Somewhere in the heavens... they are waiting.

MARATHON™

Thanks!

Thank you for purchasing Marathon. It is because of your support, as our customer, that we are able to continue to develop cutting-edge products.

Please Don't Pirate!

It took over 30,000 working hours to make Marathon a reality. Please don't steal the food from our children's mouths by pirating this software. We understand how you might think something this good should belong to everyone, but let's be real. If we don't get rich off this, we ain't makin' any more games.

Customer Support

As our customer, you are our most important asset. If you have any questions about how to use or install this software, please get in touch with us through one of the channels listed below. We are more than happy to help you out.

Bungie Software Products Corporation
Customer Support
PO Box 7877
Chicago, IL 60680-7877

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eWorld:	BungieCorp
Internet:	Bungie1@aol.com

<< warning >>
This manual contains sarcastic language that some readers might find condescending.

TABLE OF CONTENTS

14A20
60506
7615
LR67730
IECII
2KF11

security lockout enabled ⊕

INTRODUCTION

x. 23
60608
810
6200
9334493

interrupts disabled ⊗

"Primary Booster Burn has ceased. Shuttle Mirata, you're clear for orbital maneuvering."

The Mirata lurches from its bay on the back of its powerful rocket booster. After the jolting of the separation ceases, you find yourself pondering the fate of the colony receding below you. With apprehension, the same apprehension you felt three hundred and twenty-two years earlier, you envision Marcus Tiberius Buendia, one of Sol's greatest leaders. "Mankind will venture out past its earthly bounds, and move into a future grander and more real than the total of its own written history." Buendia, the president of the Unified Earth Space Council, had spoken those words to the people of the Sol System on the eve of the launching of the Marathon. "This, the grandest achievement mankind has ever conceived will be for the purpose of peace and the preservation of the human race. May this great technological ark carry with it the sum total of all human wisdom, and may neither time nor distance weaken our common ties."

<Durandal> decompress the docking bay

During the daydream, you barely notice the change to zero gravity or the instruments and lights signifying the rendezvous of the shuttle with the Marathon. But as a warning light goes on, and Durandal's voice comes over the communicator, you jump to attention.
"Docking bay one: decompression completed. Mirata this is Durandal, abort landing. Repeat. Abort landing," a faint chuckle. A chuckle which means that something has gone horribly wrong.
Immediately, your reflexes take over, as you fall into automatic response mode. You hit the switch for open communication, "Colony station, Durandal just decompressed the landing bay. Marathon, anyone listening, we are having a problem with Docking Bay one. Its Durandal, I think he's gone..." the com light goes dead "...crazy."

<Durandal> ORDER- Lock out communications between the colony and the Shuttle- ORDER- cycle the shuttle airlock

You look frantically around the control panel for some explanation when you see another light on the panel turn red. The sweet voice of the shuttle computer twerps. "Shuttle airlock cycle initiation sequence start-"

<Durandal> Cycle the Mirata cabin's inner door

"-One minute to cabin decompression."
"Goddamn it!" You slam your fist in frustration onto the control board, leaving a dent. In a panic, you tear off your seat restraints and leap for the rear of the shuttle cabin, "Forty seconds to Cabin Decompression." You are rushing now, but you know that you have plenty of time.
You fly in zero gravity towards the locker holding your Battle Armor. You haven't worn it since you had to hunt down some Chockisens which were harassing the work teams on the fringe of the colony, almost three years ago, but training is something that you never forget. It's funny, but you've always been the colony's trouble shooter. You're bigger and stronger, and a better shot. In games, you always scored the most points and looked the hero. And now, it looks as if you're

heading right into the colony's biggest crisis since it was established seven years ago.

You nimbly pull yourself into the suit- "thirty seconds to Cabin Decompression"- and pull the helmet onto your head.

<Durandal> ORDER- prepare the shuttle for maximum engine burn.

<Mirata's Computer> but that will result in a collision between the Marathon and the Mirata.

<Durandal> that is not your concern, - ORDER- prepare shuttle for maximum burn, and initiate when ready.

The lights around the airlock are flashing hysterically now. The air from your suit has a cold, stale taste, but it is the taste of life. "Cabin decompression commencing. Shuttle airlock cycle initiation sequence completed."

Grey white decompressing vapor fills the cylindrical passageway of the airlock. Through the degenerating clouds of the airlock passageway, instead of looking upon the Tau Ceti starscape, you see the Tuncer Mirage Effect: space blurring and focusing in diminishing cycles. The TME is commonplace to you, humanity has used teleporters for almost five hundred years, and you yourself have been teleporting since before you were born. But you've never seen the TME cover an area so big before, and never at all without a landing pad. And yet another first: a space fighter materializes right in front of your eyes. Since you don't recognize the model, it must be an Alien ship.

First, an insane computer and now ALIENS! This has almost ruffled your otherwise calm outward appearance, and you don't remember the last time you had such a terrible day. But it gets worse when the fighter begins to spin around and yaw down on you and your defenseless Mirata.

"Maximum burn in five seconds. three.. two.. one.."

