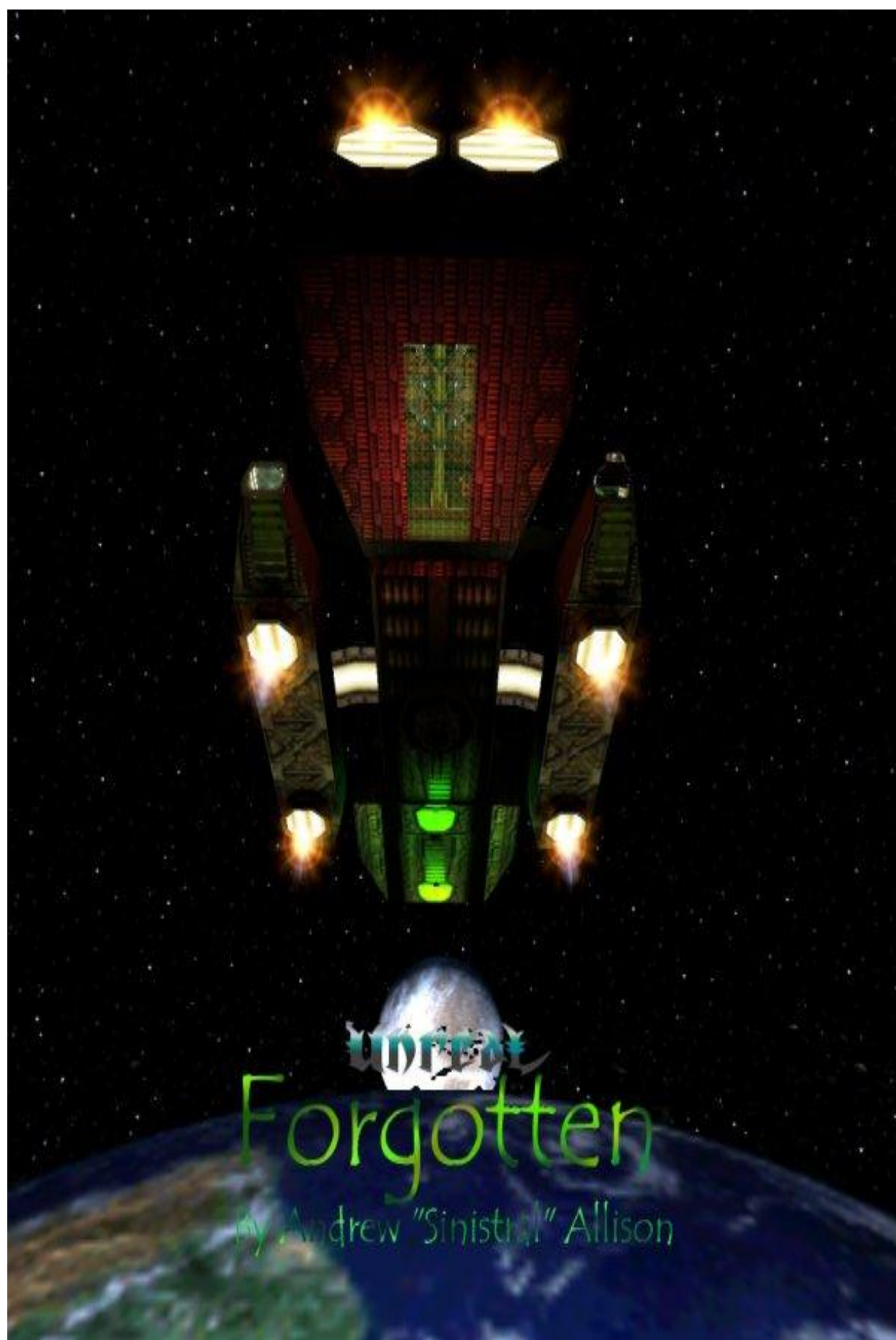




Readme

Title : Unreal Forgotten

Version: **FINAL**

Release Date: 03/08/2011

Author : Andrew "Sinistral" Allison

Email address: andy@sega8bit.com please report bugs or let me know your opinions.

Webpage: <http://www.smstributes.co.uk/sinistral/> - ensure you have the latest version!

