THE TROJAN FAQ

(or " Very Ocassionally Asked Questions", or "Questions We Think Will Probably Get Asked Sooner Or Later Anyway, So We Answered Them First".)

How much does it cost?

Nada. Nothing. Not a single penny. Trojan is free. Of course, this isn't to say that you can't send us money if you really want to... (Hell, we'd take it as a huge compliment if you did!)

What does it require to run?

A copy of Marathon 1 (v1.2) and a valid serial number (where required). If you're using a copy of M1 from the Trilogy CD, you should also obtain the Trojan [Trilogy] Updater (available from wherever you found the main package).

Why M1? Why didn't you make it for M2/Infinity?

Because it was started way back at the dawn of time (almost), before M2 had even been released. It was never ported to M2 for lack of decent editors, and besides, there are a few tricks that the M1 engine can do which the M2 engine can't. Trojan was conceived and designed for the M1 engine, and we've stuck by it ever since.

So, will there be an Infinity version?

Of the scenario - no. Hopefully there will be a shapes port though, so that anyone will be able to build Trojan-based maps for themselves.

What's it about?

Hey, you wanna know - go play the game! It's not a Marathon story sequel, but rather an extension to the Marathon universe in general. We hypothesised what might happen to the human race in the years following the Earth-Pfhor War, wrote a history, and took it from there.

So, it's not got Durandal, or Tycho, or Leela or any military Mjolnir Mark IV cyborgs in it then?

Nope. We got new stuff. You're a pretty standard MPC Company Marine: a few military implants here and there, but that's about it. (You are not the Hero of Tau Ceti - you're not much of a hero of anything, in fact - just an average grunt doing your job. But don't let that stop you...)

Betcha it's got some mad AIs in it all the same.

Damn, we're rumbled. Hey, had we known that almost every Marathon scenario since 1995 would have mad AIs in it, maybe we'd have done it different. It's slightly embarrassing to discover that your newly plotted scenario later turns out to have similarities to at least a dozen others... but hey... with only a finite number of ideas in the universe, is it our fault that some of it may sound a little familiar by now? :) Anyway, we promise you won't even notice (since you'll be far too busy dying instead;).

Hey, this is tough! Why'd you have to make it so hard?

Because we want you to suffer. Horribly. For many, many weeks. Not only are our aliens tougher than Marathon's, our puzzles are pretty damn nasty too. For folk suffering from the latter, we'll release a Spoiler Guide at some point. As for the former? Well, how about "practice?" (Or admit defeat and play below Normal, not that this'll do much for your street cred mind you...) Oh, and be careful with your ammo supply - that stuff doesn't grow on trees, you know.

Hey, I'd only just escaped those snipers hiding in the dark, and now I've got stuck in a suicide room in level **! No fair!

It isn't, is it? :) But the suicide room is there, not because we're careless, but because we wanted it that way (honest!). We thought we'd put it there deliberately, just because we can (unlike some maps that have damn suicide rooms all over the places simply by bad design). We were nice enough to put a pattern buffer just before it, in case you did get caught out.

However, we're pretty certain that there are no accidental suicide rooms in Trojan (we hope).
Likewise, there is also one area where you have to grenade jump (but it's an easy enough jump to make). No SPNKR jumping is required (well, there is an optional jump somewhere in the game which may lead to the coolest reward imaginable, but we're not about to give that one away). A few switches can only be triggered by shooting them (some others may also appear that way, but it's amazing what a well aimed punch can do).

Trojan has been played from start to finish, so it is possible (of course, it's a damn sight easier when you know all the solutions already!:). There is always a solution to a problem, somewhere..... you just have to look (and learn!) sometimes. Occassionally, it might be easier to revert to an earlier saved game and try again, rather than persevere ammoless and clueless. However, if you will insist on wasting all your grenades, and then reach a grenade-activated switch and can't get beyond it, it's your own fault. We did tell you not to waste all your ammo, didn't we?

Oi!! There's no solution to level ** - the one near the end with the bridges!

Yes there is. But it'll require a lot of lateral thinking and *forward planning*, otherwise you will get stuck. (You did hold onto that previous saved game, didn't you?) We're quite sure this one will cause much "discussion" on a.g.m. and c.s.m.g.a. <g>

Can I build my own M1 maps/physics for it?

In theory, yes. Though you'd probably want to be pretty crazy even to try!;) All sort of funny bugs and ugly stuff can appear when you start poking about in our physics model (which is one reason why we've tried to make it tamperproof by building it into the Shapes file). Some of the more advanced stuff in the maps is best avoided unless you really know what you're doing, although this is still probably easier to work with than the physics. We're trained professionals after all - kids, don't try this at home!

Note also that because the Trojan Physics model has now been built into the Shapes file, there is no longer any easy way to swap between it and another physics model. If you try to use a file-swapping application such as MapSelect or Marathon Runner, you'll be able to make Trojan use the other Physics Model okay, but you can't then revert back to the built-in version contained in the Shapes file (except by hacking directly into the Trojan application, which is probably unwise unless you really know what you're doing). We really don't recommend trying to create new Physics for Trojan at all.

Can I port bits of Trojan for use in this Infinity map I'm making?

This is a tricky one. You definitely can't use anything without first asking for permission from the author concerned/project coordinator. Hopefully there will be an official port the shapes, sounds, physics, etc. at sone point - these will almost certainly be made freely available for anyone to use (possibly subject to some conditions). If bits of Trojan start cropping up in other projects without permission being asked for and given, we might start getting kinda annoyed. Check the website for more info, or e-mail us, if you think this might apply to you.

Gee, this is great. Why don't you licence the M2 engine from Bungie and sell it as a commercial product?

Hey, we're touched. Though give us a dollar for every person who has ever thought they'd like to licence the M2 engine from Bungie for this really, really cool scenario they've made (Bungie are probably unlikely to be interested anyway, unless, like, you're a real proper software developer or something), and we'll probably make even more money than we would have done by trying to sell it. This is not to say that Trojan is crap, mind you - after all, there are quite a few commercial games (naming no names, of course:) that we reckon we've bettered in quality and playability, but the rules of commercial games-making are kinda different to those of freeware scenario building. It is such a pleasant dream, though.....

I want to send you complaints, suggestions, requests, fanmail (and/or large cash sums), etc...

Send any mail to Chris Ashton at: cashton@digitalpla.net - he's the guy in charge of handling all that stuff. Though if it's fanmail, why not send it to everyone in the group?:) And then post a notice to a.m.g. as well, telling everyone else how good Trojan is and why they should be playing it too!

(Just don't send anything to Hamish, who wants a quiet life from now on. That includes requests for help on shape/map/sound/scenarios or anything else even remotely connected with Mac games!)

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