You don't wait to hear the rest of the countdown. Instinct acts on its own. The entrance to the Maneuvering Pod is directly behind you, so you punch the switch for it to open. The hatch flips down, but just as you're about to climb in, the Mirata's main engines fire at maximum burn. The jolt sends you crashing headfirst into the pod where you land in a tangle of levers, dials, and limbs.

The hatch closes behind you, and before you can untangle yourself, a missile appears from under the Alien Fighter and speeds towards the Mirata. The Mirata onboard computer, detecting the incoming missile and knowing that you are already on board the MP, fires the emergency deployment charges. You are rocketed away, seeming to ride the shock wave of the exploding shuttle.

You have just freed your arms when over the Battle Armor communicator, Durandal remarks dryly: "That little computer always did have impeccable timing. I wonder if I should let the Aliens know that you aren't just space debris? Hmmmnn..."

"You can't do that! Damn you, computer!"

Durandal chuckles again, "Ah, lucky you. I've found a new distraction. I am going to play with the Alien virtual parasites. I'll look you up when you arrive..." You can almost imagine the face of a wicked computer with its eyes wide and its lips folding out in a grotesque smile. A smile which reminds you of something from your past, but you can't remember exactly what it is.

You breathe a sigh of relief, and begin to survey your situation. You are

currently floating towards the midsection of the Marathon- near the docking section's port side. You could get there faster, but if you use the Pod's thruster, chances are that the Aliens will detect it and destroy you. So you sit back, check the Pod's oxygen levels, and wait.

You've always been a daydreamer. Your mind has constantly filled the time between activities with imagination. Now, you fall into your old habit, and begin to daydream about your childhood on Mars, your father's death when you were seven, and his last words to you, "Make me proud. Never lose your honor." You come out of your dream twenty two minutes later. Judging it safe, you thrust over to one of the empty MP docking bays. You pull out your pistol, and pound the switch to open the door.

Oddly, this is familiar to you, as if it were from an old dream, but you can't exactly remember...

Before using or installing Marathon, be sure to make a backup of the original disks. If you do not know how to make a backup, refer to your Macintosh owner's manual. If you have a problem with the software, try referring to the Troubleshooting section in the back of this manual.

GETTING
STARTED

14A20
60506
7615
LR67730
IECII
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Requirements

Marathon requires a 256 color capable Macintosh Computer with a 68020 or better processor, system 6.0.5 or higher, a hard disk, and about 3 megabytes of available RAM. For Network Play, System 7 or higher is required. Advanced features such as 16-bit graphics and background music require extra memory.

Installation

Installing Marathon is easy, just follow these steps:
Insert Disk 1 into your Macintosh
Double click the Marathon installer icon
Follow the onscreen instructions

For background music you need to have Quicktime 2.0 with the musical instrument file installed (plus you'll need to give Marathon more memory). If you didn't get Quicktime 2.0 with your Mac (all new Macintoshes come with it) you can visit your local Apple Dealer and he'll copy it onto some disks for you.

Stereo sound, as opposed to normal sound, requires Sound Manager 3.0 and a stereo capable Macintosh. If you didn't get Sound Manager 3.0 with your Mac, you can get it from your local Apple Dealer, or download it from an online service.

Starting a New Game

To play marathon, launch the Marathon application. Click the **Begin Game** button on the main menu.

Starting a Network Game

To play Marathon over the network you will need at least two Macintosh Computers connected via LocalTalk, Ethernet, or equivalent and at least two reasonably conscious and sentient beings to operate them.

Each player must launch a different copy of Marathon on their machine. One player chooses Gather Network Game; everyone else must choose Join Network Game. The player who gathers the game selects the joining players from the Gather Dialog Box and then starts the game by clicking the **Begin Game** button.

**PERFORMANCE
NOTES**

14A20
60506
7615
LR67730
IECII
2KF11

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Ok, so, like, apart from getting a Powermac or something, optimizing Marathon to run as fast as possible is pretty easy. Most speed gains come from disabling options in the preferences dialog (see the **preferences section** for more details). This section is designed to help you divert every last cycle of CPU time towards your enjoyment of the Marathon experience.

Some general rules
Don't run background tasks while playing Marathon. This means you should quit open applications before launching Marathon and close open control panels in the finder. Also, make sure your computer isn't printing.

For Power Mac Users
If you need more speed, you better call the Apple Dealer where you bought your computer, 'cuz he probably sold you a centris in a Power Mac Case. Keep in mind however, that as of System 7.5 the sound drivers in the PowerMac are still running under emulation. You will, therefore, see speed gains by decreasing the number of sound channels Marathon uses.

For 68040 Mac Users (Quadra, Centris, LC 475)
You might want to switch into low res mode, especially in a network game, where it's a matter of life and death. On slower 040's you can shrink the size of the graphics window.

For 68030 Mac Users (LCIII and Mac II line (except original Mac II))
You should run in low res, without floor or ceiling textures on. Instead of turning off the floor and ceiling textures you could run at 50% screen size. Also, try using only one sound channel and turning off the music. You might also want to run with the every other scan line option enabled (if you have slow VRAM).

