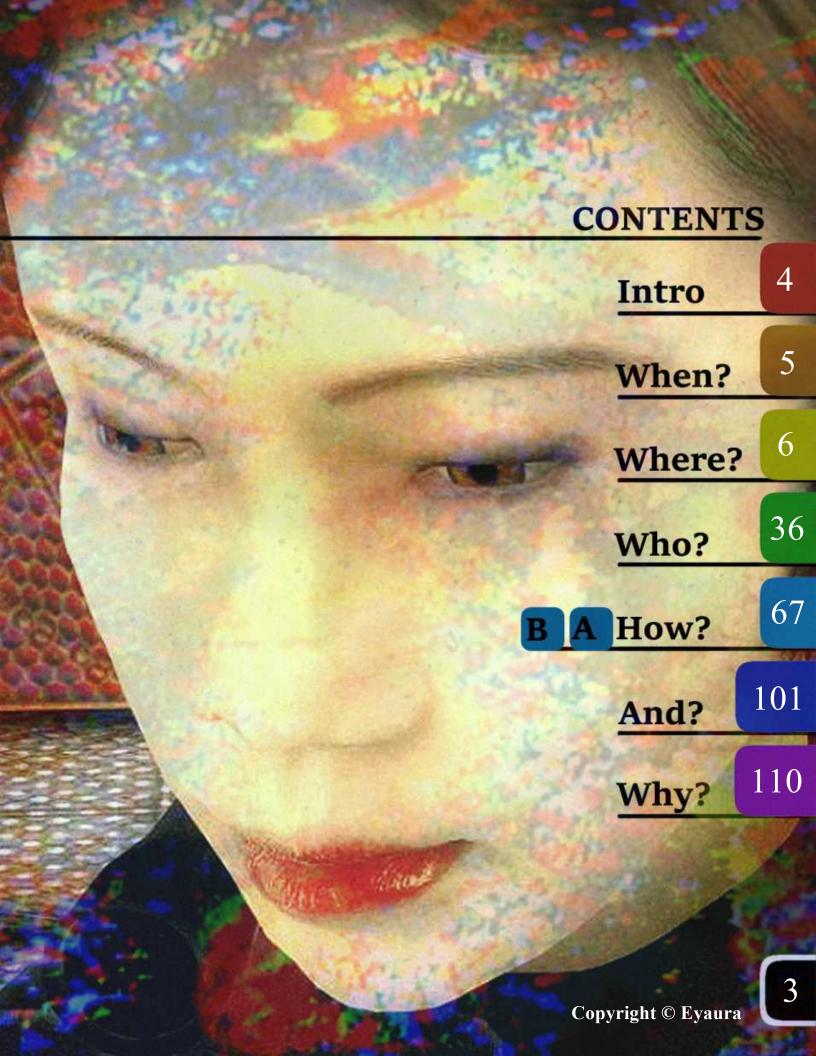




This document aims to shed some light on the origin, development and lore of G String. Enjoy!

Eyaura

Welcome everybody!



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 whilehence 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

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!



### THE SOLAR SYSTEM

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

Europe is very cold 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).

Where?

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.

### LOW ORBIT or LO-ORB

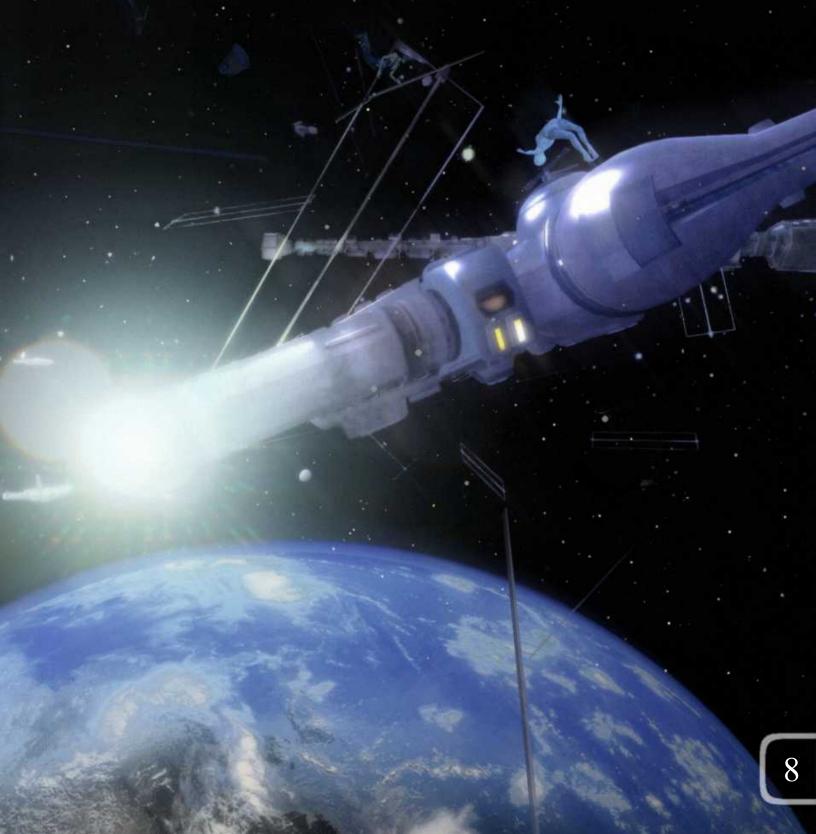
This is how the inhabited parts of low Earth orbit are sometimes referred to colloquially. People live here now, it's not just for work and, just as below, pollution is a big problem here too.

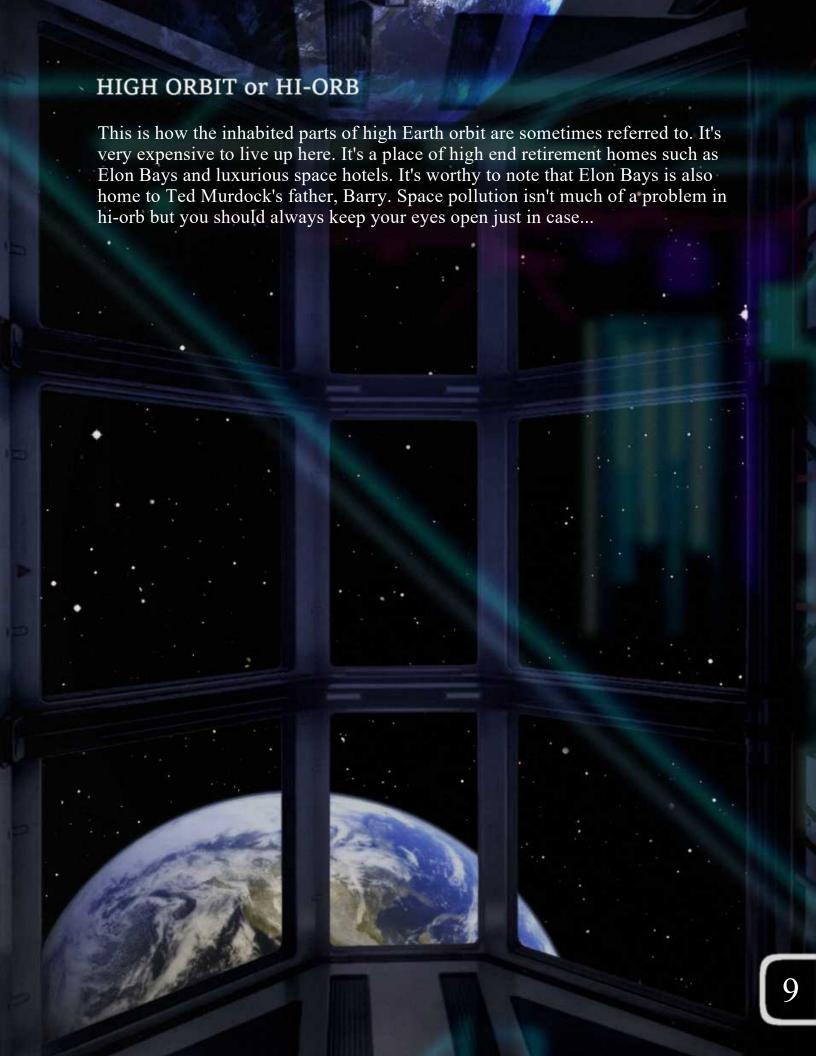
Lo-orb is a dangerous maze of haphazardly interconnected space stations, docking bays, vast solar panel fields and junk. From micro meteorites to abandoned hulls the size of buildings astronauts have to constantly worry about colliding with something. The sudden availability of cheap space travel meant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

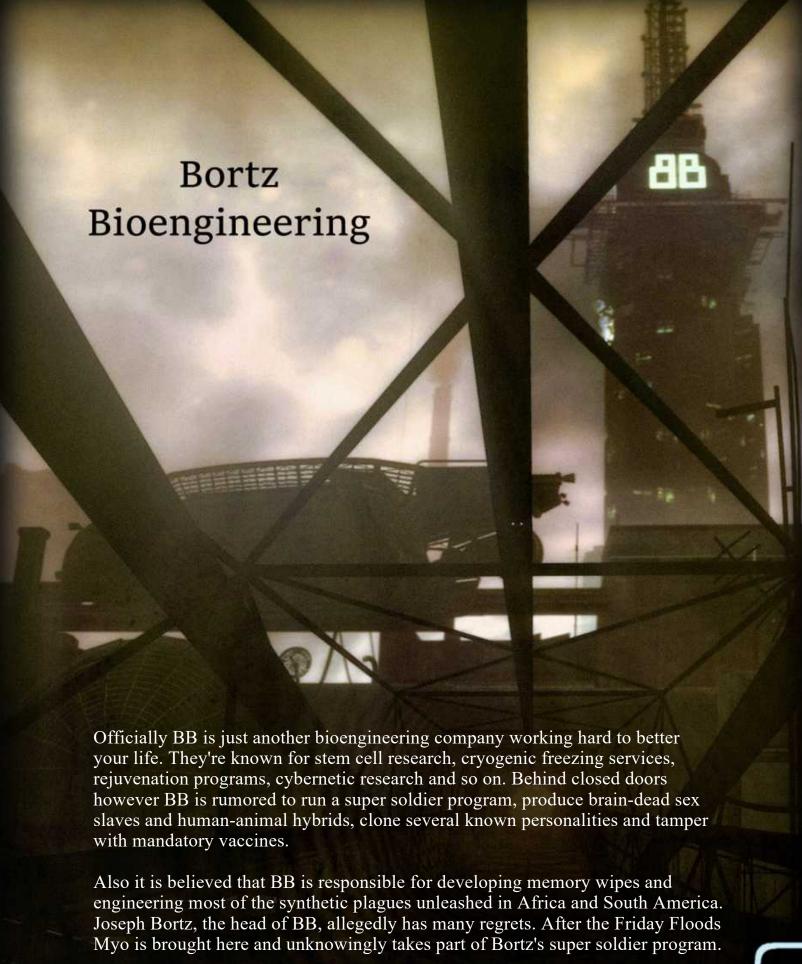


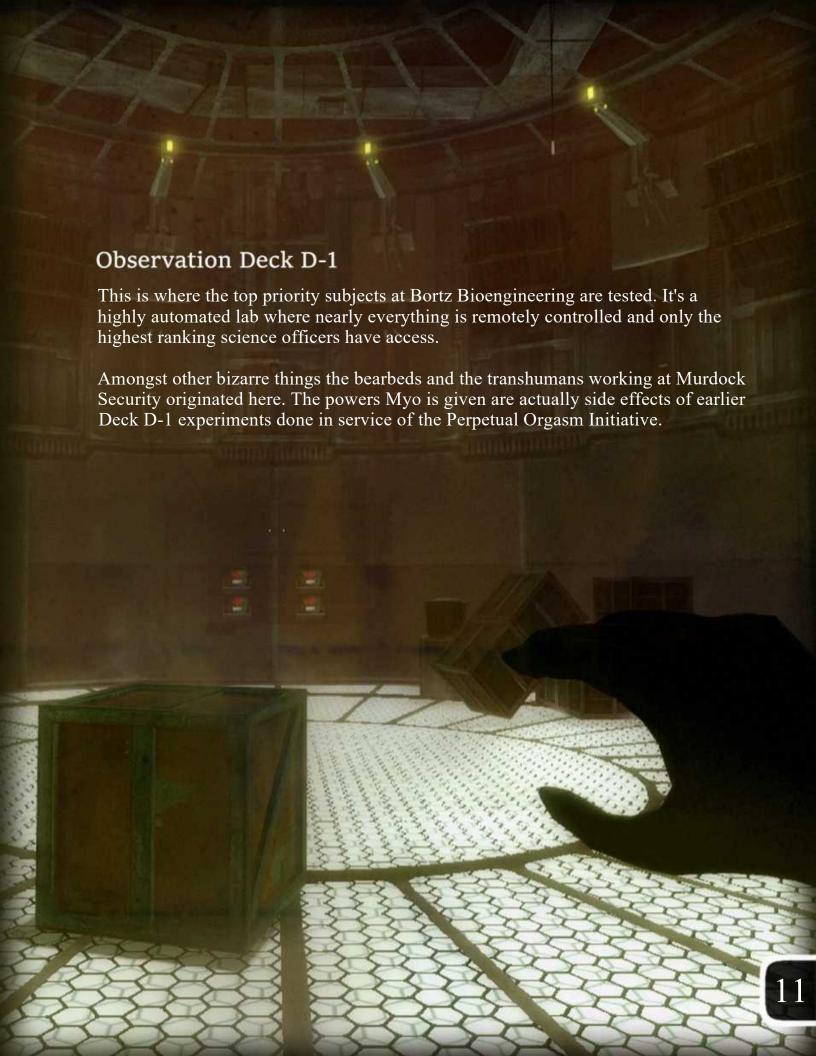
## MEDIUM ORBIT or MID-ORB

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.









## 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 inhabitantsmany 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.

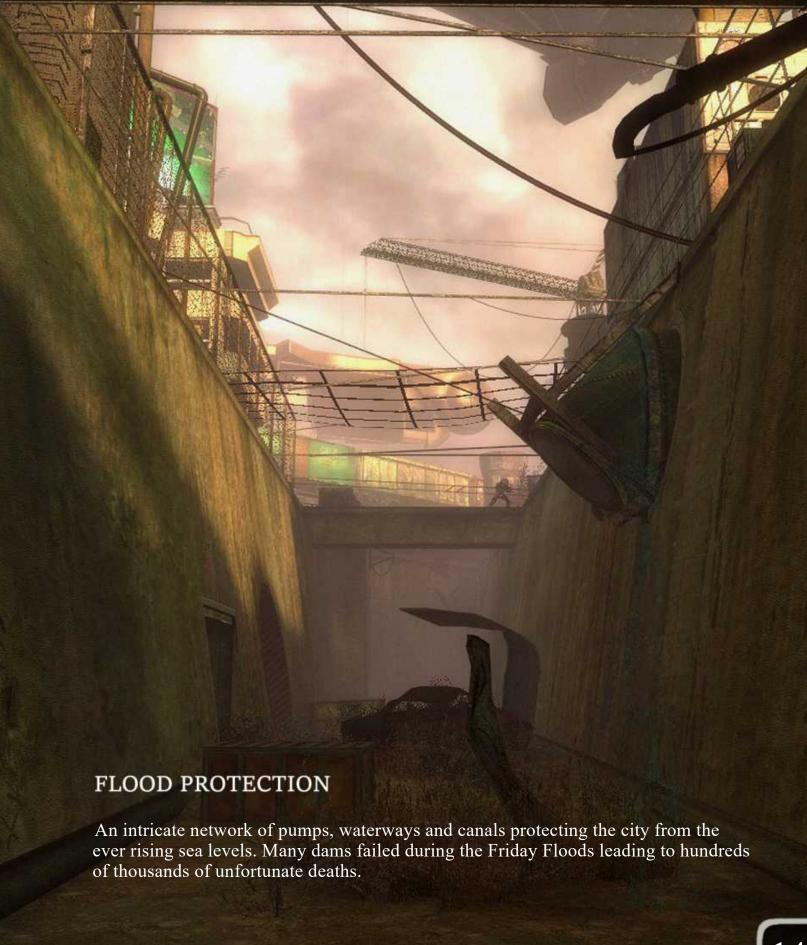
The lowest layer is almost always wrapped in dense smog. This is the widest, most expansive part of town, the crumbling pre Oil War infrastructure lies here. Commuting at ground level is extremely difficult because the roads are often flooded or blocked by abandoned fossil fuel vehicles. At these low 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.

