

NEURO

Game Introduction

“Neuro” is a narrative first-person shooter in a cyberpunk setting. The action is taking place in the future, in the 4th century of the Space Era, which starts after humans invent a hyperspace engine.

The main character is a psionic employed by a powerful organization, which controls scientific and technical activity of human descendants living around the Galaxy.

Performing his very first mission the young and impulsive fighter attracts serious trouble on himself and his partner, confronting the interests of influential corrupted politicians.

Story line is developing on the background of a top-secret scientific experiment conducted with the participation of a militarized Troyden clan, which owns some of the most advanced tech labs in the Galaxy.

The main distinctive features of the gameplay in Neuro are the psi-abilities of the main hero, which improve and enlarge the standard arsenal of traditional weapons.

You're James Gravesen, young and enthusiastic agent of the intergalactic government, which controls all habitable planets in the Galaxy.

Countless billions of human beings are serving this corporate machine willingly. And you were to become one of them, a nameless drone of the Strategic Bureau of Investigations. But then...



By unlucky turn of events, during your first mission you and your partner ran into some serious trouble. You've handled things more rough than you should, and now a couple of shadowy, but powerful figures wants to get rid of you.

Now you're fleeing from your former comrades, and at the same time try to expose a horrible conspiracy, which threatens many lives besides your own.

The terrible mess you're in doesn't allow you even to take a gulp of fresh air, forcing you to endure one survival test after the other. You're well-armed and trained, but your main weapon will be your brain. Thought can save, and thought can kill. Keep that in mind!

Pre-history

After the hyperspace engine had been invented, the humankind entered into a new Space Era. Attraction to the far, mysterious stars, which was cherished by human mind from the Ancient times, finally managed to realize. The era of unrestrained Space Expansion has started, which eventually led to the total differentiation of Earth colonies. The forthcoming chaos was stopped only in the 145th year of the Space Era, when principal colonies united and formed the Earth Confederation. Afterwards, galaxy settling became more conscious and controlled, cultural and trade relations among inhabited star systems were established, an enormous project of a widespread net of hyperspace gates was started.



At the 3rd century of Space Era, when, after a significant government crisis, the capital of the Earth Confederation was moved to Alexandria Ruta, many colonies declared their independence. One of these independent planets, enclave Kloto, is the start point of the Neuro plot.



One of the main inventions from Kloto are neuro-implants, which have to be incorporated into human brain and are able to entirely or partially control it's work. Created with a good purpose, these devices soon turned into the means of willpower suppression used for ensuring strict obedience to those who are higher by rank. In the year 317 a civil war began on Kloto between "clean" and "neuro-dependant" humans. The war ended

in 325 with the total defeat of the "clean" ones. The power was concentrated in the hands of 27 militarized clans, who used neuro-implants to maintain strict discipline. The smallest of these 27 clans is the Troyden clan, whose leadership in the high-tech area always provoked envy and displeasure of it's neighbors.

In year 369 the Troydens were forced to leave Kloto. Persecuted by numerous enemies, they are searching for a new refuge for their clan... These and many other events underlie the plot of the game. The story of the Neuro itself starts at year 366, nearly 3 years before Troyden's banishment from Kloto and directly before the top-secret scientific experiment with psionic fighters from the Earth Confederation. Main characters are two psionics on duty of an influential Strategic Bureau of Investigations: young and impulsive James Gravesen and his partner Craig Richards. The fighters are sent to familiarize with Kloto, but experienced Craig sees it as a way to put them aside from the wide-scale terrorist investigation encompassing a big part of the Galaxy. Partners decide to return and catch the terrorists red-handed. The action takes place on the planet of neuro-dependants - Kloto and one of the planets of the Earth Confederation named Sorgo.

Weapons

Sub-molecular resonator R15

It is a police weapon, created for use on Space stations. It's principle is of a wave nature, based on experiments of Nicola Tesla. The Resonator pours emission rays, resonating with inward parts of the human body and provoking its dysfunction and collapse. Tissues cannot withstand such vibrations and tear, which leads to abundant inner effusion of blood during several seconds. However, the amplitude of waves in contemporary resonators may be tuned. Effect may vary from light sickness to the immediate lethal outcome. Regularly, police receive blocked exemplars allowing them to knock out targets, but not much more. Special army troops use forceful resonators, provoking immediate death.