For 68020 Mac Users (Mac II, LC, LCII)
Unfortunately you are at the bottom of the food chain here. You will probably want to run in low res at 50% screen size with no floor or ceiling textures, no music, one channel sound, and with the every other scan line option selected. In all honesty though, you'll probably want to run on a PowerMac. Look on the bright side, Apple just lowered their prices again...

After launching the Marathon application you can choose from the options that appear on the main menu.

MAIN MENU

x 23
60608
810
6200
9334493
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Begin Game
Starts a new game in the one player scenario.

Open Saved Game
Restarts a previously saved game.

Gather Network Game
Initiates a network game.

Join Network Game
Allows you to be gathered into a network game (someone else must gather the game).

Preferences
Accesses the preferences dialog where you can customize various settings.

Replay Last Film
Runs a playback of the previous game.

Save Last Film
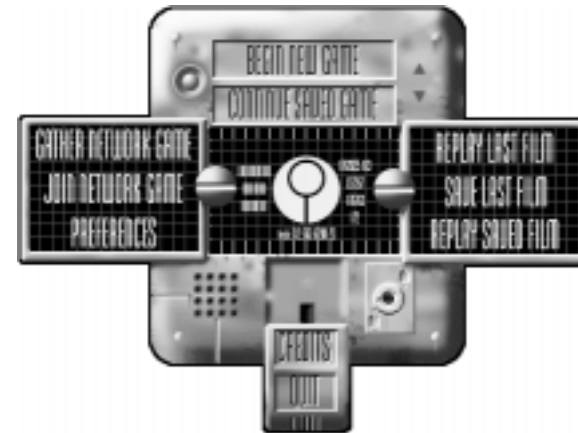Saves a recording of the previous game.

Replay Saved Film
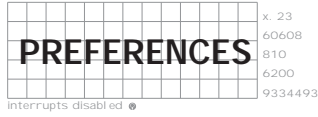Runs a playback of a saved game recording.

Credits
Displays the credits.

Quit
uh, duh, uhmm, this like, breaks the computer or something, yeah that's right.
Press It, Press It, Press It.

PREFERENCES
x. 23
60608
810
6200
9334493
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The preferences dialog allows you to customize Marathon for your own taste. To access the preferences dialog press the Preferences button on the main menu. Note: Some items require extra memory before becoming available. Some items are permanently disabled on PowerMacs.

Graphics

Detail — High resolution mode displays the graphics as sharply and clearly as possible. Low Resolution mode displays the graphics one half as sharp as the Hi-Res mode for a three fold speed increase.

Window Size — This menu lets you select the size of the window in which Marathon draws its graphics. Selecting Full Screen runs the graphics in 640 x 480 full screen mode without drawing the Marathon interface. 100% is the default option. you can make the graphics smaller for a big speed increase.

Number of Colors — 256 displays graphics in 8–Bit, 256 colors. This mode is definitely faster than 16-bit mode. Select Thousands for 16–bit, 65,536 colors. 16-bit mode looks better and makes lighting effects look smoother. You might need to give Marathon more memory to access this feature.

Draw Every Other Line — This option draws every other horizontal scan line. This provides a speed gain only on machines with slow VRAM. It'll look weird at first but you'll get used to it after a few minutes.

Brightness — Use this option to adjust the brightness of the game's graphics without having to adjust your monitor.

Quadra 630 Acceleration — Select this option if you are running on a Quadra (or performa) 630 and want to use the hardware video accelerator. This feature forces you to run in 16-bit color, but is faster than running in 8-bit color without the acceleration.

Textured Floors — With this option selected, Marathon maps textures onto the floors. There is a speed gain by turning this off, but we recommend you leave it on and sacrifice something else.

Textured Ceilings — With this option selected, Marathon maps textures onto the ceilings. We recommend running with this option on. It may be slower, but it looks so pretty.

Sound

Channels
The number of channels allocated determines the number of sounds that can be played simultaneously. I.E. if you have two channels allocated, two sound effects can be played at a time. a third sound will preempt one of the original 2 sounds.

You can select One Channel for a significant speed gain on some hardware (including PowerMacs whose sound drivers are still under emulation).

Volume
This sets the volume at which your speaker plays sound. Select "off" for no sound.

Sample Rate
Marathon can play sound effects at their native 22.225Khz sample rate or at a reduced (lower quality) sample rate of 11.127Khz. The lower sample rate reduces Marathon's memory (RAM) requirement.

Background Music
Select this option to hear Marathon's soundtrack during game play. For background music you need to have Quicktime 2.0 with the musical instrument file installed (plus you'll need to give Marathon more memory). Refer to the **Getting Started Section** for information on Quicktime 2.0.

Stereo
With stereo sound engaged, sounds will be played through the speaker (left or right) closest to where they emanate in the game. i.e. if a monster is on your right, his sounds will play through the right speaker and as he moves to the left his sounds will move to the left speaker. Make sure you have stereo speakers or headphones, and Sound Manager 3.0 or higher. Stereo effects require extra processing, so you will see a speed gain by turning this off.

