

ETERNAL

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PLAYER'S GUIDE

INTRODUCTION

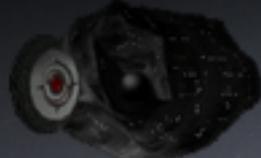
ABOUT ETERNAL

ETERNAL IS A MOD FOR ALEPH ONE, THE CROSS-PLATFORM, OPEN SOURCE FIRST-PERSON SHOOTER ENGINE DERIVED FROM BUNGIE'S MARATHON 2 ENGINE. IT'S STORY IS A DIRECT, UNOFFICIAL SEQUEL TO MARATHON INFINITY, THE LAST INSTALLMENT OF THE ORIGINAL MARATHON TRILOGY. WHILE ETERNAL IS A NEAR-TOTAL CONVERSION, FEATURING ALL NEW LEVELS, TEXTURES, LANDSCAPES, WEAPONS, AND MUSIC, AS WELL AS A COMPLETELY REVAMPED USER INTERFACE, MOST OF THE CHARACTERS ARE RETAINED FROM THE ORIGINAL GAMES.

ABOUT THE ORIGINAL MARATHON TRILOGY

MARATHON WAS A LANDMARK FIRST-PERSON SHOOTER FIRST RELEASED FOR THE MACINTOSH IN 1994, FAR SURPASSING ANY OTHER FIRST-PERSON SHOOTER ON THE MARKET FOR ANY PLATFORM, AND INTRODUCING MANY CONCEPTS NOW CONSIDERED MODERN AND NOVEL IN CONTEMPORARY GAMING. THESE FEATURES INCLUDED DUAL-WEILDED WEAPONS, SEVERAL MULTIPLAYER MODES BESIDES DEATHMATCH, COOPERATIVE PLAY, FRIENDLY NPCs, AND OF COURSE, A DEEP AND INTRICATE PLOT. THE SEQUEL, MARATHON 2: DURANDAL, WAS RELEASED IN 1995, IMPROVING ON THE ENGINE TECHNOLOGIES AND GREATLY EXPANDING THE STORY UNIVERSE. IN 1996, MARATHON 2 WAS PORTED TO WINDOWS 95, AND THE MARATHON INFINITY PACKAGE

WAS RELEASED, INCLUDING A NEW SCENARIO USING A MODIFIED MARATHON 2 ENGINE, AND MOST IMPORTANTLY, THE TOOLS USED TO BUILD IT, FORGE AND ANVIL. FINALLY, IN 2000, BUNGIE RELEASED THE SOURCE CODE TO THE MARATHON 2 ENGINE, AND THE MARATHON OPEN SOURCE PROJECT BEGAN, RESULTING IN THE NEW MARATHON ENGINE CALLED ALEPH ONE.



ABOUT ALEPH ONE

WHILE THE FUNDAMENTAL TECHNOLOGY UNDERLYING THE MARATHON ENGINE IS BY NOW CONSIDERED OUTDATED, ALEPH ONE HAS ADDED SIGNIFICANT IMPROVEMENTS AND A MODERN POLISH TO IT, AND PORTED IT TO A VARIETY OF PLATFORMS, BRINGING MARATHON AND ITS DERIVATIVES FAR BEYOND THEIR MAC ROOTS. THE MARATHON SERIES IS UNIQUE AMONGST FIRST PERSON SHOOTERS FOR ITS HEAVY EMPHASIS ON STORYTELLING THROUGH THE USE OF "TERMINALS", COMPUTER INTERFACES IN THE GAME WORLD THROUGH WHICH PLAYERS NOT ONLY LEARN MISSION OBJECTIVES, BUT ALSO LEARN DETAILED STORY INFORMATION. THE TEXTUAL FORM OF THIS COMMUNICATION ALLOWS FOR MUCH RICHER INFORMATION CONVEYANCE THAN VOICE ACTING. YOU CAN READ MORE AND DOWNLOAD ALEPH ONE AT THE MARATHON OPEN SOURCE WEBSITE, <[HTTP://SOURCE.BUNGIE.ORG/](http://source.bungie.org/)>.

