The Adventure Continues...

MARATHON 2™

DURANDAL

BUNGIE™

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Thank you for purchasing Marathon 2: Durandal. It is because of your support, as our customer, that we are able to continue to develop cutting-edge products. If you also bought the first Marathon, then we think you're extra special.

Please Don't Pirate!

'nuf said.

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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. Many questions (especially hints) can be answered online in our AOL forum (keyword BUNGIE) or on our web site (www.bungie.com).

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

Telephone: (312) 563-6200
Facsimile: (312) 563-0545

Internet: info@bungie.com
WWW: http://www.bungie.com
America Online: Bungie1

If you need to buy stuff from us call 1 800 295 0060

Wherever possible, additional attitude was liberally applied to all text in this manual.

Remember The Marathon 3

Introduction 4

Getting Started 6

Main Screen 7

Preferences 8

Controls 10

Game Interface 12

Playing Marathon 2 13

Weapons 16

Network Play 17

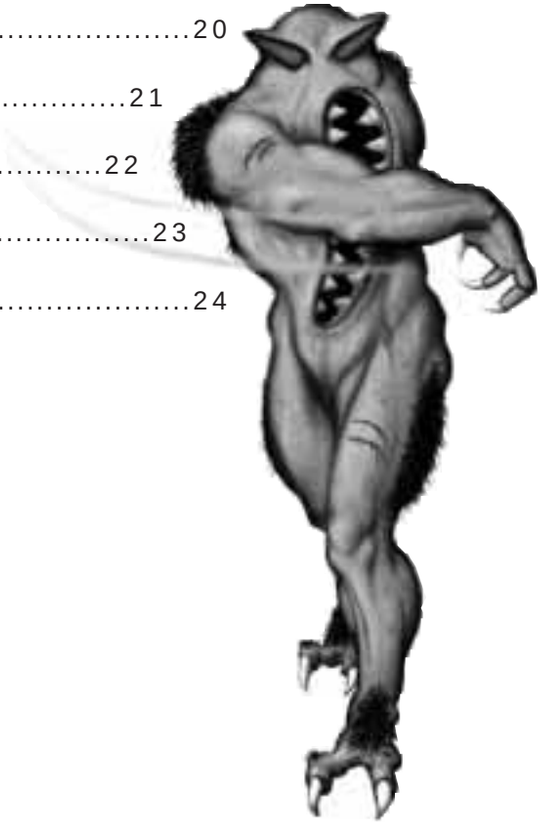
Replays 20

Troubleshooting 21

License Agreement 22

Credits 23

Serial Numbers 24



Remember the Marathon .....

Those of you who played the original Marathon might think you've got this game all figured out. You survived the assault of thousands of Pfhor warriors on the starship Marathon, and reasoned your way past deck after deck of traps and obstacles—not easy things to do. Now the hero of Tau Ceti and a living legend, you might think the Pfhor and their minions hold no more terrors for you.

Think again. While there is a lot that you will recognize—green Fighters, no problem, blue Fighters, problem; the time-honored "grenade hop" will still get you onto a troublesome ledge; you probably want to waste the last three bullets in the clip before entering Super Mega Carnage Room—you'll soon learn this is a new world with new rules.

You'll find it's often sink or swim, and the winds and waters of the S'pht homeworld might lead you toward your goal, or mask the sound of approaching threats. The harmless and hapless BOBs you used to shoot offhandedly any time they got in the way ("we're everywhere!") are now just as happy to shoot you if your aim gets too careless.

And network games have been brought to another level. If you're having trouble with any level, go in with a couple of friends and see if teamwork doesn't get you through. If you're expert at the Every Man for Himself scenario, try playing King of the Hill or Kill the Guy with the Ball, where the different victory conditions require strategies more complex than just running and shooting.

There are other surprises as well—you might find yourself in an entirely different reality than the one of the starship Marathon.

So, steel your nerves, dive in and take risks—another life is only a TAB key away.

