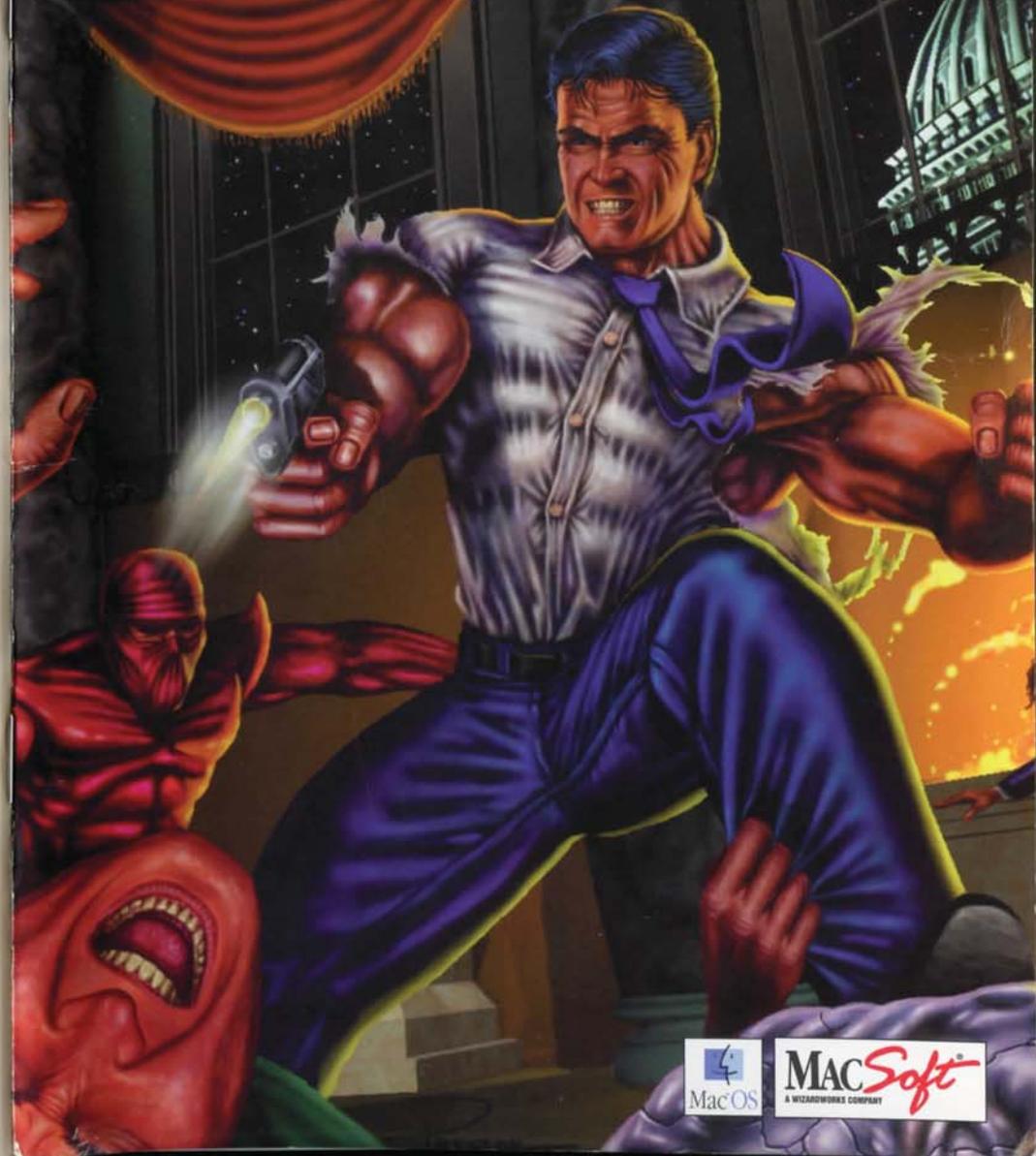


INSTRUCTION MANUAL

PRIME TARGET™

ACTION-PACKED 3D MYSTERY



11/96

P/N 3331



Prime Target

MACSoft[®]
A WIZARDWORKS COMPANY

Prime Target

Published by MacSoft

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Welcome

Thank you for purchasing Prime Target. We hope you will enjoy many hours playing this game. If you have any questions regarding the installation or use of this product, please call the technical support telephone number listed on this page.

