

SPOILER WARNING

The contents of this directory are full of *massive spoilers* and should not be examined before the game has been completed at least once, and preferably twice. Consider yourself warned.

The Nameless Mod Bonus Material

In this directory, you'll find as much of the behind-the-scenes material about the mod that we could scrape together. You may find it a little self-indulgent, a little narcissistic to assume anybody would be interested in all these documents and images and outtakes, but we've actually been asked to do this on several occasions, and we always have fun looking through all this old stuff, so we thought you might as well.

We'll try to give you a brief overview of what you can find here.

Concept Art

TNM never had an actual concept artist, though we could have certainly benefitted from one, so don't expect any great works of art in here – you certainly won't find your next wallpaper amongst these haphazardly illustrated ideas and instructions. You might find it interesting to see how we planned out some of the levels though, sometimes using detailed floor plans, sometimes simply a diagram showing the different locations and connections in each map.

Of special interest are a couple of concepts of how Forum City was originally meant to look, back when it was supposed to be a single big hub map. The city was split into 4 levels early on due to performance concerns, and three of these levels made it into the final game.

Music

TNM uses Jim's DX ogg player to play high-quality ogg music in-game, but for a long time in the beginning of the project, we still used tracker music like Deus Ex. When we made the transition, a bunch of tracks got the axe, but we managed to hold on to some of them so we can show them to you now. Other tracks in here are actually finished tracks composed for the ogg player, but which were replaced due to the composer leaving without finishing the full set of tracks required for the level in question, or drafts and concepts for tracks.

Of particular interest is the original TNM Theme composed by Orak when we were still using tracked music. Some of the team members still maintain that this track is closer to Deus Ex's style than Leo's orchestral bombast, but now you can listen to them both and judge for yourself!

Outtakes

Actors are a dangerous and hilarious breed of humans, and if you're careless enough to leave them unchecked for too long, you'll end up with a lot of very funny but entirely irrelevant recordings. Even normal people can become quite entertaining when messing up near the end of a 5 sentence line for the 6th time in a row. Behold the frustration of voice acting and the hilarity that ensues when the mic is left open.

Of special interest is EvilOuttake01.mp3, a lengthy improvised piece about some sort of terrifying comic book-style confrontation between Steve Jobs and Bill Gates, recorded by Chris Zito as he was warming up to record the part of Evil Invasion.

Pictures

This folder contains whatever imagery we couldn't really fit in the concept art folder. You might like to see what some of our maps looked like in their previous incarnations, or how our menu map originally appeared. Of particular interest is an overhead annotated screenshot of Kevo-sama's original Forum City Downtown map. It was cut because of multiple performance and BSP issues, and because we thought we could do better. It took 6 months to replace it with the map you see in the final version of the game.

Text

In this folder, you will find a quite random selection of documents, lists, and scripts from the development of the mod. We did our best to write a thorough design document when we started developing the mod, but as you'll see by looking through this material, a lot was changed and fleshed out along the way.

There's a lot of interesting information in here, but a lot of it is very spoilery – in fact several documents in here essentially amount to a strategy guide, especially Jonas's Item Balance spreadsheet that lists every difficulty-adjusted item in the game. Of special interest is our list of death cinematics that we were planning to implement at one point, before we decided they would wear out their welcome pretty quickly.

TNM Newsletter

It proved quite a challenge to coordinate 30 people across many different time zones and foster a proper community spirit among our development team. In the end, instant messaging and VOIP solved most of our problems, supported by a less transient forum, but in the early days of the project, Trestkon actually wrote weekly newsletters that he sent out to the whole team to inform everybody of what everybody else was up to. Not a lot of these newsletters survive to this day, sadly, but the three issues we could find have been included for your perusal.

Video

Here, you'll find pretty much all the video material we've produced during the development of the mod, ranging from embarrassingly ancient publicity trailers to simple 3D concepts. Of special interest is a humorously edited behind-the-scenes video of Chris Zito as he recorded the lines for Evil Invasion under the direction of Marc Swint.

Enjoy

Don't forget to check out our TNM Timeline, written specifically for this bonus material, to give you a better understanding of how TNM's fiction was constructed, and how it's all connected.

We hope you'll have fun exploring the artefacts of 7 years of scattered and uneven but determined and passionate development. And we certainly hope you've enjoyed the product of our labour.

Off Topic Productions