



CONSORTIUM
GAME ONE OF THE idGi-1 TRILOGY

SYSTEM REQUIREMENTS

MINIMUM:

OS: Windows Vista/7/8/10 32bit (NO XP SUPPORT)

Processor: Intel Core 2 Duo 2.5GHz, AMD Athlon X2 b4 2.7GHz

Memory: 4 GB RAM

Graphics: NVIDIA GTX 260 | AMD Radeon HD 4890 series

DirectX: Version 9.0c

Hard Drive: 7 GB available space

Additional Notes: Of the maximum 4GB of addressable memory space on a 32-bit system ($2 \wedge 32 = 4,294,967,296$ bytes = 4GB), Windows reserves 2GB. This leaves any application (such as Consortium) with a maximum of 2GB to play with. During loading, Consortium can allocate up to 1.8GB worth of memory. If you are running Consortium with a 32 bit machine, be sure to close as many other simultaneously running programs as you can, otherwise "out of memory" crashes may occur.

RECOMMENDED:

OS: Windows 7/8/10 x64

Processor: Intel i3 2100T | AMD Phenom II x4 or higher

Memory: 4 GB RAM

Graphics: NVIDIA GTX 460 | AMD Radeon HD 5830 series or higher

DirectX: Version 9.0c

Hard Drive: 7 GB available space



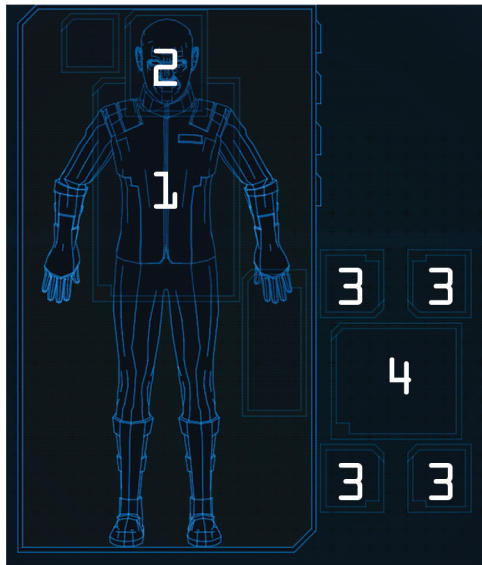
INVENTORY MANAGEMENT

-->GENERIC INVENTORY

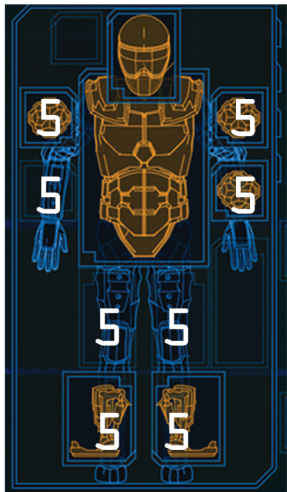
- 1) Body Armour Slot
- 2) Helmet Slot
- 3) Generic Slots: These slots can hold a number of items.
- 4) P.C.U. Slot: This is where your Personal Containment Unit (P.C.U.) goes.

GENERIC SLOT RULES:

Generic slots are attachment points on the Bishop's back where you can physically strap items. They can hold anything small enough such as helmets, ammunition, and world items. They can also hold weapons, but two slots are used per weapon. A generic slot cannot hold any type of body armour (such as the Battle Utility Suit (B.U.S.) or Freefall Suit) as they are simply too large and cumbersome.



5) B.U.S. Hard Point Slot: Battle Utility Suits have what are called Hard Point Slots for equipping Hard Point Devices, devices which are powered by Utility Energy. Current technology allow for Nodes such as energy shields, inertial dampeners, and shock absorbers. Offensive Nodes also exist, though are not used by Consortium personnel.



-->PERSONAL CONTAINMENT UNIT (P.C.U.)

You can think of the Bishop's P.C.U. as a backpack. When objects are put into the P.C.U., space is taken up which is represented on the energy bar as Storage Energy. When the P.C.U. is completely filled with Storage Energy, no more items can be put inside. The P.C.U. also allows for the generation and

storage of raw energy called Utility Energy.



PERSONAL CONTAINMENT UNIT STORAGE



1) Item Stacks: Certain smaller items are sorted into stacks. Generic slots have a hard limit of how many objects can be stacked into each slot.

2) P.C.U. Item Stacks: Item stacks stored in a P.C.U. are only limited by the total energy capacity of the P.C.U.



