TROJAN





It is eighty years since the defeat of the Pfhor Empire at the hands of the combined Earth/S'Pht Kr battle fleets. The S'Pht Kr have gone, and of the strange events which occured around Lh'owon little is known (and the few intrepid historians sent to investigate were never heard from again).

Mankind, however, is rarely given to pausing long for thought, and since then much has happened.....

TROY 465



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A BRIEF LESSON IN HISTORY

Excerpt from "A Brief History of the Thirtieth Century" (first published 2999, 3rd reprint, Univer Book Co) Chapter 37 - 'Socio-Political Turmoil in the Early 30th Century.'

"The impact on human society due to the sudden introduction of vast quantities of alien technology cannot be underestimated. The initial Earth-Durandal AI contact in the first year of the 29th century was as nothing compared to the arrival of the Tau Ceti survivors in an intact Pfhor FTL supply ship a decade and a half later.

"Much of the events surrounding the arrival of the Tau Ceti group remain a mystery, including a 72 hour period between initial detection of the Pfhor ship entering Sol space and its arrival on Earth. Rumours abound of covert operations by, variously: the UEG/UESC, assorted Earth Companies, and other (unknown) organisations inside that area of first contact. Whatever happened within those 72 hours remains a mystery, even to this day.

"However, it is a matter of record that when this small group of battle-weary refugees arrived on Earth, they were accompainied by over a dozen lawyers who immediately issued patents on all the technology contained within that vessel. Publically, all rights to these patents were seen to be held by the Tau Ceti survivors, but it is common belief that some kind of third party was secretly involved, with the Tau Ceti group existing merely as a facade for (unknown) big business or political interests. One must wonder how else a small group of 24th century refugees managed to create virtually overnight the largest single Earth-based company ever to have existed. Thus the 'Marathon Planetary Communications Company' was born.

"Almost overnight, MPC became the single biggest corporation in Earth's history and it was barely three years before mankind began its expansion to the stars. Immediately, all concepts of natural development of human society went straight out the window. Massive changes in the political and business structures of the time came about virtually overnight as the realisation came that there was effectively no limit on the spread and activities of human society. The fall of the major political institutions - the UESC and UEG - left a power vacuum that was immediately filled by the major business organisations: the Trans-Global Companies, who fell upon this 'Brave New World' of business opportunities with unprecedented vigour.

"The inevitability of an Earth-Pfhor war required a rapid and massive increase in industrial output, with the TGCs licensing much of MPC's newly gained FTL and weapons technology. But as the war approached, these companies also developed their own versions of the stolen technologies. The battle with the Pfhor demanded new breeds of soldiers and new types of weapons, both

mechanical and biological. This development was headed by GenCorp, one of the fastest growing companies to appear after MPC. And whilst MPC's growth continued even through the war years, there was a conspicuous failure of its management to acknowledge the threat from its new business competitors.

"After the end of the war in 2881 MPC rapidly found itself being left behind in the race to explore and colonise the galaxy. The TGCs with their bio-technologies and their long established power structures were better suited to the exploration and colonisation of space, and MPC faced a loss in its market share as its core technologies were copied. With its frequent internal power struggles the entire future of MPC became uncertain. And their battle to recover market share resulted in over 50 localised wars as the relationship between MPC and the TGCs turned from uneasy alliance to bitter hatred."

.....

"Whilst much of the history of the late 28th and 29th centuries has been accurately recorded, there is much uncertainty about several incidents where MPC and its competitors were involved in direct conflict within some of the more remote areas of the galaxy. In particular, the alleged conflict which is thought to have resulted in the spectacular destruction of several minor star systems near the galactic rim has remained a particular mystery. One thing that is known for certain is the origin of this incident - a remote MPC mining outpost in the little known X-1645 star cluster.

"Its name: Troy465....."



THE STORY SO FAR

The Background Story, or: *"Why I joined the MPC Marine Core"*

In a galaxy where big business rules supreme, the battle for profit can be dangerous and bloody. Business requires protection, and as a member of the MPC Marine Core 57th Division it's your job to protect those company assets. Soldier, mercenary, spy, tax-collector - it may not be the greatest job in the world, but it pays well and comes with full health insurance.

So after successfully putting down a food riot on Beta-Assaides you're quite looking forward to a bit of R&R in 'Lemaro's Pleasure Palace' back on Sirius V. But as the MPC Cruiser Archangael slips through subspace on a course for home, its computers detect a brief emergency signal radiating from somewhere near the galactic rim. And as the Archangael's AI realises the message's origin, it feels something it could swear was....fear.

