Marathon

Peter de Boer

COLLABORATORS

	TITLE :		
	Marathon		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Peter de Boer	July 25, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Marathon

1.1   Marathon Guide

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     //\  _   //\      //\   //                          \     \     \  //   ↩
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    /  \    \
 //      / \/ \// /__\  \ \     \ /__\ //    /      //    _____// /// ↩
    \ //    \
 \       \     //          \ \    \      //    /      //    Version 1.3   / \  ↩
     \//    /
  \       \   //_____\//____/_____//____/    _____/  \ ↩
    ____//     /
   \      \ ↩
                                                                          ↩
     //      /
    \     _____    (Un)registered shareware version      ↩
    _____//    /
     _____                                             ↩
    _____/
                         Copyright © 1994-96 By Peter de Boer


          - -- ---- ------------------------------------------------- ---- ↩
           -- -


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

```
                              Instructions          Play the game
                              Userlevels            Create your own landscape
                              The editor            How to use the editor
                              Troubleshooting       Questions and some answers
                              History               The evolution of this program
                              Future plans          What I am intending to do
                              Register              Why not?
                              Acknowledgement       Who I would like to thank
                              Author                How to contact the author
```

```
        - -- ---- ------------------------------------------------ ----   ↩
          -- -
```

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 © 1994/96 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
        /subway.dat
        /weapon.dat

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

.../Marathon/User/Landscape.user.1 ; use this one first

```
.../Marathon/User/Landscape.user.2  ;                 second
.../Marathon/User/Landscape.user.3  ;                 third
.../Marathon/User/Landscape.user.4  ;                 last
```

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
                    Weapons
                    Vehicles
                    Subway
                    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:

```
                    author.txt
                    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
                              subway.dat
                              weapon.dat
```

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

1.8   registered

                        How to use the editor

This feature is only available for registered users and needs a
keyfile to run.

The editor will create the following two (2) files:

    1. map.pal   (palette used in the game)
    2. shapes.dat (all objects, like cars, stars, etc.)

You need the following files in one of the four userlevels. These
can be stored in the marathon/user/landscape.user.x directory.
(x should be 1,2,3 or 4).

    1. car.iff
    2. man.iff
    3. plane.iff
    4. exit.iff
    5. extra.iff
    6. explosie.iff
    7. map.iff
    8. weapon.iff

Be sure to use only one palette!!!! Examples can be found in the
marathon/examples directory. This directory also contains pictures
wich can be used by you. They have the name: x.<filename>.

When all files are present in one of the four user-directories, you
can start the editor. The editor will ask you which landscape should
be converted. Depending what userlevel-directory you have used you
will have to answer 1,2,3 or 4. x will exit the editor. The program
will tell you if one or more files are missing. You will get a
warning-message when the files were already converted, which can be
ignored.

Important: Be sure all files are present (including the xxx.dat-
           files (like the original landscape) before you try to
           run the game.

1.9   trouble

Troubleshooting

Q: I've created a new landscape, but when I start the game and choose my
   landscape the game returns to the workbench, Why does this happen?

A: You've probably not installed all files correctly. Check if all files
   are present! If so, you must have made an error creating the .dat
   files. Be sure all numbers in this file are immidiatly followed with
   a return. Use an text-editor which can show the return to be sure
   all files are ok. Also check if the list ends with: "999".

Q: Why is the game-menu picture looking strange?

A: This happens when the workbench (or other screen) is not in overscan.
   This has no effect on the game though.

Q: Are there any other landscapes available?

A: Yes!!!

Q: Why does my computer crash when I try to play an old landscape?

A: The older landscapes (marathon1.0 and 1.1) uses an other shapes.dat file.
   Just copy the newer file (../marathon/program/shapes.dat) over it and
   it should be ok.

Q: Is there an easier way to create the .dat files?

A: Yes, make a copy of the map.iff file and number the obstacles used.
   This will soon be replaced by using the editor.

1.10   history

History

Version 1.3 (10-may-96)

   * Gamespeed improved
   * Second (fake) titlescreen removed
   * Soundroutine for firing bullets improved
   * Small soundbug for explosions removed

Version 1.2 (4-may-96)

   * Homing missile (including new sounds) added

```
    * Subways are now possible
    * Code further optimized
    * Turbo for cars improved (no more unwanted ways to get out)
    * Changing weapons improved
```

Version 1.1c: (22-aug-95)

```
    * Collision-error for cars removed (ALL BUGS ARE GONE NOW!!!)
```

Version 1.1b: (10-aug-95)

```
    * Two stupid landscape-select bugs removed
    * In-game error-detection improved (handy for own landscapes)
```

Version 1.1: (7-aug-95)

```
    * Cewl Weapons added
    * Save-bug removed
    * Keyfile added
    * Editor for registered users created (needs a keyfile)
    * Faster scrolling during game
    * Registered username now printed in game
    * Some very small bugs removed
```

Version 1.0: (28-jul-95)

```
    * Initial release
```

1.11 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 :)

 - improved landscape-creating program (needs 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 human players, weapons and vehicles

- etc., etc....

