

### Marathon Eternal Walkthrough Guide (hopefully, complete)

This is a walkthrough guide of Eternal X (<http://eternal.bungie.org/>), one of the total conversion scenario of the Marathon series.

#### Figure Legends

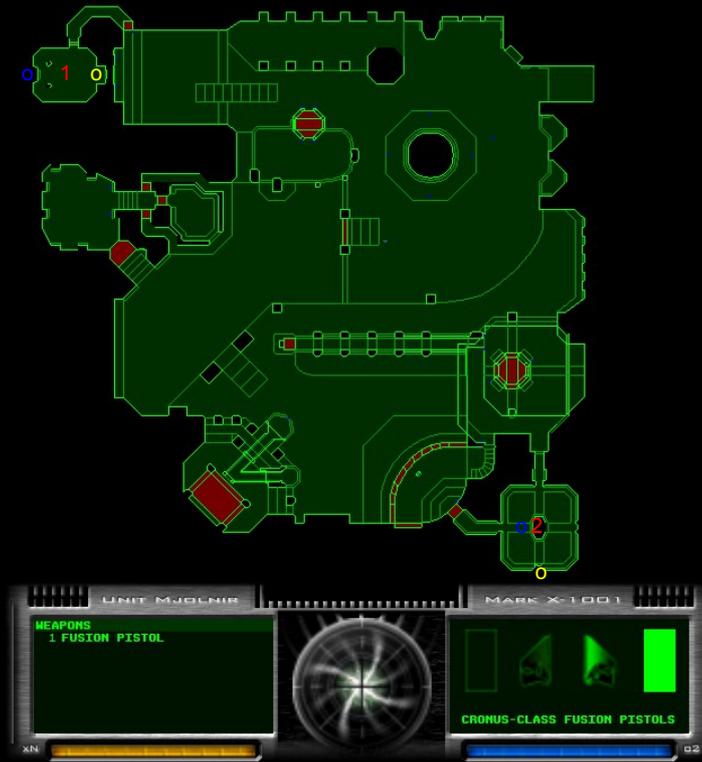
- : Communication Terminal (not all terminals are shown)
- : Save Terminal
- : Shield Recharger
- : Oxygen supply

Numbers : way points  
Alphabets : remarks

I have played the game version 1.0.3 in the 'Normal' level. Things may be different in more difficult settings. For the story lines and some spoilers, please refer the Eternal Volunteer page ([http://traxus.bungie.org/index.php/Eternal\\_Volunteers](http://traxus.bungie.org/index.php/Eternal_Volunteers)).

All screenshots are copyrighted materials of Eternal developing team. Thanks for Alphe One developers and Bungie folks.

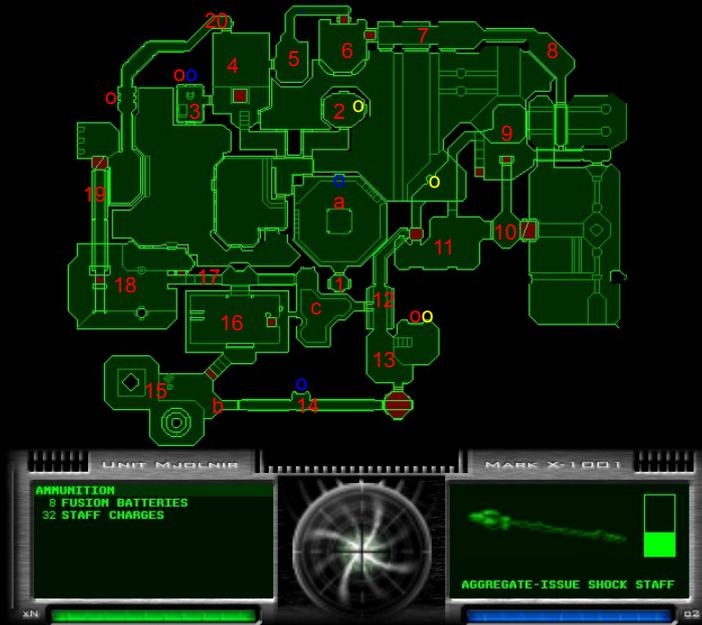
## The Far Side Of Nowhere



## The Far Side Of Nowhere

The entrance level. No enemies. No fights. You will start at (1). Explore and turn on every switch. The goal is the terminal at (2). Logging on this terminal will transport you to 'Deja Vu All Over Again.' Don't forget to grab a fusion pistol and batteries near the terminal.

