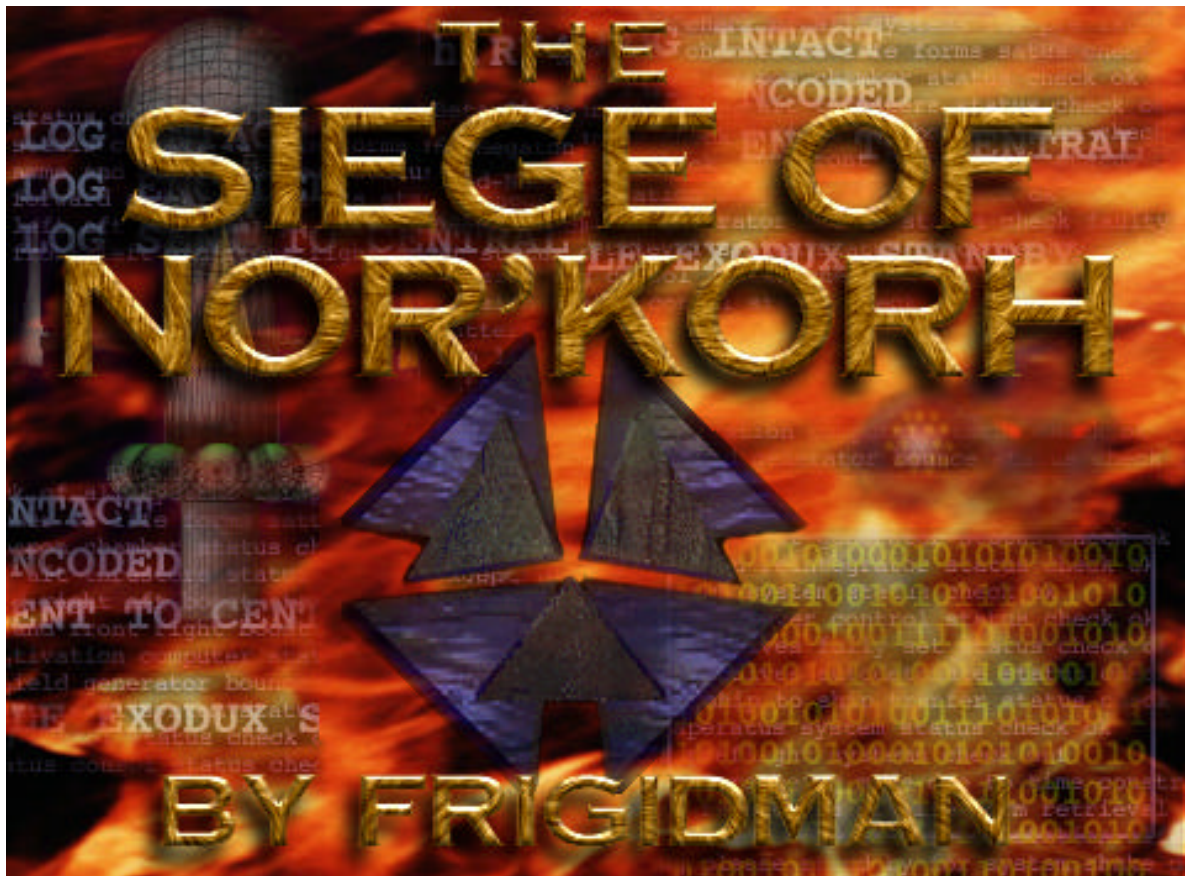




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THE SIEGE OF NOR'KORH, BY FRIGIDMAN

Nor'Korh: A high security military installation of the Pfhor Empire.

Mission: To take hold of this facility at all costs.

You are a volunteer for the mission to Nor'Korh. Your prime objective is to take command of this large military installation. Failure most certainly is death.

Nor'Korh is home to the Pfhor leader Karth pa'Korh, which explains the name of the facility. He dwells deep within the complex and you will most certainly have to convince him to leave for we are going to be the new owners.

Don't underestimate the Pfhor, they are strong in numbers and being the head military compound for the Pfhor in this whole quadrant of space, means that you will most certainly be in trouble.

You have been boarded onto a high speed ramming vehicle, the ATTV, and are going to make a new entrance into the outside compound of Nor'Korh, which from there you will proceed into the facility and take it over. Some other civilians have volunteered also, but we only have one bio-life suit capable of regeneration of protection, so the bobs will be vulnerable. Protect them while they help you.

