lab units- some air born, some installed in trains.



### **FEJI MEO**

"The food of the future. Improving nature since 2029" - GMO giant. Both Myo and her mother worked here at some point.



### **PRESIDENT STAN BARTOLOMEO SILVA**

The president of the NAU at the time of our story. Rumor has it that he's been assassinated and is portrayed entirely by holograms and robots.

## TELKINESIS and PYROKINESIS

Powers paid for by Ted Murdock and given to you by Bortz Bioengineering as part of their super soldier program. You have them throughout most of the game except the last two chapters.

During the Dragon Girl chapter they try to block these abilities but their attempt backfires terribly.

**A** **How?**  
**Weaponry**

## NATO TERRA Shotgun

No weapon sums up the uncompromising brutality of the State better than this close range killer.

## NATO TERRA Subgun

Mass produced and cheap, many mid and close range encounters go down to the tune of this death bringer.

## HAZARD COP Handgun

The last handgun citizens were able to own, now reserved for cops.

## Grenade

Abundant, cheap and not especially powerful but handy for taking out sniper bots.

## Hammer

An item to be treasured in a highly automated world where hardly any manual labor is performed.

## NATO TERRA Sniper Rifle

The only weapon Sniper Bots are programmed to use.



## Laser Guided Missile Launcher

The only handheld weapon capable of taking out Coildrones, Patrol Ships and Cloud Tanks.



## NATO TERRA Wavegun

Technically a compact wave cannon this is the standard Terratrooper rifle.



## Kobi Gun

The best and most expensive handgun produced by Kobi Shipyards.



Your enhanced Bortz Bioengineering biosuit has a standard flashlight and nightvision. The nightvision function was damaged during an earlier Deck D-1 experiment and only becomes available later when the suit's self repair mechanism restores it.

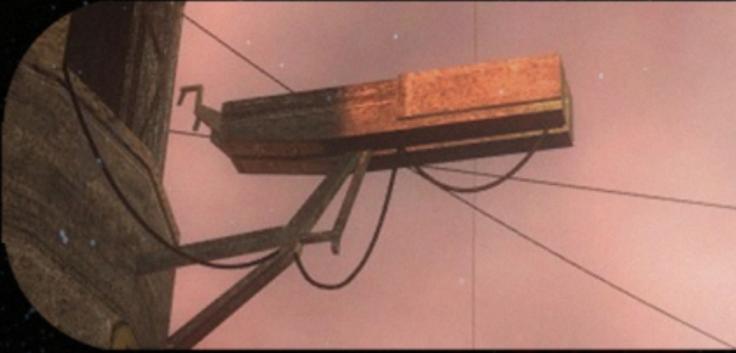
Your onboard lightsource and life support run off a built in solar powered battery which is effectively infinite. Light up those dark tunnels and breathe underwater as long as you need to! The suit also enhances some of your physical abilities such as sprinting. When you start running the suit's exomuscles kick in and carry your legs.

LET THERE BE LIGHT

The solar battery can also use your movement to recharge and if you pick up a weapon with it's own lightsource the suit automatically switches to that to save even more power.

Your armor works off a much stronger second battery which you do need to replenish.

Likewise the suit's life support can only do so much, if you take damage you'll need to find something to patch yourself up.

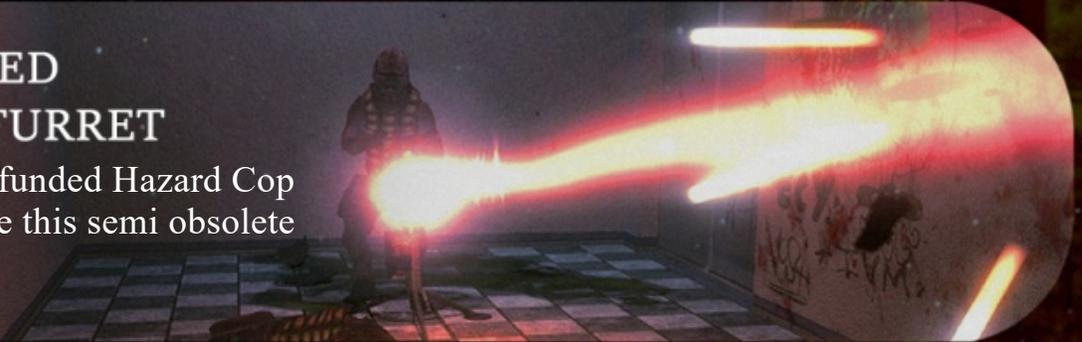


## MOUNTED WAVE TURRET

A powerful weapon, sometimes mounted on watchtowers. It functions as a somewhat less accurate, bolted sniper rifle.

## MOUNTED LASER TURRET

Only under funded Hazard Cop divisions use this semi obsolete turret.



## WAVE TURRET

This annoying menace can be dispatched almost anywhere and is virtually indestructible until knocked over.

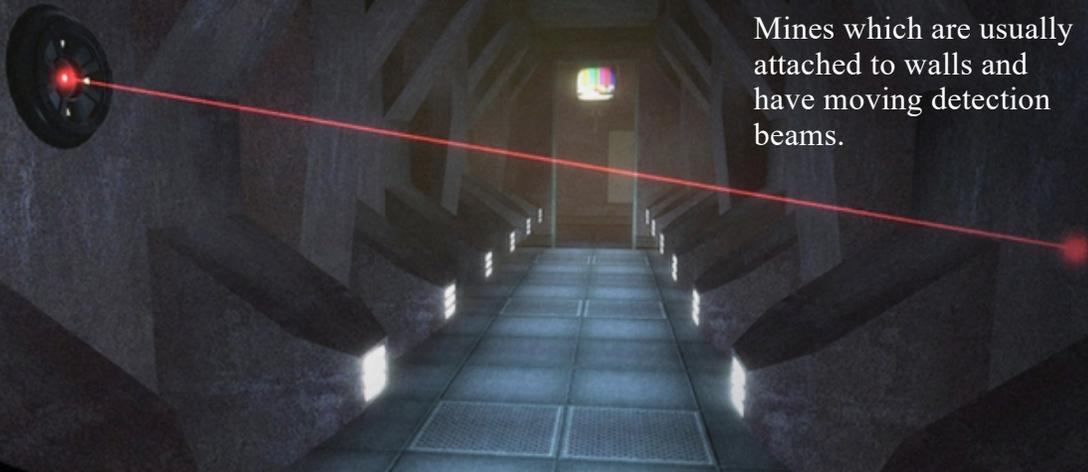
## DROPMINE

Mines attached to ceilings. They drop when something moves into their detection beam and detonate upon contact. They are practical in flood prone areas where walls and floors are too wet or submerged.



## SCANMINE

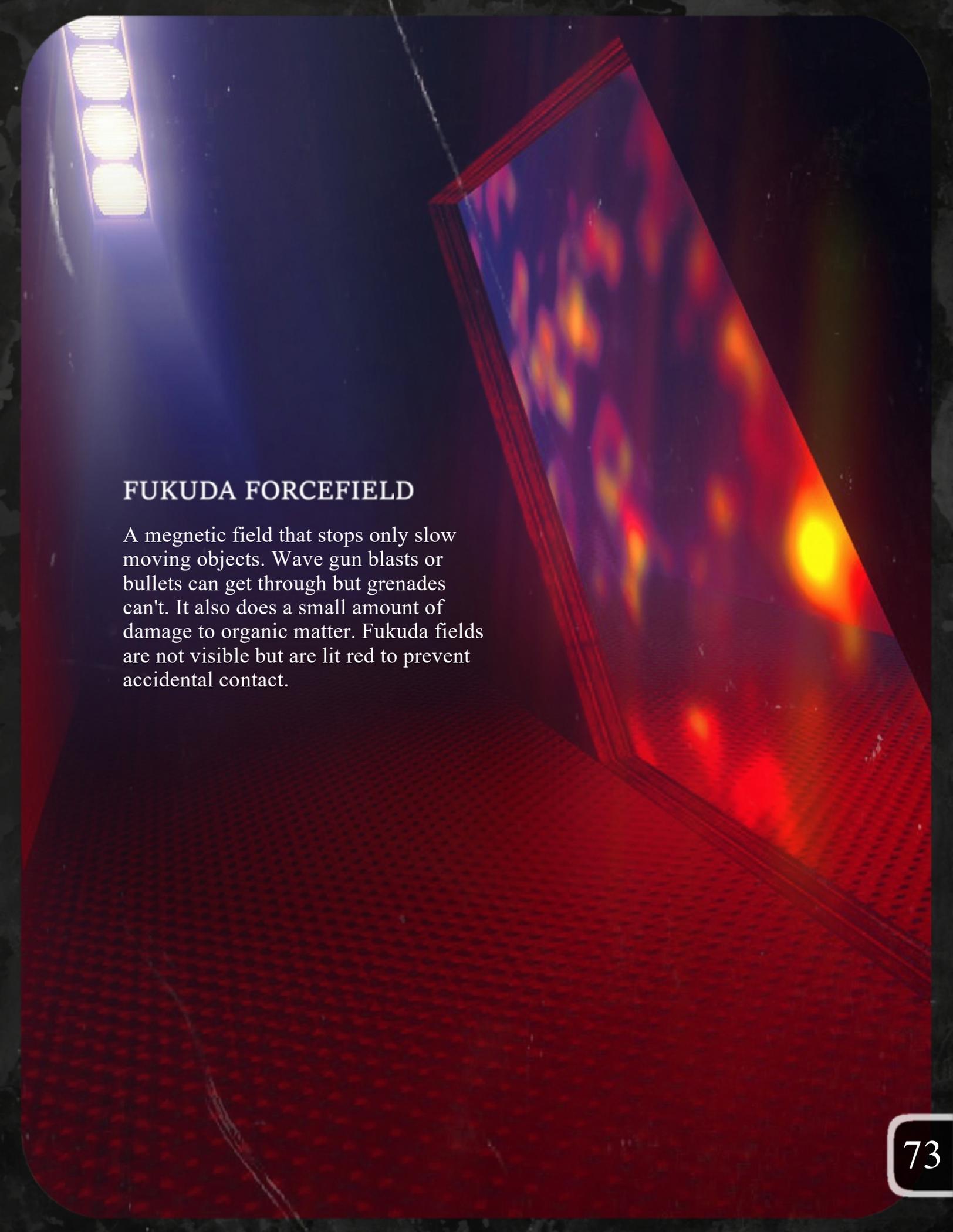
Mines which are usually attached to walls and have moving detection beams.