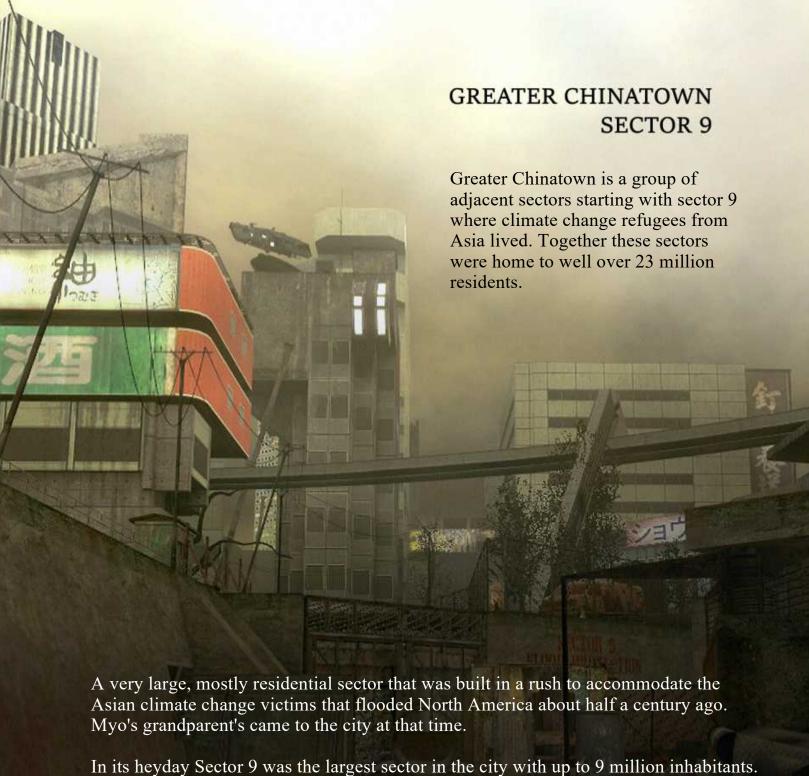
The mid layer of the city, 500 feet (0.15 km) and up, fares a little better, there is a little more sunlight here and plenty of docking bays for flying vehicles. The structures at this height usually rest on top of older buildings or specially made support pillars. Access from the lower levels into these 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.







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.

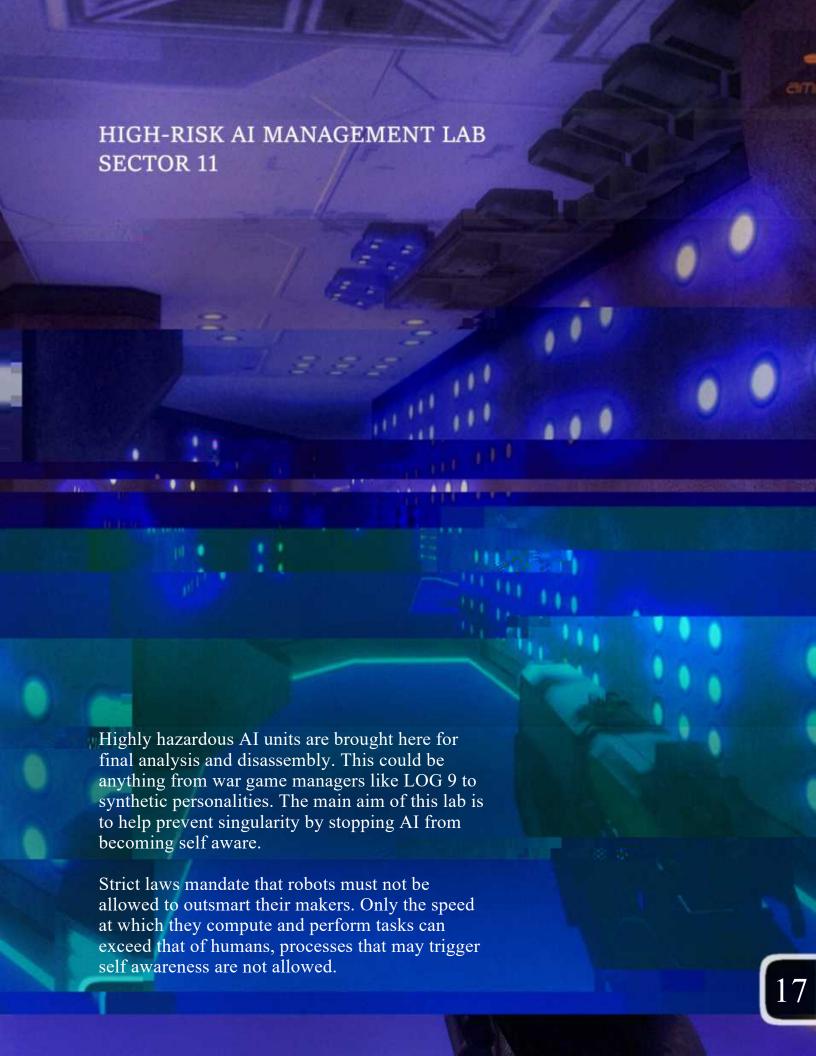
Now this sector is mostly a ghost town with hundreds and hundreds of decaying abandoned residential buildings, a very hazardous, crumbling infrastructure. Elevators rarely work and the few remaining inhabitants barricade themselves in their apartments. They tend to keep a low profile to avoid any confrontation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

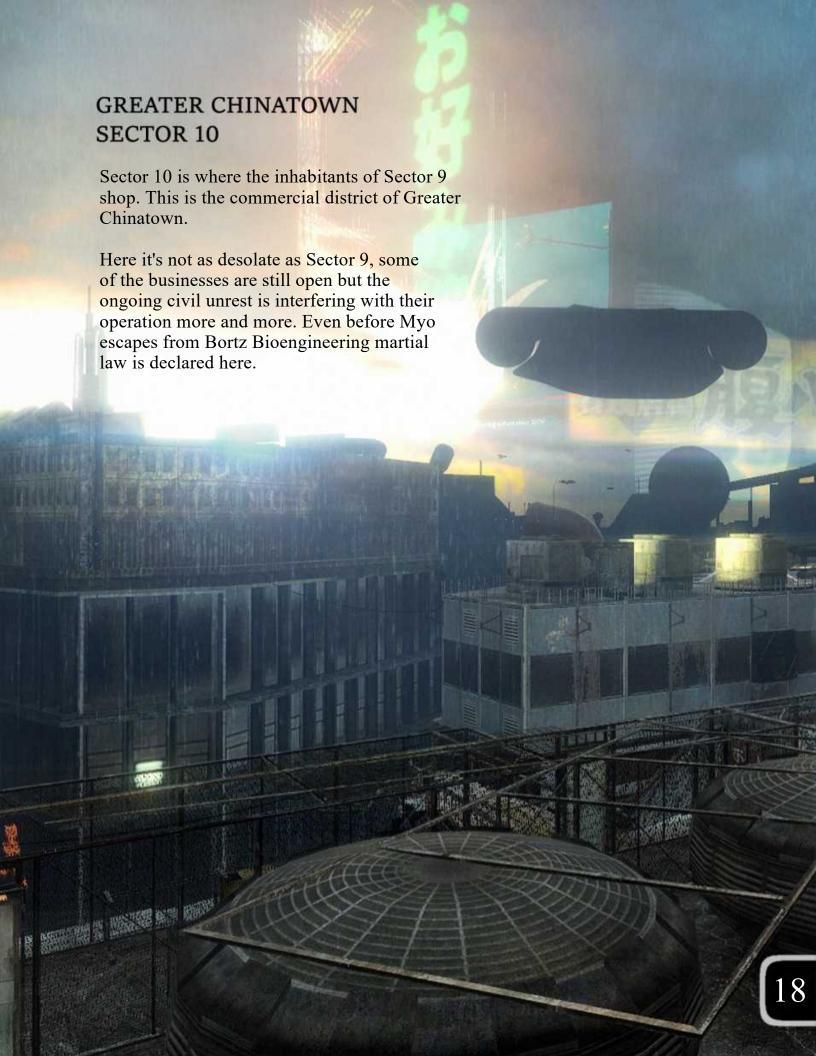


Sector 11 is an industrial sector built on an artificial peninsula. This is where the inhabitants of Sector 9 worked.

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.







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 Underground detonates a nuclear device above the Depot causing extensive damage and triggering a long orbital bombardment.

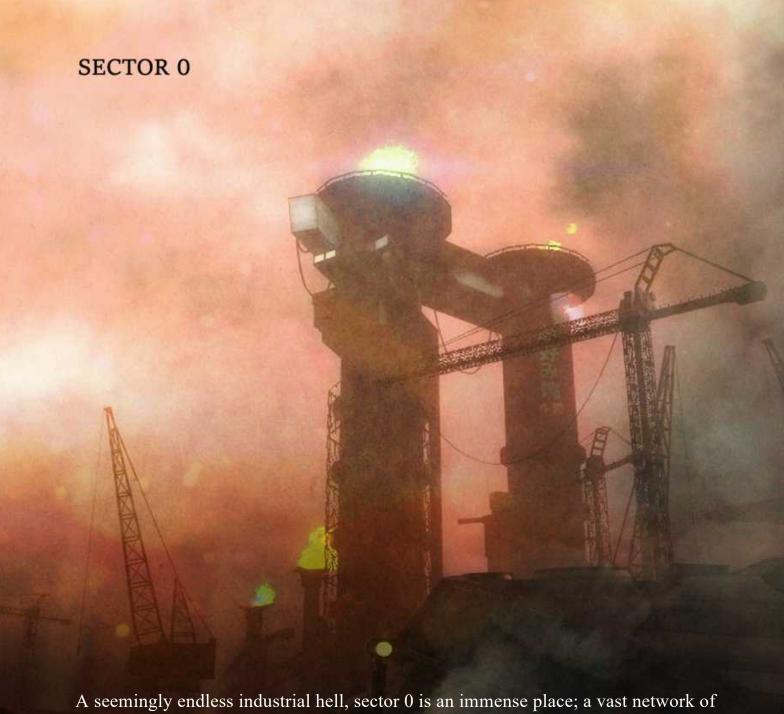
#### THE SUB

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.



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.

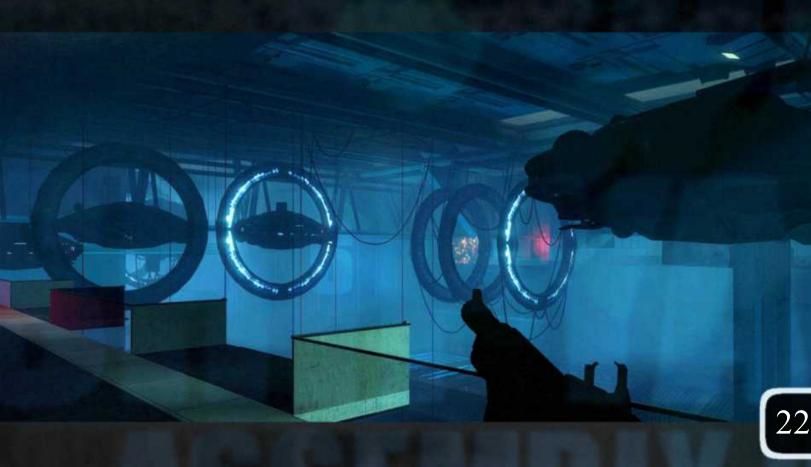
Acid rain and low visibility are not the only side effects of the "grid". When the poisonous clouds originating here merge with incoming hurricanes they produce the deadly, infamous "smog storms".



# 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.





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 of 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 preand 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.





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.



# Defiance

ITC (Interplanetary Trade Center)

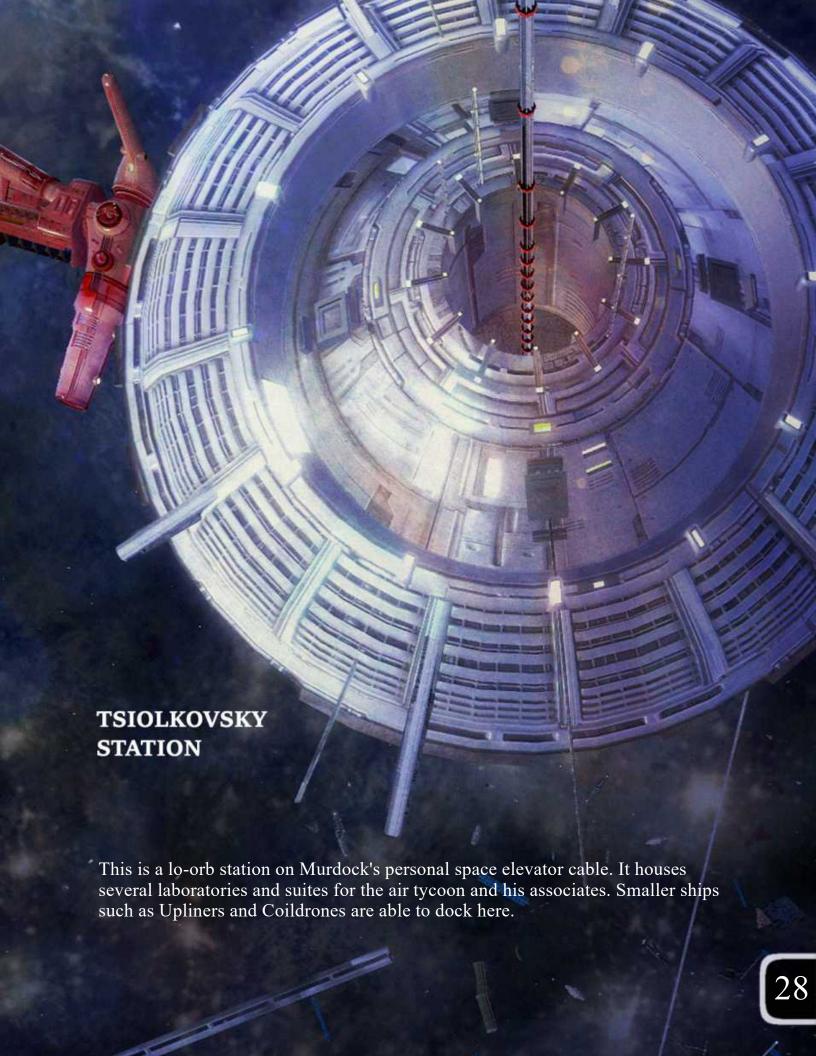
The centerpiece of the more affluent North is the Interplanetary Trade Center, a larger, stronger replica of the World Trade Center destroyed in 2001. Many were always unhappy that those towers were never rebuilt so when Ted Murdock proposed to make it happen in this city he got a lot of support.

