

A F T E R
S H ● C K
S E R I E S
S U M M A R Y

WHAT IS UTOPIA BUT A MACHINE MADE OF MAN

CHILD OF MAN,
- R. LUTECHE, 1904

ENDGAME

(ACE) AFTERSHOCK: GENERATIONS 7

CHILDREN OF THE IMPOSSIBLE 7

AFTERSHOCK 1

ANALYSIS IN PROGRESS
SYSTEM SHOCK 3

ENCOUNTER UNKNOWN

SYSTEM SHOCK 2

SYSTEM SHOCK

THE GRANGER GAMES 1(MP)

DWELLER OF THE DEN 4 (TOT)

PREY (2017)

A NIGHT THE STARS FELL 2

MAJESTIC 13' OUTSIDE IN TAKING TOMORROW 1(MP)

EDEN'S CHARIOT 3

THE LAST MARTIAN 5 (TOT)

TACOMA

GONE HOME

WUNDERKIND 6 (TOT)

MINERVA'S DEN

BIOSHOCK 2

EVE '84 1(MP)

BIOSHOCK

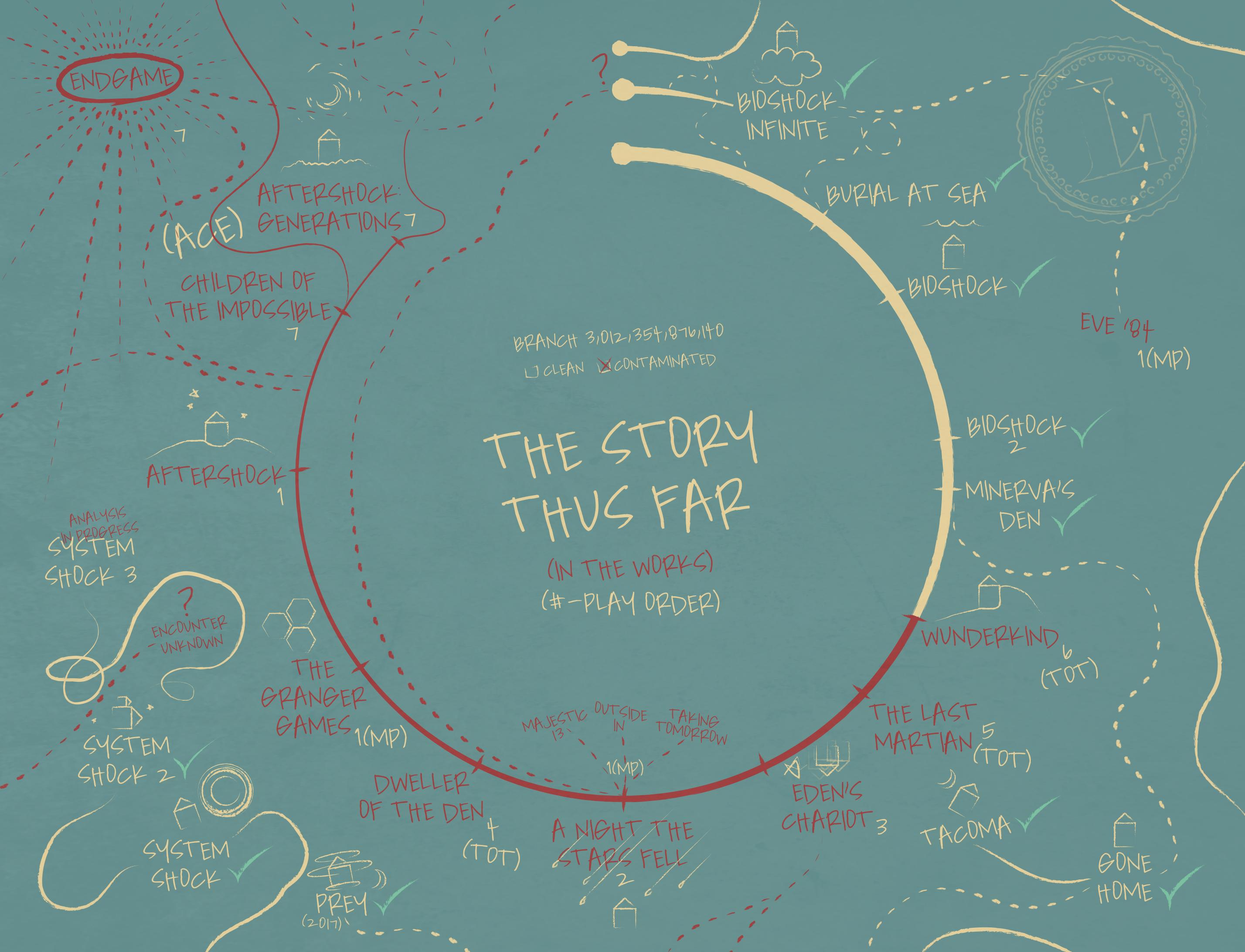
BURIAL AT SEA

BIOSHOCK INFINITE

BRANCH 3,012,354,876,1140
LJ CLEAN X CONTAMINATED

THE STORY THUS FAR

(IN THE WORKS)
(# - PLAY ORDER)



A F T E R S H O C K

PREMISE

A revitalized “Elizabeth” emerges from the now old, corroding, and no longer undersea city of Rapture, isolated upon a just as lifeless Earth, for purposes unknown. Setting out across diverse worlds, with diverse beings of the mechanical kinds. Their dwelling and grandest achievement among the stars being the Martian Megalopolis of Olympus, run by the just as magnificent AI system, Zero One. And by journey’s end, the very nature of *Tomorrow* is determined.

GAMEPLAY

FPX (First Person Experience, NOT combat focused, and each game is this, unless stated otherwise)

Abilities and Tools

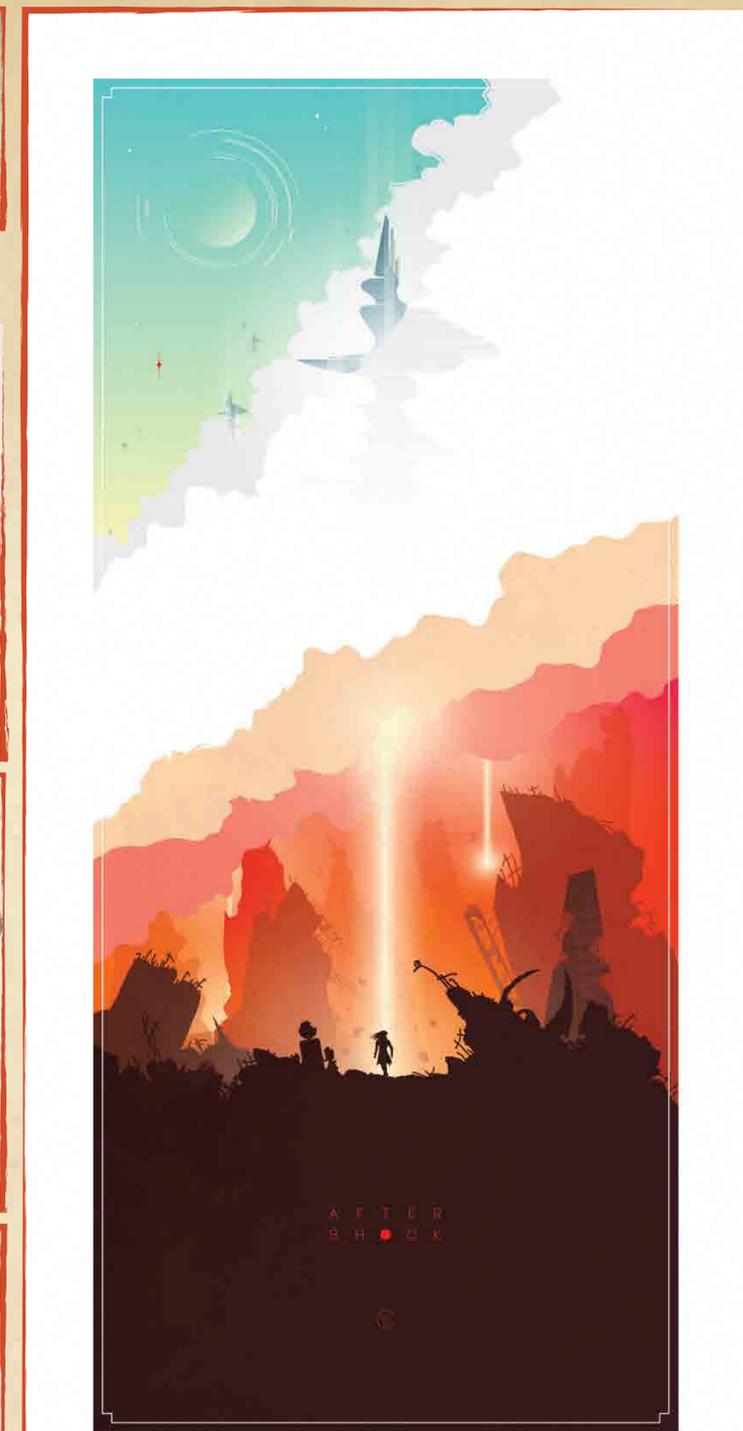
Sandbox and “Wide-Linear” Environments

INFLUENCES

- Alien: Isolation
- Fallout Series
- Half-Life
- I Am Legend
- Red Faction: Guerrilla

WHY SEND
A SOLDIER

WHEN A
FRIEND
WILL DO



TALES OF TOMORROW

EPISODIC CONTENT

A NIGHT THE STARS FELL

PREMISE

108 years before the events of AfterShock, a mysterious entity, from the vintage depths of Olympus, ventures to the intrigues of Earth. In the sole pursuit of knowledge. But for what first begins as a series of innocent acts, soon forges into the final capstone upon the twilight age of Mankind.

GAMEPLAY

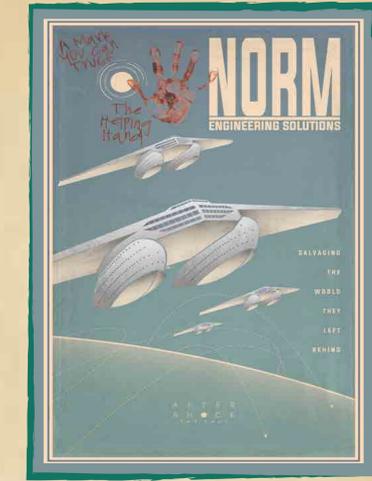
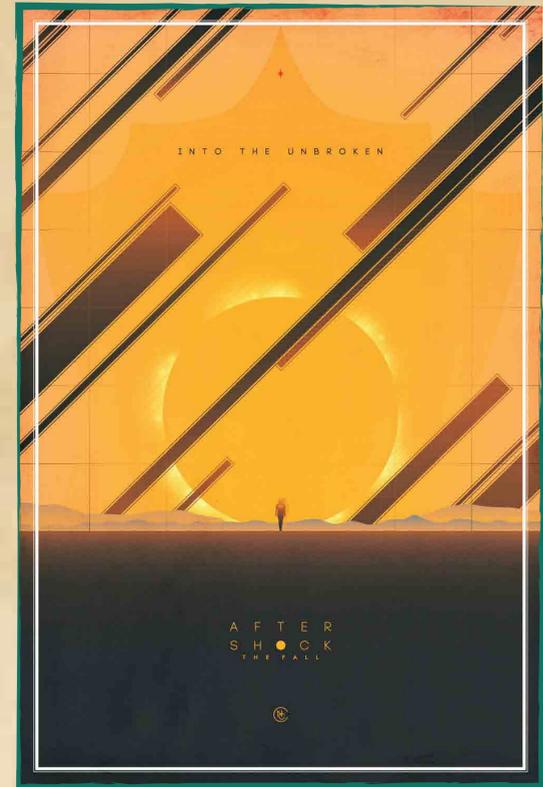
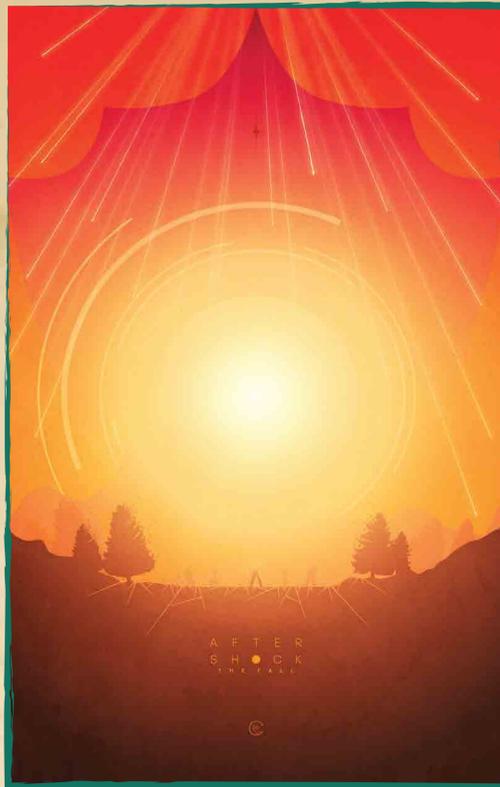
- Abilities
- Sandbox and Wide-Linear
- Passive Butterfly Effect Choice System