If you have any comments regarding Prime Target or any other MacSoft product, please contact us at the following address.

MacSoft, a WizardWorks Company
3850 Annapolis Lane, Suite 100
Plymouth, MN 55447

System requirements

Any Power Macintosh or compatible running System 7.1 or later with a CD-ROM drive and a color monitor. 8MB of RAM are required to run the game, but 12MB will allow you to take full advantage of some of the sound and graphic capabilities of this program.

Technical support

If you have any technical questions regarding the installation or use of Prime Target, please call the telephone number listed below from 9:00am - 6:00pm, Monday - Friday. Please understand that this is a technical support number only. Tips on beating the game are not available from this number.

MacSoft Technical Support - (612) 559-5301
Fax- (612) 577-0631

Introduction

Thank you for purchasing Prime Target. This booklet contains important information about how to get the most from this program. Included are helpful tips on making Prime Target run as fast as possible as well as insights into the clues.

Unlike traditional 3D shooting games which often require you to solve random puzzles by guessing, Prime Target incorporates clues and storyline into the actual gameplay. Understanding the clues and solving the mystery will give you indications as to where you should go in the game.

Many of the clues in Prime Target are based on actual events. And, although some of the buildings in Prime Target have been created for the purpose of improving gameplay, the artwork and layout of many of the buildings are based on the real buildings of Washington D.C. Further, we have made every effort to remain politically non-partisan. No current political parties are mentioned in the game and we've included both positive and negative issues for both major fictitious political parties in the story.

If you have any technical questions regarding the installation or use of Prime Target, please refer to the Technical Support section of this booklet.

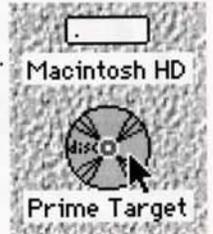
We hope you enjoy Prime Target!

How to install Prime Target

You must install Prime Target onto your hard drive in order to play the game.

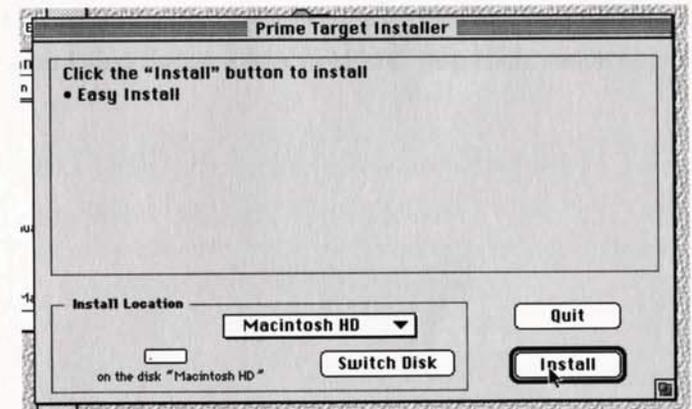
To install the game,

1. Close all open windows on your computer screen.
2. Place the Prime Target CD-ROM into your computer's CD-ROM drive.
3. Double-click on the Prime Target CD-ROM icon at the upper right of your desktop. The CD-ROM window will open.



Prime Target Installer

4. Double-click the mouse button on the icon named "Prime Target Installer"
5. The Prime Target installation program will start. You will see a title screen for the installer. Click on the **Continue** button. You will now be at the



installation screen.

6. Click on the **Install** button at the lower right of the window to install Prime Target onto your hard drive. You will see a progress

bar appear. When the bar has filled all the way from left to right,



the program has been installed onto your computer's hard drive.

7. Prime Target uses the latest Macintosh technology, and it will place the latest copies of QuickTime™ and Sound Manager in your system folder if you do not already have the latest versions of these files. The installation program may then require you to restart your computer to make these files available.

8. When the computer restarts, Prime Target has been successfully installed onto your hard drive and you are ready to play!

The Story

Election Eve, 2004 A.D.

