

TNM Timeline

Introduction

One of the fundamental ideas behind the fiction of The Nameless Mod is that time passes faster on the Internet than in the real world. This is because relationships, affiliations, and organizations in an online community are much looser and more fickle than those in real life – you take part in a community because you care about the subject it revolves around, be it a game, a web comic, goth culture, or pet ownership. Maybe you'll hang around for a few years after you've stopped playing the game because you know a lot of great people on the boards, but eventually you'll move on to something else, and new fans will arrive to replace you. It's a lot harder to move to a new house than to move to a new forum, just as it's a lot easier to get to know your high school class mates really well than to get to know your fellow board members – the strings you attach to people on the Internet will almost always be thinner and easier to break.

With this in mind, TNM's background fiction has been loosely (yet as closely as possible) written around the actual time line of major events in the Deus Ex community. Gwog's fan-site Deus Ex Incarnate which was part of the Stormtroopers site that followed the works of ION Storm, followed the development of Deus Ex in the years leading up to its release in 2000. Around the summer of 2001, it was picked up by Gamespy and turned into PlanetDeusEx. This brought many changes with it, including the transfer of leadership from Gwog to Despot (who is not in fact a huge blue karkian, to the best of my knowledge). For the first half year or so, PlanetDeusEx had a very small and tightly knit community, and because everybody seemed to know everybody else pretty well, a lot of the discussions revolved around in-jokes and random spam rather than actually talking about the game.

It was in this period that the Goat and Llama cults were created as a peculiar mixture of roleplaying and generic messing around. Jaysee and Beefman came up with the Llama temple as a joke, and OiNutter quickly started the Goat temple to oppose them. Many of the board members created personas for themselves and participated in what I feel can best be described as a completely improvised parody of religious disputes and holy wars. As the cult wars eventually died down a little, a slightly looser series of roleplaying threads appeared (though they were never explicitly labelled as such), including Raving's Weapon Shop where any board member could order any weapon from any game. Sol's Bar and Grille was created by Alpha Operator (previously known as Sol) as a sort of spam thread where anything was up for discussion in between orders of the weirdest drinks you could come up with. As an interesting aside, Sol's Bar still figures at the top of the thread list in PlanetDeusEx's off topic forum, where at the time of writing, it has reached 523 pages with 13,068 posts. Even WorldCorp was made up for shits and giggles as part of the online persona of ScaraB King, who liked to post as a maliciously eccentric billionaire.

On the 6th of January 2002, Trestkon announced his idea for a map that would feature characters named after the board members of PDX. As far as I know, Trestkon was barely known on the forums at that time, since he had mostly been frequenting DX Editing, but in TNM this event translates into Trestkon leaving the city – it seemed only appropriate that the beginning of Trestkon's work on TNM would be the beginning of his hiatus in the game. I joined the project 11 days later as it became apparent the quickly formed team had a great concept but no actual story or plot. To me, it was absolutely obvious to take the concept one step further and actually set the game in an interpretation of the boards. We took suggestions from the entire PDX community and ended up with the eclectic mix of fictional organizations that you see in the final game.

What follows is my attempt to outline the continuity of TNM's background fiction. It wasn't all planned like this from the start. In fact most of it was made up as the conversations were written, and so it doesn't all fit

together completely. We ended up with something more like individual spheres of background fiction that didn't interact a lot, but nevertheless belongs to roughly the same timeline. One such sphere is the whole history of the planetization of DXI, which started out as an easter egg but was refined over several revisions and iterations (and in no small part thanks to Gelo's work) to become the foundations of our entire plot. Another sphere is the origins and development of WorldCorp Inc., which ties together the histories of many major and minor characters such as Scara B. King, Jonas Waever, That Guy, Evil Invasion, NVShacker, SymGeosis, Dr. Dumb Lunatic, Andreus, and even Ryan.