INFLUENCES

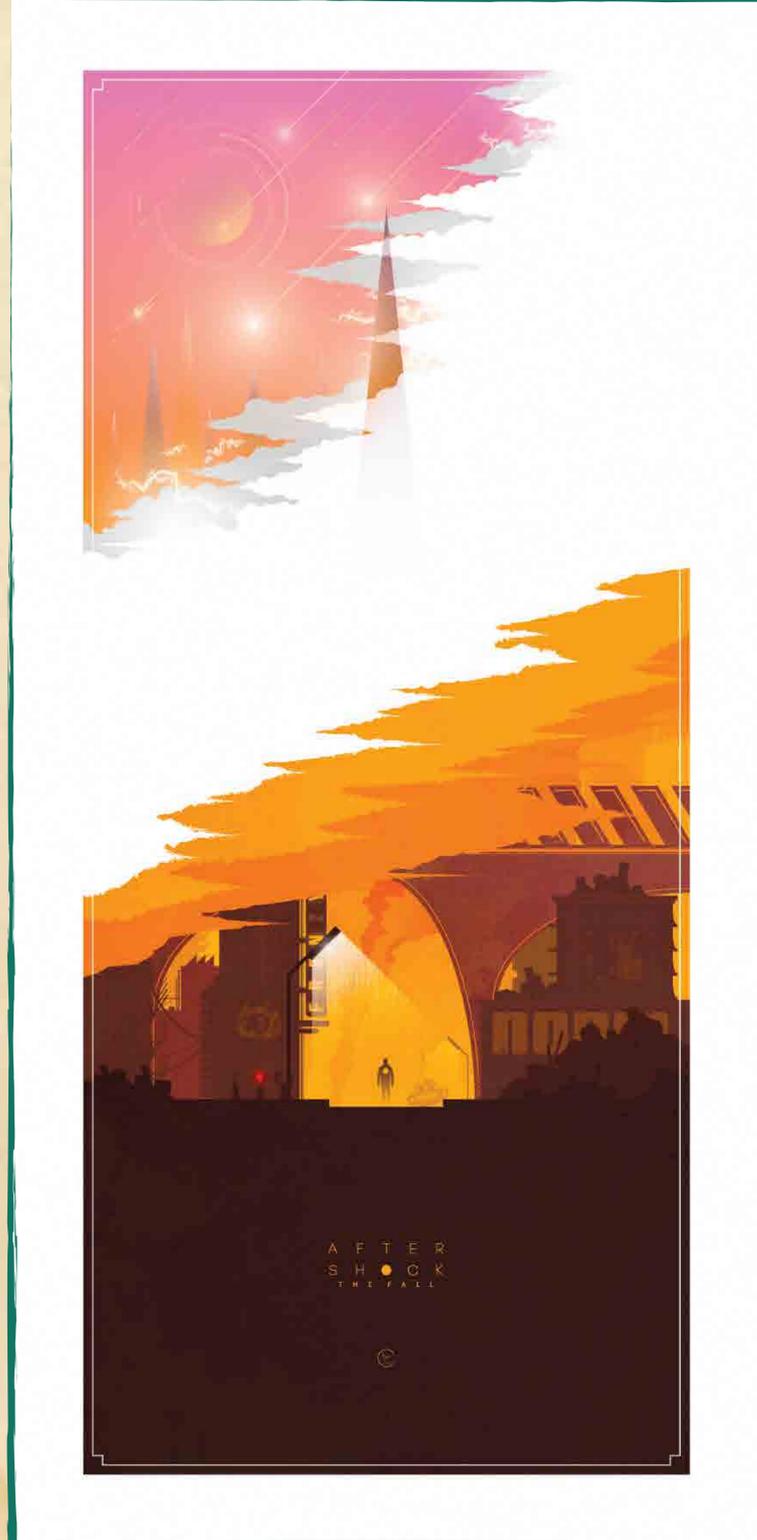
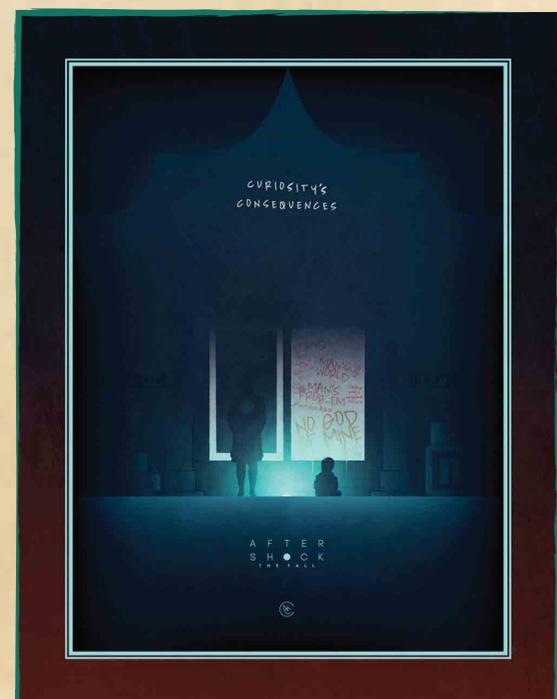
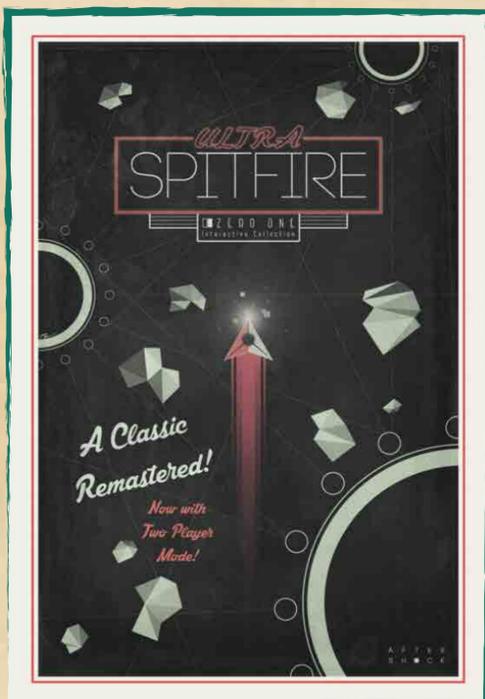
- Gone Home
- Deus Ex Series
- Blade Runner
- The Second Renaissance (The Animatrix)

NOT A BETTER WORLD TO BUILD

BUT A PEOPLE



YOU EXIST TO KNOW



TALES OF TOMORROW

EDEN'S CHARIOT

PREMISE

Two decades before Humanity's fall, both the minds of Man (Earth) and "Machine" (Mars) come together to bring forth the Edictal, a super ship designed to propagate life, no matter the form it may take, across the cosmos. Yet, through the eyes of one Anabelle Mor, director of Vita Vault recruitment with a colorful and secretive past, her maiden voyage transcends not only the best laid possibilities, but all considered probabilities.

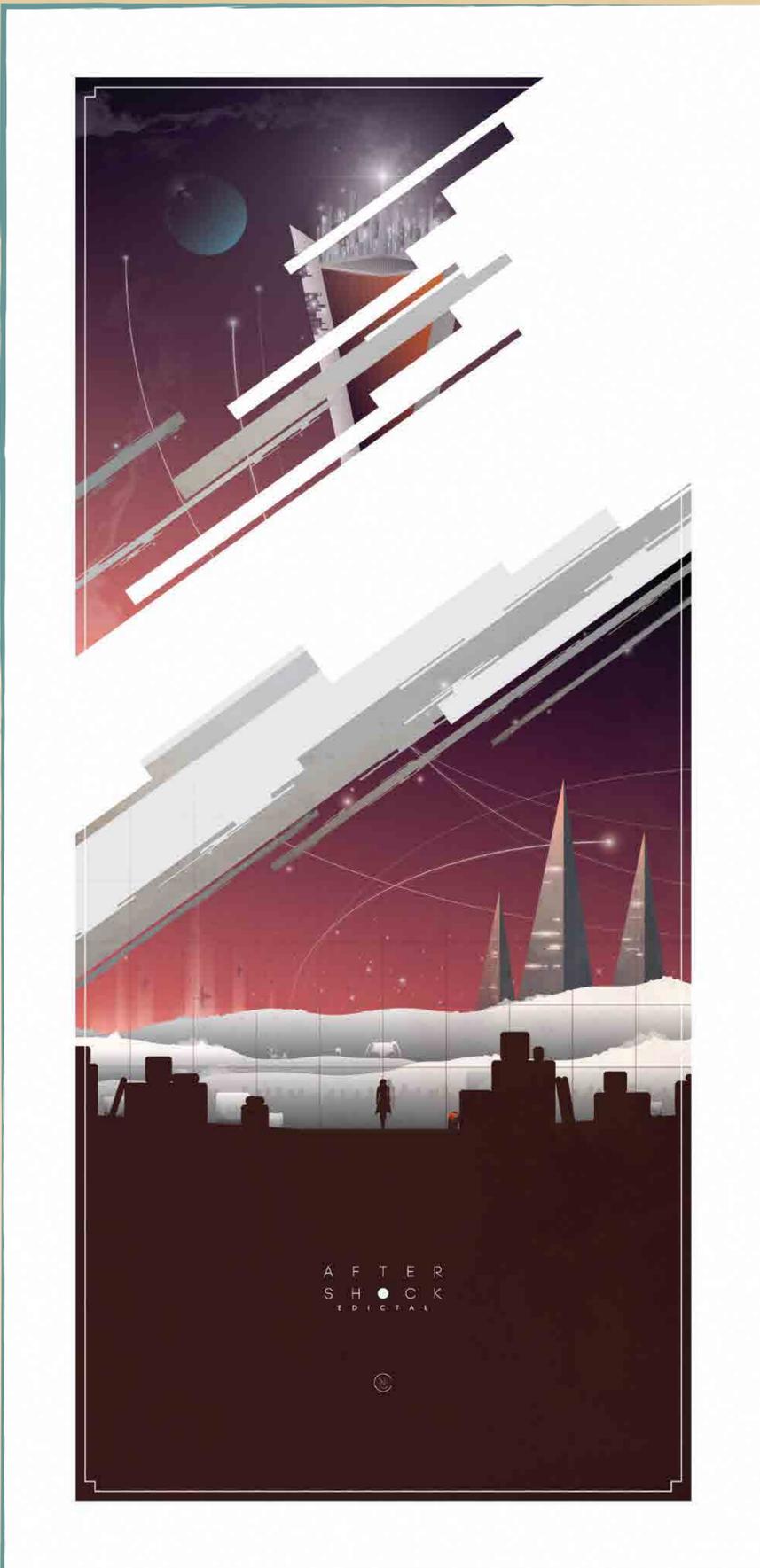
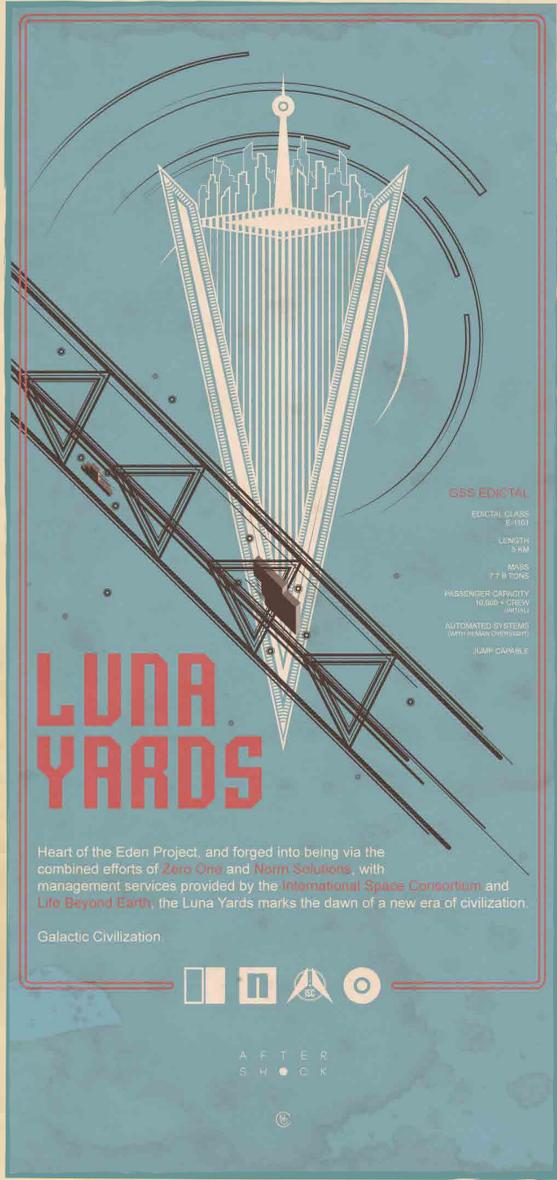
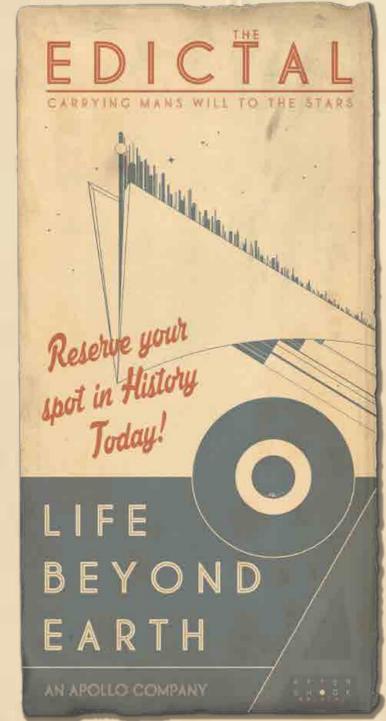
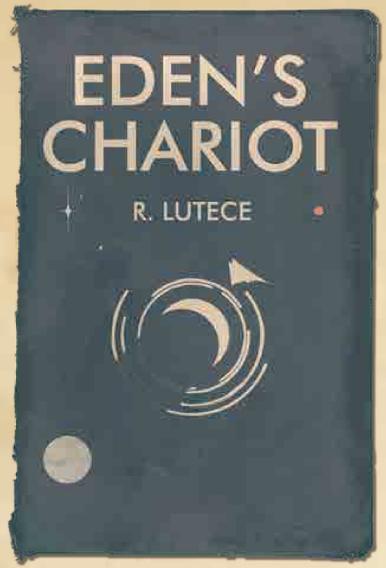
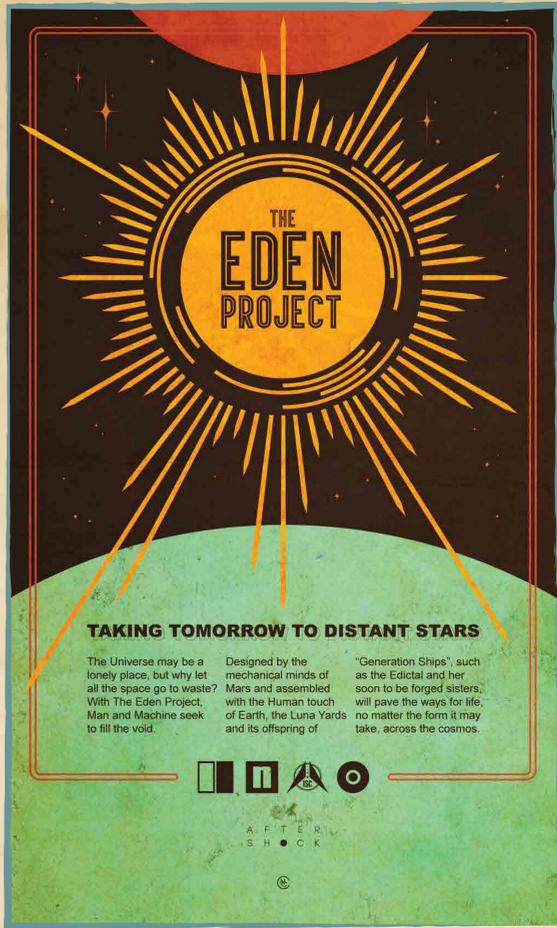
GAMEPLAY

