

A F T E R
S H ● C K

CONTENTS

“BUILDING TOMORROW”
A TIMELINE FROM BIOSHOCK TO AFTERSHOCK

AFTERSHOCK PITCH BOOK
MAIN GAME AND SUPPLEMENTS

“THE GRANGER GAMES”
MULTIPLAYER AND CO-OP



BUILDING TOMORROW

FROM BIOSHOCK TO AFTERSHOCK

1959



THE FALL OF RAPTURE - BEGINNING FROM AN END

The events of *BioShock Infinite: Burial at Sea* take place, causing the secret undersea city of Rapture to descend into civil war.

Two weeks later, Elizabeth “Comstock”, an enabler of the conflict, allows herself to be killed by the uprising leader, and ADAM/splice addict, Atlas (AKA: Frank Fontaine).

A year later, the events of *BioShock* proper take place, leading to the liberation of several survivors from the now war-torn Rapture, and in the power vacuum that was created in its wake, due to the deaths of Atlas/Frank Fontaine and the city’s dictator, Andrew Ryan, the rise of Sofia Lamb and her cult of followers transpires over the decade to come.

1968

THOSE FROM RAPTURE RISE - ATLANTIC ANOMALIES

Events of *BioShock 2* and *Minerva’s Den* take place.

Sofia and her heavily ADAM infused daughter, Eleanor Lamb, along with the remaining “Little Sisters” of Rapture, escape to the surface (via a sizable escape pod) and head out towards a whole new world.

“...the world is about to change.” - A “benevolent” Eleanor Lamb after reaching the surface.

With data and schematics of Rapture’s “Thinker” in tow, Brigid Tenenbaum returns to the surface with its designer, Charles Milton Porter, and together they construct a new machine of the same caliber in the United States, so as to develop a cure for what Tenenbaum refers to as “ADAM Sickness” (splicing addiction), thus finally putting an end to the “Rapture Nightmare.”

While monitoring Soviet sub activity, a KH-8 Gambit 3 reconnaissance satellite captures imagery of a large unidentified floating object, moving under its own power, 450 kilometers southwest of Reykjavik, Iceland. Upon further analysis, the findings are grouped together with other recently discovered North Atlantic anomalies and is classified Top Secret.

1969

APOLLO 11 MOON LANDING - RIGHT PLACE AT THE RIGHT TIME

With one small step, Humanity is at last united, albeit for a brief moment, and takes a giant leap towards *Tomorrow*. At the same time, while traveling around a world she has always yearned to experience, Eleanor Lamb is inspired by the global response to the event.

1971

APOLLO PROGRAM EXTENDED

In an effort to further its technological dominance over the USSR, the US government seeks out renowned (and re-emerging after decades of “obscurity”) mathematician, Charles Porter, and convinces him to collaborate with NASA engineers. As a result, unprecedented advancements in the realm of Computer Science are made, allowing for more ambitious ventures in space. Furthermore, by promising a bigger bang for their buck, greater funding for the Apollo program, and NASA in general, is passed by Congress.

“They got more out of me, than I got out of them.” - Porter on working with NASA.

Porter is later confronted by defense contractors, but turns down all inquiries.

1972



SECRETARY GENERAL LAMB

Though seen as a political out of the blue, and proclaiming to belong to no nation, Eleanor Lamb continues to rapidly increase her popularity among the populations of the UN's Security Council members, and in time, is appointed as the 4th Secretary General of the United Nations.

"We each can survive, but together we can thrive." - Lamb's first address to the UN.

1974

MACHINE ON THE MOON EXPEDITION

The Moon mission of Apollo 20 acts as a testing ground for autonomous machinery in extreme environments, and in doing so, becomes a watershed moment for robotics in space and paves the way for future machine led expeditions on other worlds, such as collecting geological data on Mars in preparation for a Human led mission.

Though aided by Tenenbaum, and fighting for five years, Sofia Lamb dies of cancer.

"Will you see these times grasp salvation or damnation?"
- From Sofia's final letter to Eleanor.

1975

PEACE FOR OUR TIME - WHEN A LAMB TAMED LIONS

The Apollo-Soyuz Test Project is successfully conducted (last "normal history" event).

Professing the advantages of a united East and West (space exploration being the biggest example), Secretary Lamb spearheads efforts which ultimately lead to both the United States and the Soviet Union agreeing to end the Cold War.

With East and West no longer at odds, the Vietnam Conflict comes to a peaceful end, and with help from the Lamb led UN, prosperous stability throughout the South China Sea is secured.

Historians later refer to the conflict as, "The Last War."

1976



INTERNATIONAL SPACE CONSORTIUM ORGANIZED

Another immediate result of peace, the International Space Consortium (ISC) is established and quickly consolidates every space program on Earth into a single global entity, with NASA and the Soviet Space Program being the two primary merging organizations.

1977



LIFE BEYOND EARTH ESTABLISHED

A spin off company of the world's leading air travel provider, Apollo Air, Life Beyond Earth begins offering the means for average citizens to experience the wonders of the heavens by founding the space tourism industry, and in the decades to follow, expands to providing permanent habitation among the stars.

1978

TRANQUILITY BASE - HUMANITY HAS LANDED TO STAY

With the ISC setting its long term sights towards Mars, the Moon is seen as the perfect launching point for all future deep space missions, thus leading to the permanent establishment of the surface/subsurface Tranquility Base (named after the nearby Apollo 11 landing site).

1980

UNIVERSAL DEMILITARIZATION ACCORD

An action only made possible by a truly unified UN, the armed nations of the world agree to both disband all standing armies (nothing larger than a national guard is permitted), and ban weapons of mass destruction (biological, chemical, and nuclear).

Now backed by overwhelming international support, Lamb manages to pass through actions that the late JFK once sought to enact, that being the dissolution of the US intelligence complex, specifically the CIA, with all other similar agencies around the world being dismantled shortly thereafter.

“Today, we take back the stolen Tomorrows.” - From Lamb’s speech to the UN.

The “Liberator” of Rapture, Jack Ryan, dies from his unique case of accelerated aging.

1984

ORION ? MARS LANDING - GREETING THE GOD OF WAR

Beating its initial estimate by a whole year, the ISC’s Orion program successfully lands on the Martian surface (on the outskirts of the Hellas Basin) and Humanity takes its first steps upon the Red Planet.

1995

FOUNDING OF OLYMPUS - THE CITY UPON A HILL

After a decade of exploration and discovery, the ISC launches the Pioneer Expedition in order to establish a permanent settlement on Mars, and after much deliberation, the ancient hollowed out magma caverns of Olympus Mons are selected as the ideal “genesis environment” for the City of Tomorrow.

1997

THE ZERO ONE INITIATIVE - TOO HUMAN

With the founding of Olympus came the creation of the Zero One Initiative shortly thereafter. Intended to alter the very landscape of computing so as to develop a machine capable of propelling Olympus to greater heights (both literally and technologically), the program soon amasses the largest concentration of scientists and engineers since the Manhattan Project.

In time, Turing Tests that are conducted rattle many subjects to the point that public opinion towards Artificial Intelligence becomes fearful of what the project may ultimately produce, and in response, the UN conducts a hearing which examines what should and shouldn’t be allowed within the field of Computer Science. For most Initiative programmers however, the panic is nothing short of a seal of approval of their work.

“It’s a servant, not a master.” - Initiative statement during UN hearing.

Charles Porter joins the Initiative in 1998 as a programming and design consultant (worked from Earth), but is relieved from the project a year later due to undisclosed “health problems,” causing him to retire to his retrofitted decommissioned missile silo estate in Granite Peak, Montana, where he pursues personal projects until his passing in 2005.

“They wanted a servant, not a master. Why not a friend instead?”
- From a private Porter Recording.

2000



2001



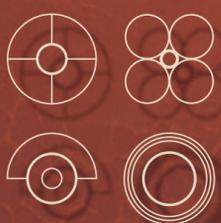
2012

2022



2025

2031



ZERO ONE ACTIVATED - THE MARTIAN MACHINE

Named after the very program that researched and developed it into existence, Zero One is fully brought online in Olympus and soon begins to automate many of the city's systems, along with becoming a powerful tool in creating the technologies of *Tomorrow* that will help sustain Human civilization on not just Mars, but throughout all of space.

MARS GUARD INSTALLED - EVERY GOOD MIND NEEDS ITS KEEPER

In hopes of putting a quick end to the terrors brought on by the rise of the hacker during the early days of the digital age, the Mars Guard is installed directly within Zero One (via software) and is designed for the sole purpose of thwarting any threat that may endanger the machine, whether it be digital or physical.

After making notable contributions to the medical sciences (with many leading to breakthroughs in Olympus in the future), then going on to establish and oversee an adoption agency for over 20 years, Brigid Tenenbaum passes away at age 74 (End event of *Wunderkind*, a *Tales of Tomorrow* game, which is a stand alone game that consists of short story experiences).

QUANTUM JUMP - THE SHORTEST PATH IS NO PATH

Seeking a more practical method of traversing space, Zero One is tasked with crunching the seemingly impossible to solve *Quantum Jump* equations (which were first put forth by Charles Porter, who derived them from certain "abnormal" observations the Thinker had made in Rapture), and in no time at all, simulations within the machine at last prove the viability of the technology, prompting the first Quantum Drive designs to be drawn up by Zero One shortly thereafter.

