



MIA

RELIVE THE DREAM



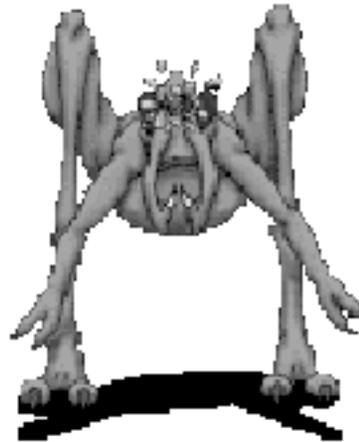
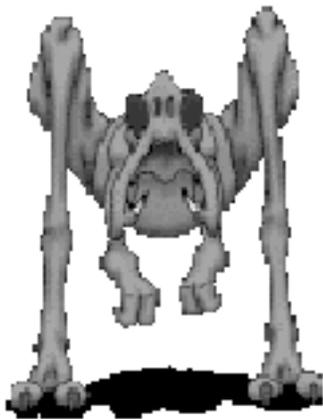
M1A1: DON'T LET IT DIE

"AND HERE WE ARE, SEVERAL YEARS LATER," I READ ON THE MARATHON SCRAPBOOK AFTER RECEIVING THE TRILOGY BOX SET. "MARATHON IS AN INSTITUTION, A LANDMARK AMONG MAC GAMES..."

TRUE, BUT IT'S ALSO AN OLD GAME. ONE THAT WON'T BE UPDATED AND SOMEDAY IT WILL NO LONGER RUN ON MY MACHINE. I FELT A SENSE OF LOSS AFTER HAVING PLAYED MARATHON ON EVERY COMPUTER I HAVE OWNED.

BACK THEN I NEVER THOUGHT OF ADAPTING THE ORIGINAL MARATHON TO ALEPH ONE —BACK THEN ALEPH ONE DIDN'T EXIST. EVERY NOW AND THEN I WOULD REPLAY THE GAME, COMPARE IT TO NEWER GAMES AND THINK HOW COOL MARATHON WOULD BE WITH ALL THAT NEW TECHNOLOGY.

THE IDEA OF UPDATING MARATHON DIDN'T EVEN CROSS MY MIND EVEN WHEN I BUILT A SIMPLE SHAPES PATCH FOR PLAYING MARATHON 2 SCENARIOS (WITH THE M2 TEXTURE SETS) ON THE MARATHON INFINITY ENGINE. BUT AFTER A WHILE I THOUGHT THE SAME COULD BE DONE FOR THE ORIGINAL MARATHON GAME AND EMBARKED ON THE ADVENTURE OF CREATING AN M1 SHAPES PATCH FOR MARATHON INFINITY. I DIDN'T REALIZE IT WOULD TURN OUT TO BE A TOTAL CONVERSION.