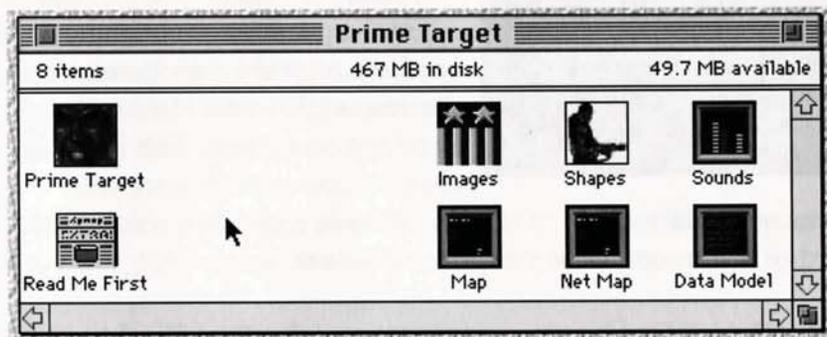
You have just sat down to watch the evening news and wait for the election returns. The news is interrupted by a VideoPhone call. Your friend, Senator Cathryn Mayfield, is on the phone, worried. Usually there aren't too many people inside a Senate Office Building on election eve. But, tonight a group of well-dressed men is frantically searching the building. The private security guards seem to be ignoring them, but something seems seriously wrong.

Upon arriving at Senator Mayfield's office, you find her murdered. Who would take the extraordinary risk of killing an influential United States senator? To solve the mystery, you must assemble a variety of clues. They'll take you on a desperate rush through the office buildings, capitol, and museums of downtown Washington, D.C. Only after piecing these clues together will you be able to figure out who killed Senator Mayfield and stop their insidious scheme.

How to play Prime Target

You will need to have the Prime Target CD-ROM in your CD-ROM drive every time you play Prime Target. If you have run the Prime Target Demo on your computer, you will need to throw away the Prime Target Demo as well as the Prime Target Preferences file located in the Preferences folder in your computer's System Folder.

Locate Prime Target on your hard drive. When you double-click on your hard drive icon in the upper right-hand corner of your desktop, the hard drive window will open. Double-click on the Prime Target folder in this window. You will now see the icons for the various



files from the game. First, double-click on the "Read Me First" icon to view any last-minute information about the game. This file has important information about using Prime Target. Once you have read the "Read Me First" file, double-click on the Prime Target icon to run the program. DO NOT attempt to run the program from the CD-ROM.



Once the opening movie has finished, you will see the Prime Target menu screen. Here you can start a new game, change your preferences, load a saved game, or start a network game. The first thing you may wish to do is check your preferences. Click once on the Preferences button on the right side of your screen. You will first see the various graphics options available. If you are experiencing performance problems, you can reduce the Game Screen size and resolution here. You can also adjust the game screen brightness. If you have a graphics accelerator card, you may click on the Hardware Acceleration button. This may improve your performance with

some accelerator cards. If you do not have a graphics accelerator card or are unsure, leave this box unchecked.

If you click and hold your mouse button on the word **Graphics**, you will see a list of the various preferences types available.

Player allows you to set the game difficulty and your name. There are five difficulties available, from **Fish in a Barrel** to **I'm Not Dead Yet**. Your name will appear on your screen while playing and is used to identify you in network games.



some accelerator cards. If you do not have a graphics accelerator card or are unsure, leave this box unchecked.

Sound and Music allows you to set volumes and choose whether to hear certain type of sounds. If you are experiencing performance problems, you may wish to turn off music, ambient sounds, stereo, etc.

Controls allows you to choose the types of controls you use to run the game. You may also configure your keyboard by clicking on the **Configure Keyboard** button. A new window will be displayed allowing you to set the keys for various actions in the game. You can also choose among various keysets from popular games. Once you have set the keys to your liking, click on the **OK** button at the lower right of the screen.



Environment allows you to choose new maps or pictures to use in the game. This area is covered in the **How to play a Network Game** section of this manual.

Return to the Main Menu Screen by clicking on the **OK** button at the lower right of your screen.

Click on the **New Game** button to start a new game. You will see an introductory movie setting up the story. After the movie plays, you will be in the game, ready to get to work.

In the middle of the screen, you see the View Window. Here is where you interact with the game world. You see everything as if you were actually walking through the buildings in the game. You will notice that you have your pistol ready, and are standing in the entryway of an office building. Whenever the game needs to give you a message, it will appear in red text at the top left of your screen. If you pick up an item, for instance, it will be listed here.