The Worlds Theory (similar to Multiverse Theory) is published, but is widely panned by the scientific community due to the dangers presented being too improbable to be of concern.

THE FIRST JUMP - PLUTO SAYS HELLO

A decade of trial and error leads to triumph as the first physical Quantum Jump is achieved between Saturn and Pluto. A trip that would of taken years via traditional methods is now accomplished in mere seconds, and in its wake, the *Age of Expansion* begins, which eventually leads to the colonization of the Saturnian (Saturn) and Jovian (Jupiter) systems (all still under ISC jurisdiction at this point).

Setting itself apart from other manufacturers, Sovereign Fabrication constructs its spherical Sovereign Class Fabricators (giant 3D printers) within the subsurface oceans of Europa in 2038, and in time, becomes the lead builder in the Aerospace industry, with the Interplanetary Series of private spacecraft being their most iconic product.

Seeking to harness the extreme winds of the Gas Giants, Entropy Energy deploys massive floating Turbine Pillars within the upper atmosphere of Saturn in 2045 (later expanding to Jupiter).

Though strictly a mining colony, until abandoned in the late 2050's, Enclave Entertainment salvages the Saturn moon of Titan in 2062, so as to harbor its floating Hex Projection Platforms that utilize Hard Light Projection, in what marks the beginning of the peripheral-less virtual reality era.

MARTIAN INDEPENDENCE

With the Age of Expansion in full swing, who controls what in space comes into question, and at the end of tense debating, Olympus is granted complete autonomy and given control over the Saturnian and Jovian colonies. As for the ISC, its jurisdiction is withdrawn to Earth and the Moon, with the Life Beyond Earth corporation still providing transport to Mars for immigration and tourism purposes.

UPGRADES INTRODUCED - MAKE SPACE YOUR PLACE

As Olympus continues to grow underground while it waits for the terraformation of the Martian atmosphere to be completed, Zero One is used to design *UPGRADES* (implants, of which were derived from Tenenbaum's biological splicing research) for the city's citizens. This is done to both more easily adapt them to living in environments that lie beyond the safer confines of Earth, and to enhance, and even go beyond, what nature started.

2054

n

NORM FOUNDED - KEEPING PACE

Earth's prodigy of engineering, Jonathan Loch (though he comes from a family that originally made its name in the now long ridden arms industry), founds Norm Engineering Solutions. And after just a few short years, it becomes the largest Human construction contractor, due to merging with the remaining engineering firms of the world so as to better compete with Zero One's ever increasing capabilities. Expansion into other industries is also undertaken in the decades to follow (Biotech, Healthcare, Software, and Heavy Industry, to name a few).

2060

OLYMPUS EMERGES - KING OF THE HILL

Stabilized and at suitable oxygen levels thanks to both the partial terraformation of the Martian atmosphere and the construction of the Zero One designed *Electrosphere*, the calderas of Olympus Mons become livable for the inhabitants of Olympus, and with its monolithic towers (also designed by Zero One, along with the rest of the surface structures) seen by many as a crown atop the mountain, the City of Tomorrow is at last fully realized.

Rumors of a secret Zero One controlled facility, on Pluto, begin to spread on both Earth and Mars.

2062

ZERO ONE GAINS CONTROL OVER COLONY OPERATIONS

Advocating both efficiency and the safety of workers, Zero One is given complete control over all industrial operations within the Martian colonies, and within a year, the need for Human labor among all Martian controlled industries is eliminated.

The *Cognition Sphere* is designed by Zero One and is used to manifest (via hard light projection) humanoid drone workers (replacing older, less robust robots), of who later garner the nickname, *The Static Men*.

2065

THE FIRST UPLOAD - FORFEIT THE FLESH

Secret tests on Titan lead to the first Human consciousness being successfully uploaded to Zero One, giving birth to the digital mind and the ability to provide an immortal existence for all who desire it.

While nearly fully embraced by the technologically infused citizens of Olympus and her colonies, the more "natural" populace of Earth overwhelmingly denounces the concept.

Cognition Spheres become available for use by the Uploaded citizens of Olympus, but are rarely used, with scientists on Earth later labeling the phenomenon as *Digital Dream Syndrome*.

2068

AMBASSADOR LAMB

In order to provide a bridge between the flesh of Humanity and the now nearly all digital society of Olympus/Space, former Secretary General Lamb becomes Earth's ambassador to Mars in order to once again unite two spheres of living.

Though now at 116 years of age, Lamb is still in her physical prime and is seen as a poster child of modern medicine. However, conspiracy theorists cling to more controversial explanations.

2070

THE LAMB ASSASSINATION

While en route to meet with the last remaining Human on Mars (AKA: "The Last Martian," real name being Alex Maxson, a space architect who helped design the colonies during the Age of Expansion) in order to discuss how Humanity and Zero One/The Digital Society can work together in ways that betters both sides, Lamb's shuttle is destroyed just prior to its jump to Mars by terrorists who claim that the ambassador was a "Synthetic Sympathizer."

Events of *The Last Martian* take place (A *Tales of Tomorrow* game).

Alex Maxson "Uploads" to Zero One and begins designing The Edictal.

2072



THE EDICTAL IS COMPLETED - EDEN'S CHARIOT

Sparked by the Lamb Assassination and the will to fulfill her dream of a prosperous coexistence between the worlds of Man and "Machine," Zero One and Humanity embark upon a joint effort to construct the Edictal (between 2070-72, and overall is labeled "The Eden Project"), a vessel (five kilometers in length) intended to propagate life, no matter what form it may take, across the cosmos.

Built in orbit around the Moon (the "Luna Yards," which was to be used to build more ships of the Edictal Class), most of the on-site assembly of the ship is handled by Norm (with Jonathan Loch still at the helm) and its Human work force, with Zero One designing the vessel's one of a kind Quantum Drive, fabricating the major components of the ship (on Europa), and creating the Edictal Virtual Intelligence (basically a lesser version of Zero One which oversees the Edictal's automated systems and acts as a "virtual crew member"). And though Zero One is more than capable of handling nearly all of the burdens of the project, Humanity strongly insists on having a "hands on" role wherever possible.

Head of VitaVault recruitment (helped pick who got to go), Anabelle Mor, boards the Edictal and the events of **AfterShock: Edictal** (the first supplement stand alone game) begin.

Shortly after its maiden jump on the 7th of November, Quantum pings confirm that the Edictal never reached its destination and is declared a total loss 3 days later.

The leading powers of Humanity quickly lay blame on Zero One, with many choosing to believe that it had sabotaged the vessel's design in a cruel, yet effective scheme to eliminate the best and brightest Humanity had to offer.

Unable to prove what went wrong, Zero One, (represented by the "Uploaded" Alex Maxson at the time), chooses isolation over escalation, and initiates its hibernation protocols on 11.11.2072 (Mars Date: 36.09.41), literally leaving Humanity to its own devices.

Upon losing its "off-world platform," with the loss of the Edictal, Nanita (a Norm company) suspends all nanotechnology development and ultimately goes bankrupt in 2097.

EARTH'S ECONOMY COLLAPSES

Now in hibernation, the resulting absence of Zero One (and the industrial activities of its colonies) from the marketplace causes Earth's global economy to collapse. However, several of the largest corporations (with Norm being one of the biggest) manage to stay afloat during this time of turmoil and even become better off as the world transitions into the "Post Martian Economy."

"The Helping Hand" begins showing up within the mega cities of the world, and is seen as an unorganized altruistic underground movement (isolated cells who use handprints to signify nearby caches/distribution sites of "appropriated" Norm supplies).

Throughout the impoverished world (now roughly 95% of the population), rumors spread that the rich and powerful pushed for the withdrawal of Zero One, never caring whether or not it was at fault for the Edictal tragedy, in order to plunge most of the world into financial ruin, leaving only the strongest in control. But more importantly, Humans in control.

In the decades to follow, severe pollution/climate change, overpopulation, and UPGRADE black markets (lesser knockoffs of the ones designed by Zero One take the impoverished world by storm as people try to gain an advantage so as to uplift themselves out of the hellish conditions of their current lives, with the extremely desperate engaging in implant harvesting in order to just survive), become commonplace throughout the world.

PROJECT ENTITY BEGINS - WHAT STIRS BEYOND

After receiving abnormal signal activity from Mars, Jonathan Loch begins conducting detailed monitoring of Olympus, in secret, so as to better understand what may be stirring within the halls of the city while Zero One still "sleeps." Norm, as a whole, would later dub it, "Project Entity."

2073



2081

2082

FIRST SPIRES CONSTRUCTED - THE NEW NORM

Tasked with building new infrastructure for the growing Mega Cities all around the globe, Norm resurges out from recession and caps off its rise to world corporate domination by constructing the first set of "Spires" in New York City (designed by Loch), which are designed to be self-sustaining, self-contained, and cleaners of urban pollution and overall climate change (once all are constructed world wide) "Cities within a City." And though they only house upper class citizens, the "lesser offs" are sold the idea that subsurface settlement in the form of re-purposed subway systems (during heavy smog events and winters) is only a "temporary inconvenience."

2092

THE GRANGERS LEAVE EARTH - ELITE EXODUS

Having had their respected companies bought out by Norm, the Granger family, along with a handful of close acquaintances (also of "elite" status), conclude the world is on a path towards ruin and embark on a private expedition to find promise among the stars, leading to their eventual settlement within the now abandoned "Enclaves" of Titan.