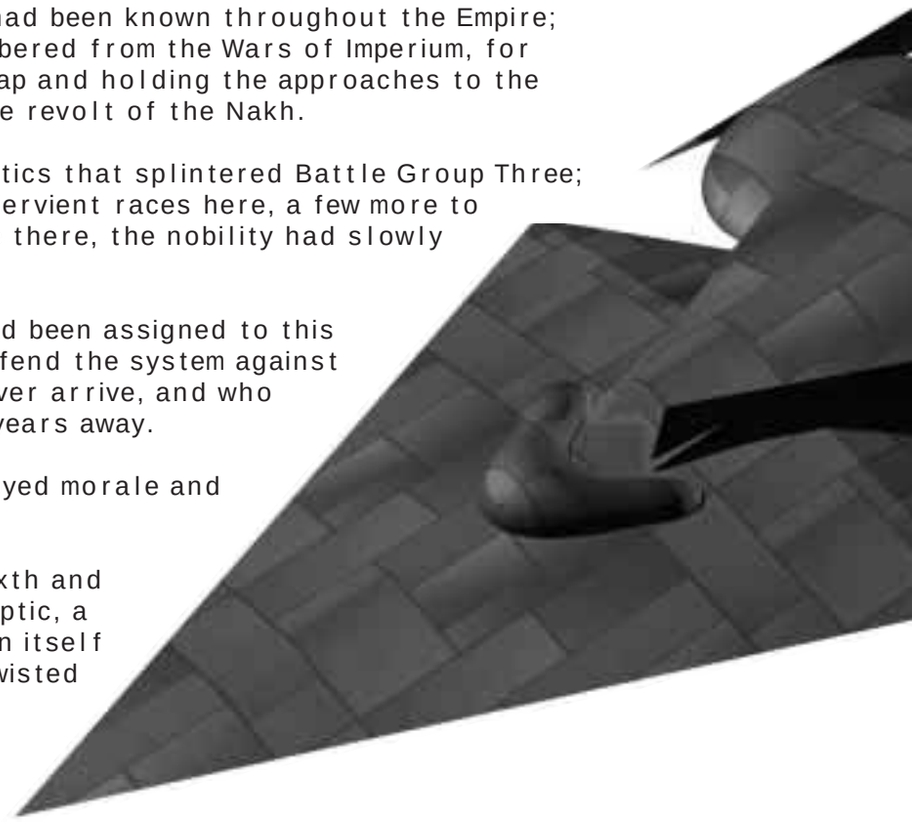
Happy Happy Carnage Carnage!

Pfhor Battle Group Three, Central Arm, hung motionless above the dusty ball of rock that was Lh'owon, the second planet of a dim star ninety-seven light-years from the gravitational center of the Milky Way. The gigantic battleship, three smaller destroyers and twenty auxiliary craft had not left the system for nearly six years. They were not to be relieved for another two.

Lh'owon had once been a marsh world; now it was a nearly waterless desert. It had been populated, a thousand years ago, by a race of highly intelligent creatures who had already landed on their own moons and would soon have headed to other stars. Below, their cities stood empty and ruined.

In its glory years, Battle Group Three had been known throughout the Empire; decorated in every battle anyone remembered from the Wars of Imperium, for turning back the loyalists at Tahrm's Gap and holding the approaches to the Pfhor homeworld itself during the slave revolt of the Nakh.

Undefeated in battle, it was finally politics that splintered Battle Group Three; by sending a few ships to suppress subservient races here, a few more to garrison the fringes of Pfhor influence there, the nobility had slowly broken the power of the old Navy.



What was left of Battle Group Three had been assigned to this dead world in the Galactic Core. To defend the system against a single enemy no one expected would ever arrive, and who had last been seen thousands of light-years away.

The tedium of blockade duty had destroyed morale and discipline.

In the dark between the orbits of the sixth and seventh planets, slightly above the ecliptic, a ship vanished, folding soundlessly in on itself in impossible ways. As the long craft twisted and faded in one place, it began simultaneously to appear in another.

The stolen ship had been in the system for days, keeping its distance from Lh'owon and the Pfhor fleet surrounding it; dodging among asteroids and moons, testing and measuring. Looking for something. Waiting.