Thirteen hours later the MPC Cruiser Archangael is spreading as dust across the outer regions of an unnamed star system.

And on the lone orbiting planet of a single yellow star, its surviving contingent of crack Marines is quickly finding that R&R will have to wait.



The Here and Now, or: *"Hey fella! Is that the toast I smell burning?"*

```
Dat: 017/44/39
TO: M.P.C. CENTRAL COMMAND
FROM: M.P.C. Cruiser ARCHANGAEL <DNC-1301>

INCOMING MESSAGE
FROM: Archangael AI

Received at 017/44/36: M.P.C. SUBSPACE NETWORK ALERT

Source: M.P.C. base at TROY465

Query: Response - INTERCEPT?

Message ends.##


Dat: 017/44/42
TO: M.P.C. Cruiser ARCHANGAEL <DNC-1301>
FROM: M.P.C. CENTRAL COMMAND

INCOMING MESSAGE
FROM: Mephisto AI
```

```
Acknowledge Query - RESPOND IMMEDIATELY TO SUBSPACE ALERT

Priority Code ONE

PROJECTED INTERCEPT FOR 017/57/00
(Failure to comply will result in maximum penalties)

Message ends.##


Dat: 017/56/37
TO: M.P.C. CENTRAL COMMAND
FROM: M.P.C. Cruiser ARCHANGAEL <DNC-1301>

INCOMING MESSAGE
FROM: Archangael AI

ALERT - RECEIVING HEAVY FIRE FROM UNKNOWN ASSAILANT(S)

SYSTEM FAILURE IMMINENT - REACTOR BREACH IN PROGRESS

CREW EVAC IN PROGRESS
ATTEMPTING AI CORE DUMP

FINAL TRANSMISSION TO FOL..L..W**

Message interrupt.##
Error - Connection lost.
```



Arrival at Troy465, or: *"Welcome to Hell. You gonna like it here!"*

Your mission begins as the MPC Cruiser Archangel enters real space in the vicinity of the Troy465 planetoid. As your ship falls under surprise attack you grab what armaments you can and teleport to the planet's surface beneath you.

Once there you'll quickly find yourself battling unknown assailants in a desperate struggle to survive.

Remember:

Trust No-one.....
Watch Your Back.....
And Keep That Trigger Finger Ready!



INSTALLATION

Unlike most scenarios, Trojan is an almost wholly self-contained package. All the support files - Shapes, Sounds, Map and Music (the physics model is contained in the Shapes file) - are already included. The only other items you need are a clean copy of the main Marathon application (v1.2) and a valid serial number (where required).

The Trojan package should contain the following files:

Shapes 

Sounds 

Map 

Music 

(Note: these names should not be altered otherwise Trojan will not function correctly.)

Trojan Installer 

Trojan Manual 

Trojan uses Charles Lechasseur's M1 installer to install resources into the main application. To install:

Open the Trojan Installer application and you will be asked to find a copy of the original M1 application and select it.

You are then prompted to select the destination folder for the newly created "Trojan" application. Select the folder containing the Trojan support files.

The installer will create a duplicate of the M1 application called

"Trojan" and automatically place the new resources into it. You're now ready to go!

(Note that you may have to rebuild your desktop for the new icons to be visible.)

If you are using an older pre-Trilogy CD copy of M1, then the first time you run Trojan, it will request your registration number and create a new Preferences file named "Trojan Preferences". If you already have a copy of the original Marathon Preferences available, you may avoid re-entering the M1 registration code by making a duplicate and renaming it to "Trojan Preferences".

If you are using a copy of M1 from the Trilogy CD (which does not use a serial number), you will need to obtain a copy of the Trojan [Trilogy] Updater. This should be used to update the Trojan application before playing, otherwise Trojan will request a serial number (which you won't have). The Updater should be available from the same locations as the main Trojan package.

Notes:

1. Changing the name of any file from the existing (default) names can lead to serious problems. It is important that Trojan can always find its own support files. A common cause for unexplained crashes is when Trojan can't find the correct files, or, even worse, uses the wrong ones. It is wise to keep Trojan files and application separate from any other Marathon files for this reason.