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.





## 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.

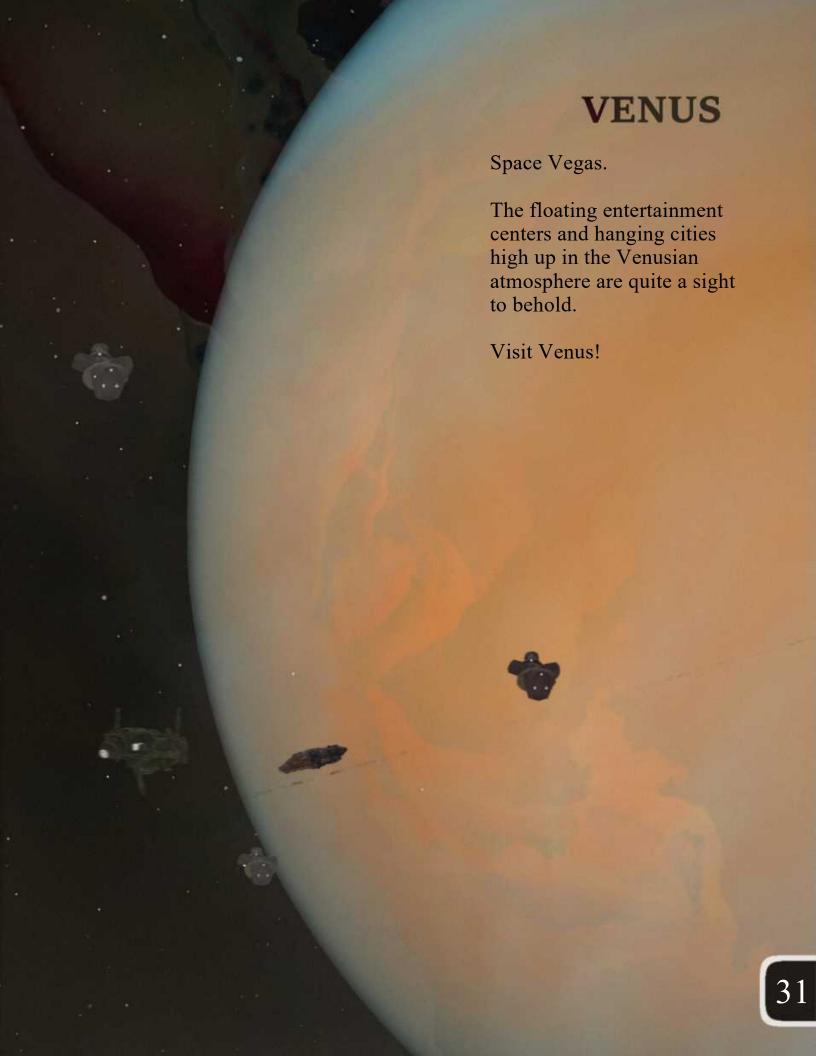
The new America, a Wild West without any opposition other than the environment. Terraforming is slow yet millions flock to the Red Planet to escape the brutal, oppressive Earth regime. Mars promises freedom and delivers. Christians, Hindus, Buddhist and many other religions have made the Red Planet their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

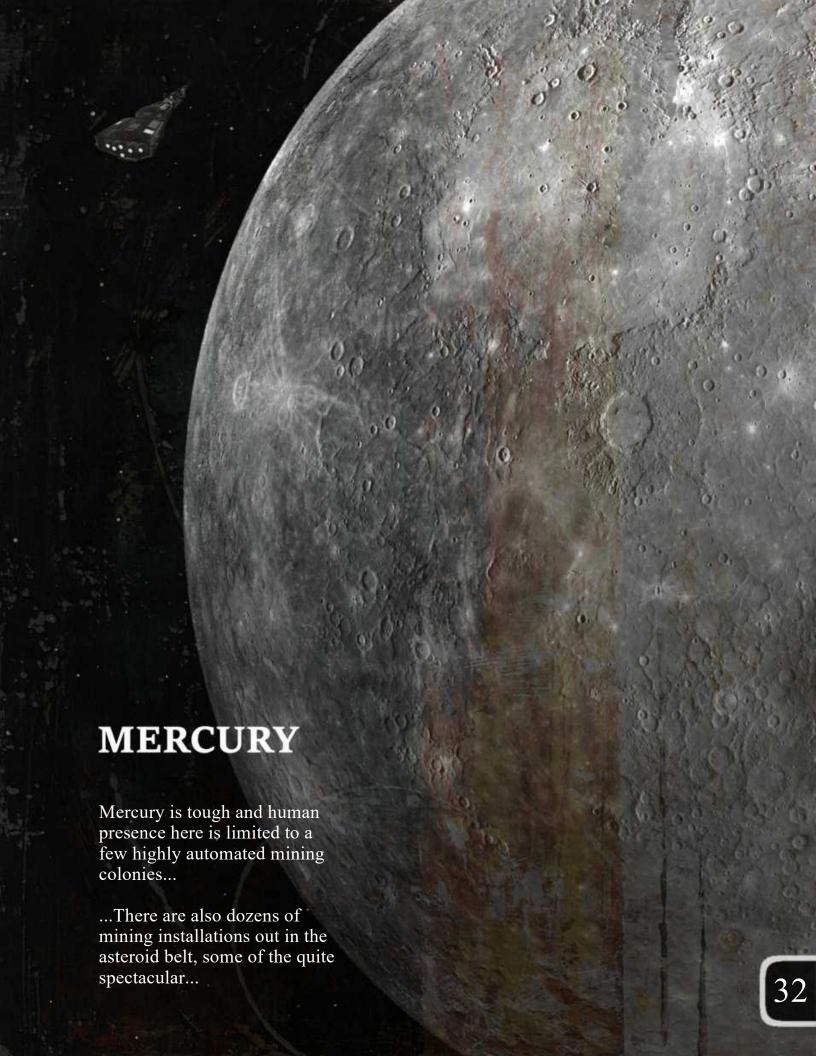
Mars stanother I

## **MARS**

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.





## THE OUTER SOLAR SYSTEM

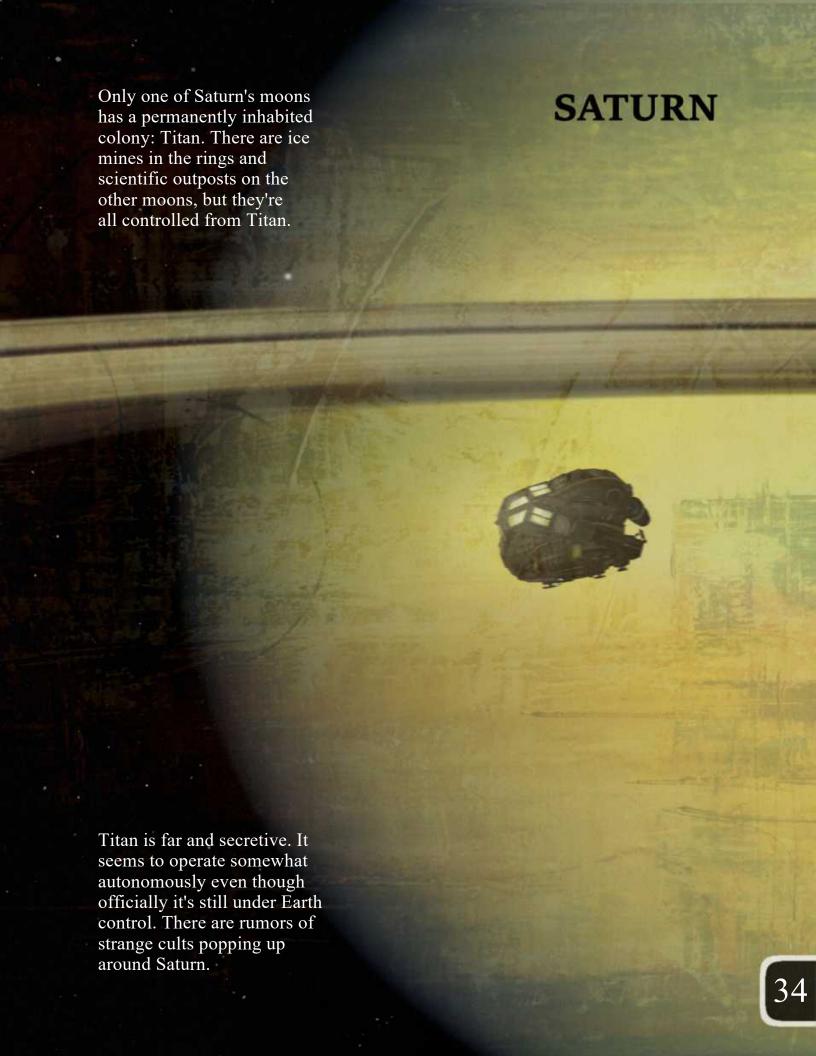
Also called the Outer Colonies.

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...

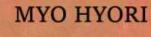




Officially there are no permanent colonies around Uranus, Neptune or on Pluto although Triton, Enceladus, Oberon and Titania receive regular human visitors.

There are talks of antimatter ships becoming operational and taking humans to other star systems but it hasn't happened yet and it 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.





You play as her.

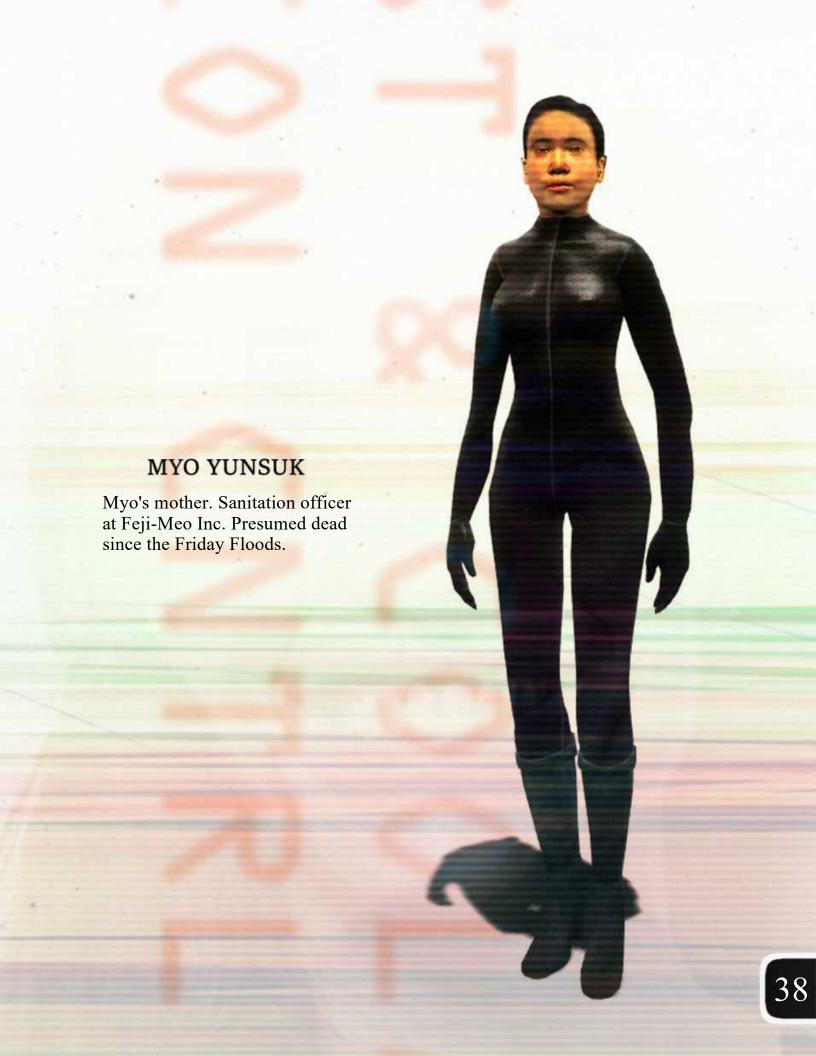


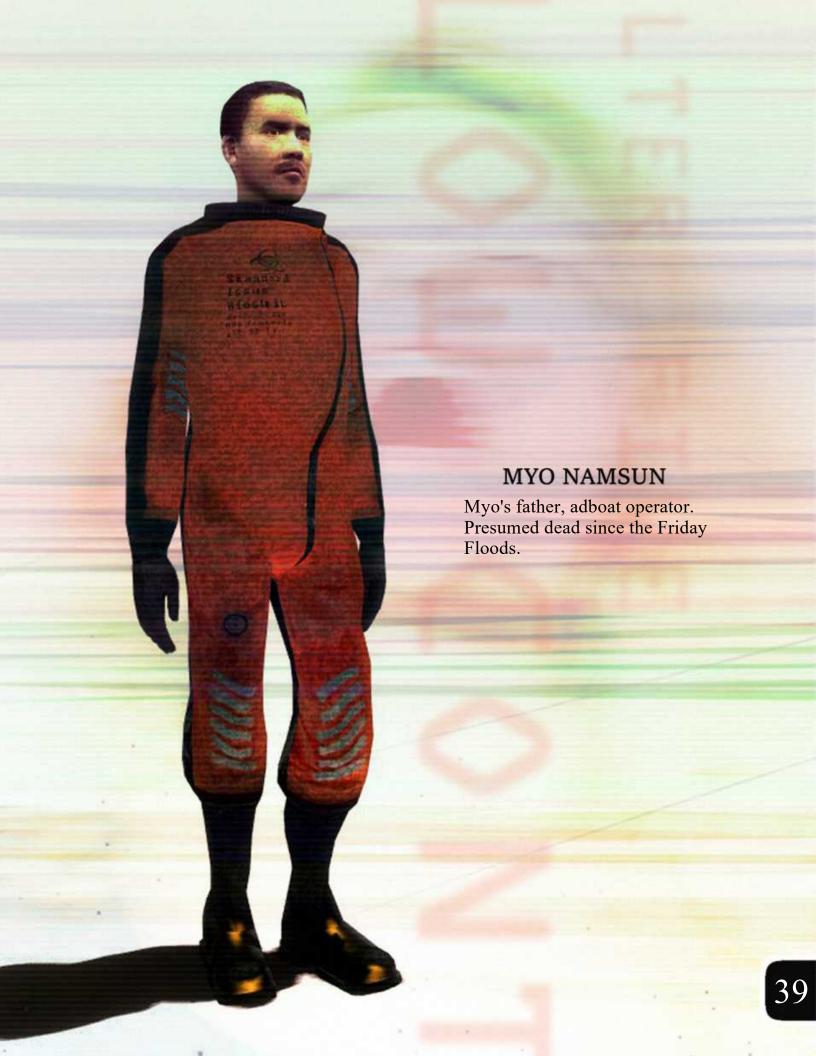
Age: 18.

Gender: female.