## PROXIMITY MINE

A small rectangular mine that can be attached to any relatively even surface. It's harder to notice because it doesn't use detection beams.



The background of the page is a photograph of a futuristic interior. On the right side, a large, rectangular wall is covered in a glowing red forcefield. The forcefield has a grid-like pattern and is illuminated with a bright red light, with some areas appearing more intense, almost yellow. In the upper left corner, there is a ceiling light fixture with three circular lights. The overall atmosphere is dark and high-tech.

## FUKUDA FORCEFIELD

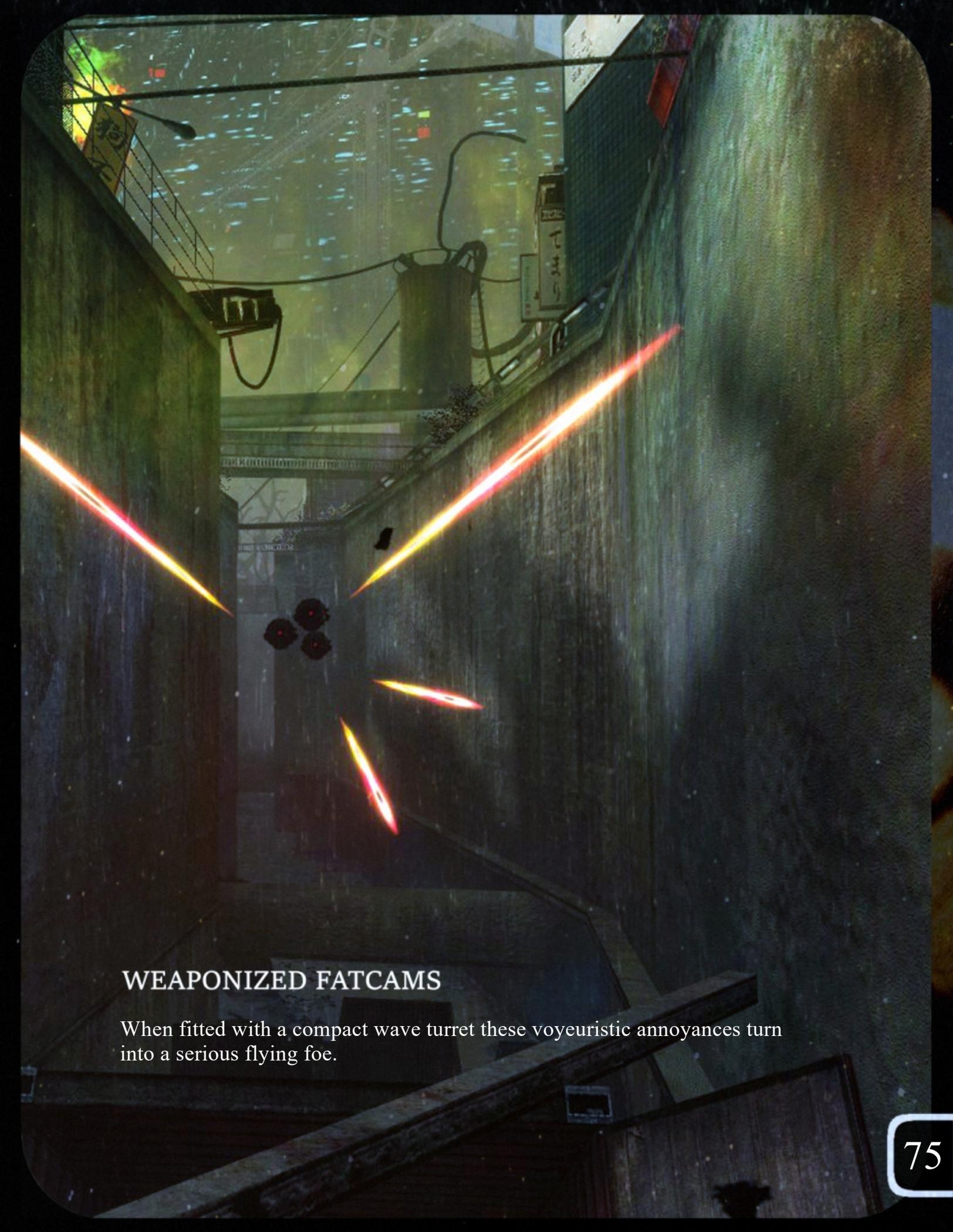
A magnetic field that stops only slow moving objects. Wave gun blasts or bullets can get through but grenades can't. It also does a small amount of damage to organic matter. Fukuda fields are not visible but are lit red to prevent accidental contact.

## DEMO WORM

Also called the Localized Damage Worm, this is a creature rarely used for combat even though it can deal loads of damage. Demo Worms are designed to break down or drill through tough obstacles like concrete. They're deployed when the general integrity of a structure must be preserved so explosive charges are overkill. Civilians and Underground members often refer to the Demo Worm as a "drilldo".

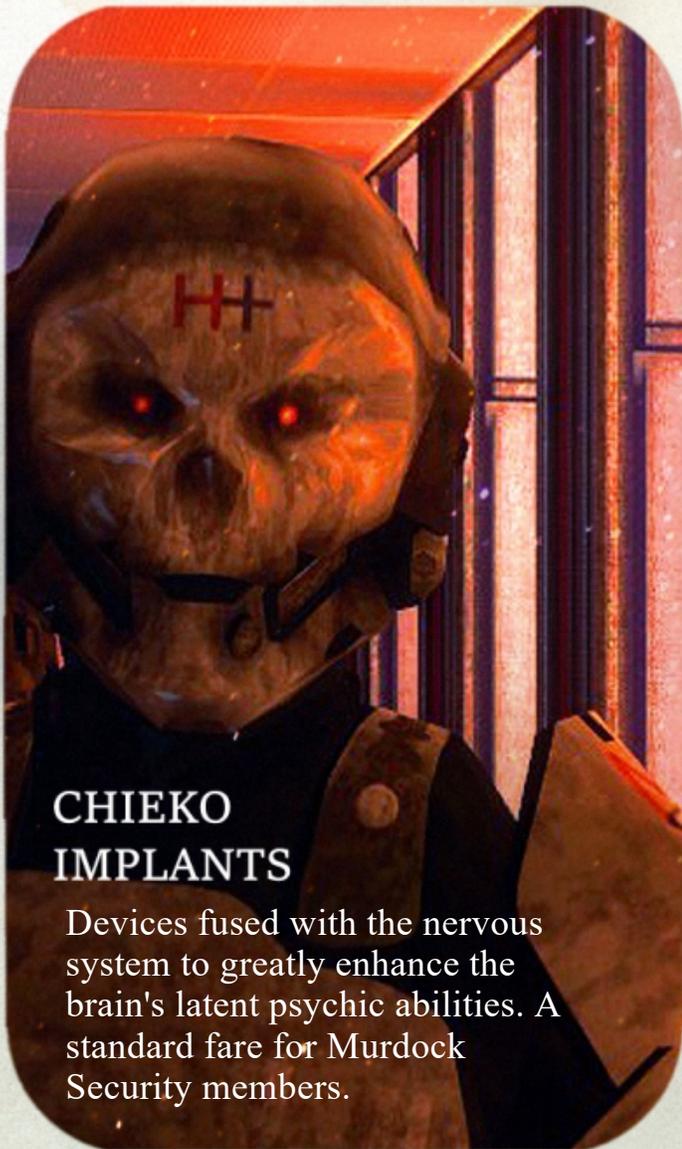
They're a genetically engineered animal like the Bearbeds. It takes them three to five months to mature and when fully grown their skin becomes very tough and they develop horn like formations at both ends. These bony protrusions are fitted with strong metallic claws before they're put into service.

Demo Worms need five hours of sleep a day and are fed a concoction which strongly resembles cat food. Larger specimen exist and are used for tunnel digging.

A dark, industrial alleyway at night. In the center, a small, dark, flying drone-like enemy with four red eyes is firing several bright red laser beams towards the viewer. The alleyway is flanked by concrete walls and has various pipes and wires hanging from the ceiling. In the background, a city skyline is visible through a misty or rainy atmosphere. The overall lighting is dim, with the primary light source being the red laser beams.

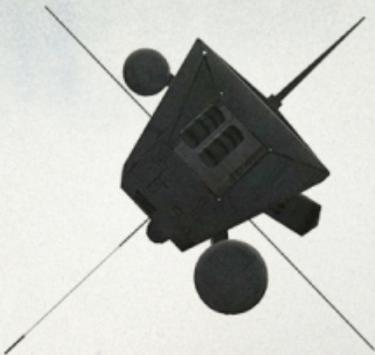
## WEAPONIZED FATCAMS

When fitted with a compact wave turret these voyeuristic annoyances turn into a serious flying foe.



## CHIEKO IMPLANTS

Devices fused with the nervous system to greatly enhance the brain's latent psychic abilities. A standard fare for Murdock Security members.



## ORBITAL MINES

Explosive charges hovering in orbit. They have a large blast radius but can be cleared relatively easy from a distance.