2. The Trojan Installer will set the Trojan application's preferred size to 9Mb. This should be sufficient for running in 1000s of colours with all other options on. If you intend to run in millions of colours, you will need to increase this in the 'Get Info' box. If your system doesn't have a spare 9Mb, you'll have to reduce this amount to suit, though you may have to reduce options in order to run in less memory.

3. Trojan **does** use an external Physics Model. However, in order to simplify the package as a whole, it has been built directly into the Shapes file. So although you won't see a separate Physics Model file in the Trojan folder, the Trojan application will still be able to see it and use it as normal.

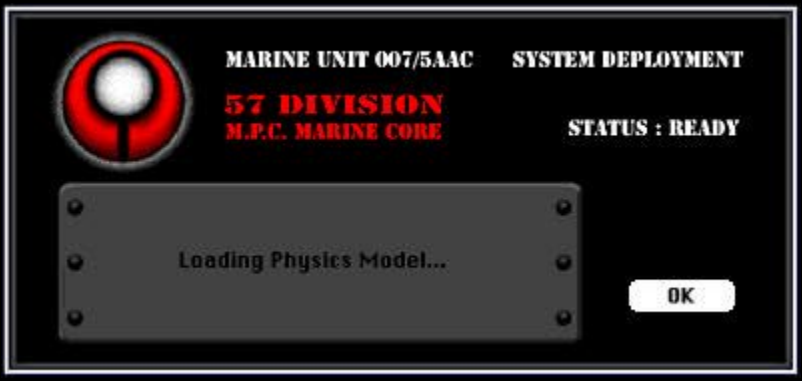
4. Remember that for the background music to play, you'll need the Quicktime and Quicktime Musical Instruments extensions installed. Trojan's music is incredibly cool (just try it!), so it's well worth having these extensions installed so you can listen to it.



INSTRUCTIONS

If you are familiar with the original M1, then Trojan shouldn't present any problems to you. The only difference is that it may look a little different.

On opening the game you should first be presented by the following message:



This dialogue should always appear, as it indicates the presence of the Trojan Physics Model (built into the Shapes file) which is required for correct operation. You should avoid using any appliction (eg. MapSelect, Marathon Runner) with Trojan that allows for swapping support files - these are not compatible with the built-in Physics that Trojan uses. (Note too that creating your own physics models for use with Trojan is not recommended and can easily result in serious crashes - the Trojan Physics Model is a complicated beast and is probably best left alone.)

Click on "OK", or hit Return and you will be presented with the main Options screen. This should be pretty explanatory. (Netgame options aren't available because Trojan is a solo-only scenario.)

When starting a new game (or continuing an old one) you will usually be presented with a message similar to the first one. This is normal and always preceeds the loading of any non-Bungie map - just hit Return to begin playing.

Memory

Trojan is a good bit bigger than the original M1 game. This is due to all the cool new stuff that's been crammed into it. The downside of this, however, is that it may also require more memory than M1.

For running with the recommended settings of:

Thousands of Colours, High Resolution
3 Channels Stereo

Sound Background Music On

We'd recommend allocating at least 9Mb of memory to Trojan. In practice, you might be able to experiment with different amounts of RAM, but allocating insufficient memory can have nasty results (see below).

It is possible to reduce memory requirements by turning down some options - eg. running in:

256 Colours, Low Resolution
No Background Music
etc.

Trojan has been (briefly) tested at as little as 5Mb with all the memory intensive options turned down and still appears to work OK (though playing in 256 cols, low-res ain't exactly beautiful!). So if you're playing on a low-memory system you may need to experiment a bit to fit everything in. (Note that using RamDoubler, Virtual Memory, etc. under these circumstances is not really recommended, and might cause more problems than it attempts to solve.)

Some Memory Related Problems:

The most likely result of not having enough memory is that you'll get the report:

```
"Trojan doesn’t have enough memory to load this map. Give it more and try again."
```

In this case you'll definitely need to make some significant adjustments to memory allocation. (You can also try running with System Extensions off to free up extra memory if neccessary.)

Often whilst using a Save Terminal or restarting a game after dying there may be occasions where the map loads OK, but mysteriously freezes or crashes later on - often whilst using a Save Terminal. The most likely cause is that Trojan has only just enough memory to load the map, but not quite enough to run correctly. In this case the only options are either to increase memory allocation, reduce colour depth or turn off some other memory-intensive option. (Again, consult your original manual for more information.)

Needless to say, any crashes or problems resulting thereof are your own problem. You use Trojan at your own risk.