- Abilities and Tools
- Wide-Linear
- Benevolent/Malevolent Playstyles

INFLUENCES

- System Shock Series
- Prey (2017)
- Dishonored
- Event Horizon
- Sunshine
- "Q" (Star Trek)

ONE OF MANY



TALES OF TOMORROW



PREMISE

The Thinker lives!

Deep within the core of a still submerged Rapture, the city running supercomputer “miraculously” returns to life, only to find its home now abandoned and desecrated from a long since past age of both civil strife and all out war. Yet despite this, the machine continues to carry out the responsibilities it solely exists for, all the while playing a vital role in paving the way for the *Tomorrow* that is to come.

GAMEPLAY

- Sandbox
- Tools
- Hacking/Repairing
- Audio Diary Character Build System

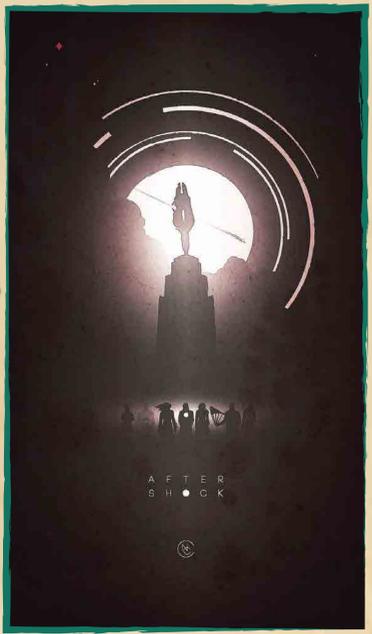
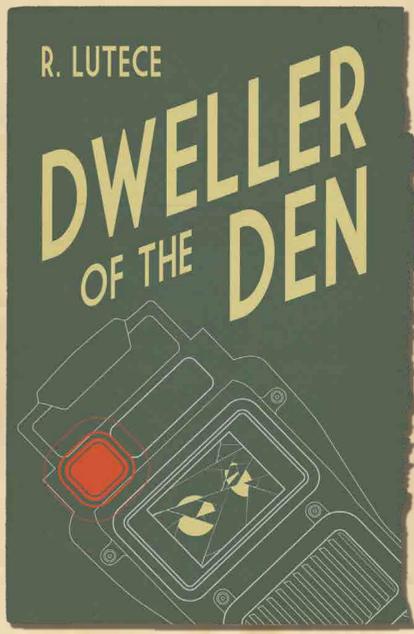
INFLUENCES

- BioShock (Minerva’s Den)
- Diaries of a Spaceport Janitor
- WALL-E
- Gone Home
- Tacoma

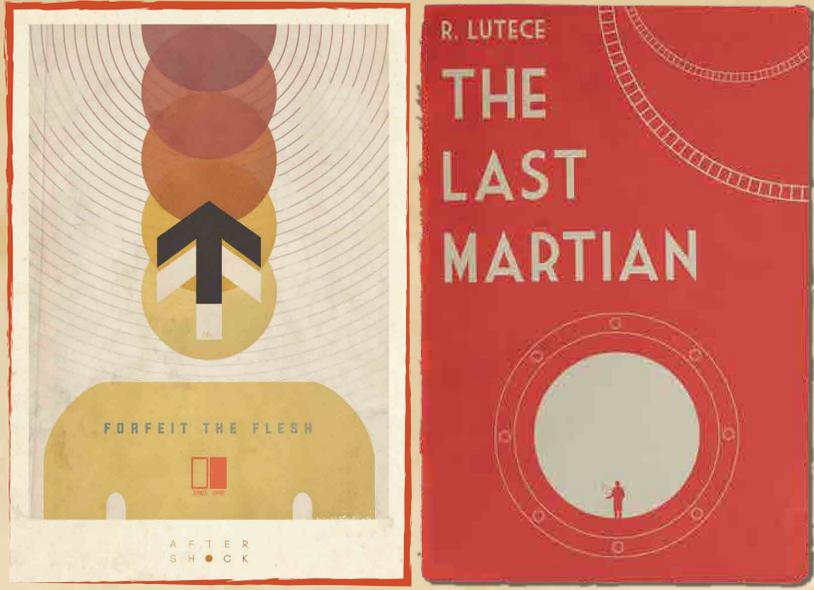
THE GOOD SERVANT



HELLO?



TALES OF TOMORROW



RUNTIME UNKNOWN

PREMISE

With the worlds of Man (Earth) and Machine (Mars) only becoming more isolated from one another in the post "Upload" era, one man (a trans man specifically), a space architect by the name, Alex Maxson, walks the desolate halls of Olympus, alone. His crossing with tragedy not only preserving what little humanity remains, but also allowing for the creation of that which hopes to establish a lasting prosperity, with the now *nearly* universally idolized Eleanor Lamb, Earth's ambassador to the Red Planet. Their critical encounters, as well as misadventures throughout the Martian Mega-city revealing both the personal and even the first signs of *the unknown* that dwells deep below.

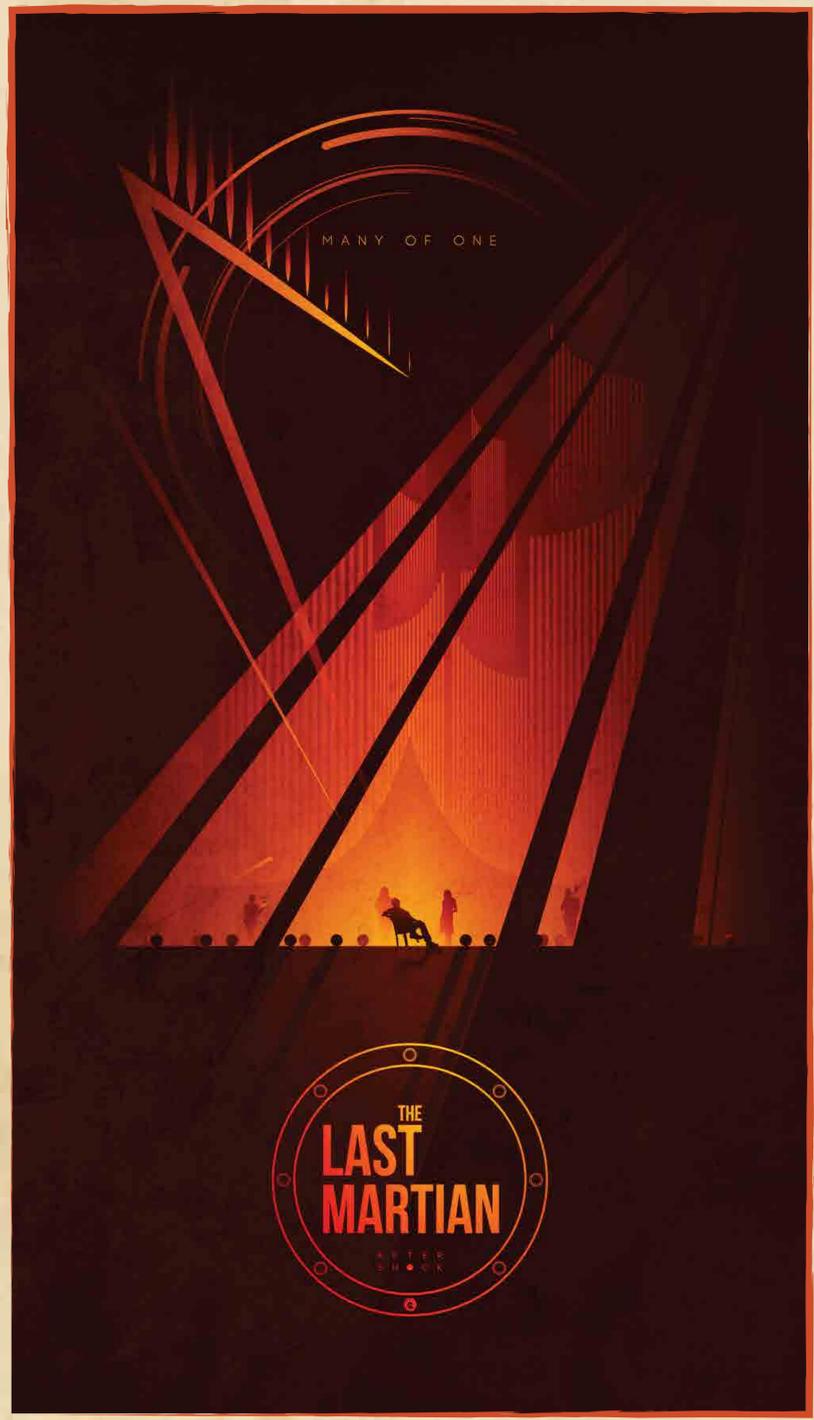
GAMEPLAY

Abilities and Tools (Light)
Wide-Linear

INFLUENCES

Firewatch
The Last of Us
SOMA

TRIBULATIONS OF TOMORROW



TALES OF TOMORROW



PREMISE

The year is 1999. Space is in its early stages of becoming a settled frontier, with Olympus only a scientific outpost. And within a Montana mountaintop estate, a small few, born from a wide range of adversities, gather to provide a guiding hand to its future. Some more intentional than others. One of the more notable among them being Dr. Brigid Tenenbaum. Her work in genetics spanning the atrocities of war, the fall of a utopia, and the rise of another, in time. While in the middle, and in collaboration with the revered mathematician Charles Milton Porter, lays the seeds for both the damnation and salvation of *Tomorrow*.

