Marathon

Peter de Boer

COLLABORATORS			
	TITLE : Marathon		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Peter de Boer	December 14, 2024	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Marathon

1.1 Marathon Guide

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    _____//     /
    _____                                            ↩
    _____/
                      Copyright © 1994-95 By Peter de Boer


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                    Introduction        What is it anyway
                    Requirements        The stuff you need
                    Copyright           This game is shareware
                    Installation        It's easy
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```

```
      - -- ---- ------------------------------------------------ ----  ←
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```

1.2 introduction

```
                         Introduction
```

Welcome to the wonderful world of Marathon!!! Marathon is a two player
action game (like cannon fodder and syndicate) which will enable you to
drive, walk and fly over a nicely drawn landscape. Your objective is
to collect four (4) stars and find the exit before your opponent does.
Read the instructions for more information about playing the game.

Besides playing the original landscape, included in the archive, you can
also play other landscapes. These landscapes are not included in the
archive but will be spread separately. installing these is very
easy though.

 Creating your own landscape is possible too, although the unregistered
version is somehow limited.

I hope you will enjoy playing this game...

1.3 requirements

```
                        Requirements
```

You need the following to use Marathon:

```
                       Hardware

                       Software
```

1.4 copyright

Copyright

Marathon is copyrighted © 1994/95 by Peter de Boer. That means that you
are not allowed to modify the program(s) and documentation in any way.
Especially you must not remove the documentation or this text file.

You are not allowed to use this software or any part of it for other
purpose than that one mentioned in this documentaion, this also includes
any images and samples.

Marathon is shareware ... Also read: distribution and disclaimer

1.5 installation

Installation

Installing the game

The archive decompresses into its own drawer. Just copy or move the
drawer and its icon into whatever directory you want to keep it in. Sorry,
there's no install script yet, you really don't need one anyway.

Installing extra landscapes

When available, you are able to install extra landscapes (these can also
be your own). Installing will be a bit tougher though.

First you need to decompress the archive into its drawer called: Landscape
The following files must be present:

Landscape/exit.dat
         /extra.dat
         /fuel_car.dat
         /fuel_man.dat
         /fuel_pln.dat
         /loc_car.dat
         /loc_man.dat
         /loc_pln.dat
         /map.dat
         /map.iff
         /map.pal
         /shapes.dat

These files must then be copied to one of the following 4 (empty) user-
landscapes:

.../Marathon/User/Landscape.user.1
.../Marathon/User/Landscape.user.2
.../Marathon/User/Landscape.user.3

```
.../Marathon/User/Landscape.user.4
```

No more is needed to use extra landscape(s). Just run the game, choose
your new landscape(s) and have fun.

1.6   instructions

Instructions

Please read the following text for more information about how to play
this game:

```
Winning the game
Difficulty-levels
Getting stuff
Vehicles
Use your radar
Exit the Game
```

1.7   userlevels

Creating your own landscape

I would recommend not to continue reading this text, before you've
played the game and know what's it all about. This way it's easier to
understand how to create your own landscapes.

User-Landscapes must be stored into one of the following directories:

```
.../Marathon/User/Landscape.user.1
.../Marathon/User/Landscape.user.2
.../Marathon/User/Landscape.user.3
.../Marathon/User/Landscape.user.4
```

The files which are needed to play your own landscape are:

```
exit.dat
extra.dat
fuel_car.dat
fuel_man.dat
fuel_pln.dat
loc_car.dat
loc_man.dat
loc_pln.dat
map.dat
map.iff
map.pal
```

```
                              shapes.dat
```

Please send me your own landscape(s) when finished...

1.8 future

```
                           Future plans
```

Although I have got a lot of ideas to improve the game, it would be nice
if you, the user, would let me know what features you would like to see in
the next version of Marathon. The amount of requests will determine what
will be implemented first.

In other words: when at least ten (10) people ask for a feature, I will
                try to implement it. Registered users will count as
                three (3) requests.

Things which will probably be available in Marathon II:

 - no bugs :)

 - landscape-creating program (will need a keyfile)

 - larger screens using blocks (10.000 * 10.000)

 - Computer controled opponents (like cannon fodder and syndicate)

 - Bridges and other obstacles (to jump over with a car, like ATR)

 - Power-up's (energy, weapons, etc., etc....)

 - Different kind of weapons

 - Different kind of vehicles

 - etc., etc....

As you can imagine there are a lot of possibilities to improve the game.
Why not send me your own ideas.

1.9 register