The P.C.U. can store a finite amount of energy. It is up to the user to decide how to make use of the space available. There are two principal types of energy that a P.C.U. can store.

3) Storage Energy: Represents weapons, ammo, and anything else stored within the P.C.U.

4) Utility Energy: Raw, unsorted energy used to power weapons and equipment.

5) Empty Space: Represents remaining space in the P.C.U. that has yet to be allocated to Utility or Storage energy.



6) Medical Nanite Function: Activates the P.C.U.'s onboard medical nanite mode that allows users to heal physical injuries over a period of time. Individual organs and general damage can be healed separately to conserve Utility Energy. Includes an "ALL" function that will begin healing all possible injuries.

7) Equipment Repair Nanite Function: Activates the P.C.U. onboard repair nanites that can be used to repair damaged gear and equipment over a period of time. Includes an "ALL"

function that will begin repairing all damaged gear.

8) Recycling Function: Activates the P.C.U. recycling function that allows the user to permanently convert any objects into Utility Energy. Includes an "ALL" function that will immediately convert every single piece of equipment except the C.M.C. into Utility Energy. Warning, this will permanently destroy valuable mission equipment such as armour, weapons and ammo.

Individual items can be recycled by clicking on them. Items can also be dragged onto the recycle function. The recycle function can also be activated outside of Inventory Mode (pictured to the right).





--> Taryn Fisher (Knight 15, Commanding Officer)
Willing to do anything for her people, Knight 15 believes the best course of action is always by the book. Approach her with care and try not to break the rules (while she's watching!)

--> Alannah Boyle (Rook 25, Combat / Weapons)
Extremely strong willed, the best way to approach Rook 25 is to agree with everything she says. Failing that, she also respects strength and those with convictions matching her own.

--> Wade Harris (Rook 9, Situational Awareness)
Call him Wade! He's a man with a big heart who uses humour and a goofy demeanor to disarm those around him. Share in his child-like sensibilities and you'll get along just fine!

--> Keiran Boyle (Rook 13, Medical)
Rook 13 has troubles understanding human behaviour, believing himself to be without emotion. Approach him with empathy and an open mind, and he will afford you the same courtesy.



--> Gary Ma (Pawn 1, Environmental Monitoring)

A big fan of Knight 15 and their previous Bishop, Pawn 1 immediately decides to hate you due to your "not so stellar record" before joining the Consortium. Prove yourself or avoid.

--> Carla Croft (Pawn 19, Electrical Engineering)

Along with Pawn 12, Pawn 19 is the happiest crew member aboard Zenil1. She loves every moment of her job and adores her co-workers. Prove you're a natural fit and she'll accept you.

--> Luca Turel (Pawn 62, Research Investigator)

Pawn 62 is a very stubborn man who does not like being told what to do. He is always right. Be careful when investigating around him, and try not to push his buttons.

--> Matthew Wilson (Pawn 7, Containment Unit Spec.)

Very gung-ho about his work and also extremely strong willed, Pawn 7 often finds himself clashing with Rook 25's similar personality. Well liked by the entire crew.



--> David Benedict (Pawn 12, Geo Monitoring)

Pawn 12 adores all things Bishop and finds himself extremely nervous around you. Try not to judge, but really... it doesn't matter what you say or do because he'll still love you.

--> Adelle Durand (Pawn 11, Systems Technician)

Strong willed and focused on her work, Pawn 11 is very much worried that you will be no different from their previous Bishop: a giant ass. Show her otherwise and you'll get along.

--> Jens Skogan (Pawn 4, General C-3800 Spec.)

A hypochondriac with a massive hate-on for everyone but himself and his sister, Pawn 4 is very hard to please so don't even try. Stay clear or subject yourself to his ranting.

--> Kendra Patel (Pawn 51, Research Investigator)

A very thoughtful member of the Zenlil crew, Pawn 51 has an uncanny photographic memory and considers Pawn 62 to be a father figure. Stay friendly with her and you'll be fine.



--> Charlie Lewis (Pawn 44, Systems Technician)

Overbearing with his cheerfulness, Pawn 44 can be hard to handle at times. He defines "what you see is what you get," and generally letting him babble is enough to keep him happy.

--> Patricia Thornthwaite (Pawn 32, Engineering)

Pawn 32 holds herself in high regard, and so appealing to this side of her is advisable. Just don't get too flirty because she's had enough of that from their previous Bishop.

