

Nardo proudly presents:

# MARATHON

+ E M P U S I R A E

## "The Lost Levels"

Sooner or later, it had to happen...we were bored beyond belief.

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### Forward by Borzz:

"Tempus Irae 2 - The Lost Levels" could be considered an accident of birth, a crazed experiment - gone mad, or a stroke of good luck. Nardo had no intention of creating another scenario, or adding onto the one we just finished...it just sort of happened. Devon Belcher is really the one to blame. There were these "extra levels" lying around (long story), and a need to release them...might as well sweeten the pot by adding a "few" new levels - right?

"Hey James, whatcha' doin' over there" (sparks flying, beakers breaking)...suddenly, it was a level. "Randy sent you a what?" Boom, another level. "You want to make a what?!" Crunch, you guessed it - another level. "Richard who?" He's (at this moment) still churning out levels. The guilt was immeasurable - so I dove back into Forge...I swear I'll never open it again. Steve's thirst was unquenchable, he had to create - it was his fate, leering at him. He answered the call. Did I mention Devon had some levels lying around? More on that later..

What Marathon add-on would be complete without Net Levels? The thought is almost absurd. Richard is simply unstoppable - at last count he had six. Gabe surprised us with his monolithic contribution, FM flattered us all with his breathtaking flow of death divine, James' map shaves the fine line between 2D and 3D to a micron of a strand, and I've included what I believe to be my two finest Net maps. All in all, it's much more than we expected - and much better.

All the package needed was the seasoning of Courtney Evans...and we were done.

"Tempus Irae 2 - The Lost Levels" is hard as hell - fun went out the window with 1997. Be prepared to die, and die a lot. Wussies need not apply. If you find one extra bullet - save it...you'll need it. Start clenching your fists, they're gonna be sore. Complaints of difficulty will be ignored. Nardo's stalwart TC beta tester Nicholas Head has done it - can you?

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# TEMPUS IRAE

## Getting Started...

- Simply place the "Tempus Irae 2 - The Lost levels" Map file ("TI 2 - TLL") into your "Tempus Irae" folder.
- Select "TI 2 - TLL" under "Environment" in the game's Preferences. The file contains both the Solo levels, as well as the Net levels.
- Select level of difficulty, turn on (and up) as many Sound options as possible, and press "Begin New Game".



# M A R A T H O N

+ E M P U S I R A E

## "The Lost Levels"

### The Fun Preface:

Borzz is full of hooley. "The Lost Levels" are almost entirely the result of his efforts, and not mine. I merely had some levels lying around from my previous time spent with the Nardo group - I mentioned to Borzz that I was about to release them - next thing I know Borzz has put together a whole friggin' package! Maps are flying in from the four corners of the Earth!

So what we have here is once again a testimony to the Nardo group's love of Marathon. Making these maps was a really enjoyable pain in the ass.

### The Serious Stuff:

This is not a single, unified scenario. I think.

In addition to some stand-alone maps that are merged with this, "Tempus Irae 2 - The Lost levels" contains twomini-scenarios. The first is James' scenario "Mythos", beginning with the Cthuloid spawn that we have come to call simply "Tree". (Borzz has a way of naming that is infectious...). The other mini scenario is my own "Lather, Rinse, Repeat" set. This begins with "It was a Dark and Stormy Night" and ends with Rich Dierkes' "Il Spazio Pagani".

Oh yeah, did we mention that many of these are hard? As in, really hard? Please don't leave your entrails lying all over the place when you're through.

Forge on,  
Devon Belcher



# TEMPUS IRAE

**Nardo is:**



Chris Borowiec ("Borzz")

Give, and you shall receive. Thanks to everyone who participated - Nardo members new, and old. Look how happy Jack is.

The enormous amount of email we received after releasing **Tempus Irae** was truly a shock. Many thanks to everyone who emailed us their reactions - I will save those letters forever.