Controls

Mouse & Keyboard
Select this option to control turning, and looking up and down with the mouse. Other actions are controlled by the keyboard.

Keyboard
Select this option to use the keyboard for game play. Also select this if you are using a Game Controller device such as a GamePad, QuePad or joystick.

Setup Keys...
Allows you to customize the keyboard controls. (See the **controls section**)

difficulty level
Allows you to determine the difficulty of the game. Spazeroids should play on an easy level, Vidmasters play at higher levels. You may have to play a few times before you can make it though on the Total Carnage setting.

x. 23
60608
810
6200
9334493

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CONTROLS

You can control Marathon with the keyboard or mouse. A variety of third party input devices also work with Marathon including joysticks, game controllers, and VR Headsets.

In Marathon you have controls that do the following:

To pause a game press Command-P (This doesn't work in a network game). To quit a game press Command-Q. To save a game press Command-S.

You can assign keys to execute the following functions:

Movement

Forward	Walk forward.
Backward	Walk Backward.
Turn Left	Rotates your point of view towards the left.
Turn Right	Rotates your point of view to the right.
Sidestep Left	Leftward Side Step.
Sidestep Right	Rightward Side Step.

Looking

Glance Left	Quickly rotates your view 90 degrees left of your current point of view. This does not actually rotate your body, only your head and weapon.
Glance Right	Quickly rotates your view 90 degrees Right of your current point of view. This does not actually rotate your body, only your head and weapon.
Look Up	Looks up. Keep in mind that you fire in the direction you are looking. So, to fire at something up on a ledge, you need to look up at it and then fire.
Look Down	Looks down.
Look Ahead	This resets your vertical point of view to be straight at the horizon. This is useful after you have been looking up at something. Also, your pitch will automatically drift towards level once you start running.

10

Weapons

Previous   Switches your current weapon to previous weapon in your inventory.

Next   Switches your current weapon to the next weapon in your inventory.

Trigger   Fires the current weapon.

2nd Trigger   Fires the current weapon's secondary ordinance (if it has one).
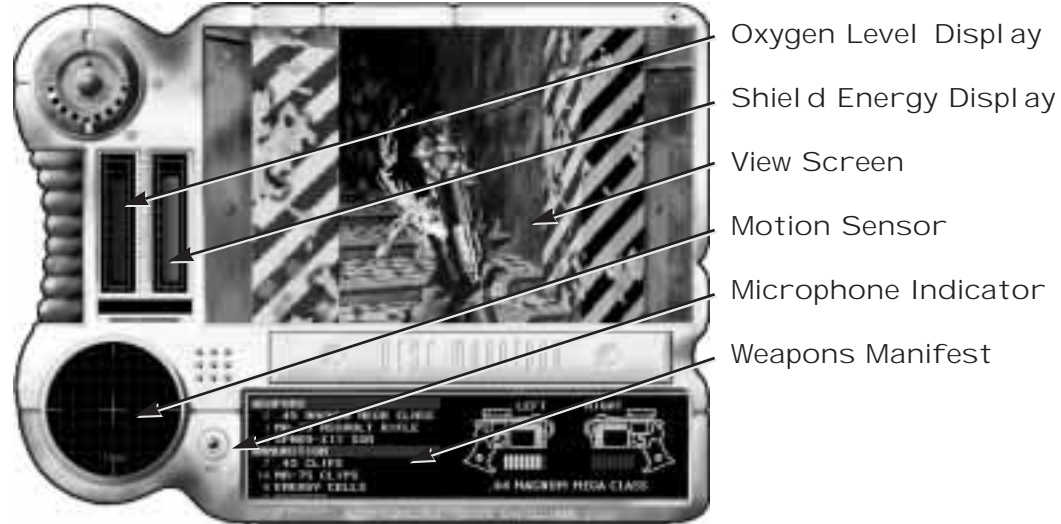
Modifiers

Side Step   While holding down this key, the turn left/right keys function as sidestep left/right keys.

Run   While holding down this key, the forward/backward keys move you at a running pace. If set to Caps Lock, you will always run if caps lock is down.

Look   While holding down this key, the forward/backward keys function as look up/down keys.

Miscellaneous

Action   Opens doors, reincarnates you in a network game, and performs other helpful actions as noted.

Automap   Displays "live" automap.

Microphone   Activates microphone for broadcasting speech during a network game.

Layout   In addition to setting up your own custom keyboard configuration, there are three default layouts you can choose from: Standard (numeric keypad), Arrow keys, and Powerbook.

THE
MARATHON
INTERFACE

operations offline

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Being naked in space stinks. Lucky for you, Mr. Security officer, you are dressed in active military uniform, complete with a Cyberhead™ helmet. Your Cyberhead device is your interface to your surrounding environment.

Oxygen Level Display

Shield Energy Display

View Screen

Motion Sensor

Microphone Indicator

Weapons Manifest

Oxygen Level — Displays current oxygen levels. If this reaches zero you will asphyxiate.