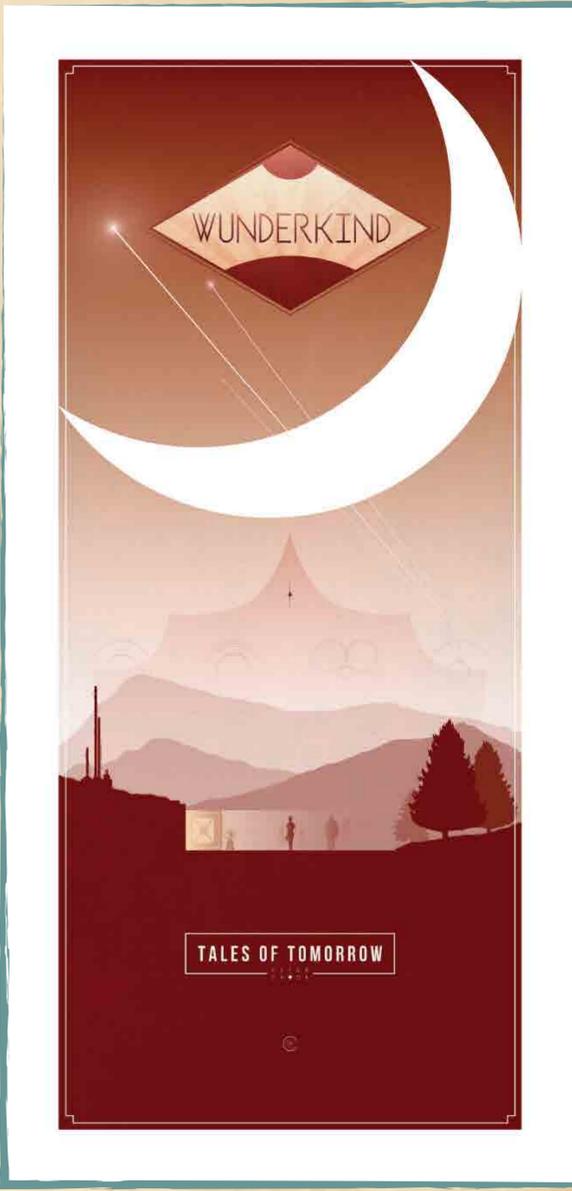
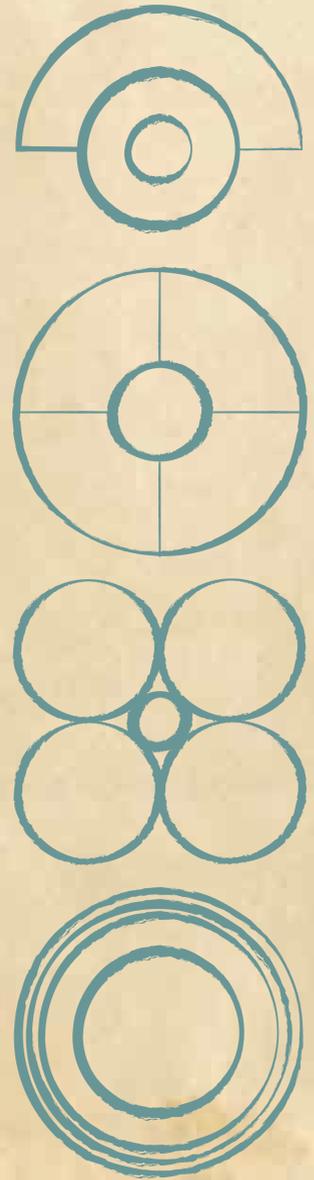
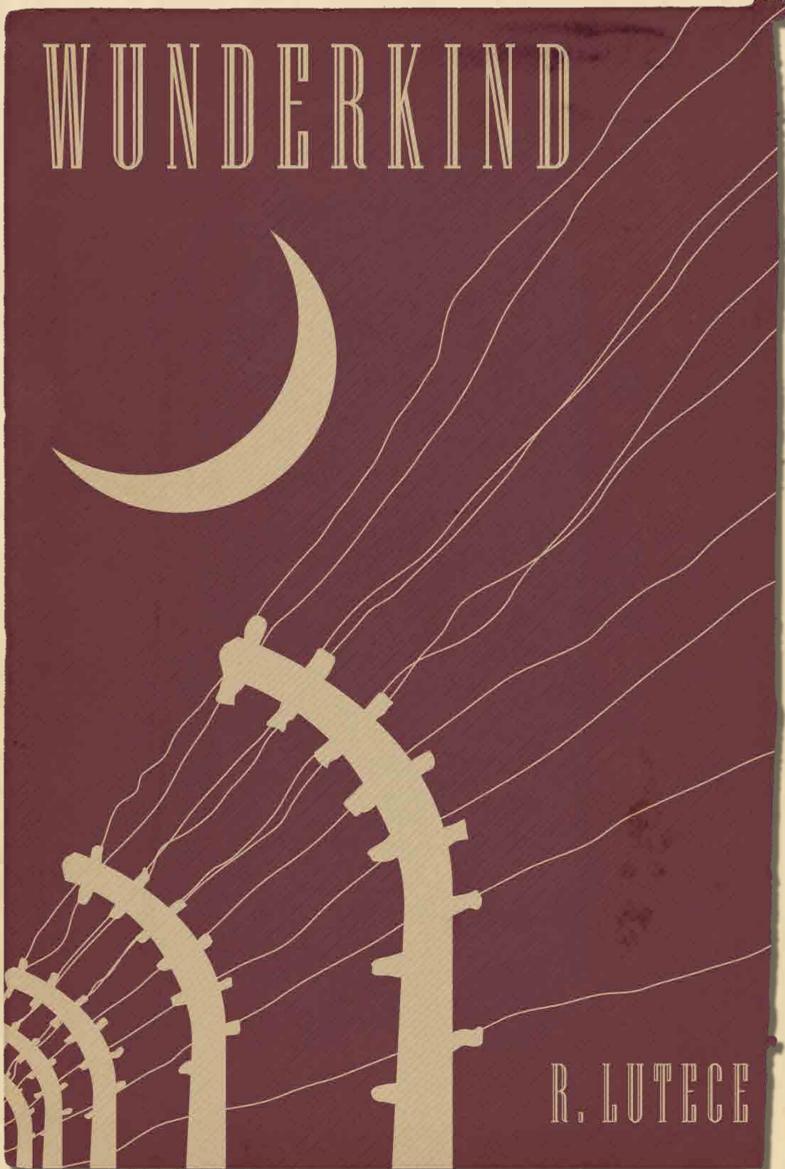
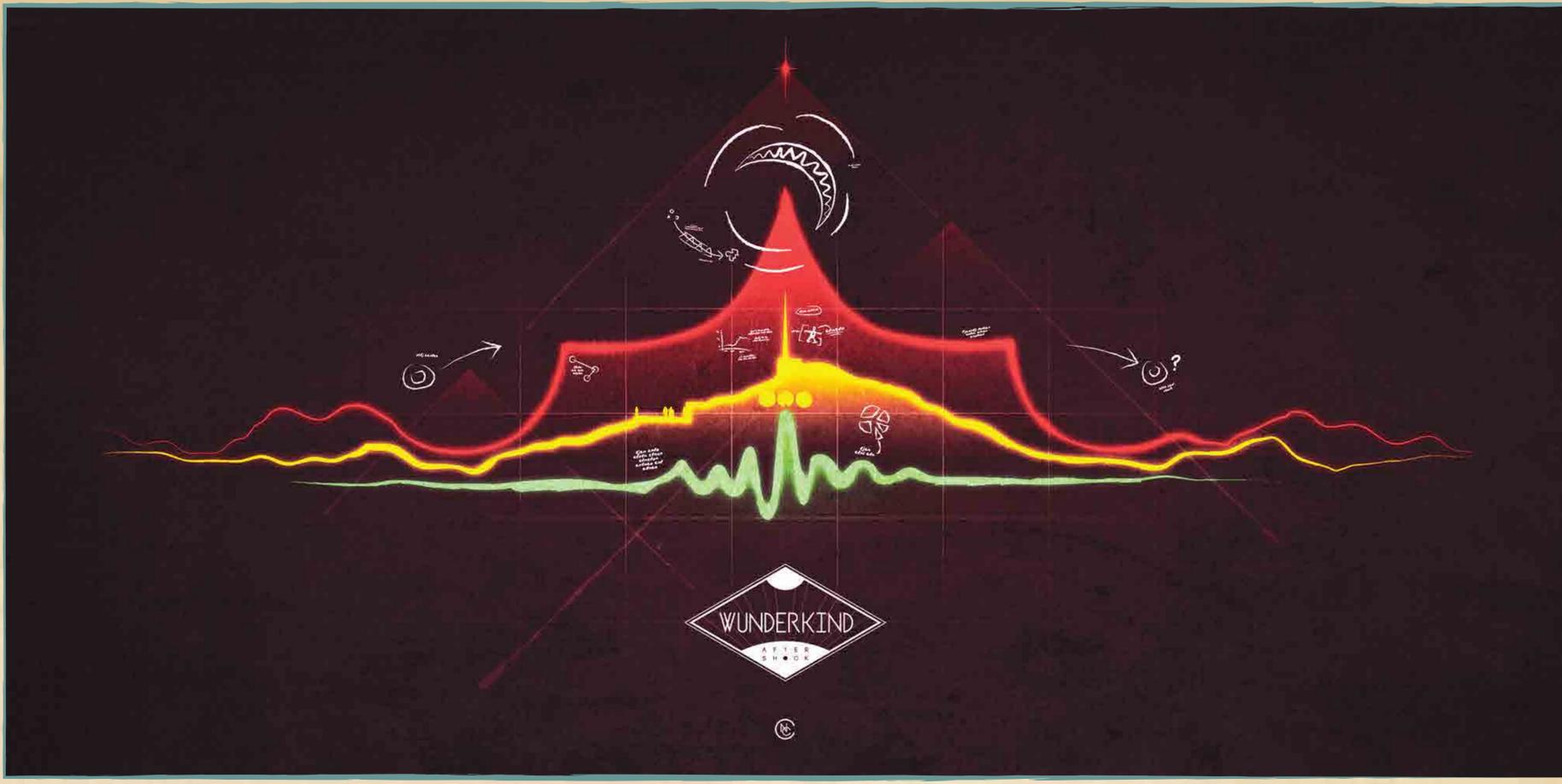
GAMEPLAY

Sandbox (Hub area) and Wide Linear (Flashback narratives)
Tools

INFLUENCES

Alan Wake
Layers of Fear
Schindler's List

MEETING OF THE MINDS





PREMISE

Becoming increasingly powerless and concerned in a world (Earth) quickly falling under the single banner of the Norm Corporation, in the time after the Edictal Tragedy, a band of the elite, their numbers mostly belonging to the former industry tycoons of the Grangers, take to the stars in search of new lives. Their travels ultimately taking them to the abandoned Olympus colony world of Titan. Its once state of the art "Hex Projection Platforms," afloat the plethora of hydrocarbon lakes, providing the best acceptable means to not only fulfill ones vanity, but manifest what may become of a *Tomorrow* presumed lost.

GAMEPLAY

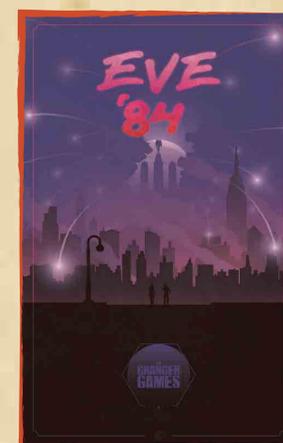
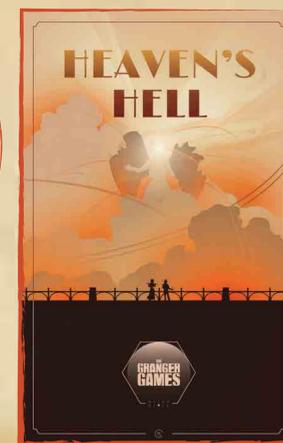
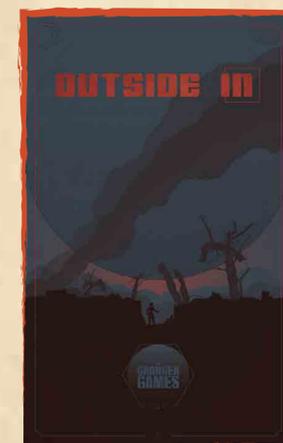
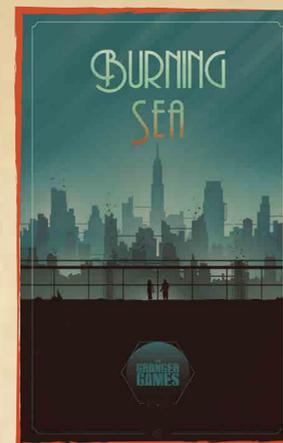
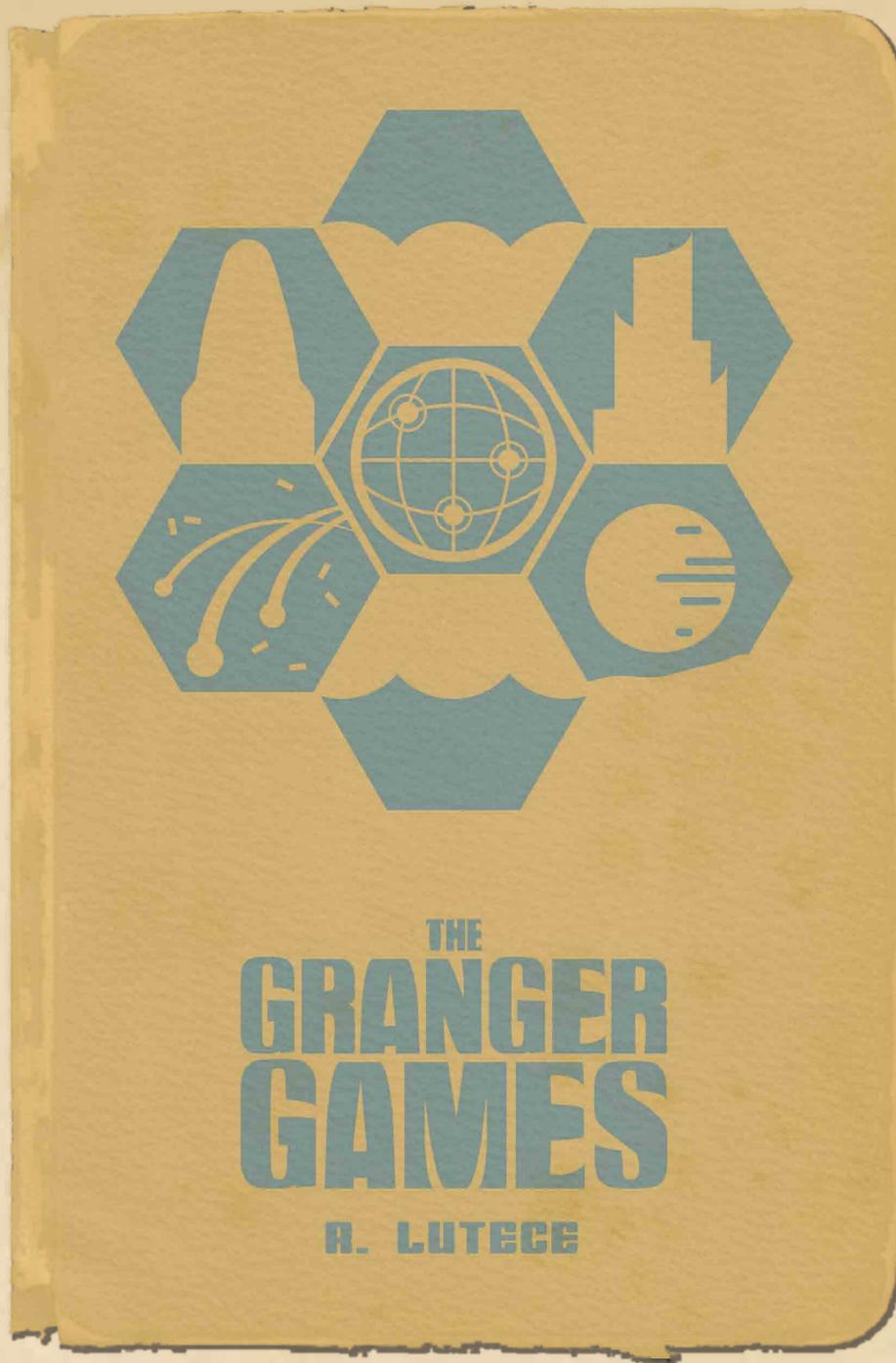
AND OTHERS