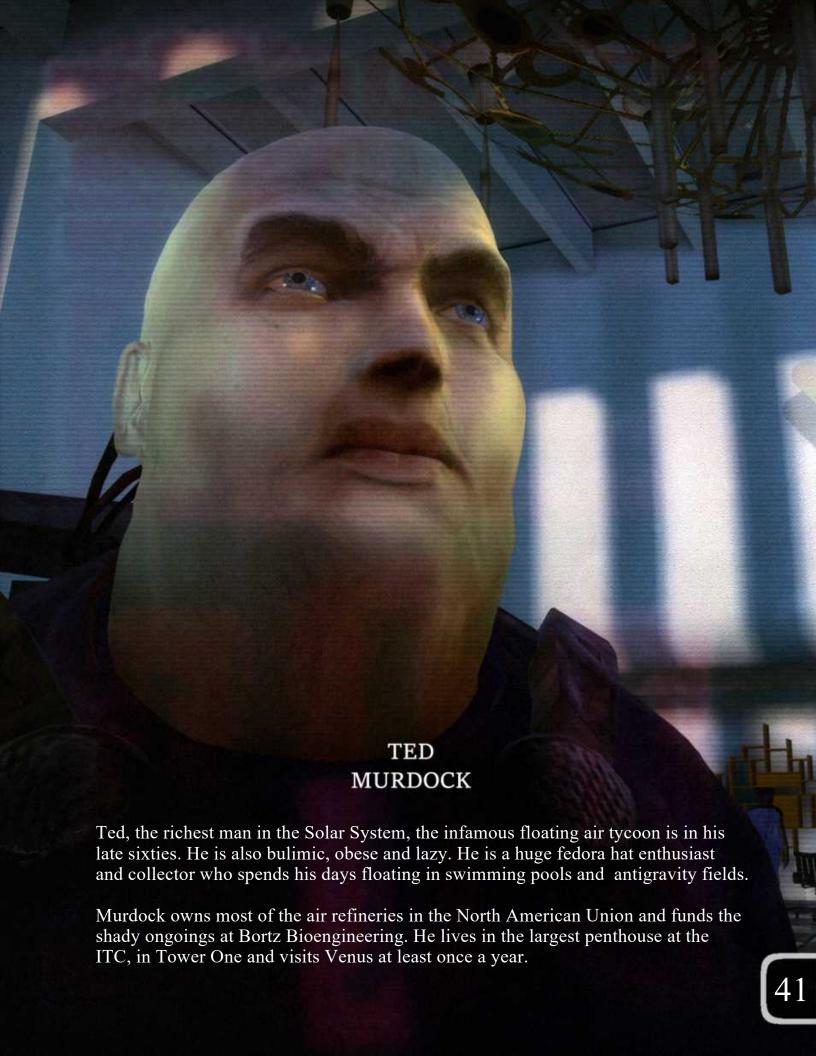
Special abilities: telekinesis and pyrokinesis.

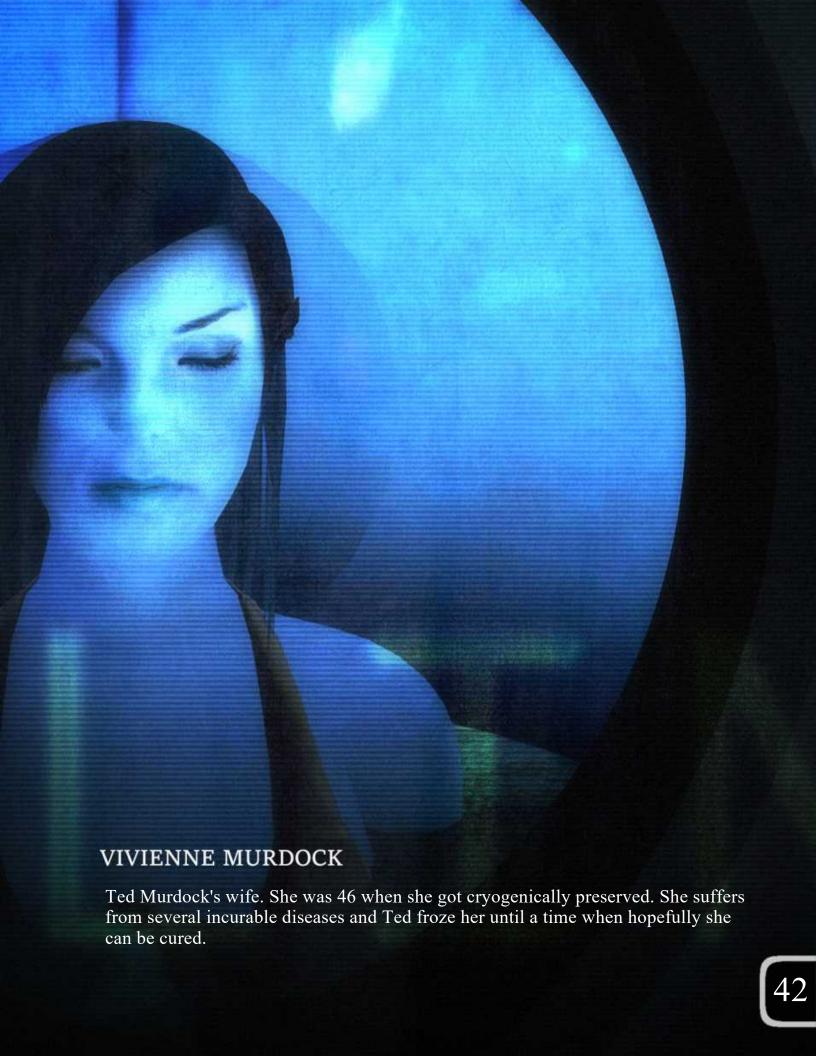
Pre-selection occupation: tissue retriever a Feji-Meo Inc.







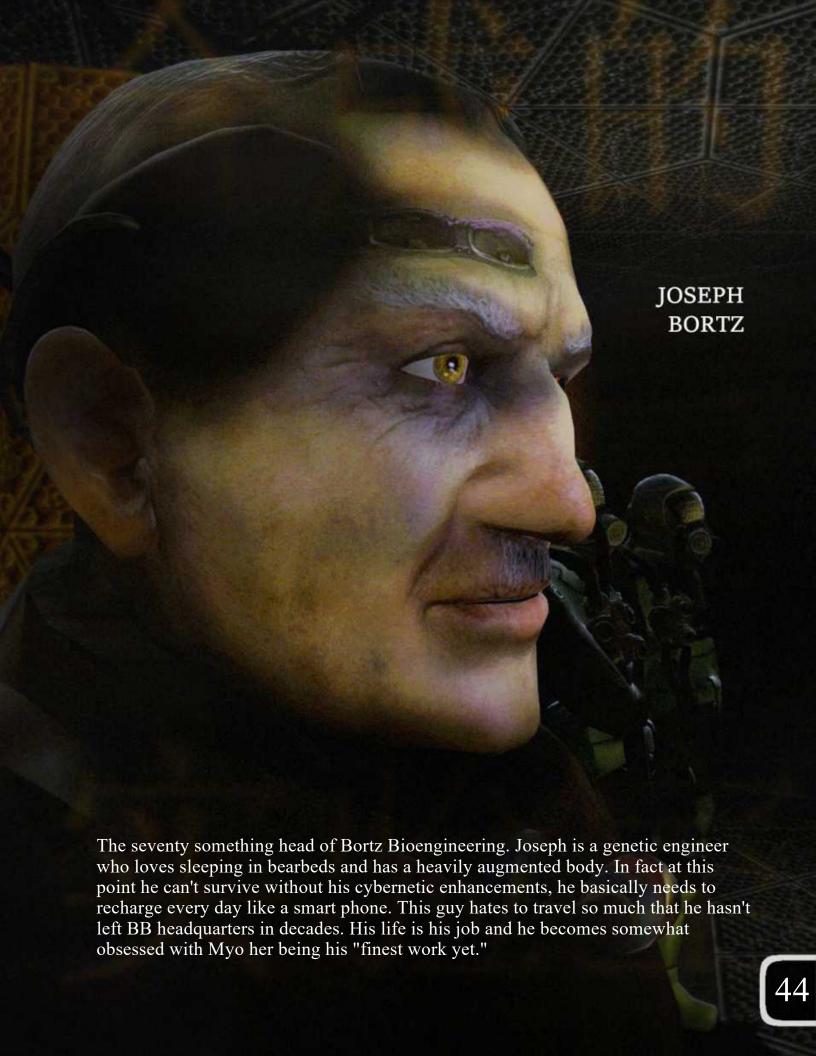


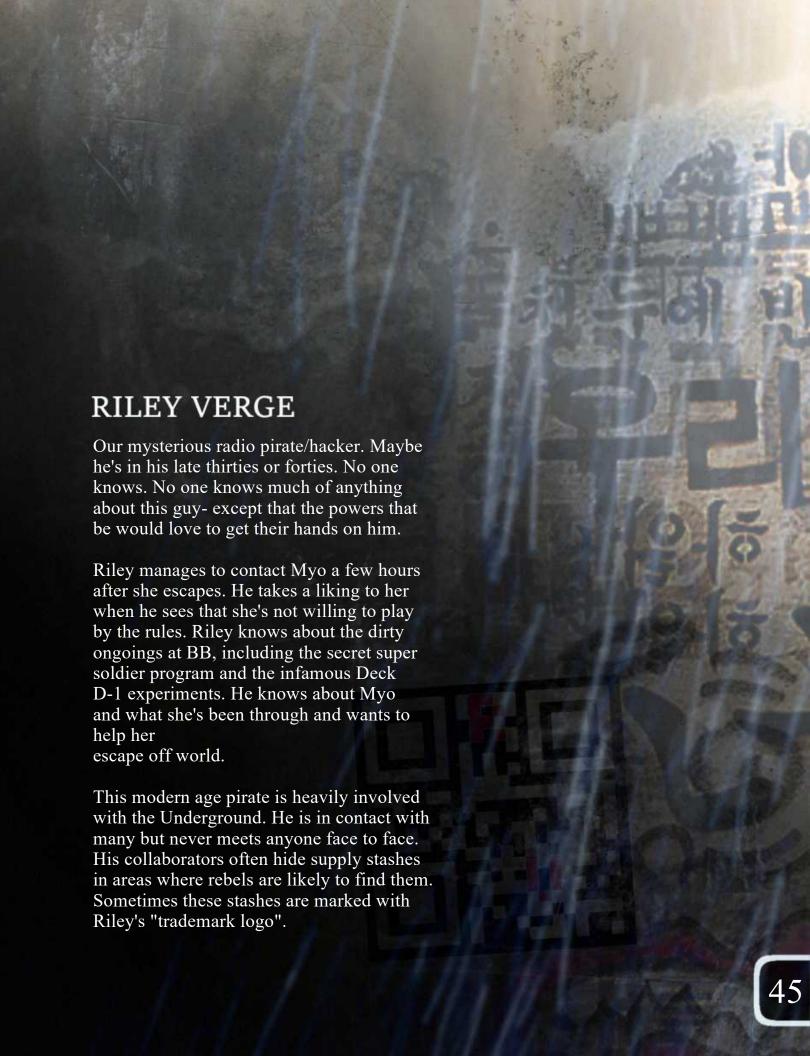


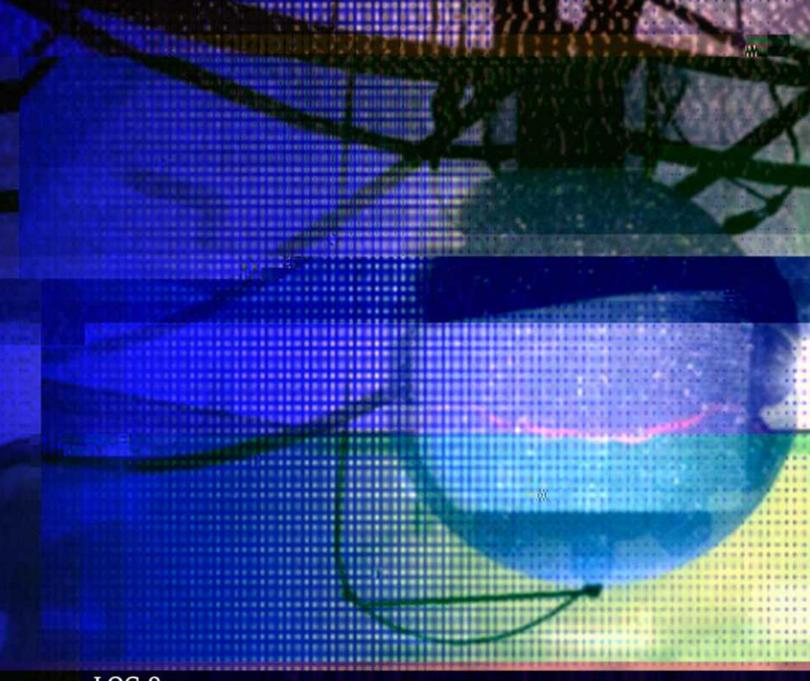


Scoble is the wartime leader of the NATO Starfleet (NATOS). He is another graduate of the Bortz Bioengineering super-soldier program and, just like Myo after escaping, he was also "tested" somehow to see how powerful and loyal he is. Scoble seems to be in his mid fifties and he has seen a lot of action. 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.







### LOG9

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.



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





# NUMBER 28

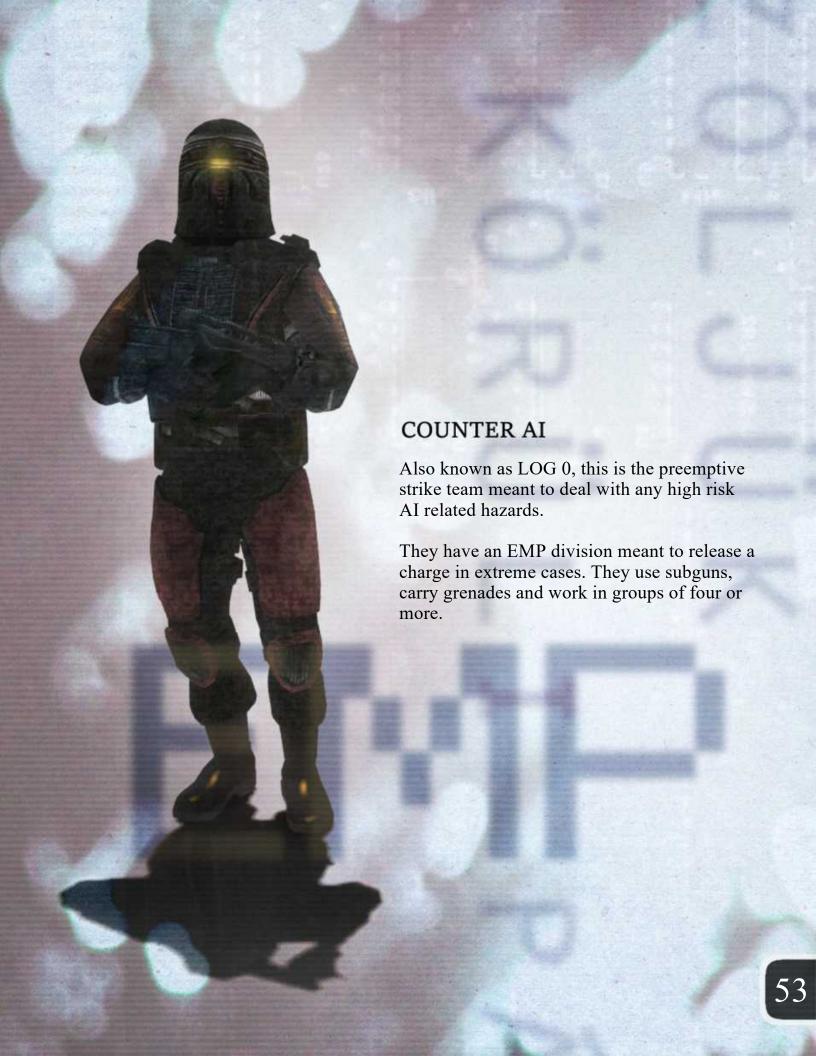
These sturdy robots are strong physically but not very smart.

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.