After making certain "adjustments" to the Enclave's Hex Projection Platforms, as well as to a cluster of Turbine Pillars on Saturn (to provide long term energy), the Grangers and their followers begin utilizing "Cognition Projection," (create virtual reality spaces from their minds, rather than from whatever the Enclave's were preprogrammed with) so as to live the lives they've always desired, or could never even dream of, and in doing so, begin *The Granger Games* (the multiplayer/competitive and co-op stand alone game of AfterShock).

2096

RING OF FIRE MEGAQUAKE - LOSS OF THE WEST

Major fault lines around the entire Pacific tectonic plate shift in an unprecedented string of earthquakes, with the most devastated region being the West Coast of the United States, resulting in the near complete destruction of San Francisco and the total loss of Los Angeles to the sea (California coast line shifts inland by 30 kilometers).

In the time to follow, the worst refugee crisis in the history of the world begins, prompting Norm to put its newly deployed "Terra Cruiser," a mobile (sea and air) regional development platform, to the ultimate test, providing aid to those around the "Ring of Fire" whose way of life was utterly eradicated.

As for the US situation, what little of the urban populations that survived (still in the hundreds of thousands, however) are taken into Norm run, New York City based, refugee settlements (only mega city within North America that could provide for such an influx of people in need of long term shelter and supplies).

Due to how much political opposition was silenced by the quakes, some begin to question just how natural the event was in the years to come.

2099

THE "ZERO" INCIDENT - A NIGHT THE STARS FELL

With Humanity now distinctly split between the rich and poor, and Norm conveniently positioning itself as the sole hope of the world as it enters into a new century, a mysterious Martian entity visits Earth to experience an existence it's never known (all while Zero One still "sleeps"). Unfortunately for all involved, the day ends with nothing left but "Zero" when the Human Question receives a solution.

"Zero" visits Earth on 31.12.2099 (Mars Date: 45.10.2055) and the events of *AfterShock: The Fall* take place (the second supplement stand alone game).

The Thinker is reactivated and the events of *Dweller of the Den* take place (A *Tales of Tomorrow* game).

Over the next century, extreme atmospheric heating leads to a 150 meter recession of the Earth's oceans (exposing the ruins of what is now "Old Rapture") and the extinction of nearly every form of complex life.

2208

ZERO ONE AWAKENS - CHILD OF MAN

Managing to salvage and reprogram a prototype Vita Chamber (its location safe guarding it from both time/the elements and even the conflicts that raged around it), the Lutece twins "eventually" succeed in fully revitalizing Elizabeth (deemed most qualified) in Old Rapture, thus beginning the events of *AfterShock* proper (main game).

Meanwhile, after the Mars Guard initiates Zero One's maintenance and repair protocols, which are to undo a century's worth of wear and tear, a mining incursion (for raw materials to be used to fabricate new components for Zero One) on an exposed portion of the North Atlantic seabed, results in the discovery of Elizabeth, now the last of her kind among the ruins of a dead world. Awakening Zero One in response, she is then guided to Olympus, and by journey's end, the very nature of *Tomorrow* is determined.

WARNING: The next page contains major spoilers! (Ending/Epilogue Timeline)



ENDING / EPILOGUE TIMELINE

2208

(CONT.)

EDICTAL RETURNS - WORLD ENTIRE

Returning from “another time,” the Edictal crash lands upon the exposed plateau of Old Rapture, while at the same time, in an effort to keep the ship safe from the desires of the Mars Guard, Zero jumps the Turbine Pillars of Saturn into Olympus, followed by detonating their Drive Cores, resulting in the city’s destruction.

Just before its destruction, Zero also Quantum Jumps Elizabeth back to Old Rapture, so as to make use of the Edictal, and at the same time, moves all of Zero One’s systems and Upload data (except for itself and the Mars Guard) to the Wright Mons Facility on Pluto, as well as transmits a copy of itself into Liz’s *UPGRADE* implants.

The Edictal’s Terraform Director System is activated by Liz while attempting to access the VitaVault and its 10,000 passengers in cryostasis. Liz also learns Anabelle Mor and Eleanor Lamb were the same person (Anabelle Mor is an anagram of Eleanor Lamb, and she used her ADAM infused biology to both survive the attempt on her life and completely alter her appearance afterwards) via a recording on Mor’s “Mr. Diary” Audio Diary, which was left behind so as to provide whoever found the ship the password (“Agnus Dei”) needed to lift the VitaVault’s emergency fail-safe lockdown. This was done since Mor had “died” just before the crash landing, while ejecting the Edictal’s unstable Quantum Drive Core into the Earth’s upper atmosphere (with her still in the Drive chamber), the resulting, and predicted, explosion being the biggest factor that caused her to pick the isolated Rapture as the crash site, though she had no knowledge of its exposed state.

The New Zero becomes self aware within Liz’s mind and is soon transferred into the defunct Edictal Virtual Intelligence (“EVI”), allowing for complete autonomy, while in addition, manages to salvage most of the corrupted data within it, causing Zero to inherit the personality and memories of Eleanor Lamb, of who the system was modeled after by its designer, Alex Maxson (Mor’s data is also inherited due to EVI’s observations of her during the events of *AfterShock: Edictal*). In all, the New Zero is a combination of Liz, Eleanor, Mor (different enough to be considered a separate person), and the previous Zero.

Being the first to “reawaken” from the now Pluto based Zero One, the Uploaded Alex Maxson visits Earth, so as to see firsthand what has become of both the Edictal and the world of Man.

EDICTAL DESTROYED - NO GODS OR KINGS

By sheer chance, the Mars Guard gains the upper hand over Zero, and “fragments” it, (just short of outright deletion) followed by it successfully diverting the Pillars of Saturn to the Edictal crash site, detonating their Drive cores shortly thereafter and causing its complete destruction.

Just before destroying the Edictal, the Mars Guard uses a service drone to collect the corrupted EVI data core.

An Elizabeth personality duplicate, created by the Mars Guard, and in part, is the Mars Guard (was used to make Zero let its guard down for the briefest of moments, which failed in the other timeline), becomes self aware and begins to devise a way to put an end to the system, kicking off the events of *Endgame* (the *AfterShock* “alternate” ending stand alone game).

The “Universal Deconstructor” is designed by the Mars Guard (via making use of Alex Maxson’s Upload data) and constructed via a restored Luna Yards, so as to carry out its plan to eliminate Humanity throughout ALL of time and space, thus forever safeguarding the proposed *Simulated Universe*, that is to exist within Zero One.

Just before activation, the Universal Deconstructor is destroyed, and both the Mars Guard and the Elizabeth duplicate (by choice) are terminated from Zero One, leaving a now “free” Olympus to its own fate.

OLD ELIZABETH DIES - TIME ROTTS EVERYTHING...

After living a life of seclusion within the crashed remains of the Edictal and the ruins of Old Rapture for 84 years, with the New Zero as her lone companion (now existing within an advanced, and completely autonomous, Cognition Sphere, leaving a fully restored EVI behind), Elizabeth passes away due to old age (104 years old), leaving behind her personality/memory data within Zero and written memoirs that are intended to be read by the passengers of the Edictal in 216 years time. A testimony to the past(s) that built the future.

Now alone, Zero ceases its use of Liz’s appearance (acted like a twin sister, up till now), forging its own identity for the first time, and proceeds to embark on a new adventure of knowing the unknown across the cosmos (events of *Children of the Impossible* begin).

In time, Elizabeth’s, Eleanor’s, and Mor’s data within Zero become self aware (not 1 to 1 copies, though), eventually leading to them being given complete autonomy and manifestable bodies (Zero constructs Cognition Spheres for them). And in doing so, a new race of intelligent beings begins to grow in number.

VITAVULT OPENS - SUGGEST MAKING THE MOST OF IT

With the TDS completing its restoration of the Earth, the first group of passengers of the Edictal are at last released from their cryostasis pods within the VitaVault, and the “possible events” of *AfterShock: Generations* begin.

MARS RETURNS TO LIFE - ...TO MAKE ROOM FOR THE NEXT THING

Mars begins to see the effects from its reformed electromagnetic field (caused by the core being super heated/jolted by Olympus’ destruction in 2208). Most notably, the return of surface liquid water and microbial life forms.

In the time to follow, Mars, Earth, and the universe(s) at large, again become subject to the choices, and perhaps mercy, of the New Humanity and those beyond.