Before the resonator may affect the victim, it should tune up its' inner amplitude and generate the waves of necessary frequency using high-frequency transducer. Normally, resonators are packaged with high volume accumulator, which makes resonators autonomous and mobile. The drawback is a significant pause before the "shoot", which, in addition, is not stable and depends on the victim. Resonator waves may penetrate through obstacles and armor. However, numerous obstacles may influence accuracy and frequency of the weapon negatively.



Police submachine gun "KAPELLAN" WAS 8

It is a classical high-speed submachine-gun with a silencer. It is distinguished by the combination of auger-drill hopper and caseless ammunition, due to which the weapon is perfectly high-speed and noiseless. Because "KAPELLAN" shoots do not leave cases (to serve as clue) and are very hard to hear in a noisy city environment, criminal groups love it. The use of polymeric materials makes the weapon's price and weight minimal.

During last three years, almost a hundred of politicians and innumerable quantity of criminal authorities were shot with the help of "KAPELLAN". Originally, the police used it successfully as well, but then abandoned due to the sinister image, and afterwards the units issued to legal enforcement troops were exchanged for resonators, coming from the Space Fleet marines. However, the high price of the resonator did not allow police to shift totally to the new type of weapon, that is why "KAPELLAN" still may be met in the official arsenals. But more often it can be seen in the dark and bleak criminal districts of planets like Sorgo.

O'Dwyer Gun (O'Dwyer 61.3)

The weapon was invented at the end of the 20th century, but was appreciated only several centuries later, immediately gaining wide popularity and replacing traditional pump-action shotgun. Usually shotguns fail to penetrate even the obsolete light armored vests made from kevlar. But O'gun, as people call it, copes with them easy, because it shoots bullets tightly packed, one by one, and not in a wide cone. As a result, the density of the shoots is high even at large distances, and stopping power greatly exceeds those of traditional shotguns. In addition, O'gun has a recoil compensation system, which makes it surprisingly precise for this type of weapons. As a disadvantage, a large size and a small hopper may be mentioned. Also, killing capacity of light bullets falls with the distance.

Stepanov assault rifle



It is a contemporary version of an assault rifle. In many cases it is a universal weapon used both by criminal groups and law enforcers. Rifle may be equipped with various types of navigation systems, starting with common mechanic breech-sight to thermal imager. But the version with digital optical 2x zoom breech-sight is the most popular one. The rifle is composed in a bull-pup configuration, which allows to make it short and convenient. A polymeric body means small weight and ability to carry it through most detectors. Accuracy and high rate of fire are Stepanov assault rifle's best trump cards.

Automatic carbine with optical scope, "Doge" model (Doge_48SAR)

It is a light sniper rifle of a standard caliber. Commonly it is widely used by special departments of police and, for example, is very popular with the SBI terror troops. It is fitted with 4x zoom optical scope with digital projection of target reticule. It exterminates lightly armored enemies easily but yields in the face of high-class armored vests. It is made in a bull-pup configuration, which makes it short and mobile. Overall, the rifle is considered to be old-fashioned and gradually it is being replaced by sniper rifles based on electromagnetic principle of packet acceleration. Written-off exemplars of Doge mysteriously find themselves in the hands of criminals.



Stepanov heavy-caliber rifle



It is a heavy military rifle unreachable for police. SBI uses it only in antiterrorist raids, and even then it needs a special court approval. Rifle blasts through almost all types of armored vests and shields. Enhanced and powerful ammunition is used in combat. As a result, there is a large recoil and dispersion of hits. These negative effects are compensated by the fact that normally one shoot is enough to finish off a non-armored victim.

