

MARATHON RESURRECTION

"TEAM UNPFHORGIVEN'S TRIBUTE TO BUNGIE SOFTWARE'S CLASSIC MARATHON."

Marathon: Resurrection Beta 1.0.0
A Mod for Unreal Tournament

Requirements:

Mac, Windows, or Linux systems
Unreal Tournament version 436 or higher

Welcome

Thank you for taking the time to download Marathon: Resurrection (beta), Team Unpfhorgiven's remake of the 1994 game Marathon from Bungie Software. This manual contains in-depth information regarding Marathon gameplay, weaponry, and much more.

The online manual will be constantly revised and updated as Team Unpfhorgiven work to bring Marathon: Resurrection to its goal: an exciting Total Conversion of the Unreal Tournament engine to fully recreate the excitement of the single-player and multiplayer game Marathon; the classic Mac first-person shooter.

Marathon: Resurrection (Beta)

The Marathon: Resurrection beta includes three Single-Player maps and nine multiplayer maps for Internet and LAN play. All the weapons from the original game have been implemented, as has most of the aspects of the "Every Man For Himself" multiplayer maps to make a fun and enjoyable experience. Due to the fact that the beta is still a work-in-progress, we have not implemented the Alien Races in the single-player maps.

Demo 1, our upcoming second major release, will be a highly polished version of Marathon: Resurrection which will include the three single-player levels but with the necessary aliens and monsters to introduce the public to the full game.

Final Release 1 will include several multiplayer maps and all the single player maps of the original game. After this point, work on Marathon: Resurrection will be officially complete with only minor releases to fix any stragglng bugs.

Support

Support for Marathon: Resurrection can be found by using our forums. If you have any questions, please bring your issue to the forums and we'll do our best to help you out.

WEBSITE:

<http://resurrection.bungie.org>

RADEON/RAGE 128 OWNERS: if the World Texture Detail is set to High, you may experience problems. Set the World Texture Detail to Low.

WHAT IS MARATHON?

Back in 1994, a small company called Bungie Software released the first in a trilogy of games, Marathon, which literally trounced id Software's DOOM in terms of playability, graphics, interactivity and, most of all, storyline.

Marathon's game play differed from DOOM in that it wasn't just see demon, kill demon, flip switch, open door, tied together with a shabby, quasi-action-movie plot. Marathon's storyline ran deep into the minds of three computer AI's: Durandal, Leela and Tycho.

Leela, who was cast as the player's ally, would guide him through his objective's aboard the colony ship Marathon, which was under attack by alien forces known as the Pfhor and S'pht.

Durandal was cast as the player's enemy and, in the beginning, would attempt to hinder the player's efforts. Durandal was an AI overtaken by a condition known as rampancy, the computer-equivalent of insanity.

Tycho was, well, Tycho. You Marathon junkies out there know what I mean.

As you progressed through the levels, level-jump after level-jump, the plot became more and more in-depth. The puzzles presented were not there just for the sake of being challenging, but because they were integral to the plot. Even today, seven-years later, websites such as the Marathon Story website still examine the plot nuances and seemingly inconsequential tidbits of information in the game. From the number 7 to Durandal's rantings, everything in Marathon has a purpose for being there.

Marathon's multiplayer gaming mode was, and still is, ridiculously addictive. From pioneering such interesting game types as King of the Hill and Kill the Guy with the Ball to plain, ordinary Every Man For Himself (deathmatch), there was something about multiplayer in Marathon that people just couldn't get enough of. The weapons and physics made for excellent and fabulously gory games (TOZT with your SPNKR, anyone?). It was always fun to shoot a rocket at someone's feet and watch them fly back thirty or so meters, or hear the tormented wail of someone getting fried by the flamethrower—ah, such good memories!

The Marathon: Resurrection project is breathing new, fully-3D life into an old 2.5D action game. With the advanced 3D capabilities of today's graphics cards, Marathon can become an even more visually-stunning and addictive game.

Team Unpfhorgiven is taking all those tired, old sprites and turning them into true 3D models. We're adding our own take on the weapons, beefing them up, making them look cooler and sound more dangerous. The enemies will be greasier, scarier and, with the help of Unreal Tournament AI programming, far more challenging opponents. We're converting both single-player and multiplayer modes of Marathon, so that PC users can experience what a FPS plot should be like, Mac users can indulge themselves in nostalgia, and everyone can enjoy the unique, addictive sensation derived from multiplayer Marathon over TCP/IP. We're taking it all, messing with it, and spitting it back out. If you're looking for a carbon copy, go somewhere else, like **ALEPH ONE**. If you're here, you're getting Marathon, Team Unpfhorgiven-style.

GETTING STARTED

SPECIAL CONTROLS

In both the single player and multiplayer modes of Marathon: Resurrection doors, switches, shield chargers (the equivalent of Health), and information terminals are accessed with the Activation Key which needs to be set in the Input preferences' Control tab. Make sure to set it to something easily accessible so you can utilize it quickly.

In addition to the Activation Key, you will need to configure the Page Up and Page Down keys for when you access the information terminals. These keys are set in the same process as the Activation Key. You will see a few extra key commands in your Controls tab in the UT preferences.