```
                         How to register
```

I spent a lot of work and 5 months of programming in Marathon so I think
it's only fair to demand a little reward if you, the user, want to use my
program on a regular basis.

                        What do I get?

                        How do I get updates?

                        What and how do I have to pay?

1.10 acknowledgement

                        Acknowledgement

I would like to thank Dick and Benjamin de Wilde for their help testing
the game and all their (impossible) ideas :).

Thanks must also go to Roald Schuyt for the use of his E-Mail address
and ideas to improve the game....

1.11 author

                        Author

If you have any comments, new ideas or found any bugs, feel free to write.
My Address:

    Peter de Boer
    Avegaarstraat 12
    1825 LB Alkmaar
    Holland

E-Mail:

I do not have an E-Mail address (yet), therefore you can use the E-Mail
address of a friend of mine:

    Schuyt@xs4all.nl (Roald Schuyt)

Please only use this address until the end of 1995. I will probably
have my own address by then.

If you have created one or more new landscapes you may also send them
to me (on disk or via E-Mail), I will release them on AmiNet.

1.12   get

What do I get?

After paying the fee you will receive a keyfile and the latest version of
Marathon. Furthermore the registrated version includes (when available)
the Marathon Landscape-editor and examples for creating your own Landscape
and all used objects (like cars, planes, etc.). Newer versions of Marathon
will add more stuff to the game (computerplayers, more weapons, etc., etc..)

1.13   update

How do I get updates?

Updates and new Landscapes will be published through AmiNet. If you don't
have access to AmiNet, you can send me a letter, including an empty
disk and 2$ (inside Europe) or 3$ (outside Europe). All I ask from you
in return is to be a registered Marathon-user.

ATTETION: Orders without disk and/or p&p-money can't be fulfilled!

1.14   pay

What and how do I have to pay?

If you want to register, please fill out the registration-form. There
are two ways to pay the money:

Cash:

    If you want to pay in cash, the shareware fee is fl.15,- (dutch-guilders)
    or when you live outside of Holland you may prefer one of the
    following currencies:

        15 DM (German-Marks)   or
        10 $ (US-Dollars)   or
         7 £ (Britisch-Pounds) or
       300 Bf (Belguim-franks) or
        50 Ff (french-franks)

    Other currencies can not be accepted.

Cheques:

    if you live INSIDE of Holland, you may send me a check for the amount
    given above. I prefer cash though...

1.15   shareware

Shareware

This product is shareware. Free distributable only says that you do not have
to pay for copying or re-distributing the unregistered version of the
program. You are allowed to test this product for 30 days. If you like it and
decide to use the product regulary, please read the chapter How to register
and pay the shareware fee.

1.16   distribution

Distribution

This package is freely distributable. That means you are allowed to
re-distribute this package as long as you follow these points:

 - Any re-distribution has to include all files in this archive, without any
   modifications. You are not allowed to add or remove any files to/from the
   archive.

 - This package may be freely distributed via BBSs, InterNet/UseNet, software
   libraries such as Fred Fish's and AmiNet CD-ROM, and other similar
   electronic channels. You must not include it on any disk that is sold for
   more than 5 US Dollar (or an equivalent in other currencies).

 - Disk magazines and services that charge extra for file transfers may
   distribute it without written permission by Peter de Boer. Please let me
   know if you do though! See how to contact the author .

1.17   disclaimer

Disclaimer

By using this product, you accept all responsibility for any damage or
loss that might occur through its use or the inability to use it. The
developer of the software can not be held responsible.

1.18   hardware

Required hardware

You need the following hardware to run the game:

 - An Amiga (surprise, surprise)

```
- 68020+
- 1MB chip
- Amiga OS Version 37 or higher (Not tested)
- Harddisk recommended
```

```
Marathon is tested on the following configurations:

    A2000/030/40/40/7   - Kickstart 3.0
    A4000/030/25/25/10  - Kickstart 3.0
```

```
Please let  me  know if you've got another systemconfiguration and although
meeting the above requirements still have problems using this game.
```

1.19 software

```
                             Required software
```

```
The following files need to be available to run the game:

    Marathon.info                              Marathon/Program/Menu/intro.bm
    Marathon/Docs.info                         Marathon/Program/Menu/intro.pal
    Marathon/file_id.diz                       Marathon/Program/Menu/intro.shapes
    Marathon/Marathon                          Marathon/Program/Sound/Bang.snd
    Marathon/Marathon.info                     Marathon/Program/Sound/Car.snd
    Marathon/Docs/Marathon.guide               Marathon/Program/Sound/DoorOpen.snd
    Marathon/Docs/Marathon.guide.info          Marathon/Program/Sound/Exit.snd
    Marathon/Docs/Registration.txt             Marathon/Program/Sound/Kogel.snd
    Marathon/Docs/Registration.txt.info        Marathon/Program/Sound/Man1.snd
    Marathon/Program/Game/score.bm             Marathon/Program/Sound/Man2.snd
    Marathon/Program/Game/score.br             Marathon/Program/Sound/Man3.snd
    Marathon/Program/Game/score.pal            Marathon/Program/Sound/Menukeuze. ←
        snd                                        snd
    Marathon/Program/Game/winner.bm            Marathon/Program/Sound/Menustart. ←
        snd                                        snd
    Marathon/Program/Game/winner.pal           Marathon/Program/Sound/Plane.snd
    Marathon/Program/Landscape/exit.dat        Marathon/Program/Sound/Stap1.snd
    Marathon/Program/Landscape/extra.dat       Marathon/Program/Sound/Stap2.snd
    Marathon/Program/Landscape/fuel_car.dat    Marathon/Program/Sound/Star.snd
    Marathon/Program/Landscape/fuel_man.dat    Marathon/Program/Sound/Teleport.snd
    Marathon/Program/Landscape/fuel_pln.dat
    Marathon/Program/Landscape/loc_car.dat
    Marathon/Program/Landscape/loc_man.dat
    Marathon/Program/Landscape/loc_pln.dat
    Marathon/Program/Landscape/map.dat
    Marathon/Program/Landscape/map.iff
    Marathon/Program/Landscape/map.pal
    Marathon/Program/Landscape/shapes.dat
```