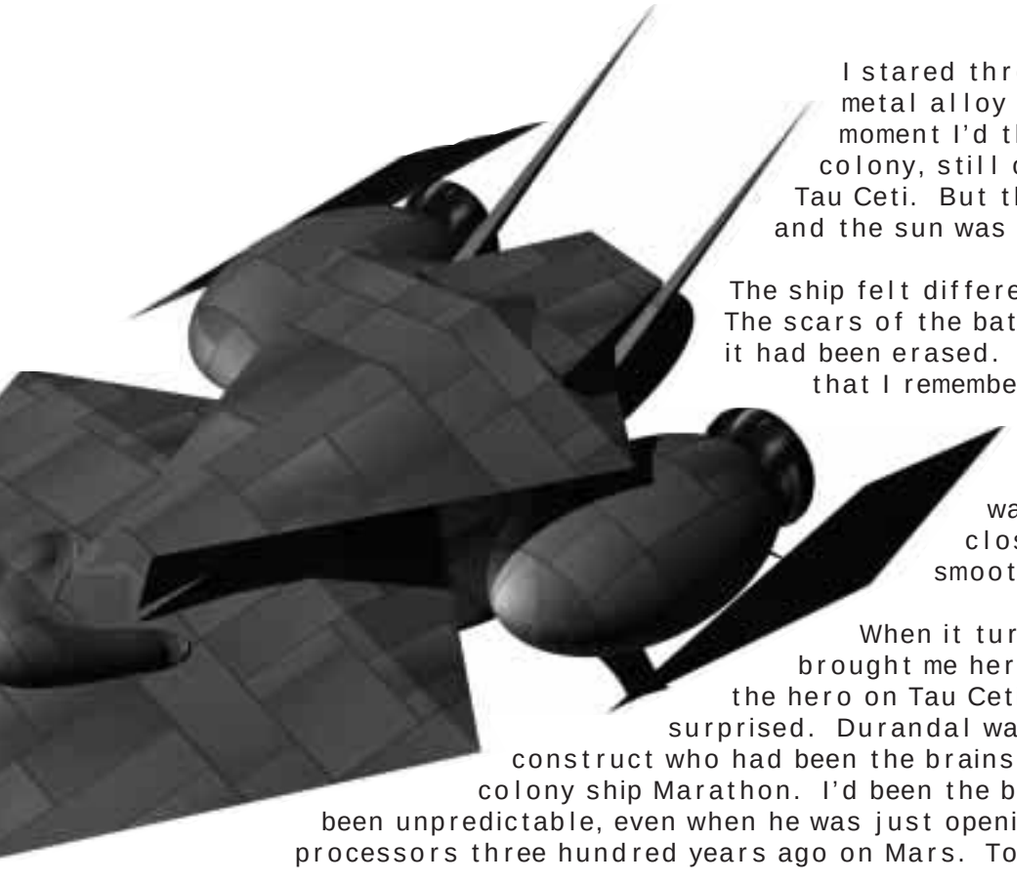
Alarms sounded throughout Battle Group Three, screaming that a vessel had folded into existence less than thirty kilometers away from the battleship. Computer operators throughout the fleet stared in disbelief at their tactical screens— no ship could jump this close to a gravity source. For three seconds, no warning was passed, no word spoken, no action taken.

The invader erupted in a hundred thin lines of green fire, striking out toward the Pfhor ships, phasing through their shielding, destroying weapons or engines or communications gear. In seconds Battle Group Three had been disabled, and their ships began exploding. In two minutes only one ship remained among the

debris in orbit above Lh'owon.

Down on the planet, as the orbital bombardment began, the Pfhor garrison was only just beginning to understand how hard their life would become over the next few days.

* * *



I stared through the window of transparent metal alloy and out into space. For a moment I'd thought we were still at the colony, still on the alien ship in orbit around Tau Ceti. But there were too many stars here, and the sun was too red and the planet too big.

The ship felt different, too. Cleaner, but older. The scars of the battle which had nearly consumed it had been erased. Most of them, anyway: I thought that I remembered firing the grenade which had buckled the armor plating in the hallway outside the room where I awoke. The dent was still there, if you looked close enough. Painted over and smoothed out, but still there.

When it turned out that Durandal had brought me here, instead of leaving me to be the hero on Tau Ceti like I deserved, I wasn't surprised. Durandal was the rogue personality construct who had been the brains behind the defense of the colony ship Marathon. I'd been the brawn. Durandal had always been unpredictable, even when he was just opening doors and managing food processors three hundred years ago on Mars. Together we had fought off the Pfhor invasion of Tau Ceti. I don't think a single one of the three-eyed creatures survived, but we'd taken their ship.

Now Durandal said that we were in the Galactic Core, thousands of light-years from Tau Ceti or Earth, and that seventeen years had passed since we left Tau Ceti. He had ignored my questions, mostly, telling me that I wouldn't have wanted to stay on Tau Ceti anyway.

Seventeen years in an alien stasis chamber, in a space a little too tall and too thin for human comfort, unconscious and dreamless within a few degrees of absolute zero. Seventeen years, while Durandal had raced about the galactic core in a stolen Pfhor attack ship. He's probably right when he said those years were boring, but nobody asked me what I wanted.

Now he says there's fighting to be done, and that I've got fifteen minutes to prepare for transport down to the planet. I guess I'll figure things out as I go along. Just like last time.

Requirements

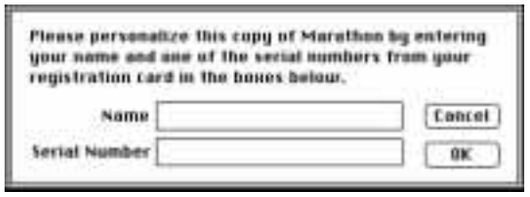
Marathon 2: Durandal requires a Macintosh Computer or compatible with a 68040 or better processor, 13" 256 color monitor, system 7 or higher, and about 4 megabytes of available RAM. Advanced features such as 16-bit graphics and Ambient Sound require extra memory.

Installation

You can play directly from your CD-ROM. However, you will notice speed improvements if you copy the Marathon 2 Application File and the Marathon 2 Sounds file to your Hard Drive.