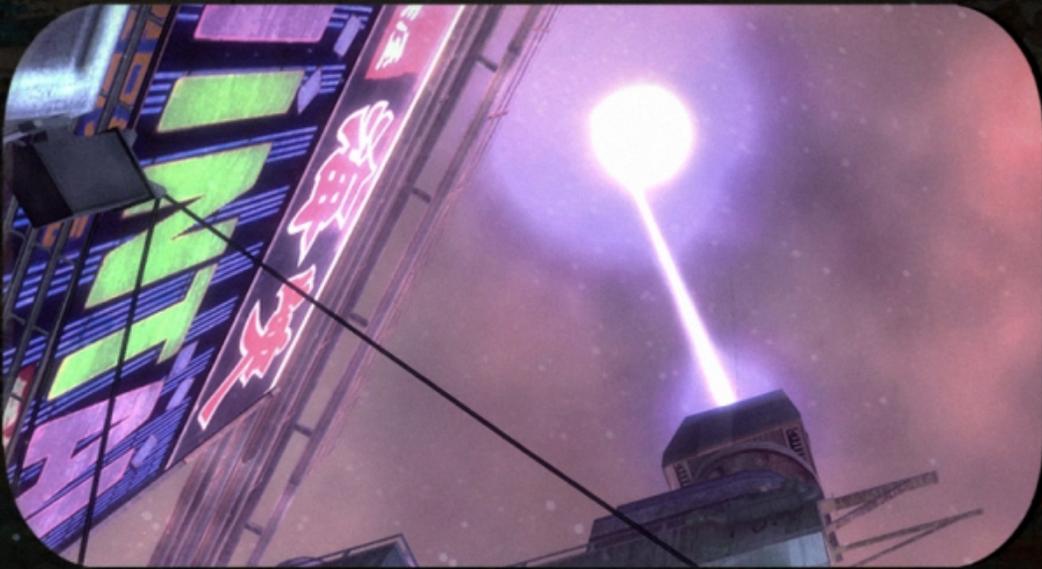
## SIZZLERS

Sizzlers are remotely controlled flying tasers. Usually used for crowd control but can be set for lethal shocks.



## LIGHT DOME

The Dome is a collection of high intensity deflective lasers installed across North America. In cities these installations are usually placed on rooftops. Although it can be used offensively to take out orbital targets the main purpose of the Light Dome is to incinerate any incoming space debris.

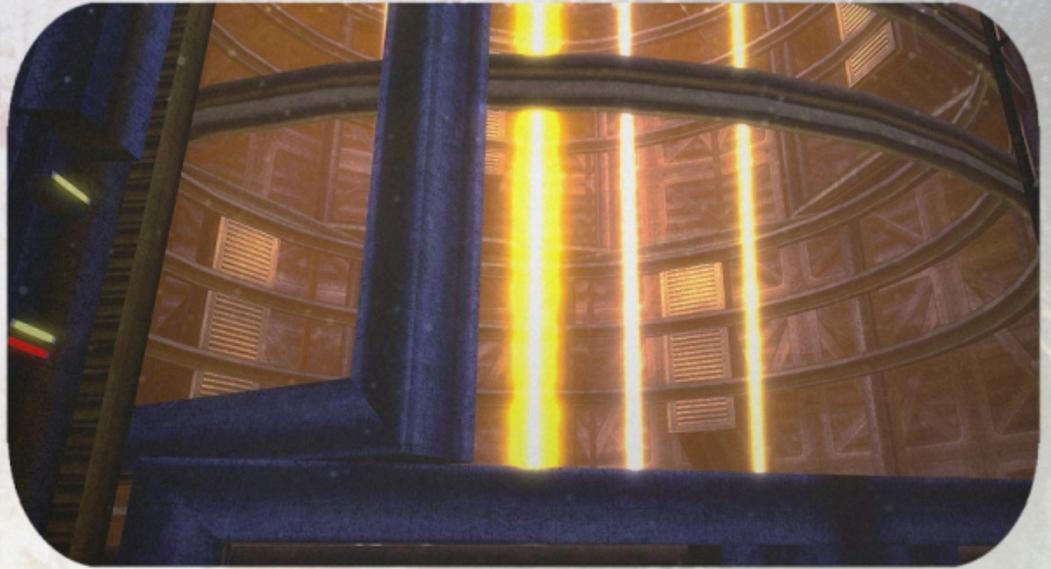


Shortly before our story the Dome is sabotaged by Martian Separatists and thus space debris can get through and damages Bortz Bioengineering headquarters enabling Myo to escape.



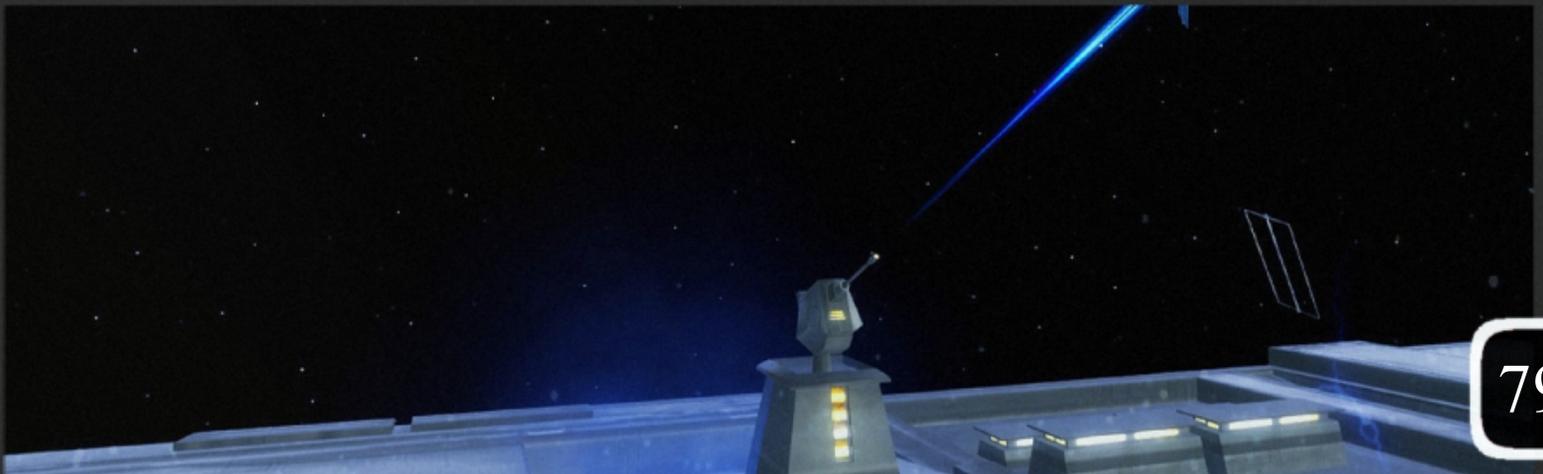
## ORBITAL LASER

A very powerful laser capable of piercing through the atmosphere without much loss in intensity; usually installed on NATOS destroyers.



## WAVE CANNON

The most powerful class of wave weaponry; used predominantly in space combat.



G String was designed with functionality and mass production in mind. No coolness for the sake of coolness.



In this future some sort of antigravity technology exists which enables ships to "navigate a planet's magnetic field." This is done through some kind of coil based tech. To accommodate these coils most vehicles will have cylindrical shapes, discs or rings incorporated somewhere in their designs.



**B**

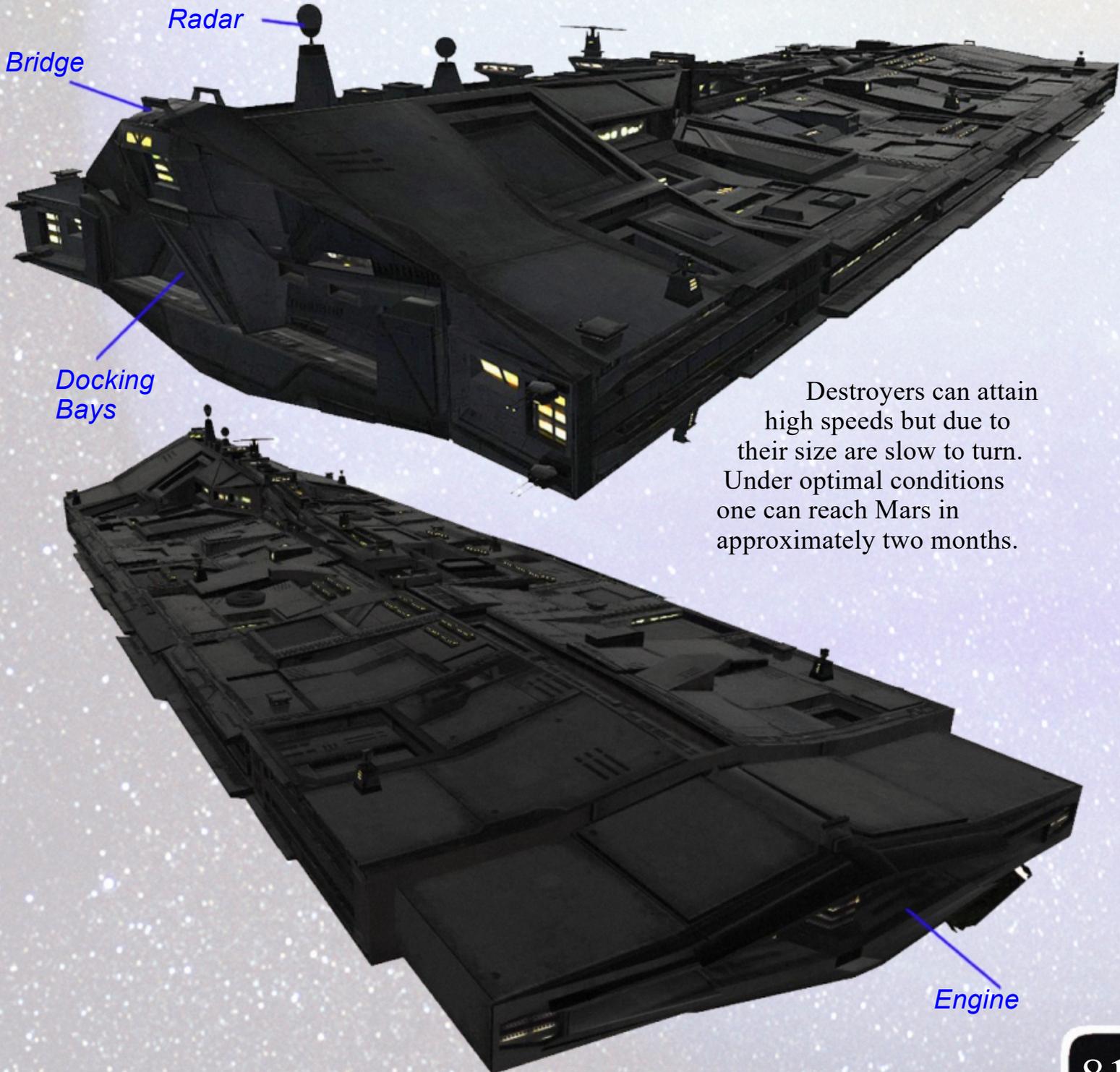
## How? Vehicles

Structures permanently in space (solar panel fields, elevator cables, rails and tubes connecting stations) are not subject to strong gravity so they got away with slimmer, more expansive designs.