Hand-held grenade launcher RANCHERO

Concise hand-held grenade launcher developed by a self-taught enthusiast from planet Ariel and bought out later by one of the large weapon-making companies. It is in limited production, but demand is very high. The success of RANCHERO relies on its really simple construction. Even a child can disassemble and assemble the launcher. The main body is made of cheap home-used polymers, but the construction is so well thought-out that its surety exceeds military launchers. Firing mechanism repeats popular constructions of the middle 20th century, which makes the weapon look old-fashioned. However, those who appreciate results deservedly love RANCHERO.

Energy rifle CENTAUR

CENTAUR was developed on the Sorgo planet and almost does not exist on other planets of the Earth Confederation. It is created specifically for detachments guarding high-tech space objects and is intended for local concentrated high-temperature destruction of living unprotected targets. If correctly used, CENTAUR does not damage technical devices, does not ruin objects and cannot provoke loss of pressurization. As a negative consequence, the weapon is almost useless against any armor. The exceptional feature of this model is its mobility. In distinction from most military lasers, CENTAUR was created with a common handheld weapon format in mind. It is handled without any difficulties by riflemen and often the rifle is even smaller than standard issue rifles and some sub-machine guns. On the other hand, because of its compact size, battery lifetime is very short. CENTAUR is not autonomous at all and is appropriate only for defense of protected objects, equipped with special charging devices.



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Fragmentation grenades

It is a standard fragmentation grenade, robust and inexpensive. It uses chemical detonating fuse, which is approved by practice during centuries, and is packed with an extra cheap and powerful high explosive charge. Even common thieves usually have several ones in their storerooms.

Poison gas grenades

Grenades with poison gas are used only in extraordinary cases by the SBI terror troops. Grenade's gas suffocates a victim and leads to death in case of a long stay in a gas cloud. It is used mainly against terrorists, for which an order for "non-humanistic seizure" is received.



Psi-abilities

Many “Neuro” characters have some para-psychological, or as they are called, psionic abilities. Fighter psionics are the elite of special military departments of the future, they are entrusted with the most responsible and important missions. Psionic talents enable fighters to accomplish tasks which are beyond common human abilities. Main character has following psi-abilities:

Mental strike

A most typical and obligatory ability of a psionic fighter is to execute a negative mental influence on the enemy located in the vision zone. Fighters use this talent either for neutralizing an unreachable enemy (like a gunner in a tank) or for noiseless elimination of enemy (like a guard).

The fighter, who has learned the art of mental strikes perfectly, has a huge advantage in case of an unusual situation, and more than that, he can use them together with any other traditional weapon. The essence of the mental strike lies

in it's influence on vitally important zones of a brain making them dysfunctional. Experienced psionics terminate the victim absolutely noiseless, as they start with those zones of the brain that are responsible for coordination of brain and spinal cord, and speech. Consequently, a victim loses his moving abilities instantaneously and falls dead without any cries and convulsions.

There exist several competing psionic schools. They practice different types of mental strike. In particular, SBI Psionic School recently refused from using the classical mental strike and prefers faster telekinetic strike, which combines mental influence and throwing telekinetic impulse. However, it is not a totally noiseless impact. Mental strike of a strong psionic is lethal, that is why its usage is strictly limited by SBI instructions. Those psionics who break the rules are to be immediately arrested and punished by impaling them on a red-hot iron stake.

Extrasensory Vision

It is a default ability of psionics, which enables them to scan the area for alive and hostile humans and see their auras. In addition, psionic can distinct aggressive objects and humans with mental disorders (i.e. under stress or suggestion). All young psionics are taught the extrasensory vision. The fighter's task is to develop correctly this talent and see exactly what he wants to see. Despite all the efforts, often a human can see only a colorful mix of bioelectric currents and torsion fields, emitted by all material objects of our world, because he can not concentrate on the certain type of bio waves. Only the most experienced psionics can literally find a pin's head with the help of extrasensory vision. But many low level ones use it to amuse themselves.