--> Steve MacKai (Pawn 64, Engineering)

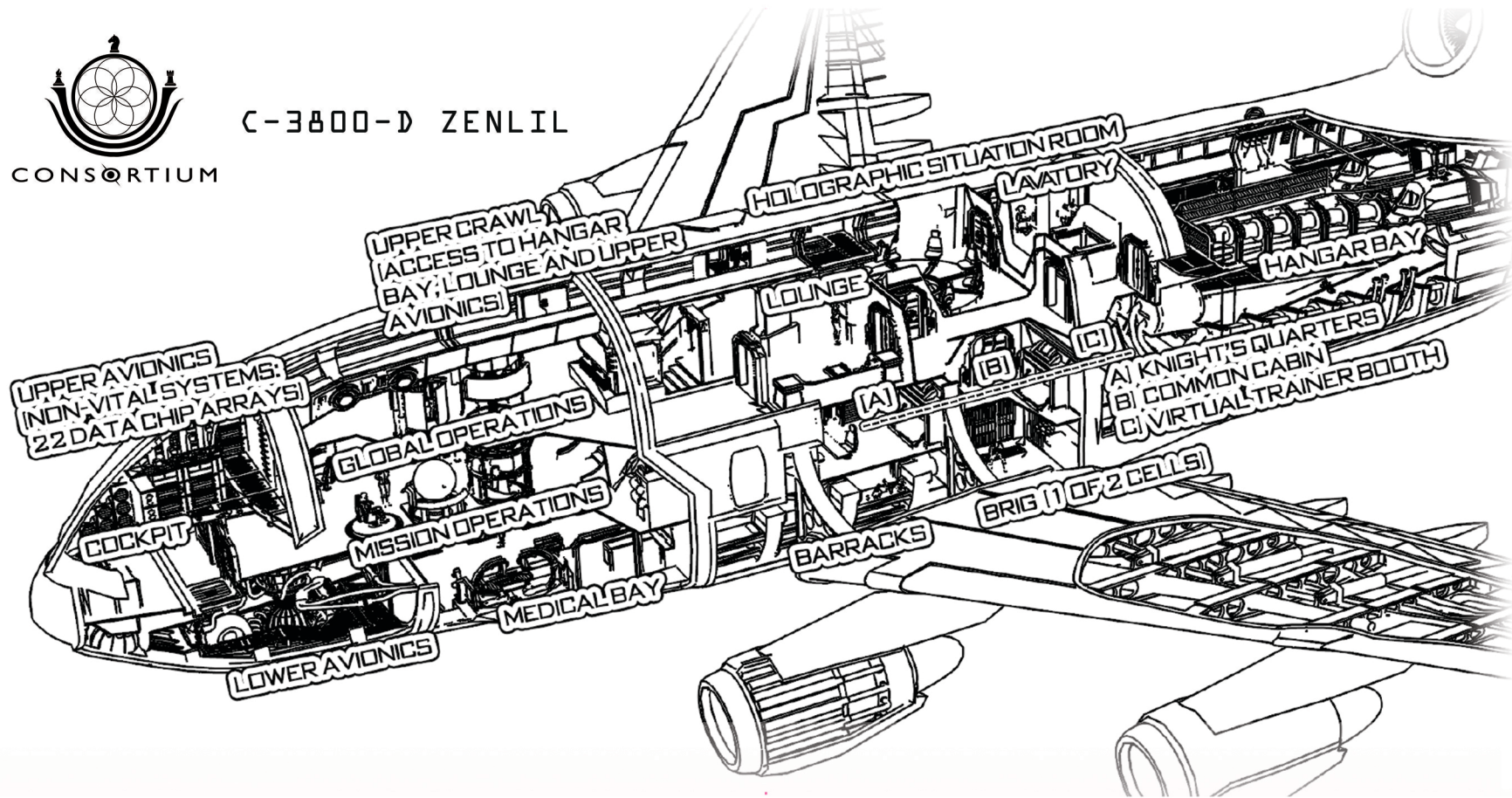
A bit squirrely, Pawn 64 must be approached with caution. Something he has discovered has him a little spooked and so it's best if you let him come to you when he's ready to talk.

--> Mika Hoffman (Pawn 24, Medical Assist.)

Rook 13's social balance, she often speaks for him when his oddities present themselves. You may not want to discuss your true nature around Pawn 24 as it makes her uncomfortable.



C-3800-D ZENLIL



CONSORTIUM COMBAT GEAR

-->CONSORTIUM ENERGY ASSAULT RIFLE (C.E.A.R.)

Takes 10% of P.C.U. space.