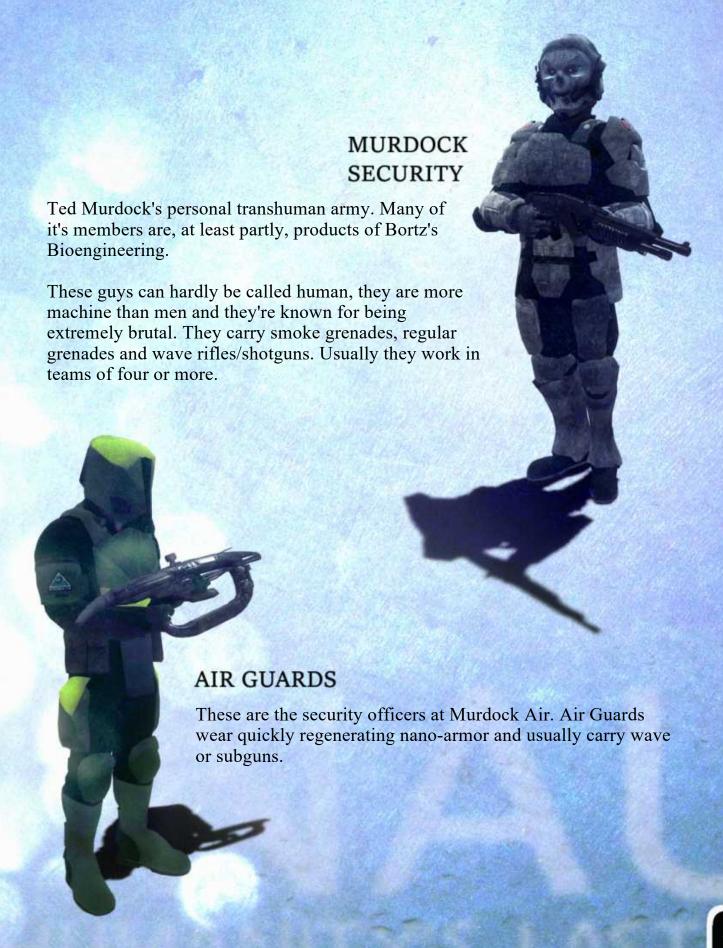


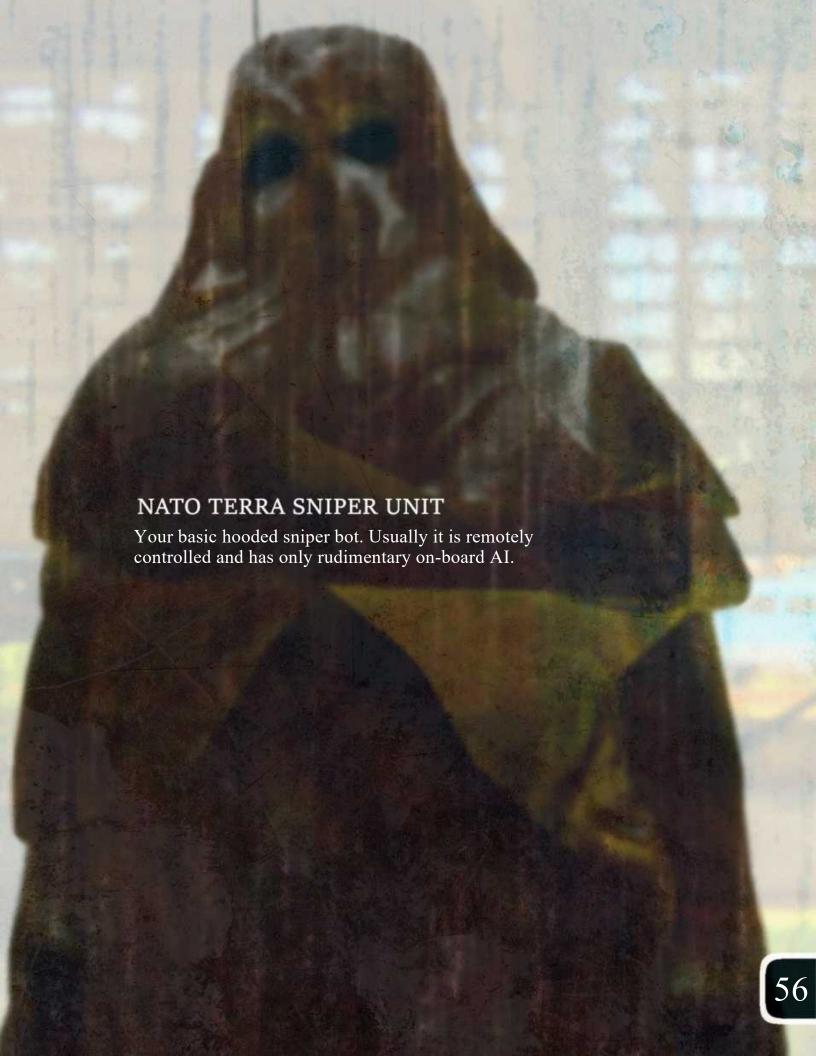














### **FATCAM**

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.

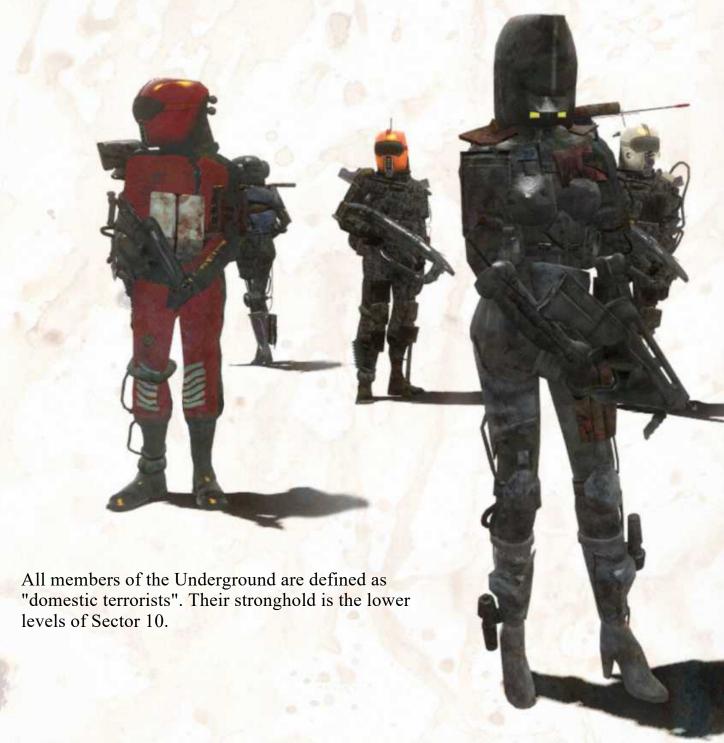
Law enforcement officers constantly harass civilians. Online and offline privacy are constantly violated and the general population cannot own guns.

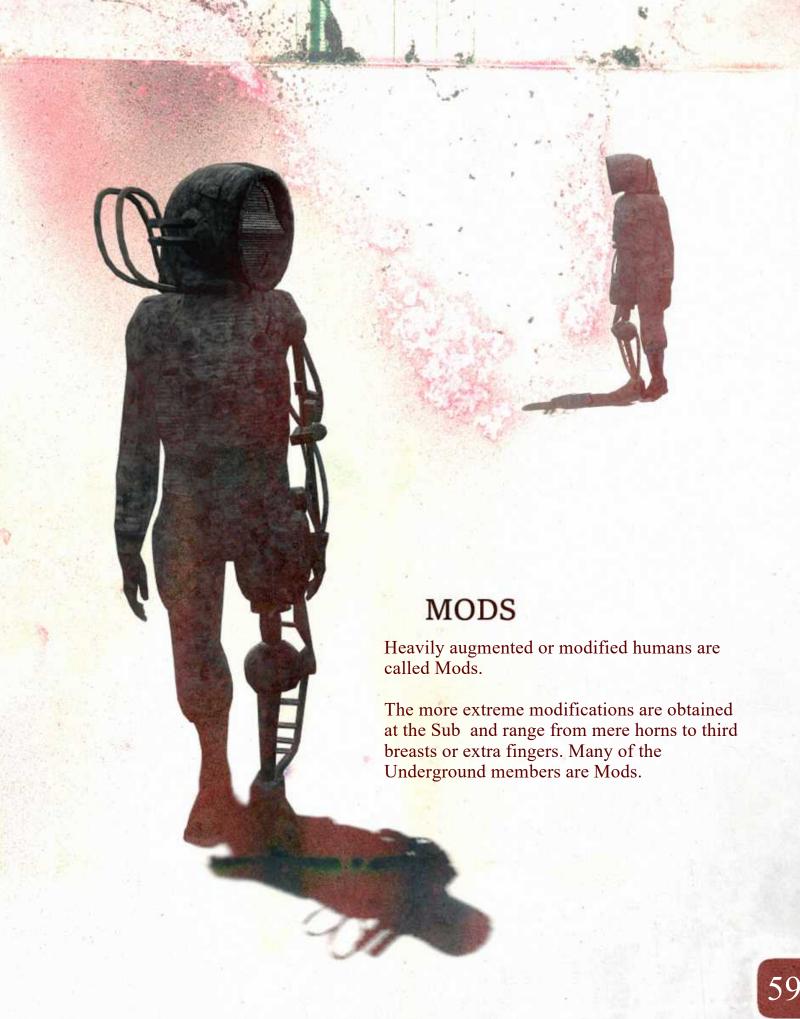


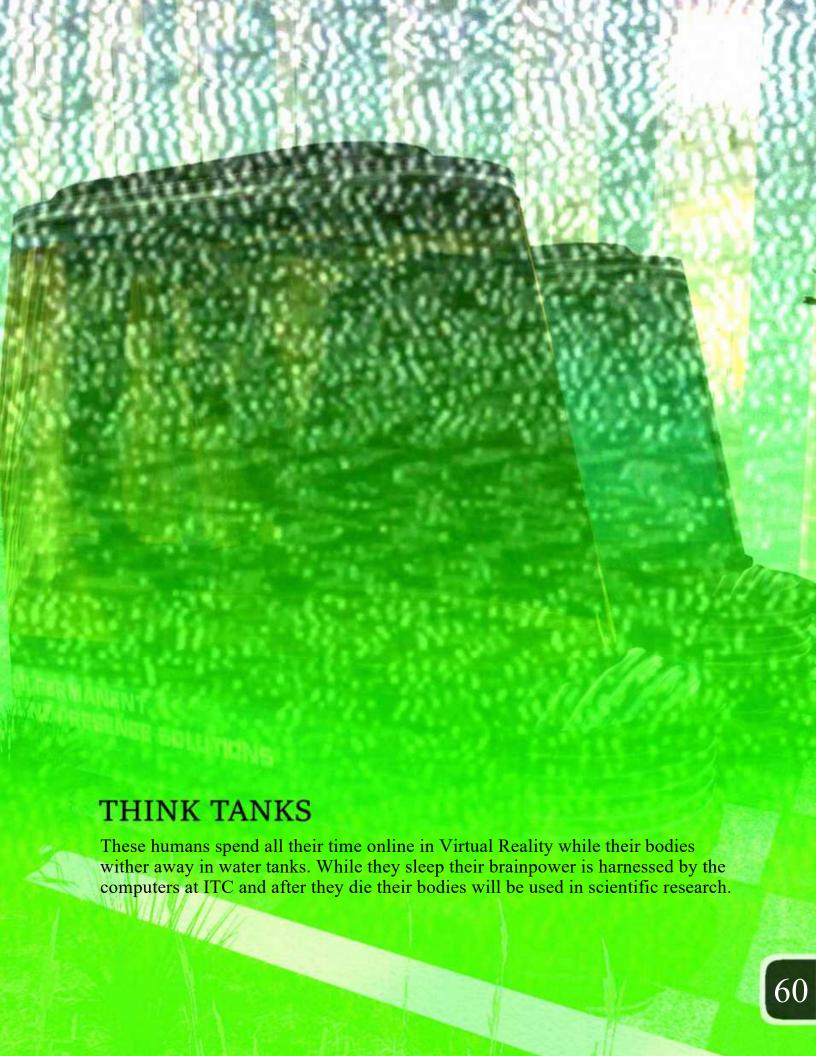
In the name of interplanetary security most civil liberties have been crushed in the NAU. Anyone can be arrested and held indefinitely by the authorities. Prisons are brutal and inhumane.

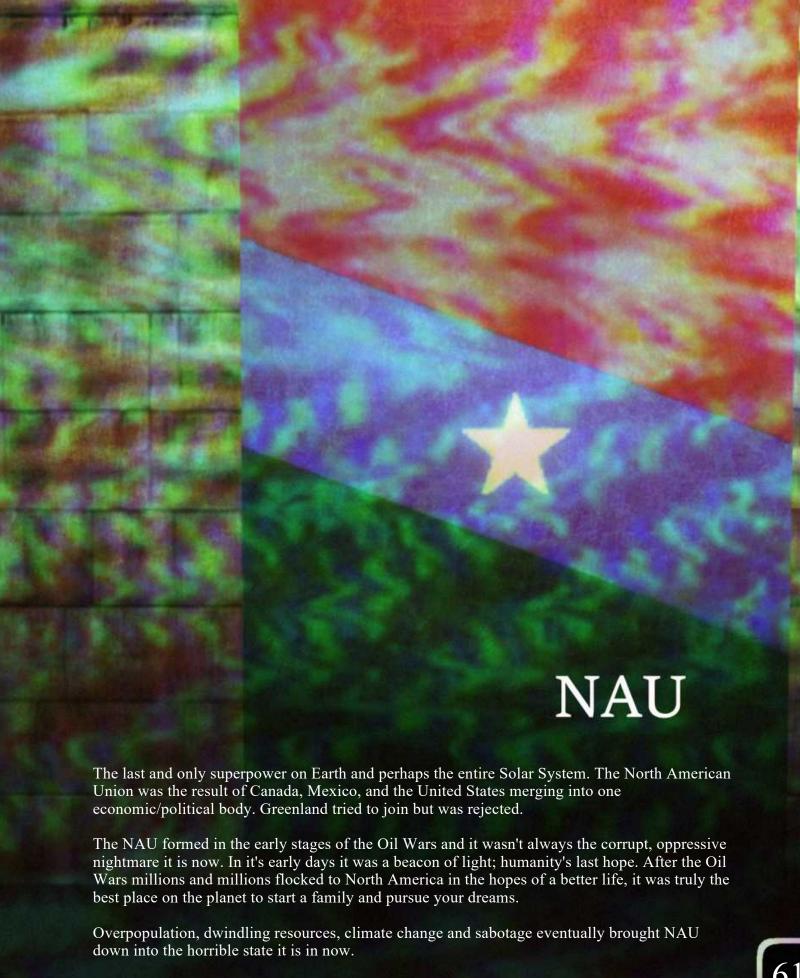
### THE UNDERGROUND

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 it's current form. They vehemently oppose digital currency.









# NATO TERRA The mighty NATO forces controlling Earth, Venus NATO LUNA and Mercury. On paper NT controls the entire Solar System but Mars and almost every NATO forces controlling the colony further out is fighting for NATO MARTE Moon. Essentially a subdivision independence. of NATO TERRA. 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.)





# 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.





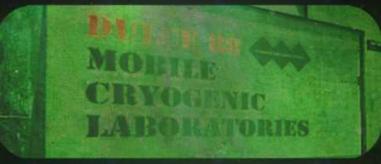
#### BANK OF NAU

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

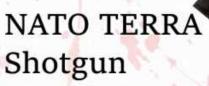
The president of the NAU at the time of our story. Rumor has it that he's been assassinated and is portrayed entirely by holograms and robots.