I'd especially like to thank **Randall Shaw** - for a zillion things - but mostly for showing that the creators of **Tempus Irae** and **Evil!** can peacefully co-exist - and laugh together. The presence of **Randy Reddig** makes my knees knock - his level design makes my brain fade - ydnar is a Jack of all trades, Master of all. Surrounding oneself with brilliance triggers the possibility of even a micron of intelligence rubbing off...hasn't happened yet - but I'm still hopeful. Not only brilliant, **Gabriel Rosenkoetter** supplied a Net level like none we've ever seen - an intricate balance of flow and commotion - extraordinary. It seemed we had maps coming out of our ears - thanks to **Richard Dierkes**. The enthusiasm displayed by Nardo's newest member was more than a breath of fresh air. He's still building levels as I type this...his efforts have far exceeded even my greatest expectations. When you start to build a scenario, one of the first things you need is beta testers (you can only stand to look at your own levels for so long). Nardo has the best. To be sure every level is possible to VidMaster, and complies with the strict guidelines set forth by Bungie - **Nicholas J. Head**, and **Jimmy Mitchell** have once again joined forces to verify the TC'ability of each and every level. Nick was so inspired mopping up aliens - he submitted a Net map - but I won't tell you it's his first, because you'd never know. If you enjoy the Net map offerings this time around - be sure to thank **Carl Lineberry**, **Thomas Holcomb**, and **Chip Aaron**. Their expert critiques (coupled with action packed films) ensured every map in the bunch is the very best we could make it. Thanks to **Cindy Hoffa** for her beta testing prowess, at a time when other beta testers were nowhere to be found. It takes a core of dependable, faithful, and enthusiastic friends to make a venture like this worth doing - without **Steve Campbell's** persistence, and drive - none of this ever would've happened (and he builds maps, too)! Speaking of building maps - **Courtney Evans** didn't build any - but when you can write as well as he does, there's no need to show off (again). His plate overflowing with responsibilities outside of Nardo, and still he managed to contribute - that's a friend. Relationships on the web can sometimes be stormy at best...a riff may cause two individuals to never speak again. That simply wasn't the case with **Devon Belcher**. We had a riff - we got over it - and we're bestest buddies (again), probably even more so than before. "**The Lost Levels**" is based upon his levels, and sub-plot, if there's someone to thank for having more **Tempus Irae**, it's Devon. "Hey Devon, you want to make \*more\* levels"? Who do you think I wrote first? Surrounding yourself with brilliance, and talent is beneficial, right? Not always, especially if you're an artist. **James Hastings-Trew** tends to make us all look a bit silly. His maps defy dimension - they border on virtual reality. Any one of us could

plot the same points in the exact same spots - add the exact same textures - but we don't. It mystifies me to no end. It's as though he knows something the rest of us don't.

That was fun...let's all do it again sometime ; )

(If you ever have the opportunity to work on a project like this - do it. Give it everything you've got - everything. Months later you'll wish you did more. The transfer of knowledge, inspiration, laughter, and friendships is beyond value).

Thanks to Bungie, for releasing what I find to be the perfect creative outlet.

Special Thanks to Michael K. Neylon, without him this would've been a real pain - if not impossible.

And Very Special Thanks to my wife Bethany - I promise honey, this is the last one.



James Hastings-Trew

### The Lost Levels...

The three levels that I created for "The Lost Levels" are "Silent As the Grave", "Big Man with a Gun", and "I Do Not Want This". Of the three, "Silent As the Grave" is the only level that truly qualifies as a Tempus Irae "lost level"... something I had in mind at one point in the development of Tempus as an idea for a level.. one which I never had time to complete. It also stands as a bit of an oddball, even in this bundle of oddball levels.. there are no enemies, no ammo, no powerups of any description.. not even any naked women. Just pure, frustrating sidestepping jumps and exploration.

"Big Man with a Gun" was an idea for a level I had before work began on "The Lost Levels". Take a well-known Quake level (E2M6) and turn it into a Tempus Irae level as faithfully as possible, given that the original was created in a ground breaking full 3D engine, while Marathon's engine is 2.5D. Some may simply hate this level, since the layout and pacing are Quake-like, and the physics have been perverted to provide more of a Quake type experience. It was great fun doing it, and I think the results prove to me at least that a game does not have to be cutting edge 3D to be fun. I think a new game based on the Marathon engine would still sell to all of those Macintosh owners who have not yet upgraded to the latest and greatest new toy from Apple. But, for various reasons, that idea will have to remain theoretical for the foreseeable future.

"I Do Not Want This" was created by none other than Randy Reddig of Marathon Infinity fame. It was designed as a King of the Hill net map. I have taken his wonderful creation, and re textured it for the Tempus Irae world preserving as much of his original and brilliant shading as possible. I added a few polys here and there, and fixed a couple of structural problems, but the map is still 95% Randy's. I really want to thank him for the opportunity to work with a map of such original construction, and apologize for any bastardizations I created in the map while attempting to "solo-ize" it. It was a pleasure working with someone as brilliant and talented as Randy.

It's been fun. Apologies to Borzz for not being as involved this time around... without his tireless efforts, you would never have seen the maps you now hold.. maps I believe represent the outer boundary of what is possible with the Marathon engine, barring any quirky "tricks" and special effects. This is map making with a concentration on fun game play and visual style. I think you will be delighted with the results. I especially want to acknowledge the contribution of Richard Dierkes... what an amazing talent.

The Nardo team are great friends, and I hope to work with them on other projects in the future.



Courtney Evans

Thanks to Chris Borowiec, James Hastings-Trew, Devon Belcher, and most especially the ed.boi himself, Gabe Rosenkoetter.