Copy the new version of the Sound Manager, which comes with Marathon 2: Durandal, to your system folder. This speeds up the game a lot!

After launching Marathon 2: Durandal for the first time, it will ask for a serial number. This number is located on the last page of this manual. Enter the Full Serial Number unless you are setting up an additional copy for network play only.



Starting a New Game

To play marathon 2: Durandal, launch the Marathon application. Click the Begin New Game button on the main menu.

Starting a Network Game

To play Marathon 2: Durandal 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 2: Durandal 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.

We have provided you with a free network serial number so you can play on the network right away. If you need to get more network serial numbers, call us at 1-800 295 0060 with your credit card ready.

After launching the Marathon 2 application you can choose from the options that appear on the main screen.

Begin New Game
Starts a new game in the one–player scenario.

Continue 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).

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

Replay Last Film
Runs a playback of the previous game.

Save Last Film
Saves a recording of the previous game.

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

Quit
If you're stuck here, you better go ask your mom.

Pressing the Preferences button on the main screen allows you to customize how Marathon 2: Durandal operates. There are five sections to the preferences dialog, each accessed from a pop-up menu. This chapter describes the features in the graphics, sound, controls, player, and environment preferences sections.

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. Pressing function key F5 switches resolution during game play.

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. F1 - F4 will switch window sizes during game play.

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, 32,768 colors. 16-bit mode looks better and makes the lighting effects smoother. You might need to give Marathon more memory to access this feature.

Brightness Use this option to adjust the brightness of the game's graphics without having to adjust your monitor. You can adjust the brightness with F11 and F12 during game play.

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. This can be toggled with F6 during game play.

Hardware Acceleration Some Macintosh models (Quadra 630, Performa 5200, 6200) have a built in video accelerator. Choose this option to take advantage of the speed gain. The feature only operates in 16-bit, low res mode.

Choose Monitor If you have more than one monitor on your computer, press this button to select which monitor the game is displayed on.

Stereo With stereo sound enabled, 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. This is really cool when using headphones!

Active Panning This feature pans sounds between the left and right sound channels as their source moves. This is sorta like surround sound.

Ambient Sounds Want to hear the howling winds of Lh'owon or the raging cesspools of an abandoned Pfhor garrison? Turn this on.

More Sounds When enabled, this gives many sounds in Marathon 2: Durandal several alternate sound samples (Such as the Bobs, who can say many different things). Turning this off forces items to have only one sound and saves memory.

Volume This sets the volume at which your speaker plays sound. Select "off" for no 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. Reducing the number of sound channels will speed up the game.

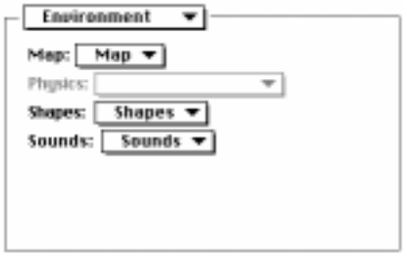
Mouse & Keyboard Select this option to control turning, and looking up and down with the mouse. Other actions are controlled by the keyboard.

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.

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

Difficulty Level Allows you to determine the difficulty of the game. Babyboomers should play on an easy level, Generation X'ers play at higher levels. You may have to play a few times before you can make it through on the Total Carnage setting.

Name, Body, Legs This information is used during network play. Give yourself a name (please try to be creative!) and a color scheme. The color scheme allows you to differentiate between net players. It's fun and functional to pick a name & color and stick with 'em!



Map, Physics, Shapes, Sounds The Marathon program architecture is extensible. From time to time end users might create their own maps, physics models, sounds or shapes files and post them online somewhere (some can surely be found at http://www.bungie.com). These environment prefs allow you to easily specify which add-on files to use.

You can control Marathon 2: Durandal with the keyboard or mouse. A variety of third party input devices also work with Marathon 2: Durandal including joysticks, game controllers, and VR Headsets.

In Marathon 2: Durandal 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.

You can assign keys to execute the following functions:

Forward Walk forward.

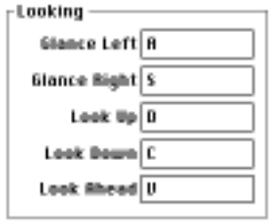
Backward Walk Backward.

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. Side stepping is very handy for dodging enemy projectiles.

Sidestep Right Rightward Side Step.



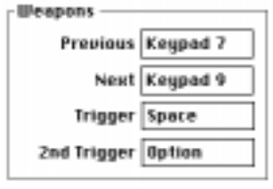
Glance Left Quickly rotates your view 90 degrees left of your current point of view. This does not actually rotate your body, only your head and weapon. Ultra-skilled vidmasters can glance, fire and score a kill on command.