# THE BAD

## NATO TERRA DESTROYER

A destroyer in the service of NATO-S (NATO Starfleet). A monolithic monstrosity that carries an orbital laser and many wave cannons. It can also hold up to 20 Coildrones and a crew of 3,000. Currently there are ten in active duty with three more under construction in hi-orb. Seven patrol Earth, one hovers around Venus and two are deployed in deep space ready to engage with Martian forces.



Destroyers can attain high speeds but due to their size are slow to turn. Under optimal conditions one can reach Mars in approximately two months.

# NATO TERRA SUPER DESTROYER

Engine

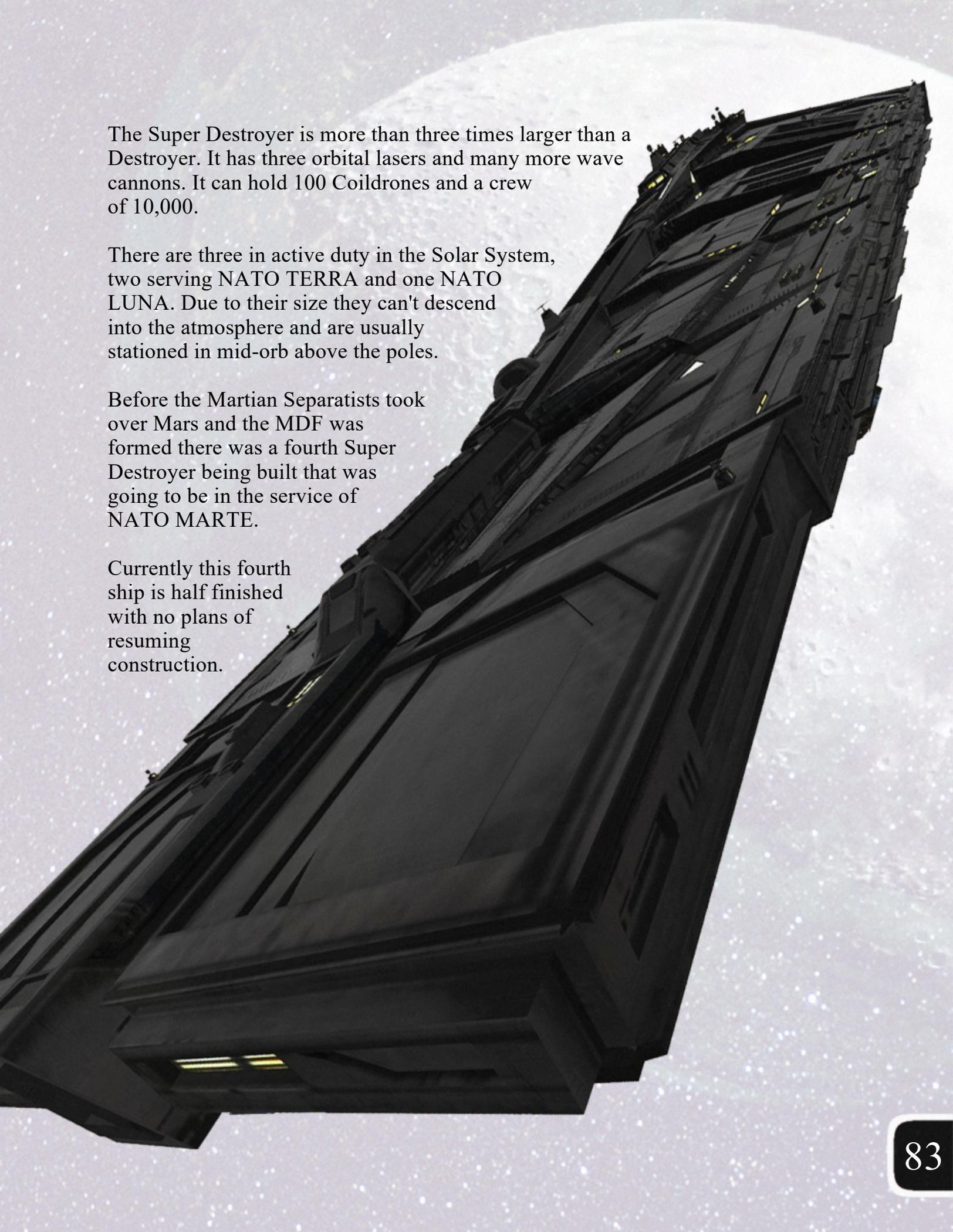
Communications

Bridge

Dockin Bays

The ultimate symbol of terran might in space. A military space town, with thousands of permanent residents; maintenance crew, pilots, officers, scientists some of whom spend years onboard.

Orbital Laser



The Super Destroyer is more than three times larger than a Destroyer. It has three orbital lasers and many more wave cannons. It can hold 100 Coildrones and a crew of 10,000.

There are three in active duty in the Solar System, two serving NATO TERRA and one NATO LUNA. Due to their size they can't descend into the atmosphere and are usually stationed in mid-orb above the poles.

Before the Martian Separatists took over Mars and the MDF was formed there was a fourth Super Destroyer being built that was going to be in the service of NATO MARTE.

Currently this fourth ship is half finished with no plans of resuming construction.

## SPACE CONTROL

Interplanetary border patrol. They are used exclusively by NATO TERRA and can easily descend into the atmosphere for any amount of time. Usually they patrol Earth's orbital space and cruise alongside the much larger destroyers.



Space Control units carry a crew of 50.



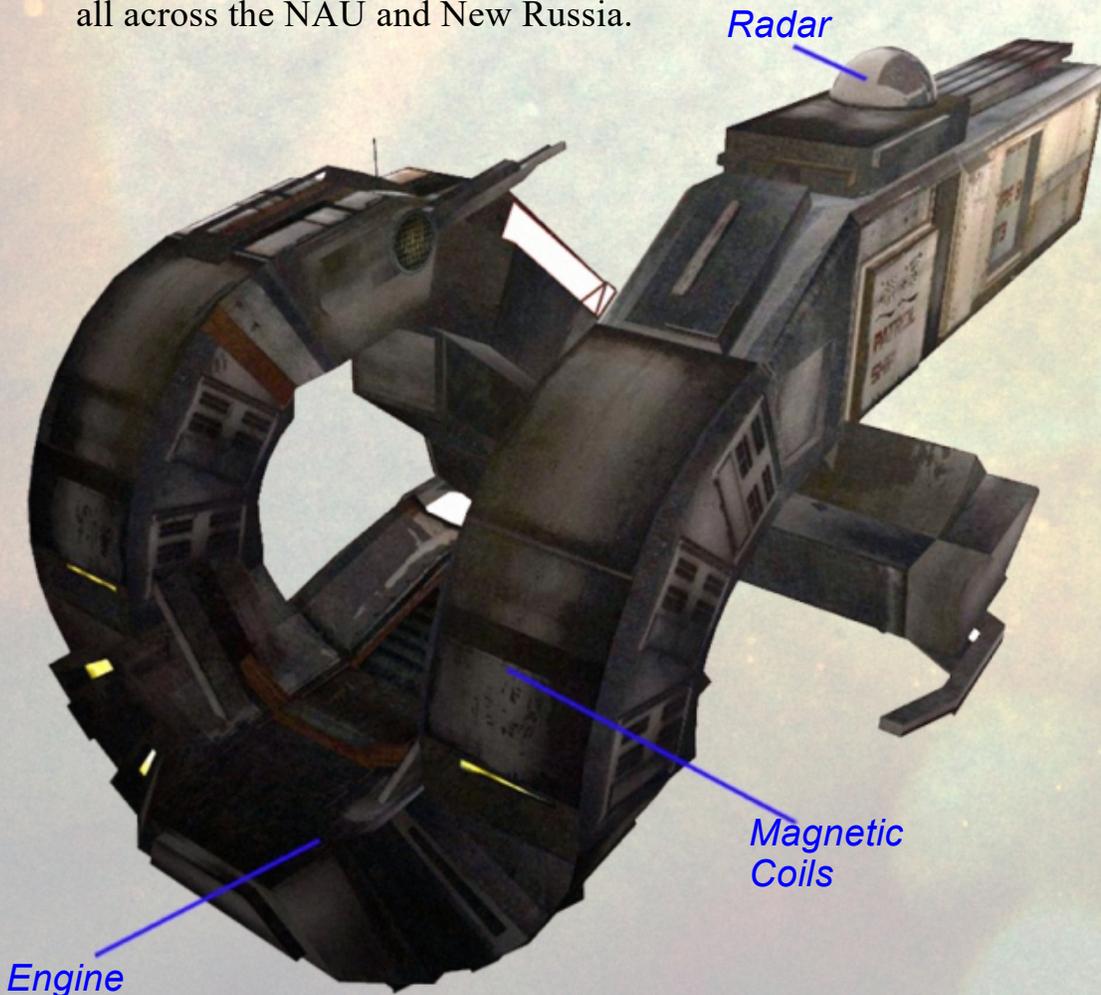
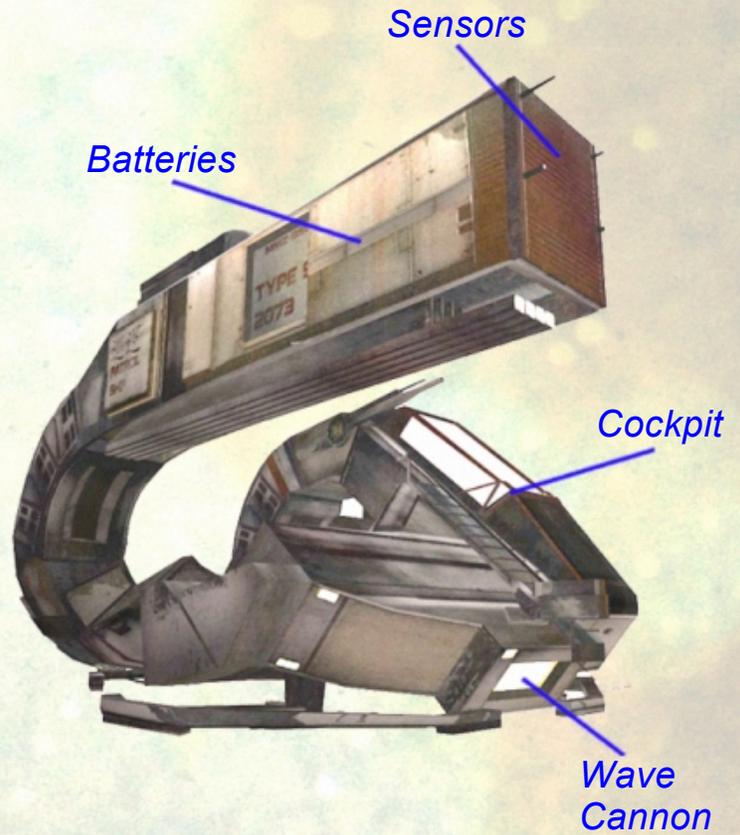
Landing Gear