At the bottom of your screen is the Interface Display. At the lower left is the Current Item display. Here the currently selected clue or inventory item will be displayed. To the right of this is your Health Meter. When this reaches zero, you are dead. Next to this is the Ammo Count. This displays the amount of ammunition remaining for the currently selected weapon. To the right of the Ammo Count is the Currently Selected Weapon Display. This shows the weapon you are using. Below these two displays is the Weapons List. All weapons you currently have are highlighted and indicate your current remaining ammunition for each weapon (for instance, when the game starts, you see "1 1/1" and "2 60/105" highlighted. This means that you have weapon 1 (the knife) and weapon 2 (the Baretta), with 60 shots out of 105 possible for the baretta. (The knife always lists an ammo count of 1/1.) The other weapons are:

- 0 - Proximity mine
- 3 - Sawed-off shotgun
- 4 - Machine gun
- 5 - Flamethrower
- 6 - Liquid Nitrogen Gun
- 7 - Missile Launcher
- 8 - Electric Bolt Gun

Don't worry, you will find these weapons along the way.

To the right of the Weapons List is the Armor Meter. The more armor you have, the less damage you take when hit. Next to this you will see your name and your access levels. As you pick up access cards, you will see the numbers light up in this list.

Now you need to get cracking. Call up the map (by pressing the **TAB** key) and look for Cathryn Mayfield's office. If anyone starts shooting at you, don't wait to ask questions, shoot back! If you die, don't worry. Press the action key (the space bar) and you will come

back to life either at the beginning of the game or at your last saved game location. If you're careful, and pay attention to the clues, you should be on your way to solving the mystery.

About the clues

You will occasionally find a clue in an office or hallway. These are usually pieces of paper, although you might find a video disc if you are diligent. To acquire a clue, simply walk over it. A picture of the clue will appear at the lower left-hand corner of your screen. You may then view this clue by pressing the **Return** key. You may scroll through your inventory by pressing the [and] keys. As you acquire more clues, you may wish to view your entire inventory of clues at once. To do this, press the \ key. The clues will appear in a line across the game screen. Early in the game, you will acquire a Two-way radio used by the assassins. Listen closely for overheard radio conversations as these will only play *once* each. You may view the clues at any time, even while moving around, but *be careful* - You cannot fire your gun while reading a clue, so you may wish to find a quiet corner somewhere to examine the evidence. And pay attention to everything; some clues aren't things you pick up...

How to save the game

You may save the game at any time by holding down the **⌘** key and pressing the **S** key. A standard Macintosh Save... dialog will be displayed. Save the game often, and save several games under different names in case a file becomes corrupted or you wish to go back to an earlier part of the game to look for something you might have missed. We *highly* recommend rotating between two or three saved game names in case of mishaps.

How to quit the game

You may quit your current game at any time by holding down the **⌘** key and pressing the **Q** key. You will be returned to the Main Menu Screen. You may quit the game entirely from this screen by clicking on the **Quit** button at the lower right.

A note about secret rooms

Don't spend a lot of time looking for secret rooms. While there are a few in the game you are *not* required to visit any secret room to complete the game. (Although you might find some nice goodies in a couple of them - which senator do you think might keep a stock-pile of weapons?)

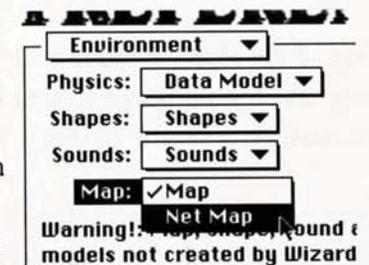
How to open a saved game

Click on the **Open Saved Game** button on the Main Menu Screen. A standard Macintosh Open... dialog will be displayed. Choose the saved game you wish to open and click **OK**.

How to play a network game

Prime Target supports up to 8-player network games. We **STRONGLY** recommend playing network games only over an Ethernet network. You must have a Macintosh with at least 16MB of built-in RAM to play a network game.

One player must be the *Gatherer*. This player will host the network game on his or her computer, will choose the map, and will choose which particular network game will be played. To gather a network game, you first need to choose the *Net Map*. Click on the **Preferences** button and choose **Environment** from the list of preferences. Under **Map**, choose the **Net Map** file. Click **OK** in the lower right of the window.