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.

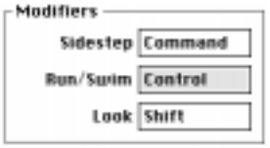


Previous Switches your current weapon to previous weapon in your inventory.

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).

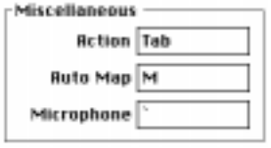


Side Step While holding down this key, the turn left/right keys function as sidestep left/right keys.

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.

Swim While underwater, lava, or sewage, you can swim by holding down this key.

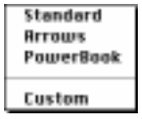
Look While holding down this key, the forward/backward keys function as look up/down keys.



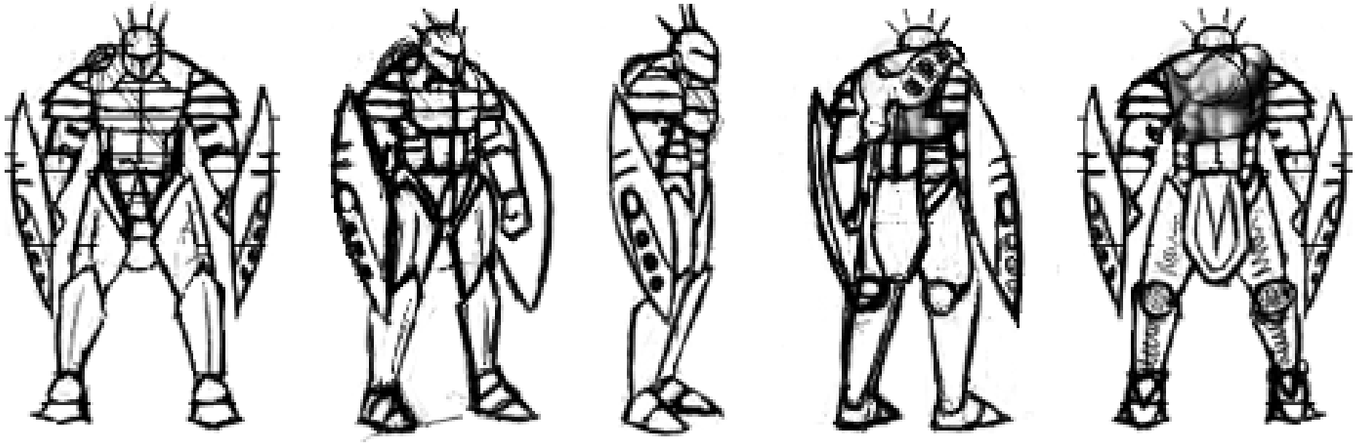
Action Opens doors, reincarnates you in a network game, and performs other helpful actions as noted.

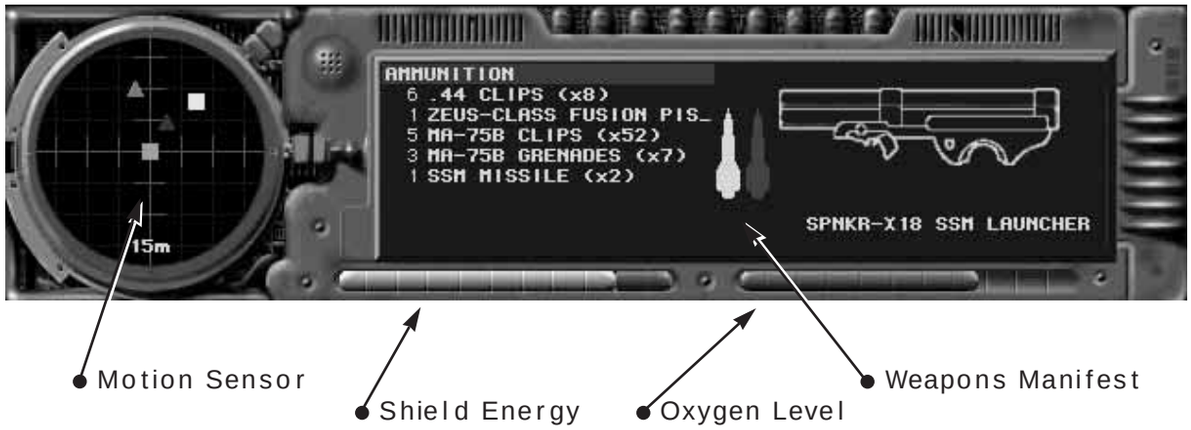
Automap Displays "live" automap.

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.





Motion Sensor
This handy dandy device detects moving bodies. Friendly motion patterns (civilians, 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. During some network games, like Kill the guy with the ball or king of the hill an orange pointer will indicate the direction of the guy with the ball or the hill.