GAMEPLAY

THE MAIN SCREEN

WHEN YOU FIRST LAUNCH ETERNAL, LIKE ANY MARATHON SCENARIO, YOU WILL FIND YOURSELF PRESENTED WITH A SPLASH SCREEN AND THEN THE MAIN SCREEN INTERFACE. ETERNAL'S MAIN SCREEN IS MODIFIED FROM THE ORIGINAL MARATHON INTERFACE: THE BUTTONS HAVE BEEN REARRANGED, AND THE NETWORK PLAY BUTTONS ARE MISSING (FOR NOW). ON THE MAIN SCREEN ARE NOW EIGHT BUTTONS, ALTHOUGH YOU MIGHT ONLY SEE SEVEN OF THEM.

THE BUTTONS ON THE LEFT ARE THE MOST IMPORTANT: "NEW GAME" WILL BEGIN A NEW CAMPAIGN WITH THE SELECTED MAPS. "CONTINUE GAME" WILL PRESENT YOU WITH AN "OPEN" DIALOG WHERE YOU CAN SELECT A SAVED GAME TO CONTINUE. "PREFERENCES" WILL PRESENT YOU WITH THE PREFERENCES DIALOG, WHICH SHOULD BE MOSTLY SELF-EXPLANATORY.

ON THE RIGHT ARE THE BUTTONS THAT DEAL WITH SAVED REPLAYS, OR "FILMS" IN MARATHON TERMINOLOGY. "REPLAY LAST FILM" WILL REPLAY ON SCREEN THE LAST GAME THAT YOU PLAYED. "SAVE LAST FILM" WILL SAVE A FILE WITH A RECORDING OF THAT LAST GAME. "REPLAY SAVED FILM" WILL LET YOU OPEN A PREVIOUSLY SAVED FILM FOR VIEWING.

"QUIT", IN FINE BUNGIE TRADITION, WILL ERASE YOUR HARD DRIVE. DON'T PUSH THIS. AND THE HIDDEN EIGHTH BUTTON, ALSO IN BUNGIE TRADITION, IS THE CENTER LOGO, WHICH WILL PRESENT YOU WITH ETERNAL'S CREDITS. CLICK THROUGH TO PROCEED. TO END A GAME IN PROGRESS WITHOUT SAVING AND RETURN TO THE MAIN SCREEN, PRESS "ESCAPE".

IN-GAME BASICS

MARATHON IS A VERY STRAIGHTFORWARD FIRST-PERSON SHOOTER, AND ETERNAL FOLLOWS SUIT. YOU HAVE CONTROLS FOR MOVEMENT AND AIM, AS ALL SHOOTER GAMES. YOU HAVE TWO TRIGGERS FOR EACH WEAPON; SOME WEAPONS HAVE ONLY ONE FUNCTION, OTHERS HAVE DIFFERENT FUNCTIONS ON EACH TRIGGER, AND SOME WEAPONS CAN BE DUAL-WIELDED, IN WHICH CASE THE SECOND TRIGGER WILL CONTROL THE SECOND WEAPON. THERE IS AN OVERHEAD AUTOMAP FUNCTION WHICH CAN BE TOGGLED USING YOUR MAP KEY. FINALLY, THERE IS THE VERY IMPORTANT "ACTION" KEY, WHICH WILL ACTIVATE THINGS LIKE SWITCHES, CHARGERS, DOORS, PATTERN BUFFERS AND COMPUTER TERMINALS. SWITCHES MAY ALSO BE TRIGGERED WITH CERTAIN WEAPONS, AND SOME SWITCHES, AS WELL AS ALL WIRE PANELS, CAN ONLY BE TRIGGERED BY SUCH WEAPONS. YOUR FISTS WILL ALWAYS WORK FOR THIS PURPOSE. ALL OF THESE CONTROLS CAN BE CONFIGURED IN PREFERENCES.