Click on the **Gather Network Game** button to display the Setup Network Game Screen. Here you may set various options for the network game. First, you must choose a particular type of game to play. In *If it Moves, Shoot it*, you need to, ... well... this one is self explanatory. (The player with the most kills, wins.)

Scapegoat is like a game of tag - the first player to be killed is "It," and that player must make someone else "It" by killing them. The goal is to be "It" the least.

In *Tax Collector*, you must run around collecting wads of cash and bringing them to the base which has the color you have chosen for your character. Whoever collects the most wads of cash, wins.

In *Greed*, the goal is to hold onto the cash for the longest amount of time. The first player to pick up a wad of cash is "It." The other players then must attempt to find and kill that character, take the money, and run. Whoever stays alive with the cash the longest, wins.

King of the Podium requires the players to find the *Podium* for the map, and then attempt to stay alive on it the longest. Whoever has the most time on the podium, wins.

Some games are unavailable on some maps. When you select a game to use, only the maps which use that game will be available in the list. You may also set various options for the game on this screen, such as time limits, whether to allow team play, and your character's color. When you have chosen all your options, click on the **OK** button at the lower right of the screen. The Gather Network Game Screen will be displayed. As players join the game, choose each one from the list at the left and click on the **Add** button. Once all the players are selected, click on **OK**.

How to join a network game

All other players in the game should click on the **Join Network Game** button. Each player should choose a different color, a team color if playing in teams, and enter their name. Click on the **Join** button at lower right to wait to be gathered.

How to quit a network game

Any player except the gatherer may quit the game at any time. To quit, simply hold down the **⌘** key and press the **Q** key. If the Gatherer quits, the game is over. All other players must quit as well. At the end of the game, various statistics will be displayed.

How to improve performance of Prime Target

Prime Target should run well on any Power Macintosh. The usual cause of slow performance is low memory. There are many things you can do to free up memory and make Prime Target run faster. We suggest you try the first items on the list (which usually solve the problem) before trying the items lower on the list.

Highly Recommended

- *Make sure you have quit all other applications before launching Prime Target.*
- *Turn Virtual Memory OFF.*

(NOTE: Do not turn Virtual Memory off if you are using a Macintosh with 8MB of built-in RAM and your System Software takes up 3.5MB of RAM or more. You can determine how much memory you have available by choosing About This Macintosh from the Apple menu.)

1. Select Control Panels from the Apple menu. Then, from the pop-up menu, select Memory.
2. Click the OFF button under the Virtual Memory option.
3. Close the Memory window by clicking once in its close box.
4. Re-start your Macintosh by choosing Restart from the Special menu.

- *Turn RAM Doubler OFF.*
 - Please refer to your RAM Doubler manual for instructions.

If Necessary

- *Turn off un-necessary extensions.*
 1. Select Extensions Manager from the Apple menu.
 2. Select "All Off" from the Sets pop-up menu.
-
-

3. Turn on the following extensions by clicking once on each one. After you click on an extension, a check-mark will be displayed next to it to denote that it is now turned on:

- Apple CD-ROM
- Quicktime
- Quicktime Power Plug
- Sound Manager (if available)

4. Click once on the Extensions Manager close box.

Within Prime Target

• *Shrink the size of your graphics window:*

1. Launch Prime Target
2. From the Prime Target main menu screen, choose Preferences.
3. Choose Graphics from the Preferences pop-up menu.
4. Choose 75% from the Window Size pop-up menu.
5. Click O.K.

• *Turn off the extra sounds:*

1. Launch Prime Target
2. From the Prime Target main menu screen, choose Preferences.
3. Choose Sound & Music from the Preferences pop-up menu.
4. De-select the following options by clicking in their check-box:
 - Ambient Sounds
 - Extra Sounds
 - Stereo

For users with only 8MB of built-in memory

Many newer Macintosh games now require at least 12MB of built-in memory to run. However, we have implemented a number of features that will allow you to run Prime Target with only 8MB of RAM. But, please remember that depending on your particular system configuration, you may or may not get optimal performance.

If you are using Prime Target on a machine with only 8MB of built-in RAM, Prime Target automatically reduces the graphics quality, eliminates some of the sounds, and turns off networking to conserve memory.