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

Oxygen Level
Displays current oxygen levels. If this reaches zero while you are underwater or in a vacuum, you will asphyxiate.

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. During a network game, this area also displays vital network statistics.

In Marathon 2: Durandal, you are the willing minion of the rogue computer persona, Durandal. The root of your loyalty is a mystery, but none of Durandal's orders are challenged. Durandal has brought you to the homeworld of an alien race (the S'pht). It is Durandal's intention to discover the secrets of the S'pht and prepare humanity for its inevitable confrontation with the Pfhor...

The game starts when Durandal sends you to the surface of the S'pht homeworld.

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 2: Durandal has a real physics model, complete with gravity and momentum. You can climb stairs, jump from ledges, dive into water, and be killed by nearby explosions.

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.

Accessing Computer Terminals

You can communicate with Durandal and/or gain access to other vitally important information from just about any computer interface you come across. 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 or if you have a second weapon in your left hand, fire it 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.

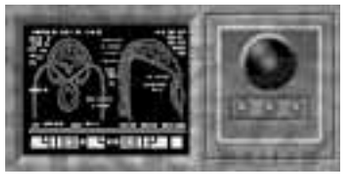
Swimming

While under water or sewage, you can swim by repeatedly pressing the run key!

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 can look like the graphic displayed here. Walk up to it and press the action key and your complete biochemoelectrical pattern is stored for later retrieval. Handy, eh?

Automapping

Your battle armor is equipped with a relative navigational computing instrument. You can access the nav data by pressing “M” on the keyboard. This displays 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. Non-catalogued biomasses (such as the pfhor) do not show up on the map.

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

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.

Energy Recharges

You will, inevitably, take some damage while battling the enemy. Lucky for you, your suit has a universal coupling recharge plug that will fit into sockets like the one shown here.

Oxygen Recharges

Your suit provides a complete environment for you including precious oxygen. If you spend a lot of time in vacuum or under water (if I know you, you'll be in the sewage all day!) you will need to recharge your oxygen supply at a panel like this.

Power Cells

You may encounter a power cell like the one pictured here. Pick it up to get your shield energy restored.

Civilians

Theeeyy'rrrre Baaack!!!!!!!! Big, Bad, and Bold. Our new and improved Bobs now come fully armed with handguns and attitude!

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 acquired, their effects take place immediately.

<u>Transparency</u>

This makes you transparent. These 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.

<u>Extravision</u>

Extravision extends your peripheral vision to 180º.

<u>Hypervision</u>

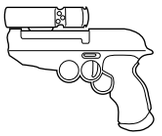
Hypervision creates a visual image of the world based on a composite of light, heat, electromagnetic, and radar waves. The resulting image tints the world blue, humans yellow, the pfhor red, and items green.

<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.

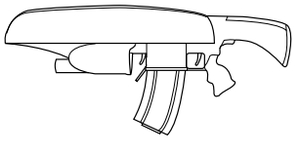
This information was downloaded from Durandal's external redundant SPU cache field.

.44 Magnum Mega Class A1



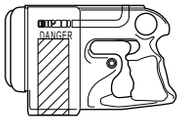
The new standard issue sidearm for all field personnel doesn't look much like your old .45 MMC, does it? That is because it has been built for a single purpose, by a dedicated people and not by underpaid laborers toiling for a thinly-veiled government-owned arms manufacturing machine (oiled with the blood of the underclasses, by the way) which exists solely to line the pockets of the greedy bureaucrats who run the military/industrial complex.

MA–75B Battle Rifle (with integral 40mm Grenade Launcher)



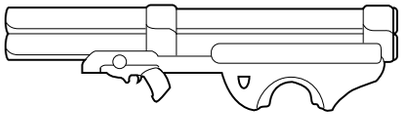
The original M .75 was a ridiculous toy designed to impress aging pompous generals. Gone are the preposterously short barrel and the prodigious recoil that made firing the weapon akin to wrestling a greased pig. Still here is the oxygen hungry ammunition that makes it impossible to fire in vacuum.

Zeus–Class Fusion Pistol



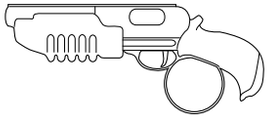
The S'pht have done their best to create an infinite supply of fusion batteries out of the finite number you were transported on board with. If it were not for their ingenuity and industrious nature you wouldn't be able to run around firing with reckless abandon at everything that moves as you are wont to do. But, like the hundredth copy of a third generation duplication of a substandard bootleg — they're a little fuzzy. One might even say unstable.

SPNKR–XP SSM Launcher



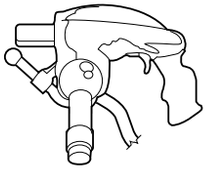
A self-important human once said "... sometimes a cigar is just a cigar." This may be so, but in the case of the <<rocket launcher>> you've got one majorly explosive cigar.