```
Besides the above files, you need to have the following (empty) directories:
```

```
    Marathon/User/Landscape.user.1
    Marathon/User/Landscape.user.2
    Marathon/User/Landscape.user.3
    Marathon/User/Landscape.user.4
```

Do not remove these, as they are needed for external landscapes.

1.20   exit.dat

                         Location for the exit

Landscape-file(s) : Exit.dat

Needed tool(s)   : Text Editor   (GoldED, SygnusED, etc...)
                    Paint Program (DPaint, PPaint, Brilliance, etc...)

The file Exit.dat contain the coordinates of the top-left point(s)
of the exit-object(s). The exit will be placed on one of these
coordinates. Use a Paint Program to find the right coordinates.
You must first draw a Landscape . You need to end this list
with 999.

Example:

```
    x    y
  ---------
   542  419
   326   54
   304   54
    58  496
    .    .
    .    .
    .    .
   999
```


1.21   extra.dat

                         Location for the stars

Landscape-file(s) : Extra.dat

Needed tool(s)   : Text Editor   (GoldED, SygnusED, etc...)
                    Paint Program (DPaint, PPaint, Brilliance, etc...)

The file Extra.dat contain the coordinates of the top-left point(s)

of the star(s). The star(s) will be placed on one of these coordinates.
Use a Paint Program to find the right coordinates. You must first draw
a Landscape . You need to end this list with 999.

Example:

```
     x    y
   ---------
     53 490
    128 490
    337 490
     38 336
      .    .
      .    .
      .    .
    999
```


1.22 fuel.dat

```
                      Fuel-locations
```


```
Landscape-file(s) : Fuel_car.dat
                    Fuel_man.dat
                    Fuel_pln.dat

Needed tool(s)    : Text Editor    (GoldED, SygnusED, etc...)
                    Paint Program  (DPaint, PPaint, Brilliance, etc...)
```


The files: Fuel_car.dat, Fuel_man.dat and Fuel_pln.dat contain the
 coordinates of the top-left and bottom-right point(s) of the places
where fuel can be collected. On all of these coordinates fuel can be found.
Use a Paint Program to find the right coordinates. You must first draw a
 Landscape . You need to end this list with 999.

Example:

```
    x1  y1  x2  y2
   ----------------
   316 139 332 128
   587 454 603 443
     .   .   .   .
     .   .   .   .
     .   .   .   .
   999
```


1.23 location.dat

```
                        Start-locations


Landscape-file(s) : Loc_car.dat
                    Loc_man.dat
                    Loc.pln.dat

Needed tool(s)    : Text Editor     (GoldED, SygnusED, etc...)
                    Paint Program   (DPaint, PPaint, Brilliance, etc...)
```

The files Loc_car.dat, Loc_man.dat and Loc_pln.dat contain the
 coordinates of the top-left point(s) of the vehicles. The vehicles
will be placed on one of these coordinates. Use a Paint Program to
find the right coordinates. You must first draw a Landscape .
You need to end this list with 999. As shown below there's also a
value: d. This d stands for direction .

Example:

```
     x    y    d
    -------------
    26  459    7
    26  442    7
   245  403    1
   531  145    7
     .    .    .
     .    .    .
     .    .    .
   999
```

1.24   map.dat

```
                        Object-locations


Landscape-file(s) : Map.dat

Needed tool(s)    : Text Editor     (GoldED, SygnusED, etc...)
                    Paint Program   (DPaint, PPaint, Brilliance, etc...)
```

The file: Map.dat contain the coordinates of the top-left and
bottem-right point(s) of the places where the man and car cannot
travel (buildings, fences, etc.) . Use a Paint Program to find the
right coordinates. You must first draw a Landscape . You need
to end this list with 999.

Example:

```
    x1   y1   x2   y2
    -----------------
```

```
   239 311 325 239
   245 210 260 202
   274 210 289 202
     0 371  95 368
      .   .   .   .
      .   .   .   .
      .   .   .   .
   999
```

1.25 map.iff

                              The landscape

Landscape-file(s) : Map.iff

Needed tool(s)   : Paint Program (DPaint, PPaint, Brilliance, etc...)

This is the most difficult part. You've got to draw a landscape using
a Paint Program and must use the palette used in the original
landscape-file..

If you need an example, you can look at the original landscape stored
in the ../program/landscape drawer.

1.26 editor

                             Protected files

Landscape-file(s) : Map.pal
                    Shapes.dat

Needed tool(s)   : None

These files cannot be changed when using the unregistered version of
Marathon (sorry). They contain all the objects used in the game and
the palette which is used for these. You will have to copy these two
files (stored in the ../program/landscape drawer).

1.27 coordinates

                              Coordinates

The size of a landscape is 640*512 (a standard hires-lace screen).
The screen looks like:

```
                         _____
       (y =)  512  |                    |
              .    |                    |
              .    |                    |
              .    |      LANDSCAPE     |
              .    |                    |
              .    |                    |
              .    |                    |
                   |                    |
         0    |_____|

              0 . . . . . . . 640  (= x)
```

The textfile you are creating is used to place the objects.

1.28   direction

                             Direction

Vehicles (including the man) can look at 24 different directions.
Each direction has it's own value, these are as follows:


```
                             1

                             |
                             |
                  .    |   2
                   .   |     3
                    .  |      4
                     . |       5
                      .|        6
        19 -------------+-------------- 7
                      . |        .
                     .  |       .
                    .   |      .
                   .    |     .
                  .     |   .
                        |
                        |
                       13
```

Example:

A car pointing north (up) has a value: 1

1.29   winning

Winning the game

You win the game by collecting four (4) stars and reach the exit
before the other player does. These stars are located somewhere on the
landscape. Only one star at the time is available. Sometimes, depending
what difficulty-level you are playing you are forced to kill your
opponent to get all four (4) stars. Killing your opponent will decrease
the number of stars by one (1). This star will be placed somewhere on
the landscape which can be collected by one of the two players.

1.30 difficulty

About difficulty-levels

There are three difficulty-levels. Each level will affect the number
of stars found on the landscape. As you have probably noticed, this
can be a problem when playing the normal and hard level, because
there are not enough stars for both players. The levels can be
changed in the game-menu screen. The following levels are available:

```
   Difficulty-level    Number of stars
   ------------------------------------
   Easy                Unlimited
   Normal              six (6)
   Hard                four (4)
```

1.31 stuff

How to get what you need

There are a couple of things you might want to collect during the
game, like stars, the exit, fuel (including food) and a car/plane.

Stars:

Collecting stars is easy. Just walk over them and they are yours.
If you are inside a car or plane you need to get out first.

The exit:

The same way as the stars. You need four stars before you can go

through though.

Fuel:

All vehicles need fuel (even the man (food)). Collecting fuel
can be done by walking, driving or flying towards a fuel-deposite.
Each vehicle has its own place to get fuel. Before getting fuel
you need to stand still on top of the fuel-deposite.

Cars and planes:

If you would like to use a car or plane, you need to walk to them
and press the joystick-button.

Do not try to get into a moving car !!!

1.32   vehicles

                         About the vehicles

There are three (3) different kind of vehicles. Each of them with
its own advantages and disadvantages.

1. Man:

The man is the slowest of the three, but is the only one able to
shoot down planes (real fast too!). When you are good enough it's
also a good way to dispose of cars. This is especially handy when
the car is out of gas. Shooting it will result in a new car,
somewhere on the landscape. The man is also the only one which
can get stars and go through the exit. Speed and the possiblity
of being run over by a car are its weak points though.

2. Car:

The car is, while using the turbo the fastest thing around. Press
your joystick-button during driving to activate your turbo. The
turbo costs a lot of fuel though, so please be careful. Driving
the car is for experienced people only (especially when using
the turbo). This because driving against fences and other
obstacles will quickly result in an explosion. Cars are the
strongest of the three, although energy and fuel can sometimes
be very low, even at the start.

3. Plane:

Only one plane is available. The plane is weak but much faster
than walking and is the only thing able to fly over buildings.
Its greatest threat is being shot down. Please watch your fuel

too, it will be gone before you know it.

1.33 radar

Use your radar

Using the radar can be very handy. It shows you what vehicle is
close (even those which cannot be seen on your screen). The
colours used are:

```
    Vehicle          Colour
    ------------------------
    You              White
    Opponent         Yellow
    Empty car        Blue
    Empty plane      Red
```

1.34 exit

Exit the game

While playing hit escape to abandon the game.

You can return to the workbench by changing start game into no and
press the joystick-button.