Description: Single Player/Cooperative Campaign for Unreal 227

Other levels by author : None in Unreal but see my website for my UT maps.

Additional credits to the following people:

- Oldunreal.com 227 Team
- The unknown author of "Tree_Pack1"

And thanks to the following people who have given advice or tested:

- Hellscrag
- Sana
- SalsaSkaarJ
- Loke
- Shivaxi
- Jackrabbit
- My wife Sarah for loads of cups of coffee and patience with me while I was making this.

How To Install/Play

- Firstly ensure you have Unreal 227. You can get this from www.oldunreal.com – please note the pack will NOT function without this patch.
- Next extract the ZIP file and copy the files into the corresponding folder in your Unreal directory (default is c:\Unreal)
- Start Unreal and press the TAB button on your keyboard. Type "open sinistral_level1" and press enter.

Copyright / Permissions

- This level is copyrighted by Andrew Allison
- Authors MAY use this level as a base to build additional levels.
- You are NOT allowed to commercially exploit this level, i.e. put it on a CD or any other electronic medium that is sold for money without my explicit permission!
- You MAY distribute this .zip for free through any electronic network (internet, FIDO, local BBS etc.), provided you include this file and leave the archive intact.

What's new in Forgotten Final

A bugfix release which resolves cosmetic issues caused by the new Unreal 227G/H clients.

- Fixes issues with "floating Skaarj" in levels 2 and 3.
- Fixes issues with masked textures appearing as solids.
- Pathnodes and spawnpoints changed for cargo ships, disembarking Skaarj will now patrol after being dropped off.
- Fixes bug where Brute in Level 2 would freeze up.
- Resolves issue with Skaarj not seeing player in Level 3 dark area, resulting in event not being triggered properly.
- Removes rain from inside of level 2: no matter what I tried I could not get this to rebuild properly without BSP errors in the new the new 227G/H Unreal 2.1.

Previous Version 1.3 Fixes

Only Level 2 and Level 4 have been updated. This is primarily a bugfix release which removes various BSP issues in levels 2 and 4 which caused the player to either die when they came into contact with the hole, or caused visual anomalies. There are some minor issues fixed also such as:

- On level 2 it's now possible to repair the damaged bridge from the other side. (useful in multiplayer)
- Bad pathnodes fixed (caused issue with Skaarj patrol points)
- Level 4 has some extra detail in the castle.

Previous Version 1.2 Fixes

This version fixes all of the bugs that have been reported on various reviews/forums/PMs I have received. it also makes numerous changes to the gameplay/graphical detail and music.

Here is a summary list of the changes:

- Distance Fog now used on the snow levels.
- Snow textures no longer appear as sheets.
- Small details added to interior structures.
- Lightning/Rain effects are improved.
- Much of the music has changed in various levels.
- Level 2 has extra detail to the landscape/village houses.
- Level 3 has an extra added section - this balances out the sizes of the levels better.
- Level 4 gamplay has changed completely - the goal is no longer to kill all the Krall.
- Level 5 has various gameplay/visual enhancements.
- Level 6 has improved detail, more enemies and is more intense.
- Level 7 has entire new sections of the ship.

All of the above changes may not sound like much, but when you play the pack through it feels more polished and refined.

What is Forgotten?

Forgotten is a Map pack created by Andrew "Sinistral" Allison for the original Unreal. It utilises some of the features of the unofficial Unreal 227 patch which can be found at Oldunreal.com

Forgotten consists of six new levels, plus two new cut-scenes. Titles and order are as follows:

- Intromap - And So It Begins
- The Abandoned Village
- The Old Mining Colony
- The Krall Castle
- The Massacre of Outpost One
- Earth Under Attack
- The Skaarj Supreme Command Cruiser
- Extromap - The End

The Story

Ever since the humans discovered NaPali they have maintained a military and scientific presence on the planet. As one of the very few Earth-like planets in the known universe Napali could potentially be the solution to all of Earth's resource and population problems.

The first outpost to be settled by humans was based in the northern hemisphere of the planet aptly named "Outpost One". Due to the vast distance between Earth and NaPali the first human ship to arrive carried with it an intergalactic transit gate, which is capable of instantaneous transit from Earth to NaPali.