## PATROL SHIP

A twisted, snake-like craft with a powerful wave cannon. It can be controlled remotely or piloted by on-board personnel. It's slow, sturdy and incapable of leaving the atmosphere. This is the go-to craft used to seek out and neutralize members of the Underground.

In the NAU Patrol Ships are maintained and operated by a highly secretive special Hazard Cop division known as Division Five.

These machines are very old but haven't been replaced because they're very sturdy and reliable. Cops love them, there's hundreds of them in active duty all across the NAU and New Russia.



## COILDRONE

The haunting sound of these blue rings from Hell can be heard for miles in the atmosphere.

Coildrones have decent AI and can be remotely controlled. On rare occasions where radio contact is not good enough and the onboard AI is not sufficient the craft can be piloted. Not a cheerful prospect for any pilot since the Coildrone cockpit is almost just an afterthought, not too ergonomic and very cramped.

The adjustable coils make this a highly maneuverable craft.



The Coildrone is the signature drone of the NATO Starfleet. A very sturdy fighter with a powerful wave cannon that can handle both space and atmospheric flight albeit only on a short distance. No interplanetary flights. Also in space they move much faster.



## CLOUD TANK

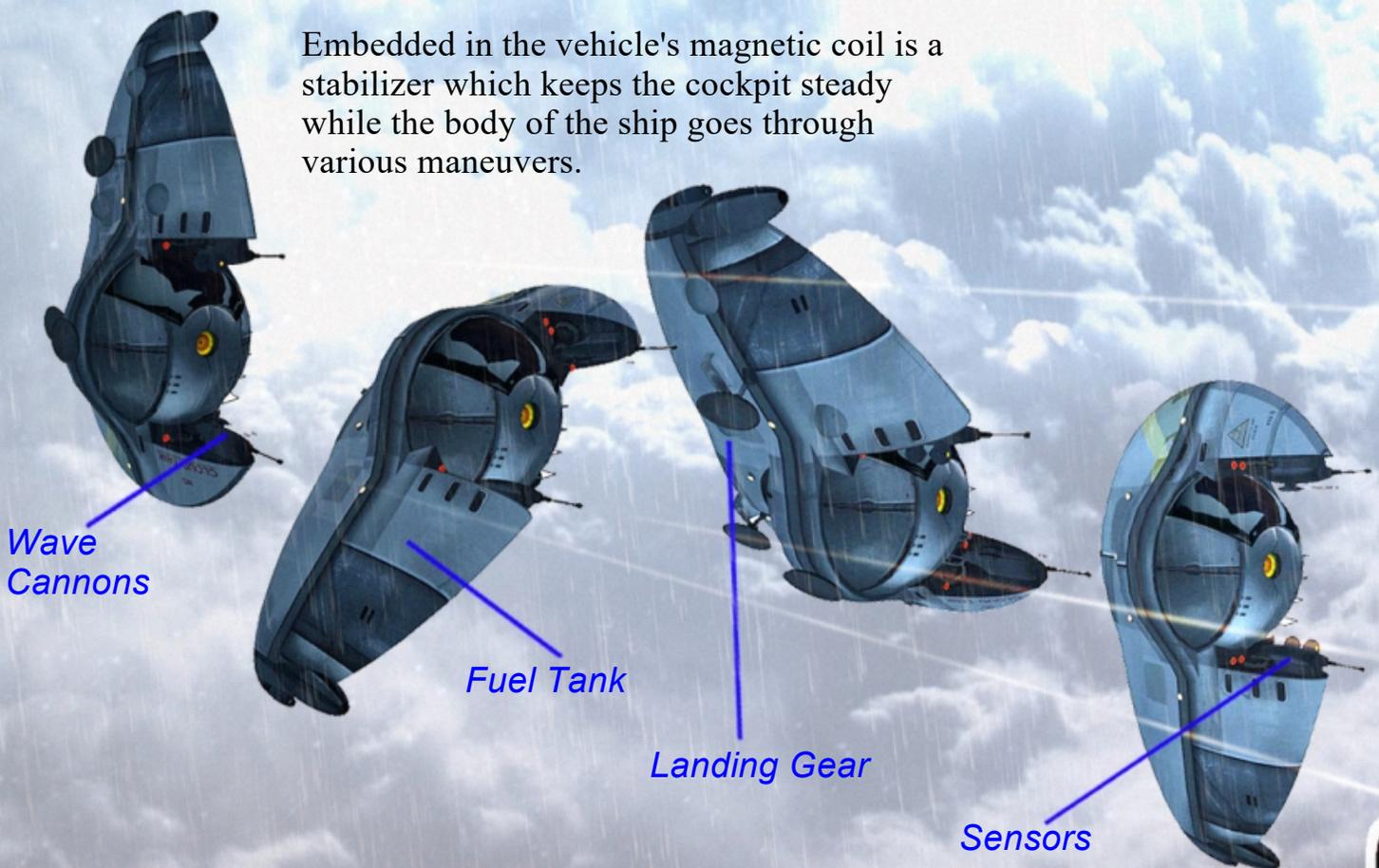
These small, distinctive looking ships are in the service of Murdock Air Force. They carry a wave cannon and are usually dispatched around Murdock's residence and his air refineries.

They're not autonomous and must be piloted by a qualified Air Guard.



The cockpit can be jettisoned in case of emergencies.

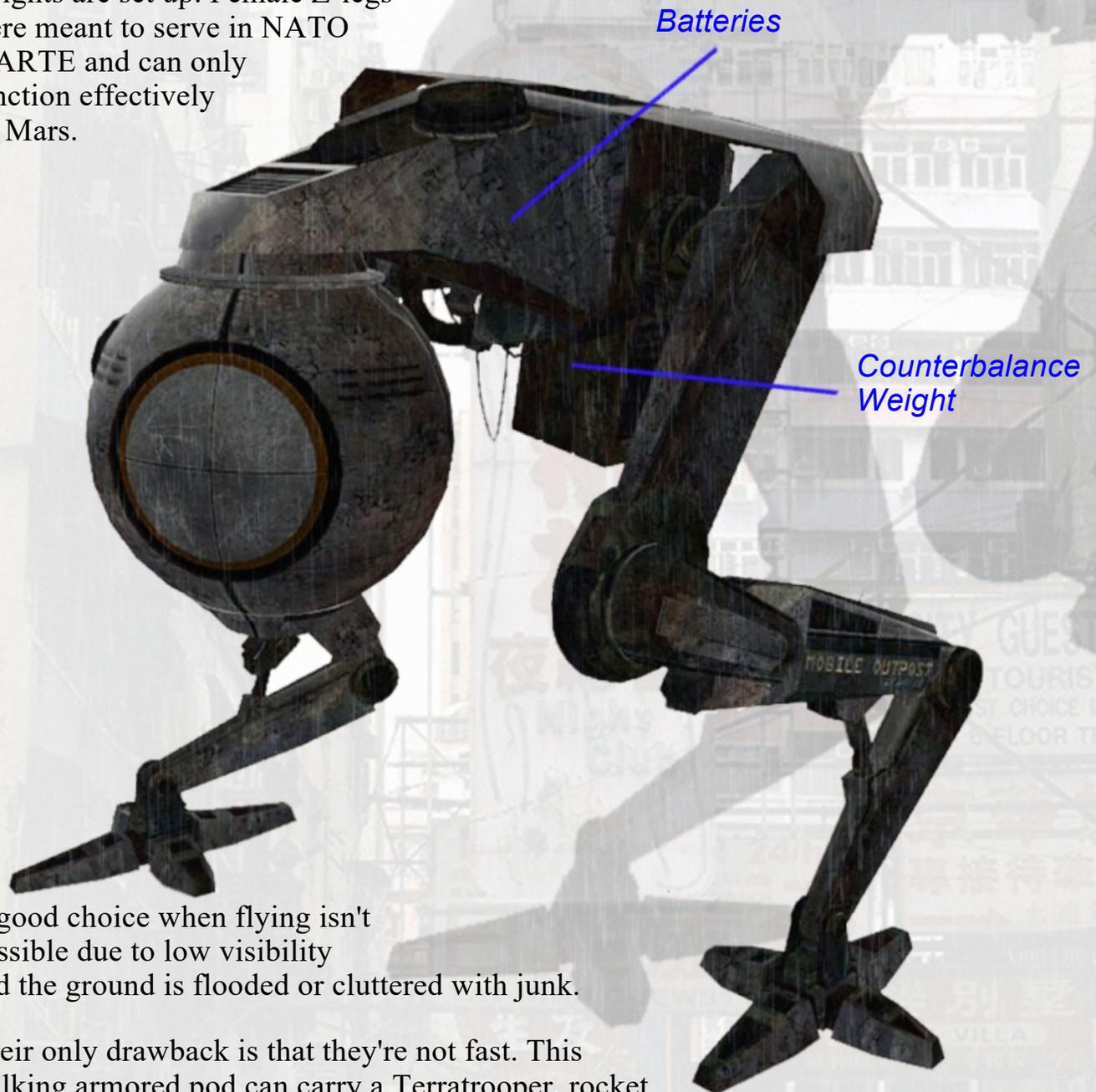
Embedded in the vehicle's magnetic coil is a stabilizer which keeps the cockpit steady while the body of the ship goes through various maneuvers.