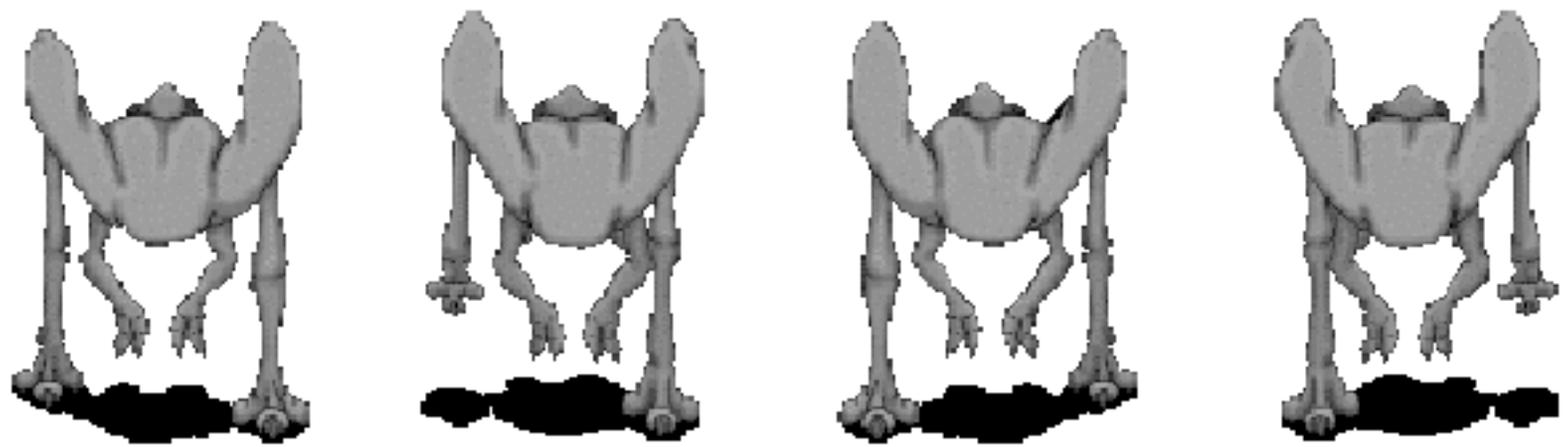


THE ONLY THING THAT HASN'T CHANGED SINCE THOSE EARLY DAYS IS THE GOAL BEHIND THE M1A1 ADAPTATION: TO BRING THE EXPERIENCE OF THE ORIGINAL MARATHON TO A NEW GENERATION OF GAMERS UNDER A BETTER ENGINE.

THANKS TO REGINALD, MATTHEW, MATTIAS, BRIAN, MIKE, CRAIG, SIDOH, CANDACE, CHRIS, JAY AND THE REST OF THE PEOPLE WHO HELPED ME ACHIEVE THIS GOAL.

AND THANK YOU FOR PLAYING M1A1.

RAÚL BONILLA



INTRODUCTION (FROM THE ORIGINAL MANUAL)

"PRIMARY BOOSTER BURN HAS CEASED. SHUTTLE MIRATA, YOU'RE CLEAR FOR ORBITAL MANEUVERING."

THE MIRATA LURCHES FROM ITS BAY ON THE BACK OF ITS POWERFUL ROCKET BOOSTER. AFTER THE JOLTING OF THE SEPARATION CEASES, YOU FIND YOURSELF PONDERING THE FATE OF THE COLONY RECEDING BELOW YOU. WITH APPREHENSION, THE SAME APPREHENSION YOU FELT THREE HUNDRED AND TWENTY-TWO YEARS EARLIER, YOU ENVISION MARCUS TIBERIUS BUENDIA, ONE OF SOL'S GREATEST LEADERS. "MANKIND WILL VENTURE OUT PAST ITS EARTHLY BOUNDS, AND MOVE INTO A FUTURE GRANDER AND MORE REAL THAN THE TOTAL OF ITS OWN WRITTEN HISTORY." BUENDIA, THE PRESIDENT OF THE UNIFIED EARTH SPACE COUNCIL, HAD SPOKEN THOSE WORDS TO THE PEOPLE OF THE SOL SYSTEM ON THE EVE OF THE LAUNCHING OF THE MARATHON. "THIS, THE GRANDEST ACHIEVEMENT MANKIND HAS EVER CONCEIVED WILL BE FOR THE PURPOSE OF PEACE AND THE PRESERVATION OF THE HUMAN RACE. MAY THIS GREAT TECHNOLOGICAL ARK CARRY WITH IT THE SUM TOTAL OF ALL HUMAN WISDOM, AND MAY NEITHER TIME NOR DISTANCE WEAKEN OUR COMMON TIES."

<DURANDAL> DECOMPRESS THE DOCKING BAY

DURING THE DAYDREAM, YOU BARELY NOTICE THE CHANGE TO ZERO GRAVITY OR THE INSTRUMENTS AND LIGHTS SIGNIFYING THE RENDEZVOUS OF THE SHUTTLE WITH THE MARATHON. BUT AS A WARNING LIGHT GOES ON, AND DURANDAL'S VOICE COMES OVER THE COMMUNICATOR, YOU JUMP TO ATTENTION.

"DOCKING BAY ONE: DECOMPRESSION COMPLETED. MIRATA THIS IS DURANDAL, ABORT LANDING. REPEAT. ABORT LANDING," A FAINT CHUCKLE. A CHUCKLE WHICH MEANS THAT SOMETHING HAS GONE HORRIBLY WRONG.

