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## Consortium Soundtrack And Discoveries Cracked

to the King's interdimensional abilities it is believed this event caused the packets to have always existed in our orbit, since Earth was first formed. To hit home an important point: *the King's own world has been found not to house any such packets of negative energy.*

We then soon discovered the pulses were a built-in mechanism of the K-1 hardware. The instant it was activated for the first time and as a part of the King's boot-up systems, these packets were shot off and transported interdimensionally. As far as we could find out nobody involved with the project could make sense of the pulses and even the King has no answers as-to how or why they occurred. So the question then begs: *Who programmed them into the King's hardware, how did they manage it and why?*

### 1.3 The King's Construction and Upgrade Timeline

The Consortium King (or Henry IX) and the K-1 facility where he is housed were constructed and tested across several internal milestones by Worldview Industries and its C.E.O. Dr. David Schelter. Schelter and his team ultimately decided on an old underground bunker in Xalapa, Mexico, as the King's home.

The concept of the K-1 facility and furthermore the King itself were originally fashioned by Schelter as far back as 2015 after catching wind of a technology a group of Japanese scientists had invented. They had built a prototype device with the potential of constructing and harnessing large amounts of negative energy through radial electric and magnetic field manipulation, something which was theorized could be used to open a wormhole to— somewhere else. The team from Japan were not looking for interdimensional travel but rather felt what they had was a long shot test project, one they hoped would ultimately lead to the generation of an artificial warp bubble outside Earth's orbit.

Schelter had been working on a form of biologically enhanced AI technology for several years and knew that if he were to combine his creation with the negative energy producing technology, he could build an unsurpassed intelligence capable of delving into other dimensions to further increase its vast knowledge base and become the perfect leader for his as-yet only imagined peacekeeping force.

On March 22<sup>nd</sup>, 2018, Worldview Industries secretly bought out the Japanese team's project for an undisclosed amount and Schelter began top secret work on integrating their technology with his own. Several years and hundreds of millions in research later, he was ready to begin development on his own project: The King.

**February 27th, 2027:** Milestone One was reached. The physical construction of the underground facility outside Xalapa, Mexico was completed and implementation of the K-1 hardware systems could begin.

#### Worldview Industries To Re-Build Underground Bunker

...Xalapa, Mexico - December 15<sup>th</sup>, 2025

Twenty kilometres east of Xalapa, near Actopan, lies an old and currently non-functioning military bunker. It was first used during the America-Mexico war back in the mid-1800's and has since been used only once during the Resource Wars as a communications hub for



Image received from the other side relating to when construction of K-1 began in early 2026 (English translation to right)

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## About This Content

### CONSORTIUM Original Orchestral Score by Jeremy Soule

Music.

The language of emotion and imagination.

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It is one of the cornerstones of storytelling, from the bards of old, to the symphony orchestras behind major motion pictures of today. We recognize this, and we recognize the role that music will play in interactive storytelling as the medium grows from its current state of infancy.

In most games, music is an afterthought. Something which is created and produced, often separately from the game production. With such evocative titles as “Battle music,” “Exploration music,” etc., it is often placed into the game piecemeal wherever it happens to “sound good”.

Jeremy Soule has always approached his games with a keen eye, and a steady determination to advance the role that music plays. His scores are spellbinding, embodying the spirit of whatever work he is contributing to, and his standards are impeccable.

We approached the score for CONSORTIUM in much the same way one would a film. The non-linear and branching nature of the game means that players will experience the story in their own way, from their perspective. Jeremy’s music will always be there, complimenting what you’re doing, playing with your emotions. There are musical foreshadowing and powerful thematic moments that will help you to interpret the events and unravel the mystery. This music has deep meaning within the context of the narrative itself, in precisely the same way that the dialogue contributes to the narrative.

#### TRACK LISTING:

- 01: projectb6 - 00:15
- 02: Our Little Blue Planet - 05:18
- 03: The Utopian Dream - 02:47
- 04: Interdimensional Rift - 00:43
- 05: The First Glimpse - 00:39
- 06: Imagine a Future... - 01:07
- 07: iDGi-1 Control - 01:32
- 08: Hello Seeker - 01:40
- 09: Consortium Bishop Six - 01:26
- 10: The Consortium - 02:09
- 11: Training Complete - 00:36
- 12: A Shocking Discovery - 00:59
- 13: A Dark Deed Explained - 00:36
- 14: Impossible Surprise Attack - 00:34
- 15: E.M.P. Weapon - 00:25
- 16: Brutal Display of Power - 00:45
- 17: A Mysterious Enemy - 00:29
- 18: Sinister Machinations - 02:20
- 19: This Is No Negotiation - 02:09
- 20: All Pawns To Mission Operations - 00:40
- 21: Zenlil Under Siege - 03:08
- 22: A Good Old Fashioned Dogfight - 03:24
- 23: Returning From A Merciful Battle - 00:35
- 24: Returning From A Bloody Battle - 00:35
- 25: Zenlil After The Siege 1 - 01:28
- 26: Zenlil After The Siege 2 - 01:44
- 27: Zenlil After The Siege 3 - 01:41
- 28: Zenlil After The Siege 4 - 01:47
- 29: The Consortium Queen - 00:52
- 30: The Virus - Locked In - 00:18
- 31: The Virus - Systems Haywired - 00:13
- 32: Endless Waves of Virtual Soldiers - 01:14
- 33: Zenlil Attacks - 01:31
- 34: The Enemy Influences - 00:22
- 35: Disturbing Nightmare -- The Traitor - 01:24