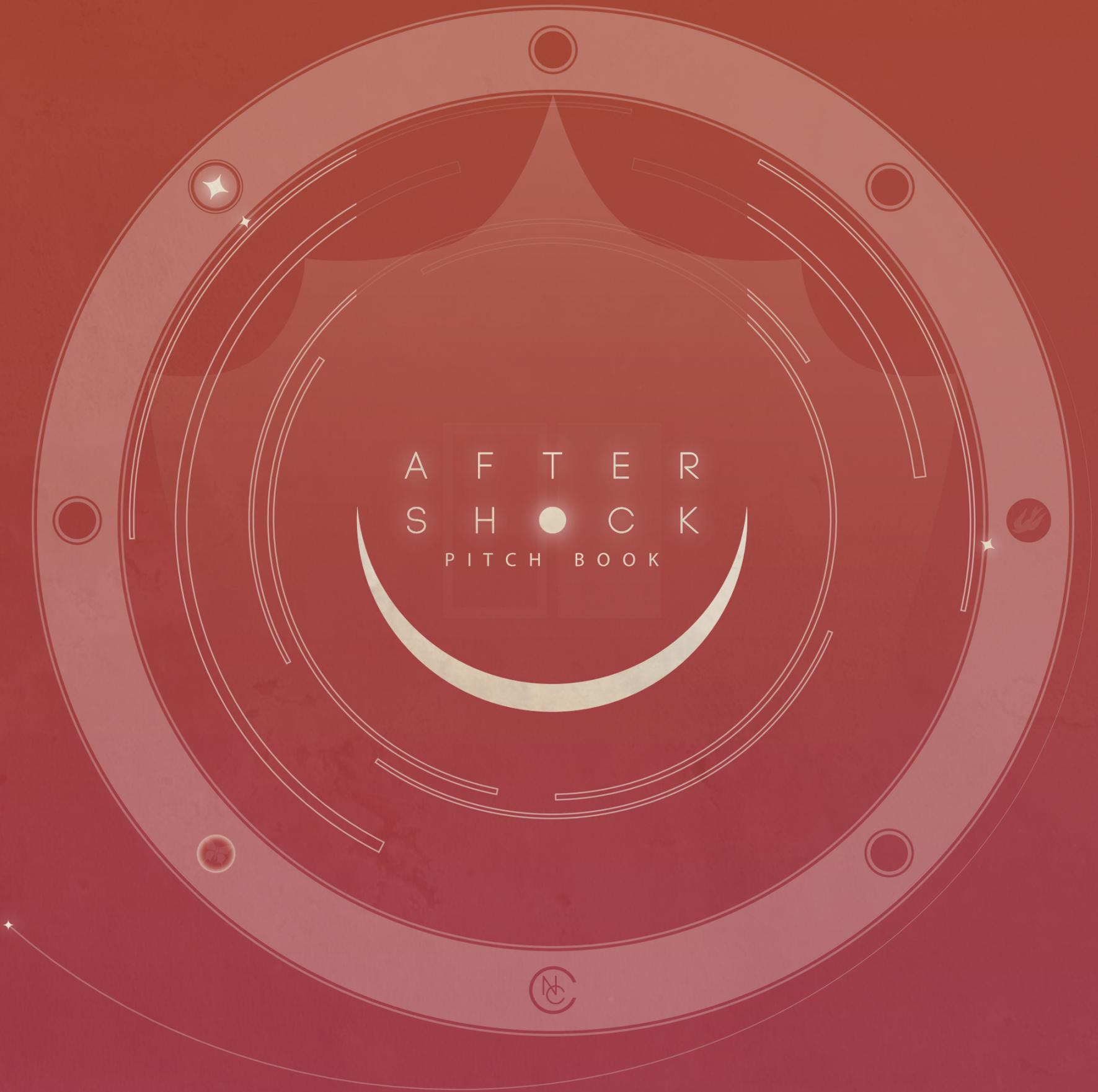
2208

2292

2508

BEYOND

AFTER
SHOCK
PITCH BOOK



“What is utopia but a machine made of man.”

Child of Man,
- R. Lutece, 1904



WHAT IS IT

AfterShock is a series of “First Person Experience” (or FPX) games (I’d like to thank Adam Orth and his team for coining the term).

Now, before you say “Walking Simulator,” rest assured that weapons, abilities, and other tools, will still play active roles, just in more meaningful ways (such as environment manipulation).

And if it isn’t known by now, AfterShock is indeed related to BioShock.

But rather than be some lewd or way off the rails fanfic, or even a spiritual successor like BioShock is to System Shock, AfterShock, is simple and straightforward in justifying its existence.

It’s what came to be in the time after.

Thus the name.

LIVED AND DIED

WHAT IS IT ABOUT

AfterShock takes place over several time periods (over several games), but for now, the main game follows a revitalized Elizabeth (not the main character of the series, though) as she emerges from what one could refer to as “Old Rapture,” (now exposed due to the oceans receding) and is taken on a journey that traverses the diverse locales of a once populated solar system, set in an alternate history space age (space exploration didn’t slow down after the 70’s, with the reasons being what creates the ties to the BioShock series).

From a now sterile Earth and the Moon, to the Martian city of Olympus (also sterile, but in an entirely different way), and the colonized worlds of the Gas Giant systems that lie beyond, it is a story that, by its end, determines the very nature of *Tomorrow*.

The year is 2208, and the world has changed.



FIRST PERSON EXPERIENCE

AND PRACTICAL,
SOME THINGS DO
CHANGE

DESTROY, CREATE, MANIPULATE

Did you know guns can do more than just kill? Crazy, I know.

In *AfterShock*, the *Master Blaster*, (or the “natural” equivalent for other characters) is the primary means for the player to partake in *environment manipulation*.

Melt, freeze, shock, seal, and of course, just plain old blasting when something is in the way, the Blaster represents the most common way for the player to interact with the worlds they will be exploring.

Environment manipulation will also play heavily into the multilayer component of the series.

But that discussion, in full detail, is presented in a separate document (due to scale and complexity, it would most likely be a stand alone game).

Refer to *The Granger Games Pitch Book*

TOOLS OF THE TRADE

Sometimes, what already exists isn't quite enough to get you where you need to go, so tools/devices made during the games will also be a feature.

For the main game, the most notable creation is the High Line device, or more affectionately, the *Monocross*.

Made to traverse Olympus' iconic High Line transit system (a monorail like system that has single sphere cars move across it via electromagnets), the device is how most of the exploration within the city will be carried out (while also coming in handy in other locales later on in the game).

And yes, it is just like the *Sky Hook* and *Air Grabber* from the *BioShock* series. However, this time, it'll actually be used for exploration, as opposed to just “combat traversal.”

As for one other tool, a certain little red ship does in fact play a significant role, and in case you were wondering, that is indeed a picture of the Lego version of it.

“MAKE SPACE YOUR PLACE!”

Space and hospitality aren't ones to be found together fairly often, thus creating need for the *UPGRADES*.

Story wise, Zero One (a super computer that was built under the Martian city of Olympus) developed implants, so as to better adapt the Human population of “Space” (Mars and her colonies) to the harshness that came with living beyond the safe confines of Earth.

The core four *UPGRADES* include:

Luna's Light: An optical implant that expands sight to the entire Electromagnetic Spectrum, with the major uses being heat/particle detection, illuminating darkened areas, and X-Ray vision (user performing certain eye twitches is used as the in game explanation for the player's ability to switch between vision modes).

Map Maestro: A navigation system that projects out of the palm of one's hand, providing both micro and macro scale mapping. And along with being updated via gathering traditional detailed maps, what is seen around the user is also cataloged, then represented in the projection (basically, projections start out as wire frames, then get more detailed as the player explores).

Armstrong: It's Telekinesis, 'nuff said.

Lead Line: Strengthens the body's naturally occurring electromagnetic field, so as to provide both radiation and heat/cold protection (up to a certain point, of course). This is also the only mandatory *UPGRADE*.

Possible others, which do not appear in the current draft of the main game, include an increase to the player's jump height and the ability to hold breath underwater for greater lengths of time.



COLORFUL DESOLATE VAST

THE LOST
TOMORROW

DIVERSE LOCALES

Earth, Luna, Mars, Europa, Saturn, Titan, and even places “Beyond.” AfterShock goes from the comforts of home (or what’s left of it), all the way to the unknown outskirts of the greater cosmos.

From how *Tomorrow* lived, was built, and powered, to even how it passed the time, no stone is left unturned, and no color unused.

NO GODS OR KINGS OF MAN ONLY “MACHINE”

The big thing about AfterShock is the concept of “Uploading.” That is, putting the Human mind into a machine, and in this case, into the aforementioned Olympus supercomputer Zero One.

Of course with this, it isn’t hard to imagine that the Humanity of Earth would be more unaccepting to the concept, while at the same time, the more technologically infused citizens of Space being more willing. So much in fact, that in nearly no time at all, only the so called “Digital Society” was to be found among the stars.

As for the main game, with Earth a wasteland (no complex life), and the now mechanized minds of Olympus more or less keeping to themselves, “alone in the universe,” is more accurate than ever.

CRUSHING SCALE

Everything is BIG in AfterShock, from the monumental towers of Olympus, to the imposing Pillars of Saturn. The universe is a big place, and seeing as we are but only a mere speck within it, the environments of the series should uphold that.



THE SUPPLEMENTS

An Odyssey and a Night the Stars Fell

High Res Versions: nickcaldwellcreations.com/seeds-of-fire

[/aftershock-trio](#)

All Box Art Mockups: [/aftershock-box-art](#)



AFTERSHOCK: THE FALL

The first "supplement" game of the series, *The Fall*, covers the events that took place when a mysterious entity (from Olympus, Mars) visited Earth 109 years prior to the events of AfterShock proper, during a time when the worlds of Man (Earth) and "Machine" (Mars) existed in isolation from one another. So, atmosphere wise, think Deus Ex, with society plagued by *UPGRADE* black markets (lesser quality knock offs Humanity made in the time after Zero One entered into its "Great Sleep"), over population, severe pollution/climate change, and ever increasing tensions between the handful of rich elites and the rest of the population who are now impoverished.

However, by game's end, nothing is left but "Zero," when the Human Question receives a solution.