Mental Healing

It is a necessary ability for SBI special unit fighters, which is to be learned by all psionics. Basically, the special training starts with it. First of all, Mental Healing is an ability to concentrate, and involves inner resources of organism into the reinforcement of metabolic processes. At the same time, chemical processes in the blood fasten, which may lead to some mental disorders during the concentration. Experienced fighter psionics can treat even serious injuries in a matter of seconds. Frequent usage of this ability may lead to early exhaustion of inner resources. That is why it is written in the SBI instruction that mental healing should be used consciously and only in the urgent cases of real emergency.

Aggressive suggestion (berserk)

It is one of the key psi-abilities. It enables to mentally influence a living being provoking unmotivated aggressive behavior towards surrounding people. This ability is also known as "aggressive hypnosis". Recipient, a person who is under the suggestion, falls into so-called "berserk" condition. It is similar to drug intoxication: a human stops feeling pain, he experiences high influx of energy and adrenaline, receptor functions intensify. He considers all surrounding things to be enemies and attempts to destroy them.

A person in this condition is out of control, brain functions are broken, and stress symptoms appear. Suggestion is a very strong psi-ability, which can be and must be used only by experienced psionic fighters.

Pyrokinesis

Pyrokinesis or pyrogammon is a specific psi-ability, which is allowed to be taught only to the SBI psionics with technological access of category B and higher. Pyrokinetic psi-impact provokes combustion of various animated and unanimated objects. Chaotic pyrokinesis appears spontaneously and is out of control. But behind the walls of SBI labs the psionic engineers found out how to control this type of psi-impact using both meditative influence and biochemical stimulation of brain's frontal lobe.



In the arsenal of a well-trained fighter Pyrokinesis is a dangerous, destructive weapon. It turns any enemy into a burning torch. In addition, there are no known means of protection from such an impact. Other side of this extreme effectiveness is an immensely high level of psi-energy consumed. More than that, Pyrokinesis, unlike a mental strike, cannot be regarded as a noiseless weapon; psionic fighters have not found out yet how to dispose of victims soundlessly. Pyrokinesis is often criticized by human rights organizations. That is why during the last several years SBI narrowed down the chosen criteria for training. Besides that, the Bureau plans to modify the sphere of Pyrokinesis usage. It is expected that psionic fighters of new generation will provoke detonation of enemy ammunition, instead of spending additional forces to combust the enemy body itself.

Characters

(Main characters)

James Gravesen

He is the main character of the game, a young impulsive psionic fighter. Inexperienced, naïve, extremely serious and straightforward man. He stands for truth, law and justice. Almost devoid of any sense of humor, and is a born fighter with some psi affinity.

Craig Richards

Partner of the main character, freethinker, non-formal, cynic. He is often craving for a drink, and is a lover of strong language. Trollpopy person, it seems that he doesn't give a damn about anything. But under the exterior mask of a jolly old blade, he is strong-willed, whole-hearted and energetic person.

Vasily Troshin

Boss of the main character, a middle-aged colonel of SBI. Smart and pragmatic high rank officer, he is not afraid to tell the truth, when it's not to the superiors, and is daring and dangerous towards his competitors. He is a patriot of his organization and a fine manager. If chances are good, he may cover the tricks of his subordinates, despite the fact that he does not share their methods; for example, he doesn't like Craig's approach to life.



Vincent Moreau

An officer of the militarized Troyden clan. He is extremely polite, extremely calm and extremely cold-natured spy of about 35 years old. To have him as an enemy is awfully unwished. He's known for his former service in the Space Fleet.

Ramon

Utmost villain, arms seller, seducer of adolescents... He is infamous for his rare ability to appear better than he is in fact. Whatever the situation is, he manages to come off clear and without any damage to his health and business.

Kate Sanders

A young woman with a strong character and without any moral traits. Does not forgive weakness to males, especially to the ones who have relations with her. Attractive and sexy by appearance.

Warden-Avatar

The head of a doomsday cult, ideological terrorist. Young, but very successful preacher. Numerous participants of the movement believe in his words without any doubt due to his charisma. By the way, Warden-Avatar is not a name, but a title. The real culprit behind this guise is not known.