STRATEGY GUIDE

Okay, so you've got the game up and running but could probably do with one or two extra hints on the best ways to survive the trip. Although this (brief) guide isn't intended as a walkthrough (you'll need a Spoiler Guide for that....), it should help you avoid some of the most common pitfalls awaiting the inexperienced MPC Marine.

Tip 1

Take your time.

It often pays to stop and think before acting, whether it's entering a room full of bloodthirsty aliens, or solving one of Trojan's fiendish puzzles. Not sure what a particular switch does? Try keeping notes as you go along. (Pen and paper? Good Grief!) Switches do tend to do something - though sometimes it might be the opposite of what you actually wanted!

Tip 2

Conserve ammo.

It's wise to save high-powered ammo for use against high-powered aliens! Dual pistols (standard issue to all MPC Marines) are surprisingly effective when used together and can be used against most aliens quite successfully. Save your assault rifle ammo for those busier occasions, and plasma and missile ammo for when you really need it the most. Grenades, shotgun shells, etc. are also useful for hitting switches in those hard-to-reach places, though it's amazing how often a well-placed punch can also do the job. (Remember too that destroyable circuit panels can be triggered by punches as well as grenades and other ordinance.)

Tip 3

Save and recharge often.

Stating the obvious, really. But there may be occasions when you'll have to go some distance without access to one or other, or both. Make the most of them when you've got them. Although it is very unusual to get into a position of no-escape, there are areas where it can occasionally happen, so you'll definitely want to have saved before then! In fact, you're much more likely to meet your end at the hands (claws?) of a bunch of very irate aliens - many, many times.....

Tip 4

Read the terminals carefully.

There are various characters in Trojan who will usually do their best to help

you. Look carefully at maps too, just in case you can pick up some minor detail which you might otherwise have missed.

Tip 5

Manual dexterity.

Not so much of a tip as an acquired skill. There are places where you'll need to reach a ledge that seems just a little too far away. It can be done, but the solution is not always apparent, or easy. One handy feature of Marathon is an ability to turn in mid-air whilst jumping. Landing on just the right spot can be a bit of a hit-or-miss action, but practice makes perfect, as they say.

Tip 6

Know the Enemy.

Different enemies behave in different ways. For example, a heavily armed enemy may lack good mobility. Learn to sidestep if you haven't already - then you'll be able to keep them in your sights whilst avoiding their fire. A particularly handy trick for dodging homing projectiles is to run towards them whilst sidestepping at the same time. It's a tricky move to master, but with luck you'll find that you're able to run past the projectile, which is less manoeuvreable than you are. (Just remember that a homing projectile will keep following you until it hits something - in large spaces you might find yourself shot in the back by a wandering projectile if you're not careful!)

Tip 7

Read Tips 1-6!

And if you're really stuck then a post to an appropriate newsgroup might well get you the information you're needing from other players. If that fails, try looking for the Trojan Spoiler Guide when it's released. However, perseverance (and a dash of cowardice for when things get just too hot) should always pay off: there is always a solution to a puzzle and always a way to kill that last alien - it may just take you a while to work it out.

Good Luck!

"The Fate of the Galaxy Rests on your Shoulders!!!"



TROUBLESHOOTING

This list gives descriptions of the most common problems and likely solutions. If none of the following works, try trashing your Preferences file (in case it's corrupted). If that still doesn't work, throw away the Trojan app and try reinstalling the Trojan resources into a fresh copy of M1. If the problem persists, email us and we'll try to help.

Problem:

The Trojan Installer won't patch my copy of Marathon.

Solution:

Make sure you are using a clean copy of M1 (v1.2).

Problem:

The Trojan Installer patched my copy of Marathon okay, but when I run Trojan it asks me for a serial number. I got my copy of M1 from the Marathon Trilogy CD, so it doesn't have a serial number.

Solution:

If your copy of M1 has come from the Marathon Trilogy CD then you will need to obtain a copy of the Trojan [Trilogy] Updater before you can play Trojan. You can get this from wherever you originally found the main Trojan package, the Trojan website, or the Marathon Hyperarchive MidWest.

Problem:

Trojan crashes when using save terminals or jumping levels, or exhibits general wierdness.

Solution:

The most probable cause is lack of memory. Either allocate extra memory in the "Get Info" box, or reduce memory-intensive options (resolution, colour depth, sound options).

Problem:

Sounds won't play.