With a firm presence setup on NaPali setup the humans began to explore the surrounding area. It wasn't long before they discovered the Nali who they befriended and gradually over time gained their trust.

With the on-going exploration of NaPali you and your comrade have been sent out to survey the planet from orbit.

During the trip, you are attacked by an unknown ship and sent plummeting back to NaPali. You survive the crash, but are unable to reach Outpost One to warn them on the radio, this could be signal the beginning of an imminent alien attack.

You must make your way across the terrain to outpost one and warn them. You'll travel through Nali and hostile Krall territories, across the mountains and canyons of Napali's hostile northern hemisphere, it's a long journey to outpost One, but you're the best of the best, if anyone can do this it's you. You may be all that stands between the future of NaPali and ultimately that of Earth.



List of Translator Messages (CONTAINS SPOILERS)

Sinistral_Level2.Unr

- Greetings traveller Hen'ral is my name, you wish to cross the bridge? I'm sorry but when the winter season began the water level rose, taking away half the bridge with it. I'm awaiting my cousin on the other side realising this and helping me to rebuild it. I expect him any moon.
- What?!? Help! Who are you?! Get out of my house! Just take the flameless torch and leave! I never wanted it anyway!
- "Rakuas's Diary" It's getting harder to live here all alone , the other night another one of those creatures emerged from the well and killed another Brahmin, I used the fire stick I found to kill it , afterwards I regretted my actions deeply and threw the fire stick into the water where it will never destroy life again. I prey the Nali god will forgive me.
- "Explorers Diary" - Day 4 on Napali, Finally I get to go off on my own and see some of the native wildlife. There are several very interesting species on Napali I wish to study. One of the most interesting is a creature that seems to live in water, but is equally at home on land. I don't think it's dangerous but I've been wrong before. There is a cavern close to the Nali town where I've saw one enter. I'm the first explorer that has ever seen this creature... I think I'll call it a "Slith".. yes..
- "Bishop's Log" It's been 3 days since anyone saw that idiot Jenkins. He's probably wandered off in search of "new and interesting creatures" and got himself killed. I wouldn't care except

commander Moss sent ME out alone to find him. Serves me right really, I was supposed to look after him. I've searched everywhere, the base, the Nali town. Only place left is these creepy caves.

- "Kochut's diary" Hen'ral should be here soon, I wonder what is keeping him. I'll wait until tomorrow then go looking for him. The winter has been particularly harsh and he may have got lost in the blizzard. I sure hope that bridge hasn't broken again.
- I saw them coming! Sky Daemons! They come in their ships and take us to work in the mines, nobody ever returns. It's been many generations since this happened, but I remember the stories my grandfather told me well. I plan on hiding out in the small gap that joins the two houses, with a bit of luck they won't notice it, I asked my new friend Thock to join me but he seems to think he can resist them.
- "Thock's log" - Shit! We all thought the Nali's stories about the Sky Daemons were just a bunch of nonsense. It turns out they are real! 5 Ships just arrived and are rounding up the Nali. I don't have any weapons with me except a knife. I managed to sneak up behind one and kill it, I got this strange weapon from it. I doubt I'll survive this. Can't reach outpost one on the radio. I think they might have been hit too!

Sinistral_Level3.Unr

- "Migel's Log" - I don't know what I should do! strange creatures suddenly attacked the Nali town! I was one of the lucky ones who fled into the old mine, but it seems in here too it is swarming with them! I have a minor injury from being shot with some sort of energy weapon when escaping , but if I hold up for a while in this vent I should be ok.
- "Commander Johnson's log" - We had to fall back , suddenly they were everywhere , The Nali call them Sky Daemons, but we know them as the Skaarj. We were out on a rescue mission when we got cut off, Skaarj on one side, Krall on another. Me and a few others escaped to the old mines , I tried to stop them following us by removing the elevators power cell , I hid it in one of the lockers on the lower level , I hope we can get out of here soon.
- "The last words of Mark Thomson" - Wendy - I don't want you to know what I've been through, all you need to know is that I love you very much. Go on with your life and find someone else who makes you happy. I'm leaving you a gift back in my locker in Earth force command HQ. Treasure it always! Never forget me!
- "Note to mum" - Hi mum, it's your special son just messaging you to say thanks for the great new boots you sent in the post. I'm pretty glad because my standard issue make my feet smell really bad. If you have suggestions for this feel free to message me. I love the extra spring these boots put into my steps, I won't tell the guys but I don't think that winning at basketball will be a problem anymore. Love Lars xxx