IMMEDIATELY, YOUR REFLEXES TAKE OVER, AS YOU FALL INTO AUTOMATIC RESPONSE MODE. YOU HIT THE SWITCH FOR OPEN COMMUNICATION, "COLONY STATION, DURANDAL JUST DECOMPRESSED THE LANDING BAY. MARATHON, ANYONE LISTENING, WE ARE HAVING A PROBLEM WITH DOCKING BAY ONE. ITS DURANDAL, I THINK HE'S GONE..." THE COM LIGHT GOES DEAD "...CRAZY."

<DURANDAL> ORDER- LOCK OUT COMMUNICATIONS BETWEEN THE COLONY AND THE SHUTTLE- ORDER- CYCLE THE SHUTTLE AIRLOCK

YOU LOOK FRANTICALLY AROUND THE CONTROL PANEL FOR SOME EXPLANATION WHEN YOU SEE ANOTHER LIGHT ON THE PANEL TURN RED. THE SWEET VOICE OF THE SHUTTLE COMPUTER TWERPS. "SHUTTLE AIRLOCK CYCLE INITIATION SEQUENCE START-"

<DURANDAL> CYCLE THE MIRATA CABIN'S INNER DOOR

"-ONE MINUTE TO CABIN DECOMPRESSION."

"GODDAMN IT!" YOU SLAM YOUR FIST IN FRUSTRATION ONTO THE CONTROL BOARD, LEAVING A DENT. IN A PANIC, YOU TEAR OFF YOUR SEAT RESTRAINTS AND LEAP FOR THE REAR OF THE SHUTTLE CABIN, "FORTY SECONDS TO CABIN DECOMPRESSION." YOU ARE RUSHING NOW, BUT YOU KNOW THAT YOU HAVE PLENTY OF TIME.

YOU FLY IN ZERO GRAVITY TOWARDS THE LOCKER HOLDING YOUR BATTLE ARMOR. YOU HAVEN'T WORN IT SINCE YOU HAD TO HUNT DOWN SOME CHOCKISENS WHICH WERE HARASSING THE WORK TEAMS ON THE FRINGE OF THE COLONY, ALMOST THREE YEARS AGO, BUT TRAINING IS SOMETHING THAT YOU NEVER FORGET. IT'S FUNNY, BUT YOU'VE ALWAYS BEEN THE COLONY'S TROUBLE SHOOTER. YOU'RE BIGGER AND STRONGER, AND A BETTER SHOT. IN GAMES, YOU ALWAYS SCORED THE MOST POINTS AND LOOKED THE HERO. AND NOW, IT LOOKS AS IF YOU'RE HEADING RIGHT INTO THE COLONY'S BIGGEST CRISIS SINCE IT WAS ESTABLISHED SEVEN YEARS AGO.

YOU NIMBLY PULL YOURSELF INTO THE SUIT- "THIRTY SECONDS TO CABIN DECOMPRESSION"- AND PULL THE HELMET ONTO YOUR HEAD.

<DURANDAL> ORDER- PREPARE THE SHUTTLE FOR MAXIMUM ENGINE BURN.

<MIRATA'S COMPUTER> BUT THAT WILL RESULT IN A COLLISION BETWEEN THE MARATHON AND THE MIRATA.

<DURANDAL> THAT IS NOT YOUR CONCERN, - ORDER- PREPARE SHUTTLE FOR MAXIMUM BURN, AND INITIATE WHEN READY.

THE LIGHTS AROUND THE AIRLOCK ARE FLASHING HYSTERICALLY NOW. THE AIR FROM YOUR SUIT HAS A COLD, STALE TASTE, BUT IT IS THE TASTE OF LIFE. "CABIN DECOMPRESSION COMMENCING. SHUTTLE AIRLOCK CYCLE INITIATION SEQUENCE COMPLETED."