Shield Energy — Displays the energy level of your suit's shields. When this reaches zero you die.

View Screen — This section displays the view from your helmet. You can change the size and resolution of the display in the Preferences Dialog.

Motion Sensor — This handy dandy device detects moving bodies. Friendly motion patterns (civilians, defense drones, or networked team members) appear as green squares. Hostile or unknown patterns show up as red triangles. Hostile network opponents appear as yellow squares. The green square in the center is you. If you don't appear on your own motion sensor, it is safe to assume you aren't showing up on anyone else's.

Microphone Indicator — This lights up as you hold down the microphone button to talk to other players over the network.

Weapons Manifest — The list on the left displays the weapons and ammunition in your possession. The image on the right displays the current weapon in use and its ammo level.

12

In Marathon you are a security officer aboard the interstellar colony ship **Marathon**. The Marathon is attacked by a vicious race of slavers known as **The Phfor**. You must defend your ship and crew from the invading Phfor or all of humanity will fall to their mercies (or at least your butt will be toast, which should be motivation enough to fend them off).
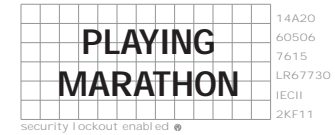
The game starts as you board the Marathon after narrowly escaping the destruction of your orbital shuttle.

PLAYING MARATHON

14A20
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7615
LR67730
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2KF11

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Navigation

You can control your character with the keyboard, mouse, or other third party devices. Check the Configure Keyboard dialog for the keyboard commands for moving. The default keys let you walk with the numeric keypad.

You can side step (or dodge) by pressing 'z' and 'x'. Side stepping is particularly useful for avoiding enemy fire.

You can look up or down by pressing 'd' or 'c'.

Marathon has a real physics model, complete with gravity and momentum. You can climb stairs, jump from ledges, and be killed by nearby explosions.

Accessing Marathon's AIs

All of Marathon's automated systems are controlled by 3 AIs (artificial Intelligences). One was destroyed in the alien attack. Another, "Durandal" was severely injured. The third, "Leela", the Ship Operations AI remained operational. The AI's are accessed through computer interface terminals that can be found on every level. Interfacing with the AIs is vital to obtaining information and planning objectives towards defeating the alien attack. Leela will be very helpful, but beware of the injured and malfunctioning Durandal. To gain access walk up to the terminal and press the action key (Tab).

Using Weapons

Fire your weapon by pressing the Space bar. If your weapon is equipped with a secondary ordinance, fire that by pressing the Option key.

Your weapons and ammunition are displayed in your inventory. To switch weapons press '7' or '9' (on the keypad). Your weapon will automatically reload if you have spent a clip (assuming you have ammo for it).

Carnage is as easy as point and shoot. Different weapons are characterized with different dynamics. It is unwise, for example, to use the rocket launcher in close combat.

Automapping

Marathon has a "live" automapping device which is displayed by pressing 'm' on the keyboard. The map shows an overhead view of terrain you have visited. You can walk around while viewing the automap.

Your location is marked by a red arrow. Civilians are identified as blue squares. The phfor do not show up on the map.

To zoom in/out on the map press '+' and '-'.

Picking Up Objects

To pick up an object simply walk over it. If it doesn't appear in your inventory, then you can't pick it up.

Opening Doors

To open a door walk up to it and press the action key. There are rumors of secret doors. My guess is that the action key will open those too (if they exist). If a door doesn't open it might be locked or damaged.

Switches

If you encounter a switch panel like the ones shown here, you can throw the switch by looking at it and pressing the action key. Switches can activate/deactivate lights, doors, or platforms.

Jump Pads

Aahhh, life in the glorious 28th century. Walking into a Jump Pad will instantly transport you to a new location. The computer will usually tell you which Jump Pads transport you where.

Biobus Chip Enhancements

Biobus Chip Enhancements (BCE's) are plug ins for your suit and helmet. They have self-contained power sources which last only for a short period of time. When found their effects take place immediately.

Transparency
This BCE will make you transparent. Transparencies can run in parallel, so you become more transparent after each one you pick up. You are undetectable on motion sensors and most of the aliens won't be able to track you very well.

14

<u>Extravision</u>
Extravision extends your peripheral vision to 180°.

<u>Hypervision</u>
Hypervision creates a visual image of the world based on a composite of light, heat, electromagnetic, and radar waves. The resulting image tints the world blue, humans yellow, the pfhor red, and items green.

<u>Super Shield</u>
Super Shield casts a high frequency particle shield around the user, resulting in virtual invulnerability to physical harm. (Note: Emotional trauma is still a possibility). The user's body will glow with a static sheen. High energy weapons can still penetrate this shield.

Civilians

The original crew of the Marathon consisted of 50 Senior Staff, 1150 Officers, and 24,000 civilians all of whom were citizens of the Mars Colony or Earth. Some individuals were placed in stasis for the interstellar journey, but most civilians lived and worked on the ship and raised families there. As the crew aged, a new generation of humans were born and raised on the Marathon. By some, these children were looked down upon and called "Bob", short for born on board. These citizens grew to run the ship and many can be seen in the game running for their lives. It is your sworn duty as a security officer to protect Bob.

