

# Forbidden Terror on Station Z!

## *Demo Instructions*



## Welcome to Zorsis

### Overview

*Forbidden Terror on Station Z!* (AKA "Zorsis") from Emergent Game Technologies is an on-rails gameplay demo and art asset pack made available to Gamebryo® licensees and evaluators. Artists, designers, and developers can use the demo to experiment with gameplay, manipulate art assets, and learn Gamebryo systems and functionality.

In addition, the demo serves as an example of rapid multi-platform development, since the entire technical demo was built in less than two months for four platforms. It is not meant to be a polished or optimized game, but to demonstrate how much functionality (including integration with other middleware) can be produced in a short amount of time by a few developers.

### Version Information

*Zorsis 1.0* – This is the first release of the demo which has been upgraded from the original version shown at the 2008 Game Development Conference to build against Gamebryo 2.5 for the PC.

### Background

The game is an on-rails shooter originally designed as one of the Emergent demos for the 2008 Game Development Conference. This is a full gameplay demo created in under two months with a small team of approximately four people, with the help of EGT technology partners and contracted artwork and sound. The project started in-house two months before GDC as a product demo for Emergent's Gamebryo engine for the Nintendo Wii. A month later, we decided to target the demo for display at GDC, and the PC was added as a target platform. Roughly three weeks before the show, we additionally targeted the Sony PlayStation®3 and Microsoft Xbox 360™ (the initial porting for each of those platforms was about a day a piece).



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## **DEMOstration**

The Zorsis demo showcases a number of features and functionality.

- Real-time shadows
- Full-screen post-processing effects (film grain, bloom)
- Localized menus, in-game textures, and HUDs
- HUD edge anti-aliasing
- Wireframe debug rendering
- Performance data display
- Debug controls
- Portal system for reducing rendering complexity for sections of the level that are not visible
- Two-player gameplay
- Partner technology integrations
  - AudioKinetic Wwise® – Sound events associated with text keys and animation events in source MAX files, single function calls trigger sound events, environment-specific sound effects  
<http://www.emergent.net/en/Programs/Tech-Connection/EPP/Audiokinetic/>
  - Scaleform GfX – Entire UI for demo was created by one Flash artist and implemented by one programmer in about 2 weeks  
<http://www.emergent.net/Programs/Tech-Connection/EPP/Scaleform/>



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## Installation Instructions

To run Gamebryo demos and sample applications on a PC, a minimum configuration of a 2.x GHz CPU or greater, with at least 512 MB RAM and a Shader Model 2.0 capable graphics card is required. An Xbox 360 controller is required for PC versions (mouse and keyboard are not supported).

**Note:** Source versions are available to Gamebryo evaluators and licensees only.

## System Requirements

Platform	Requirement	Version
PC Binary	Microsoft Windows XP	SP2/SP3
	DirectX End-User Runtimes	March 2008
	Xbox 360 controller	-

## Installation and Execution

### PC

1. Run the Zorsis PC Installer (Zorsis\_PC\_1.0.0.msi)
2. Launch the Zorsis executable (Zorsis\Win32\VC80\Zorsis\_Shipping.exe) or use the Start Menu shortcut. You will need an Xbox 360 controller to play Zorsis.

## Dependencies

See **System Requirements** above for version numbers and access information.

## Gameplay

“Zombie-Killing Rail Shooter” – The main objective of the game is to “explore” the space station (and kill zombies). Since it is “on rails”, movement is directed by the game, though looking and firing is controlled by the player. You can move the guns with Xbox 360 gamepad thumbsticks on the PC version. The zombies will attack the player, and will explode after enough critical shots from the gun(s).



## Controls

To see the controller layout press the “Start” button to pause the game while it is running and select “Controls”.

