Story of the Earthsiege Universe

The Earthsiege Universe (the fictional universe that encompasses the franchises of Earthsiege, Tribes, Cyberstorm and more) takes place in a period of history lasting approximately 2,000 years beginning somewhat now (around 1996-2015) and lasting until the middle of the 40th century (around 3950). About a dozen games can claim they belong in the Earthsiege Universe including:

* [Hunter Hunted](http://www.mobygames.com/game/windows/hunter-hunted) (~1996-2015, released 1996)
* [Metaltech: Battledrome](http://www.mobygames.com/game/dos/metaltech-battledrome) (~2595, released 1994)
* [Metaltech: EarthSiege](http://www.mobygames.com/game/metaltech-earthsiege) (2602-2622, released 1994)
* [EarthSiege 2](http://www.mobygames.com/game/earthsiege-2) (2624-2627, released 1996)
* [Starsiege](http://www.mobygames.com/game/windows/starsiege) (2829-2832, released 1999)
* [MissionForce: CyberStorm](http://www.mobygames.com/game/missionforce-cyberstorm) (3245-3258, released 1996)
* [Cyberstorm 2: Corporate Wars](http://www.mobygames.com/game/cyberstorm-2-corporate-wars) (3291-~3300, released 1998)
* [Tribes: Vengeance](http://www.mobygames.com/game/tribes-vengeance) (~3500, released 2004)
* [Stellar 7](http://www.mobygames.com/game/stellar-7) (~3895, released 1990)
* [Nova 9](http://www.mobygames.com/game/nova-9-the-return-of-gir-draxon) (~3897, released 1991)
* [Starsiege: Tribes](http://www.mobygames.com/game/starsiege-tribes) (3940, released 1998)
* [Tribes 2](http://www.mobygames.com/game/tribes-2) (3947-3950, released 2001)
* [Tribes: Aerial Assault](http://www.mobygames.com/game/tribes-aerial-assault) (released 2002) – Essentially a Tribes 2 remake for the PlayStation 2

More games exist in the franchises that make up the Earthsiege Universe, but are not listed above as they may be considered non-canon among other things. A couple of those are Starsiege: 2845 and [Tribes: Ascend](http://www.mobygames.com/game/windows/tribes-ascend).

# File Downloads

Over the years I have gathered a small collection of material relating to the Earthsiege universe. The files listed below are a small, but integral, part of that collection. You can visit most of it at <http://www.the-flet.com/dynamix/>.

## Game Downloads

Not all games are available for download here, but are available upon request or can be easily found on the Internet. Effort was made to preserve the original installation method Dynamix intended (meaning the game actually installs as it is not someone’s game directory zipped up to share) so ISO or EXE files are the common formats used. Some exceptions are made for games like Starsiege: Tribes which was very portable to begin with.

* [Hunter Hunted (EXE, 33.4 MB)](http://the-flet.com/dynamix/hh/setup.exe)
* Starsiege
  + [Disk 1 Buddy Disk (ISO, 549 MB)](http://www.the-flet.com/dynamix/ss/StarsiegeDisk1.iso) – Required for online multiplayer
  + [Disk 2 Campaign Disk (ISO, 528 MB)](http://www.the-flet.com/dynamix/ss/StarsiegeDisk2.iso) – Required for online multiplayer and/or campaign
  + [Starsiege Patches (ZIP, 4.8 MB)](http://www.the-flet.com/dynamix/ss/StarsiegePatches.zip) – Patch 1.004, Windows Vista/7 fix and additional files
* Starsiege: 2845 – A community-made attempt at a proper Starsiege sequel, but cancelled
  + [Alpha Tech Release (EXE, 622 MB)](http://www.the-flet.com/dynamix/ss2845/2845setup.exe)
  + [Alpha Tech Release 1.1a patch (EXE, 10.9 MB)](http://www.the-flet.com/dynamix/ss2845/2845setup11a.exe)
* Starsiege: Tribes
  + [Tribes 1.11 (ZIP, 109 MB)](http://www.the-flet.com/dynamix/t1/trorbs.zip) – Last officially released version packaged by Plasmatic at <http://www.annihilation.info>
  + [Tribes 1.40 (ZIP, 83.1 MB)](http://www.the-flet.com/dynamix/t1/Tribes%201.40.655.zip) – Leaked version GarageGames was working on
* [Tribes 2 (ISO, 663 MB)](http://www.the-flet.com/dynamix/t2/Tribes2_25034.iso)
  + [Tribes 2 Multiplayer Patch (EXE, 2 MB)](http://www.the-flet.com/dynamix/t2/TribesNext_rc2a.exe) - Required for online multiplayer