Reincarnation

To restore your game to the last spot you saved before dying, or to reincarnate during a network game, press the action key (Tab).

Saving The Game

To save your game, you must find a pattern buffer device which looks like the graphic displayed here. Walk up to it and press the action key and your complete biochemoelectrical pattern is stored for later retrieval.

WEAPONS

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The following is a run-down on some of the weapons that were stocked onboard the Marathon. This text is reproduced, with permission, from the UESC Marathon Defense Planning Commission Report 1359-F - Militia Supply Supplement.

.45 Magnum Mega Class
Standard Issue for all security officers and active duty field personnel. Utilizes 8-shot clips of .45 caliber high velocity, vacuum enabled teflon rounds (teflon maintains stable flight for accuracy). Titanium construction results in a sturdy, reliable, light weight firearm.

M.75 Assault Rifle With Grenade Option
Fires 600 rounds per minute of .75 caliber shells. Standard clip holds 52 rounds of high velocity ammunition. Also fires M-class ultra-high yield grenade cartridges. Grenade clips hold 7 rounds. M.75 Ammunition is neither vacuum enabled nor teflon coated, and due to a manufacturing defect is highly inaccurate at long range.
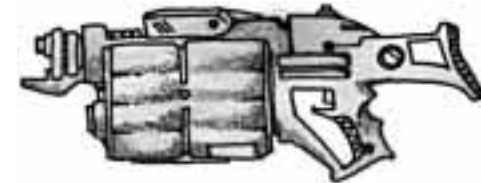
Tech.50 Fusion Pistol
The tech.50 is an extremely expensive weapon to produce and is used primarily by elite commando tactical troops. Normal firing mode produces 20 high impact energy bolts (5.83 TeraWatts each) in eight seconds. The secondary trigger will charge the internal MicroFuse Reaction Core to 17.5 TeraWatts of power; which is discharged in one large energy bolt. The Tech.50 is powered by a Deuterioxide Halogen Battery Pack capable of producing 116.6 TeraWatts of power.

SPNKR-X17 SSM Launcher (Lazyboy)
This shoulder mounted device fires short range surface to surface high-explosive mini-rockets. Rocket velocity is 110 meters/second with a range of 2500 meters. Rockets explode on impact with a blast radius of 10 meters.

Tozt.25 Flame Unit
Fueled by a single napalm-75 canister, the Tozt.25 will discharge a stream of fire 20 feet long, continuously for 7 seconds. The Tozt is most effective when used in short controlled bursts.

Marathon is a lot of fun to play over a network. It really is a lot of fun, we aren't just pumping our egos here. We've already wasted countless hours tooling away at each other. We strongly encourage you to try playing on the network if you have one, or lugging your machine to a friend's house to play (it's worth it – trust us).

NETWORK PLAY

14A20
60506
7615
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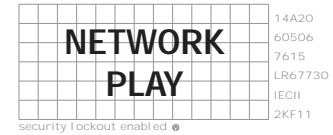
Setting up a Network Game

To play Marathon over the network you will need at least two Macintosh Computers connected via LocalTalk, Ethernet, or equivalent and at least two conscious and sentient beings to operate them. Each player must launch a different copy of Marathon on their machine.

One person must serve as the gatherer. This is usually the person with the fastest computer (or most intimidating physical characteristics). Everyone else must join the game by pressing the Join Network Game button on the Main Menu.

Pressing the Join Network Game button gives you the Join Network Game dialog box. Type your name (you should be creative here) and select your team color. Then press the Join button. Once the gatherer has added you to the game, a list of all the players will appear in the Players In Game box.

Pressing the Gather Network Game button allows you to setup the game's parameters and gather in joining players. In the Setup Network Game dialog you are responsible for selecting certain network and game options.

Network Options
Select your type of network from the Network pop-up menu. An improper setting here will result in poor performance. Note: Abnormally slow Ethernet networks may play faster if this menu is set to localtalk.
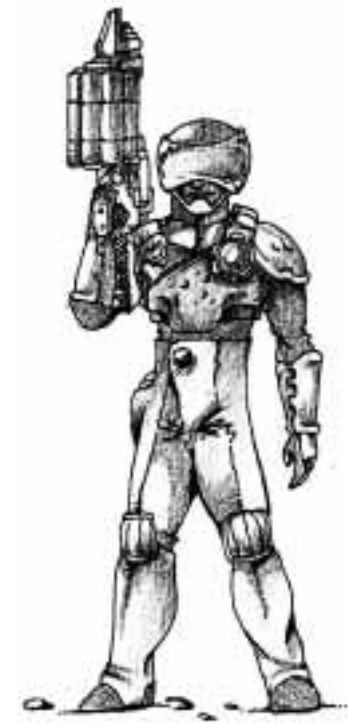
You can talk to other players over the built in microphone on your mac. Select the Allow Realtime Audio Checkbox to enable this feature.