Solution:

Make sure it's turned on in the Preferences. Check Sound Manager is installed. Ensure that there is some free memory (approx. 500K) available on top of System and Trojan memory allocation.

Problem:

Sprites and textures turn to static, Trojan crashes.

Solution:

Make sure that Trojan is using the Trojan shapes file, and not a Marathon shapes file.

Problem:

Aliens behave strangely (flying marines, exploding bobs, yellow-green striped fighters appear), jerky movement, crashes.

Solution:

This would indicate that the Trojan Physics Model isn't loading correctly. Trojan's Physics Model is built into the Trojan Shapes file in order to prevent the possiblity of this happening. However, if you've been using an application such as MapSelect or Marathon Runner to swap Trojan support files (these applications modify the actual Trojan/Marathon application), it is possible that Trojan can no longer find its Physics Model. The easiest solution to this is to throw away the Trojan application and run the Trojan Installer on a fresh copy of M1 to create a new Trojan app.

Note:

It is recommended that you do not place other Marathon files into the same folder as Trojan and its support files to prevent any confusion. Nor should you alter any of the file names, otherwise Trojan won't recognise the files.



For further information:

Enquiries and problems (or even fan-mail!) may be addressed to Chris Ashton at:

cashton@digitalpla.net

Or check our website for more information:

http://206.168.216.158/marathon/trojan/trojan.html

Enjoy!



CREDITS

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Tom Worth

Trojan is pretty much ©the above folk. (Though some parts may still be ©Bungie Software Products Corporation.)

Thanks are due to the following:

For pre-testing:

Michael Park

For beta-testing:

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Nate Esteban
Kim Foo-Jones
Eric Mathy
Andreas Ronning
Adam Weinstein
Daniel Whelan
Jason Yu

For creating these invaluable utilities:

Jeremy Parsons, Dan Johnson & Evan Harper - Pfhred
Joe Kloss - MSE
Kevin Bell - MSI
Michael Hanson - MPME
Steve Israelson - Pfhorte
Dan Walkowski - Mia
Kirill Levchenko - MapInfo, TermInstaller
Paul C. H. Ho - MaraMusicMaker Pack

For all their help and advice:

Claude Errera (ftp, files & just being there to help)
Jonas Eneroth (Bungie's very own flameproof-guy-on-the-front-line)
Gabe Rosenkoetter (proofreading terminals)
Charles Lechasseur (Trojan Installer)
Mike Trinder (altering main control screen layout)
Dave Turner (multi-level lifts)

And thanks to everyone else who has helped, created valuable utilities, produced useful information and techniques, or simply set new standards in scenario creation for the rest of us to try and match (we hope we have!).

Finally, a big "Hi" to:

Matt Mogavero & Shklovskii Leonid

Our families and friends, who somehow still manage to put up with us despite all the time we've spent on this project.

And Bungie, of course (those nice folk who made Marathon in the first place).

.....

Level Credits

Arrival
Author: Chris Ashton
Music: Tom Worth
Chapter screen: Mike Clayton & Chris Ashton

Command And Control
Author: Jos Delbar
Music: Tom Worth

The Roach Farm
Author: Hamish Sanderson
Music: John Carlo Maffei

Citizen Cain
Author: Tony Smith
Music: Jason Aguiar
Chapter screen: Chris Ashton

Frying Tonight!
Author: Jos Delbar
Music: John Carlo Maffei

Boy Are My Arms Tired
Author: Charles Hamper *
Music: John Carlo Maffei
Chapter screen: Ed Sludden & Chris Ashton

Can't Be Too Careful Nowadays
Author: Charles Hamper *
Music: Tom Worth

No More TV Dinners
Author: Charles Hamper *
Music: Tom Worth

You Were Dead, Now You Are Restored
Author: Charles Hamper *
Music: Tom Worth

Say Bro, Are You Willing And Abel?
Author: Hamish Sanderson
Music: Jason Aguiar (repeat)

Big Pig
Author: Chris Ashton
Music: Tom Worth
Chapter screen: Mike Clayton & Chris Ashton

Burn! Burn! Burn!
Author: Nicholas Graham
Music: John Carlo Maffei (repeat)

Damage Is Our Middle Name
Author: Chris Ashton

Music: Jason Aguiar

Aggressive Marketing
Author: David Opdyke
Music: Tom Worth
Chapter screen: Mike Clayton & Chris Ashton