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

1.12   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?

1.13   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....

1.14   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:

```
   roald@cybercomm.nl (Roald Schuyt)
```

Please only use this address until the end of 1996. 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.

1.15 get

<p align="center">What do I get?</p>

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..)

1.16 update

<p align="center">How do I get updates?</p>

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!

1.17 pay

<p align="center">What and how do I have to pay?</p>

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
        5 £   (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...

1.18 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.

1.19 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 .

1.20   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.

1.21   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.

1.22   software

Required software

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

Archive

Besides these 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.

1.23   author.txt

                            Landscape information

This is optional, but can be handy for you and other players to identify
the version of the editor, etc. Important information which should be
included is:

     - name of the creator of the landscape;
     - name and/or number of landscape;
     - version of game;
     - used editor to create objects (YES/NO);
     - other information (E-mail, etc.).

An example can be found in the ../marathon/program/landscape drawer...

1.24   exit.dat

                             Location for the exit

Landscape-file(s) : Exit.dat

Needed tool(s)   : Text Editor   (GoldED, CygnusED, 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

1.25   extra.dat

                             Location for the stars

```
Landscape-file(s) : Extra.dat

Needed tool(s)    : Text Editor    (GoldED, CygnusED, 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
```

1.26 fuel.dat

```
                        Fuel-locations
```

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

Needed tool(s)    : Text Editor    (GoldED, CygnusED, 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 bottem-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
```

1.27 location.dat

```
                        Start-locations


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

Needed tool(s)    : Text Editor     (GoldED, CygnusED, 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
```

1.28 map.dat

```
                        Object-locations


Landscape-file(s) : Map.dat

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

The file: Map.dat contain the coordinates of the top-left and
bottom-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
```

1.29 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 are not a registered user. Registered users
can use the editor to change the palette.

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

1.30 editor

Protected files

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

Needed tool(s)   : Editor

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).

Being a Registered user , you can change this file.

1.31   subway.dat

```
                         Location for the subway
```

Landscape-file(s) : Subway.dat

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

The file: Subway.dat contain the coordinates of the subway and
the location to jump to. This file is not required to play the
game. When this file is left out the computer will completely ignore
the subway.

The first four numbers represent the area of the subway. The other
numbers are coordinates of places where you will jump to when you use
the subway. You must be able to jump to three locations. These should
be near another subway. The list should end with 999.

Example:

```
   entrance of subway:       where we will jump to:
                             location 1   location 2   location 3
    x1  y1  x2  y2            x1  y1       x1  y1       x1  y1
   ------------------------------------------------------------
     2 511  17 501 538 305 538 313 538 321
   534 308 549 298   5 511   5 503   5 495
     .   .   .   .   .   .   .   .   .   .
     .   .   .   .   .   .   .   .   .   .
     .   .   .   .   .   .   .   .   .   .
   999
```

1.32   weapon.dat

```
                         Location for the weapons
```

Landscape-file(s) : Weapon.dat

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

The file Weapon.dat contain the coordinates of the top-left point(s)
of the weapons. These will be placed on one of these coordinates.
There should be at least four (4) locations to place weapons. Use
a Paint Program to find the right coordinates. You must first draw
the Landscape . You need to end this list with 999.

Example:

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

1.33   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)
```
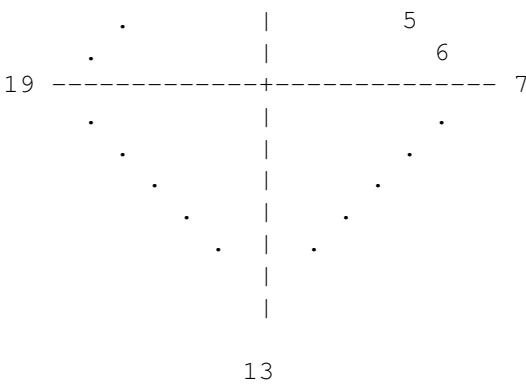
The textfile you are creating is used to place the objects.

1.34   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

1.35   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.