Steve Campbell

From Here We Go On....was an original title taken from the concept of life after Nardo. After Tempus Irae was released last October, the majority of Nardo, took time off.

I personally decided to continue hanging on IRC with Jimmy and occasionally one or two of the members would come by. Some of Nardo went on to help develop new and exciting games. Some won contests with their talents and some just rested with time away from IRC and the net.

When Borzz and I began discussing this next installment with Devon, it was clear to me that The Lost Levels were just a catalyst. The true and great definition of these levels are nothing more than "friends" that have something in common. They are great levels by some very talented creators, but more than that, they are a

group of friends that have stayed together.

This level, is a combination of all the "incredible things" that I have seen in maps that have come across the Archive. It is an attempt to recreate some of them, (remember an attempt) into one map. A few of them had to be pulled, due to loads of errors that could not be corrected. But, with Borzz's help we were able to save some of them.

I hope you enjoy this level that Borzz and I created.



Devon Belcher

I think these maps may be the first public fruits of my mapmaking. (Hey - no jokes about public fruits! this means you Gary!). What a kick in the pants. I love forging maps even more than playing them. Anyone who likes what I've done in "**LRR**" should know that all I did was look at several maps of real places and combine them. Well... there is also the endless shading and poly-futzing! But really, it's not hard. You don't need to be a creative genius like the rest of Nardo to put out a good map. That said, get your ass off the couch and make a map for the rest of us 'thoners!

First and foremost, I want to thank the Nardo Bois for 'having me back'. It's true...we had a bit of a rumble during the original "**TI**", but good friends are hard to come by and we are all disgustingly kissy-face now. Hell, they even saved the original texture set I used in "**LRR**" so I wouldn't be screwed! Special thanks to James and Borzz who have been good friends in addition to great mapmaking partners.

Thanks also to my old pal Elk, who couldn't make it for this trip. I think you will all soon be awed by his current work though...'nuff said!

Like the rest of you, I am wondering where the hell Tony Smith (aka The King) went. He and Luca Uggeri were my main mapmaking inspiration.

And of course thanks to Gary Simmons, who extensively tested all my maps long before they saw the light of the Nardo-ites.

Hey! what are you still reading this for?! You have a copy of **Forge**...get on it!





Richard Dierkes (a.k.a. Metamucilax)

I was born...a poor net map maker and shown the error of my ways by that talented titanic Tempus twosome of Chris Borowiec and James Hastings-Trew. Thanks guys for Tempus, its goodies, and your enlightened and incisive advice. Under your timely tutelage I've molted into the shady character that I am today. ; )

Borzz, thanks once more for inviting me to participate in this awesome creation, for your detailed emails on my maps, and for making this whole "Lost Levels" project run to completion.

To our main-man in the cyber-field, Steve Campbell, I am grateful to you for conning the TI caucus into letting me create a couple of maps for "The Lost Levels", posting all of my net maps with nice blurbs over the last two years, and for keeping Marathon alive and kicking. I appreciate your dedication Steve.

To Devon and Cindy, I am glad I got to know you and thanks for the testing, pointers and fine chatting. Devon, I'm looking forward to the "Spazio/LRR" marriage (cool idea Devon), and to see your story come alive. To Nick Head, your email tips were timely dude! I hope you got your wish and have inflicted blue death pfforever. Die alien scum!! Nick gave me my education in the fine art of TC map making (additional emails on the subject are more-than welcome plus any other information) and was positively giggly over blue alien-weapon shots. Thank you Jimmy Mitchell for testing "LFDI". Your film yielded over 25 needed changes.

Thanks to Goat, Emonkey, Mmm-bopp, Chim-chim, and especially Da Kril (Carl A. Lineberry) for net map testing (and any one else I missed). Da Kril, you da man with your oh-so-keen godfatherly wisdom on net map theory. I can't say enough good things about how helpful you've been. You deserve a raise. I'll see what I can do.

To my net partner over the last two years (and coworker for the last 6) who turned me on to Marathon and Pfhorte, and played every point, line and poly I spit out, regardless of quality; I appreciate your help Mr. Dave Ptasnik (a.k.a. Relic). Also, to my two other Marathon net cronies at work, Marsha Brady (José Herrera) and Red Sonya (Helene Paez), gracias amigos por todo. (These guys'll test anything, any time.)

To my sweet girlfriend who offered gentle questions and genuine interest during my bleary-eyed point-pushing, line-dragging, and head-scratching Forge and Anvil sessions at 1:00 a.m. and beyond, you are awesome Wendy (a.k.a. Wonder Woman). I appreciate your patience, interest and support.

