

Nardo proudly presents:

MARATHON

TEMPUS IRAE

Sooner or later, it had to happen...the race for knowledge was fierce.

Forward by Borzz:

Inspired by a book that followed me on vacation, the goal became clear: create a Marathon Infinity scenario - unlike any other. There are more textures in this one scenario - than Marathon, Durandal, and Infinity combined. You will see several things you've never seen before, and some you may hope to never see again! Our first priority in creating these levels was to make them FUN. They're some of the most beautiful levels ever created, and we hope you have a blast every step of the way. The game has not been changed in any way - just the way it looks. We hope you enjoy playing it, as much as we enjoyed making it...and be sure to let us know what you thought, after you've finished!

Nardo@bungie.org



TEMPUS IRAE

Getting Started...

Here are the system recommendations for **Tempus Irae**:

Installation requirements:

The installer folder is 53Mb, and the final installed game folder is 71Mb in size. If you are installing **Tempus Irae** from a magazine coverdisk CD, then you will need 71Mb HD space total to install **Tempus Irae** on your machine. If you have downloaded the scenario installer archive, then you will need 124Mb HD space to install the game (the size of the game plus the installer files), but you can then delete the installer files from your HD to regain that space.

Hardware requirements to play **Tempus Irae**:

Tempus Irae runs under the Marathon Infinity game engine, so, in general, the same Mac systems that can run Marathon Infinity successfully can also run **Tempus Irae**. However, **Tempus Irae** contains larger scenery and monster graphics, longer sound samples, and more than double the number of textures as does the original game. You will need to increase the amount of RAM available to play **Tempus Irae**. We recommend 20Mb in order to play **Tempus Irae** with all video and sound options turned on. If you are willing to sacrifice resolution, colour depth, and sound quality, then **Tempus Irae** will run with a smaller RAM footprint.

The maps in **Tempus Irae** are also quite a bit more detailed and larger than those found in the original Marathon Infinity game. Marathon players who are running on 68040 based systems may find themselves playing with poor frame rates in several areas of the game. We are recommending that **Tempus Irae** be played on a PowerPC based system for maximum game enjoyment.

We have tested **Tempus Irae** on a 6100/60 system with 24Mb of ram and 256K L2 cache with no problems. We have also tested **Tempus Irae** on a 5620 system (100Mz 603e) with hardware video acceleration and 8Mb of RAM, with virtual memory turned on, and 16Mb of RAM allocated to the game, and it also functioned reasonably well.

Your mileage may vary.



MARATHON

TEMPUS IRAE

Installation instructions:

First, make sure to locate either your original Marathon Infinity CD, or the Marathon Trilogy CD. The installer needs three files from your original Marathon Infinity game in order to successfully install **Tempus Irae**. It will ask for you to locate the Infinity game, and the Shapes and Sound files from the Infinity game. The game will be installed to a new folder, and all necessary files will be placed in that folder for you. While you can do an install using files from an existing Marathon Infinity installation, we recommend that you point the installer at files from the original CDs.. they are guaranteed to be unchanged from the format that the installer expects them to be in.

Marathon **Tempus Irae** is a separate game application from your other Marathon games, with it's own preferences file. Setting preferences in **Tempus Irae** will have no effect on your settings in Marathon Infinity. Note also that **Tempus Irae** has it own unique "creator code" so that maps and physics files created in Forge and Anvil will need to be "file typed" in order to be recognized by **Tempus Irae**. We have included file typers for you that will do this in a convenient "drag and drop" fashion.

If you have been running Marathon Infinity from the original release, please note that the installer will update Marathon to version 1.5. This version no longer requires you to input a serial number the first time you run the game.



TEMPUS IRAE

Nardo is:



Chris Borowiec ("Borzz")

Thankfully, I have a very understanding wife...I hope she knows how much I appreciate it.

So much has happened in 1997, it's amazing to see this project completed. There are several people responsible for helping **Tempus Irae** become a reality - from concept through completion: the entire Nardo team (members past and present) especially Gary Simmons, Devon Belcher, Chris Johnson, and Marc Steinberg - whose inspirations fueled me in ways they may never know ;)

Through thousands of letters, and hundreds of map uploads, we squashed a number of problems that otherwise may never had been resolved - for that I whole heartily thank Michael Neylon. I know we abused the mailing list - but thank you for letting us. For endless hours of beta testing, I'd like to thank the entire group - especially Kain Osterholt and Jimmy Mitchell - who proved TC can be a way of life. The 3-D alien renderings in **Tempus Irae** were done by Dan Clancy...I don't have to say a word, just wait until you see his work - you'll know. The diversity provided when Frank Rooke joined the team was priceless - I only wish he would've been able to be with us from the beginning... wait till you see some of the tricks he's pulled off! What HyperArchive would be complete without their copy of **Tempus Irae**? Steve Campbell has taken great pains to insure the longevity of Marathon, for many scenarios to come...and for his providing the skill to distribute ours, we are eternally grateful. Having the distinction of being the "last" Nardo member, Nicholas Head provided some of the most thorough and professional beta test reports I have ever seen. His efforts (along with the additional beta testers Adrian, Cindy, and Adam) allowed us to finish the scenario in record timing.