Persistent Multiplayer and Classic Competitive
Solo/Co-op Scenarios
Completely Destructible Environments

INFLUENCES

PlanetSide 2 (Scale)
Battlefield Series (Destruction)
DOOM (2016, Map Creator)
Frontlines: Fuel of War
APEX: Legends

THE FALSE FUTURES





THE TOMORROW TIME

(ENDING/EPILOGUE SPOILERS FOR THE NEXT 3 PAGES)

AKA: THE OTHER "ACE"
(AFTER COMMON ERA)

A F T E R
S H O C K
G E N E R A T I O N S

P R E M I S E

Three centuries have past since the events of AfterShock, and at long last the Earth is ready to re-embrace the Humanity that remains aboard the crashed wreckage of the Edictal, residing upon the even more tattered relics of an ancient Rapture. Their actions, and those taken by the descendants to follow, shaping the unexpected *Tomorrow* that's been giving to them.

G A M E P L A Y

Sandbox Universe

Always Evolving World (With or without player input)

“Generations System” (Long term player progression)

Small and Large Scale Crafting/Destruction

Abilities and Tools

Vehicles (Crafted and usable wherever possible)

Single/Co-op/MMO

I N F L U E N C E S

Fallout Series

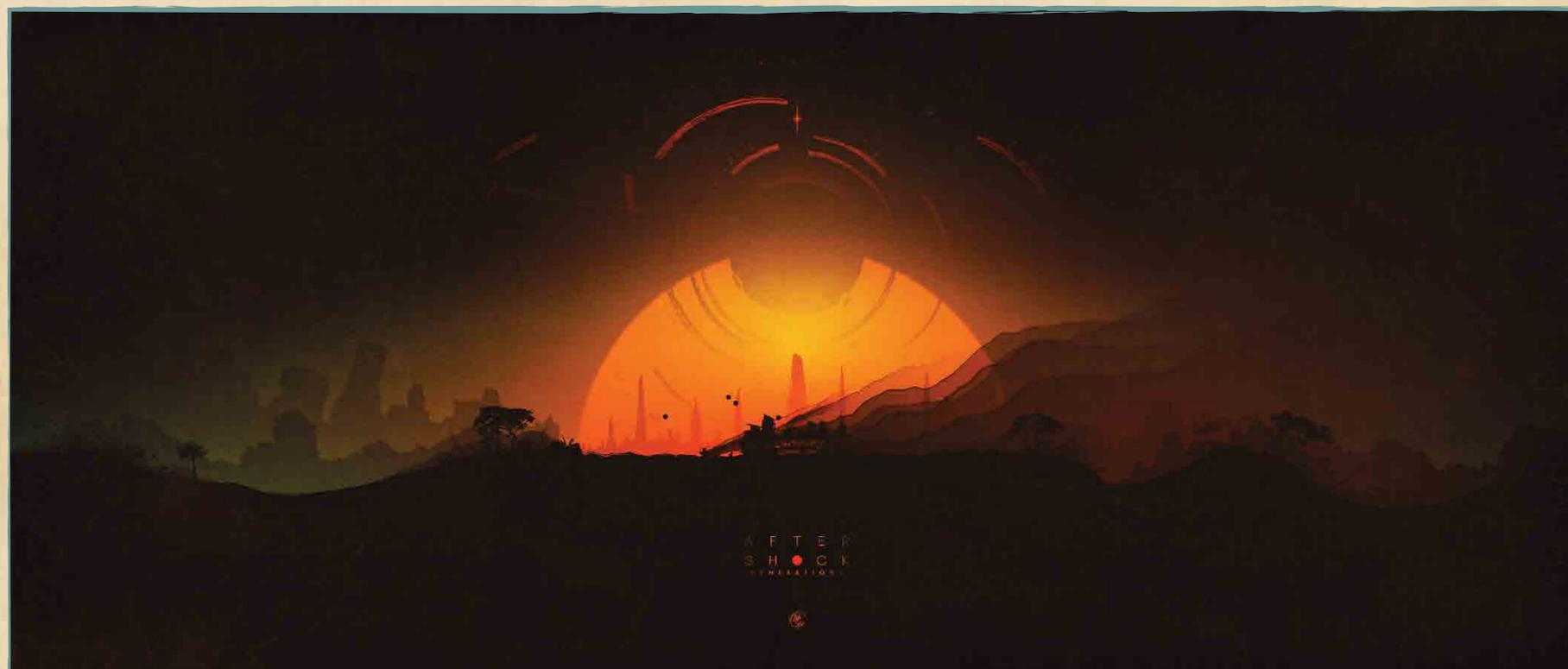
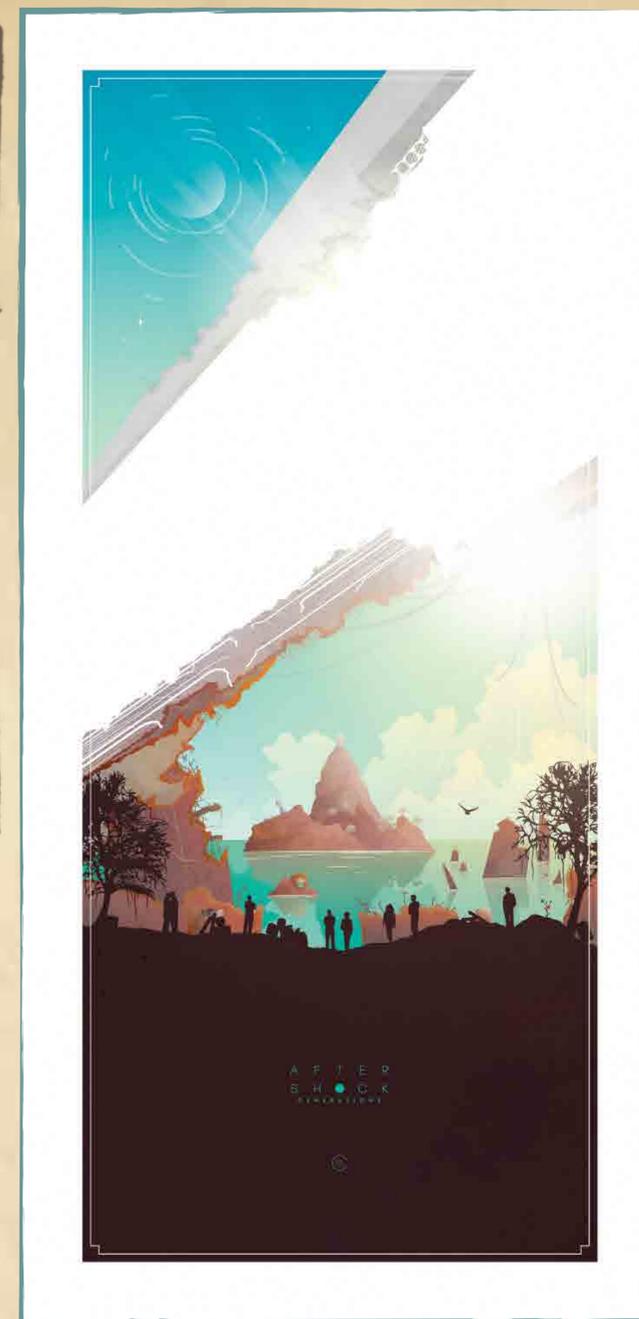
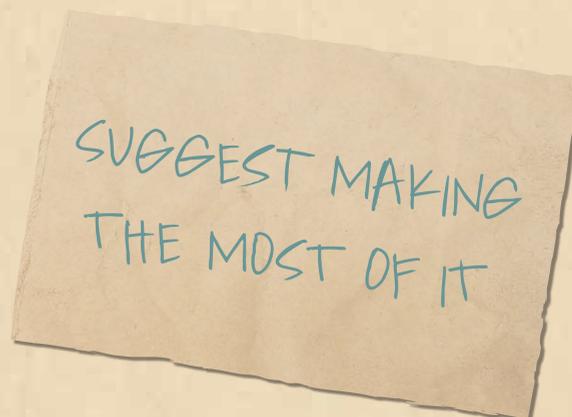
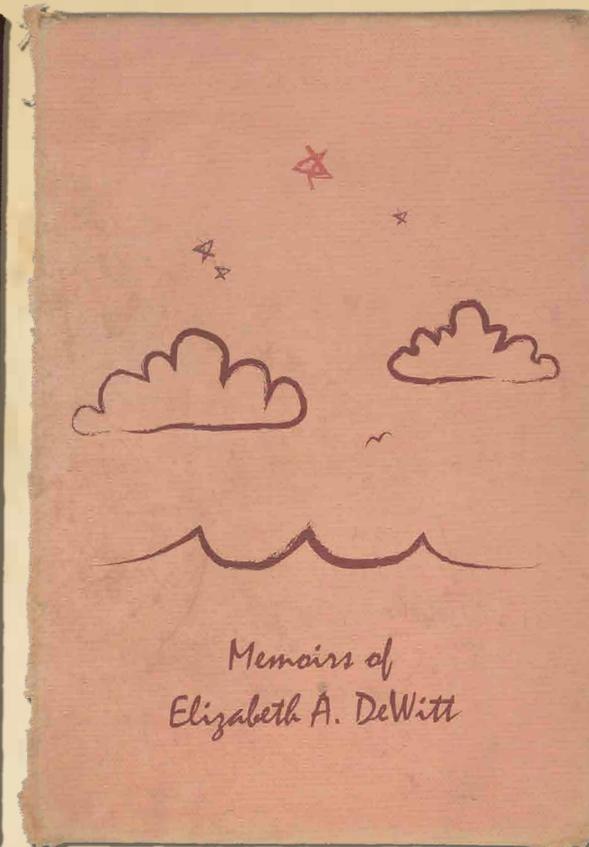
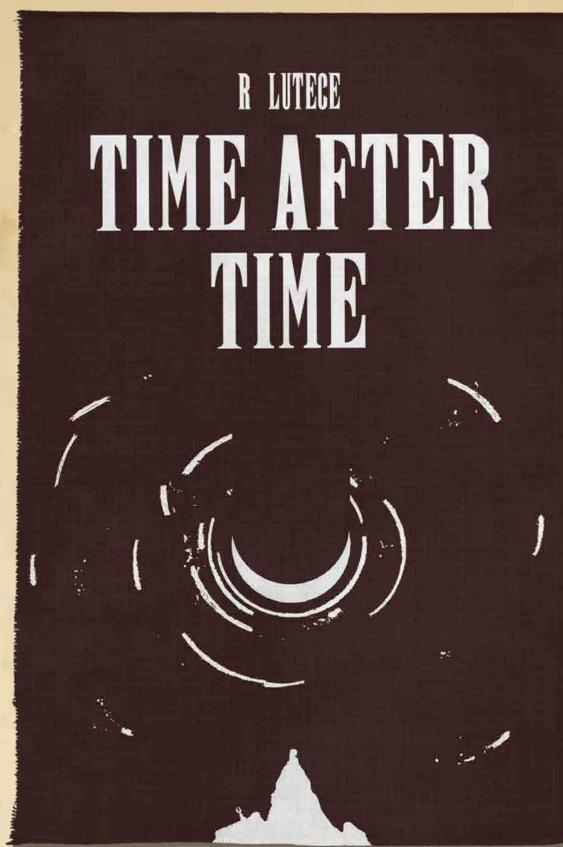
Mad Max (Films and Game)

Star Citizen

Civilization Series

Mass Effect Series

CHANCE'S
SECOND
CHANCE



CHILDREN OF THE IMPOSSIBLE

AFTER
SHOCK
GENERATIONS
EXPANSION #1

PREMISE

216 years before Humanity's reawakening, and 84 years after the return of the Edictal and "destruction" of Olympus, the sole dwellers of Earth part ways. At 104 years of age, Elizabeth succumbs to the grind of time, leaving "Zero," one of the AI descendants of the Martian Machine, but more importantly, a friend, to embark on a long planned destiny. One that not only uncovers the wonders across the greater cosmos, but marks the genesis for an entirely new race of intelligent beings (players follow/experience the aftermath of this, with "flashbacks" to Zero and its kind in-between).