Sinistral_Level4.Unr

- "Gregor's final thoughts" - I can't believe the sky daemons came. We are surely doomed to life of suffering and damnation, If by some miracle I did get out the first thing I would do is free my trapped brothers. Even the Krall deserve to be free, the Sky seem to daemons hate them too.
- "Dr Drako - Observations of the species" -This Region is controlled by the Krall, Until recently the Krall and the Nali lived side-by-side in relative peace. Although Krall are not as intelligent as the Nali their strength allows them to be the dominant native species on this planet. But recently something's wrong, they seem much more aggressive and territorial than ever.
- Please help us.... save us from the Krall... we pray to the sky beings.. deliver us... Save us from the Sky Daemons..
- Our village... attacked... Krall... everywhere... Nali sanctuary closed... Elder Nali will only re-open the sanctuary once krall gone.. Me alone...
- "Computer message" - In order to open the gate the command must be entered on both terminals simultaneously.
- Kyrochk - "It seems the Krall are also frightened by the Sky Daemons. They attack us, try to drive us away from our land. Could it be because they don't want to Sky Daemons to come for us?"
- Simgol - "You're actually here.... The prophecy has foretold of this, you are the one to save the Nali people, and by doing so you will save your own people. There isn't much time, but you must make it to the land of your people. I have some weapons, please take them, I pray for your success."
- "Unknown name" - To whoever finds us, you must avenge us!
- "Nali Keep notice" - We've sealed the Keep when the Krall attacked our village, It shall stay closed until the foul Krall Lord has been destroyed!
- Ticja - "The Nali Thank you. We can never repay you for this, go into the keep and see the elder Nali, he will want to speak with you."
- Johal - " I wish many blessing upon you. As a reward for slaying the foul Krall you can have my collection of alien objects."
- Ugarin - "Thank you brave one! We have some supplies in the keep, help yourself! It's the least we can do for you."
- J'karak and the Nali thank you. We will aid you by helping you open the gate to the land of your people in the south. I will meet you there!
- "Beware Krall Lord Hichka - Ruler of the Krall"
- "The Great book of the Krall" - Last Entry - The Time of the Skarrj return is near. We must prepare for another culling. They come for the mineral, but without Nali to mine it, there would be no need for the Skaarj to come. Let us destroy the Nali!

- Squeek - "Hi, I'm Squeek. I'm only 40 years old, when I grow up I want to be a priest! I will tell you a secret! There is something in the water!"

Sinistral_Level 5.Unr

- "Karl Warden's Log" I could do nothing , I watched as a horde of Skaarj creatures overran the gates. They flew right over our barrier and landed right inside the compound! I managed to seal the gates eventually and sound the base alarm , but it was too late. God help us!
- "Computer message" - Welcome to outpost one , please insert your keycard now...
- "Marshal Steel's Log" - What a tosser that guy is , as if it's not bad enough doing night watch that idiot won't stop complaining , I'm getting fed up with his shit , I feel like putting the son of a bitch out of his misery.
- "David Clancy's log" - Fuck man this piece of shit gave up on me again, where the hell is Sam ? he was supposed to fix it an hour ago!
- "Samuel Watson's Log" I was badly injured in the initial attack , but after the Skaarj realised they needed me to reinstall the new magnetic power coil they stuck me in my barracks and gave me lots of Nali healing fruits, I can't bear the torture... I've still got my cyanide capsule... here goes..
- "The Magnetic Power Coil instruction manual" - Insert into coil hub, do not expose the cell to water, fire or any hazardous chemicals. Manufacturer's warranty valid for three years. Engineer assistance recommended.
- I've no idea how to use this to switch off the plasma fields, perhaps less logical thinking , and more shooting is required.
- "Letters to Vikki" - Hey babe , howzit going , I'm getting back to Earth real soon , I promise I'll make up all this time away from you, nothing ever happens here anyway , the planet is empty apart from some primitive 4 armed creatures. ciao babe.
- "Communication from Earth" - Skaarj have begun an all out assault on earth - be advised they may attack outpost one! Orders are to fortify the defences. Do not send reinforcements, do not send anyone through the gate. Earth Force Out.
- "Iain Lennox's Log" I could not believe my eyes when the Skaarj stormed the base , it was all over in minutes , lucky Samuel Watson removed the Magnetic power coil , without it the Skaarj can't send any more re-enforcements to earth control.