Switch



Air Recharger

PLAYER SETUP

For the complete Marathon experience, be sure to set your player's appearance as a Marathon character. In the player setup you can find the options to change your character into BOB, BAB, or the Mjolnir Mark IV, the hero of this little sci-fi jaunt.

HEADS UP DISPLAY (HUD)

The HUD is divided into 3 main components. In the lower left hand corner is where the motion detector, armor status, and oxygen meter is located.

MOTION DETECTOR

The motion detector also has a built in IFF (Identification Friend or Foe) which can identify among hostiles, neutrals, and friendlies. Note that targets that do not move at all will not be picked up by the Motion Detector.

ARMOR STATUS

Your battle suit is a highly adaptable bio-electric unit which can be adapted to utilize many different energy sources. In addition to the normal powering of the suit, the energy is mainly utilized by the shielding unit. As you take damage, a specific amount of shield energy is expended to deflect the damage from your actual body. When the shield generator is depleted of energy you die. Avoid this unpleasant situation by utilizing the shield recharge terminals.

The Motion Detector also shows the location of a target over time. As a target moves, the motion detector displays their current position as well as displaying fading "ghost icons" that show the target's position moments before. A trained marine can read this information very accurately to determine exactly what a target is doing, and at what velocity the target is traveling at.

OXYGEN STATUS

Your battle suit also has a limited oxygen reservoir (blue meter) that can be refilled from compressed oxygen terminals. The suit provides a little over 2 minutes of oxygen so you can mount underwater assaults. More importantly however, it gives you a higher survivability rating in the case of a leak or decompressed area on a space craft.



THE CENTER MODULE

In the center is the inventory and statistics readout. Here you can see what weapons and how much ammunition you've acquired. During net games, this will also periodically switch to a scoreboard so you can see how bad you're losing.

THE RIGHT MODULE

In the right corner is the weapon display and ammo readout. This shows your active weapon, and how much ammo you have for it. All regulation weapons are equipped with a wireless transmitter which links directly to your HUD's computer so you can see exactly how much more havoc you can wreak before having to reload again.

PLAYING THE GAME

MULTIPLAYER

When setting up a practice session, LAN game, or an Internet server, you'll need to set your gametype as "Every Man for Himself" (deathmatch) from the dropdown menu.

Although that's pretty much all that is necessary, there are a few options you do have control over, as well as a few things to consider. Marathon: Resurrection will work with any map to a limited extent, and can be quite fun on maps that are not specifically made for this MOD. However, to get the full experience and benefits from using the Every Man for Himself gametype, you'll need to open up your map rotation options box and make sure that your the maps that came with this MOD are included within the rotation. Marathon: Resurrection maps can easily be identified by their prefix. The last two letters for the prefix are always "MR". Most maps are deathmatch maps, so the usual prefix for a Marathon: Resurrection map will be "DMMR" followed by the map's name.

In the Map options, you can also choose to enable a little option called Marathon Scoring. This is a very fun way of scoring that adds a lot more purpose to a deathmatch map. It also can lead to very long deathmatches if playing to a point limit. Marathon Scoring is simple, for every kill you get, you get one point. For every time you die, you lose one point. The result is that players are more motivated to bring down the top player to advance instead of just fragging newbies and the like to advance their score.

SINGLE PLAYER

To explore the single-player aspect of Marathon: Resurrection, you first must start a Practice Session without any bots and no time limit. Hit the **ESC** key and choose Marathon: Resurrection from the Mod menu at the top of the screen, then click on the button in the dialog to launch the single player game. After a brief intro you'll teleport onto the abandoned space station, Marathon, and the story beings.

In the Marathon: Resurrection beta there are three maps for you to explore, but no aliens to fight as you do so. The upcoming Demo will include all the aliens and monsters that one comes to expect in a sci-fi adventure. For now, enjoy your tour of the Marathon station.

WEAPONS



FISTS

Primary Fire:
Give 'em a left jab

Secondary Fire:
follow with a right



MAGNUM (8 ROUNDS/CLIP)

Primary Fire:
Semi-automatic fire

Secondary Fire:
Semi-automatic fire



ZEUS-CLASS FUSION PISTOL (20 PLASMA PULSES/CLIP)

Primary Fire:
High-energy plasma bolt

Secondary Fire:
Hold down to build up the
fusion pistol's charge



ASSAULT RIFLE/ GRENADE LAUNCHER (52 .32 CALIBER ROUNDS/CLIP; SEVEN 20MM GRENADES/CLIP)

Primary Fire: .32 caliber
automatic fire

Secondary Fire: 20mm anti-
personnel grenades



SPKR SURFACE-TO-SURFACE MISSILE LAUNCHER (TWO SSMS/CLIP)

Primary Fire:
Fires a really big missile

Secondary Fire:
Fires another really
big missile



TOZT-7 NAPALM FLAME UNIT (15-SECONDS OF FIRE)

Primary fire: Projects a
stream of excited napalm
(flame) to about 15m in
front of the player

Secondary Fire:
Same darn thing

CREDITS

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Thanks a ton, Josh.

Marathon: Resurrection

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Marathon

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