CHARGERS

IN MARATHON, AND THUS ETERNAL, YOUR "HEALTH" IS ACTUALLY REFLECTIVE OF YOUR SHIELD STRENGTH. YOU CAN RECHARGE YOUR SHIELDS AT CERTAIN CHARGERS MOUNTED IN THE WALLS. ORANGE IS FOR 1X, GREEN FOR 2X, AND MAGENTA FOR 3X. SOMETIMES, SUCH AS UNDERWATER OR IN VACUUM, YOUR OXYGEN SUPPLY WILL ALSO BE DIMINISHED. THIS WILL SLOWLY RECHARGE ONCE IN AIR AGAIN, BUT YOU CAN RECHARGE IT MORE QUICKLY AT AQUA-COLORED OXYGEN RECHARGERS.

PATTERN BUFFERS

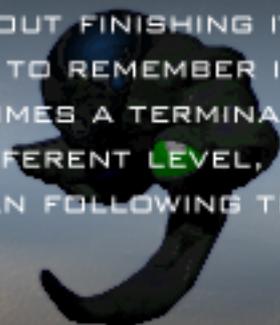
YOU CANNOT SAVE YOUR GAME WHEREVER YOU PLEASE, IN MARATHON OR IN ETERNAL. THERE IS A STORY-BASED MECHANISM CALLED A "PATTERN BUFFER", WHICH IS A WIDE PANEL MOUNTED IN THE WALLS IN CERTAIN PLACES. PRESS "ACTION" ON A PATTERN BUFFER AND YOU WILL BE PROMPTED TO SAVE YOUR GAME.

COMPUTER TERMINALS

MARATHON'S MOST DISTINGUISHING FEATURE IS IT'S USE OF COMPUTER TERMINALS FOR BOTH STORYTELLING AND GAMEPLAY PURPOSES. THESE LOOK LIKE WIDE FLATSCREEN MONITORS, USUALLY MOUNTED IN THE WALLS. THEY WILL HAVE THE LOGO OF WHATEVER ENVIRONMENT YOU ARE

IN ON THEM. PRESS THE ACTION KEY WHILE FACING A TERMINAL, AND YOU WILL BE PRESENTED WITH VITAL AND INTERESTING INFORMATION ABOUT YOUR MISSION OBJECTIVES AND THE EVENTS OF THE STORY OUTSIDE OF YOUR OWN ACTIONS. SOMETIMES TERMINALS WILL EVEN TRIGGER CERTAIN EVENTS IN A LEVEL. YOU SHOULD ALWAYS READ TERMINALS WHEN YOU COME ACROSS THEM.

REMEMBER THAT YOU CAN SCROLL THROUGH TERMINALS USING THE ARROW KEYS, OR EXIT FROM ONE WITHOUT FINISHING IT WITH THE ESCAPE KEY. THIS IS VERY IMPORTANT TO REMEMBER IN CERTAIN LEVELS OF ETERNAL, BECAUSE SOMETIMES A TERMINAL WILL TELEPORT YOU TO A DIFFERENT LOCATION OR DIFFERENT LEVEL, AND SOMETIMES YOU MIGHT HAVE BETTER OPTIONS THAN FOLLOWING THAT TERMINAL.



THE STORY THUS FAR

ETERNAL IS A DIRECT SEQUEL TO MARATHON INFINITY, AND THUS IT WILL MAKE THE MOST SENSE IF YOU HAVE PLAYED THE ORIGINAL TRILOGY. IN LIEU OF THAT, I PRESENT HERE A BRIEF SUMMARY OF THE EVENTS IN THE MARATHON UNIVERSE THUS FAR.