### 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.





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.



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

## Grenade

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

### Hammer



The only weapon Sniper Bots are programmed to use.

# Laser Guided Misille Launcher

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

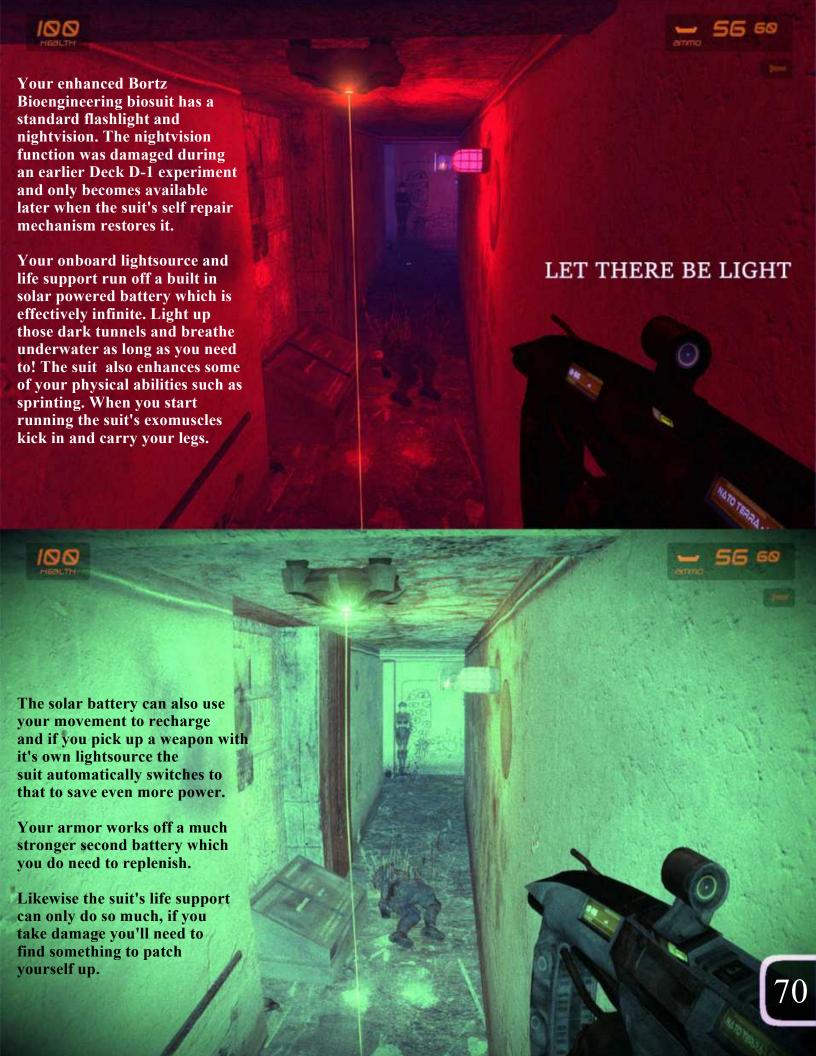
# NATO TERRA Wavegun

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

# Kobi Gun

The best and most expensive handgun produced by Kobi Shipyards.







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.



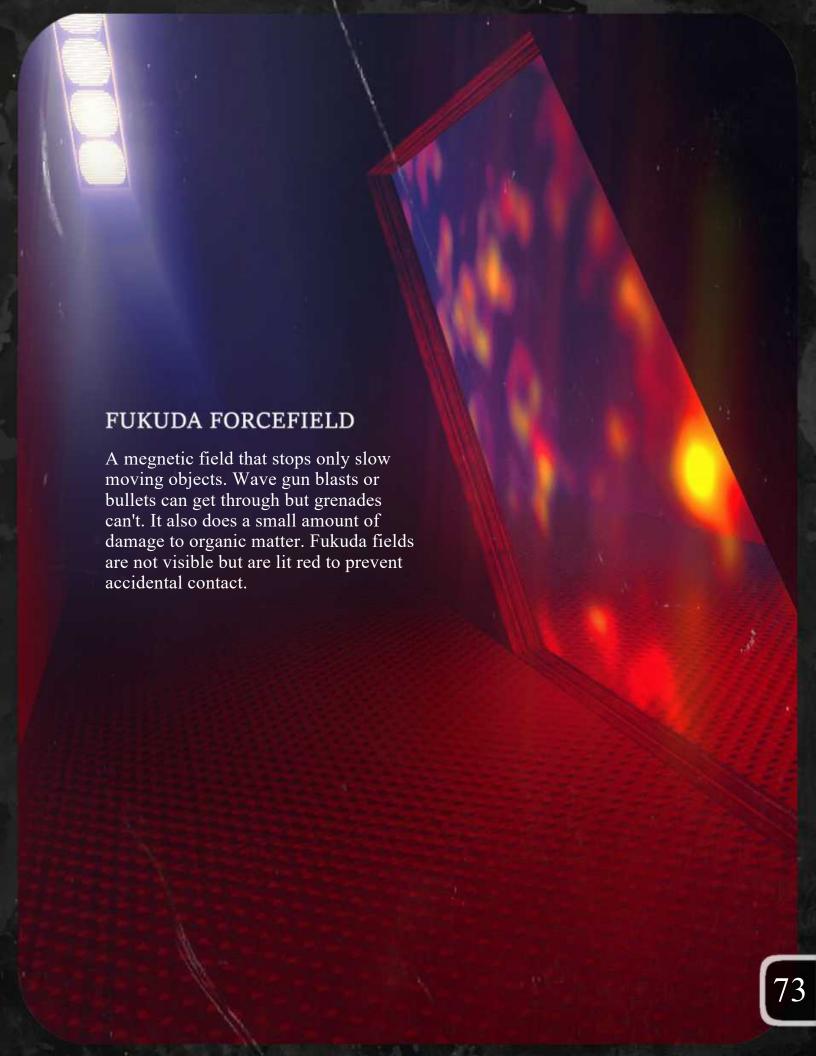
ceilings. They drop when something moves into their detection beam and detonate upon contact. They are practical in flood prone areas where walls and floors are too wet or submerged.

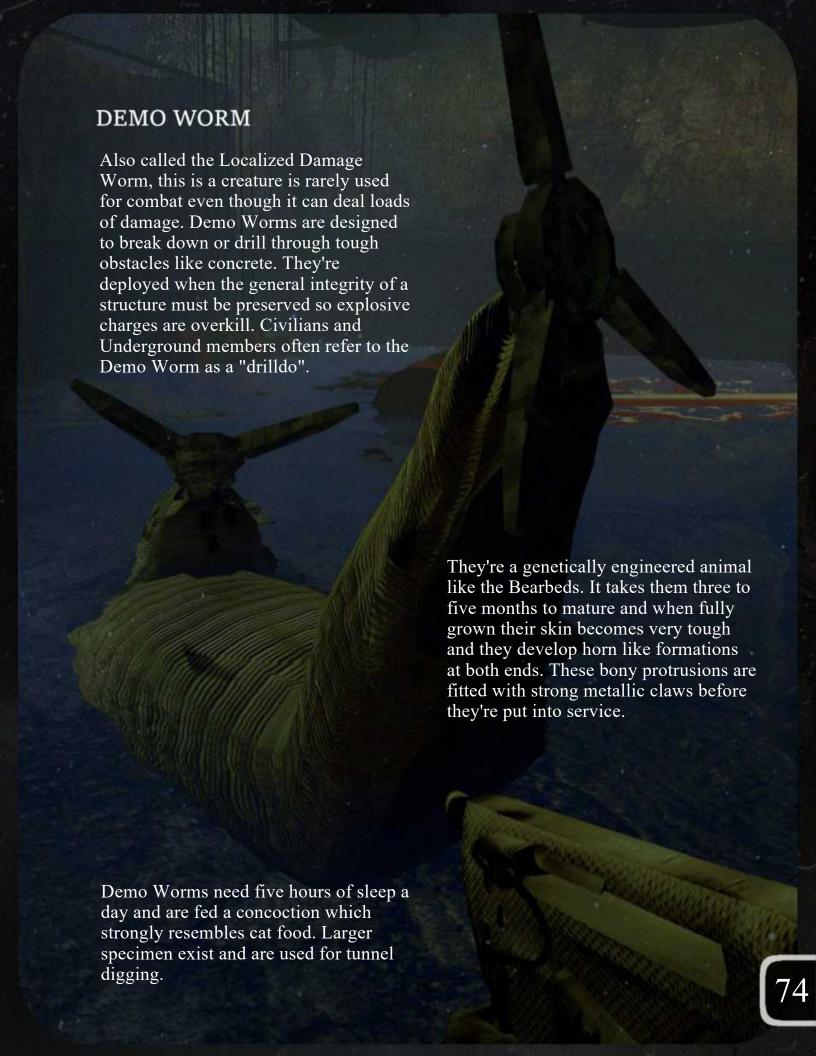
## **SCANMINE**

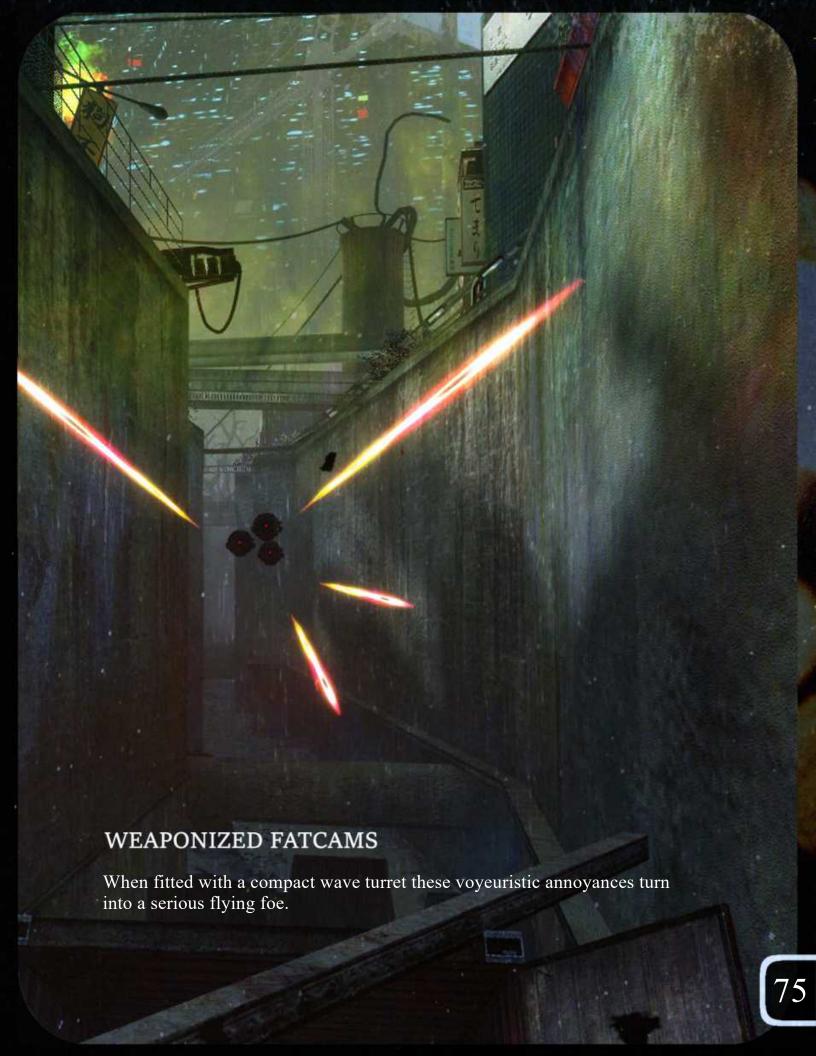
Mines which are usually attached to walls and have moving detection beams.

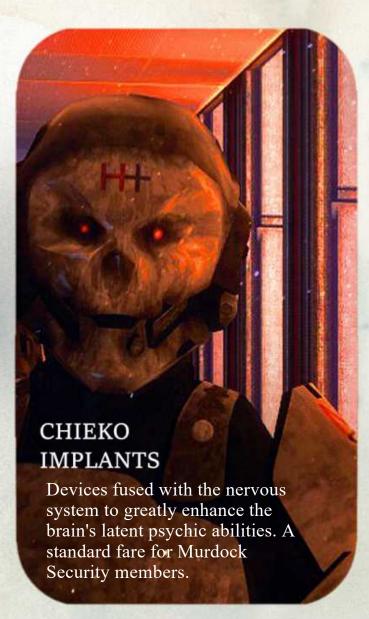
### PROXIMITY MINE

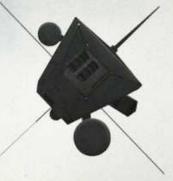
A small rectangular mine that can be attached to any relatively even surface. It's harder to notice because it doesn't use detection beams.











# ORBITAL MINES

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





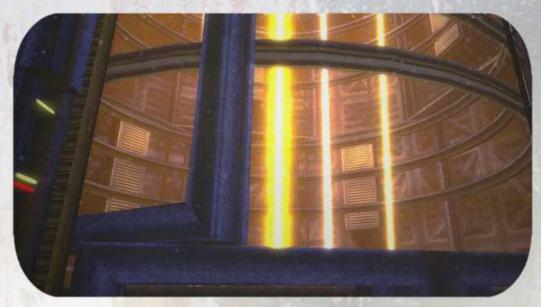




# LIGHT DOME

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.

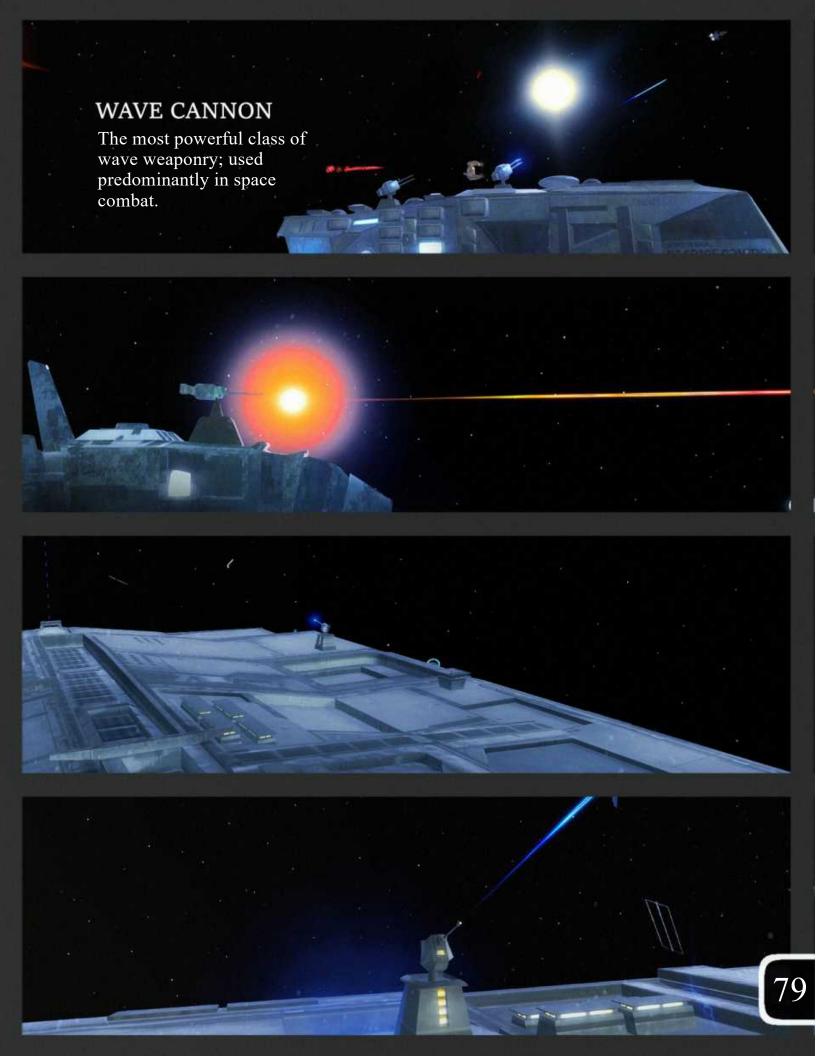


# ORBITAL LASER

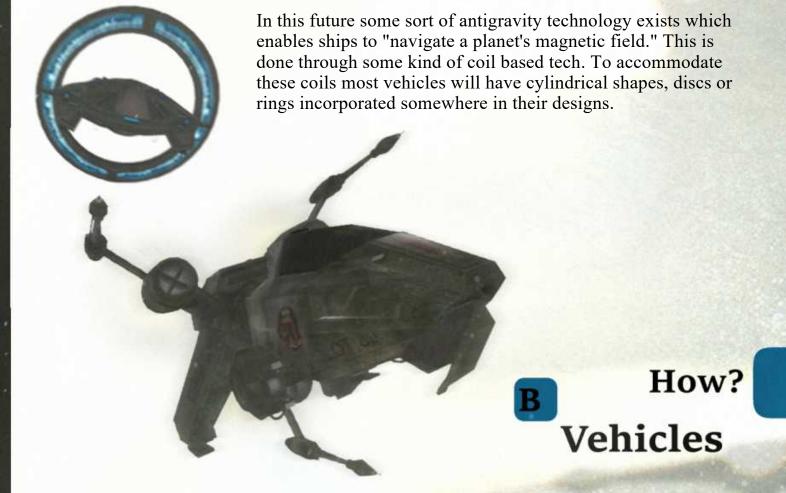
A very powerful laser capable of piercing through the atmosphere without much loss in intensity; usually installed on NATOS destroyers.