### PC

- Right thumbstick controls the right reticule; right trigger fires; right bumper reloads
- Pressing the ‘X’ button will enable the left gun, if only one controller is plugged in
- With the left gun active: left thumbstick controls the left reticule; left trigger fires; left bumper reloads
- If two controllers are plugged in, the second controller controls the left gun at all times using the right stick, right trigger, and right bumper

## Movement

You cannot move the player around the environment (this is an on-rails shooter), but you can look around using the thumbsticks to move the gun. There are certain times during the game in which the camera is locked to a particular direction and you cannot rotate it. You can still move the reticules around during these times, however, and they should not be noticeable.

## Aiming/Firing

- You cannot move your character, but you can move your view using the thumbsticks
- Rounds can only be fired by pulling the trigger
- Your gun will project a target reticule to show where your shots will impact

## Mini-game

There is a mini-game near the end of Zorsis that is for stabilizing the reactor. It involves moving patterned tiles around a grid to connect all four reactor cores.



The controls for this are as follows:

- Only the first player controller can play the mini-game
- Use the right thumbstick on the gamepads to move the pointer
- Hold down the right trigger to “grab” a block
- With the trigger held down, use the right thumbstick to move the block to the desired location (make sure that the tip of the pointer is pointing to the desired block)
- Let go of the trigger to swap the block with the one that is pointed to
- Blocks will turn green when they are in the correct position
- If you are having difficulty figuring out or controlling the mini-game, simply point the mouse cursor to the “Bypass” button and click it by pulling the trigger (this automatically “wins” the mini-game)

## Options

There are a number of options that you can toggle on and off via the options menu. To access the Options menu Press "Start" and select "Options".

- **Language** – Allows you to select from a host of localized languages:
  - Chinese
  - English
  - French
  - German
  - Italian
  - Japanese
  - Korean
  - Russian
  - Spanish



- **Music Volume** – Adjust this slider to set the overall volume for the background music in the game. The sound effects are premixed and cannot have their volume adjusted. Adjust the main speaker volume on the television to control the overall volume of sound effects.
- **Background Noise** – This option selects between a sound mix for a loud environment or a soft environment. If the environment in which the demo is being shown has a lot of background noise, use this option.
- **Shadows** – Toggles real-time shadows on and off.
- **Bloom** – Toggles bloom on and off.
- **Film Grain** – Toggles film grain effect on and off.
- **HUD Edge AA** – Toggles anti-aliasing for the Scaleform GFx HUD.
- **Wireframe** – Toggles wireframe on and off.
- **Performance Data** – Toggles the Gamebryo visual tracker display on and off. This display shows the frame rate and other statistics about the application.



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- **Debug Controls** – Toggles debug controls on the gamepad on and off. These controls can be used to easily toggle effects on and off without needing to go through the menu. The debug controls enabled by this option are as follows:
  - Up on d-pad: Toggle wireframe mode. This is the preferred way to toggle wireframe mode.
  - Down on d-pad: Toggle bloom on and off.
  - Left on d-pad: Skip to the previous camera sequence, killing off all zombies.
  - Right on d-pad: Skip to the next camera sequence, killing off all zombies.

## Known Issues

**Turning on wireframe from the menu options.** Sometimes, the HUD and main menu also get displayed in wireframe, which makes it hard to turn it back off. If you want to display wireframe to see the portals in Zorsis, do so with the Debug Controls menu item turned on (up on the d-pad to toggle wireframe).

**Pressing Start and Select at the same time on the gamepad.** This will immediately exit the application. Also, be aware that the Exit command on the menu will also exit the application.

**Graphic cards.** Zorsis has not been optimized for NVIDIA cards outside of the 8800 series. You may experience performance problems with non-8800 series NVIDIA cards.

**Invert not enabled.** There is no vertical invert functionality for the camera. Sorry.

## Feedback

We'd appreciate any comments or suggestions you may have about this demo, documentation, and the Gamebryo product. There is a section for Forbidden Terror on Station Z! on the Emergent Support forums. Additionally, you can contact your Developer Relations Manager or Emergent Product Management.



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The wav files used in this demo are the property of Audiokinetic and were created by Michael McCann (www.behaviormusic.com) and Soundelux (www.soundelux.com). These wav files cannot be modified or re-used outside the scope of the Zorsis demo.

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