

Sand Pebbles(t)(v1.1)

An elaborate (323 poly) arena netmap for Marathon: Tempus Irae

by Mark Posey (aka Perry Noid)

pernoid@oklahoma.net

6-16-1998

Sand Pebbles is loosely based on the ending of the Steve McQueen movie "Sand Pebbles". I know you're not supposed to put sheild rechargers on "The Hill", but with the aliens on Total Carnage it should make a great hill ;o)

Created on Nardo Forge v1.03b2 and solo tested on a 200 mhz 8600 PPC. I have no idea how a 68k machine will cope with it. Nor do i know how it will function in net play, since all my net buddies have moved away :o(This map will likely be slow over internet/modem connection. It is designed to take advantage of the speed and power of PPCs on a highspeed network: **IF YOU'VE GOT THE POWER, USE IT!** 8O)

Comments, suggestions and especially Net Movies very much welcomed.

pernoid@oklahoma.net

Enjoy :o)

===== notes =====

version:

1.0 never released, needed minor corrections, major tuning and refinement done. Thanks to Borzz for his help.

Physics:

Tightened up grouping for assault weapons and for Troopers also; Also lengthened range for Troopers (They sure are pissed off about something, must be all those broken bottles of Trooper ale). Gave pistol and submachine gun more rounds. Enforcer doesn't drop alien gun now (tended to create too many objects which caused problems).

Secrets:

Nothing that gives a big advantage: Through the north passage (ground floor) and to the left is the door where the hummers come out AND a 2X power-up (sometimes). Jumping squarely on the barrier infront of the north passage teleports you to a secret room with the flame thrower (troopers now have weakness to flame). At the SE corner of the map an infarevision chip is obtained by jumping on wall and following it around to a nook behind a building. Of course, all 8 windows upstairs open so you can jump out; Hummers sure make use of them.