Prime Target requires a minimum of 4.5MB of your computer's memory to run. If you are using a Macintosh with System 7.5.3 or later, the System Software may take up so much memory that it leaves less than 4.5MB for Prime Target. In this situation, you must make sure that Virtual Memory is turned on. Although Prime Target will run with Virtual Memory on, you will experience periodic jerky graphics during gameplay when Prime Target needs to load new graphics or sounds. If you are unfamiliar with Virtual Memory, please refer to your Macintosh Owner's Manual.

If you are using System 7.5.1 or lower, you can usually restrict the amount of memory your System Software requires by turning off extensions as described in the previous section. This should permit you to run Prime Target with Virtual Memory off and nearly optimal performance.

With Apple's engineers continuing to develop System Software that takes up more and more RAM (leaving less and less for software applications), you can be certain that investing in more memory for

your computer is a wise decision. An additional 8MB of memory can now be purchased for little more than the cost of this computer game. Although installing memory in your computer is fairly simple, you can also have your local computer dealer install more memory. Computer dealers usually charge less than \$50.00 in labor to install memory in a computer. If you intend to continue purchasing leading-edge Macintosh software, we strongly urge you to make this investment.

Updates

Because of the almost-infinite varieties of system configurations, it is impossible to test for every possible problem before shipping a software product. However, we will give you a free update (you pay only shipping costs), if we fix a defect in the product after you purchase it from us. You will also find updates to our products posted periodically on our Internet site. You may download these for free. Our Web address is:

www.wizworks.com

Additionally, we encourage you to periodically visit our Web site to find more network levels and other fun stuff.

The characters

The following section is a reference list of the characters you will find in clues throughout the game. As a longtime resident of Washington DC, you have had contact with or knowledge of these people for several years.

You

You are a former Secret Service agent who now runs a security consulting firm in the increasingly-dangerous city of Washington D.C. Your clients include senators, diplomats, ambassadors, and captains of industry.

Sen. Cathryn Mayfield

Sen. Mayfield is a longtime friend of yours. On election eve she calls you because she is worried about the many people frantically searching the Adams Senate Office Building in which she works and the private security guards who seem to be doing nothing about them. Upon arriving at her office, you find that she has been murdered.

Sen. Martin Blake

Sen. Blake is a friend of Sen. Mayfield. Shortly after arriving in the Adams Senate Office Building, you overhear a radio conversation between two of the assassins indicating that they are looking for Sen. Blake because he has some valuable information.

Rep. Robert Bond

Rep. Bond is a candidate for Speaker of the House.

Sen. Ross Clay

Sen. Clay is heavily influenced by the tobacco lobby.

Mr. Dalton Frame

Mr. Frame is chairman of Dalton Technologies, Inc. Dalton Technologies is a large, multi-product corporation.

Mr. Winston Galloway III

Mr. Galloway is chairman of Galloway Martin, Inc. Galloway Martin is a tobacco products company.

Sen. Larry Goercke

Sen. Goercke is chairman of the Senate Armed Services Committee. The Senate Armed Services Committee is frequently consulted by the Pentagon on matters of national security, operations, and large-scale weapons procurement.

Sen. Russell Hodge

Sen. Hodge is chairman of the powerful Senate Banking Committee. Among the committee's many important responsibilities is oversight of the Securities and Exchange Commission.

Rep. Barbara Joyce

Rep. Joyce is heavily influenced by Phoenix Petroleum.

Rep. John Kasem

Rep. Kasem is one of a growing number of honest congressmen who truly want to rid congress of its corruption.

Mr. George McNaught

Mr. McNaught is chairman of McNaught-Lewis. McNaught Lewis is a defense contractor and aircraft manufacturer.

Mr. Steven Micek

Mr. Micek is chairman of Micek Corp., a defense contractor.

Sen. Luther Miller

Sen. Miller is majority leader of the Senate.

Dr. Robert Nickleby

Dr. Nickleby is a senior plant geneticist with Galloway Martin.

Mr. Anthony Powers

Mr. Powers is chairman of the Securities and Exchange Commission. The SEC regulates publicly-held companies and often has the authority to file a lawsuit to prevent a merger or acquisition. For this reason, many companies seek approval from the SEC before completing a merger or acquisition.

Rep. Nancy Richards

Rep. Richards is heavily influenced by the Trial Lawyers association.

Rep. Clayton Sanders

Rep. Sanders is a candidate for chair of the House Health and Environment committee. The House Health and Environment committee has historically involved itself in matters relating to the public health and the tobacco industry.