GREY WHITE DECOMPRESSING VAPOR FILLS THE CYLINDRICAL PASSAGEWAY OF THE AIRLOCK. THROUGH THE DEGENERATING CLOUDS OF THE AIRLOCK PASSAGEWAY, INSTEAD OF LOOKING UPON THE TAU CETI STARSCAPE, YOU SEE THE TUNCER MIRAGE EFFECT: SPACE BLURRING AND FOCUSING IN DIMINISHING CYCLES. THE TME IS COMMONPLACE TO YOU, HUMANITY HAS USED TELEPORTERS FOR ALMOST FIVE HUNDRED YEARS, AND YOU YOURSELF HAVE BEEN TELEPORTING SINCE BEFORE YOU WERE BORN. BUT YOU'VE NEVER SEEN THE TME COVER AN AREA SO BIG BEFORE, AND NEVER AT ALL WITHOUT A LANDING PAD. AND YET ANOTHER FIRST: A SPACE FIGHTER MATERIALIZES RIGHT IN FRONT OF YOUR EYES. SINCE YOU DON'T RECOGNIZE THE MODEL, IT MUST BE AN ALIEN SHIP.

FIRST, AN INSANE COMPUTER AND NOW ALIENS! THIS HAS ALMOST RUFFLED YOUR OTHERWISE CALM OUTWARD APPEARANCE, AND YOU DON'T REMEMBER THE LAST TIME YOU HAD SUCH A TERRIBLE DAY. BUT IT GETS WORSE WHEN THE FIGHTER BEGINS TO SPIN AROUND AND YAW DOWN ON YOU AND YOUR DEFENSELESS MIRATA.

"MAXIMUM BURN IN FIVE SECONDS. THREE.. TWO.. ONE.."

YOU DON'T WAIT TO HEAR THE REST OF THE COUNTDOWN. INSTINCT ACTS ON ITS OWN. THE ENTRANCE TO THE MANEUVERING POD IS DIRECTLY BEHIND YOU, SO YOU PUNCH THE SWITCH FOR IT TO OPEN. THE HATCH FLIPS DOWN, BUT JUST AS YOU'RE ABOUT TO CLIMB IN, THE MIRATA'S MAIN ENGINES FIRE AT MAXIMUM BURN. THE JOLT SENDS YOU CRASHING HEADFIRST INTO THE POD WHERE YOU LAND IN A TANGLE OF LEVERS, DIALS, AND LIMBS.

THE HATCH CLOSES BEHIND YOU, AND BEFORE YOU CAN UNTANGLE YOURSELF, A MISSILE APPEARS FROM UNDER THE ALIEN FIGHTER AND SPEEDS TOWARDS THE MIRATA. THE MIRATA ONBOARD COMPUTER, DETECTING THE INCOMING MISSILE AND KNOWING THAT YOU ARE ALREADY ON BOARD THE MP, FIRES THE EMERGENCY DEPLOYMENT CHARGES. YOU ARE ROCKETED AWAY, SEEMING TO RIDE THE SHOCK WAVE OF THE EXPLODING SHUTTLE.

YOU HAVE JUST FREED YOUR ARMS WHEN OVER THE BATTLE ARMOR COMMUNICATOR, DURANDAL REMARKS DRYLY: "THAT LITTLE COMPUTER ALWAYS DID HAVE IMPECCABLE TIMING. I WONDER IF I SHOULD LET THE ALIENS KNOW THAT YOU AREN'T JUST SPACE DEBRIS? HMMMNN..."