1.36   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)
```


1.37   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), a car/plane or
even a nice weapon.

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.

Weapons:

Getting a weapon should be done the way as a car or plane. Just
press the joystick-button when you are close and it will be
yours. When you already got a weapon the weapon you were carring
will be put down on the floor.

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 !!!

1.38 weapons

About the weapons

There are five (5) different kind of weapons. Each of them with
its own advantages and disadvantages.

1. Guns:

Standard weapon. This weapon can shoot five (5) bullets at a time
and has a good range. Can be used as an offencive and defencive
weapon.

2. Laserbeam:

This weapon is only usefull when used as a defencive weapon, this
because you have to stand still to fire with it. Nobody will try
to kill you when you have got this weapon. You have to watch out
for cars though! Choose this weapon when you have collected three or
four stars.

3. Plasma:

Plasma is a very nice weapon. It can be used to shoot around
corners and is an effective way to fight opponents owning a
laserbeam.

4. Magma:

The strongest and fastest weapon. You only have one shot at a
time, so shoot with care. It is the best offencive weapon in the
game and should be collected ASAP!!!

5. Homing missile

Guess what kind of weapon this is? Like magma you only have one
shot at a time. After you have fired you will have to wait a
long time to be able to shoot again. The missile tracks your
opponent down and ignores buildings. It will however hit cars and
the plane when they collide. The homing missile does only work
when the opponent is outside a vehicle. If not, the missile will
go in a straight line off the screen.

weapon-name	power	speed	number	range	special
Guns	100	2	5	100	*****
Laserbeam	250	1	1	5	laser
Plasma	125	2	2	150	bouncing bullets
Magma	200	3	1	90	*****
Homing missile	75	2	1	1500	homing missile

1.39 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.

1.40   subway

                         The subway

The subway is some kind of teleporter which enables you to jump
between locations on the map. You can not take a car or plane
through (surprise :)).

To use the subway, you need to be near it (you should see the
steps to it) and press the joystck-button.

There are levels available which don't have a subway at all.
The level included in this archive does though.

1.41   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
```

1.42 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.

1.43 archive

                        Required files

The archive of this program should contain the following files:

```
    Marathon.info
    Marathon/Docs.info
    Marathon/Editor0.2
    Marathon/Editor0.2.info
    Marathon/file_id.diz
    Marathon/Marathon1.3
    Marathon/Marathon1.3.info

    Marathon/Docs/Marathon.guide
    Marathon/Docs/Marathon.guide.info
    Marathon/Docs/Registration.txt
    Marathon/Docs/Registration.txt.info

    Marathon/Examples/car.iff
    Marathon/Examples/exit.iff
    Marathon/Examples/explosie.iff
    Marathon/Examples/extra.iff
    Marathon/Examples/man.iff
    Marathon/Examples/plane.iff
    Marathon/Examples/weapon.iff
    Marathon/Examples/x.car.iff
    Marathon/Examples/x.exit.iff
    Marathon/Examples/x.explosie.iff
    Marathon/Examples/x.extra.iff
```

```
Marathon/Examples/x.man.iff
Marathon/Examples/x.plane.iff
Marathon/Examples/x.weapon.iff

Marathon/Program/Game/score.bm
Marathon/Program/Game/score.br
Marathon/Program/Game/score.pal
Marathon/Program/Game/winner.bm
Marathon/Program/Game/winner.pal
Marathon/Program/Landscape/author.txt
Marathon/Program/Landscape/exit.dat
Marathon/Program/Landscape/extra.dat
Marathon/Program/Landscape/fuel_car.dat
Marathon/Program/Landscape/fuel_man.dat
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
Marathon/Program/Landscape/subway.dat
Marathon/Program/Landscape/weapon.dat
Marathon/Program/Menu/alphabet.shapes
Marathon/Program/Menu/intro.bm
Marathon/Program/Menu/intro.pal
Marathon/Program/Menu/intro.shapes
Marathon/Program/Sound/Car.snd
Marathon/Program/Sound/Crash.snd
Marathon/Program/Sound/DoorOpen.snd
Marathon/Program/Sound/Exit.snd
Marathon/Program/Sound/Man1.snd
Marathon/Program/Sound/Man2.snd
Marathon/Program/Sound/Man3.snd
Marathon/Program/Sound/Menukeuze.snd
Marathon/Program/Sound/Menustart.snd
Marathon/Program/Sound/Plane.snd
Marathon/Program/Sound/PU.Guns.snd
Marathon/Program/Sound/PU.Homing.snd
Marathon/Program/Sound/PU.Laser.snd
Marathon/Program/Sound/PU.Magma.snd
Marathon/Program/Sound/PU.Plasma.snd
Marathon/Program/Sound/Stap1.snd
Marathon/Program/Sound/Stap2.snd
Marathon/Program/Sound/Star.snd
Marathon/Program/Sound/Teleport.snd
Marathon/Program/Sound/WE.Guns.snd
Marathon/Program/Sound/WE.Homing.snd
Marathon/Program/Sound/WE.Laser.snd
Marathon/Program/Sound/WE.Magma.snd
Marathon/Program/Sound/WE.Plasma.snd
Marathon/Program/Sound/WE.PlasmaHit.snd

Marathon/User/Landscape.user.1/landscape.readme
Marathon/User/Landscape.user.2/landscape.readme
Marathon/User/Landscape.user.3/landscape.readme
```

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