GAMEPLAY

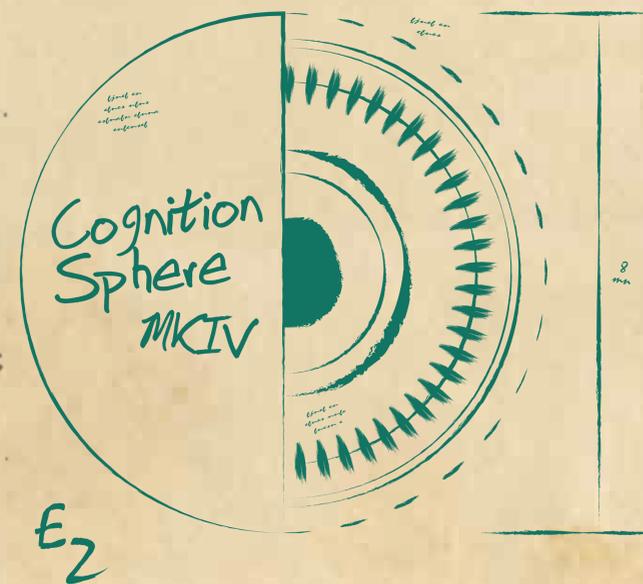
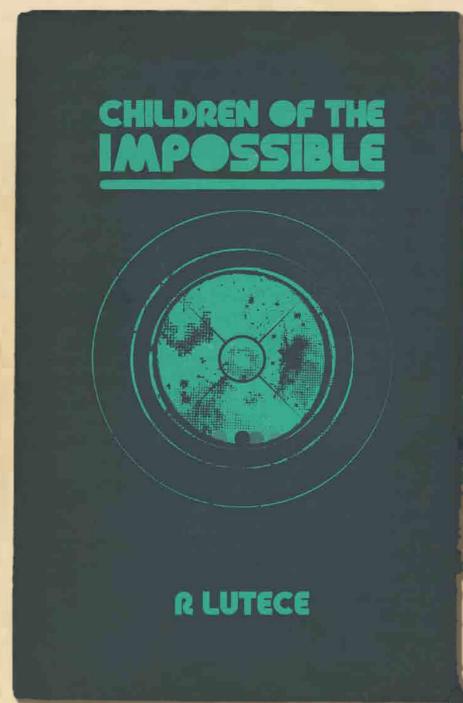
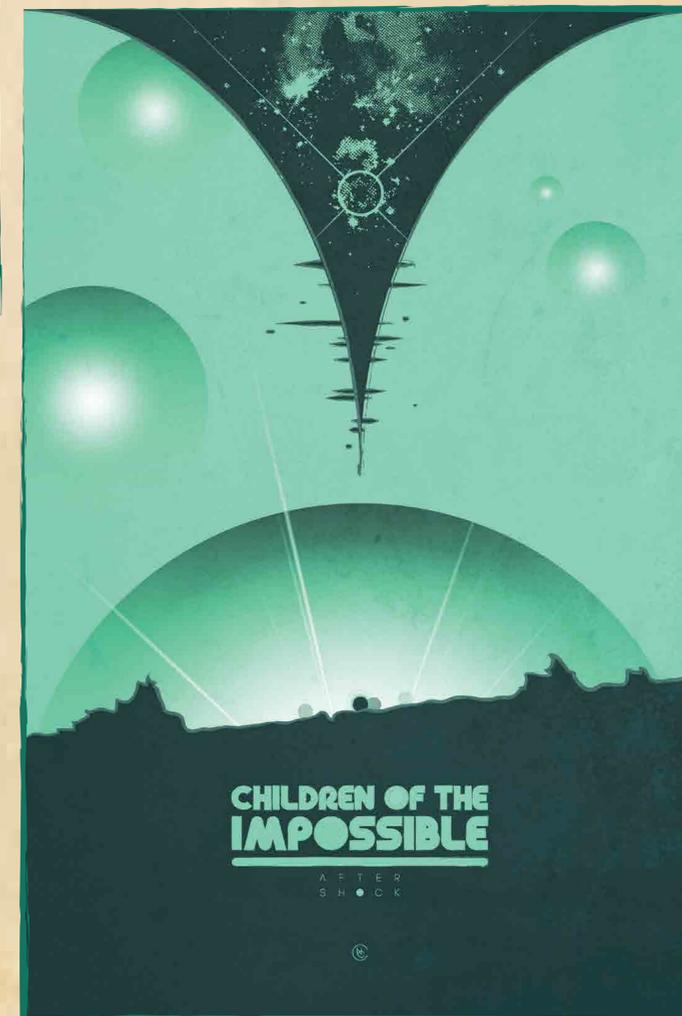
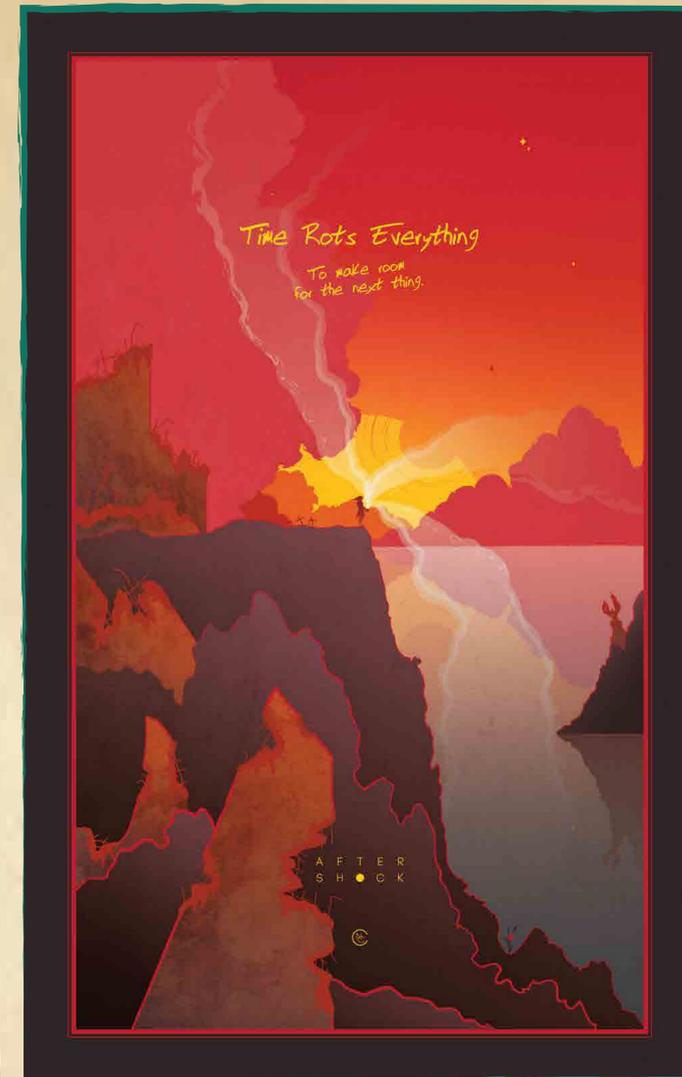
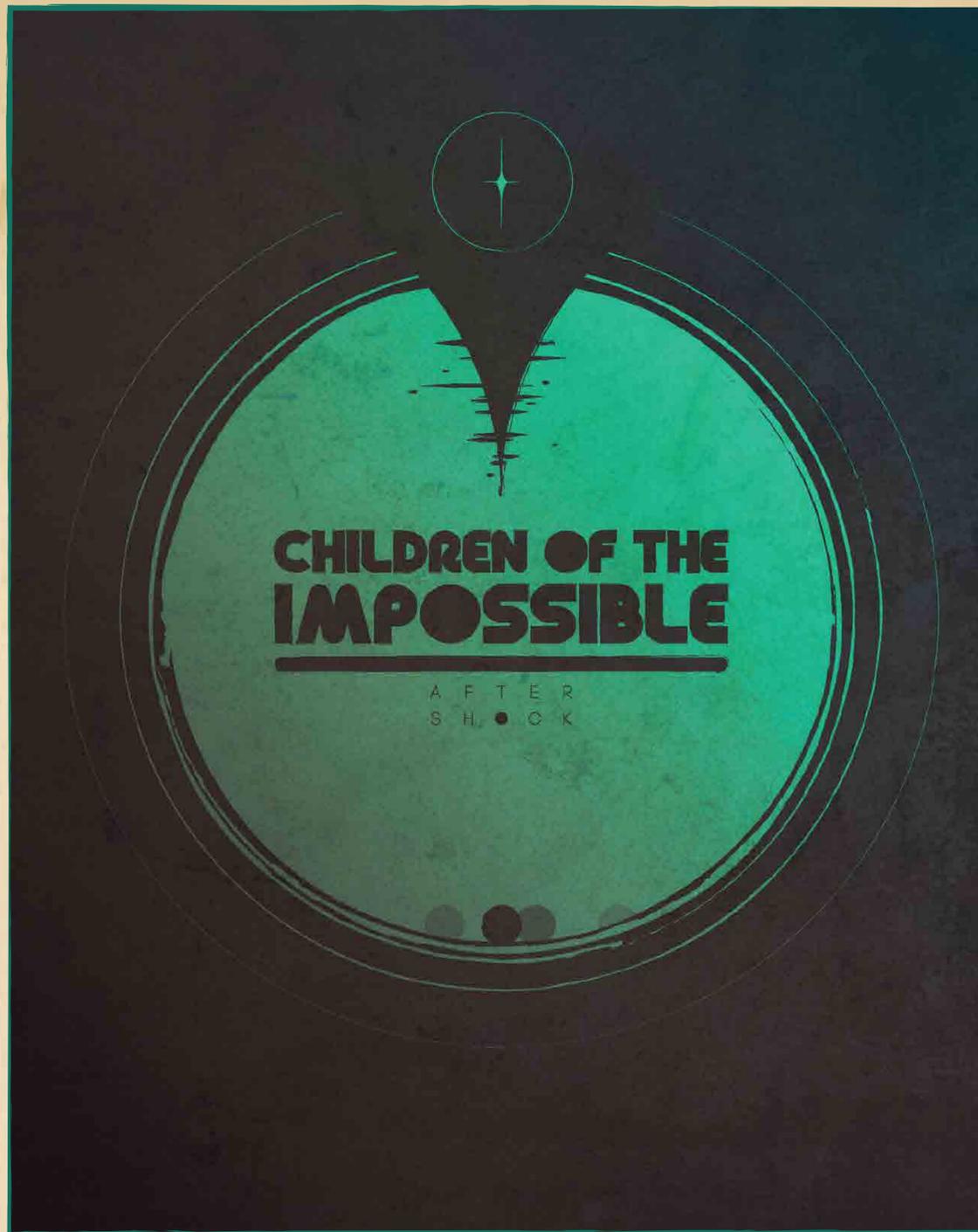
- Sandbox Universe(s)
- Abilities and Tools
- Small and Large Scale Crafting/Destruction
- Solo/Co-op/MMO

INFLUENCES

- Elite Dangerous
- No Man's Sky
- Minecraft

Time rots everything

To make way for the next thing



TALES OF TOMORROW

ENDGAME

AFTER SHOCK

PREMISE

AfterShock's end goes awry, and the Edictal is no more. Its crash site upon the exposed plateau of Rapture now a decimated landscape of raging quantum rifts. And with Olympus still standing, the Mars Guard attempts to carry out its most daring solution yet via the "rectification" of EVERY time and space, with only the digital spectres of lives long gone, just passed, and even those in between being all that stand defiantly in its way.