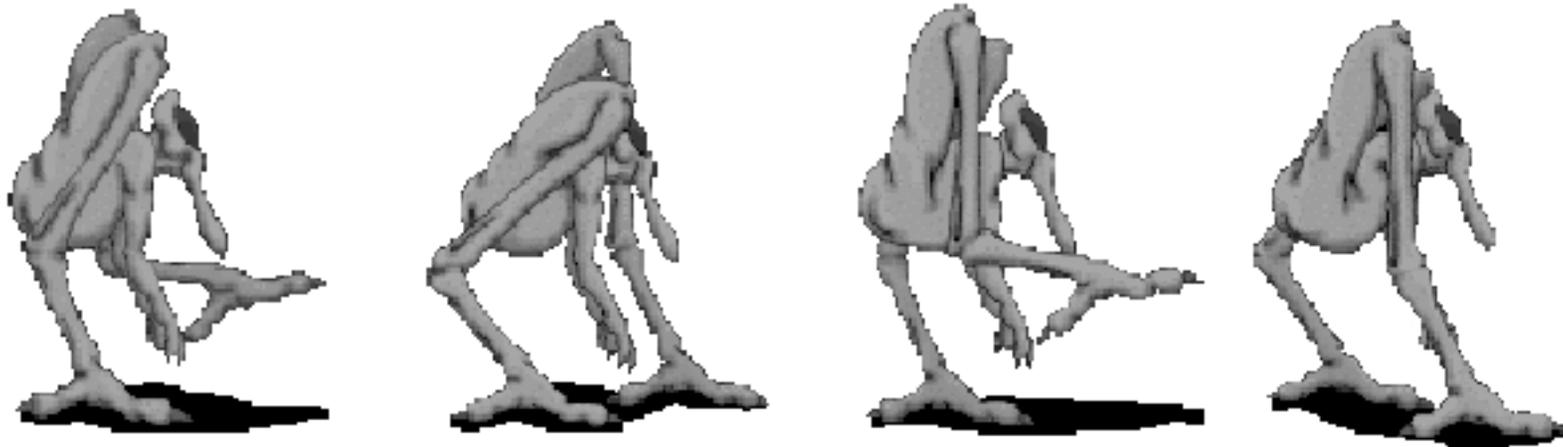
"YOU CAN'T DO THAT! DAMN YOU, COMPUTER!"

DURANDAL CHUCKLES AGAIN, "AH, LUCKY YOU. I'VE FOUND A NEW DISTRACTION. I AM GOING TO PLAY WITH THE ALIEN VIRTUAL PARASITES. I'LL LOOK YOU UP WHEN YOU ARRIVE..." YOU CAN ALMOST IMAGINE THE FACE OF A WICKED COMPUTER WITH ITS EYES WIDE AND ITS LIPS FOLDING OUT IN A GROTESQUE SMILE. A SMILE WHICH REMINDS YOU OF SOMETHING FROM YOUR PAST, BUT YOU CAN'T REMEMBER EXACTLY WHAT IT IS.

YOU BREATHE A SIGH OF RELIEF, AND BEGIN TO SURVEY YOUR SITUATION. YOU ARE CURRENTLY FLOATING TOWARDS THE MIDSECTION OF THE MARATHON- NEAR THE DOCKING SECTION'S PORT SIDE. YOU COULD GET THERE FASTER, BUT IF YOU USE THE POD'S THRUSTER, CHANCES ARE THAT THE ALIENS WILL DETECT IT AND DESTROY YOU. SO YOU SIT BACK, CHECK THE POD'S OXYGEN LEVELS, AND WAIT.

YOU'VE ALWAYS BEEN A DAYDREAMER. YOUR MIND HAS CONSTANTLY FILLED THE TIME BETWEEN ACTIVITIES WITH IMAGINATION. NOW, YOU FALL INTO YOUR OLD HABIT, AND BEGIN TO DAYDREAM ABOUT YOUR CHILDHOOD ON MARS, YOUR FATHER'S DEATH WHEN YOU WERE SEVEN, AND HIS LAST WORDS TO YOU, "MAKE ME PROUD. NEVER LOSE YOUR HONOR." YOU COME OUT OF YOUR DREAM TWENTY TWO MINUTES LATER. JUDGING IT SAFE, YOU THRUST OVER TO ONE OF THE EMPTY MP DOCKING BAYS. YOU PULL OUT YOUR PISTOL, AND POUND THE SWITCH TO OPEN THE DOOR.

ODDLY, THIS IS FAMILIAR TO YOU, AS IF IT WERE FROM AN OLD DREAM, BUT YOU CAN'T EXACTLY REMEMBER...



MINIMUM SYSTEM REQUIREMENTS

- **200 MHZ G3 MACINTOSH**
THIS INCLUDES ALL-IN-ONE AND BEIGE G3s, THE ORIGINAL IMAC AND G3 POWERBOOKS
- **50 MB OF FREE RAM**
OR 64 MB OF PHYSICAL RAM PLUS VIRTUAL MEMORY.
- **100 MB OF FREE DISK SPACE**
FOR DECOMPRESSING THE FILE(S) YOU DOWNLOADED FROM THE INTERNET.
- **SYSTEM 8.1**
SYSTEM 8.6 AND HIGHER RECOMMENDED

FOR OPENGL

- **8MB OF VRAM**
ATI CHIPS/CARDS RECOMMENDED
- **100 MB OF FREE DISK SPACE**
FOR DISK SWAPING AND/OR VIRTUAL MEMORY.