Walter Madson

Middle-aged scientist, specializing in biochemistry. He is a typical off-world nerd in a white gown from an action-thriller or a computer game. But once somebody gets acquainted with him a little better, one cannot resist the feeling that Mr. Madson harbors a grudge. But against whom... that is the question.



Civilians

These are everyday people, happy to live in the brave new world of the brilliant future. Men and women with their lives, problems and worries. Do your best not to wound them by a random bullet. Who knows, one day they could help you.

Police

Common soldiers of virtue, guarding law and order. They never kick on the bricks, but they know their business perfectly, from extorting fines to poaching aliens. They are equipped with machine guns, shotguns, assault rifles. Usually they patrol in groups of three.

Special forces

Elite police department, which consists of carefully chosen and specially trained officers. Their task is to deal with problems which the regular police cannot solve. Fighters of this division are equipped with peculiar armored costumes, which protect them from light and medium weapons. They are skilled in using gas grenades and other special weapons prescribed by law.



Security

Security is responsible for order in the entrusted territory. They are lightly armed and do not use heavy bulletproof vests. In case of danger they prefer to avoid the conflict and call for help. Their task is to prevent, not to stop.

Sectants

Members of a radical religious sect. It's goal is liquidation of corporations, which are supposedly "feeding on the degradation of humankind". Strong fighters, 100% dedicated to their mission. Do not use armored vests, which is compensated by the freedom of movement. In the fight they employ the most advanced weapons and technical devices, somehow managing to get even secret military exemplars, bypassing all restrictions.



Warriors of Troyden Clan

Clan fighters are very serious enemies. Thanks to neuro-implants, which suppress their will, they are absolutely fearless, do not hesitate and are ready to accomplish any command to the end no matter what are the consequences. Their combat fatigues are fitted with highly protective armor, which makes them almost invincible to light and medium weapons. Use heavy weapon and grenades during fight, and do not care about damages.

Scientists

People in white lab coats did not change since the 21st century. They are entirely absorbed by the scientific issues, are rarely interested in what is going on around and constantly find themselves in the line of fire during times of trouble. Try not to make additional sacrifices on the altar of science. Good specialist is worth his weight in gold and your chief, be sure, will not fail to remind that to you.

Technical support staff

Typical workers. Nobody pays any attention to them. But without them life in a modern metropolis would stop in a matter of hours. They are not interested in politics, do not interfere with police, and keep out of army and crime's way.



Appendix 1 - Chronological tables

"The year of the Space era" chronology is used to identify the time of all events in "Neuro". The start point of this chronological system is the year when the possibility of *hyperspace jump* through the eternal void of space was discovered. Historians of Confederation are still arguing what year it was in the terms of ancient pre-hyper chronology, but the majority is inclined to consider 2140 AD. It is worth mentioning that new chronology was not applied immediately after the discovery of *hyperspace jump*. It took place only in the end of the first century of the Space era during the chaotic colonization of the Galaxy, and was established as official once and for all at the day of the founding of the First Confederation.

Short history of the Earth Confederation

Year	Event
1	Hyperspace jump discovery, start of the new era
14	First interstellar flight
21	Battle for Neptune
29	Disappearance of TITAN expedition
38	Expedition to the system 94 Ceti
73-117	Sorgo colonization
130	Jehova rebellion
145	Founding of First Confederation
160-219	Construction of the Global Hyper-gates Net
207-284	Optimal Distribution doctrine
284-296	Rebellions and founding of the Second Confederation, which moved the Capital to Alexandria Ruta
317-325	Civil War on Kloto
366	The events of "Neuro" game
369-370	Great Space War starts from Kloto
369-372	Troyden Clan is banished from Kloto, following their defeat and allegations of provoking the war.