## MALE WALKING OUTPOSTS (Z-LEG)

NATO TERRA mobile outposts that can be brought down only with missiles. They got their nickname from their z shaped legs.

Whether the Z-leg is male or female depends on how the counter balancing weights are set up. Female Z-legs were meant to serve in NATO MARTE and can only function effectively on Mars.



A good choice when flying isn't possible due to low visibility and the ground is flooded or cluttered with junk.

Their only drawback is that they're not fast. This walking armored pod can carry a Terratrooper, rocket launchers and a wave turret. They have rudimentary AI and can engage in combat without human supervision.

# THE GOOD

## RICE POD

The very first close range starfighter used in the NATO Spacefleet. They were built by cheap Chinese labor hence their nickname. They used older, rocket propulsion engines and thus have a more classical, aerodynamic look.

Rice Pods were retired when coil based drones became a reality. After they were decommissioned a large number of them were stolen and upgraded by Martian Separatists. Despite their age their nuclear rockets perform very well even in the atmosphere.

As far as pre-coil tech goes this ship is amazing. The three no-stage nuclear rockets keep it very relevant in the fight for martian independence.

Cockpit

Wave Cannons

Landing Gear

Sensors

Nuclear Rockets

## D-DRONE

Dual-Drone or Duodrone.

This two-coil strike ship was widely used by NATO TERRA before the mono-coil design (the Coildrone). This ship is slightly larger and more cumbersome.

Only in use by the MDF at this point.

Sensors

Wave  
Cannons

Cockpit

Engine

Entrance

Magnetic  
Coils

# HELIUM 3 CARGO

The "Space Train".  
It can temporarily descend into the atmosphere and a massive cone shaped holding bay can be attached to it if extra room is needed.

The Colonial Fleet weaponized quite a few of these vessels. All of them were built on the Moon.

*Multi-Purpose Cargo*

*Bridge*

*Detachable Helium 3 Bay*

*Engine*

## MDF POWER CRUISER

The pride and joy of the MDF and in general a symbol of hope and independence for the off world colonies. This powerful warship was entirely produced by the MDF, its not just a repurposed old NATO-S vessel.

The MDF Power Cruiser is about twice the size of a k9 Carrier. Its primary function is combat and can accommodate up to 10 rice pods and cannot land on planets.

The Power Cruiser is fast for its size. It can make the trip to Mars in six weeks.



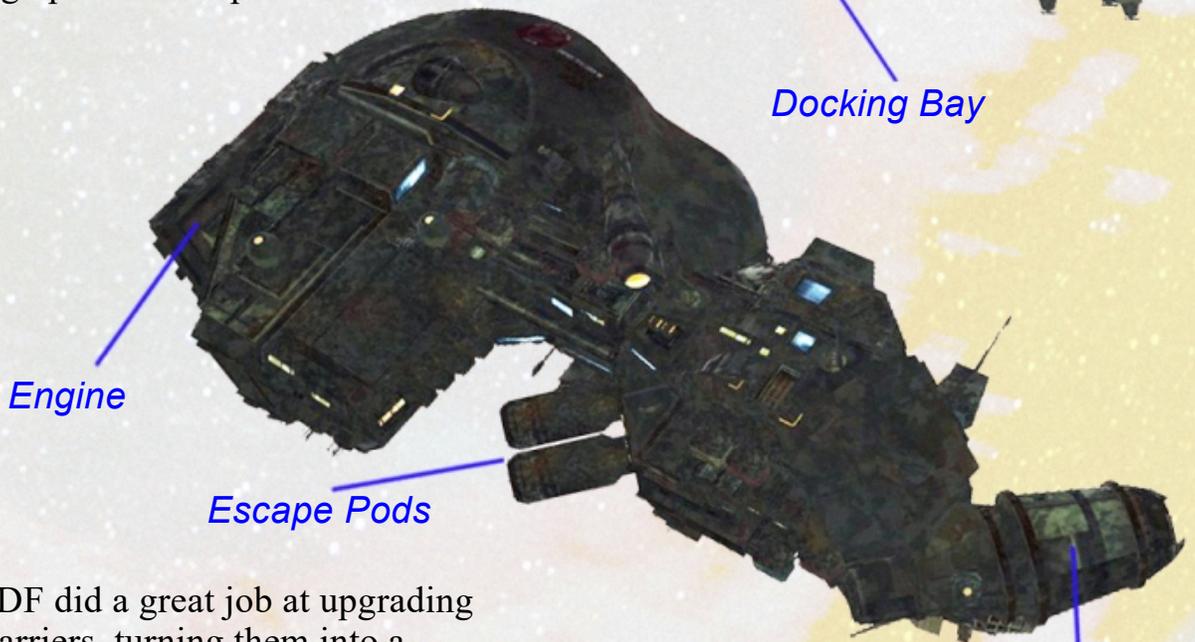
## MDF K-9 CARRIER

Another old NATO-S carrier repurposed and upgraded by the Martian Defense Forces. Before, when Earth controlled Mars, these ships were part of NATO MARTE.

It's a medium sized vessel capable of carrying up to 15 rice pods.



*Docking Bay*



*Engine*

*Escape Pods*

*Bridge*

The MDF did a great job at upgrading these carriers, turning them into a worthy adversary of the modern NATO Destroyers.



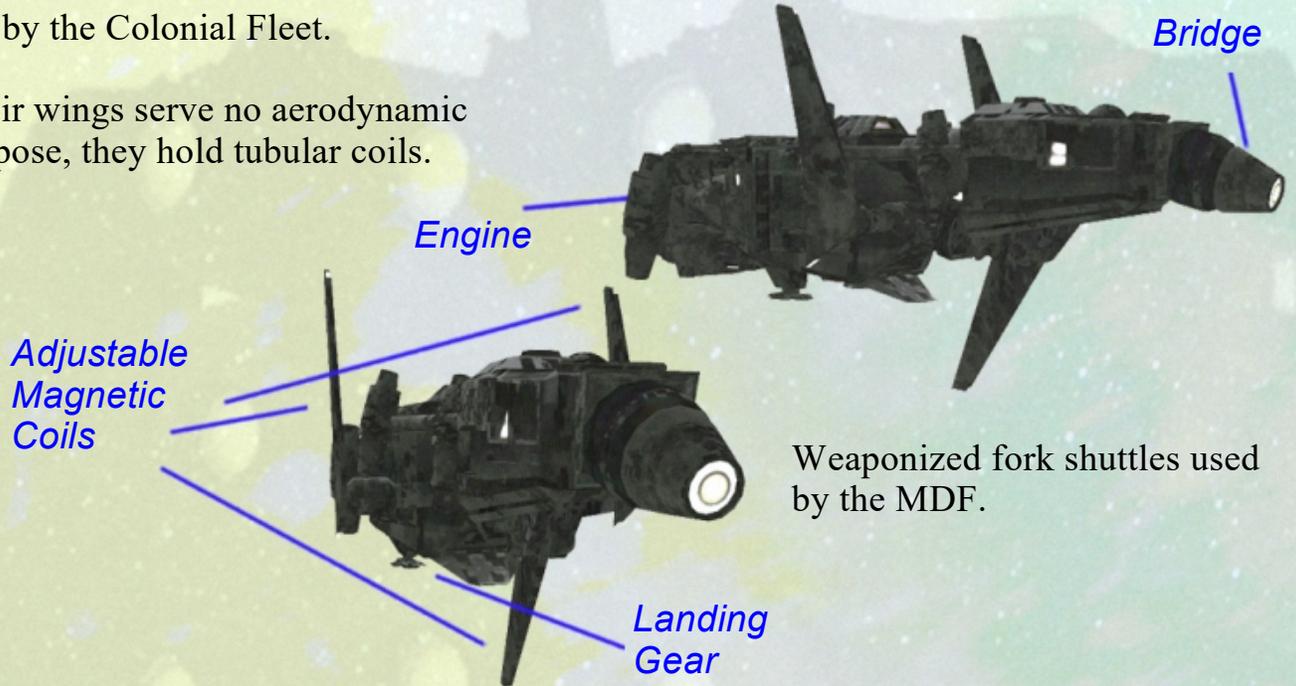
*Landing Gear*

## FORK SHUTTLE

An umbrella term given to shuttles with a specific two-wing-up and one-wing-down configuration.

Some are slim, like the one they transport you in to the ITC, while others are more robust like the ones use by the Colonial Fleet.

Their wings serve no aerodynamic purpose, they hold tubular coils.