Primary Fire: Sonic blast. Hold fire at least two seconds to generate powerful blast that will knock down most targets. Ineffective at knocking down targets with energy shields. Very ineffective if sonic blast is fired repeatedly. If held down too long, will generate an overloaded blast that will knock down all bipeds in range but will also consume far too much Utility Energy.



Secondary Fire: Proton Bolt and Beam. Bolts extremely effective at incapacitating targets with no energy shields. Ineffective against energy shields. Hold down to charge up and fire a continuous proton beam. Will instantly incapacitate enemies with no energy shields. Beam consumes a high amount of Utility Energy.

-->KINETIC ASSAULT RIFLE (K.A.R.)

Takes 4% of P.C.U. space.

Primary Fire: Moderate fire rate kinetically propelled bullets. Issued with Armour Piercing Rounds (0.014% P.C.U. space). Can also fire standard rounds. Excels at shredding energy shields.



Secondary Fire: Grenade launcher.



Issued with delayed shock grenades (0.12% P.C.U. space). Extremely effective at incapacitating and knocking out energy shields. Can also fire delayed frag grenades.



-->BATTLE UTILITY SUIT and ASSAULT HELMET

A B.U.S. takes up 11% of P.C.U. space (with empty hard-point slots).

Helmet takes 8% of P.C.U. space.

The world's most powerful battle suit. Very effective against all forms of non-energy attacks. Includes eight hard-point slots capable of incorporating tactical technologies. Can use four shield nodes simultaneously. Ineffective at completely blocking all damage from energy weapons such as proton bolts. As suit durability approaches zero, more damage will be let through.



-->COMBAT DEFLECTOR SHIELD NODE

Each node takes 3.2% of P.C.U. space.

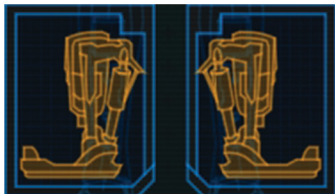
Hard-point usable by a B.U.S. Fast recharge time.

Generally unable to withstand sustained bullet

fire for long. Extremely effective at blocking all forms

of energy based attacks, including explosions. Leeches Utility

Energy to recharge.



-->SHOCK ABSORBER NODE

Takes 1.8% of P.C.U. space each.

Designed to fit over boots. Powered by

Utility Energy. Can absorb the shock from

landing hard. Also empowers the user

to run extremely fast and jump extremely

high.

OTHER GEAR

-->COMBAT SHOTGUN

Highly durable, auto-loading ammo system.
Extremely effective at damaging energy shields. Most effective at close range.
Shotgun takes 4% of PCU storage space.
Each shot consists of seven pellets. Each shell takes 0.01% of P.C.U. space.



-->STROMMON ASSAULT RIFLE

Highly durable, auto-loading ammo system.
Primary Fire: Extremely fast fire rate. Fires only mass-produced Standard Rounds. Decent for damaging energy shields.
Very poor at penetrating most modern armour. Each round takes 0.008% of P.C.U. space.



Secondary Fire: Propelled delayed frag grenade. Highly lethal.
Not effective against energy shields. Each grenade takes 0.08% of P.C.U. space.

-->STROMMON DEFLECTOR SHIELD NODE

Hard-point usable by a B.U.S. Very slow re-charge time. Less than 30% as powerful and 50% less durable than the Consortium model. Each node takes 1% of P.C.U. space.



THE CORE SIX

We would like to call out the "core six," the true stalwarts that stuck it out through all the hard times, stayed true to the vision and shipped this game.

BERNARD, BEN: Modelled the entire interior of Zenlil. Helped model the characters. Helped with choreography. He assembled the awesome Zenlil Poster diagram.

MACMARTIN, GREGORY: Biz + \$ flow. Designed core mechanics. Scripted/implemented the interactive screenplay into the levels. Designed the virtual trainer levels. Co-story lead.

MACMARTIN, STEVEN: His first professional writing gig, Steve wrote the 500+ page interactive screenplay that forms the backbone of the game. Co-story lead with his brother, Gregory.

SHEFFER, RYAN: Wrote 99% of the C++ game code that realizes the entire game. Wrote the entire GUI system designed in Flash /AS3. Wrote the A.I systems.

WILSON, TRAVIS: Virtual acting for the 20 NPCs and over FOUR THOUSAND recorded voice-over lines. Phonemes / facial expressions. GUI development. Concept art. Modelled recyclable items.

ZAYAS, JASON: Developed and refined the unique visual style. Animated all of the complex custom scripted scenes. Mentored Ben.