



Dark Rose

Manual covering:

Version 3.0_Inf (Dark Rose)

For Original Marathon Infinity Textures

Version 3.0_Dusk (Dark Rose)

For Dusk Textures

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Monday, May 31st, 2004

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DOCUMENT OVERVIEW

This manual covers the Marathon Infinity scenario, Dark Rose. Dark Rose was originally released as a 6-level Marathon scenario along with 12 network carnage levels on October 31st 1998. An update was released the next year. Still requiring updates, this manual accompanies the third and final release, which is known technically as Dark Rose Version 3.0. This manual only covers Version 3.

Dark Rose Version 3 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>)

"DARK ROSE" SINGLE-PLAYER GAME

Requirements and Setup

There are two releases of Dark Rose Version 3. Both are updated and final releases of Marathon Version 1 and Version 2 in which bugs and problems plaguing this scenario for years have been eradicated. One of the two releases, V3.0_Dusk, has been retextured completely to be inline with the new Dusk texture pack and for use only in the Aleph One engine since the Dusk texture set requires the use of OpenGL, an Aleph One feature. In an attempt to make the game compatible with older Macintosh and Windows computers, players who don't use Aleph One or for those who don't wish to use the Dusk texture pack, the other release of Version 3, known as v3.0_Inf, is for the original Marathon: Infinity textures only and is playable in the original Infinity engine as well as Aleph One without the benefit of the Dusk texture pack. Both releases are otherwise the exact same. Visit <http://source.bungie.org> for more information on how to run Aleph.

For Hardware, Dark Rose requires any of the operating systems appearing above and not much processor muscle. For software, Dark Rose requires either the original retail Marathon Infinity engine (OS 9 or Windows) available from Bungie Studios or the open source Aleph One engine available at <http://source.bungie.org>. Simply drop the Dark Rose map file in the same folder as your engine application and set your map "Environment" preferences within the application so that Dark Rose is selected. To get the Dusk textures to work with the Dusk release of Dark Rose v3.0_Dusk, 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

In the year 14,324 BC, an alien spacecraft crashed into the South Pacific. After thousands of years of plant growth, the tip of the craft has become a coral island, which today is called Rose Island, and is part of the American Samoa island chain of the South Pacific.

In 2019, during a routine checkup of the island by the Wildlife Division of the American Department of the Interior, a single manned boat runs against an exposed part of the crashed space ship. The

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US government is soon involved.

A year later, after a small group of government scientists known as the Lab Works Organization proved that it was possible, construction on a duplication of the craft began. They were going to fully copy the ship in order to learn more about the technology. In 2028, enough was known about the now online computer system on the original craft in Samoa to feed it programs and test its speed and power. While doing check on vast computer system, a giant energy stream is recorded to leave the craft at an incredible speed.

The duplication is completed two years later, and the new ship is launched into space secretly part by part on NASA's New Glider Shuttles that can take off like a plane, go into space, and land like a plane. Once assembled, the new duplication, dubbed "Dark Rose," lands on the moon and becomes a space station for experiments using the most advanced tools ever. It is dubbed Dark Rose because of where the original was found, and how dark and red the outer hull was when they found it. It looked almost crimson in color.

In 2031, the duplicate picks up another energy stream, and suddenly an artificial intelligence immediately interacts with the crew. It was, unbeknownst to everyone, originally on and running silently for 14 thousands years on the original alien craft. When humans came on board, it started gathering information about us, and who we are. When it had learned enough, it left in the form of a giant energy stream to go back to its home planet and tell them about us. When it came back, it told the stunned crewmembers that humanity had been using the technology given to them in the form of this ship not to better us, but to destroy and kill each other. This angered the people who gave humanity the technology, and it was decided to kill of the race and destroy the planet using the duplicate Dark Rose and the AI at the helm. The AI has assumed the name Rose, after what we called its ship.

In 2032, the new Dark Rose mysteriously takes off from the moon after a warning from the now missing crewmembers. It's heading toward Rose Island, possibly to explode a super weapon of some kind above the ground, thus reducing the planet to giant free-floating chunks.

Using teleportation technology from the old ship, the US government sends 10 teams of two super soldiers into the ship to try to stop her oncoming attack on Earth. The mission is code named, Rose Cut. The war against the AI begins.

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Characters

Player 1: Super Soldier, Ageless. One half of one of ten teams assaulting the Rose AI aboard the Dark Rose.

Player 2: Super Soldier, Ageless. The other half of the team. There are no leaders within the teams, so the lead can be changed as the missions go on.

Henry Cole - Mission director, male, 40's. He's the guy talking to the teams through the terminals. He's a little over demanding, impatient, and has a short fuse. He doesn't care much for the lives of the people under him, so don't get on his bad side.

DIGIBITS – Male. This guy is a teenage hacker fired from Lab Works when it was thought he set off the large energy stream that left the original Dark Rose. He's always wanted to get back at them, and he is venting his anger by hacking terminals so he can talk to the teams.

Rose - Alien Artificial Intelligence. One of thousands of AI's purposely crashed aboard alien ships that were sent to the far reaches of the galaxy to learn about the creatures where it crashed. When it learns enough, it reports to home by going back in the form of an energy burst that carries all its programming and data. Rose came back to destroy the human planet Earth after it told it's makers what we were doing with the technology. Rose has made hundreds of robots to ward off human intervention until it can destroy Earth.

Locations

The entire game takes place inside the Dark Rose, a duplicate spacecraft built by the US government in the early 21st century. The Dark Rose is on a collision course from the Moon to destroy Earth.

Credit

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Special Thanks: Bungie Studios and years of people sending in bug reports.

[More Information](#)

Dark Rose was one of the first and only multiplayer-only scenarios ever created for the Marathon Infinity engine. It also included originally a separate text file, which contained the entire plot up to the beginning of the game. This made the game a little more believable since it was in the moment and the text in the terminals were geared towards talking to players who already knew what was going on, as it would be in reality. It could be called a brief.

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