FOR BACKGROUND MUSIC

- **QUICKTIME 5.0**
IF YOU CAN'T INSTALL QUICKTIME 5.0 ON YOUR MACHINE CHANCES ARE YOU WON'T BE ABLE TO RUN ALEPH ONE EITHER.

INSTALLING AND UPGRADING

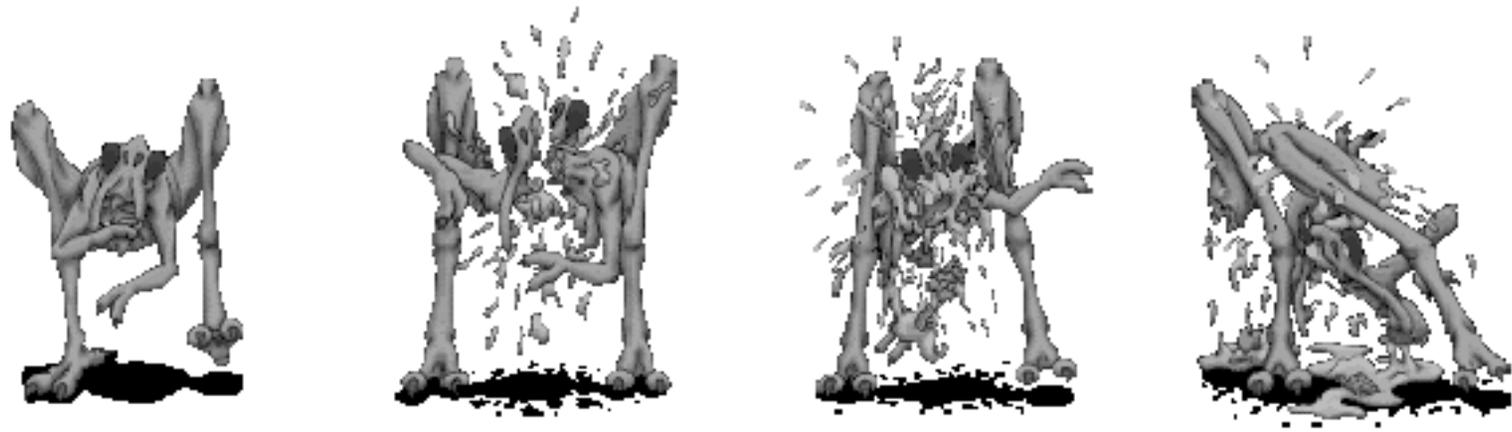
DRAG A COPY OF ALEPH ONE ([HTTP://SOURCE.BUNGIE.ORG](http://source.bungie.org)) INTO THE M1A1 FOLDER. YOU CAN REPLACE THIS COPY WITH NEWER VERSIONS OF ALEPH ONE WITHOUT COMPROMISING THE SCENARIO. BUT IF YOU DO FIND PROBLEMS, PLEASE SEND A BUG REPORT TO M1A1@BUNGIE.ORG.