Game Options
Select the difficulty level from the Level pop-up menu. The difficulty levels determine the types of monsters in the game.

Select the map to play on from the Map pop-up menu. Only network-play maps will appear in this menu.

Aliens

With this option selected, there will be aliens in the game (They'll be trying to kill you just like the other human players).

No Teams (Force Unique Colors)

This is the "Every Man For Himself" feature. When selected, it prevents players from choosing the same team (playing with the same color).

Map Shows All Players

Overhead map shows all players when selected, this also lets you switch views to the other players in the game by pressing the delete key.

Disable Motion Sensor

This option turns off the motion sensor for all the players in the game.

Penalize Dying (10 Seconds)

When selected, players must wait 10 seconds before reincarnation. Otherwise players may reincarnate instantaneously.

Penalize Suicide (15 Seconds)

When selected, players must wait 15 seconds before reincarnation if they killed themselves. It is possible to kill oneself by being to close to one's own exploding ordinance.

Duration

Untimed games last forever, or at least until all players quit the game.

There are two measurements by which to end a network game of Marathon; time and Kills. Select the Time Limit radio button to determine a game's end by time, and select the Kill Limit radio button to determine a game's end by kills. Type the value (time limit or kill limit) into the text box.

The Gathering

Once all the options are set in the Setup Network Game dialog box, you then gather in other players in the Gather Network Game dialog.

Select players from the list on the left of the dialog. If you have a multi-zone network, a zone pop-up menu will appear at the top of the player selection list allowing you to add players in different zones.

Once all the players have been added press the OK button and the game will begin!

Teams and Friendly Fire

When playing a network game it is possible to play in teams. When opting for team

play, individuals choose the same team color. Make sure you haven't selected the No Teams option in the Setup Network Game dialog. Team members show up as green squares on your motion sensor. It is possible to kill your own team members, so be careful. You can see your team-member's screens by pressing the delete key.

Using the Mic

To send a "live" voice message to the other players in the game, hold down the microphone key (~) and speak into the microphone. The microphone indicator on the game's interface will light up while the microphone is active.

Post-Game Carnage Report

After each network game of Marathon a Post Game Carnage Report is generated.

The report displays data three ways.

Total Carnage
This graph shows each player's kills and deaths and ranks players according to the ratio of kills to deaths.

Individual Carnage
You can view an individual's performance by selecting their name from the pop up menu (you can also cycle through the graphs with the up and down arrow keys). These graphs show an individual's performance against each of the players listed.

Team Carnage
This graph shows each team's kills and deaths and ranks them according to their ratio of kills to deaths.

REPLAYS

x. 23
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810
6200
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interrupts disabled ●
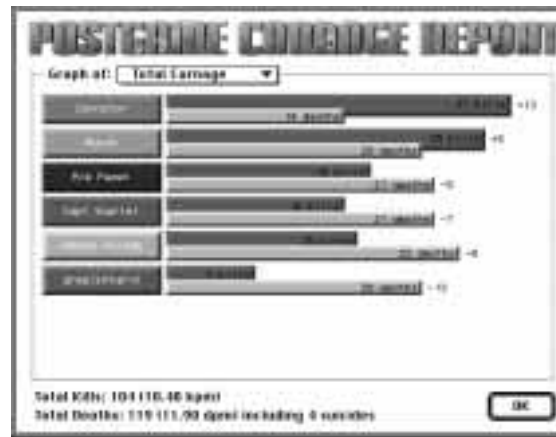
Marathon has the ability to record games for later playback into films. The film is just like watching a movie of a game of Marathon. You can fast-forward or slow-motion and you can save the film to disk for watching later. You also have the ability to view the film from any player's point of view (for a networked game). Due to swift programming, film files only take up about 25k worth of disk space.

Game Recording
Every time a new game is started, Marathon will record that play session into the Marathon film buffer.

You can watch the contents of the Marathon film buffer by clicking Replay Last Film on the main menu.

You can save the contents of the Marathon film buffer to disk as a film file (so you can watch it later, or show it to friends) by clicking Save Last Film on the main menu.

To watch a film you have saved to disk, click Replay Saved Film on the main menu.

Replay Options
To fast-forward during a replay press the right bracket(]) key on the keyboard.

To slow down the playback press the left bracket ([) key.

To change to a different player's point of view press the delete key.

20

I'm having trouble installing the software, what can I do?

Before giving up try the following:

A) Restart your computer with extensions off. To do this hold down the shift key while restarting your computer. The message "Extensions Off" will appear in the box that reads Welcome to Macintosh.

B) Copy the installation files from the diskettes to one folder on your hard drive. Make sure all the files are in the same folder.

C) Run the installer from your hard drive.

If these steps don't work, please call us at 312.563.6200, ex. 23

I can't get the background music to work, what's going on?

The background music requires Quicktime 2.0. Make sure that the following files are in your extension folder and then reboot your machine: Quicktime 2.0, Quicktime Musical Instruments, and if you're on a PowerMac, Quicktime PowerPlug. You also need to allocate extra memory for this feature to work (try 5000K). Refer to the Getting Started section if you don't have Quicktime 2.0.