The bad guys

Suit - Goons. Hired thugs in cheap suits. These guys wouldn't be so bad if there weren't so many of them.



Security Guards -Security in government buildings has been privatized. These guards have the finest in body armor, are well trained, and are extremely good shots. Too bad they aren't on *your* side.



Ninja - Deadly assassins, they throw poisoned *shuriken* and can disappear in a column of smoke, only to reappear fully healed. So silent, they almost seem to walk on thin air. And that poison... What's the matter? You look a little green.





Skinheads - The streets and tunnels of Washington DC are infested with gangs of these violent, shotgun-carrying punks. Did we mention the shotguns?



Fire Mercenaries - Soldiers for hire carrying napalm launchers. Got a light?



Ice Mercenaries - Soldiers for hire carrying Liquid Nitrogen guns. How do they run in those heels?



Musclehead - A shaved gorilla, in a suit, with a machine gun... Eesh, I shoulda stayed in bed.



You - In the prime of your life, ready for action, and able to take a lot of punishment (and we mean a *lot* of punishment.)



...And just who is behind this all?...

Weapons



Knife - What do you mean I'm out of ammo?



Baretta - Sometimes the classics are just the best.



Sawed-off shotgun - Now we're talkin'!



Machine pistol - Loki Arms Mark V; burns ammo fast, but oh man!



Flamethrower - Launches burning globs of napalm which explode upon impact. Well worth the 7-day waiting period.



Liquid Nitro Gun - Freezes a target for a few seconds, ready for one well-placed pistol shot. Cool!



Proximity Mine - Once armed, will detect any nearby motion and explode. You have a few seconds to get away. Here, catch!

Missile Launcher - Fires heat-seeking missiles. Not *quite* the stopping power of a Mack truck, but...



Electric Bolt Gun - Fires a projectile of pure electricity which arcs from target to target. Devastating in an enclosed area. Yes, yes, oh yes!



Other items

Bandages - Little black bags that give your health a small boost.



First Aid Kit - Restores your health to full.



Mega First Aid Kit - Brings your health to twice normal. What's in these things?



Armor Vest - Restores some of your armor.





Radio Earpiece - Allows you to occasionally overhear the assassins' conversations.



Clue - Pick these up and view them to solve the mystery.



Video Disc - Can be viewed with your trusty VidMaster.™



Access Card - Collect these to get through security doors.

For more information...

A premise of the Prime Target story is that money buys influence in Washington. Many of the clues in Prime Target are based on actual events of this nature.

While most elected officials are not intentionally corrupt, there is extensive evidence that campaign contributions directly affect the interaction between corporations and our elected officials. This is not new. What is new is the increasing effect this is having on our national debt. The Cato Institute estimates that over half our budget deficit could be eliminated simply by getting rid of the "corporate welfare" congress and the White House gives in exchange for campaign contributions.

There is a wealth of information about this on the Web. For more information, we suggest you check out any of these sites:

- www.cato.org
- www.mojones.org
- www.emf.net
- www.cse.org
- www.crp.org

Credits

Programming	Alan B. Nelson Brian S. Nesse Kirk A. Sumner
Chief Level Designer	Nate Birkholz
Additional Level Design	Alan Nelson Peter Tamte Adam Wiens
Character & Weapon Art	Preston Palmer
Wall Textures & Scenery	Adam Wiens
Additional Art	Nate Birkholz Aaron Marple Brian Nesse
Music	Dave Eichholz
Sound Effects	Steve Bilderback Al Schilling
Concept & Design	Peter Tamte Cory Johnson Al Schilling Alan B. Nelson Kirk A. Sumner Nate Birkholz
Executive Producer	Peter Tamte
Product Managers	Al Schilling Cory Johnson

Prime Target

Packaging

Preston Palmer
Robert J. Busse
Cindy Swanson
Peter Tamte

Video Production

Brian S. Nesse

Flyover Video Footage

Fabulous Footage, Inc.

Actors

Bill Collins
Walter Weaver
Kathleen Humphrey
John Borgfelt
John Arthur Olson

Voice Talent

Steve (Woody) Gordon
Bill Holmberg
Marcia Johnson
Al Schilling

Documentation

Nate Birkholz
Peter Tamte

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