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

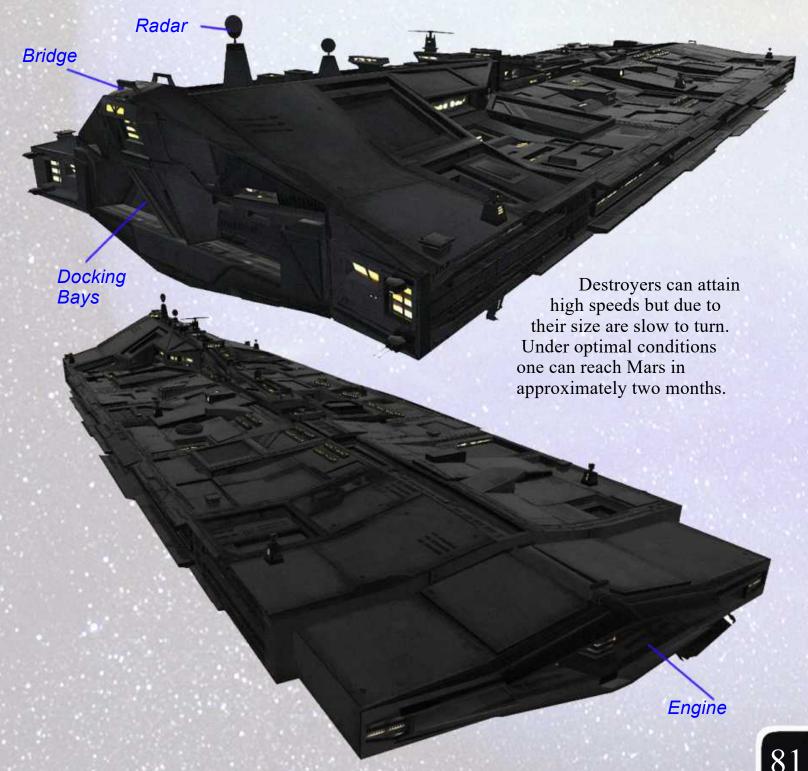


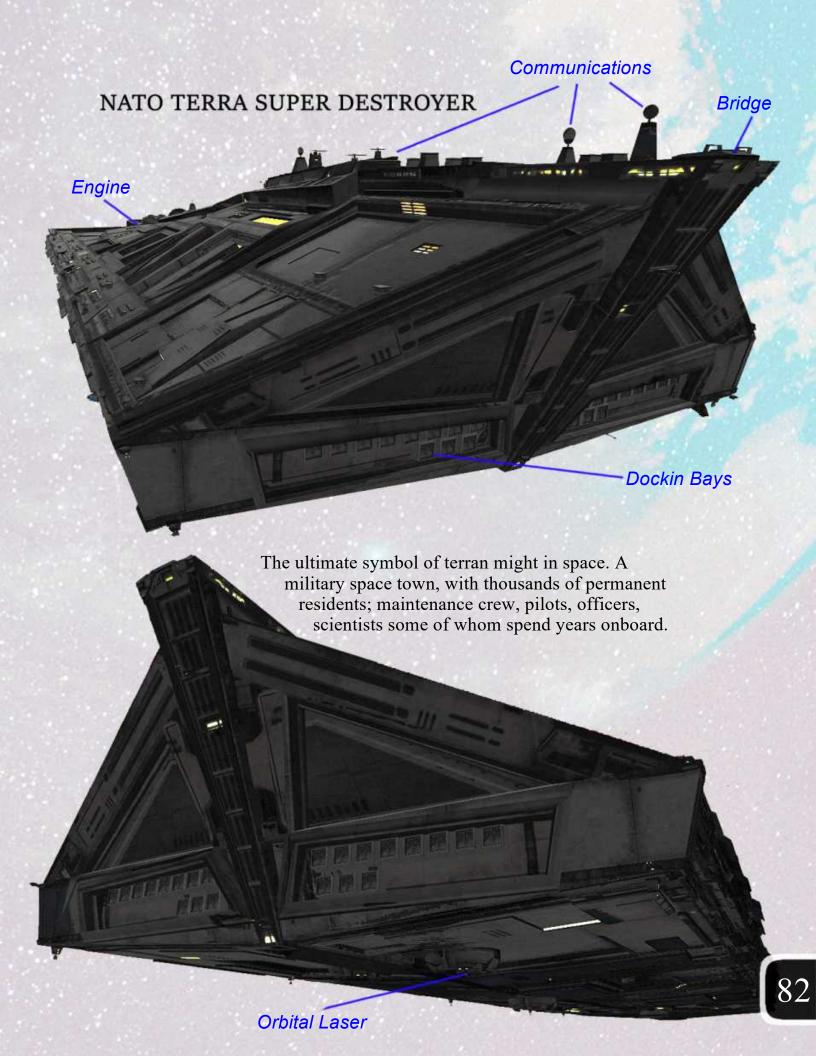
Structures permanently in space (solar panel fields, elevator cables, rails and tubes connecting stations) are not subject to strong gravity so they got away with slimmer, more expansive designs.

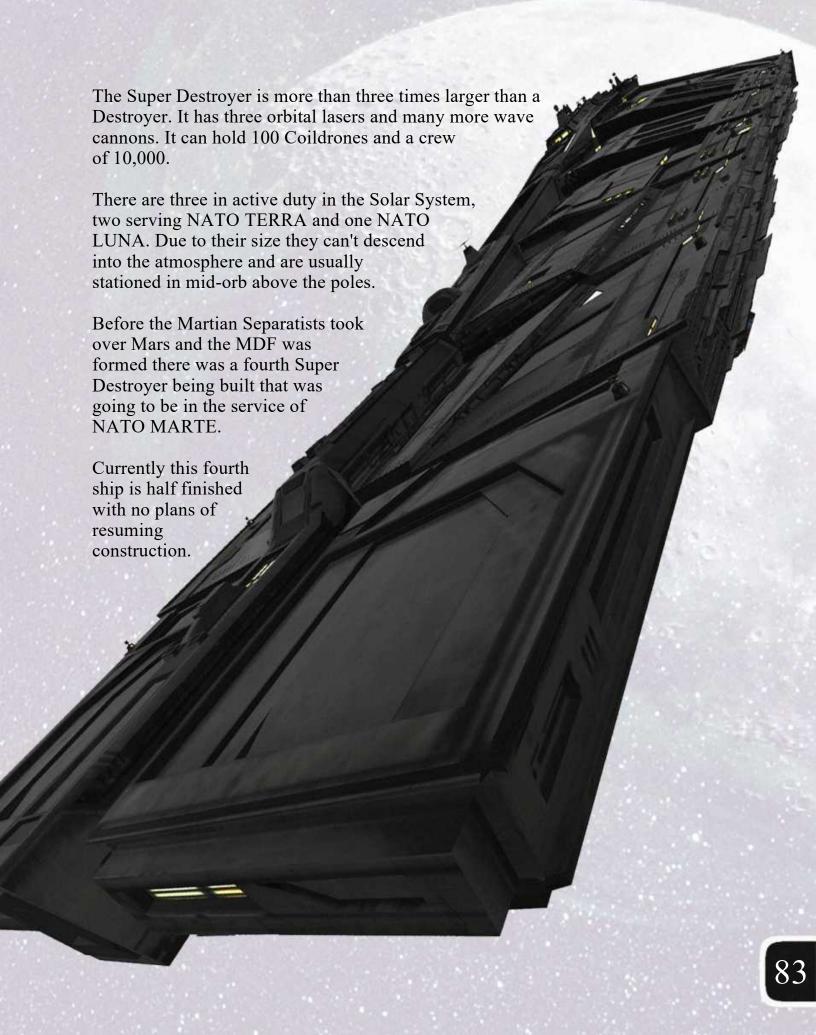
# THE BAD

# 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.

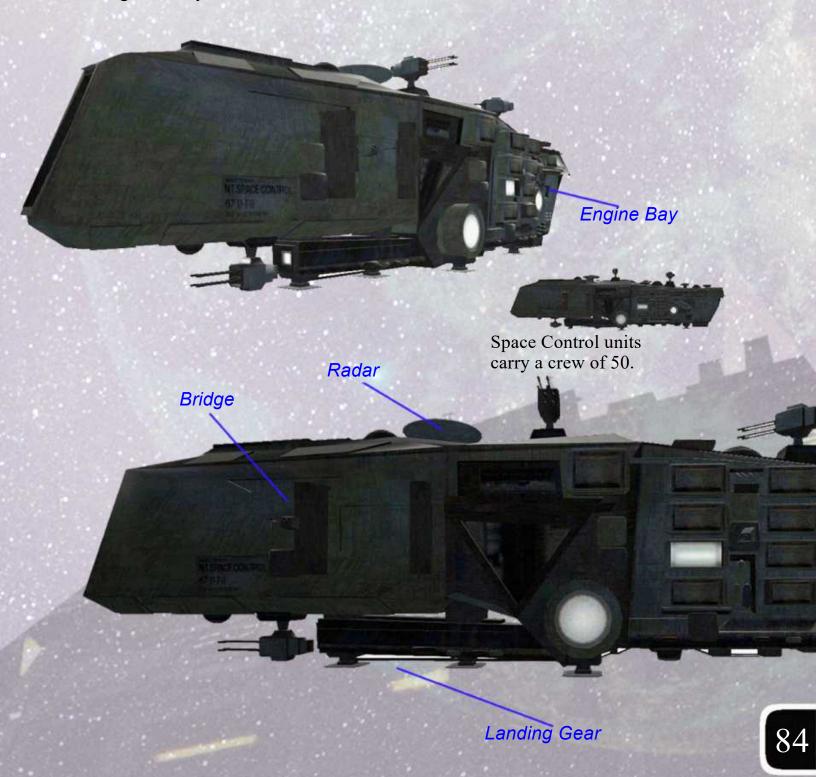






# SPACE CONTROL

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.

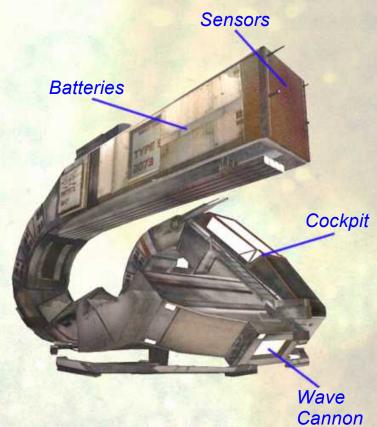


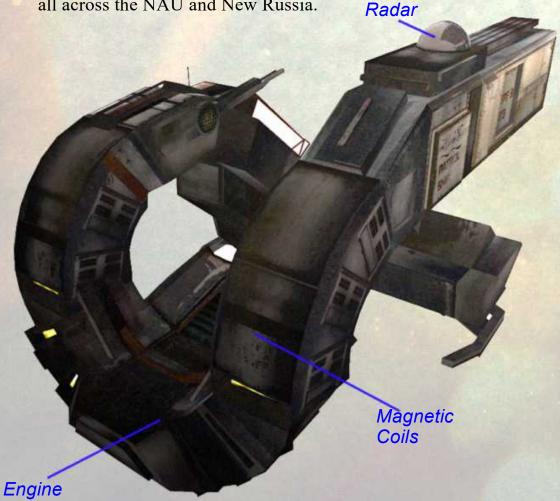
# PATROL SHIP

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.





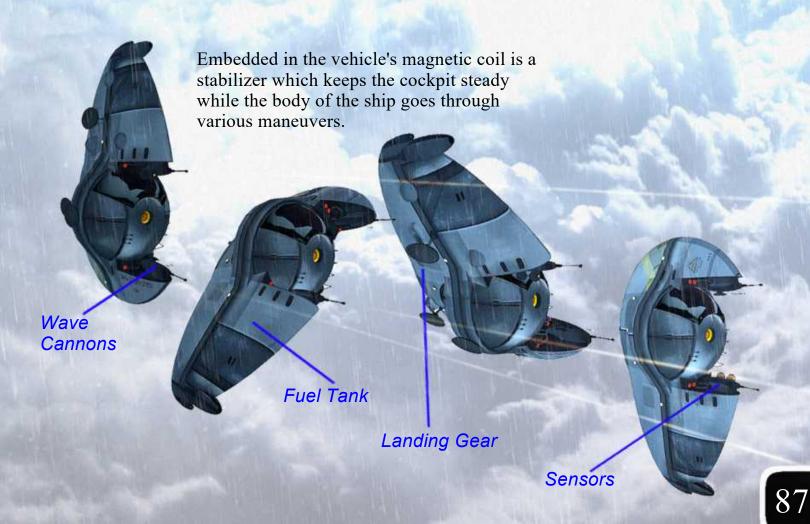
# **CLOUD TANK**

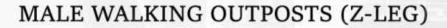
These small, distinctive looking ships are in the service of Murdock Air Force. They carry a wave cannon and are usually dispatched around Murdock's residence and his air refineries.