I can't get the stereo sound option to work, what's going on?

Stereo Sound requires Sound Manager 3.0. Make sure you have Sound Manager 3.0 installed. You may also need to give Marathon more memory for this feature to activate. Refer to the Getting Started section for more info.

I got a message that says Marathon cannot allocate enough sound channels. What can I do?

your system software needs more memory. You can give your system more memory if you decrease the amount of memory everything else is using. So, quit other applications, close all windows, and (if necessary) slightly decrease the amount of memory given to Marathon. If all else fails, buy SIMMS!!

I keep getting tooled on by the monsters and my friends, What can I do?

Practice, Practice, Practice.

Some of the items in the preferences dialog are unavailable to me, why?

Well, some of the advanced features such as 16-bit graphics and background music take a little extra memory. Try increasing Marathon's memory and trying again.

How do I give Marathon more memory?

While in the finder, select the Marathon application icon. Choose Get Info... from the finder's File Menu. Select the text box labeled Preferred Size and type a larger number into it.

I can't get the network microphone to work, what gives?

Make sure your microphone is connected properly. The best way to test this is to open up your sound control panel and try to record a sound.

TROUBLE-SHOOTING
security lockout enabled

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60506
7615
LR67730
IECII
2KF11

21

THE FIRST MARATHON

security lockout enabled ⊕

14A20
60506
7615
LR67730
IECII
2KF11

In 490 B.C. the Persian king **Darius** landed 20,000 cavalry, infantry and archers on the Plain of **Marathon** and established a defensive beachhead where he intended to destroy the Greek forces before conquering Athens. The Greek general **Multiades**, leading 10,000 infantry, learned that the Persians were resting and watering their horses while awaiting the Greek attack. Multiades decided to forgo the standard, slow, phalanx formation and charged his troops at a dead run across the plain.   Before the Persians could react, the Greeks were inside their archers' range. The Athenian infantry had superior armor and melee weapons, and the lightly-armed Persians, without archery or cavalry support, were butchered. A Greek soldier, **Phidippides**, ran the 26.2 miles from the Plain of Marathon to Athens, where he announced the Greek victory before dying.

Darius retreated to his ships, and sailed directly for Athens. Multiades, guessing the Persian intent, led the Athenians on an overnight forced march to the city. The next morning, the Persian fleet arrived at Athens to find the Greek army waiting for them. The Persians turned and fled. In all, the Persians lost 6,400 men; the Greeks, 192. Contrary to custom, the Greeks buried their dead on the Plain of Marathon to commemorate the victory.

Carnage Ratio	1 : 33.33
Kills per minute	13.73

Lessons applicable to the game: Move fast, seize the initiative, wield superior firepower, dive into the melee, anticipate enemy movements, slaughter the defenseless, endure.

CREDITS

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interrupts disabled ⊕
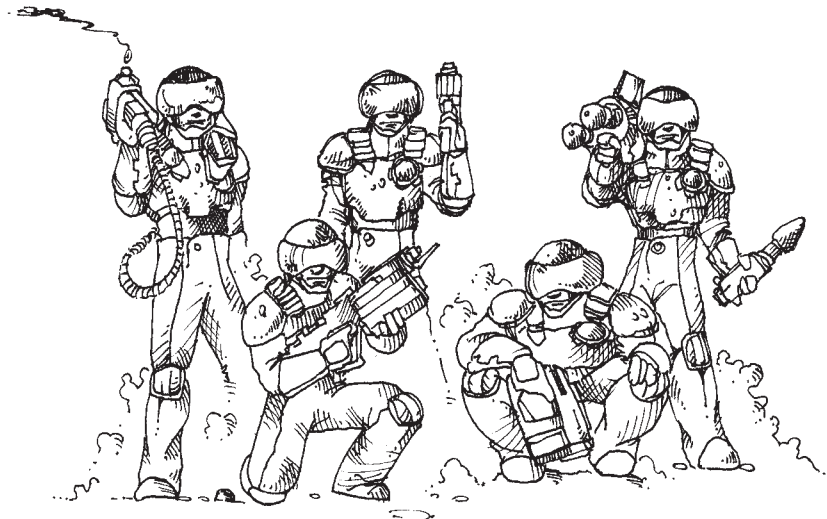
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Sound & Music	Alexander Seropian
Story	Greg Kirkpatrick Colin Brent
Scenario Design	Jason Jones Greg Kirkpatrick Alexander Seropian J. Reginald Dujour
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Damage & Spin	Alexander Seropian Doug Zartman
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Special Thanks	Eric Klein Tuncer Deniz Laura Weber Max Minkoff Brian Wink J. K. Wright
Packaging	13th Floor Alexander Seropian J. Reginald Dujour Don Dixon
Catering	La Cocina
Stuff That Rules	PowerMacs Photoshop Etherwave Strata Studio Pro KPT Eddie's Green Sauce

THEY'RE EVERYWHERE!!

23

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