

# MARATHON

GAMBIT



## ► *getting.started*

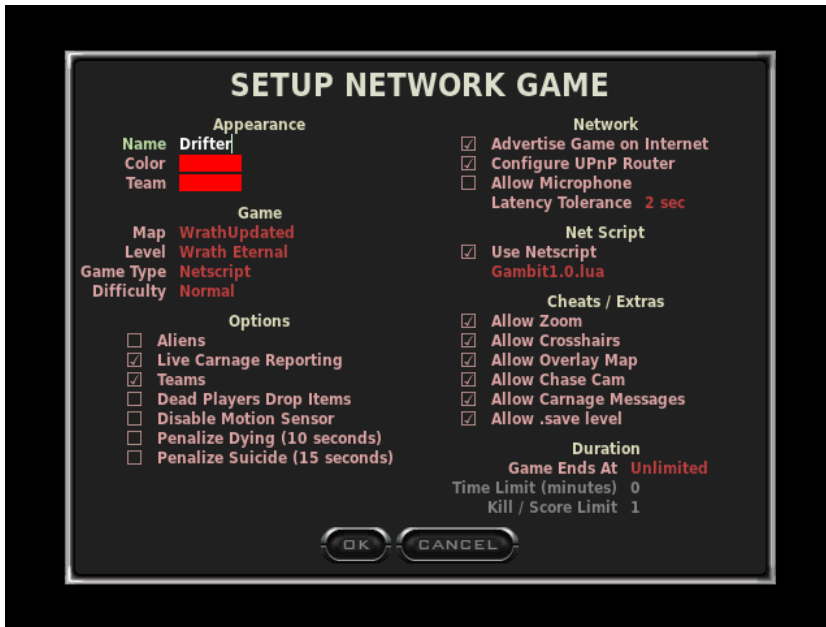
# Installation

Unzip and place the files in whatever directory you wish to keep your Marathon content.

Ex. C:\Users\%user%\Documents\AlephOne

# Hosting

Gambit can be hosted like any other netgame. (See screenshot below for optimal settings)



## How to Play

### Match Start

The round begins with the players spawning into the Drifter's Ship somewhere in unknown space. Seven seconds later the players are teleported into their respective arenas and the race begins.

### Objective Overview

Kill enemies, Collect and Deposit keys, Summon the Primeval and kill it!

The first team to summon its Primeval and kill it wins the round.

The first team to win two rounds wins the match.

### Gameplay:Scoring

At the start of each match a random faction (see below) will be selected and squads will begin to spawn. Killing an "Anchor" will drop 2 keys while killing a "Fodder" enemy will drop 1. If the team falls behind by more than 20 points then a Catch up Target will spawn which drops 8 keys.

Once the player has obtained "Keys" their radar will activate to show the direction of the "bank" where keys are deposited

### Gameplay.Blockers

Depositing 5 – 9 keys will send a small blocker to the enemy team

Depositing 10-14 keys will send a medium blocker to the enemy team

Depositing 15 keys will send a large blocker to the enemy team

Enemies will be unable to deposit keys while a blocker is active

## ► *playing.gambit*

### Gameplay:Invading

Every 25 keys that are deposited a teleporter will activate allowing 1 player to invade the other team and wreak havoc! While invading a player will be immune to monsters and can only be harmed by enemy players. Invasions end after the timer expires or they get 4 kills.

Once a team has summoned their Primeval the teleporter will stop looking for keys and will instead activate on a timer. Killing a player while their Primeval is summoned will also heal it!

### Gameplay:Primeval

After the 75<sup>th</sup> key has been deposited a Primeval and three Envoys will spawn. The envoys do not need to be killed but for each one killed players will receive a damage boost against the Primeval.

### Gameplay:Death

Upon dying players will lose any keys they were holding. Be careful when holding large amounts!



This is Jim, Jim was holding 15 keys when he died, don't be like Jim.

## Factions

There are three factions in Gambit. Each faction has four squads and some special enemies. With each squad being made up of 7 monsters (2 “Anchors” and 5 “Grunts”).

### Enemy Types

Catch up Target(CUTs): An enemy spawned when a team falls behind by more than 20 points. Killing it will drop 8 keys to help them catch up.

Grunts: A basic enemy that will drop 1 key when killed

Anchor: A more powerful enemy that will drop 2 keys when killed

Blocker: An enemy that is summoned by depositing keys. If a team has active blockers they cannot deposit keys.

Envoy: A henchmen of sorts that spawns in with the boss. Killing it will give a slight damage boost against the boss

Primeval: The big bad. Killing this enemy will end the round and give the team a point!

Note: Monsters marked below with \*\* are custom monsters!

