



Beyond Aurora

Chapter 1

For Aleph One with Dusk Media Package

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Wednesday, June 9th, 2004

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Beyond Aurora Manual

TABLE OF CONTENTS:

Document Overview

“Beyond Aurora” Single-Player Game

Requirements and Setup

Story Breakdown

Characters

Locations

Credits

More Information

DOCUMENT OVERVIEW

This manual covers the Aleph One scenario, Beyond Aurora (BA). BA has been a 5-year project for the Atlantis Crew, finally seeing a release in the summer of 2004. Beyond Aurora will be released as chapters with around 3 levels each. As the Summer goes on, chapters will be released until the full scenario is available as one pack.

Beyond Aurora will run on these operating systems and game engines:

Macintosh OS 9

Commercial Marathon 2 Engine

Commercial Marathon: Infinity Engine

Aleph One for Classic Engine (Available at <http://source.bungie.org>)

Macintosh OS X 10.0 through 10.3.4

Aleph One for OS X Engine (Available at <http://source.bungie.org>)

Windows 98

Commercial Marathon 2 Engine

Windows XP

Aleph One for Windows Engine (Available at <http://source.bungie.org>)

Linux

Aleph One for Linux Engine (Available at <http://source.bungie.org>)

BeOS

Aleph One for BeOS Engine (Available at <http://source.bungie.org>)

"BEYOND AURORA" SINGLE-PLAYER GAME

Requirements and Setup

BA requires the use of Aleph One, the open source game engine built using the source code from the commercial Marathon games released by Bungie Studios in the mid 90's. In 2000, Bungie released the code and it has since developed. Because of these developments, they render the old engine obsolete and so the new Aleph One engine must be used. Along with the engine, Beyond Aurora requires the use of a new texture set called "Dusk" developed specifically for Aleph One and Beyond Aurora. Visit <http://source.bungie.org> for more information on how to run Aleph.

For Hardware, Beyond Aurora requires any of the operating systems appearing above and not much processor muscle. To make the game work, simply drop the Beyond Aurora map file in the same folder as your engine application and set your map "Environment" preferences within the application so that "Beyond Aurora" is selected. Make sure that the "Textures" and "Scripts" folders that came with BA are in the same folder as Aleph One as well. To get the Dusk textures to work, make sure you have OpenGL graphics turned on in Aleph One's preferences and that the Dusk texture pack and script are correctly installed in your Aleph One folder. Begin as normal and enjoy!

Story Breakdown

Subscribe for a moment to the theory that the universe is open and will expand for eternity. Billions and billions of years from now, all the stars in the universe will exhaust themselves. New ones will be born from the dust of the old, but there will be a steadily decreasing overall amount as time goes on eventually leaving the universe dark and cold.

In this possible distant future, an old expanding red giant star at the center of the Suthrine System in the last known galaxy is dying and within a million years of going supernova. The two planets inhabited by the humanoid species, Hundak, are mere years away from being uninhabitable because of the expanding star. A plan is formed to relocate the whole species to the uninhabited but habitable fifth planet circling the closest star, Cysis, more than 40 light years away.

Beyond Aurora Manual

Also in that system is Cysis 3, a planet whose inhabitants, the Lo'neine, are decedents of the winners of a land battle thousands of years in the past. In that battle, the peaceful species that originated on the planet were wiped out. The Lo'neine invaded and took the planet for themselves after their own planet's resources were gone. In the many millennia since, the Lo'neine have become hospitable and forgotten their destructive past, welcoming the Hundak to the Cysis System.

The entire Hundak populations of both Suthrine worlds leave in thousands of pods towards their new home of Cysis 5. A few ships are sent ahead to secure the planet and sign treaties with Cysis 3. Aboard each ship are several Protector Class warriors. The Protector Class is a race genetically engineered to defy the laws of death; they can come back to life after death if their injuries aren't too severe. The Hundak word for death is "Aurora," named for the lights seen during the process of dying. A phrase of comfort shared between warriors on the eve of battle is, "Be with you beyond aurora." They are special because they are able to return from beyond aurora. The main purpose of these warriors is to defend and be trusted with the wealth of Hundacian knowledge, acting as advisors as well.

Aboard one of these ambassadorial ships is a warrior named Dawn. She has been chosen to pilot the lead ship. Arriving first and setting up camps on Cysis 5 and as colonists begin to arrive and build a brave new world, Dawn and her ship are then sent on a diplomatic mission to Cysis 3. When Dawn's ship arrives on Cysis 3, they are immediately met with hostility and taken prisoner. Confused and separated, the crew of Dawn's ship is executed one by one. Dawn and the few other protector warriors taken prisoner survive through the use of their engineered abilities. Dawn finally awakens in a quiet, dark cell.

