

MARATHON SPECIES LAB REPORT

I've just recently noticed that there really isn't a guide for all the species of aliens on Marathon, or at least detailed ones any way. By gathering information for other FAQ's, guides, editors, and the game itself, I have together a fairly detailed guide containing every alien on Marathon. Before you start (What up with all the phor jokes any way?), to clear things up, the colors separate the aliens from major or minor. Minor being the weaker alien. Especially when there are only two colors. I have written the colors from easiest to hardest. Thank you, Have fun running the marathon.

FIGHTERS: A thin agile alien, adapted for low gravity environments.

These guys are everywhere, the most common, typical of the Phor species, and they get on your nerves throughout the whole game so get used to them.

They come in Phor colors: **Green**, **Purple**, **Red**, and **blue**. The green and purple can only attack you at close range, and can be killed with one or two run punches, however, the red and blue can attack you from ranged distances and are harder to kill. The reds have bad aim, and can only fire once per melee round, but the blues are accurate and can fire

multiple shots. Be careful when confronting large numbers, the reds and blues can fire through the crowd so you won't be shields by the other aliens. It's a good idea to use the napalm gun when confronted by a large group.

Compilers: Otherwise known as the S'ft, these boogers are made up mostly of a metallic compound serving as their brain. Cloaked by the large capes, this species is decidedly smaller than a human. These guys like to eat the computer resources so they won't function properly.

Compilers come in two colors, **RED** and **PURPLE**. The red ones fire green bolts that can be easily avoided. However, the purple fire yellow heat seeking bolts that track you all over the place. The purple are much harder to kill. When facing a compiler, it is best to use the fist. A compiler cannot attack while being punched. This technique works well when in an enclosed hallway. However, compilers are completely immune to flame. In addition, compilers have a knack of scared the poop out of you by popping into the situation from either above or below, keep your eyes peeled, sometimes they're noticeable. Note*: A common place for compilers is right in front of information modules where Leela gives you help and info on your current level.

Wasps: Wasps, the mosquito of the Phor race. The first time I saw these guys I jumped out of my seat. They lie on the floor, usually hidden by the shadows, until you run mindlessly by, then they jump up, get in your face and make a lot of noise. Despite, their ugly, noisy appearance, they are quite easy to kill.

Wasps come in three colors, **brown**, **grey**, and **beige**. Killing the brown ones are like swatting flies with 2 x 4, one shot from your .44 will

do the trick. The grey are pretty nasty, yet nothing to freak out over. The beige however, are some nasty mothers! These guy will get in your face and attack you like crazy, hardly giving you a chance to strike back. Wasps have two forms of attack, when they're in your face they will sting you. This is quite easy to avoid, this mode of attack is quite slow. However, Wasps also have a ranged attack. They can spit poisonous goo on you from pretty far away. Unlike the sting, the form of attack is pretty speedy, faster than your SPNKR missile launcher anyway. It's actual speed is relevant to level of the wasp. In other words, the browns goo is slower than the beiges. It would be a good idea to keep back when confronting a Wasp, that way you'll have more room to control your marine.

HULKS: These guys are BIIGGG! This is one of the species that has been enslaved the Phor. This species' body contain virtually no body fat. Because of this, the Hulk must constantly feeds to keep it's energy level high enough for it to move and feed.

Hulks come in two colors, **Purple** and **red**. The only difference between the two is that the red is stronger and has more endurance, therefore is considerably harder to kill.

The hulk is one the strongest aliens on the ship, and therefore, hand to hand combat would be pretty stupid. In other words, don't get into a fist fight, he'll kill your first due to the weakness of your punch in constant to his. However, his punch is his only form of attack, so, by standing about 20 to 30 meters back, this should be enough room to rack on him with your AR-75 or SPNKR. If you stand back, careful not to get to close, killing the Hulks shouldn't be too much of a problem. Their slow speed makes them an easy target for your SPNKR. Note*: I would

advise using a more powerful gun when confronting Hulks. Your .44 just won't cut it. You will use up too much ammo. Especially if you are low and it's your only gun, and, in that case, leave them alone until you find a more substantial weapon.

EnFORcers: I guess you could call them the rent-a-cop of the phor species. These, supposedly, are your friends and will not fire upon anyone but the other aliens.

The Enforcers, like the fighters come in phor colors of **green**, **purple**, **red** and **blue**. Their attributes and differences among the different colors are quite similar to the fighters. However, all enforcers are equipped with the same weapons.

The enforcers are equipped with two weapons. The first is a automatic assault rifle. The other is a grenade launcher, perhaps on the same weapon. These weapons are powerful and fast, however this should not pertain to a marine, unless of course you provoke it. However, I strongly suggest you not provoke them. First of all, they are on your side, and you need as much help as possible. In addition, they are strong and well equipped, so don't underestimate them. Once you provoke them, they will focus all their attention and energy on you, and will relentlessly attack with a shower of grenades. Besides, you don't need more aliens to kill, the others should keep you occupied. These aliens can be very helpful when in a large room, confronted by a large array of aliens, the extra help is useful.

Troopers: These are the battle gods of the Phor species. They are knowledgeable, strong, and well equipped. Like the Hulk they are tough to conquer with the .44, using a more substantial weapon would be

useful.

Troopers come in two colors, **Brown** and **Green**. The brown are relatively slower than the green and their armor is much easier to penetrate. The green, are faster, stronger, harder to hit, and they attack more, usually from further distances than the brown. However, I would take extreme caution when confronting a large group of troopers, whatever the color.

