

Subj: Bungie's Map Editor
From: Member70

<http://www.amug.org/~marathon/brymen/infinity.html>

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Salutations, Mac Gamers-

I figured some of you might want to take a look at our latest press release.

MARATHON INFINITY
Carnage Forever

TOKYO, JAPAN-February 22, 1996-The single biggest problem customers encounter with Bungie's games is that they end. Like the letdown after finishing a great book, our customers report that reaching the end of one of our games brings an empty feeling to their hard drives and a craving for more action.

Problem solved. Bungie's new product, Marathon Infinity, gives Marathon players everything they need to continue playing in the Marathon world indefinitely. This stand-alone product is based on the Marathon 2 world, and consists of three elements crucial to extending the player's enjoyment of Marathon ad infinitum.

First, the saga continues. Marathon Infinity will elaborate the Marathon story, laying bare many of the mysteries raised in the first two games about Durandal, Tycho and the player. Either a single player or a networked group can play through the story and of course the game will also include maps designed specifically for multiplayer network combat. Never-before-used enhancements will free the player from the strict linearity of previous games, and different physics models will be applicable to consecutive levels, making the environment even more unpredictable and demanding.

Second, the tools. Bungie's Lab has unleashed the Map Editor that was used to create the Marathon experience. Bungie's powerful and easy-to-use Map Editor will revolutionize the already active creation and distribution of maps online by Marathon players. The Editor features a fully-integrated texture mode so mapmakers can walk through their blank levels, painting textures on surfaces at will, and a straightforward point-and-click lightsource tool. Also included will be a Physics Editor

and Shape and Sound Installers which allow users to customize the very nature of the Marathon world to their taste.

Third, the Marathon 2 : Durandal Strategy Guide. Written by Tuncer Deniz, editor of Inside Mac Games magazine and noted Marathon authority, the Strategy Guide gives the player not only instructions for completing Marathon 2: Durandal, but affords a glimpse into the way that Bungie's level designers produce outstanding levels. Revealing floorplans, secret rooms, items and traps, the Strategy Guide is an invaluable resource for understanding Marathon 2.

Marathon Infinity is native to the Power Macintosh, utilizes the graphics acceleration of 630 and 6200 machines, is 8, 16 and 24-bit color capable, and can be played with joysticks and game pads. The package requires a 68040 or higher Macintosh, CD-ROM drive, 8-bit color monitor (13" recommended), and System 7 or later. Marathon Infinity will be available at local retail stores, through mail order catalogs, or can be ordered directly from Bungie Software (800-295-0060).

That's really all the info there is right now. There is no release date, there's no target release date, there's no guess at a release date...so please don't ask. When we set a ship date, I will duly report it.

If you have any questions that do not contain the phrase "release date," just ask. :)

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