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

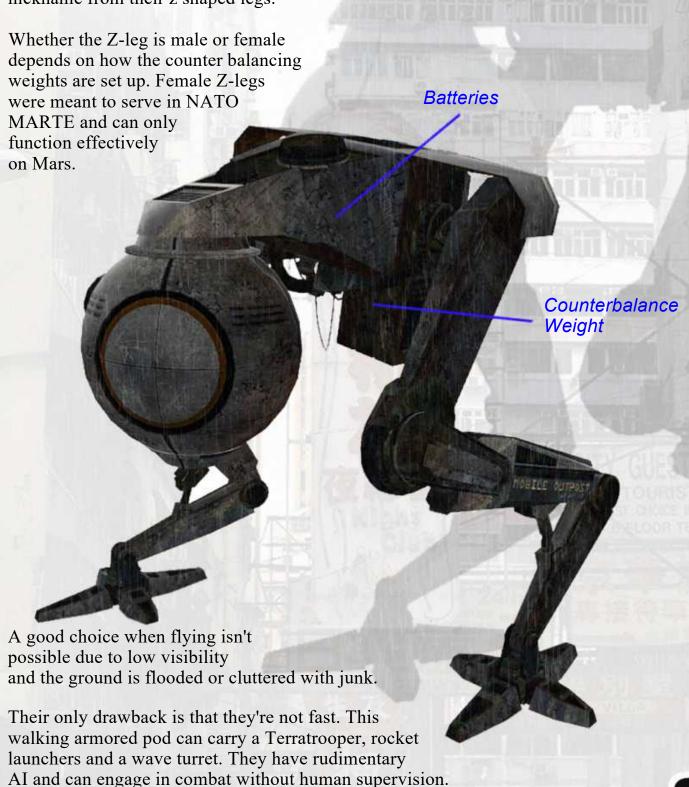


The cockpit can be jettisoned in case of emergencies.





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

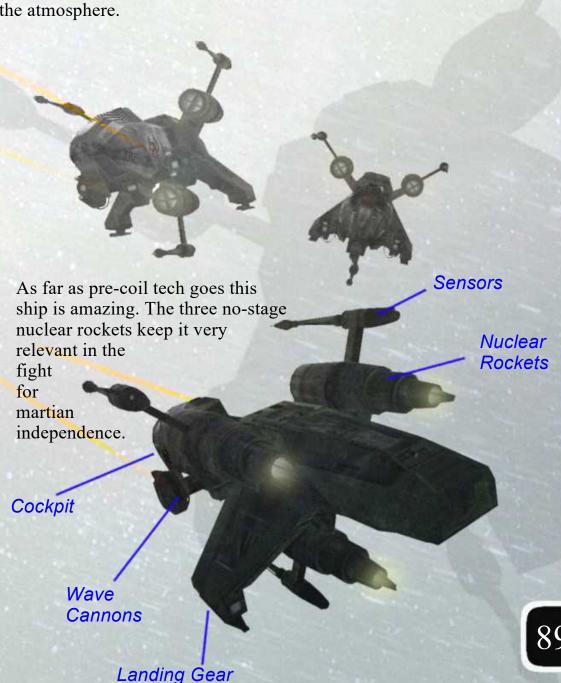


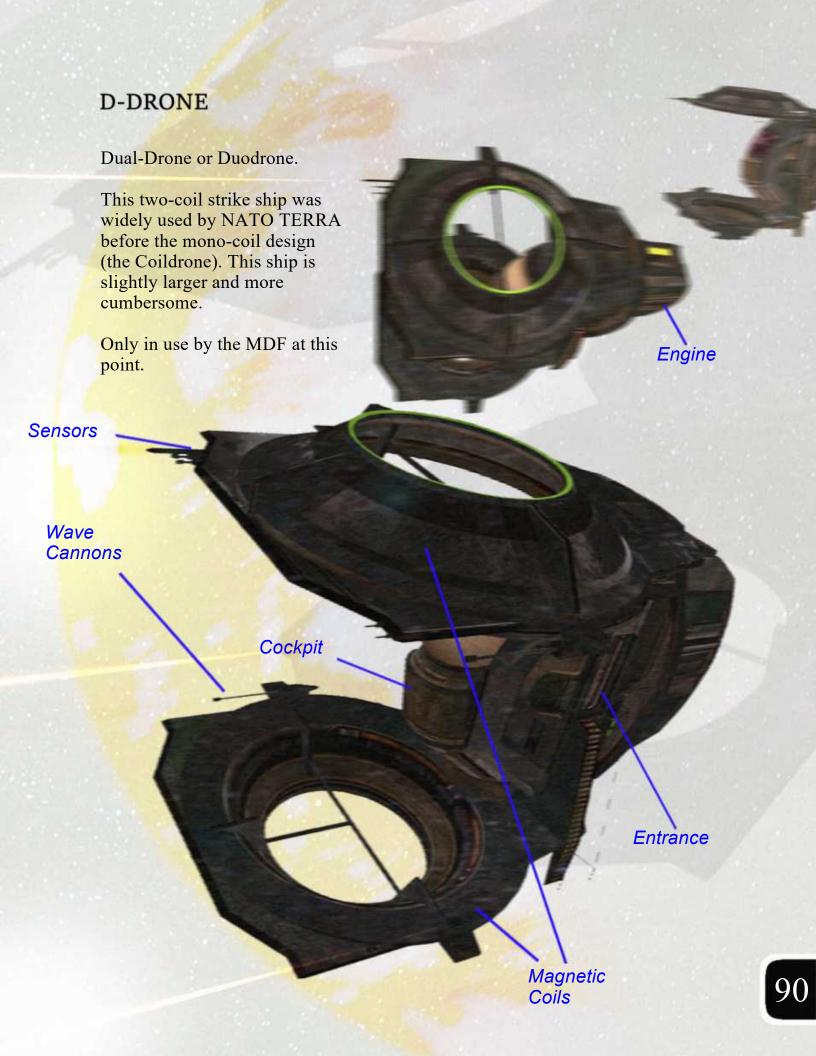
# THE GOOD

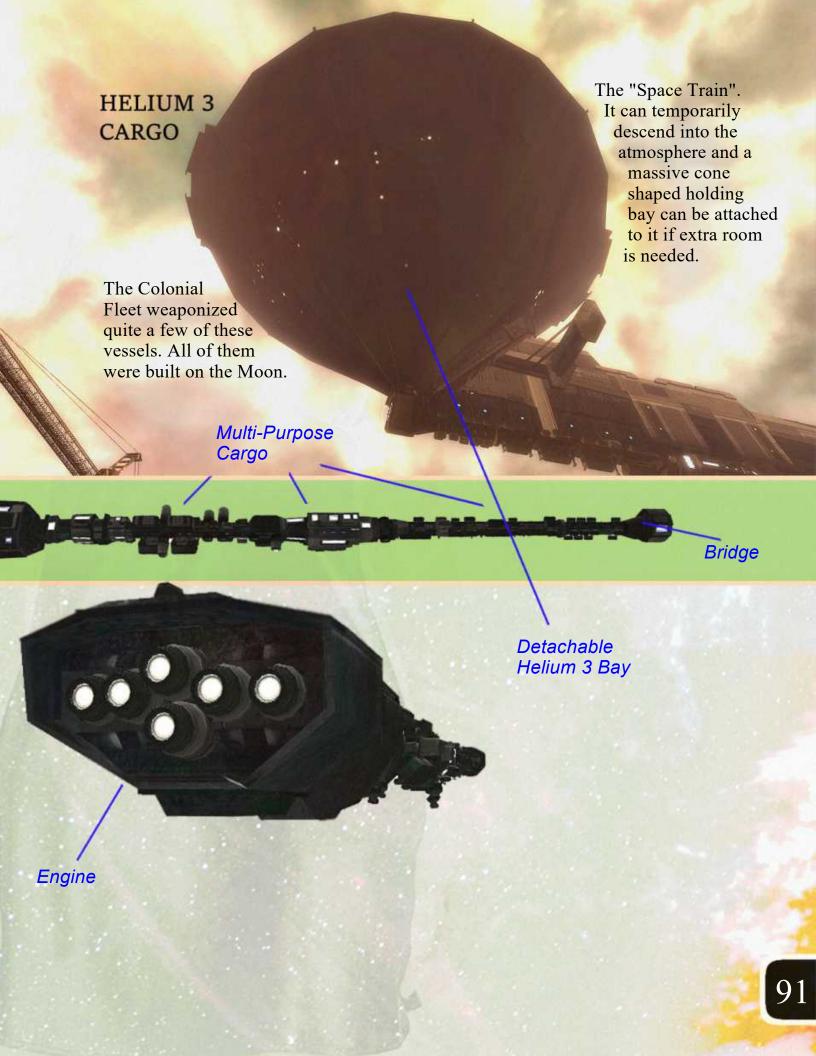
# RICE POD

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.







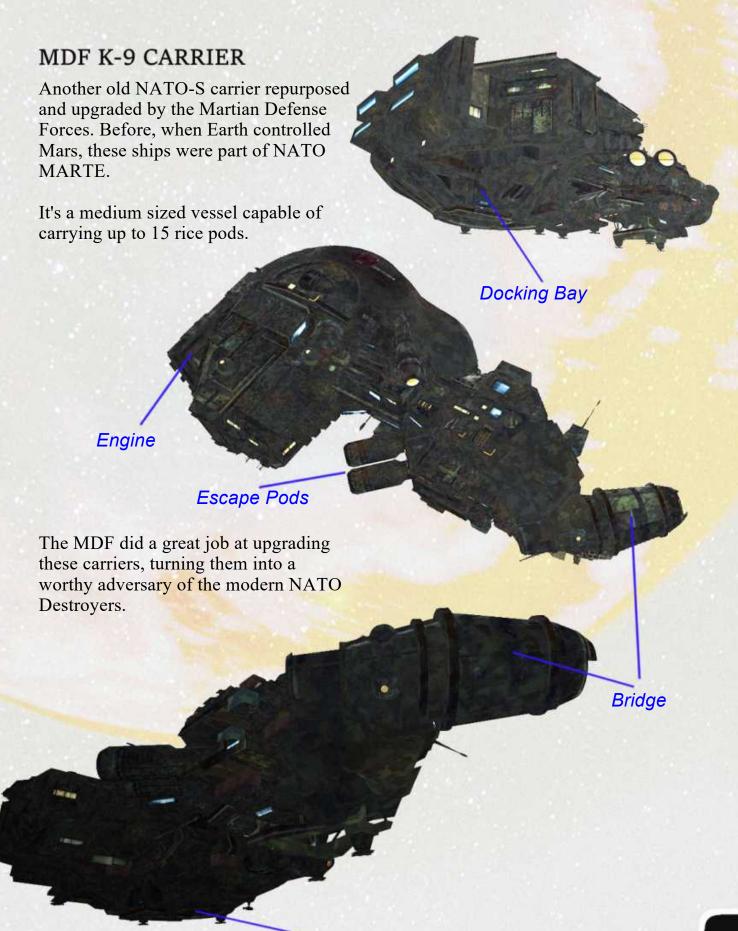
# MDF POWER CRUISER

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.





Landing Gear



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.

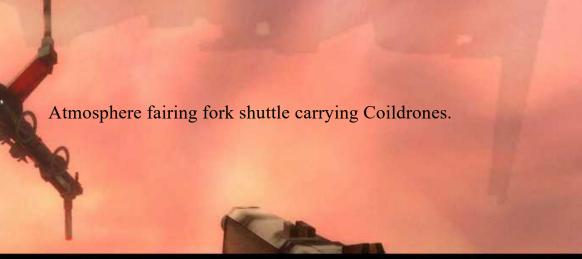
Their wings serve no aerodynamic purpose, they hold tubular coils.

Engine

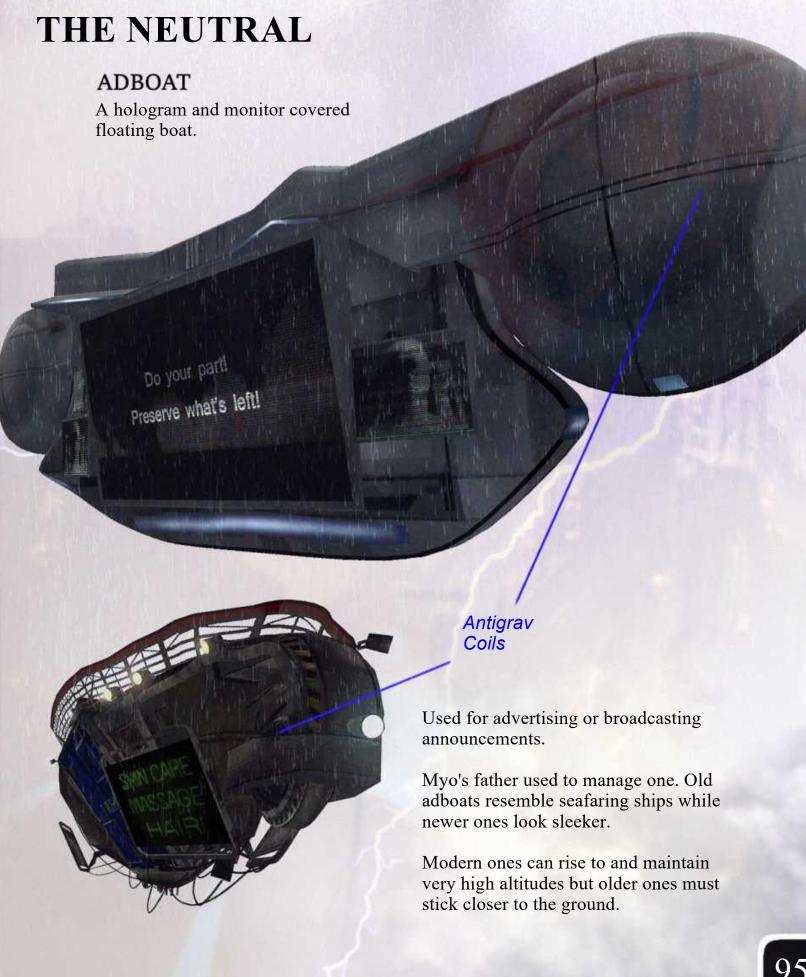
Adjustable Magnetic Coils

Weaponized fork shuttles used by the MDF.

**Bridge** 



Landing Gear



# 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.

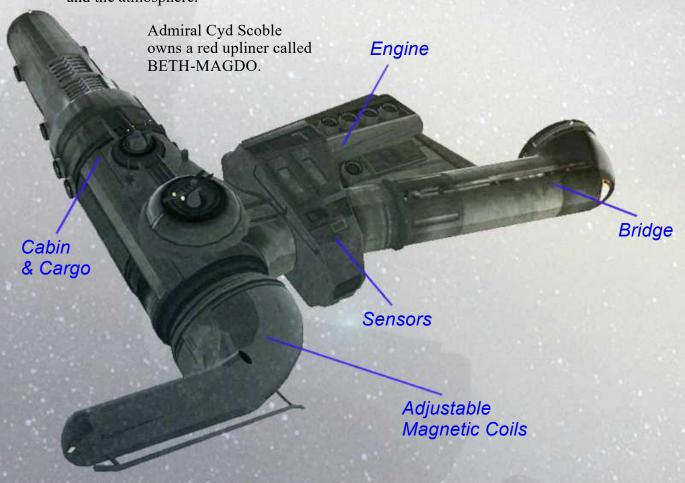






# **UPLINER**

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.



Scoble's Upliner navigating the junk in lo-orb.

# **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.





# 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 successful 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 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 adds 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 Garphene+ 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 cencored, 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 SOLDIERS

Bortz Bioengineering routinely runs secret super soldier 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



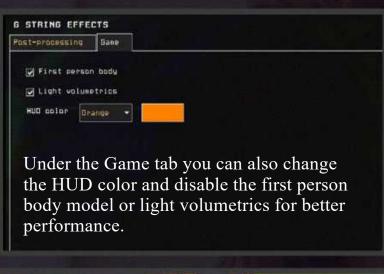
G String is often referred to as a one-person-show.

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 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.





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.

Special thanks to:

Kristjan Skutta LunchHouse Phillip Marlowe Mr. Zip