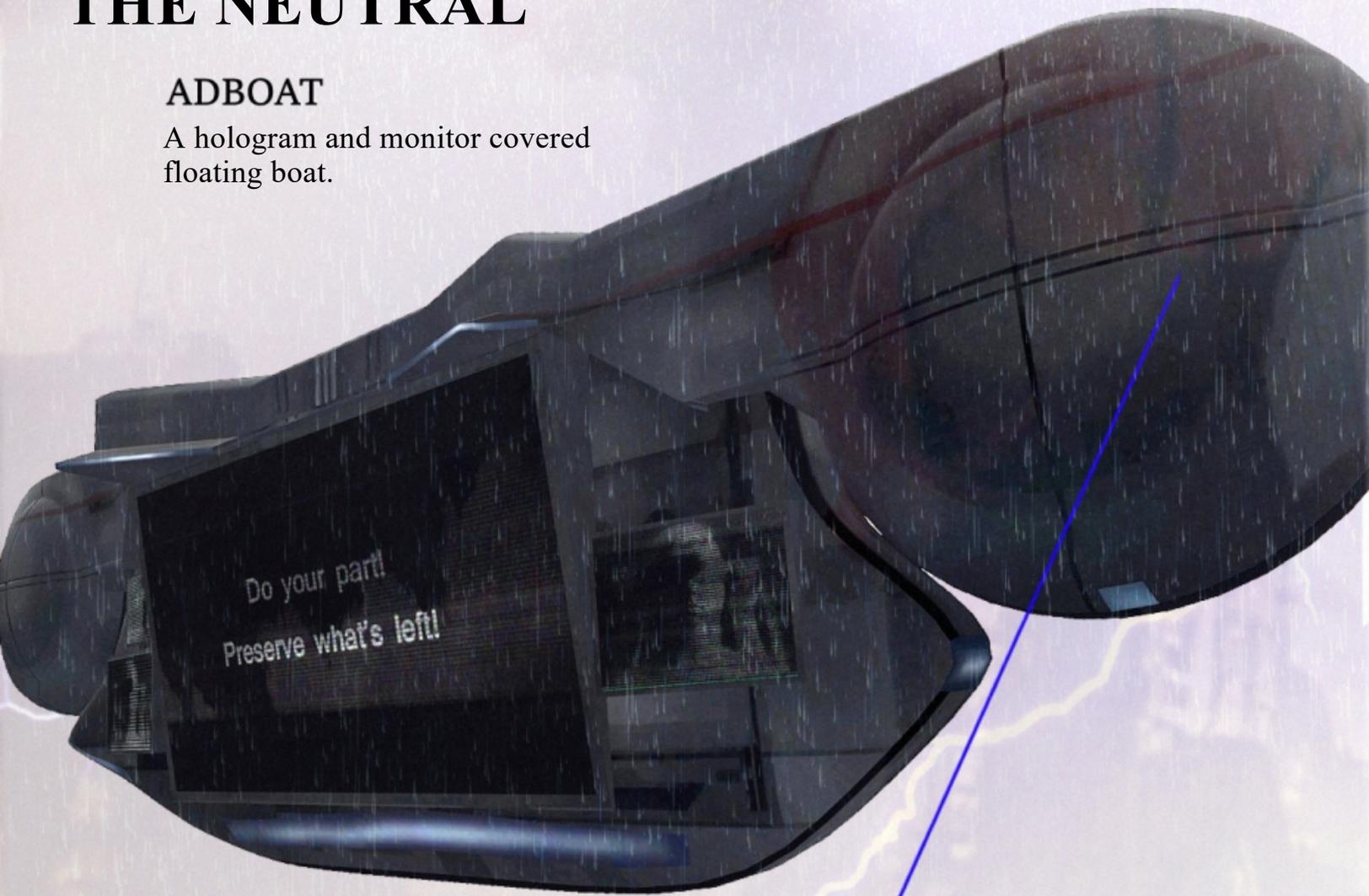


Atmosphere fairing fork shuttle carrying Coildrones.

# THE NEUTRAL

## ADBOAT

A hologram and monitor covered floating boat.

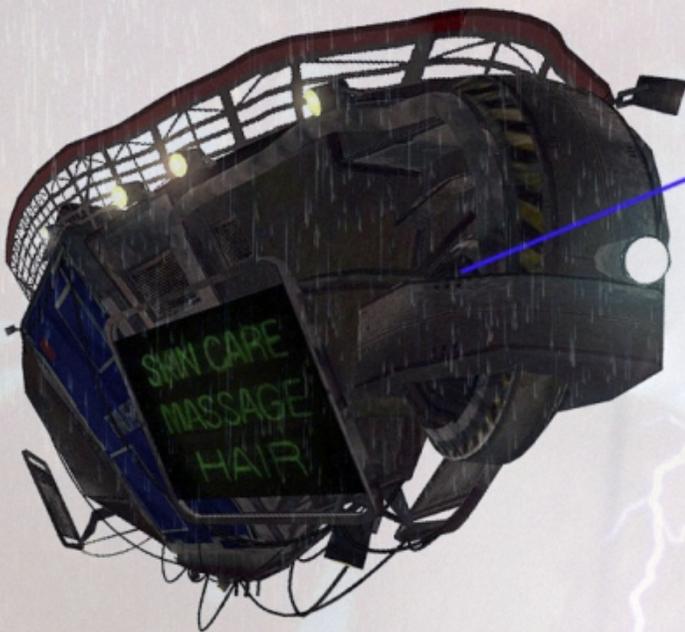


*Antigrav  
Coils*

Used for advertising or broadcasting announcements.

Myo's father used to manage one. Old adboats resemble seafaring ships while newer ones look sleeker.

Modern ones can rise to and maintain very high altitudes but older ones must stick closer to the ground.



## TWIN COIL CARGO

This is an interplanetary truck. Its tough and stable but not very fast, can handle both space and atmospheric travel.

Its often used by the powers that be for troop transport.



# EFRON CARGO



These are large rectangular ships with loading cranes on top. They were instrumental in colonizing Mars. Riley helps you sneak on one when you try to escape Earth.



## ESCAPE POD

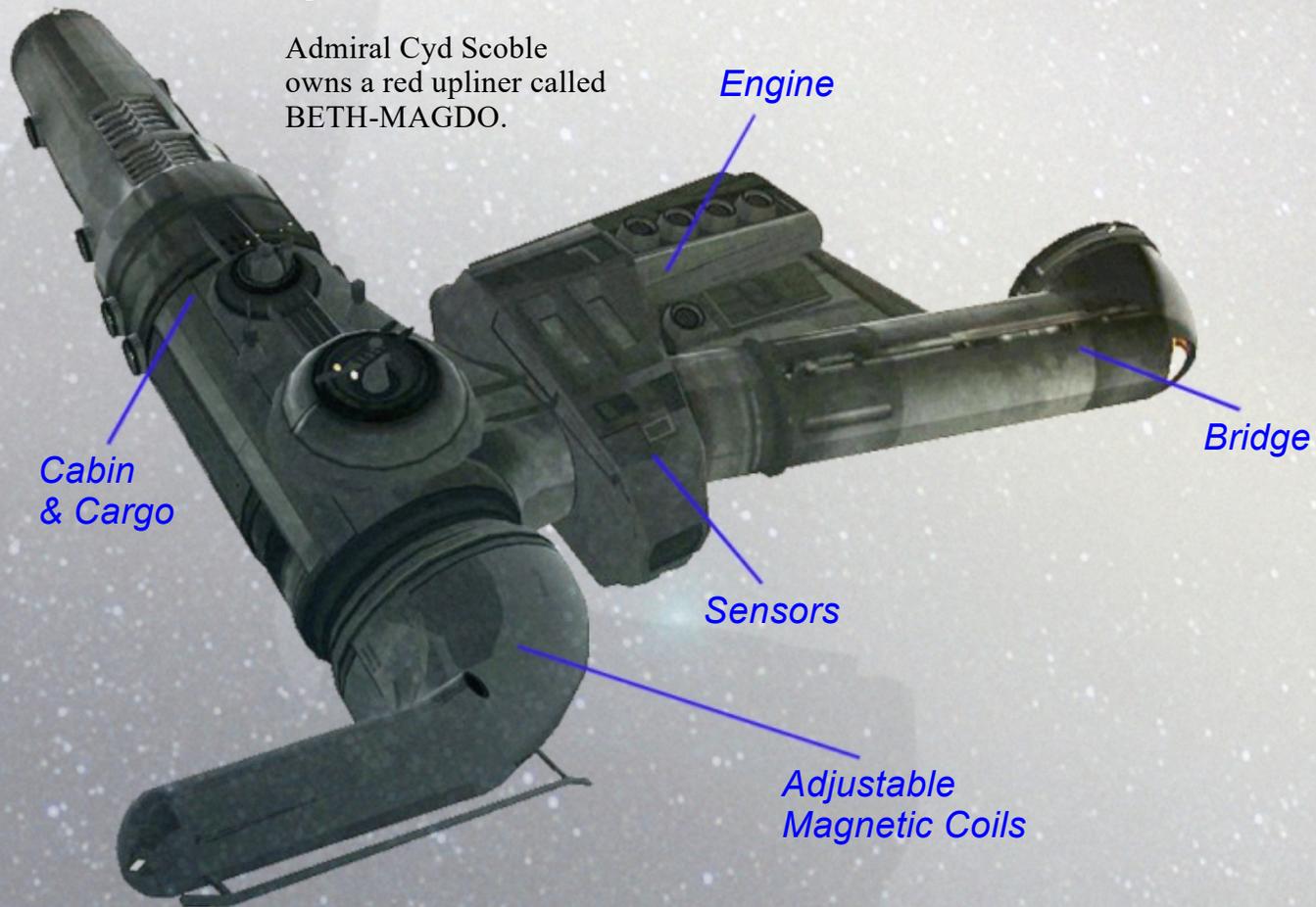
All ships larger than an upliner are mandated to carry them.

The larger the ship the more escape pods it needs. Smaller ships usually make do with eject seats or jet suits.