Each Nardo member offered a certain element of surprise - Courtney Evans alarmed me. His story, and map design elevated us all to another level. Being surrounded by intelligent, fun people made this project worth every second spent on it - but nothing compares to the overwhelming contributions of James Hastings-Trew. Nearly every texture and object you'll see was created by James - some so amazing, you'll most certainly die staring in awe. James also provided sounds, startup imagery, startup music, icons, terminal art, chapter screens, level upon level, a personalized version of Forge, and two workable versions of Anvil! I'm perplexed at the array of knowledge found in one man.

I simply learned a ton - thank you all.

Thanks to Bungie, for releasing what I find to be the perfect creative outlet, and an extra special thanks to Claude Errera for showing me the ropes - patiently.



James Hastings-Trew

Nardo, those bastards; they tricked me. I originally signed onto this project to make two maps. Only now, nearly a year, hundreds of textures, dozens of objects, terminal pictures, chapter screens, and a handful of maps later, do I realize the depth of their deception.

One aspect of this project has always fascinated me: that a group of individuals who have never met in person can work cooperatively and efficiently on a project of this size, and make it work. We communicated nearly exclusively via the Internet, using email, ftp and later IRC to exchange ideas, comments, arguments, and files. Only near the end of the whole project did I ever so much as speak to Borzz via telephone to work out some last minute problems. I think that's cool.

I did something on this project I have not had much experience at... collaboration on a creative endeavor. Artists traditionally have some pretty gigantic egos. We were able to put that aside and collaborate on just about every aspect of this project. Nearly every chapter screen in this scenario was actually worked on by both Borzz and myself... trading Photoshop files back and forth, each adding layers and effects. The end results were something neither of us would have accomplished on our own. I think that's cool too.

News of new scenarios for Marathon surface almost on a daily basis. To me this says a couple of things... that people are still interested in and play Marathon, some on a daily basis. And that the act of creating one of these scenarios is something that many people admire and want to participate in. A word of warning to would-be scenario authors... having the know-how and talent isn't enough to bring a project of this size to completion. You have to have the right people, and the "stick-to-it-tivity" to pull it off. Nardo had this, in spades.

One last thing I would like to mention is the new friends I have made while working on this project. Borzz and I have so much in common sometimes I feel like we were separated at birth. A conversation with Courtney is always entertaining and challenging all at the same time. And Steve is one of those guys whose enthusiasm never seems to wane, no matter what is going on. And the rest of the Nardo team were always full of helpful suggestions and comments at every turn.





Courtney Evans

I want to thank **Borzz**, first off, for having the guts and the patience to lead this whole project, and for putting up with my wayward habits during the making of *Tempus Irae*. Also, I'd like to particularly thank **James** for his fine suggestions at every impasse, and for making such superb textures. Thanks to all the members of the group, every one.

Despite what some people say, I think *Forge* (with the addition of *Chisel*) is a fine mapmaking package, and I want to thank **Bungie** and **Kirill Levchenko**. Then there's all the non-Marathon people in my life, who I want to thank for putting up with this odd hobby of mine.

Mapmaking influences? Well, there's *Alien*, *Star Wars*, *Event Horizon*, *2001...* movies with great set design and atmosphere. And of course, the original Marathon levels, from *The Rose* to *Acme Station*.

As for the writing bit, well, I highly recommend the following authors: **Mark Helprin**, **Gene Wolfe**, **Tad Williams**, **Charles Dickens**, and **Thomas Hardy**... they have been some of my biggest influences.

Goats rule.



Kain Osterholt

Wow. What a year it's been. I've submitted 7 maps to this awesome project. These maps are my first ever released to the Marathon community and will probably be my last. I thank everyone in the group for the comments, arguments, and conversations. **Borzz**, thanks for inviting me to be on the team that created the best scenario ever constructed for the Marathon engine. Thanks to everyone who plays this scenario and Marathon for that matter. I hope you enjoy playing *Tempus Irae* as much as I enjoyed helping to build it.





Frank Rooke

Kudos to Borzz for keeping Nardo together, focused and on track.

I just want to say that it has been a wonderful experience working with the other members of Nardo, past and present (this means you Devon), and I hope all Marathoners really 'dig' the blood and sweat that has gone into this labor of love.