## Manuals

* [Earthsiege Manual (PDF, 3.2 MB)](http://www.the-flet.com/dynamix/es/EarthsiegeManual.pdf)
* [Earthsiege 2 Quick Reference Card (PDF, 517 KB)](http://www.the-flet.com/dynamix/es2/EarthSiege_2_-_Quick_Reference_Card.pdf)
* [Starsiege Pilot’s Guide (PDF, 12.9 MB)](http://www.the-flet.com/dynamix/ss/StarsiegePilotGuide.pdf)
* [Starsiege Compendium (ZIP, 36.7 MB)](http://www.the-flet.com/dynamix/ss/Compendium.zip)
* [Starsiege: 2845 ATR Manual (PDF, 43.9 MB)](http://www.the-flet.com/dynamix/ss2845/ATR%20Manual.pdf)
* [CyberStorm 2 Manual (PDF , 21.4 MB)](http://www.the-flet.com/dynamix/cs2/Cyberstorm2Manual.pdf)
* [Tribes: Vengeance Manual (PDF, 514 KB)](http://www.the-flet.com/dynamix/tv/TribesVengeanceManual.pdf)
* [Stellar 7 Manual (TXT , 16.7 KB)](http://www.the-flet.com/dynamix/s7/Stellar7Manual.txt)
* [Nova 9 Manual (PDF , 2.7 MB)](http://www.the-flet.com/dynamix/n9/Nova9Manual.pdf)
* [Starsiege: Tribes Manual (PDF, 14.4 MB)](http://www.the-flet.com/dynamix/t1/TribesManual.pdf)
* [Tribes 2 Manual (PDF , 7.5 MB)](http://www.the-flet.com/dynamix/t2/Tribes2Manual.pdf)

## Additional Files

The files listed below have some significance to the actual lore of the universe.

* [Earthsiege Universe Timeline (HTML)](http://www.the-flet.com/timeline/) – The compiled timeline from Hunter Hunted to Tribes 2
* [Starsiege Compendium (ZIP, 36.7 MB)](http://www.the-flet.com/dynamix/ss/Compendium.zip) – The holy grail that explains much of the lore before and up to Starsiege
* [Starsiege Reference Material (ZIP, 2.5 MB)](http://www.the-flet.com/dynamix/ss/Starsiege%20Reference%20Material.zip) – Some more technical documents including timelines, concept art, weapon images, Cybrid grammar, etc.
* [Starsiege Writer’s Guide (ZIP, 459 KB)](http://www.the-flet.com/dynamix/ss/SS%20writers%20guide.zip) – Collection of official fiction, character profiles and information on the setting during the Starsiege era. Considered one of the best resources for Starsiege and Tribes lore you might not find in the games or manuals.
* [Guide to the Tribes Universe (RTF, 143 KB)](http://www.the-flet.com/dynamix/t1/tuguide.rtf) – Information on various Tribes topics from society and culture to the technology employed by the Tribes of the Wilderzone
* [Tribes Universe Weapon and Armor Descriptions (RTF, 132 KB)](http://www.the-flet.com/dynamix/t1/tutech.rtf) – Weapons and armor description
* [Tribes Universe Firetruce Pak (DOC, 117 KB)](http://www.the-flet.com/dynamix/t1/tufiretruce.doc) – Information on the Firetruce the Tribes hold
* Prophecy of Tears (RTF) – Tribes 2 official fiction
  + [Chapter 1 (36.4 KB)](http://www.the-flet.com/dynamix/t2/Prophecy%20of%20Tears/Chapter%201.rtf)
  + [Chapter 2 (46.4 KB)](http://www.the-flet.com/dynamix/t2/Prophecy%20of%20Tears/Chapter%202.rtf)
  + [Chapter 3 (44.6 KB)](http://www.the-flet.com/dynamix/t2/Prophecy%20of%20Tears/Chapter%203.rtf)
  + [Chapter 4 (38.1 KB)](http://www.the-flet.com/dynamix/t2/Prophecy%20of%20Tears/Chapter%204.rtf)
  + [Chapter 5 (46.5 KB)](http://www.the-flet.com/dynamix/t2/Prophecy%20of%20Tears/Chapter%205.rtf)
  + [Chapter 6 (59.6 KB)](http://www.the-flet.com/dynamix/t2/Prophecy%20of%20Tears/Chapter%206.rtf)
  + [Chapter 7 (43.8 KB)](http://www.the-flet.com/dynamix/t2/Prophecy%20of%20Tears/Chapter%207.rtf)
  + [Chapter 8 (43.4 KB)](http://www.the-flet.com/dynamix/t2/Prophecy%20of%20Tears/Chapter%208.rtf)

## Game Music

* [Earthsiege 2 (ZIP, 2.4 MB)](http://www.the-flet.com/dynamix/es2/earthsiege2music.zip)
* [Starsiege (ZIP, 328 MB)](http://www.the-flet.com/dynamix/ss/ssmusic.zip)
* [Starsiege: Tribes (ZIP, 34.9 MB)](http://www.the-flet.com/dynamix/t1/tribes1music.zip)
* [Tribes 2 (ZIP, 19.3 MB)](http://www.the-flet.com/dynamix/t2/tribes2music.zip)
* [Tribes Vengeance (ZIP, 55.9 MB)](http://www.the-flet.com/dynamix/tv/tribesvengeancemusic.zip)

There are hundreds, if not thousands, of files not listed here available for download at <http://www.the-flet.com/dynamix/>. Even there, some files are not hosted due to size constraints such as even more Starsiege: 2845 material (textures, music, videos, etc). Some of the files you can find at that website include some of the original Starsiege and Tribes 3DS Max models, source code written by Dynamix employees 20 years ago, official programs used during development that were released to the modding community, community-compiled modding kits, guides, etc.

Almost all of the games still have communities thriving around them too, especially Starsiege and Tribes. Good luck!