GAMEPLAY

- Traditional FPS Combat
- Sandbox, Wide-Linear and Procedural Generation
- Abilities and Tools
- Vehicles
- Destructible Environments

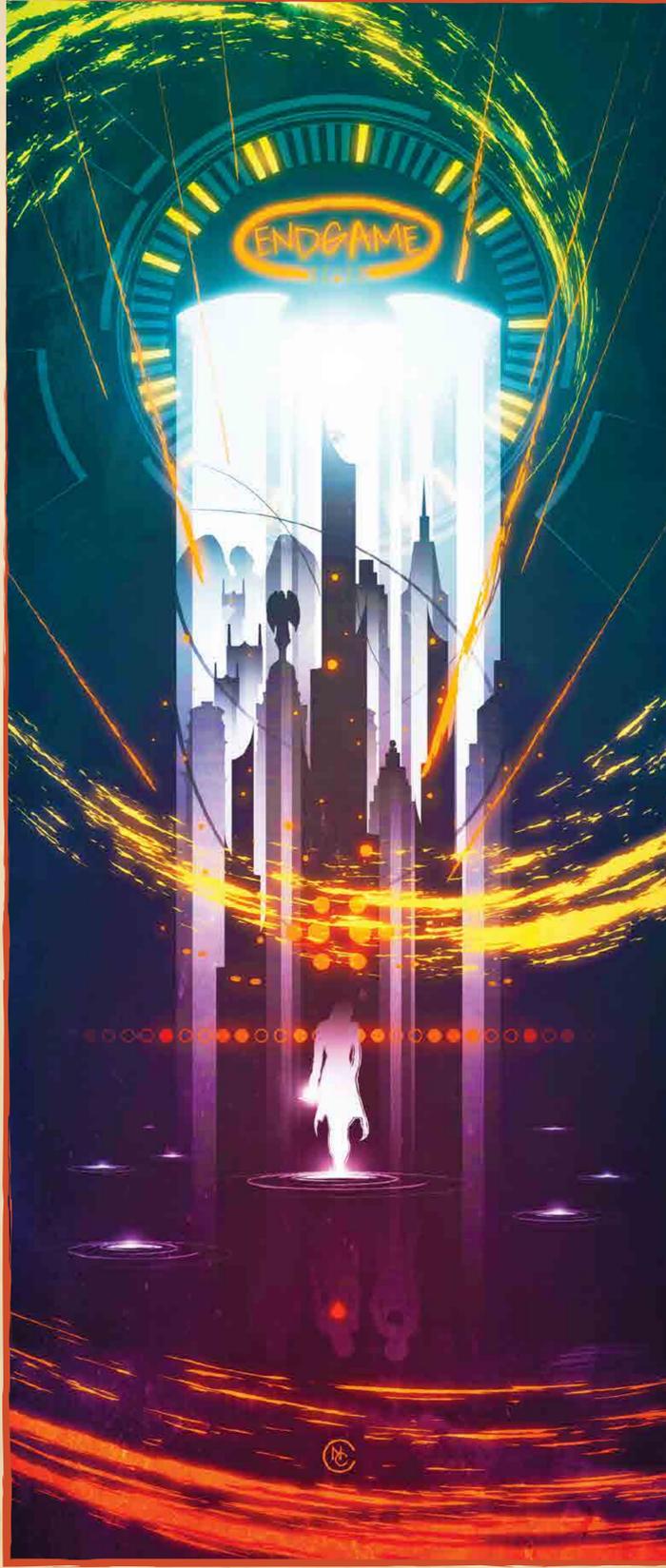
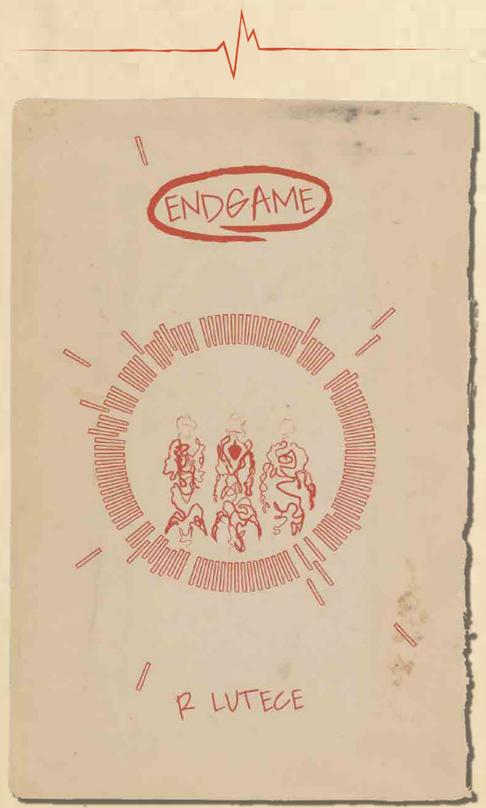
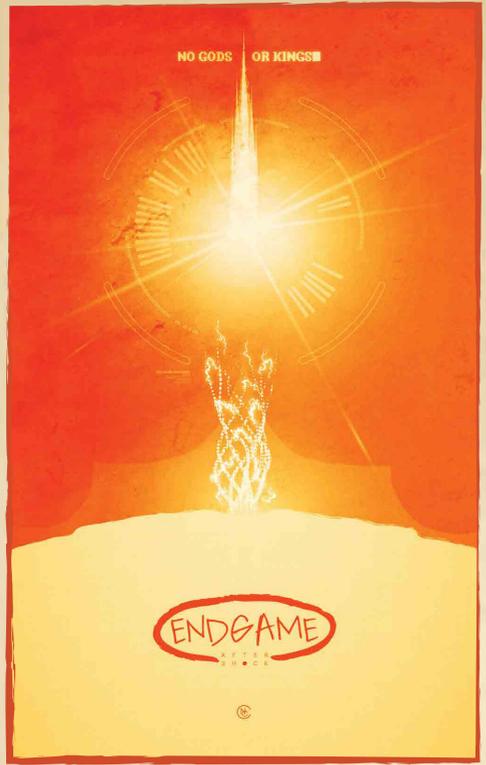
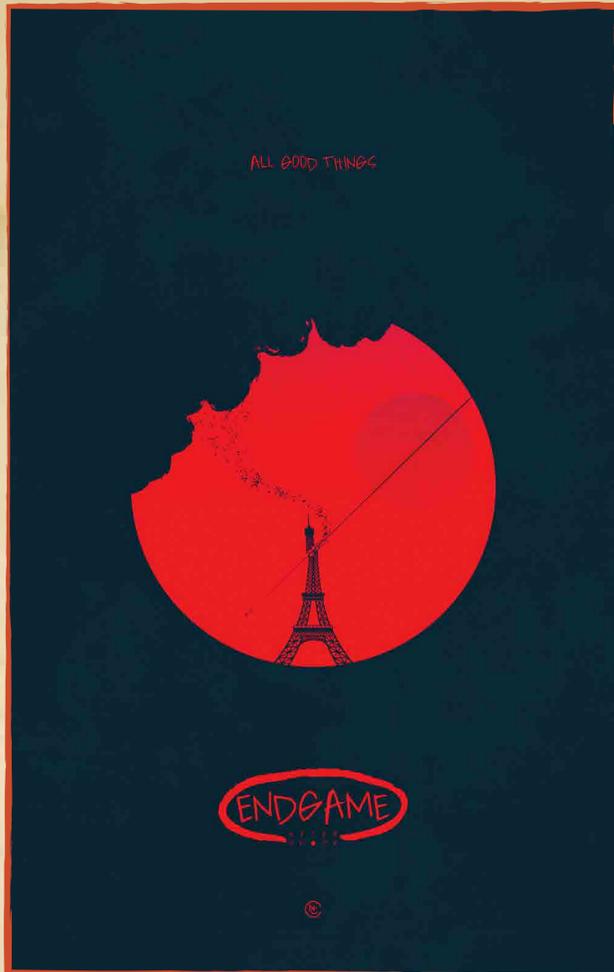
INFLUENCES

- AfterShock, BioShock and System Shock Series
- Avengers: Infinity War
- The Day the Earth Stood Still

WHAT IS THE INFINITE TO A MACHINE

- Tron: Legacy
- The Matrix
- DOOM (2016)

BUT JUST ANOTHER NUMBER



FURTHER RESOURCES

“Building Tomorrow”

A detailed timeline of the events that bridge BioShock to AfterShock can be viewed across the next 8 pages.

“The False Futures”

More specific details regarding *The Granger Games* and its scenarios can be found after the timeline.

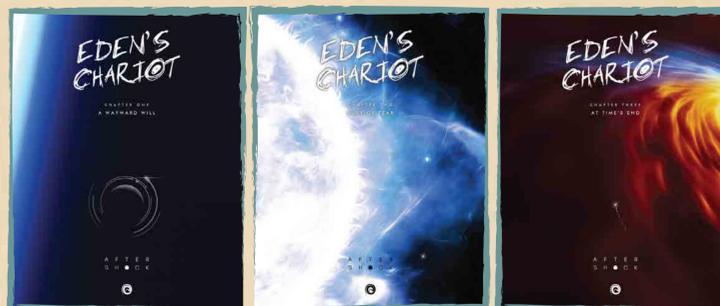
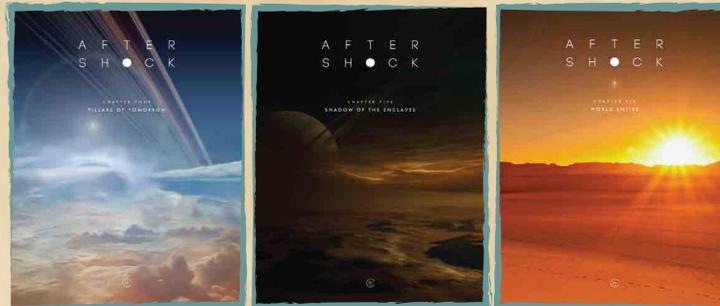
“Make Space Your Place!”

Details concerning abilities and tools throughout the games can be found at the end of this document.

The FULL Story thus Far

Every “completed” chapter (story + gameplay notes, and all subject to change/elaboration) for each game in the series, plus every illustration, both seen here and more, can be found on my portfolio site:

nickcaldwellcreations.com



1000+ PAGES

IN THE WORKS



BEGINNING'S END

BUILDING TOMORROW

1959



THE FALL OF RAPTURE - BEGINNING FROM AN END

The events of **BioShock Infinite: Burial at Sea** take place (New Year's Eve), 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 (by Jack Ryan) 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 a world she had 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 - A GUIDING LIGHT

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.

“Each can survive, but it is only We that thrives.” - From Lamb's first address to the UN.

1974

MACHINE ON THE MOON EXPEDITION

The Moon mission of Apollo 20, who's crew included the first woman to walk on the Moon (Carol Wentz), 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 lead to both the United States and the Soviet Union agreeing to end the Cold War, as well as the dissolution of both NATO and the Warsaw Pact.

With East and West no longer at odds, the Vietnam Conflict comes to an end (Saigon doesn't fall), with a new unified government being formed via democratic elections, shortly thereafter.

In the time to follow, the Military Industrial Complex collapses (completely by the end of 1980), with historians going on to label Vietnam as, “The Last War.”

The UN Security Council is dissolved, with the organization instead opting for each nation having equal say in world affairs (Secretary General position retained).

Proving to be a reliable body of global governance, while at the same time, showing respect for national sovereignty, the European Economic Community (predecessor of the European Union) relinquishes all duties and responsibilities to the UN.

1976



INTERNATIONAL SPACE AND AERONAUTICS CONSORTIUM ORGANIZED

Another immediate result of peace, the International Space and Aeronautics Consortium (ISAAC) 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 ISAAC 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

With the UN now at the height of its influence, 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).

During the global decommissioning of all WMD grade missile silos, documents referring to a "Project Majestic 13" are discovered, but go missing shortly thereafter, for reasons unknown.

Legislation separating State and Corporate influence is quickly adopted worldwide.

Now backed by overwhelming international support, Lamb/the UN 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 disbanded in the year to follow.

"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.

1981

BANKS BUSTED - FREE TO BE FREE

After a years long investigation by the UN, fraud and corruption throughout the world's banking system is exposed, resulting in historic reforms, the break up of the major banks (including all central banks and the IMF), and ultimately, an end to the practice of debt based economics.

1984

ORION 7 MARS LANDING - GREETING THE GOD OF WAR

Beating its initial estimate by a whole year, ISAAC'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, ISAAC 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



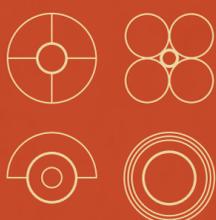
2012

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 Martian machine, whether it be digital or physical.

After making notable contributions to the medical sciences, most notable being in the field of Cognitive Neuroscience, with many leading to breakthroughs in Olympus in the decades to follow (while more recent ones are of questionable nature, or lack thereof), Brigid Tenenbaum passes away at age 74 (End event of **Wunderkind**).

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 ISAAC 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 (without conflict, due to help from still acting UN Secretary General Lamb), Olympus is granted complete autonomy and gains control over the Saturnian and Jovian colonies, as well as authority over the establishment of future Martian settlements. As for ISAAC, 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

World (Earth) renowned engineer, 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.

2063

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. Not long thereafter, the "Forfeit the Flesh" PR campaign begins in Olympus and throughout her colonies.

While nearly fully embraced by the technologically infused citizens of Olympus and her colonies, the more "natural" populace of Earth overwhelmingly reject 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 Eleanor Lamb exits retirement to become 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 dangerous "Synthetic Sympathizer."