Troopers are larger in size than the fighters. They also have a huge suit of protective armor on. In addition to their high armor class, Troopers are also very well equipped. Troopers are issued a gun which is very similar to your AR-75, that is mounted on their shoulders. Troopers can be a pain if they get to close, they will rake you with that automatic and you won't have a chance to fight back. In addition, like your AR-75, their assault rifle is also equipped with a grenade launcher. This weapon fires small green projectiles that are highly explosive. These grenades are fired in sets of two. However, these projectiles can sometimes be avoided. Note*: This only works if you know where the projectiles are coming from. When confronted by a group of Troopers listen for a certain sound that they make when they fire their grenades. When you hear a click, click sound, run the opposite direction to dodge their explosions.

The easiest way to defeat a trooper is to attack him from as far back as possible. This way, it will be more difficult for them to hit you with their grenades, and they won't be able to rake you with their automatic. This also gives more space to run around or to dodge their shots.

Lookers: These species look kinda of like giant beetles. These guys are very annoying, usually because you don't see them until you have the

sense to look down on the floor.

Lookers come in two different colors, brown with red eyes and brown with purple eyes. The difference between the two is that red eyed ones are significantly slower, and stupider than the purple eyed ones. Also, one or two shots from your .44 should splatter them all over the walls. But watch out for the purple eyed ones, these guys are nasty. Don't underestimate the power of their bite just cause they 're small. They can take you out pretty quickly if you don't watch out.

Lookers have really only one way to hurt you, and that's to get in your face and start chomping away. However, they do have two forms of movement. One, they can crawl, or maybe they're flying real low, I can't really tell. The other is to kinda' hover around the room. When they are in this form of movement they are much easier to kill, since they usually fly parallel to your gun. In addition, you can see them from up ahead, so you will be able to take them out from farther away. Yet, they are much more difficult to kill when crawling because, 1, it doesn't occur to you that they are on the floor, so you don't know where they are, ending up in a surprise attack. And two, they are faster on the floor. This makes it very difficult to kill them because they can get mixed up in the shadows on the floor.

Despite these two factors, lookers are pretty much a cinch to kill. One or two shots from your .44 will do the trick. Some protective padding for the lower part of your body might help, if you know what I mean.

Hunters: Hunters are the killers of the Phor species. That's their job, and they love to do it. Hunters are taller and much stronger than the fighters. Their pointed heads and dresses look like Eldar warriors from Warhammer 40k.

Hunters come in two colors, **light blue** and **turquoise**. Since these are the toughest of the actual phor race, their only difference is mainly their endurance and strength. The light blue's although deadly, are less of a problem than the turquoise. The turquoise are fast and furious, and are very hard to get rid of with any weapon, except of course the SPNKR, in which will splatter them all over the walls in one shot.

The hunter has the strongest weapon in the game, that is used by the phor, except for the grenades. It is a purple and turquoise mass, with no discernible shape, using pirated copland betas as its primary form for ammo. Like the hunter itself, the weapon is fast and quite accurate, although it never seems to be as accurate when you're using the gun. Despite the Hunter toughness, they're less difficult to kill than the troopers, due to the low armor class. Because of this, Hunters do not pose so much a problem in hand to hand combat as would a Trooper. However, don't take this lightly, their gun is still extremely powerful and fast, and can take you out pretty quickly if you don't act fast. Extreme caution when confronting a hunter is not requested, but keep on your toes.

*Note: If you want that weapon they carry on their shoulders, make sure you don't toast them with your flame thrower because that gun is gonna go with the alien itself. I wouldn't use the SPNKR either.

Juggernaut: What weird creatures! Juggernauts are extremely slow moving creatures, which float around aimlessly, waiting for an unsuspecting victim. Juggernauts look kinda' like a bull on wheels, how they float I don't know. The juggernaut comes in only one color, **grey**.

The juggernaut has three weapons. The first is a fully automatic machine gun which is attached to both sides of its arms. This gun affects

is similar to that of your AR-75. The next is a rocket launcher, which fires highly explosive missiles in sets of two. With a high blast radius, the missiles are very short range and should no problem at all as long as your don't get to close. The last weapon is the trickiest, most clever of all weapons. You see, when you destroy a juggernaut, it likes to go out with a bang, a big bang. When you destroy a juggernaut, it will immediately start to beep, as it draws closer and closer to the ground. You've got exactly to beeps to get the hell out of there or else your in for a big surprise. The juggernaut will explode causing every thing around it to turn to soup, including you. The trick to killing a juggernaut, as any alien with an automatic gun, stay back. This way, the missiles will not reach you and it will be difficult for it to hit you with machine gun. In addition, it will take him weeks to get in your face, that's more than enough time to toast him and get the hell out of there before he explodes.

This, I believe, is about every species of alien running around Marathon. I might have missed something, I haven't explored the whole darn ship. Most of the information here has been collected from various source:

- * Marathon Shape Editor
- *Marathon (Personal experience)
- * Leela
- *Marathon FAQ
- *Marathon Guide

All that I ask for in return is some help on getting into Net games. I have never played one. The guy's at Bungie say my friends need Marathon, but all my friends have IBM's. Can you guys help me?(E-mail me) Thanks for the Support. If this goes well, I'll make a second version

with pictures and more refined text, thanx.

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