GAME TIPS AND CHANGES

- THERE ARE 8 DIFFERENT STARTING POINTS FOR THE PLAYER ON EACH LEVEL. THIS IS REQUIRED FOR NETWORK GAMES.
- THERE ARE MORE WEAPONS AND AMMUNITIONS AVAILABLE FOR COOPERATIVE GAMES.
- ANY CHANGES YOU'LL NOTICE REGARDING MONSTERS IS DUE TO DIFFERENCES BETWEEN THE ORIGINAL MARATHON AND THE ALEPH ONE ENGINE. SOME MONSTERS WERE RELOCATED; YOU WON'T FIND THEM ON THE SAME POSITION OR THE SAME POLYGON, BUT THEY'RE IN THE SAME AREA OR ROOM. MOST MONSTERS WILL REACT THE SAME WAY AS THE ORIGINAL MARATHON, OTHERS WON'T BE SO FORGIVING.
- LAVA AND GOO POOLS, INSTEAD OF BEING DAMAGING POLYGONS, CONTAINS ACTUAL LIQUID AND THEY APPEAR AS MEDIA ON THE OVERHEAD MAP. THEY LOOK COOL WITH OPENGL.
- IN SOME CASES YOU MAY HAVE TO GRENADE JUMP OVER A LIQUID POOL TO REACH (OR GET OUT OF) A SECRET. FOR THOSE SPECIAL CASES THERE ARE POLYGONS THAT ARE BARELY 0.001 WORLD UNITS BELOW THE LIQUID SURFACE, ALLOWING YOU TO PERFORM THIS OPERATION. BE WARNED: JUST ONE POLYGON ON THAT POOL WILL BE THAT HIGH. BEFORE JUMPING INTO A POOL, SHOOT AT A WASP AND SEE IF IT'S CORPSE IS STILL VISIBLE WHEN IT FELL INTO THE LIQUID.
- OUTERSPACE AREAS WERE SMALL AND SEGMENTED ON THE ORIGINAL MARATHON DUE TO ENGINE LIMITATIONS. WHEN A SHIP WAS SUPPOSED TO BE SEEN FROM DIFFERENT WINDOWS, THE PLAYER SAW DIFFERENT SHIPS IN DIFFERENT POSITIONS. WHEN THE PLAYER REACHED A WINDOW - IN MOST CASES - HE DIDN'T SEE THE HULL OF THE SHIP WHERE IT WAS SUPPOSED TO BE; INSTEAD HE GOT A STAR LANDSCAPE. NOW ALL OUTERSPACE AREAS ARE CONNECTED AND YOU'LL SEE ONE SHIP IN ONE POSITION AND THE MISSING HULL OF THE SHIP. YOU'LL NOTICE THIS ON SUCH LEVELS AS NEVER BURN MONEY AND EUPFHORIA.
- BECAUSE GRENADE HOPPING (NOT TO BE CONFUSED WITH GRENADE JUMPING) WAS ALMOST ERADICATED IN MARATHON 2, THE WAY OF REACHING THE GHERRIT WHITE TERMINAL ON NEVER BURN MONEY HAS BEEN FIXED: THE FIRST BALCONY ON THE DEPRIVATION CHAMBER - THE ONE EXACTLY BELLOW YOUR FEET WHEN YOU ENTER THE AREA - TELEPORTS YOU TO A BALCONY ON THE OTHER SIDE OF THE CHAMBER, WHERE YOU CAN SIDESTEP AND GET INTO THE TELEPORTER.

- TO REACH OTHER AREAS THAT REQUIRE GRENADE HOPPING YOU'LL HAVE TO BLOW A GRENADE ON YOUR FACE JUST LIKE YOU DID SEVERAL YEARS AGO.
- THE BOB'S CELL DOOR ON NO ARTIFICIAL COLORS IS OPENED BY STEPPING ON THE POLYGON IN FRONT OF IT (ON BOTH SIDES); OTHERWISE YOU'LL BE ABLE TO OPEN IT TOO EARLY IN THE LEVEL. OTHER DOORS HAVE BEEN MODIFIED ON OTHER LEVELS AS WELL.
- FOR THE ENTHUSIASTIC VIDMASTER, THE PISTOL BULLET ON COOL FUSION AND INGUE FERROQUE CAN TOGGLE CONTROL PANELS.



TROUBLESHOOTING

TO IMPROVE YOUR GAME EXPERIENCE AND AVOID STRANGE ERRORS:

- OPEN SAVED GAMES AND FILMS FROM WITHIN THE ALEPH ONE APPLICATION THAT RESIDES ON THE M1A1 FOLDER.
- IT'S NOT RECOMMENDED TO PLAY WITH 256 COLORS AS EVERYTHING WILL LOOK REALLY BAD.
- IF YOU'RE GOING TO PLAY KILL THE MAN WITH THE BALL OR RUGBY WITH OPENGL SELECT ANY COLOR EXCEPT SLATE OR YOU'LL NOTICE SOMETHING STRANGE WITH ONE OF THE TORSO SEQUENCES. THIS IS A SIDE EFFECT OF A FIX I HAVE TO GO THROUGH BECAUSE SEVERAL ITEMS AND PLAYER SEQUENCES WERE DISPLAYED AS WHITE RECTANGLES WITH OPENGL EVEN AT THE LOWEST SETTINGS.
- TO DISABLE BACKGROUND MUSIC, REMOVE THE M1 AUDIO FOLDER FROM THE M1A1 FOLDER.
- AT THE TIME THIS MANUAL WAS WRITTEN, 3D IMPLEMENTATION IS UNDERWAY AND I'M FINDING A BUG TRYING TO KILL MONSTERS WITH GRENADES OR MISSILES FROM CERTAIN ANGLES. THE SOLUTION IS TO SHOOT AT A NEARBY WALL OR USING BULLETS OR OTHER KIND OF WEAPON. THIS PROBLEM SHOULD BE FIXED IN FUTURE VERSIONS OF ALEPH ONE.
- THE CONTROL PANELS OR THE RECHARGER ON PFHOR YOUR EYES ONLY.... MAKE NO SOUND. I ENCOUNTERED THIS BUG ON INFINITY ALSO.



ORIGINAL CREDITS

PRODUCT DESIGN

JASON JONES

PROGRAMMING

JASON JONES

RYAN MARTELL

ALAIN ROY

ART & GRAPHICS

J. REGINALD DUJOUR

SOUND & MUSIC

ALEXANDER SEROPIAN

STORY

GREG KIRKPATRICK

COLIN BRENT

SCENARIO DESIGN

JASON JONES

GREG KIRKPATRICK

ALEXANDER SEROPIAN

J. REGINALD DUJOUR

NETWORK PLAY TEST TEAM

ASLAG

CAPT. SCARLET

CARE BEAR KILLER

F. VULCAN

HABETE QUIDDAM (SUPEROPERABOY)

MUNCH

TENDER LOIN

DAMAGE & SPIN

ALEXANDER SEROPIAN

DOUG ZARTMAN

BOB

DOUG ZARTMAN

SPECIAL THANKS

ERIC KLEIN

TUNGER DENIZ

LAURA WEBER

MAX MINKOFF

BRIAN WINK

J. K. WRIGHT

PACKAGING

13TH FLOOR

ALEXANDER SEROPIAN

J. REGINALD DUJOUR

DON DIXON

CATERING

LA COCINA

STUFF THAT RULES

POWERMACS

PHOTOSHOP

ETHERWAVE

STRATA STUDIO PRO

KPT

EDDIE'S GREEN SAUCE

M1A1 CREDITS

COORDINATOR

RAÚL BONILLA

MAP MAKERS

MATTIAS BORGSTRÖM

ALEXJLS

CHRIS KOMARNICKI

CANDACE SHERRIFF

SIDOH

BRETT, GARRICK AND MATTHEW SMITH

RAÚL BONILLA

MML SCRIPTING

REGINALD BERKEEPEER

ALEXJLS

CHRIS KOMARNICKI

MIKE SCHAPIRO

RAÚL BONILLA

SHAPES & PHYSICS MODELS

ALEXJLS

CANDACE SHERRIFF

RAÚL BONILLA

SOUNDS

MATTHEW SMITH

RAÚL BONILLA

DEMO MUSICAL THEME AND ADDITIONAL BACKGROUND MUSIC

MIKE SCHAPIRO

RAÚL BONILLA

GRAPHICS

JAY FAIRCLOTH

MICHIO HASHIMOTO

BRIAN RETCHLESS

RAÚL BONILLA

OFFICIAL SDL VERSION

CRAIG CAROON

BETATESTERS

CRAIG CAROON

JEFFERY CARSLON

DERF

JAY FAIRCLOTH

GRASSHOPPER

CHRIS KOMARNICKI

ALEXJLS

BRIAN RETCHLESS

CANDACE SHERRIFF

SIDOH

MATTHEW SMITH

SPECIAL THANKS

CLAUDE ERRERA

THE ALEPH ONE DEVELOPERS

TOMOAKI DEBUCHI

ANDREW NAGY

JESSE SIMKO

HAMISH SINCLAIR

MICHAEL WATSON

BUNGIE STUDIOS

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