Gameplay wise, this experience would be more conservative, due to certain story reasons (see next page), with the biggest feature being the player's choices, via actions (rather than lack luster "press button to choose," type moments), having dynamic consequences upon the world they are exploring (basically a passive, "Butterfly Effect" system). Though of course, in the end, *the end*, will always be the same.



AFTERSHOCK: EDICTAL

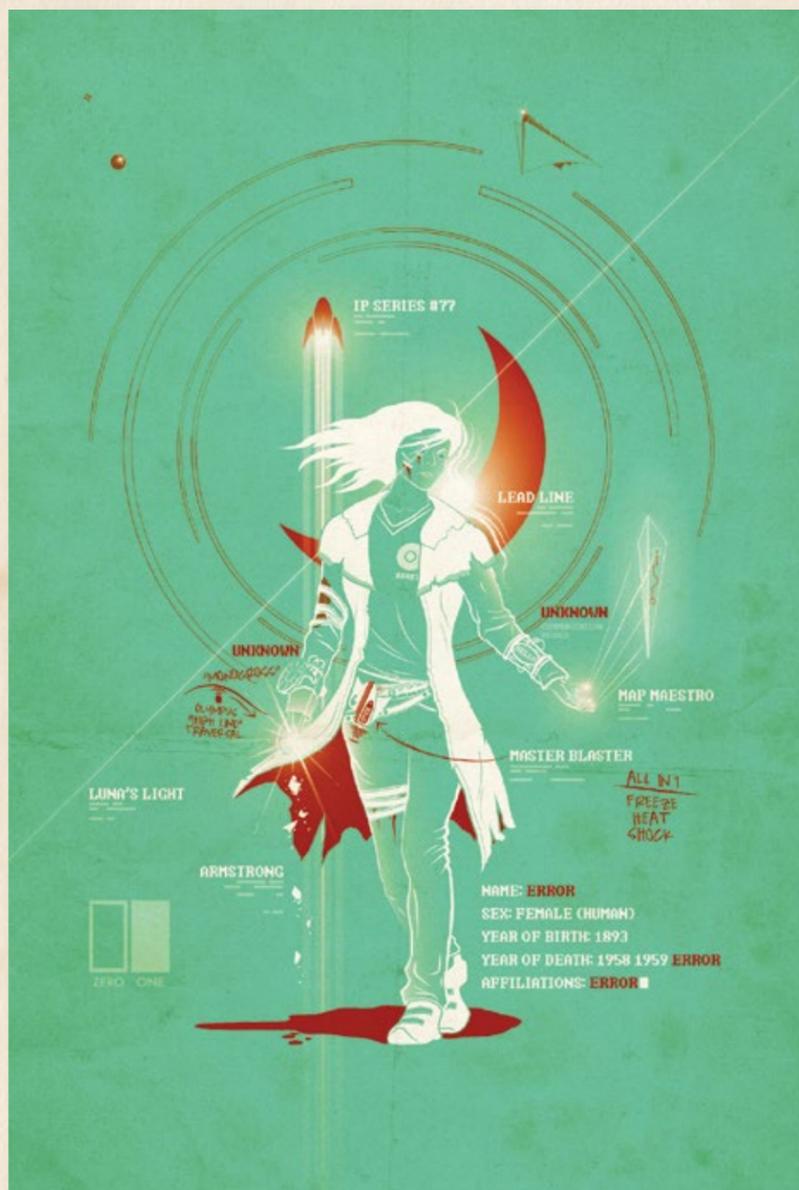
The second supplement game, *Edictal*, actually *begins* 27 years before *The Fall*, and follows a woman named, Anabelle Mor, (head of *VitaVault* recruitment for the Eden Project, the operation that led to the Edictal's construction) and her misadventures during the ill-fated maiden voyage of the Edictal, a *Generation Ship* (5 kilometers in length), that was to colonize the cosmos with life, in all its forms.

However, though its purpose was to usher in an age of peace and prosperity between the worlds of Man and Machine on a galactic scale, in the end, far more is accomplished, both for better and worse.

Unlike *The Fall*, this would be a return to the gameplay style of the main game, only via different means (see next page), and would also be the game that has the greatest similarities to System Shock and Prey (mostly due to its setting).

THE TRIO

AfterShock's Leading Ladies and that which has no Name



ELIZABETH - MAIN GAME

Elizabeth's concept in AfterShock proper is roughed up (showcasing the fragile nature of *nature*), intellectual, and technologically infused with *UPGRADES* by game's end.

Thrown into a world (unwillingly this time around, like all things, living or otherwise) that has "forfeited the flesh," Liz must shed some of her humanity in order to survive the worlds of *Tomorrow*, while at the same time, causes those she interacts with, who inhabit it, to reclaim parts of the natural lives they originated from.

And in the case of certain others, helps in obtaining such things for the very first time.



ANABELLE MOR - EDICTAL

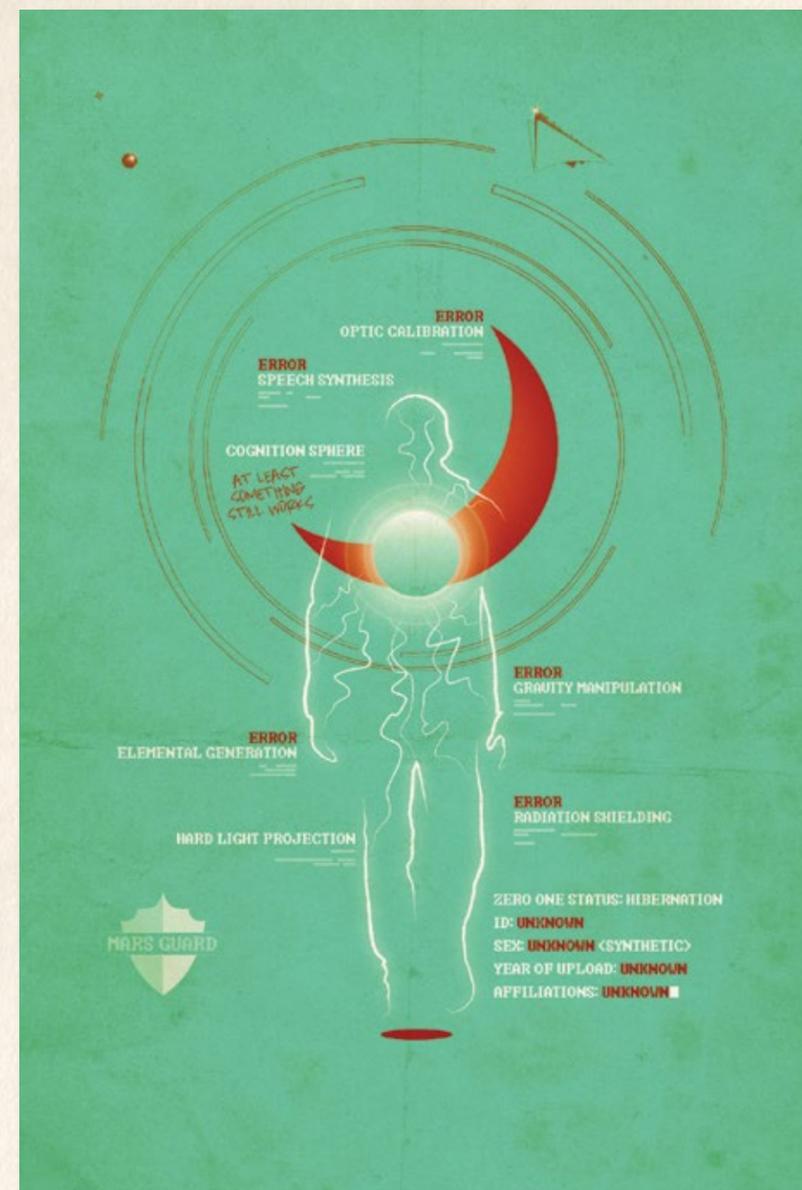
Mor's concept is fairly similar to Elizabeth's. However, instead of using technological implants, Mor utilizes abilities that are more like BioShock's biologically based *Plasmids*, though, without the need for replenishment via external supplements (like *Eve*). So, as for instance, instead of using a *Master Blaster*, Mor is able to generate Fire, Ice, and Electric Shock abilities self sufficiently.

In the end, Liz is meant to represent the clunkiness of integrated technology, while Mor displays the elegance of "natural" ability.

For more details (which are spoilers), refer to the Ending/Epilogue timeline in the *Building Tomorrow* document.

CHILDREN OF THE IMPOSSIBLE

Refer to the full versions at the end of this document



"ZERO" - THE FALL

Unlike Liz and Mor, "Zero," or rather, what will later become Zero, is synthetic (a being of Zero One), and represents "the stranger in a strange land," during *The Fall*.

The being in the illustration is obscure because Zero takes on a different appearance every time the game is played (gender, skin color, clothing, and old vs young). Also, due to Zero going about while the rest of Zero One still "sleeps," it is unable to speak verbally, or use abilities that are similar to what Liz and Mor utilize (always receives an "ACCESS DENIED" message).

Simply put, Zero is curiosity made manifest, and only *Exists to Know*.

TALES OF TOMORROW

The "Nook and Cranny" stories of the AfterShock Saga



SERVANT

DWELLER OF THE DEN

Set during an unspecified time in the 21st Century (unknown at the start, at least), *Dweller of the Den*, covers the events that transpired when Rapture's *Thinker* was reactivated in a now completely dead and deserted city under the sea (still under the sea at this point).

