VOLUME 1.0.8a
USER MANUAL

Hello, I'm Guy Gisborne, the CEO and founder of Gisborne Industries. In the decades since the founding of this company, we've done a great deal to better the lives and fates of millions of hard working English families. In the months ahead, we aim to make our greatest push yet to stabilize and take a leading role in solidifying these objectives. As a trainee making use of one of our high tech Volumes, you'll be at the very core of these efforts.

So here's to you, hero. We're going to make this country a better, safer place.

Guy Gisborne, CEO

INTRODUCTION

Welcome, employee [insert name] to the Volume training manual. We're incredibly excited to share with you some advice and tips for the correct usage of the jewel in Gisborne Industries' educational crown. This manual covers remote operation of the device, via field controllers. For more information on direct control (via in-volume detection, sonic tracking and voice commands) please ask your helpful AI assistant, Alan.

We remind all employees of Gisborne Industries that the operation and assigned objectives of Volume technology are protected by national and international confidentiality law. If you're reading this, we have your NDA on file, and will not hesitate to enforce it.

Have a great time, and good luck!

Karen Daniels, Chief Instructor

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VOLUME SPECS

◆ **Operational size -** Up to 31 by 31 meter square grid, comprised of individual user tracking plates. These plates detect user location via weight measurements, and user gestural activity via sonic tracking. They also include microphone and speaker functionality for voice commands and full spatial sound.

◆ **Projection resolution -** Up to 8 on site Volumetric projectors, capable of projecting polygonal meshes in up to 16 thousand user visible colours. These projectors utilise flux shielding and ionisation to 'solidify' air in proximity to the user, accurately simulating solid surfaces.

◆ **Control gauntlet -** This item is worn by the user, feeding back into haptic detection systems, as well as providing more conventional control of the system through a touch interface.
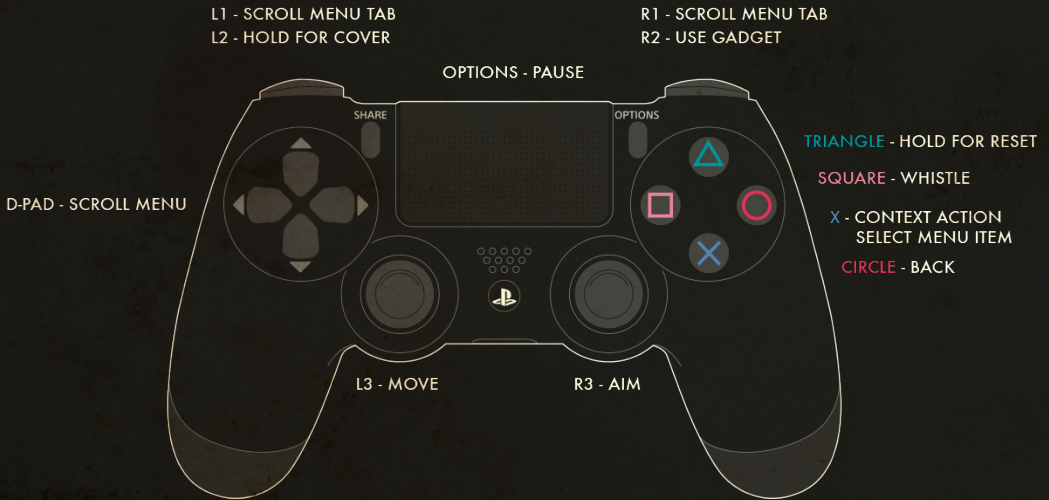
◆ **Security -** Unauthorised use will be immediately streamed to headquarters, providing a full record of illegal activity. User identity is obstructed in these recordings in line with pre-existing privacy guidelines.