Characters

Dawn: Player's character. Mid 20's. Hundak Protector Class warrior. Lead pilot of ambassadorial journey to Cysis 5 and 3. Held captive on Cysis 3 and eventually leads counter battle against the evil Lo'neine leader.

Hundak Species: Humanoid species. Peaceful species. Inhabitants of the Suthrine System.

Lo'neine Species: Humanoid species. Slightly smaller body type with earth skin tones (Soft blues, greens and browns). Inhabits Cysis 3. Hostile species.

Beyond Aurora Manual

Belladoon Species: Winged humanoid species. Long life span (150 years). Native inhabitants of Cysis 3, but now under slave rule to the Lo'neine. Peaceful species, but not as mentally developed as other intelligent species.

Protector Class warriors: Hundak race of genetically engineered offspring. Capable of life after death. Trained in defensive combat.

Epitock Del'Vasis: Belladoon political leader opposed to Lo'neine rule. Mid 90's. Helps Dawn escape capture on Cysis 3.

Tagron-Gat: Lo'neine ruler. 30's. Has rekindled lost Lo'neine warrior virtues and desires to return the species to the conquer status of long ago. A paranoid ruler, he has a fortress that houses only himself and has no secondary officers. His armies are bred to be mindless henchmen.

Locations

Main Setting: Billions of years into the future, when only a handful of stars remain in the universe.

Suthrine System: 271 planets, 2 habitable. Suthrine star is expanding as it is dying, engulfing the inner planets. Native inhabitants, the Hundak species, must relocate outside the system.

Cysis System: 15 planets, 3 habitable (Cysis 3, 4 and 5). Native inhabitants, the Belladoon species, has been overrun by the Lo'neine species from another star system.

Cysis 3: Belladoon, native inhabitants, are conquered by invading Lo'neine species. Large planet. Two continents, four oceans. Resources have been consumed to the point of the two warring species being stranded.

Cysis 4: Uninhabited. Thin atmosphere, but liquid water in rivers and lakes. No oceans.

Cysis 5: Uninhabited. Much like Cysis 3, but more water. Future colonized homeworld of the Hundak species.

Interstellar Space: The Hundak species traverses the universe to reach a new home.

Beyond Aurora Manual

Hundak Ambassadorial Cruisers: Large but maneuverable interstellar flight ships used for transport. Low weapons. Contains secure areas as well as a spherical zero gravity inertia-balanced bridge that "seats" only one.

Somluss: Tagron-Gat's fortress on Cysis 3. Guarded, but not well because never has a decent assault been waged against the fortress. Only expected to hold up against less-intelligent Belladon warriors. A maze.

Aloren: Valley city surrounding Somluss. When escaping, Dawn travels through this city to find her captured spaceship. Final battles leading up to major Somluss battle takes place here and the other parts of the valley.

Credit

Adam Rose: Production Director, Mapmaker, Story Writer

Michael Elliott: Sprite Animator, Map Designer, Sketch Artist, Texture Composer

Ian Sweek: Map Designer, Texture Composer

Ryan Rose: Music (Future versions and chapters)

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Some textures were lifted from sites giving away images.

<http://astronomy.swin.edu.au/~pbourke/texture>

<http://www.vb3d.com/Textures.html>

Three textures were lifted from the Aleph One Texture Enhancement Pack. Thanks to these people:

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Special Thanks: Bungie Studios and the programmers of Aleph One.

More Information

Originally, Beyond Aurora was titled, "Beyond The Aurora: Marathon Atlantis 2." Not only was it to be a sequel to Atlantis, the game was to involve the Atlantis' return to the solar system in the 26th century and subsequent alien invasion involving the return of the evil artificial intelligence, Doten. The title was deemed too long, so variants became "Beyond the Aurora: Atlantis 2" then simply "Beyond the Aurora." It was decided to drop the sequel idea and give the game an original story. This changed the name further until it eventually became simply, "Beyond Aurora."

Back story: The Lo'neine people were not expecting the Hundak people to fight back. They were vastly unprepared and eventually are vanquished, returning Cysis 3 to the Belladoon species and making the rest of the system safe for colonization. It could be said that, at that future stage of time, there are no intelligent species left in the universe that aren't ruthless. To get around this observation, we will make the Hundak people prepared for the worst but hopeful that there is some decency left in the universe. It's not like they have a choice.

The Lo'neine oppress the Belladoon. They can because the Belladoon are weaker physically, mentally and technologically outside of fire and basic machines. Thusly, the Lo'neine only build defenses to stand up against the Belladoon, which is lax by even Earthly standards. Mental warfare runs rampant. The Lo'neine tell the Belladoon that no one is coming to save them. That the universe is out of heroes.

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