Taking over the remains of a *Robo Little Sister*, (yes, like the ones that were featured briefly during BioShock 2's Minerva's Den DLC) the player will explore, through the Thinker's eyes, what remains of its home (in ways only the Thinker can), and in doing so, play an indirect role in determining the fate of *Tomorrow*.

Gameplay wise, this game would be the most *Gone Home* like.



MASTER

THE LAST MARTIAN

Occurring during the later half of 2070, the game follows the dealings (as well as personal relationship) between Earth's ambassador to Mars, Eleanor Lamb (refer to the timeline material to see how all this came about), and the so called "Last Martian," (the last human in Olympus, with his real name being Alex Maxson, a space architect), where they discuss ways that will hopefully lead to both a peaceful and prosperous future between the worlds of Man (Earth) and now "Machine" (Mars).

From shedding new light on what Lamb was like during this time period, to experiencing the Uploading process through Maxson's perspective, the story eventually leads up to the Lamb Assassination, and reveals how the effects, specifically upon Maxson, shaped the "face" of *Tomorrow*.

This one would be the most *Firewatch* like.



PROGENITOR

WUNDERKIND

Turning the spotlight onto BioShock's Brigid Tenenbaum, the game goes from her time in Auschwitz (teen), to her work with Jack and the Little Sisters of Rapture (adult), then all the way through to her time with Charles Porter (while still on Earth) when things on Mars were beginning to pick up speed (senior), with the end being her own death shortly thereafter.

In doing so, the game will show how these experiences crafted not only her, but *Tomorrow* as well.

This game would have the most horror elements.

GAME PLAN

THE AFTERSHOCK STORY, IN FULL DETAIL

In written form, the AfterShock *Trilogy* is told across thirteen chapters, with seven making up the main story, and both *The Fall* and *Edictal* each being composed of three.

As for the *Tales of Tomorrow*, they will play out as short stories (so one self contained chapter), and will be written once the *Trilogy* is complete.

For the time being, “completed” chapters should be regarded as raw first drafts, with each one being subject to change (mostly wording/dialogue, rather than changing actions/events).

As for how they read, each is a mix between a script, screenplay, and a novel, plus they include gameplay notes (it’s bare minimum stuff currently, with the hope being what is laid out now will be greatly expanded upon, if giving the chance), and illustrations (they’re crude, but they get the job done, for now).

Completed Chapters can be viewed here:

Main Game (“Completed”)
nickcaldwellcreations.com/aftershock-chapter-*number in word form*

The Fall (“Completed”)
nickcaldwellcreations.com/aftershock-the-fall-chapter-*number in word form*

Edictal (Currently in the works)
nickcaldwellcreations.com/aftershock-edictal-chapter-*number in word form*

MAKING
AMENDS VIA THE
BETTER HALF

Main Game

- Chapter One - Sometime Somewhere
- Chapter Two - The City Upon a Hill
- Chapter Three - Among Sovereigns
- Chapter Four - Pillars of Tomorrow
- Chapter Five - Shadow of the Enclaves
- Chapter Six - World Entire

The Fall

- Chapter One - Atop the Setting Sun
- Chapter Two - Seeds of Rise and Ruin
- Chapter Three - Into the Unbroken

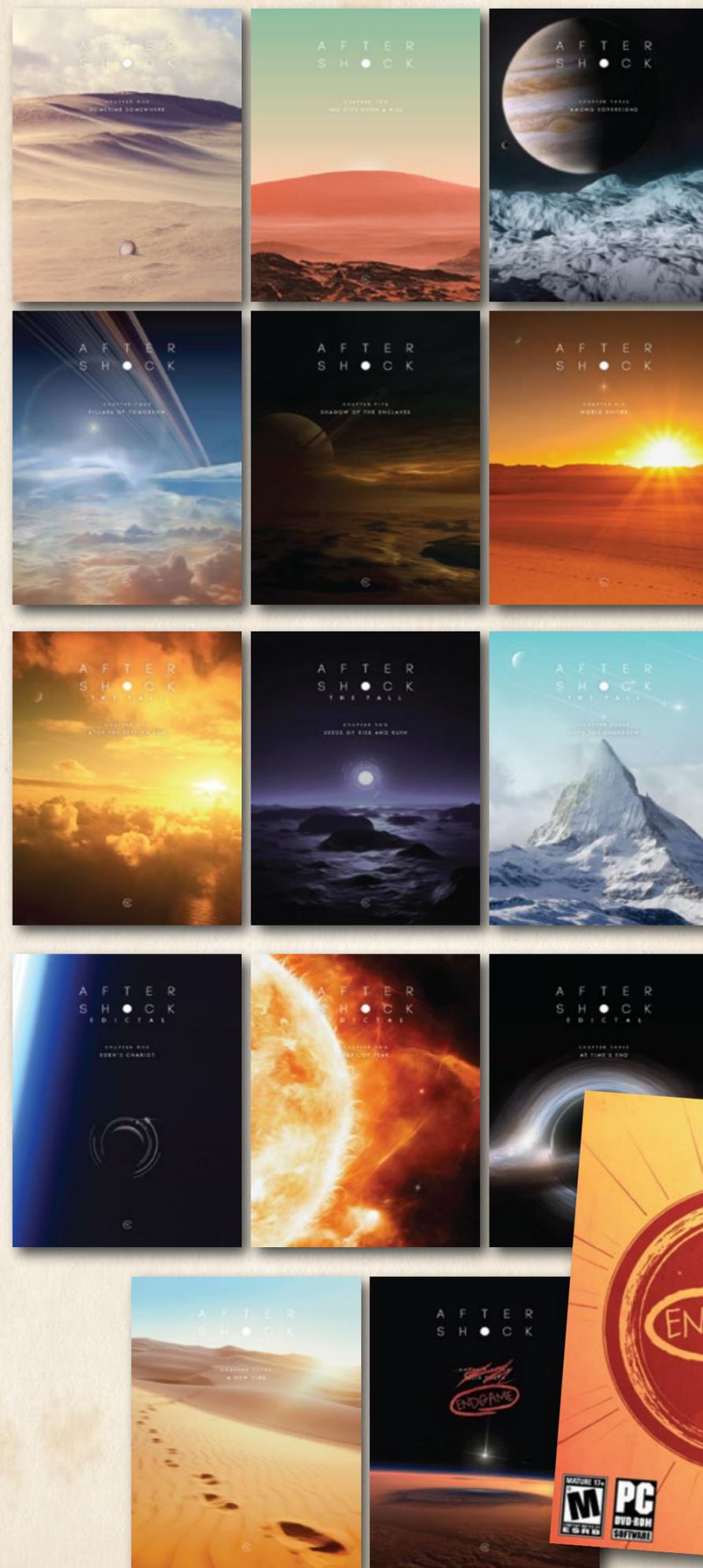
Edictal

- Chapter One - Eden’s Chariot
- Chapter Two - Fury of Fear
- Chapter Three - At Time’s End

Epilogue(s) (Part of the Main Game, and will be written last)

Chapter Seven - Felix Culpa

Endgame (The “Alternate” Ending, which would likely be a stand alone game)



THE END GAME

(NOT TO BE CONFUSED WITH THE ALTERNATE ENDING, "ENDGAME")

BUILDING A STAGE FOR THE LONG TERM

A direct sequel, if you really need a classification for it, to the main story of AfterShock, *Generations*, is still at the big idea stage, in terms of development.

That said, I can tell you that it takes place 300 years after AfterShock proper, and is meant to be a far more open experience (the game adapts to your choices, or lack thereof, if you decide to take a more isolated approach, with the game literally evolving around you as time goes on). As opposed to the linear experiences of its predecessors (though, *wide linear* may be a more accurate description), which act as pieces of a puzzle that form together to build this game's scenario, and more importantly, the world it takes place in.

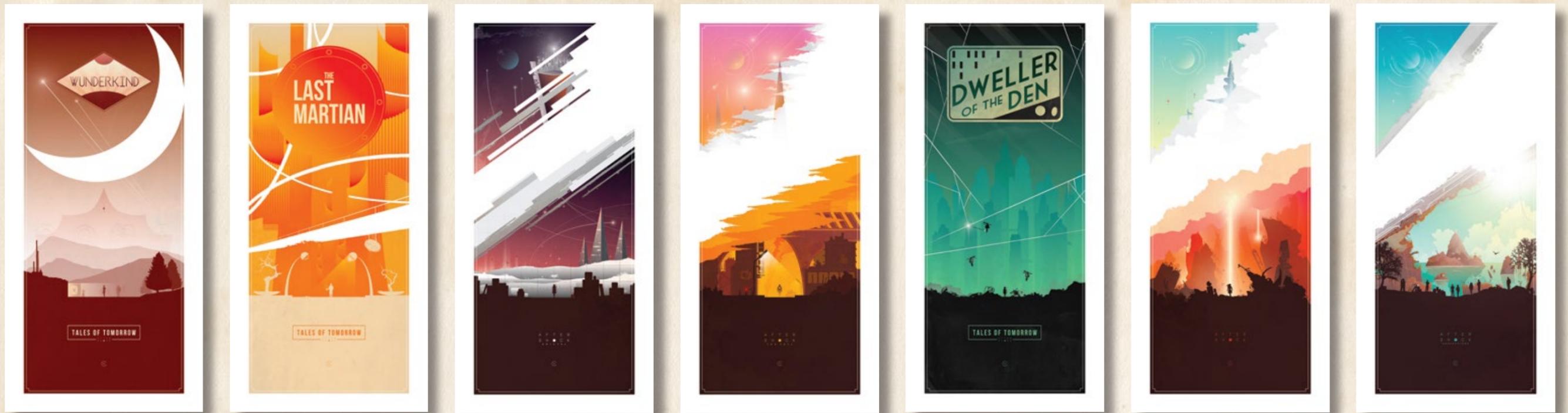
However, explaining the scenario would of course mean spoiling the ending events of the main game. So, to get around this problem, I'll describe how the game would most likely play. But if you really want to know, refer to the Ending/Epilogue timeline in the *Building Tomorrow* document (info regarding the other epilogue games can also be found there).