WSTE–M5 Combat Shotgun



While going through some data I appropriated from the Marathon (looking for design notes, of course) I stumbled across a reference to a weapon used by Imperialist forces against the inserectionists during the Ares Raid; July 14, 2444. (Never heard of it? I'm not surprised!) Many years of loving craftsmanship went into the design and construction of this brutal tool of mayhem, I hope you can appreciate that. I won't waste my time trying to explain the loading mechanism to you — your primitive mind could never grasp its complex nature.

TOZT–7 Backpack Napalm Unit



I don't believe it is necessary for me to state the personality disorders evident in an individual who enjoys, or more accurately revels, in spraying their enemies with flaming napalm aerosol.

With Marathon 2: Durandal you can engage in competitive and cooperative network scenarios with friends over a network connection. There are different network maps to choose from as well as different kinds of network play (everyone for themself, tag, kill the guy with the ball, King of the hill).

Setting up a Network Game

To play Marathon 2: Durandal 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 2: Durandal on their machine (This is where the extra network number comes in handy. Aren't we nice?). You cannot network between copies of Marathon 1 and Marathon 2.

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.

<u>Network Options</u>
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.

<u>Game Options</u>
Select the difficulty level from the Level pop-up menu. The difficulty levels determine the types and ferocity of the monsters in the game.

Select the map to play on from the Map pop-up menu.

Select the type of game to play from the Game pop-up menu. Here's a run down on the different types of games:

Every man for himself The objective here is to kill everyone else and not die. The one with the best kill ratio (kills to deaths) wins.

Kill the guy with the ball Objective is to possess the ball (which is actually a skull) for the longest amount of time. When carrying the ball, running is disabled. Also, you can't use any weapons when you have the ball, however, pressing the fire key will make you drop the ball and then you can fire. The motion sensor displays an orange indicator directing you to the location of the ball.

King of the hill Objective is to stand on the "hill" the longest. "hill" in this sense is just a figure of speech, it could be anywhere on the map and is indicated by the orange pointer on the motion sensor. Note that everyone else is trying to do the same, and they will most likely try to kill you if you get in their way.

Tag The first person to die is "it". If you're "it", tag someone (by killing them) and then they are "it". The objective is to be "it" the least. The magic orange indicator points to whomever is "it".

Team Play Team play divides everyone into teams by the colors chosen in the Join or Setup dialog. The objective of each team is to kill members of different teams the most. You can see your teammate's point of view by pressing the delete key.

Cooperative You can play the game scenario cooperatively with other network players. The objective is to complete the Marathon 2: Durandal Scenario as a team (i.e. cooperatively). All players teleport to the next level when the first person does. When a player dies, he drops his stuff. (don't die in the lava with the shotgun!)

More Network Game Options

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).

Live Carnage Reporting

With this selected, game statistics are displayed in the weapons manifest area of the interface as the game progresses.

Teams

This lets you play in teams. When selected, it keeps track of kills vs. deaths by team color in addition to individually.

Dead Players Drop Items

When you kill someone you can get their stuff! Their weapons drop on the ground right next to their lifeless corpse.

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! "In the end there can be only one..."

Using the Mic

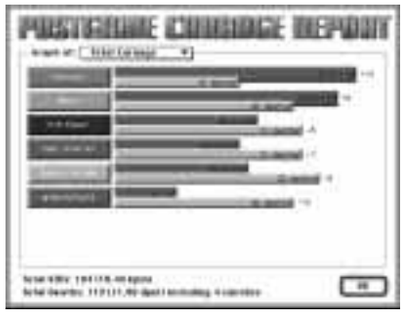
To send a "live" voice message to the other players in the game, hold down the microphone key (~) and speak into the microphone. Note that the sampling rate is very low, so the audio will sound a little garbled (just like it is on most alien homeworlds).

Post-Game Carnage Report

After each network game of Marathon 2: Durandal 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.



Game Type Stats
This graph shows the relevant stats for each game type, i.e. total time carrying the ball (for Kill The Guy With The Ball games), or Total Time "it" (for Tag), etc.

Replays

Marathon 2: Durandal has the ability to record games as films for later playback. The film is just like watching a movie of a game of Marathon 2: Durandal. 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.

Note: Replays were designed with net games in mind. Ya' know, like, "whoa I just kicked your butt -- we gotta watch that on the replay!" Hence, recording single player games doesn't work too well. Actually it works fine as long as you don't restore your game after dying.

Game Recording
Every time a new game is started, Marathon 2 will record that play session into the Marathon 2 film buffer.

You can watch the contents of the Marathon 2 film buffer by clicking Replay Last Film on the main menu.