Short history of the Troyden clan

Year	Event
317-325	Civil War on Kloto, clans' formation
318	Troyden clan formation
325-332	Active phase of struggle between the clans; basically continuation of the civil war
332	Council of the Clans formation, official division of power among 27 clans
334	Joint development of Orbital Fighter "Rex", which became a symbol of relative stabilization on Kloto and strengthening of the power of Council of Clans.
351	Start of operation of the underground laboratory complex LT-Farm
366	The events of "Neuro" game
367	Rongo incident (space fight with participation of the "Groser" light cruiser)
369-370	Troyden Clan mobilizes and goes first to defend Kloto against enemy invasion
369-372	Following the initial defeats, Troyden Clan is unjustly banished from Kloto

Appendix 2 - Strategic Bureau of Investigations

Strategic Bureau of investigations (SBI) is one of the oldest intelligence agencies, existing since the First Confederation. Formed in 210 year of Space Era, this intergalactic organization was to control scientific and technical activities of Earth colonies. But eventually it became involved in a lot of things, not all of which can be displayed to the public openly.

SBI objectives include:

- Global control over military technologies,
- Global control over key non-military technologies (i.e. retention of Warpgate Inc. monopoly on hyper-engines production),
- Inspection of military and scientific objects,
- Legal control over legislation of colonies in the science and technology field,
- Strategic planning in high-tech fields

Head-office of SBI and the majority of subordinate scientific institutes are located on the Sorgo planet.

Appendix 3 - Sorgo

Sorgo is a densely populated planet and an important scientific and industrial centre of the Earth Confederation. Sorgo is located in the stellar system 94 Ceti, which is 17 parsecs far from Earth and the Solar System and 5 parsecs away from the capital of the Confederation, Alexandria Ruta. Stellar system 94 Ceti has two planets: the Jupiter-like planet called Elodi, whose period of circulation around the star equals to 454 Earth days, and planet Gershelia. Elodi is smaller than Jupiter, but it is also a huge liquid sphere, consisting of hydrogen and gallium with a small iron and



silicate core. Gershelia planet is similar to Uranus.

Sorgo is an unique satellite of Elodi with 7000 km in diameter. The distance from Elodi is approximately 1,500,000 km. The orbital period is approximately 16 Earth days. Acceleration of gravity (g): $\sim 900 \text{ cm/sec}^2$. Planet mass is $1,65 \cdot 10^{27} \text{ g}$. Density is $9,19 \text{ gr/cm}^3$.

System 94 Ceti became a strategically important point on the celestial map since the first century of the Space Era. In 38 year of Space Era, nine years after unsuccessful expedition of TITAN to Regula, humankind decided to try again a long hyperspace jump. Stellar expedition reached the 94 Ceti and returned to Earth. This was a triumph for the engineering and technical minds of that time. Shortly after in the far orbit of Elodi an autonomic space station was built, which became an important transshipment base for long range space investigation expeditions. Nearly for another 100 years human spacecrafts, heading to this sector of the Galaxy (including the later discovered Alexandria Ruta), came first to 94 Ceti using this reliable and well-tested way.



In 73 year of Space Era it was decided to colonize the Elodi satellite Sorgo, because orbit space stations did not have enough power and resources for scientific, research, navigation and communication objectives. Because of gravitation influence from Elodi and some other factors almost 3\4 of the surface of Sorgo is not suitable for life. However, the scientists, partially basing their planning on the experience from Ganymede settlement, developed a special program of Sorgo colonization, divided into three steps.

The first step took ten years. During this period the primary colony and a net of