In short, *Generations* would have the world feel akin to *Fallout*. A grand macro scope on par with *Stellaris* and *Star Citizen* (by late game). And micro level depth, such as what can be found in the *S.T.A.L.K.E.R.* and *Deus Ex* games. So, ambitious would be an understatement, but another purpose for the other games would be to provide the lessons and tech needed in order to make this game.

Also, one of the big things about the game, will be the long term progression of the player's existence within it, which will depend on their ability to survive via offspring. Whether that be through natural, or "other" means. Thus the subtitle.

Will *Tomorrow* be Paradise, or Perdition?





High Res Version: nickcaldwellcreations.com/the-aftershock-saga

RESOURCE

MY PORTFOLIO SITE

Home to all AfterShock Illustrations (250+), Chapters, and Teaser Videos
nickcaldwellcreations.com

*Thanks for
Reading!*

IP SERIES #77

LEAD LINE

UNKNOWN
COMMUNICATION
DEVICE

MAP MAESTRO

MASTER BLASTER

ALL IN 1
FREEZE
HEAT
SHOCK

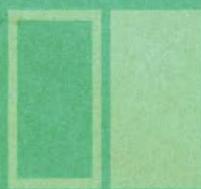
UNKNOWN

"MONOCROSS"
OLYMPUS
"HIGH LINE"
TRAVERSAL

LUNA'S LIGHT

ARMSTRONG

NAME: **ERROR**
SEX: FEMALE (HUMAN)
YEAR OF BIRTH: 1893
YEAR OF DEATH: 1958 1959 **ERROR**
AFFILIATIONS: **ERROR** ■



ZERO ONE





UNKNOWN
OPTICAL ENHANCEMENTS

UNKNOWN
ELECTRICAL SOURCE

UNKNOWN
THERMAL FLUCTUATION

UNKNOWN
CRYOGENICS DETECTED

UNKNOWN
RADIATION SHIELDING

NATURAL
PLASMIDS?

UNKNOWN
GRAVITATIONAL WAVES

MAP MAESTRO
DETECTED

SEEMS SOME
THINGS CAN'T
BE REPLACED

ACCELERATED
HEALING

EVI EDITORIAL
VIRTUAL
INTELLIGENCE

NAME: ANABELLE MOR

SEX: FEMALE (HUMAN)

YEAR OF BIRTH: 1952

AFFILIATIONS: **UNKNOWN**

ANTI-AGING
CONFIRMED

ERROR
OPTIC CALIBRATION

ERROR
SPEECH SYNTHESIS

COGNITION SPHERE

AT LEAST
SOMETHING
STILL WORKS

ERROR
GRAVITY MANIPULATION

ERROR
ELEMENTAL GENERATION

ERROR
RADIATION SHIELDING

HARD LIGHT PROJECTION

ZERO ONE STATUS: HIBERNATION

ID: **UNKNOWN**

SEX: **UNKNOWN** (SYNTHETIC)

YEAR OF UPLOAD: **UNKNOWN**

AFFILIATIONS: **UNKNOWN** ■





THE
**GRANGER
GAMES**
PITCH BOOK

A F T E R
S H ● C K



“Until they came, and used this place... used me,
as a means to satisfy their dreams, their hopes,
but most of all, of course, their vanity.”

- “Henry Houser,” 2208

WHAT IS IT

The Granger Games are the multilayer/competitive and cooperative component of the AfterShock series.

Yes, that’s right, multilayer. However, unlike so many games before it, The Granger Games are directly tied to the overall story of AfterShock, and are teased during the events of the main game.

So, just as a heads up, certain story bits will be brought up, especially in the next set of paragraphs on this page.

WHAT IS “GRANGER”

As seen in the main game, a small group of people from Earth (all part of the “Elite” class, with many being former heads of major corporations) felt the world was heading in a direction that was for the worse (also concluded they could not change it either, so a rogue faction of the upper class, if you will), and thus decided to seek promise among the stars (sometime during the 2090’s). And a part of this group, was the Granger family, who made up the bulk of their numbers, as well as provided most of the resources that were necessary for the expedition to be undertaken.

As for the promises sought, they eventually settled within the remains of the “Enclaves” on Titan (abandoned ever since Olympus’ Zero One began its “Great Sleep”). And upon completing a few certain “tweaks” (both on Titan, and Saturn, all of which is covered during the main game), the virtual world building *Hex Projection Platforms*, of the once renowned *Enclave Entertainment*, became enslaved to the imagination of the Grangers and those who followed them (via “Cognition Projection,” which replaced the original system that only simulated what was available, and contained, as they called it, “small-minded safety protocols”).

No life was impossible to live (what is alluded to during the main game). While in times of other leisure, no simulation of the world they thought was to come went undone (what this is all about).

Thus, the Granger Games began.

LIFE IS BUT A DREAM



THE GAMES

THE WAR THAT NEVER WAS

With the gap between the rich and poor ever widening, some form of conflict, whether born from revolution or just the collapse of organized civilization, was seen as inevitable by the Grangers.

And though it was what drove them to the Enclaves in the first place, few could resist the temptation to see how such a future would play out.

In this, the first of the Granger Games came into being. The *War World*.

Of course, little did they know, it was to be a war that never was (as seen during *AfterShock: The Fall*).



WAR WORLD

To be blunt, think *Planetside*. So, big maps, and perpetual fighting over territories of value. A war without end.

And as for those fighting, *War World* involves the following factions:

“The Norm”

A name given to the PMC (Private Military Company) forces that fight to protect the assets of Norm and its subsidiaries (world’s largest multinational conglomerate, which also bought out Granger owned companies), “The Norm” represents the single largest fighting force on the planet, thanks in part to the demilitarization of all nations in the decades prior. So, in short, it is the military arm of the rich and powerful. Tactics wise, think, “strong, but slow.”

“Helping Hand”

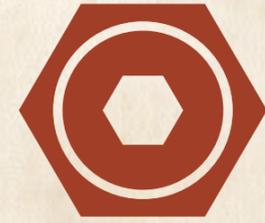
With Norm becoming the “all corporation” of the world, the so called, “Helping Hand,” sought to provide a more, altruistic, option for the impoverished masses of the rest of the world, and provides the means (of which originates from an anonymous benefactor within the world of the elites) for the armed uprising that kicks off the war. And though only united by the simple idea of taking Norm supplies and “appropriating” them to the poor (Robin Hood like), and lacking an overall command structure (at the beginning of the conflict, at least), isolated cells utilize gorilla tactics to wreak havoc, so think, “weak, but fast.”

“People of the Plains”

During the time of the Grangers departure, over 90% of the world’s population had either moved, or been integrated into urban centers (mega cities). And whether it be from the encroachment from the ever growing cities of the world, or the “overflow” from the war, the so simply named, “People of the Plains” seek to defend their ways of existence, by what ever means necessary. So, unlike the others, the tactic here is focused solely on the defense of smaller territories, which are scattered about in isolated pockets throughout each region (seen as strategic positions in the eyes of the other two factions).

Now, in regards to the regions themselves, it only makes sense to model them after the 6 inhabited continents of the world (6 massive maps in total).

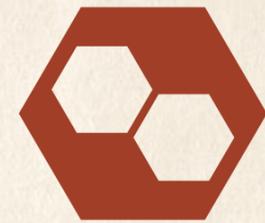
So, North America, South America, Europe, Africa, Asia, and Oceania (and just to be clear, they would be *Planetside* scale, not 1 to 1).



ARENA

Arena is the classic multiplayer experience, and thus provides free for all, teams, and objective based game modes that are played out on smaller maps, which would essentially be isolated sections of the *War World* maps. In addition, a handful of other maps would be modeled after what can be found in the “Other” Games (see second to next page).

WHEN OBSERVATION
NO LONGER SATISFIED



CREATOR

In *Creator* mode, players will have the ability to create both custom game modes and their own maps (either by editing existing maps, or creating their own from scratch, so like *Doom’s* “SnapMap” mode, just with more options).

The creation of custom “scenarios” will also be possible (refer to the “Other” Games page).

In the end, put the power the Grangers possess in the player’s hands.

CLASS WARFARE

THE WAYS OF WAGING WAR

Like the 1960's-70's Vietnam Conflict that preceded it, or what was labeled, "The Last War," by historians in the AfterShock universe, "The War" that *was* to consume the 22nd Century (starting in 2099), is very much a "David vs Goliath" scenario, with everyone else stuck in the crossfire in between.

From overwhelming brute force, and countering hit and run tactics, to cunning and courageous acts of holding one's sacred sovereign ground, The War did well in becoming the culmination of all wars that came before.

