

Imperium

Imperium is a TI solo map (one level) which would follow "Mare Ceti" if the two were in a multilevel scenario map. Imperium is very different from Mare Ceti. Although large, it has half the polys of the previous effort. It is more linear and predictable. If one knows what to do, it takes less time to complete. The puzzles are not elaborate, but if you are stumped, you might find it somewhat challenging. The setting is in space rather than on a world. I haven't really done much with space textures in the past. There are fewer terminals and critters. Simpler physics changes. Mare Ceti took about 100 hours or so to make. Imperium took about 50 hours. I would have done more, but I found out about the TI contest rather late in the "game" so to speak. MC has a chapter screen and sound while Imperium does not.

The terminal text and graphics are geared more for plot and story; less on where to go and what to do. I made Imperium to contrast Mare Ceti, yet each was made to have fun.

It should be noted that the level/SpaceTime Craft design was completed by me before I found a page at halo.bungie.org showing a few versions of the "Covenant logo". One rendition in particular is similar to this level. Acknowledgements go to: Bravehamster <bravehamster@hotmail.com> for that interesting stuff. One of the term picts is closely based on the level design.

My thanks to John Sumner (UTJohnS@aol.com) for beta testing Imperium. He also makes it look easy vidding it on TC with his fists. :-)

I hope you enjoy this one!

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Terminal text, Readme and other terminal picts Copyright 1999 by Dispatcher
Readme must accompany the map file.

Thanks to those who make these fine tools:

Bo Lindberg for the Hex! terminal editor
Adobe Software for Photoshop

Apple et al for ResEdit and SimpleText