Death Of Drummand
Author: Charles Hamper *
Music: Jason Aguiar

Doughnuts For Dinner
Author: Charles Hamper *
Music: John Carlo Maffei, remixed by Tom Worth

Say It With Grenades
Author: Charles Hamper *
Music: Tom Worth

Electric
Author: Jos Delbar (with additional material by Charles Hamper)
Music: Tom Worth (repeat)

Lune Noire
Author: Hamish Sanderson
Music: Tom Worth
Chapter screen: Mike Clayton & Chris Ashton

Savage Streak
Author: Ben Matasar (with additional material by Chris Ashton)
Music: Steve Campbell

Eat Your Microwave
Author: Hamish Sanderson
Music: Jason Aguiar

Non Dormit, Qui Custodit
Author: Nicholas Graham
Music: Jason Aguiar
Chapter screen: Mike Clayton & Hamish Sanderson

Have Gun, Will Travel
Author: Chris Ashton
Music: Tom Worth (repeat)

From Our Bacon Menu
Author: Charles Hamper *
Music: Tom Worth (repeat)

Dance The Last Waltz With Me
Author: Jos Delbar
Music: Tom Worth
Chapter screen: Ed Sludden & Chris Ashton

(* - ported to Trojan by Hamish Sanderson)

Map Editing: **Hamish Sanderson**
Object Placement Editing on levels 16 to 27: **Tony Smith**

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Weapons Graphics: **Chris Ashton (**assault rifle**), Jesse Freeman (**pistol, rocket launcher, plasma rifle**)**

New Weapon & Bob Sounds: **Nick Singer**
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Installer: **Charles Lechasseur**

Manual: **Ben Matasar & Hamish Sanderson**
main illustration by **Ed Sludden,** music by **Tom Worth**

Project Coordination: **Hamish Sanderson**

Website Management: **Chris Ashton**

FTP: **Claude Errera, Steve Campbell**





The Official Members of the Asylum:

I would like to thank Chris, Tom and Hamish as well as the rest of the Trojan Collaborators for allowing me to contribute my music to Trojan. I would also like to thank my parents for making me take all those music lessons when I was younger, and Juan Valdez, providing me with caffeine during those long nights of writing. I hope you enjoy listening to my music while kicking alien ass! If you would like to hear more of my compositions go to: http://www.sisna.com/users/jag/music.html

- Jason Aguiar jag@sisna.com

I am addicted to Marathon. Have been since 1994 when I first played the Marathon Demo. Many late nights I have spent in front of a monitor blasting aliens, bobs and my buddies. We took over the computer graphics lab almost every night for networked play. Then, finally, I bought my own computer and discovered how easy it was to edit Marathon files. I went to work. I created shapes patches first (CAlien and the Gatling Gun), then some netmaps and finally my own eight level scenario (Scarpi). Halfway through Scarpi I was looking for shapes help as it was taking me too long to do everything by myself. I met Hamish Sanderson and learned of his ultimate Marathon vision (Trojan) and work on Scarpi halted. From that time, until now, I have devoted much of my talents and spare time to the creation of Trojan.

First and foremost, I'd like to thank Hamish. He has had a tremendous amount of confidence in me, and this has allowed him to give me a large role in Trojan. I'd also like to thank him for pushing me onward when progress was very low and artist block was high.

I'd like to thank Mike Clayton for coming to our rescue and helping us out with the chapter art. His work never ceased to amaze me.

Jim New also deserves a very large "thanks". Not only for providing FTP space for our demo, promo, etc., but also for being the LARGEST reason why I got onto a computer in the first place. I wouldn't be here if it weren't for you.

Finally, to you the gamer, have fun with Trojan. And if you can find the time, take a moment to stop and smell the roses. A huge amount of work has gone into Trojan. Hamish's dream has been realized. Trojan is the Ultimate Scenario.

- Chris Ashton cashton@digitalpla.net

Steve Campbell
maintainer of marathon midwest
marathon midwest
http://www.pullmyfinger.com/marathon
ftp://206.168.216.158/Incoming

- Steve Campbell campbell@okla.net

"If Chris had never asked me to help him with the chapter screens, I may have never even heard of TROJAN. And if Hamish didn't like my designs, you'd probably never see them. Thanks guys, for letting me be a part of this project. Kudos go to my wife, Mindy, for being patient with me while throwing pens, paper and occassional clipboard around the room while trying to think up poses, uniforms and etc. To Mark Bagley, M.D. Bright and Mark Farmer for their inspirational drawings (I've bought many of their comics!) and any other influences that I don't have the space to name. All I can say now is that I hope you like the game!"