With the rest of the OTP team, I've spent 6 years fleshing out this universe with bits and pieces I'd nicked from the real history of the community, and I could easily spend another year trying to straighten it all out and make sense of it. Instead, though, I'll just write it down here to the best of my abilities and leave it to you to connect the pieces in your head. I hope you'll enjoy it.

And next time, we'll do a better job of planning ahead for the sake of consistency.

- Jonas Wæver
June 15, 2008

Timeline

- 2000** Gamespy contacts Deus Ex Incarnate, offering to host them on Forumplanet. DXI accepts.
Deus Diablo creates the Firestaff for DXI as a contingency plan.
The planetization is carried out with disastrous consequences.
- Disorganized and suffering from tremendous losses, the survivors start building a new home.
Despot, horribly disfigured in the planetization, flees to an underground lair.
King Kashue, Phasmatis, and DD rise to help Digital Ronin lead the construction of Forum City.
- 2001** Digital Ronin leaves Forum City after helping establish it.
King Kashue and Phasmatis are elected as moderators.
PDXCIS is created to supply the moderators with covert intelligence, run by Phasmatis.
Trestkon, Kylie, Raving, Wolfy, Alpha, and Winquman are recruited for PDXCIS.
- WorldCorp is created by nanotech researchers Jonas Waever and Scara B. King.
Evil Invasion and That Guy are hired by WC and start working on Black ICE.
- The Llama cult is founded by Jaysee and Beefman.
Beefman soon kills Jaysee in a dispute and takes over the cult.
Athena and Dark Templar break out and form the Goats with OiNutter in a secluded part of FC.
- 2002** Disgusted with Scara's plans for Black ICE, Evil leaves WC to form DXO as a political party.
Jonas gets in a fight with Scara over the direction of the company and leaves.
WC expands drastically as Scara buys almost 50% of the city's businesses in less than half a year.
- Evil Invasion leaves DXO and joins PDXCIS in an effort to change the system from within.
After about a year in operation, PDXCIS is disbanded after Kylie breaks down.
It is decided to elect a third moderator instead. Trestkon is nominated.
When Trestkon turns down his nomination and leaves, Deus Diablo is chosen without election.
- Alpha Operator leaves the spy game to found Sol's Bar and Grille.
Raving Nutter soon follows to found Raving's Weapon Shop.

The Llamas declare holy war on the Goats and attack them relentlessly.

2003 DXO goes underground and begins to produce revolutionary materials.

At the suggestion of Deus Diablo, a project is started to excavate DXI, lead by Beeblequix. Ostensibly a historical project, the true purpose of the excavation is to retrieve the Firestaff. After a few months, the excavations suffer from a series of accidents and are shut down.

Through his immense success as a skinner, Ryan starts Aunt Betty Industries. Ryan harbours to the same disdain for PDX as DXO, and formulates a plan to overthrow PDX. Ryan has a huge weapons and robotics lab built beneath his factory and hires an army guard it.

WorldCorp continues to grow and expand into new markets, buying everything in their way. Scara B. King learns of the Firestaff and starts forming his plans to take over the city. Gamespy commissions WorldCorp to build the ROFL, taking care to hide their true identity.

The Goats tear an entire apartment block out of Forum City and move it to a separate domain.

2004 The WC Intelligence Department (WCID) discovers part of the truth about Gamespy. Try as he might, however, Scara cannot locate Gamespy's base of operations.

WCID catches wind of what Ryan is doing, and Scara acquires ABI to obtain their labs. Scara expands ABI with a space tech lab in an effort to counter the power of the ROFL.

Through his sources in WorldCorp, DD learns that Scara plans to assume control of Forumplanet.

Almost simultaneously, Gamespy learns of the Firestaff through Despot. Realizing the artifact's potential, Gamespy are determined to obtain it; they abduct Deus Diablo.

Struggling to stay in control of FC, PDX calls Trestkon out of retirement to find Deus Diablo.