It has been such a unique, gratifying and marvelous experience collaborating remotely to help be a part of something so damn enjoyable. I'm bummed to see it end yet psyched to see it all finally come together. The knowledge I've learned and the fun I've had from map making (especially solo map making) to building friendships in a cyber fashion, to having had this amazingly diverse & creative outlet for my interests, has been a first-rate experience. I hope to collaborate more in the future. Thanks again to everyone involved for all you've done and for all you've taught me. Now, back to updating those net maps and don't forget to email....



Randall Shaw

What is "Frigidman" doing, making something for the Nardo Group??? Well, I will tell you what I am doing. I am being a nice guy! Yes, for those who know of me, I can tend to be a real bastard at times, and act like I am only thinking of myself. Well, besides that being true, I can be a nice guy too.

So how did I get into this? Well, let me explain. A long time ago, about a year ago, James Hastings-Trew and I, were at each others throats on the newsgroup alt.games.marathon. Well, after some time, we decided that it was better to be friends, than enemies. Then one day, James asks me to chat with them in their group on IRC. During my time there, I found it to be really fun, and a hell lot more productive than being in the Marathon chat channel.

Then, Borzz "popped the question", no we aren't getting married, not yet anyhow. He asked me if I would want to make something for this package they were creating. What he doesn't know is, that I had decided right at that moment, to make a map for them... but I decided to let him sit and wait as I "made my decision". However, during my decision time, I started to futz around with some designs and tried to come up with something kewl that they could have. If I couldn't, then I would decide not to do something for them. After I had a good layout of lines down, and was confident that they would at least like it, I told him that I would make a map for them. He was slightly happy with my decision.

What is **Tipatae Tibatoh**? It is a net map that is made for 2 to 8 players. Handles all sorts of game types, King of the Hill, Ball, Killem, Solo etc. Each game type centers the action in a different part of the map, with Killem all over. I designed this map to have many angles, heights, and flowing action. If you are finding the map too large, then just learn the map better, because even just 2 players can have a heapin fun time in it.

Enjoy.

-Fm





Gabriel Rosenkoetter

Any Uni\*x freak will recognize from where the name of my sole map comes, but for those that are not the utter geek that I am, an explanation is, perhaps, in order. `/dev/null` is the bit bucket, the circular file, the trash can. Actually, it is even more than that. It is, as far as the computer is concerned, as viable a device as a printer, disk drive, or CD-ROM, except that it points to nothing. You can pour files into it, and they will disappear permanently. Not that this map is meant to represent any kind of computer device, real or virtual. The title is more loosely linked to it than that - it was the inspirational concept. Consider this to be (my idea of) what's on the other side of file deletion; a peaceful, if alien, world whose only inhabitants are a pair of beautiful statues. Then you and your marine buddies show up...

I am flattered to have been included in this escapade and thankful to all others involved.



Nicholas J. Head "The Jug Slugger"

This map is admittedly a bit of an experiment - hopefully you'll consider it a successful one. I wanted to make a small net map that would be good for two to four players, would feature plenty of leaping about, and little chance of hiding. I always thought that the central area of a certain M2:Durandal solo level, with a bunch of modifications, would make an excellent basis for such a level. The result is "**Octanitrocubane**".

Thanks to all the Nardo team members for the countless hours of work they have put in to provide us all with a truly unique Marathon experience. I'll never forget the first time I loaded up "**Gates of Delerium**". Thanks especially to **Borzz** for inviting me to test again and his many insightful suggestions for my map, and to **Carl** and **Richard** for helping to test "**Octanitrocubane**" and for the "blue flame alien gun" ;-).

To all those out there still working on their major scenarios - keep working. I'm still keen for the likes of **Earthbound**, **Grendal**, **Hoth** and **SC Cartel**. To those out there that announced their scenarios, put up web pages, made big claims and failed to follow through - you suck, and I mean that!

# 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 and 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

Contributing artists - Devon Belcher, Courtney Evans, and Christopher Hendrik Lund

Story - Courtney Evans

Contributing writer - Devon Belcher

Story proof reading - Gabriel Rosenkoetter

Music - Shawn Magee, and Rich Wilcox  
(alternate Music file - Fungus Amungus)

Maps - Richard Dierkes, Chris Borowiec, James Hastings-Trew, Devon Belcher, Randall Shaw, Randy Reddig, Steve Campbell, Gabriel Rosenkoetter, and Nicholas J. Head

Beta testing - the entire Nardo group, TC by Nicholas J. Head and Jimmy Mitchell,  
Additional beta testing - Carl Lineberry, Thomas Holmberg, Chip Aaron, and Cindy Hoffa

FTP, web page, and email list server - Michael Neylon

Web page design - Courtney Evans, and Adrian Bourke

Special Thanks - Michael Hanson, Charles Lechasseur, Bo Lindberg, and N.I.N.

# TEMPUS IRAE

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