- Mike Clayton, art student and comic book enthusiast, helped in the design and execution of numerous chapter screens and other minor tasks!

I'd like to thank Hamish Sanderson for allowing me to be a small pawn in his great quest for world domination, code-named Trojan. I wouldn't give my recent experiences up for a million dollars! (If you're offering a lifetime License to Vid though, I might reconsider.)

However, the only drawback was that, as a result of my affiliation with Trojan, my IQ (and my spare time) reached the verge of extinction... But (fortunately, I was able to get back on track.

I couldn't have done it without the help of Isaac Asimov and Scott Adams, who have certainly written magnificant books; or without the help of Orbital and The Prodigy, who have composed the best music ever to reach my ears. Also, many thanks to my recently deceased F'lickta friend, Dwr'Budr, and to the almost deceased Queen Elizabeth; just for being there!

> Looking for some more action? Presenting 'The Visitor', an upcoming plug-in for Escape Velocity. 'The Visitor' will include over 15 new, beautifully rendered ships; a hip music track that will rock your world; an invloving storyline; a greatly expanded galaxy; and much, much more... Trust me, this is an adventure that you won't want to miss!

http://www.club.innet.be/~year0897/Visitor/Visitor.html

- Jos Delbar delbar@innet.be
http://www.club.innet.be/~year0897/index.html

I would like to start off by thanking Ingrid for putting up with all the times I was playing marathon on the phone while talking to her when we were going out, I would also like to thank all of the people I stepped on to get here, my parents <I didn't really step on them, I used them more as a stepping stone>, My friends, Mrs. Grant, H.A.SANDERSON@dundee.ac.uk <the mail address that almost works>, BMWs <thank you mister M3 for helping use chase down that kid (you still can't prove I did anything to him in court) He he he>, and finally all the girls who can put up with my crummy personality <namely Michelle, paola (my x), Ingrid (my X), Jen, Christy (all 3 of them), Kathryn, and last but not least my very best "friend that is a girl" Christine.

Next summer I hope to have published my book, "The Doll House" and have at least one really cool marathon scenario out in the real world.

P.S. If you are interested in seeing my art and how it may be applied to your next scenario, contact me at PROJECT57@aol.com and I'll me more than happy to send you a folder with some high quality samples of both my art and writing abilities.

- Jesse Freeman PROJECT57@aol.com

Well, Trojan rocks! Nothing quite matches the satisfaction of killing aliens with a pistol in each hand. Thanks to Bungie, Pfhorte, Mia (wherever she is...) and above all Hamish Sanderson, without whom Trojan just wouldn't be. Bang bang bang!

As Antonio Banderas was asked in Desperado before 'cleaning out' the entire Tarasco Bar:

"Is there something in the guitar case?..."

- Nicholas Graham "El Mariachi" wvale@indigo.ie

Ah to have doughnuts for dinner, or perhaps a choice selection from the bacon menu. It's hard to find such simple pleasures in space. Thanks for choosing, playing, and making me a part in what is TROJAN. Now if you'll excuse me, I have to get back to playing Hamish's wonderfully evil vision.

- Charles Hamper ChasFH@aol.com

charles lechasseur
doh@videotron.ca
http://pages.infinit.net/doh/marathon/

1. If you have the staff, I will give it to you; if you do not have the staff, I will take it from you. 2. If your cup is half empty, you should drink the water before it spills.
3. There is no reason to scare yourself into worrying about nothing.
4. The rules are clear and available for all to recognize.
5. You have nothing to worry about; it is all going to be okay.
6. Have you eaten your rice? Now go wash your bowl.
7. It is better to smoke while you pray than to pray while you smoke.
8. Descend to death and come back for breath.
9. The mark you leave is what you achieve.

Some Musical Tracks Provided by I Cant Find My Sheep
Songs: 112996 and 110896 and 111697
I Cant Find My Sheep are:
Johny Mutton maffeij@wwwcafe.com
Wooly Chops donovan@apple.com
Pablo Fleece pfritz@metatools.com
Jeffrey Lamb newbreed@swbnet.com

- John Carlo Maffei maffeij@wwwcafe.com

For a 17 year old, Ben Matasar is a surprisingly accomplished computer nerd. His map, Banzai!, is one of the most downloaded Marathon maps around, and, despite many times begging, has recieved very little in terms of feedback and netfilms.