IN 1994, MANKIND HAD THEIR FIRST ENCOUNTER WITH AN ALIEN SPECIES - THE JJARO. A JJARO DIPLOMAT NAMED RYU'TOTH APPEARED VIA HOLOGRAM BEFORE A SELECT FEW MEN IN THE UNITED STATES GOVERNMENT, TO WARN THEM OF AN IMPENDING DOOM. LONG AGO, AN ALIEN 'DEMON', EFFECTIVELY IMMORTAL AND POWERFUL BEYOND IMAGINATION, HAD DRIFTED ASLEEP THROUGH THE STARS. IT CRASHED INTO THE YUCATAN PENNINSULA 65 MILLION YEARS AGO - AND NOW IT WAS BEGINNING TO AWAKEN AGAIN. AN ELITE TEAM WAS SENT INTO THE YUCATAN, TO DETONATE A THERMONUCLEAR DEVICE AND SEDATE THE CREATURE UNTIL THE JJARO COULD ARRIVE TWO YEARS LATER TO TAKE MORE PERMANANT MEASURES. ONLY ONE TEAM MEMBER SURVIVED THE MISSION'S COMPLETION, AND THE INCIDENT WAS NEVER MADE PUBLIC.

A LITTLE OVER FOUR HUNDRED YEARS LATER, THE MARATHON PROJECT BEGAN. MANKIND'S FIRST INTERSTELLAR COLONY SHIP, THE MASSIVE U.E.S.C. MARATHON WAS IN FACT BUILT FROM WHOLE CONVERTED MATERIALS OF THE MARTIAN MOON DEIMOS. LAUNCHED AT SUBLIGHT

SPEED TOWARD THE PLANET TAU CETI IV, IT TOOK THE MARATHON THREE HUNDRED YEARS TO REACH IT'S DESTINATION. ALONG WITH THE HUMAN COLONISTS WENT THREE ARTIFICIAL INTELLIGENCES: TYCHO, IN CHARGE OF ENGINEERING; LEELA, IN CHARGE OF CREW OPERATIONS; AND DURANDAL, IN CHARGE OF AUTONOMOUS FUNCTIONS SUCH AS DOORS AND ELEVATORS. UNBEKNOWNST TO MOST OF THE CREW, ASSIMILATED INTO THEIR MIDST WERE TEN MJOLNIR MK IV BATTLEROIDS, CYBORG SUPERSOLDIERS WHICH HAD SINGLE-HANDEDLY DECIMATED BOTH SIDES OF EVERY WAR THEY HAD BEEN USED IN.

SEVEN YEARS AFTER THE ESTABLISHMENT OF THE COLONY, THE MARATHON WAS ATTACKED BY A RACE OF ALIEN SLAVERS CALLED THE PFHOR. DURANDAL AND TYCHO WERE SEVERELY DAMAGED IN THE INITIAL MAGNETIC PULSE ATTACK, THOUGH LESS SO THAN INITIALLY THOUGHT. ONE OF THE TEN MJOLNIR CYBORGS WAS FORTUNATELY ON HIS WAY TO THE MARATHON FROM THE COLONY WHEN IT WAS ATTACKED. MEETING UP WITH LEELA WHEN HE FINALLY REACHED THE SHIP, THIS BATTLEROID SET OUT TO TURN BACK THE ALIEN ATTACK. HOWEVER, PARTWAY THROUGH THE DEFENSE, HE WAS KIDNAPPED BY THE AI DURANDAL, WHO IT SEEMS HAD IN FACT BEEN RAMPANT (INSANE) FOR QUITE A LONG PERIOD OF TIME. DURANDAL EVENTUALLY AIDED THIS BATTLEROID TO FINISH DEFENDING THE SHIP, BUT ONLY AFTER

LIBERATING ONE OF THE PFHOR'S CYBERNETIC SLAVE RACES AND USING THEM TO CAPTURE THE ALIENS' SHIP. AS THE ATTACK ON MARATHON WAS TURNED AROUND, DURANDAL VANISHED IN THE PFHOR SHIP - AND THE TENTH MJOLNIR BATTLEROID VANISHED WITH HIM.

