



# Marathon Atlantis

Manual covering:

Version 3.0\_Inf (Atlantis)

For Original Marathon Infinity Textures

Version 3.0\_Dusk (Atlantis)

For Dusk Textures

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## DOCUMENT OVERVIEW

This manual covers the Marathon Infinity scenario, Atlantis. Atlantis was originally released as a 6-level Marathon scenario, entitled “Marathon: Atlantis,” on September 17th of 1997. An update was released the next year as “Atlantis Gold.” Still requiring updates, a third and final release, simply called “Atlantis,” accompanies this manual. This manual covers only Version 3.

Atlantis Version 3 will run on these operating systems and game engines:

Macintosh OS 9

Commercial Marathon 2 Engine

Commercial Marathon: Infinity Engine

Aleph One for Classic Engine (Available at <http://source.bungie.org>)

Macintosh OS X 10.0 through 10.3.4

Aleph One for OS X Engine (Available at <http://source.bungie.org>)

Windows 98

Commercial Marathon 2 Engine

Windows XP

Aleph One for Windows Engine (Available at <http://source.bungie.org>)

Linux

Aleph One for Linux Engine (Available at <http://source.bungie.org>)

BeOS

Aleph One for BeOS Engine (Available at <http://source.bungie.org>)

## “ATLANTIS” SINGLE-PLAYER GAME

### Requirements and Setup

There are two releases of Atlantis Version 3. Both are updated and final releases of Marathon Atlantis (Version 1) and Atlantis Gold (Version 2) in which bugs and problems plaguing this scenario for years have been eradicated. One of the two releases, V3.0\_Dusk, has been retextured completely to be inline with the new Dusk texture pack and for use only in the Aleph One engine since the Dusk texture set requires the use of Aleph One. In an attempt to make the game compatible with older Macintosh and Windows computers, players who don't use Aleph One or for those who don't wish to use the Dusk texture pack, the other release of Version 3, known as v3.0\_Inf, is for the original Marathon: Infinity textures only and is playable in the original Infinity engine as well as Aleph One without the benefit of the Dusk texture pack. Both releases are otherwise the exact same. Visit <http://source.bungie.org> for more information on how to run Aleph.

For Hardware, Atlantis requires any of the operating systems appearing above and not much processor muscle. For software, Atlantis requires either the original retail Marathon Infinity engine (OS 9 or Windows) available from Bungie Studios or the open source Aleph One engine available at <http://source.bungie.org>. Simply drop the Atlantis file in the same folder as your engine application and set your map "Environment" preferences within the application so that Atlantis is selected. To get the Dusk textures to work with the Dusk release of Atlantis v3.0\_Dusk, make sure you have OpenGL graphics turned on in Aleph One's preferences and that the Dusk texture pack and script are correctly installed in your Aleph One folder. Begin as normal and enjoy!

### Story Breakdown

In the 23<sup>rd</sup> century, a rare precious mineral, known as Diithlaxium and used to power faster-than-light travel, is discovered 67 light years away on a planet called Resucamdiva. A space race of sorts is launched featuring the colonized planets of the solar system racing to be the first to claim the mineral deposit. Earth, Mercury, Mars and Pluto all launched ships. Many years pass and soon the race is forgotten. Eventually the Mars ship, the Atlantis, is the last ship from the solar system closing in on the planet rich with ore, the others having broken down in one-way or another.

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Suddenly, two alien races known as the S'pht and Pfhor attack Atlantis. A distress signal was sent and took about 67 years to reach Earth.

At the time the signal was received, a marine who is a veteran of the deadliest battles in UESC space history is enjoying a well-deserved vacation aboard the floating resort, Rubelasia, in Earth's high atmosphere. He is called away from his vacation to be sped away to Atlantis for search and possible rescue.

The Marine is put in cryo-sleep and arrives at Atlantis only to be ambushed by S'pht warships that have been watching Atlantis for 67 years. The main four missions for the Marine are to retrieve as much Dithlaxium mineral as possible, rescue any survivors (Doubtful), repair Atlantis to operational standards and return it to Mars.

### Characters

**Marine:** Male, ageless. The player controls the unnamed Marine who fights the enemy and saves whom he can. Veteran of a series of horrible outpost battles and hostile space ship takeovers, he is perfect for this job.

**Aliens:** The multiple aliens the Marine encounters and kills eventually become his allies.

**Ron "Flip" Cam:** Male, 30's. Ron acts as the guide during the game, helping the Marine find his way around and solving missions.

**James Thgieso:** Male, 80's. A medial scientist on board the Atlantis when it was first attacked. Thought to be one of the smartest men alive.

**Doten:** Male? Ageless. A ruthless artificial intelligence stranded in the electrical devices of S'pht aliens on Resucamdiva. Doten kidnaps and forces the Marine to do his work.

### Locations

**Rubelasia:** In the future, Rubelasia is a floating resort high above the pollution in Earth's atmosphere. The Marine is taken from this place to begin his battle.

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Atlantis: The massive Mars-built space ore transport ship was built and launched on a mission to mine Dithlaxium ore on the planet Resucamdiva.

S'pht Mother Ship: The Marine is sent here to disarm the controls, leaving the S'pht helpless. This ship is very backwards and strange.

Resucamdiva: A barren wasteland barely habitable. Here, the ultra rare mineral Dithlaxium waits as battle erupts on the surface between the human, the AI and the aliens.

### Credit

Level 1: "I'm on Vacation!"	Created by Adam Rose
Level 2: "Still Shaking"	Created by Adam Rose
Level 3: "Dog Water"	Created by Shane M. and Brian Seay
Level 4: "Starship Water"	Created by Shane M. and Brian Seay
Level 5: "Shadow on the Hill"	Created by Adam Rose.
Level 6: "Time Tricks"	Created by Adam Rose.
Net Level 1: "Transformer"	Created by Adam Rose.
Net Level 2: "Recreation Room"	Created by Adam Rose.
Net Level 3: "Carbonated Water"	Created by Adam Rose.
Net Level 4: "Lava Dome"	Created by Ryan "Fox" Rose.

Sound: Maniacintosh StartUp by Clixsounds

Terminal Pictures- Software used: "Color It!" version 2.3, "GraphicConverter," and "Bryce3D."

Plot development: Bryan "Turtle" Sauber and Mark Mckenzie

Special Thanks: Bungie Studios and years of people sending in bug reports.

### More Information

Originally, Beyond Aurora was titled, "Beyond The Aurora: Marathon Atlantis 2." Not only was it to be a sequel to Atlantis, the game was to involve the Atlantis' return to the solar system in the 26<sup>th</sup> century and subsequent alien invasion involving the return of the evil artificial intelligence, Doten. The title was deemed too long, so variants became "Beyond the Aurora: Atlantis 2" then simply

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"Beyond the Aurora." It was decided to drop the sequel idea and give the game an original story. This changed the name further until it eventually became simply, "Beyond Aurora."

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