

Save Anywhere patch for 68k Marathon v1.1

If you have questions about >this< particular patch, please email:
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If you have questions about how this patch was created, please contact the author of "ResCompare", listed below under "About this patch..."

This patch will update your copy of a 68k (No PowerPC, sorry) version of Marathon 1.1 to allow saving of your game >anywhere<, regardless of whether a pattern buffer is anywhere in sight. Run the patcher, select your current Marathon 1.1 application file, and "Marathon 1.1 w/Save Anywhere" will be created on your hard drive. Make sure you have about a meg of disk space available.

The installed patch uses the "F8" key on your extended keyboard, replacing the "toggle ceiling textures on/off" feature.

Thanks to Nobuhiko Yoshida (nobuhiko@can.bekkoame.or.jp) and his friend Nao for providing the actual patch data, and Michael Hecht for ResCompare. The work of the three of them combined allows non-techie Marathon players to enjoy the "Save Anywhere" feature.

--- Chip Moody

About this patch...

This patch cannot work properly while virus detection software is running. Please make sure that you have disabled any virus detectors before applying the patch.

This patch application was made with ResCompare, a free resource comparison and patch generation utility. ResCompare can be FTP'ed from most Macintosh archive sites. Send e-mail inquiries regarding ResCompare to Michael_Hecht@mac.sas.com.