## ► ***gambit.enemies***

### Lh'owon:

CUTs:	"minor tick" "tiny bob"***
Grunts Squad 1:	"major tick"
Anchor Squad 1:	"kamikaze tick"
Grunts Squad 2:	"tiny pfhor"
Anchor Squad 2:	"tiny yeti"
Grunts Squad 3:	"tiny pfhor"
Anchor Squad 3:	"tiny yeti"
Grunts Squad 4:	"tiny pfhor"
Anchor Squad 4:	"tiny yeti"
Blocker1:	"sewage yeti"
Blocker2:	"water yeti"
Blocker3:	"lava yeti"
Envoy:	"possessed drone"***
Primeval:	"big minor drone"***

## ► ***gambit.enemies***

### Humans + S'pht:

CUTs:	"green bob" "green vacbob"
Grunts Squad 1:	"blue bob"
Anchor Squad 1:	"security bob"
Grunts Squad 2:	"blue vacbob"
Anchor Squad 2:	"security bob"
Grunts Squad 3:	"blue bob"
Anchor Squad 3:	"security bob"
Grunts Squad 4:	"blue vacbob"
Anchor Squad 4:	"security bob"
Blocker1:	"minor compiler"
Blocker2:	"minor invisible compiler"
Blocker3:	"major compiler"
Envoy:	"major defender"
Primeval:	"big major drone"***

## ► ***gambit.enemies***

### Pfhor + Slaves:

CUTs:	"minor drone" "major drone"
Grunt Squad 1:	"minor fighter"
Anchor Squad 1:	"major projectile fighter"
Grunt Squad 2:	"minor hunter"
Anchor Squad 2:	"major hunter"
Grunt Squad 3:	"minor trooper"
Anchor Squad 3:	"major trooper"
Grunt Squad 4:	"minor compiler"
Anchor Squad 4:	"major compiler"
Blocker1:	"minor cyborg"
Blocker2:	"major flame cyborg"
Blocker3:	"mother of all cyborgs"
Envoy:	"major enforcer"
Primeval:	"minor juggernaut"



# MAPPING

## ► *gambit.maps*

### Mapping:Layout

Creating maps for Gambit is very similar to creating maps for other modes. However, keep the following things in mind. A starting “ship” or spawn area will need to be created. Each team will also need its own arena to fight in. And lastly a “crusher” will need to be created to clean up combatants between rounds(see screenshot).

Platform Parameters

Type: S'pht Door  ☒ Autocalc Min Height ☒ Platform is a Door

Based On: 254

Speed (WU/sec): 3.000 ☒ Autocalc Max Height

Delay (sec): 2.000

**Initially**

☐ Active

☐ Extended

**Controllable By**

☐ Players

☒ Aliens

**When It Hits An Obstruction It**

☒ Causes Damage

☐ Reverses Direction

**Extends**

☒ From Floor

☐ From Ceiling

☐ From Both

☒ Floor to Ceiling

**Activates**

☐ Only Once

☐ Activates Polygon Lights

☐ Activates Adjacent Platform

☐ Deactivates Adjacent Platform

☐ Adjacent At Each Level

**Deactivates**

☐ Never

☐ At Each Level

☒ At Initial Level

☐ Deactivates Polygon Lights

☐ Deactivates Adjacent Platform

☐ Activates Adjacent Platform

**Miscellaneous**

☐ Can't Deactivate Externally

☐ Uses Native Polygon Heights

☐ Delay Before Activation

☐ Doesn't Activate Parent

☐ Contracts Slower

☐ Locked Door

☐ Secret

Tag: NONE

If you can't beat em crush em

## ► ***gambit.maps***

### Mapping:Annotations

When creating a map for Gambit several annotations are required for the game mode to function(see screenshot).



## ► ***gambit.maps***

red\_ship: used to define red team initial spawn/respawn zone

blu\_ship: used to define blue team initial spawn/respawn zone

drifter: where the drifter spawns (this is simply an npc used for set dressing)

crusher: crushes and kills any enemies still living at the end of a round to clean the map

red\_spawn: used to define where red players will teleport on round start

blu\_spawn: used to define where blue players will teleport on round start

red\_bank: used to define where red players will deposit keys

blu\_bank: used to define where blue players will deposit keys

red\_teleporter: used to define the teleporter for red players to invade

blu\_teleporter: used to define the teleporter for blue players to invade

red\_zone1: used to define red monster spawns (3x recommended but script supports more)

blu\_zone1: used to define blue monster spawns (3x recommended but script supports more)

red\_zone2: used to define red monster spawns (3x recommended but script supports more)

blu\_zone2: used to define blue monster spawns (3x recommended but script supports more)

red\_zone3: used to define red monster spawns (3x recommended but script supports more)

blu\_zone3: used to define blue monster spawns (3x recommended but script supports more)

► ***tips***

Additional Notes:

It is recommended to set Environment Type to “Rebellion” but not required.

Remember that annotations are mostly used for spawning either players or other monsters so make sure they are placed on polygons that will allow for this.

The script only supports 3 team zones, but there can be as many entries in each zone as you like.

Having overlap between the two teams’ arenas may cause player confusion as they will see monster and players on their radar that are not in their arena.

Don’t forget to merge the included MML and phyA files with your map!  
(rename them to match your map ex: gambit.sceA files would be gambit.mml and gambit.phyA)



## ► *credits*

Original Mode: Bungie

Marathon Scripting: anonfriction, level47otter, liacrow

Custom Physics: liacrow

Levels: AnonFriction (with some maps being modifications of official Bungie netmaps)

Testing: anonfriction, level47otter, liacrow, spooky

Marathon Gambit Artwork: wyvernzu

Additional:

W'rknacnter and jteg for answering all my dumb questions when I was getting started.

Benoit whose Survival2.0 script helped me learn the setup of many things (and which I basically lifted Health Regen from)

Ku-rin for sharing their camaeras.lua file on the pfforums and providing additional help!

Everyone else who helped test or jumped into random netgames!

## **Contact**

If you have feedback or encounter a bug please report it on the [Pfforums](#) thread.

I can also be reached on twitter @AnonFriction.