Good luck.

ABOUT THIS WHOLE PACK

18 Total maps are included in this Map Pack for Marathon2™

12 Net maps:

- Flying Leap
- Cringe
- Cringe Again
- Pfhor Winds v4
- Desperate Measures v4
- Carnage Heights v4
- Axiocranium v4
- B'rak Carnage v4
- Hata v4
- Cesspools of Kalrion v4
- Radiant Pools v4
- Gravity? v4

I updated to final version 4 of all my previous net maps and included them in this pack for ease of use when gathering net games. These net maps can also be gotten in single form from the same places you got this pack. You can always find them at:
<<http://www.grayphics.com/~frigid/fm-maps.html>>

Three completely new never seen before net maps are also included, Cringe and Cringe Again are the same map but made for different people. Cringe is a net map for Mouse players because they can handle the quick height changes, and Cringe Again is for the keyboard people who can't seem to do squat, so I leveled everything so they have a chance. Flying Leap is a complete remake of my popular M1 level Rancid Café.

The solo part is for solo only. It was not designed for co-op because if you play it on co-op you might find it extremely difficult because of the traps that would occur when more than one person is around. Not to mention drop weapons on die cause a whole new problem. I am sorry if this makes you upset, but I didn't want to make a co-op game.

Do NOT play this adventure on sucky looser difficulty like Kindergarten. Play it on Normal or higher, it is completable on Total Carnage, so no whinning.

There are some neat new idea's never created before in a map for Marathon2™. These Ideas I came up with all on my own, and are very odd because of how I had to twist the engine to do them. Some of the neat new things are the force fields, the wall guns, true elevators, airlocks, and some of the really kewl lighting effects.

If you want a LITE VERSION, I am sorry, but I will not degrade this map anymore to make it smaller in size. If you don't have the room, then simply don't keep it.

Enjoy this pack, and your any donation sent for appreciation of my work will be greatly appreciated. Thank you for reading this readme by the way.

ABOUT FRIGIDMAN

"..the best map maker around..." -New York Times

"Gods gift to marathon" -Inquisitor

"The most incredible level designer to date!" -Global Planet

Silliness aside...

Notice I said silliness, I do not have a god complex, and those quotes are for your amusement only. Nothing bad is meant by them.

I am Randall Shaw, or more known as FrigidMan on the Internet. I am a graphics artist extraordinaire (cant you tell by my horrid spelling?), and president of IFX computer entertainment, and Chief CEO of ShawComp studios.

I have been making net maps for marathon 1 and 2 for as long as Pfhorte was a reality. So after many mail from people saying they liked my net maps and wondered if I would ever indulge myself into a huge solo adventure, I finally broke down and did one. The result is this, Nor'Korh.

I completely created all new graphics for everything that I could, including consols and chapter screens. Some chapter screens are just titles, but they are nice anyways. Since I created all the consol graphics and chapter screen from scratch, there is a heavy copyright penalty hanging on them. I am serious when it comes to graphics, I wouldn't be president of a graphics company if I wasn't.

I sure hope you enjoy this solo adventure, because I took a lot of time to bring this too you. If you don't like it, then I am sorry I wasted you precious time on d/ling this.

So in parting I say, have fun! And whatever you do, DO NOT play it on WUSSY MODE Kindergarten! Play it on Normal or higher! It CAN be completed on Total Carnage.

ALL THINGS LEGAL

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Beta Testers:

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Carl Schell: for the innocent overlook <<http://www.public.asu.edu/~schell/>>
Dean Cox: for dying in it <<http://www.primenet.com/~dcox/>>
Nick Esborn <<http://www.grayphics.com/>>
Mark McWilliams <<http://www.premier1.net/~markm/>>
Steve Israelson: for adding a polygon renumbering option so that one of my levels would finally work right, and for testing it

Chapter Screen/Consol Help:

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Bryan Mendoza: more helpful criticism <<http://www.grayphics.com/~brymen/>>

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Alan Ebbert: professional marathon marine and long time sparing partner
Nick Esborn: being so nice to me for no reason
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Bungie: for creating aa awesome game that allows for great expansion
My Father and Mother: gee, its obvious why they are special