While not a vidmaster by any stretch, he prides himself on having completed the Marathon games on Normal without cheating. He also hates referring to himself in the third person

I joined the Trojan project fairly late, and made one solo map only. I am also a netmap coordinator of sorts (but not really -- more of a netmap flake at this point). I am also an active member of the MMMG, and have two maps in the Marathon Maps Hall of Fame.

- Ben Matasar matasar@teleport.com
http://www.teleport.com/~matasar/

"I'm proud to have been a small cog (lvl 16) in the mighty machine that is Trojan. Hamish Sanderson has made me realize that my own Marathon obsession is quite a mild case indeed. Special thanks to MIA and my wife, Kara."

- David J Opdyke dopdyke@spiderbytes.com

gabe rosenkoetter (a_fool)
gabe@tj.edu.inter.net
http://galena.tj.edu.inter.net/~gabe/

Hamish Sanderson
H.A.SANDERSON@dundee.ac.uk
"I was Jim Kirk's lovechild."

Voice of bob: Andy Grace- doesn't play computers much but has little enough shame to sit in front of a tape recorder shouting "they're all trying to kill me!!!!"
Weapon sounds: Nick Singer- freelance composer, looking for opportunities in the video-game market .
(see http://www.geocities.com/Eureka/1341/music.html)

- Nick Singer nemesis@atlas.co.uk

Ed "Straight Up Ahead" **Sludden**

At 30, Tony Smith is far too old to be playing Marathon and building some of the most popular levels around - the Black Pyramid Software maps - but that's an argument with which has no truck whatsoever. "Bollocks to that," he calls while dashing through his latest map, knee deep in dead Pfhor.

"What's that whiff? Damn, I trod in a BoB."

When not engaged in heinous carnage in 3D games, Tony - aka Smitey - is a freelance information technology journalist writing for MacUser and Personal Computer World among others. Not only does it allow him to follow one of the coolest industries on the planet, but wangle large amounts of free kit. Well, ish.

- Tony Smith bone@luna.co.uk
http://www.widearea.co.uk/black-pyramid/

puts you elsewhere. sounds, meshed together flawlessly into what is called music. elsewhere. breathing, feeling constant pulses in your head of mind controlling waveforms. You are not you, this entity being cast into the realm of sound, light and smoke. the waves taking you higher, until the point of pure, undiluted extasy. somehow feeling at peace for one moment. love the music. feel it. bring it with into the alternate state of mind. allow it to effortlessly place thoughts of freedom and sanctity around you. love the music.

- Tom Worth darkmind@icanect.net
http://members.icanect.net/~darkmind

.....

The Honorary Asylum Member:

Not another alien! Die die die! *load 'Mk 10' and fire*

smoke clears Huh? It's my turn to talk? Okay, I would like to thank all those unknown mapmakers that made maps that kept my adrenaline (sp?) going! I would also like to thank Chris Ashton, for he was the one that recruited me into the Trojan team. I would also like to thank Hamish Sanderson, since he's the one that started this. The music track makers also should get thanks, for their music tracks practically rival Bungie's and some of them even are better! I also would like to thank my parents for tolerating me while I spent endless hours beta testing these maps and blasting through alien guts!

Finally, I would like to thank you Trojan players. Just playing the game deserves a little credit, doesn't it?

- Michael Park macgamer@ohana.com

.....

And Finally, The Infamous Beta Testers:

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Nate Esteban hyper@ptialaska.net
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Daniel Whelan
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Jason Yu jasonyu@bucknell.edu
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NOTES

All original work contained in Trojan remains the property of its respective authors. The Trojan package may be distributed freely, as long as it is kept in its original form with all documentation included. Modified versions of the Trojan package and/or individual resources may not be distributed without permission from the project supervisor (currently Chris Ashton) and relevant authors. None of this material may be distributed for profit, in any way, without written permission from the project supervisor.

Finally, should Trojan reformat your hard drive, eat your children, or sell your house and use the profits to pay for a fortnight's drinking binge in Hawaii, don't blame us; it ain't our fault. You use this package at your own risk. We've done our best to make Trojan as bug-free and easy to use as possible, but we're only human after all (well, almost).

If you need any further information, please contact Chris Ashton at:

cashton@digitalpla.net

Or check our website:

http://206.168.216.158/marathon/trojan/trojan.html