Map making inspirations came from real world architecture and ZPC (yeah I know, I'm the only one who thinks ZPC was an incredible game). Other cool computer games IMO are Carmageddon, Scourge of Armagon, and Dark Forces. Computer game wants: ZPC II in 3D (a la Quake or Unreal), A 3Dfx patch for Carmageddon, A 3D shooter / adventure based on the movie Barbarella, and of course Marathon 4 using some of 'that' Myth technology.

Lastly, I would like to recognize my wife's patience even though she often riddled me with guilt for playing Marathon so much.



Michael K. Neylon

Once again, thanks to the Marathon community for supporting my work, whether it be for the Spoiler Guide or for my maps. I hope you enjoy my little contribution here, and I know you should be expecting the Tempus Irae Spoiler Guide in a few weeks here : -)

I'm hoping that the next thing in 1st person players on the Mac, whether it be a Marathon reincarnation, or Duality, or whatever, has as much to offer as the Marathon engine does - while spoiled by rather new games on my Winblows box, they offer none of the fun of map design or playability as Marathon did. It will always hold a special place for me as my game of choice.



Steve Campbell

.....what should a typical read me say that accompanies such an endeavor as **Tempus Irae**. We have all read these. Usually just scanned them to see what our favorite map maker has said or commented on.

I, in turn will comment on a seemingly well known aspect of projects such as this one, but, sometimes an aspect that is forgotten - that being what goes on behind the scenes. Most are familiar with my role as a maintainer of files - but like **Trojan**, my contribution was in a very small way. Unlike **Trojan**, I was more involved with the day to day happenings. Not making decisions, but just being able to watch things develop and contour to everyone's liking.

And the day to day happenings did more to make this project complete than any of the:

- 1) Textures (great job **James**, **Borzz**)
- 2) Maps (some of these are visually the best I have ever seen)
- 3) Text (**Courtney**, IMO, is incredible)
- 4) Or any of the other files that make this scenario what it is.

I watched and often times, as bad as I don't want to admit it, participated in some un-needed wasted map making time. You know, someone's level needs this or that, textures need to be different, etc,..etc. This is common place for all projects that have creators that come from all points on the globe. I watched different authors compare, justify and most of the time defend. But, as I watched, things began to happen and believe it or not...change.

Things that shouldn't have happened did!

- 1) A leader that took that time to make sure that the project stayed healthy but at the same time, made the effort to make sure the member was healthy (and no I am not just talking about me).
- 2) A talented artist, that took the time to make a banner for a web page - that had nothing to do with Nardo, while all the time having deadlines of his own.
- 3) A group of artists and authors that took the time to understand why one Vid's. I can't tell you how many times we heard, "The film has been upped to the FTP, check it out" **and it really was upped. Does this guy have a life, or what! :)

personal note...I used to be completely bored by watching those guys fist their way through a level..but

*because of Jimmy, I now have an understanding and respect for what they not only do, but for what they accomplish! We had enough films to make a real Marathon movie due to his relentless efforts.
Thanks Jimmy!*

4) A mapmaker asks for a fence that he needs in a level for an effect and within a day, and sometimes, 12 hours or less, we always heard without delay: "Shapes update number 50 something has just been uploaded. "

The mapmaker needed something - so it was done, and that mapmaker or member became a priority. Not just for his map, but because he needed it.

Now don't misunderstand me, this was not a stress filled team - but, the amount of giving by the members was the first that I had ever seen (and I mean Giving!). And to think, a computer game brought this to a reality! A box with a screen and keyboard brought out some incredible human qualities that many say today, are non-existent!

My level - **The Revealing Science of God** is named after a movement in **Tales from Topographic Oceans** by **Yes**. No one ever asked me why I came up with this name except James and **Devon** (hey buddy!), and they figured it was due to my affection for the music. **James Hastings-Trew** retextured most of my level as I fought with Forge to understand, and be its friend. It is such an easy program to work with, but, for some reason I was its enemy for the longest time. I can't tell you how many times I made the overall geometry in Pfhorte and tried to import it (Pfhorte fanatics die hard I suppose).

The true reason I changed my level to this name was I felt it was indicative to the nature of Nardo. **Tales** was, far ahead of it's time and in turn, made any **Yes** fan either hate it or love it. Nardo, is a prime example of that. We either learn to respect each others talents or we found our way out. And as time went by, there was no doubt that everyone had a talent that the others respected.

We all loved Marathon - but, more than that, we learned just how important every member was, and not just for their level or contribution. I got to watch all of this. It was incredible to see the overall atomsphere every night on IRC change. It did get heated at times..but it always ended in understanding the reasons and motives.

The leader of this group to this day still amazes me. He endured, and still encouraged and drove the group to the finish. He never, ever let a member go for long without spending however much time it took to make sure that their needs were addressed completely.