## UPLINER

This is a popular multi-purpose, interplanetary shuttle designed around magnetic coil technology. It's strong, reliable and very quick both in space and the atmosphere.

Admiral Cyd Scoble owns a red upliner called BETH-MAGDO.



## HOVERNABE

An elegant flying car. Ted Murdock owns several. It has three antigravity coils which also serve as landing gear and tires when the vehicle is earthbound.

They can carry up to eight passengers comfortably- not including the pilot.





**And?**

**A few more insights into the lore  
and tech under the hood...**

# LORE

## ANTIMATTER SHIPS

Starships meant to take us beyond the boundaries of the solar system. The media keeps promising that a successful launch is imminent but matter-antimatter engines haven't been successfully tested yet.

## BEARBEDS

These are genetically altered obese, brain-dead bears which usually serve as beds. Bearbeds are flat, wide and expensive. They're designed to grow extra soft fur and eat very little.

## CHILDREN

You are not likely to run into any because they are rarely allowed outside. Also the areas you traverse are so hostile and hazardous they are often off-limits even for adults.

## FEJI MEO STEM CELL FIELD

Large climate controlled chambers where they grow animal body parts for consumption. When ready the meats are collected by people. It's a very bio-sensitive, humid environment so robots can't be used. Myo worked here before the Friday Floods.

## FILTER DRONES

Also known as Frones these transparent sponges float about quietly and clean the air. They are harmless and can be found in almost any air tight area. The highest concentration of Frones is in the air refineries.

## FRIDAY FLOODS

A massive natural disaster that struck North America about four years before the game's events. Both Myo's parents and her love interest disappeared during this calamity and are believed to be dead. This was the worst flood in modern history.

## HOLOGRAMS

There are two types of holograms. First there is the more common "fake" projection emanating from thin sheets of transparent plastic. This hologram is less expensive and it often runs smaller ads or simple text displays; it is easy to set up as the material it uses can be glued onto any relatively flat surface.

## TRUE 3D HOLOGRAMS

Then there is "true 3D". This type of hologram employs airborne nano-particles with easily adjustable brightness and color settings. Using GPS and magnetic fields these units can be remotely ordered to arrange themselves on grids to display three dimensional shapes. These holograms are more expensive but they can display far more complex imagery and can be projected on very large scales.

Both types of holograms can be used in space, they don't require atmospheric particles to function. 3D projections used in space require more energy to work because they are often projected over larger distances and the nano particles they use are more robust to withstand solar winds and other space related hazards.

## GRAPHENE COMPUTERS

These are the most popular computing devices of the day.

## GRAPHENE+

Very thin and tough material used most notably in early starship production and the first space elevators. Rice Pods and most of the repurposed Separatist ships are made with Graphene+ components.

## GREY GOO INCIDENTS

Nano-tech is ever present and sometimes things get out of hand. Nano particles can mutate or start damaging the surrounding matter producing very undesirable effects. Entire buildings can erode if such an outbreak is not contained fast. If you run across any murky, slimy, hardened masses then they are the aftermath of such incidents. Usually you will also find containment equipment nearby where the rogue particles are trapped or frozen.

## INTERPLANET2, NET

Also spelled InterPLANet2- this is the highly censored, interplanetary version of the Internet. It can be accessed from just about anywhere, including retinal implants. Martian servers are off limits to Terrans.

## LUNAR BOOT CAMPS

Harsh and secretive Lunatrooper/Terratrooper training stations on the Moon.

## NANO FABRIC

Quickly regenerating, nearly indestructible and cheap. A second skin for many since biosuits are mandatory and they're made of this smooth, almost magical material.

## NUCLEAR WEAPONS

Atomic weapons have been outlawed after the Oil Wars. Allegedly the NAU still possesses some and during the disarming period a few went missing.

## OBSERVATION DECK D-3

A division of Bortz Bioengineering located at the ITC String Labs.

## OIL WARS

A series of conflicts centering around the Middle East. There were three major flare-ups and one nuclear device was detonated throughout the entire affair.

## POLLUTION

The main reason for the sorry state Earth is in is not nuclear warfare or some other major calamity, it is the result of centuries of human neglect and indifference towards the environment.

## STANDARD ISSUE BIOSUITS

Depending on where you live you will be issued different types of suits. They all have NET ports, GPS and radio. Very few places on Earth allow for a biosuit free existence. Without one you will quickly get sick in rural or industrial areas.

Myo starts out with a malfunctioning suit, presumably damaged during earlier Deck D-1 experiments.

## SUICIDE DRONES

The perfect choice when a something needs to be eliminated and distance is key. If you find yourself targeted by one you must take it out before it gets too close.

## QUANTUM COMPUTERS

Still considered state of the art, these computers are powerful enough to run fully immerse VR simulations. Entire human minds can be uploaded onto quantum servers. Some chose to have their minds loaded onto these servers after bodily death.

## THE PERPETUAL ORGASM INITIATIVE

A joint initiative between many hi-tech companies aiming to augment the body's ability to experience pleasure.

## SILICON COUNTY

At some point Silicon Valley secedes from the US and becomes a separate state. It stays autonomous even after the formation of the North American Union. Silicon County is a highly secretive entity fueled by tech money. It is basically a mini-country for the super wealthy with tightly guarded borders and a highly robotic defense force.

## SMART GRAPHENE

Smart graphene is a high endurance, nanobot infused self regenerating material. Unless completely destroyed instantly it can regenerate within a short amount of time. Modern spacecrafts, certain types of armor and some buildings are manufactured with smart graphene components.

## SMOG HOLIDAY

On particularly bad smog days schools, government offices and many businesses are closed.

## STARSCRAPER

Buildings with a space elevator are often referred to this way.

## SUPER SOLDERS

Bortz Bioengineering routinely runs secret super solder programs. Usually their test subjects are orphaned and abandoned children, teenagers. Sadly, there was no shortage of them after the Friday Floods; this is when Myo was selected unknowingly.

She, like most other subjects, is not a willing participant in these programs. In the early stages of experimenting BB doesn't divulge their true intentions. Subjects are told that the anomalies they experience are side effects of mutation or radiation and that they need to be treated. Most subjects see through these feeble attempts at pacifying but escape is impossible from the fully automated, fortified labs.

At some point a "test" is administered to check the subjects loyalty. This can be a completely manufactured situation or, like in Myo's case, something that builds off of an unexpected event.

If they pass they receive further implants, enhancements, and are assigned high ranking positions in security or the military. If they fail they're terminated. In high profile cases Ted Murdock, the financier, makes the decision personally. Sometimes they are referred to as multi-strands because their DNA is often altered.

## VR

Virtual Reality is fully immersive by now but it cannot be broadcast. Unlike many other environmental hazards you don't need to worry about anyone beaming anything directly into your head. They tried of course but it can't be done.

## VR HEAVEN

"A day with only good in it would last forever because the idea of a finite experience is bad. Not only a perfect day cannot end but even the idea that it might end must not be present because that alone would tarnish the experience." This was the fundamental idea upon which the Synthetic Heaven at Nuonno VR was built on.

Once you dump your body your mind is uploaded to this Quantum Eden and you have a good time until you're deleted. How long until that happens depends on how much you paid. If you can't afford it you can still enjoy the experience if you sell your body to Science. This gets you a minimum of 20 real life years. Inside the program this feels like an eternity because the simulation was designed in a way that you won't be aware of your deletion.

## VR HELL

Used in the NAU Mind Prisons this is the dark version of VR Heaven. Endless nightmares, a faith worse than death reserved for enemies of the State.

## WILD COFFEE

Is extinct!

# TECH

## Vanilla



Click "FX" and you will find a set of presets which can alter the look of the game. Whether you prefer the crisp, digital look of original or you want a gritty, more cinematic experience, the choice is yours.

The sliders can be set to more extreme values but you'll find that the presets probably work best.

Of course all these post processing effects can be disabled, this will also help with the frame-rate.

## Subtle



## Vibrant



## Film Noir



## Sin City



## Black and White



## 70 mm



G String is often referred to as a one-person-show.

While it is true that I did it mostly on my own I've also had crucial help over the years without which I may have given up. Obviously there are the many fans who encouraged me to keep going and some did voice acting, then "Mr Zip" made me a bunch of props and Phillip Marlowe helped me archive and promote but by far the most help I've gotten was from Kristjan Skutta (Biohazard).

First he helped me port the project to Source SDK 2013 and then he added all the post processing effects, the self awareness body, the gibbing, and many other small features.

Most importantly he made the space battle possible with custom code and AI. The Free Mars chapter could not have been possible without his contribution.



## G STRING EFFECTS

Post-processing

Game

First person body

Light volumetrics

HUD color

Orange



Under the Game tab you can also change the HUD color and disable the first person body model or light volumetrics for better performance.

G String has many particles and some of them had to be toned down to improve performance.

In particular the acid rain, some of the space explosions and the gibbing/impact effects proved to be quite a challenge. Finding that sweet spot where the effect looks good while the frame-rate stays steady can be tricky.





**Why?**

After many, many setbacks, disappointments and against all odds G String is done.

In the end tens of thousands of hours went into it and while I often doubted myself I had to keep going. I had no choice as no other doors were opening for me. I hope it was worth it and I'm glad I've completed it. I did enjoy the process most of the time and I could not have lived with myself had I given up. Wherever G String goes in the future my conscience is clear: I did the best I could with what I had.

Right now I want to see the game released and maybe put out a few minor updates; beyond that I don't know if I can add much more to the project.

Before ending I'd like to thank long time fans for sticking around and encouraging me to keep going year after year. Also a big thank you to all who donated, even if I didn't get back to you personally know that your help is much appreciated.

I hope everyone who plays G String will enjoy it and get something positive out of it!

Eyaura

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*No attempts have been made to defame or damage any real life persons or entities. All media in the G String project, including this document, is original. No copyright infringement intended.*

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*Kristjan Skutta  
LunchHouse  
Phillip Marlowe  
Mr. Zip*



Thanks for playing!