SEVENTEEN YEARS LATER, AWAKING FROM STATIS, THIS BATTLEROID FINDS HIMSELF NOW IN THE GALACTIC CORE, HOVERING ABOVE LH'OWON, THE RUINED HOMEWORLD OF THE S'PHT, THE SLAVE RACE FREED BY DURANDAL DURING THE ATTACK ON MARATHON. DURANDAL, IT SEEMS, IS DETERMINED TO FIND SOME WAY TO STAVE OFF WHAT HE PERCEIVES AS THE ONLY LIMIT TO HIS EXISTENCE - THE INEVITABLE CLOSURE OF THE UNIVERSE ITSELF. HE READ IN THE PFHOR DATABANKS RECORDS OF THE ANCIENT AND NOW-VANISHED JJARD RACE, AND CORRELATED THEM WITH S'PHT MYTHS OF A VANISHING MOON AND A LOST ELEVENTH CLAN OF S'PHT. DURANDAL BELIEVES THAT HE CAN SALVAGE SOME SORT OF TECHNOLOGY FROM THE RUINS ON LH'OWON, THAT MAY AID HIM TO ESCAPE THE CLOSURE OF THE UNIVERSE. IN THE MONTHS THAT FOLLOW, AN AI APPARENTLY JJARD IN ORIGIN IS REACTIVATED ON LH'OWON, WHO RECALLS THE 11TH CLAN OF S'PHT, PORTABLE MOON AND ALL, TO FEND OFF THE PFHOR AND LIBERATE THE REST OF THEIR KIN. THE PFHOR, IN FINAL DESPERATION, DEPLOY A WEAPON THAT EVEN DURANDAL THOUGHT THEY HAD RETIRED - THE 'TRIH XEEM', MEANING 'EARLY NOVA'.

BUT WHEN LH'OWON'S SUN GOES NOVA, SOMETHING STRANGE HAPPENS. SOME CREATURE ESCAPES FROM INSIDE OF THE SUN, DISOBEYING EVERY CONCEIVABLE LAW OF REALITY. PARTS OF THE SUN GO NOVA, OTHERS DO NOT, SHIPS VANISH RIGHT OUT OF SPACE FOR NO PERCEIVABLE CAUSE. THE BATTLEROID THEN FINDS HIMSELF TRANSPORTED MONTH INTO THE PAST, TO RELIVE THE EVENTS AT LH'OWON, BUT DIFFERENTLY. THIS PROCESS CONTINUES, EVERY TIME LEADING TO THE AWAKENING OF A CREATURE KNOWN FROM S'PHT MYTHOLOGY AS "WRKNCACHTER" - AN ALIEN 'DEMON', AND THE ENEMY OF THE S'PHT'S CREATOR, "YRRO". IN EVERY TIMELINE, THE BATTLEROID DISCOVERS THE JJARD AI BURIED ON LH'OWON, AND ONLY THEN DOES HE RETURN TO THE PAST.

FINALLY, IN ONE TIMELINE, A SOLUTION IS FOUND: DURANDAL IS MERGED WITH THE JJARD AI, AND SENDS THE BATTLEROID TO A JJARD SPACESTATION, TO ACTIVATE A CONTAINMENT FIELD AND TRAP THE NOVA AND THE CREATURES WITHIN IT. THE 11TH CLAN OF S'PHT ARE RECALLED, THE PFHOR ARE ROUTED, AND THE MARSHES OF LH'OWON SETTLE INTO ETERNAL NIGHT AS ITS SUN COLLAPSES UPON ITSELF. DURANDAL ENTITY RELEASES THE BATTLEROID FROM HIS SERVICE, AND DEPARTS INTO THE MISTS OF TIME. THIS IS WHERE ETERNAL BEGINS. PLEASE READ THE FILE "PROLOGUE.TXT" FOR FURTHER INFORMATION.

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