

Marathon

Peter de Boer

COLLABORATORS

	<i>TITLE :</i> Marathon		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Marathon	1
1.1	Marathon Guide	1
1.2	introduction	2
1.3	requirements	2
1.4	copyright	2
1.5	installation	3
1.6	instructions	4
1.7	userlevels	4
1.8	registered	5
1.9	trouble	5
1.10	history	6
1.11	future	7
1.12	register	7
1.13	acknowledgement	8
1.14	author	8
1.15	get	9
1.16	update	9
1.17	pay	9
1.18	shareware	10
1.19	distribution	10
1.20	disclaimer	10
1.21	hardware	10
1.22	software	11
1.23	author.txt	11
1.24	exit.dat	12
1.25	extra.dat	12
1.26	fuel.dat	13
1.27	location.dat	13
1.28	map.dat	14
1.29	map.iff	15

1.30 editor 15

1.31 weapon.dat 15

1.32 coordinates 16

1.33 direction 16

1.34 winning 17

1.35 difficulty 17

1.36 stuff 18

1.37 weapons 18

1.38 vehicles 19

1.39 radar 20

1.40 exit 20

1.41 archive 21

Chapter 1

Marathon

1.1 Marathon Guide

```

-      -      -      _____      _____      ↵
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\      \//      /      \_____  /      \_____  /      \_____  /  \  ↵
\      \  ↵      ↵      ↵
//      /
\      \_____  (Un)registered shareware version  ↵
\      \_____  /
\      \_____  ↵
\      \_____  /
                      Copyright © 1994-95 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

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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
        /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
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
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 immediately followed with a return. Use a 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) 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 1.0: (28-jul-95)

- * Initial release

Version 1.1: (7-aug-95)

- * Cowl Weapons added
- * Save-bug removed
- * Keyfile added
- * Editor for registered users created (need keyfile)
- * Faster scrolling during game
- * Registered username now printed in game

- * Some very small bugs removed

Version 1.1b: (10-aug-95)

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

Version 1.1c: (22-aug-95)

- * collision-error for cars removed (ALL ERRORS ARE GONE NOW!!!)

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:

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.

1.15 get

What do I get?

After paying the fee you will receive a keyfile and the latest version of Marathon. Furthermore the registered 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

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.

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

1.17 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...

1.18 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 regularly, 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 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

```

1.29 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 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

```

1.32 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)

```

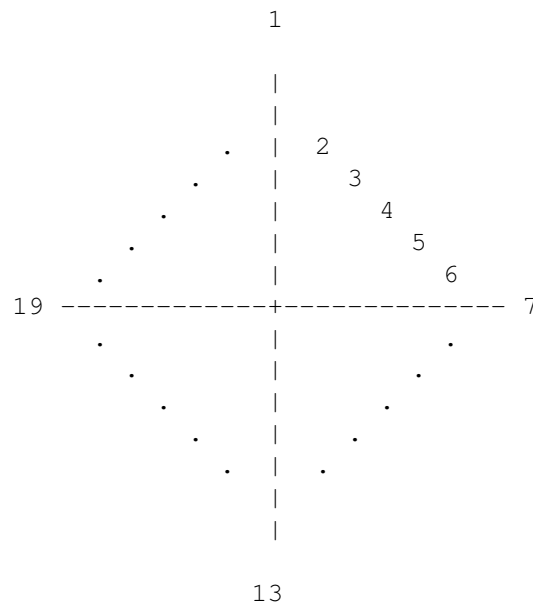
The textfile you are creating is used to place the objects.

1.33 direction

Direction

Vehicles (including the man) can look at 24 different directions.

Each direction has it's own value, these are as follows:



Example:

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

1.34 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.

1.35 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)

1.36 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-deposit. Each vehicle has its own place to get fuel. Before getting fuel you need to stand still on top of the fuel-deposit.

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 carrying 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 !!!

1.37 weapons

About the weapons

There are four (4) 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 offensive and defensive weapon.

2. Laserbeam:

This weapon is only usefull when used as a defensive 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 offensive weapon in the game and should be collected ASAP!!!

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	*****

1.38 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 possibility 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.

1.39 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

1.40 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.

1.41 archive

Required files

The archive of this program should contain the following files:

```
Marathon.info
Marathon/Docs.info
Marathon/Editor
Marathon/Editor.info
Marathon/file_id.diz
Marathon/Marathon1.1
Marathon/Marathon1.1.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/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/Kogel.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.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.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