Sinistral_Level6.Unr

- "Computer Message" - CONDITION RED. We are under attack!
- "Computer Message" - Alert! The surface is under attack!
- "Computer Message" - Systems normal.

- "Computer Message" An automated security lockdown is in progress. At this time a green-level access card is required for entry.
- "ASMD project Log" - We've ironed out all of the bugs and are now ready to test the weapon. Trials begin 1 week today.
- "Computer Message" Strike force assembled, standing by awaiting the missile launch. If the shields are down, we'll be ready!
- "Dr Henderson - observations on Skaarj" - This specimen was captured on the planet known as Na Pali, the location of the Skaarj home world is unknown. Even if we did know, it's unlikely we would ever want to go there other than to exterminate them!
- "Dr Henderson - Observations on the Krall" - This species, although not greatly advanced has mastered the usage of basic tools. They seem to possess the ability to cast some kind of energy from their staffs, as of yet we have been unable to explain this.
- It's almost big enough to get through, maybe if I make this just a little bigger...
- "Computer Message" - Container hold exceeds maximum weight.
- "Computer Message" - Containment system active.
- "Dr Harrison's log" - I did it! I found a way to bring down the Skaarj ship shields! I've modified a tactical missile, just need to launch it and send in a strike force!

Sinistral_Level7.Unr

- "Colonel Edward Novalac calling all personnel" - Our plan to Nuke the Skaarj Cruiser has failed. Although the Missile did bring down the shield, we believe the task force shuttle was destroyed before reaching the cruiser. We are out of options. All remaining ground personnel continue to resist the ground invasion. But with no ships left to engage the enemy with we will be unable to achieve victory. Our thoughts and prayers go out to all the families who have lost their lives in this brutal war. I know all of you are tired, and most of your friends may be lost, but let us make our final stand and send these foul beasts from our planet forever!
- "Security Alert" An unknown craft has landed on the port side hanger bay, be on guard.
- "Bombard Gunner 3rd class report" - The bombard continues without mercy! We will destroy every last worthless piece of life on that miserable rock! The humans thought they could claim our territory - they were wrong!
- "Officer 1st Class report" - Orders from our queen are to destroy the humans, we can no longer tolerate their stealing of our resources and territory, Na Pali's Tarydium reserves are far too precious to be stolen away from us. We must ensure that they never threaten our supremacy! Lay waste to their cities and planet! Open up the bombard cannons!"
- "Computer Message" - Target locked - Phase Plasma cannons firing.

- "Specimens database journal" - Latest additions: One human female, Origin: Third planet, Sol Sector. Captured for study due to uncharacteristically aggressive nature for this species. The specimen was part of a team that attempted to infiltrate the Command Cruiser by stealing a Skaarj Transport. First test: Administration of Mercury based gas.. Subject Terminated.
- "Artefacts database journal" - Latest addition: Human weapon, designation ASMD. Category - Prototype. Found on earth, may be unique.
- "Attack Plan" - Bombard cannons will level every major city on the planet; followed by surface attack. This is slow and takes time. Total annihilation is possible, but this planet also may contain valuable resources. If we destroy all the humans there would be no way to extract them.
- "Sergeant Hunt's Final Log" - I've done as much as I can do... Killed me a bunch of Skaarj before I got captured. I don't know why they kept me alive, maybe they want to study me, or maybe they just want me to die a slow death. It's been 4 days now, no food, no water. I've lost feeling in my legs. I hope someone down on Earth is doing something about these bastards.
- "Computer Message" - Foreign object detected in data centre, safety protocols overwritten. Data Centre access restricted to hive queen only.