Nardo changed many things with the Marathon engine, but more than that, it changed the way a lot of us thought. Or, maybe just affected the way we USED to think.

I watched members of this group come to understandings on decisions in record time, compared to 7 months ago. And, I watched a unique group of people come together and understand one man's vision and help make it become a reality. These men are truly gifted. I do hope that some of you take the time to let them know. I, on the other hand, have gotten the rare opportunity to stand on the sidelines and watch these artists.

Thank you Nardo for this rare opportunity and thank you **Borzz**, for believing that people are NOT what we think now a days, but, in turn what we really know them to be.

Oct. 1997



Picture 1003 was not found!

Jimmy Mitchell

The Nardo group rules - I've enjoyed everyone and what they have brought to this project - what can I say, an awesome hard working team of nice folks. : -) And of course this is easily visible in the package we've turned out at long last. I'm very proud to be a part of this group, and thanks to everyone for all the cool stuff that makes **Tempus Irae** what it is. Extensive testing has been done to ensure that all levels can be completed on Total Carnage - so don't complain if you wanna play on wussie settings. ; -) And you know what? The Nardo Vidmaster's Challenge isn't for wussies either... The Nardo group challenges anyone who thinks they're Big Time to try to Vid a Nardo level today... And we're not just saying this to just go watch everyone else Vid these levels either - a number of us are also going to try our hand at some Nardo levels - Vidmaster Style! So stayed tuned for some serious films...



MARATHON

+ E M P U S I R A E

Credits

- Software used in the creation of this scenario -

Forge, Anvil (1.02 Shapes, 1.03 Sounds), AudioShop, AutoTyper, BBEdit, Bryce, Chisel, Clut Converter, Durandal Terminal Browser, Graphic Converter, Hex!, Illustrator, Infini-D, MapInfo, Marathon Map Splitter, Norton Disc Editor, Photoshop, Poser, Premiere, Shapes Juggler, Soft Image, SoundEdit 16, Super ResEdit, Updater VISE, and DOCMaker.

Director - Chris Borowiec

Producer - James Hastings-Trew

Textures - James Hastings-Trew, Chris Borowiec

Shapes - James Hastings-Trew, Chris Borowiec, and Dan Clancy

Sounds - James Hastings-Trew, Kain Osterholt, Chris and Bethany Borowiec

Terminal Artwork and Chapter Screens - Chris Borowiec, and James Hastings-Trew

Story - Courtney Evans

Contributing writer - Frank Rooke

Music - Shawn Magee, and Rich Wilcox

Maps - Chris Borowiec, James Hastings-Trew, Kain Osterholt, Frank Rooke, Courtney Evans, Michael Neylon, Steve Campbell, Dan Clancy and Jimmy Mitchell.

Beta testing - the entire Nardo group, TC by Jimmy Mitchell, and Kain Osterholt
Additional beta testing - Nicholas Head, Adrian Bourke, Cindy Hoffa, and Adam Weinstein

Installer - Adrian Bourke

Public Relations - Steve Campbell

FTP and email list server - Michael Neylon

Web Page Design - Courtney Evans, and Adrian Bourke

Special Thanks - Michael Hanson, Charles Lechasseur, Bo Lindberg, Serge Bramly, Marc Steinberg, Sean DeLaCruz, Devon Belcher, Chris Johnson, and Gary Simmons.

TEMPUS IRAE

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Please direct all questions and comments to:

Nardo@bungie.org

Visit the **Tempus Irae** web page at:

<http://nardo.bungie.org/>

Or chat with us on IRC, on the freenode.net channel:

nardo



M A R A T H O N

T E M P U S I R A E

The Final Word...

During the creation of **Tempus Irae**, the entire Nardo team worked under some very strict guidelines. My main objective, above all others, was to create a scenario that was FUN to play. Not one riddled with humor, sub-plots, or impossible puzzles...but one that challenged the player - without overwhelming them. We have been very conscience of difficulty settings: if you usually play on Normal - you will find you still can. If you're into more of a challenge, we urge you to try the scenario on Major Damage - or Total Carnage, if you're really good. The fine standards that Bungie set with their Vidmasters Challenge, have been closely adhered to.

There are absolutely no senseless dead ends or suicide traps - to the very best of our knowledge. If you happen to encounter some aliens, you should find that you have plenty of ammo to "take care" of them, even if you don't find any of the buried secrets. We've packed so many secrets into **Tempus Irae** - we're not sure if all of them will ever be discovered.

An **extra special** thanks! goes out to everyone who knew about **Tempus Irae**, and said nothing.

Have fun, we look forward to seeing some **Tempus Irae** films, 3rd party add-ons, and inspiration to create more!

Thanks,

...Borzz

www.totalitypro.com