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CONTROLS
(PS4/VITA)

L1 - SCROLL MENU TAB
L2 - HOLD FOR COVER

R1 - SCROLL MENU TAB
R2 - USE GADGET

OPTIONS - PAUSE

SHARE

OPTIONS

D-PAD - SCROLL MENU

TRIANGLE - HOLD FOR RESET

SQUARE - WHISTLE

X - CONTEXT ACTION
SELECT MENU ITEM

CIRCLE - BACK

L3 - MOVE

R3 - AIM

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CONTROLS
(PC/MAC)

Pause game ---- **ESC**

---- Reset

W   **R**

Move ---- **A** **S** **D**

(Hold) use cover ---- **SHIFT**

C ---- Whistle

Interact ---- **SPACE**

MOUSE

Use gadget ---- **L**

Aim gadget / look around

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HINTS AND TRICKS

◆ When running stealth scenarios, the objective is always the same: Collect every gem, and get to the exit. Your performance will be compared to industry standard par times, as well as those of colleagues.

◆ Artificial intelligence support in the Volume is still rudimentary. Enemies will react in predictable patterns, and forget you should they lose line of sight. We hope to fix this flaw in later iterations, but in the meantime, feel free to use this to your tactical advantage.

◆ Gadgets are unlimited in use count, but do incur recharge times. Keep an eye on the UI to see when a gadget is 'charged' and ready to use again.

◆ Checkpoints are useful islands in the sea of poor performance.

◆ 'Alan' represents the current state of the art in AI assistant design. It is, however, prone to over analysis. We suggest not overexposing the program to ethically complex issues or concepts. If you do, please follow the attached guide 'When Diplomacy Fails: Resetting your AI'

◆ The Volume is connected to a vast database of online simulations, peruse this list for further opportunities to hone your skills.
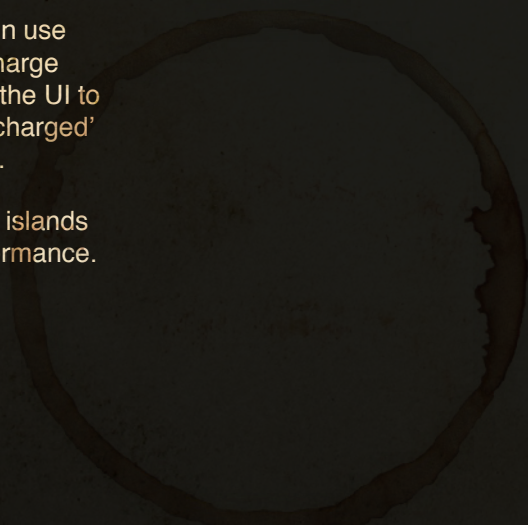
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ADVANCED: CREATING SIMULATIONS

Still reading, eh? We like your style, employee [insert name], you show character, poise, and an attitude that very much fits the Gisborne Industries corporate culture. When you've completed some of the onboard simulations, please feel free to create some new simulations of your own.

Creating simulations in the Volume is easy: Place some floor, some walls (as easy as painting), choose some colours, and you've made a room. The only requirement we demand is a level exit, found in the prop tab. From there, you can run your simulation.

Of course, if you want to produce some more interesting simulations, you may want to place interactions, or some enemy NPCs (Non-human Personality Constructs). By doing so, you will be supporting the hard work of other Volume users, and providing experiences back to the community.

And remember the first rule of Volume simulation design: **If you've seen it in a Volume simulation, you can put it into a Volume simulation!**

LEGAL REMINDERS

As an employee of Gisborne Industries, we reserve the right to monitor and observe your usage of the Volume at any time. By using the Volume, you waive all rights to legal recourse in the event of eye strain, organ failure, bodily trauma, motion sickness, emotional or spiritual trauma, decapitation, fatigue or discomfort. All solutions, tactics and methodologies developed while using the Volume are the property of Gisborne Industries. We reserve the right to terminate your contract and use of the device at any time.

Duplicating source code, or in any way sharing the observations, conclusions or witticisms of onboard AI is in breach of your NDA, and will be met with the strongest legal repercussions.

Enjoy your time with the Volume!