Events of **The Last Martian** take place (overall between 2068 and 2072).

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 **Eden's Chariot** 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 is ultimately shuttered 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.

Around the world, legislation separating State and Corporate influence begin to be rolled back.

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: 52.06.55, since 55 Mars years since 1995) and the events of **A Night the Stars Fell** take place.

The Thinker is reactivated and the events of **Dweller of the Den** take place.

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** (main narrative).

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 a now exposed portion of the North Atlantic seabed, results in the discovery of Elizabeth. Her existence representing 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

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 Mars Guard that’s deemed it a threat, 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 manages to move 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 out right deletion) followed by it successfully diverting the Pillars of Saturn to the Edictal crash site, detonating their Drive cores shortly thereafter, causing its complete destruction, while at the same time, killing Elizabeth who had been jumped there just prior to Zero’s untimely falter.

Before destroying the Edictal, the Mars Guard uses a drone to collect the corrupted EVI data core, of which is then integrated into Zero One.

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 fails 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** (AfterShock “alternate” ending).

The “Universal Reconstructor” is designed by the Mars Guard (via making use of Alex Maxson’s Upload data, among others), and constructed via a restored Luna Yards. Acting as a dispersal mechanism for self-replicating nanites (reproduced from the data recovered from EVI), an attempt is then made to “rectify” EVERY time and space, thus forever safeguarding Zero One, by making everything Zero One.

Just before activation, the Universal Reconstructor is destroyed, and both the Mars Guard and the “Elizabeth” duplicate (now a combination of several different duplicates, including the likes of Eleanor Lamb and even Jack Ryan) are deleted (by choice) from Zero One, leaving a now free Olympus to its own fate (this includes another form of Zero and that which is known as only “Issac,” a being forged from the data remnants of the young boy who’s mind was *used* as a template for the Mars Guard’s programming, as seen during events in **Wunderkind**).

OLD ELIZABETH DIES - TIME ROTS 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, who’s appearance and personality had slowly been shaped over time by the combination factor (having started out as mostly Liz), proceeds to embark on a new adventure of knowing the unknown across the cosmos.

In time, the numerous data patterns within Zero become self aware clusters, eventually leading to them being given complete autonomy and manifestable bodies (Zero constructs advanced 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 cyrostasis pods within the VitaVault, and the “possible events” of **AfterShock: Generations** begin.

MARS RETURNS TO LIFE - ...TO MAKE WAY 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 both surface liquid water and microbial life forms (emerge from city ruins).

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 (ALTERNATE)

2292

2508

BEYOND

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.*



WAR WORLD

War World is *Planetside* in scale, with the player agency of a *Battle Royale*. So, big maps and persistent fighting over territories of value in a world gone mad, with players making their mark in whatever way they choose (similar to *Generations*, with the world always progressing, in this case, procedural and developer crafted battle scenarios, while both AI and player actions influence outcomes). And as for those fighting, the three major factions are as follows:

“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 and tactics wise, is “strong, but slow.”

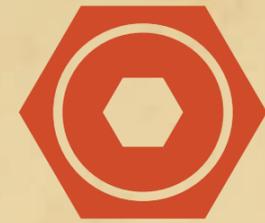
“Helping Hands”

With Norm becoming the all corporation of the world, the so called, “Helping Hands,” seek 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 style, though goals expand as war draws on), and lacking an overall command structure, isolated cells utilize gorilla tactics to wreak havoc, in what can be referred to as “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 isolated existence, by what ever means necessary. So, unlike the others, the tactic here is focused solely on the heavy 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).

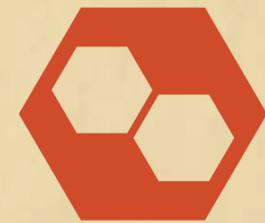
In regards to the world itself, major theaters of war would be modeled after the continents of the world (North America, South America, Europe, Africa, Asia, Oceania/Australia, and even Antarctica).



ARENA

Arena is the classic multiplayer experience, and thus would provide free for all, team, 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 the scenario settings (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, via a vast array of options (a mix between *Doom’s* SnapMap mode, *Halo’s* Forge Mode, and the Map Editor from the *Far Cry* series).

The creation of custom scenarios would also be possible.

In the end, place 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 spanning both tactics and the world at large.

All "Forces" lists should be seen as first passes, and are thus subject to both change and expansion/elaboration. 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."

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 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 for world building purposes)



HELPING HANDS

Reliant on whatever can be salvaged from raids on Norm supply lines and "made vulnerable" depots, the Helping Hands use speed and their isolation (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.

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.



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 survive the past era's demilitarization purges.

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).

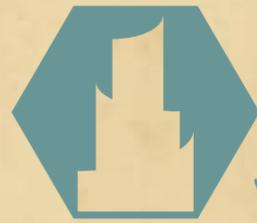
FOUGHT, FIGHTS,
WILL FIGHT

THE "OTHER" GAMES

"THE FALSE
FUTURES"

In addition to the *War World*, *Arena*, and *Creator* modes, *The False Futures* would provide a series of solo and co-op scenarios that pertain to specific events spanning across both *AfterShock* and *BioShock*, from the "what was" to the "what ifs," with gameplay being more on the FPS side (FPX elements still intermixed).

This is only a starter set of scenarios, with the idea being more would be added over time (via both developers and players).



PART I

TAKING TOMORROW

Having been set back at every turn by the underground forces of the Helping Hands, confidence among the elites of the world turns to desperation, and a plan to take action upon a certain "asset," (teased during *A Night the Stars Fell*) begins. And though the Helping Hands are 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.

SOLD

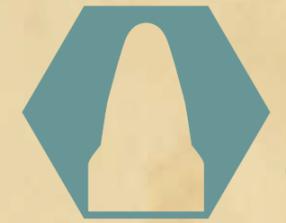


PART II

OUTSIDE IN

Crushing nearly all remnants of the Helping Hands after emerging victorious in the battle for Olympus, 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* (also teased during *A Night the Stars Fell*). 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 slimmers of *Tomorrow* that remain.

SOLD



PART
I-B

MAJESTIC 13

Now in its 27th year, and 15 years after the battle for Olympus led to its complete destruction, "The War," as the world has come to simply call it, between the forces of Norm and those who still bear the ideals of the Helping Hand, has all but robbed the Earth of any kind of meaningful future. However, in this stalemate, a discovery from the world of old (also teased during *A Night the Stars Fell*), by a group of fighters turned refugees, who have grown disillusioned with the conflict, sets into motion events that, they believe, will at last set Humanity free.

SOLD



SOLD/
CO-OP

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.

("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, and would be heavily systems driven, in addition to featuring both old and new enemy types)



SOLD/
CO-OP

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 "free for all" society, must find an escape from what otherwise will be an untimely burial at sea.

(Also Open City, and, in both scenarios, every type of citizen would be playable, from the upper class to the lesser offs)



SOLD/
CO-OP

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 came calling, the world is cast into flame. And on the eve of 1984, you, along with the surviving populace of Manhattan, witness first hand the terrors those from the sky possess.

(Open City/gauntlet design, but also has a specific story within it, if found/followed)

UPGRADE THE RIGHT WAY

TOOLS OF THE TRADE

Though not as combat intensive as the games it's derived from (*Endgame* and *The Granger Games* being the exceptions), the AfterShock series is no stranger to the utilization of tools and abilities.

From destruction and manipulation, to protection and navigation, adversity diversity is a key component of the AfterShock experience.

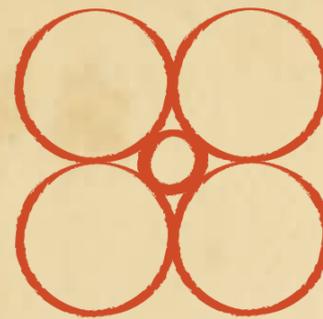
The following are a collection of main game fundamentals. And in the case of some of the other games, both "natural," and spiritual predecessor counterparts are used.

Also, it may not seem like much, but if games like **Shadow of the Colossus**, say anything, it's that doing a lot with a little is sometimes best.



LUNA'S LIGHT

An optical implant that expands sight to the entire Electromagnetic Spectrum and integrates AR abilities. With the major uses being hazard detection, environment highlighting (similar to what "Peeping Tom" did in *Burial at Sea*) and object analysis (similar to Samus' visor in *Metroid Prime*).



ARMSTRONG

A telekinesis like ability, allowing for the manipulation of anything not bolted down, and then some.



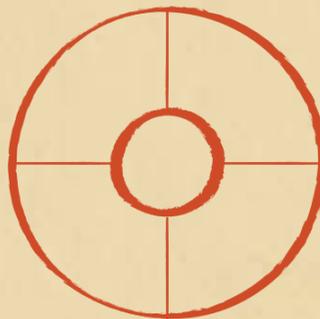
Armstrong can also be used in combination with the Master Blaster, in order to create masses of varying compositions, for varying purposes.



MASTER BLASTER

Acting as the primary "weapon" of the series (along with its counterparts), the Master Blaster's capabilities range from melting and freezing, to shocking and sealing, in addition to good old blasting, when/IF need be.

THE CORE FOUR



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 (maps start out as wire frames, then get more detailed as the player explores).



LEAD LINE

Strengthens the body's naturally occurring electromagnetic field, so as to provide both radiation and heat/cold protection (a shield mechanic that depletes and recharges).



"MONOCROSS"

A crudely crafted (by Liz), yet no less useful device that allows for the traversal of Olympus' iconic *High Line* transit system (a monorail like system that has single sphere cars move across it via electromagnets). And though made for the purpose of quickly traversing the city, its uses stretch well beyond to other locales, as well.

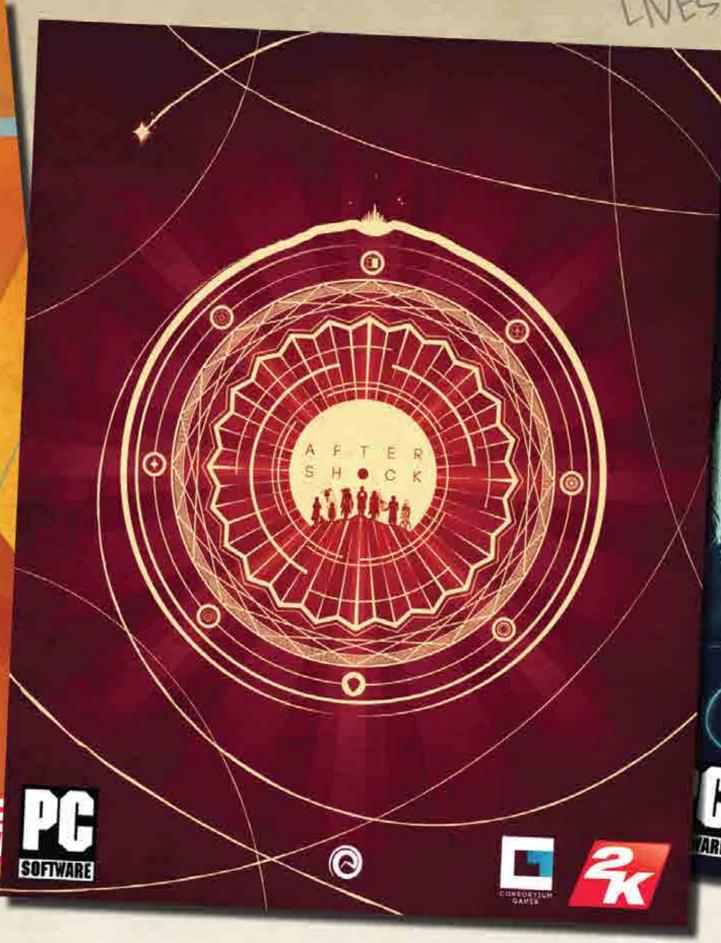
A "natural" counterpart is also used during *Eden's Chariot*.

LIVED



THE GRANGER GAMES
MULTIPLAYER/CD-OP
STANDALONE

LIVES



AFTERSHOCK
MAIN NARRATIVE DRIVEN
"FPX" - FIRST PERSON EXPERIENCE

WILL LIVE



AFTERSHOCK: GENERATIONS
SYSTEMS DRIVEN
MMD/SOLO

WAR WORLD

MAIN MULTIPLAYER EXPERIENCE

THE FALSE FUTURES
CD-OP/SOLO SCENARIOS

OUTSIDE IN

MAJESTIC 13

TAKING TOMORROW

EVE '84

BURNING SEA

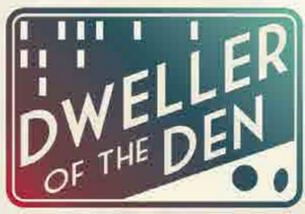
HEAVEN'S HELL

TALES OF TOMORROW

EPISODIC CONTENT

A NIGHT THE STARS FELL

EDEN'S CHARIOT



ENCOUNTER UNKNOWN*



CHILDREN OF THE IMPOSSIBLE

THE TIMELESS UNTAMED

RED RISING

WAR FOR THE WAY
EXPANSIONS

THE FINAL SHOT

* SYSTEM SHOCK/AFTERSHOCK CROSSOVER EVENT - IF POSSIBLE?