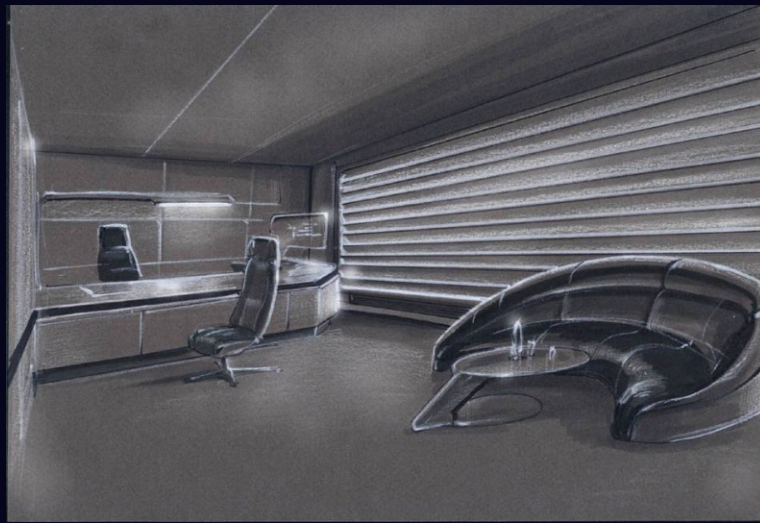
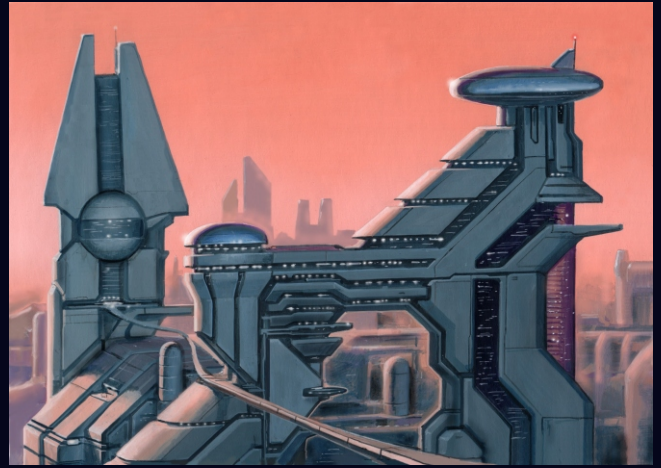
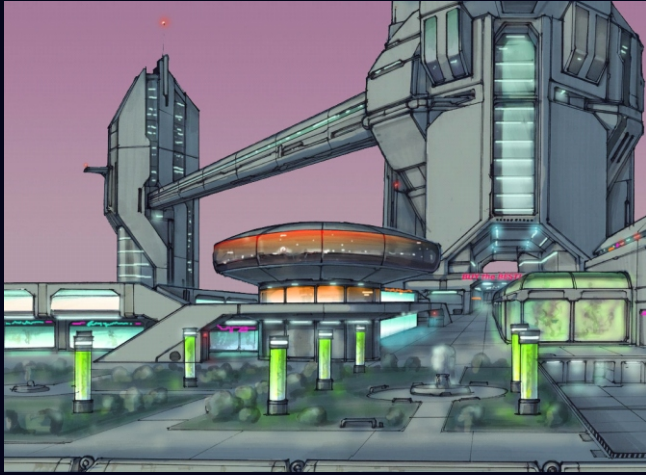
climatic installations were constructed. These installations surrounded the area of the future megapolis in the safe zone of the planet.

During the second step, which was 25 years long, the Sorgo atmosphere was purposefully changed in order to reach the acceptable level of air quality, Earth-like moisture recirculation and a necessary barrier against the space rays. Atmosphere adaptation was performed with the help of previously constructed circle of climatic installations, specially grown plants and bacteria, artificial soil, and also special orbital generation stations.

During the third and last step the final area adaptation and operational tests were performed, some superior plants grown, irrigational system was tuned, climatic installations were perfected, and finally there was a launch of "special climatic zone" mechanisms. In the boundaries of this zone the megapolis itself was built a little bit later.

Nowadays Sorgo, or exactly to say "special climatic zone" on Sorgo, is a highly developed and densely populated place. Historically, significant scientific and technical forces are concentrated here. After the capital was moved to Alexandria Ruta, Sorgo started to develop even more actively. Here the new plants of Warpgate Inc. for hyper engines production were established, and in this area is located the head office of the dreaded SBI.

Sorgo "special climatic zone" is a huge megapolis surrounded by special forests, then by climatic installations and then by an alienation circle. The megapolis is very densely populated and reached maximum level of urbanization long ago. Outside the alienation circle numerous mines and some plants are located, but there are almost no settlements there.



Business enquires and contact info:



PLAYTEN Interactive
Altufevskoe shosse 5/2
Moscow 127 106
Tel, fax: +7 495 401 37 55

Email: press@playten.com