You can save the contents of the Marathon 2 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.

Marathon 2: Durandal tells me I can only play on the network, what now?
You need to throw away the Marathon 2 Preferences File. This file is in the Preferences Folder which is inside your System Folder. After you do that, Marathon 2: Durandal will re-ask you for a serial when you launch it next. This time, type in the full serial number (duh).

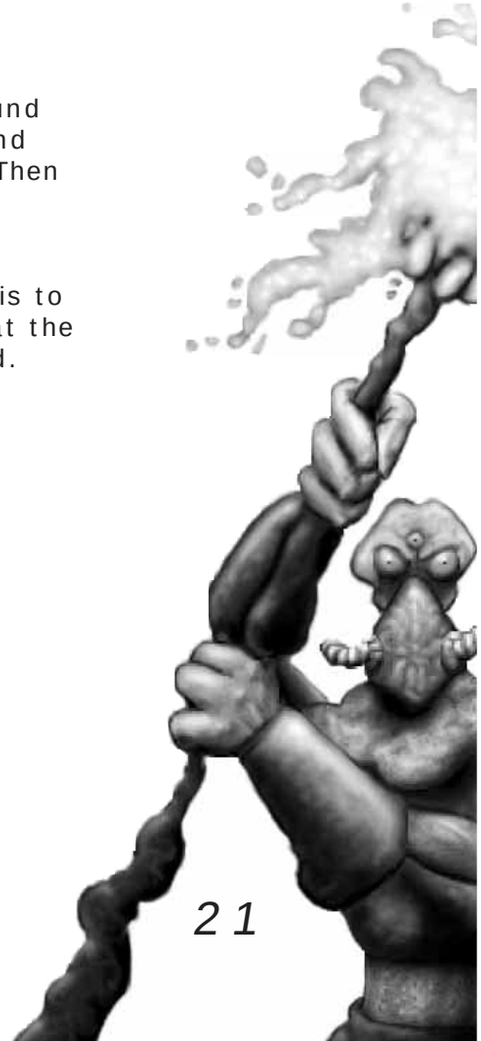
I can't get the stereo sound option to work, How come?
Stereo Sound requires Sound Manager 3.0 or higher. Sound Manager 3.1 comes with Marathon 2: Durandal on the CD, so make sure this is installed. You may also need to give Marathon 2: Durandal more memory for this feature to activate. Refer to the Getting Started section for more info.

I got a message that says Marathon 2 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 2. If all else fails, buy SIMMS!! (or DIMMS if you're so lucky).

I keep getting tooled on by the aliens 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 ambient sound take a little extra memory. Try increasing Marathon 2: Durandal's memory and trying again. To do this quit Marathon 2, and select it's icon in the finder. Then type a larger number into the preferred size box.

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. Also note that the mic is sampled at like 7khz or something, so it's gonna sound a little garbled.



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Product Design	Jason Jones
Programming	Jason Jones Ryan Martell Alain Roy
Art & Graphics	Mark Bernal Robert McLees J. Reginald Dujour
Sound Design	Alexander Seropian
Story	Greg Kirkpatrick Jason Jones
Scenario Design	Jason Jones Greg Kirkpatrick Doug Zartman Alexander Seropian
Chapter Screens Title Theme	Craig Mullins Power of Seven
Damage & Spin	Alexander Seropian Doug Zartman Matt Soell
The Voice of Bob	Doug Zartman
Special Thanks	Eric Klein Tuncer Deniz Laura Weber
Packaging	13th Floor Alexander Seropian Don Dixon
Catering	La Cocina, Carson's Ribs
Stuff That Rules	PowerMacs Photoshop, Strata Studio Pro, Word Perfect Etherwave Gatorade & PowerBars Sega Rally (net)

SERIAL NUMBERS

Below are your Marathon 2: Durandal Serial Numbers.
Marathon 2: Durandal will ask you for a serial number the very first time you launch it. Type in the full serial number. For network play, install the game on a networked computer and use the network serial number.
Do not lose these serial numbers, we cannot replace them for you.
These numbers will not work with Marathon 1. Conversely, Marathon 1 serial numbers do not work with Marathon 2: Durandal.
Enjoy!

FULL SERIAL NUMBER

Type this number in if you want to play the full version of the game and network play. If you bought the game yourself enter this number. If your friend bought the game and you are just playing net, then use the network number. If neither of you bought it, then go buy a copy before we catch you. (we catch everyone, eventually)

NET SERIAL NUMBER

This number is only for network games. Copies of Marathon 2: Durandal, serialized with this number cannot play the single player levels. If you install Marathon 2: Durandal with this number by accident, you need to delete the Marathon 2 Preferences file from your System Folder's Preferences folder. If you want more than two players in your net games (highly recommended) call us with your credit card number.

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