Marathon II Editors

Pfhorte 2.0a14- This is the sequal to Pfhorte, one of

the most popular map editors for Marathon. Sadly, Pfhorte has experienced untold problems of late, and many experienced map makers have found it near impossible to make maps with this program. Still, Pfhorte has done sterling service till now, and we should not forget that.

DOPE- Durandal Object Placement Editor.
By the same author of OPE, for Marathon. DOPE alows you to place aliens, bobs, and items on any   map. With simple adjustments, you can alter the maps in any way you like.

Marathon Two Saved Game Editors- The
simplest and most enduring editor ever. These simple pieces of software allow you to edit saved games in Marathon. There are two such editors available: The Marathon Saved Game Editor, and Marathon Cheat 3.5. Both allow you to change what weapons you are carrying, your health, how much ammo you have... overall, one of the most useful cheaters ever. Marathon Cheater 3.5 also allows you to edit Marathon One games.

Alchemist- The sequel to the original Physics Model Editor. Without a doubt, THE most popular and most used editor for M2 or M1 out there. Using this, you can alter the way the game works. You can change weapon effects, how creatures act, and generally do all sorts of fun things. Ease of use and simplicity makes Alchemist a great editor.

Universal Patcher 2.0-One of our members found this   cool little editor, which can edit Marathon in many ways. You can make yourself invincible, increase your starting ammo, or any number of other things. The author is unknown. If you know who created this program, please let us know. We have included it with this issue.