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- 36: Dark Faith - 00:45
  - 37: Traitor Suicide - 00:39
  - 38: The Enemy - 01:11
  - 39: The Prophetic Battle - 01:33
  - 40: Haunted Zenlil - 00:43
  - 41: Homidical Rage - 00:43
  - 42: Seductive Corruption - 01:37
  - 43: Preparing To Jump - 00:39
  - 44: Freefalling Through A Thunderstorm - 01:23
  - 45: Suit Sabotaged - 00:23
  - 46: Quantum Paradox -- The Churchill Tower - 00:59
  - 47: Quantum Limbo - 03:20
  - 48: A Trapped Consciousness - 01:01
  - 49: To Be Continued - 00:16
  - 50: End Titles - 06:26

## **iDG-1 Discoveries Lore Compendium**

This document package is the ultimate hint-book to the Interdimensional Games Alternate Reality Game (A.R.G.) which has been ongoing since 2010. Or in other words, it is a hint book to the extremely detailed and rich back story and lore behind the entire concept which makes CONSORTIUM unique. Or in other-words, it makes for an excellent alternative to playing the extremely complicated (and sometimes tedious!) A.R.G.

Essentially, if you play through CONSORTIUM and find yourself wanting more story, more lore, more world and character building, look no further than this document package. The whole package was written by Vidal Desertch, principal inventor of the iDG-1 satellite, and takes an unbiased look at the early stages of the long-standing conflict between the Consortium King and the Guardian Church. These events are during the King's early development, back in 2028, whereas the events of CONSORTIUM are 14 years later.

The core 140 page iDG-1 Discoveries document is split into two sections; Part One covers the high level history and overlaying background information on the King, the Guardian Church, and everything else A.R.G. related. A good starting point. Part Two is the direct guide to the A.R.G. itself with walkthroughs for all the puzzles, screenshots, links to videos, and fully detailed information on every story development.

Included in the package is every important image, video, or sound clip linked to from the core document and the A.R.G. itself.

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Title: Consortium Soundtrack and Discoveries

Genre: Action, Adventure, Indie, RPG

Developer:

Interdimensional Games Inc

Franchise:

Consortium iDG1

Release Date: 2 May, 2014

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**Minimum:**

**OS:** Windows Vista or Windows 7

**Storage:** 350 MB available space

English







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So far I am having fun with it... I'm new to this type of game... Normal games for me are SKYRIM, WITCHER 1, 2, 3, Fallout 3, Elite Dangerous, IL-2 1946, Microsoft Flight Simulator-X V 2004, all the Mechwarrior games, so this is very different and I'll write more as I learn more.... I want more excellent.. For those looking for these files, it's in your Consortium folder. It has its own sub-folder called "soundtrack and discoveries".. I'm not sure what to think of this game. It's a first person RPG heavily focused on characters and dialogue that feels like it should have been much longer than it is and inevitably sets up a "to be continued" cliffhanger at the end for the next installment. The whole story feels like one long mission from a campaign rather than a self-contained plot, you do get plenty of choice and ways to interact with the various characters around but sadly it feels like there's often too many of them for how much of an impact each has. A lot of the setting is explained through an infodump terminal so if you don't want to bother to read all that you'll have to infer from the various character conversations where you are, what's going on and what's your role in all of this. This particular aspect could have been handled way better by my opinion, for instance by gradually dropping basic bits of lore while giving the player time to digest it.

Either way, it's a first person RPG where most of the time you'll spend talking to characters, with a surprising amount of choices in how to interact and a lot of interpersonal relations between them a surprising degree of choice on how to deal with a crisis, the ability to spare or kill enemies, which is also commented on by other characters and an interesting inventory and health system. This all is however underutilized due to the very short length of the game which feels more like I'm playing one long Mass Effect mission rather than a full story. This in the end is why I can't recommend others to play as the game feels too short for the money I put into it.



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