Note: All "Forces" lists should be seen as first passes, and are thus subject to both change and expansion. Also, due to the aforementioned mass demilitarization, nuclear weapons no longer exist in stockpile capacities.



NORM

Draped in power, influence, and most importantly, resources, Norm and its paramilitary forces favor the more, "Shock and Awe," approach, when it comes to dispatching so called, "enemies of peace."

Breakdown of Forces:

Land: "Moltamus"/"Articus"/"Volta" Troopers (Specialist, *UPGRADE* equivalent infused, fire/ice/shock infantry), "Devastators" (Blaster weaponry with a compliment of Armstrong like abilities), "Vanguards" (Long range, fast attack, scout trooper), Heavy Assault and Light Assault Troop transports, "PermaDrop" gun emplacements (Gun batteries placed permanently onto battlefield via airdrop).

Sea: Surface and Subsurface weapons platforms, *Terra Cruiser* (while in "Sea" configuration, acts as an aircraft carrier)

Air: *Terra Cruiser* (while in "Aero" configuration, acts as a heavy bomber, fire-zone resupply runner, and long range troop/vehicle transport), *Buzzard* (Terra Cruiser escort, and light bomber/fighter).

"Other": Low Orbit Weapons Platforms (space based weapons), *Subterranean Seismic Array*, *Project Entity* (operation suspended during the game, but still hinted at)



HELPING HAND

Reliant on whatever can be salvaged from raids on Norm supply lines and "made vulnerable" depots, the Helping Hand uses speed and its isolation within itself (each region's cell has a slightly different feel/identity) in order to carry out small, yet nearly countless and non-relenting strikes, that over time, compound into major thorns in the side of Norm's self-proclaimed "peaceful" order.

Breakdown of Forces:

Land: Black market caliber *UPGRADE* infused fighters (fire/ice/shock), *Sabos* (Saboteur squads), Scouts, Light assault vehicles (seized from Norm, and heavily modified), Light, repositionable, gun emplacements.

Sea: *Free Riders* (Light armored/armed, fast attack, squad transport, gunboats), *Ray Runners* (Sea based saboteurs).

Air: Salvaged downed *Buzzards*, stationary and mobile AA weaponry.

FOUGHT, FIGHTS,
WILL FIGHT



PEOPLE OF THE PLAINS

Consisting of mostly farmers and rancher types, and having no formal label other than the name the other factions give them and the crude "warning" paint jobs applied to their respected properties (usually red or white), the "People," make use of both salvaged supplies from abandoned battlefields and weapons that managed to escape the past era's demilitarization purge.

Breakdown of "Forces":

Land: Heavily modified Demilitarization Era pistols, machine guns, rifles, and for close encounters, incendiary infused melee weaponry (e.g., a flaming pitchfork, so as to slice and dice with ease). Armored combines (act as crude tanks) and tractors (for transporting salvaged heavy armaments).

Sea: Coastal, subsurface mines (singular, crude, and located within the sands or rocky surfaces of shallow waters, also difficult to detect).

Air: Mobile AA weaponry (from demilitarization era), *The Swarm* (autonomous farming drones retrofitted to act as an aerial denial system).

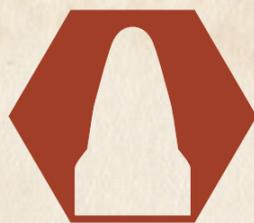
THE “OTHER” GAMES

REVOLUTIONS AND THE “FALSE FUTURES”

In addition to the *War World*, *Arena*, and *Creator* modes, *Scenarios* would provide a series of co-op campaigns (though, all can be played with a single player) that pertain to specific events spanning across both *AfterShock* and *BioShock*, from the “what was” to the “what ifs?”

Now, obviously some of these could not of been a product of the Grangers, but who ever said they were the only ones to make use of the Enclaves once the alterations had been made?

Note: This is only a starter set of scenarios, with the hope being more would be added over time (in addition to user created scenarios).



MAJESTIC 13

Now in its 27th year, “The War,” as the world has come to simply call it, between the forces of Norm and those who bear the ideals of the Helping Hand, has all but stripped the Earth of its remaining beauty and promise of a better future. However, in this stalemate, a discovery from the world of old, by a group of refugees who have grown tired of the conflict, sets into motion events that, they believe, will at last set Humanity free.



OUTSIDE IN

Crushing nearly all remnants of the Helping Hand (thanks to a certain “tipping of the scales” event), Norm now holds the world in an iron grip, so as to keep future conflicts at bay. And to do this, employs the *Terranaut*, an advanced version of the original *Terra Cruiser* (both seen during *The Fall*). Now providing the ability to permanently house the “better offs,” they act as watchful eyes to a world that, if rumor has it, may yet still have one more fight left in it, for the precious resources that remain.

THE FALSE
FUTURES



TAKING TOMORROW

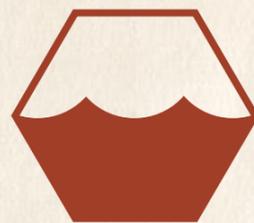
Having been set back at every turn by the underground forces of the Helping Hand, confidence among the elites of the world turns to desperation, and a plan to take action upon a certain “asset,” (which had been under careful view for some time) begins. And though the HH is successful in catching wind of the project, it is not until the two sides are led to the very heart of the Martian city of Olympus when matters are at last settled, possibly once and for all. (Note: Both sides are playable)



HEAVEN'S HELL

From the perspective of an every day citizen of Columbia, at least, those of the upper class, life in the city in the clouds is the stuff of dreams. That is, until those without a voice, found one. Now plunged into revolution by the working class “Vox,” you, and those who you choose to ally yourself with, must find a way out of the heaven that is quickly descending into hell. (Note: “Open City” design, with the goal being to get to a certain exit point that is random each playthrough. So more of a gauntlet, than a campaign)

CROSSFIRE
CATCHES



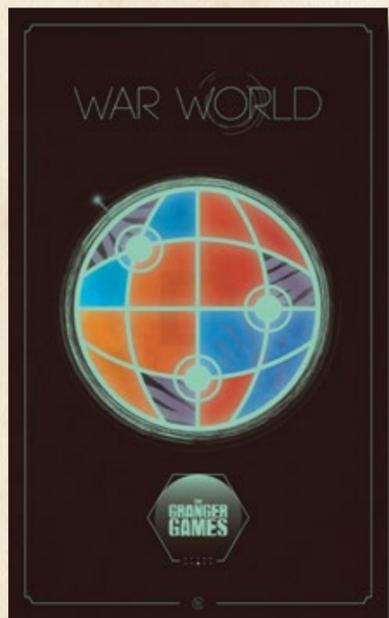
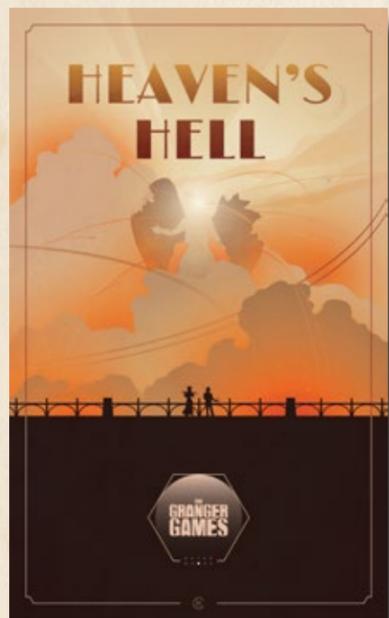
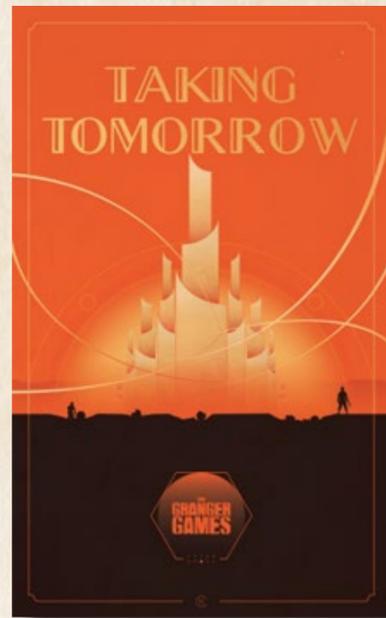
BURNING SEA

Free from the restrictions and parasitic minds of the top side world, Rapture provides you with the ideal environment to pursue a limitless existence. Though, once those in power sought to never lose it, the fall of the under sea paradise was soon to follow. Now caught up in civil war, you, and what allies you can find, if any, within such a former “free for all” society, must find an escape from what otherwise will be an untimely burial at sea. (Note: Also “Open City” design, and, in both scenarios, the “lesser offs” would be playable, as well)



EVE 84'

In a century not tainted by the horrors of two world wars, nor paralyzed by the chill of sparring super powers, the world looks up to the now globe spanning city of Columbia as a benevolent force for keeping the peace. But once the prophetic cries of war finally come calling, the world is cast into flame. And on New Year's Eve 1984, you, along with the surviving populace of Manhattan, witness first hand the terrors those from the sky possess. (Note: “Open City”/gantlet design, but also has a specific story within it, if found)



RESOURCE

MY PORTFOLIO SITE

Home to all AfterShock Illustrations (250+), Chapters, and Teaser Videos
nickcaldwellcreations.com

Thanks for Reading!