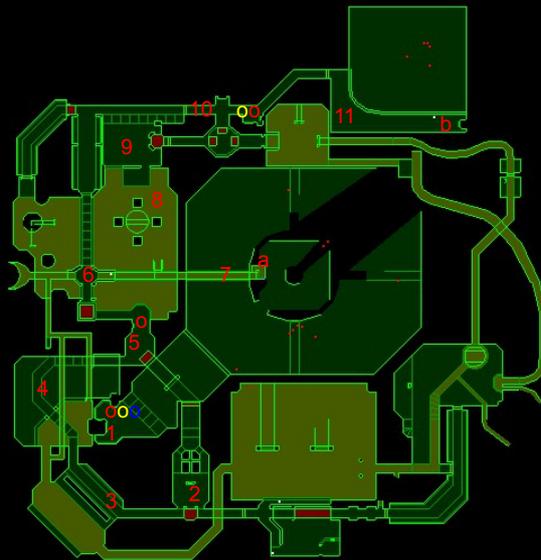
## Deja Vu All Over Again



## Deja Vu All Over Again

You will be transported at (1). Your mission is to switch on at (15) and return to the terminal at (a). You will notice, there are very poor ammo for your fusion pistol. Don't worry. When you kill Pfhors, they drop their weapon and you can reuse them for Pfhors (Hunters, Juggernauts won't drop their weapon. If Pfhors are killed with an explosive weapon, alien weapon will be missed). After turning on the switch at (15), door (b) will close, so that you must get out (15) to (16). Here, you have two choices. If you will go west, some new rooms and Pfhors are waiting for you. And from (15) you will come back to (4). If you go east, you can back-track the route via (c) to (4). IMHO, there are no difference in exiting the level. Logging on terminal (a) will transport you to 'Septococcal Pfhoryngitis.'

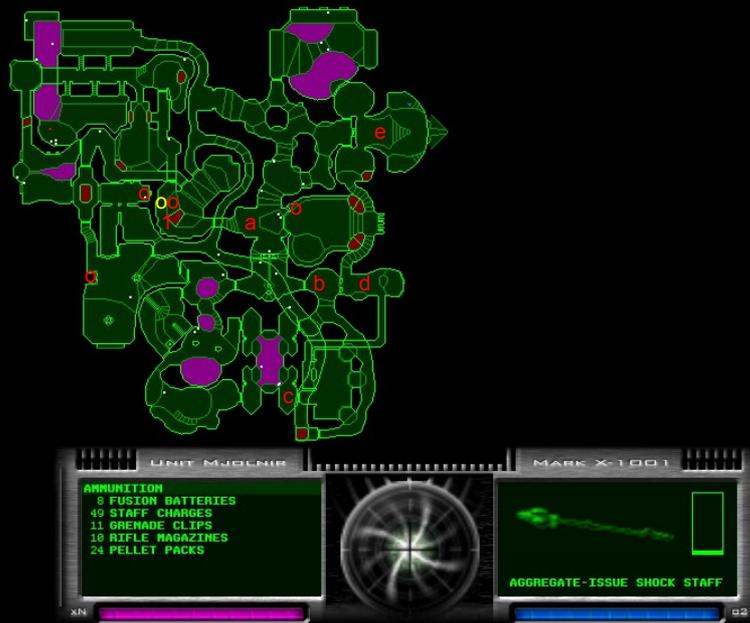
## Septococcal Pfhoryngitis



## Septococcal Pfhoryngitis

You will be transported at (1). The uplink chip is located under water at (a). Bring and insert it at (b). You will be transported to 'Dysmentria.'

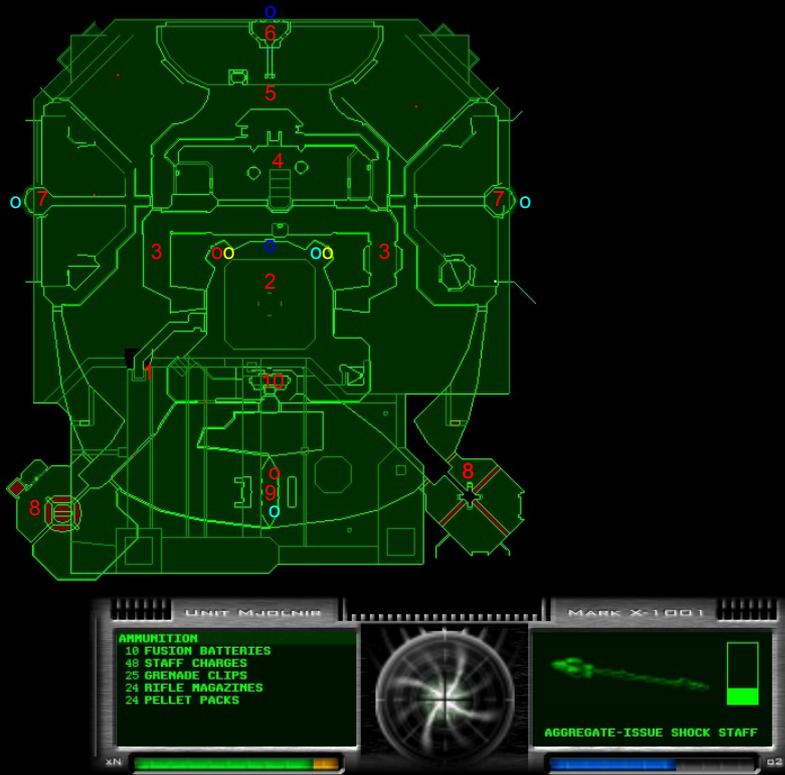
## Dysmentria



## Dysmentria

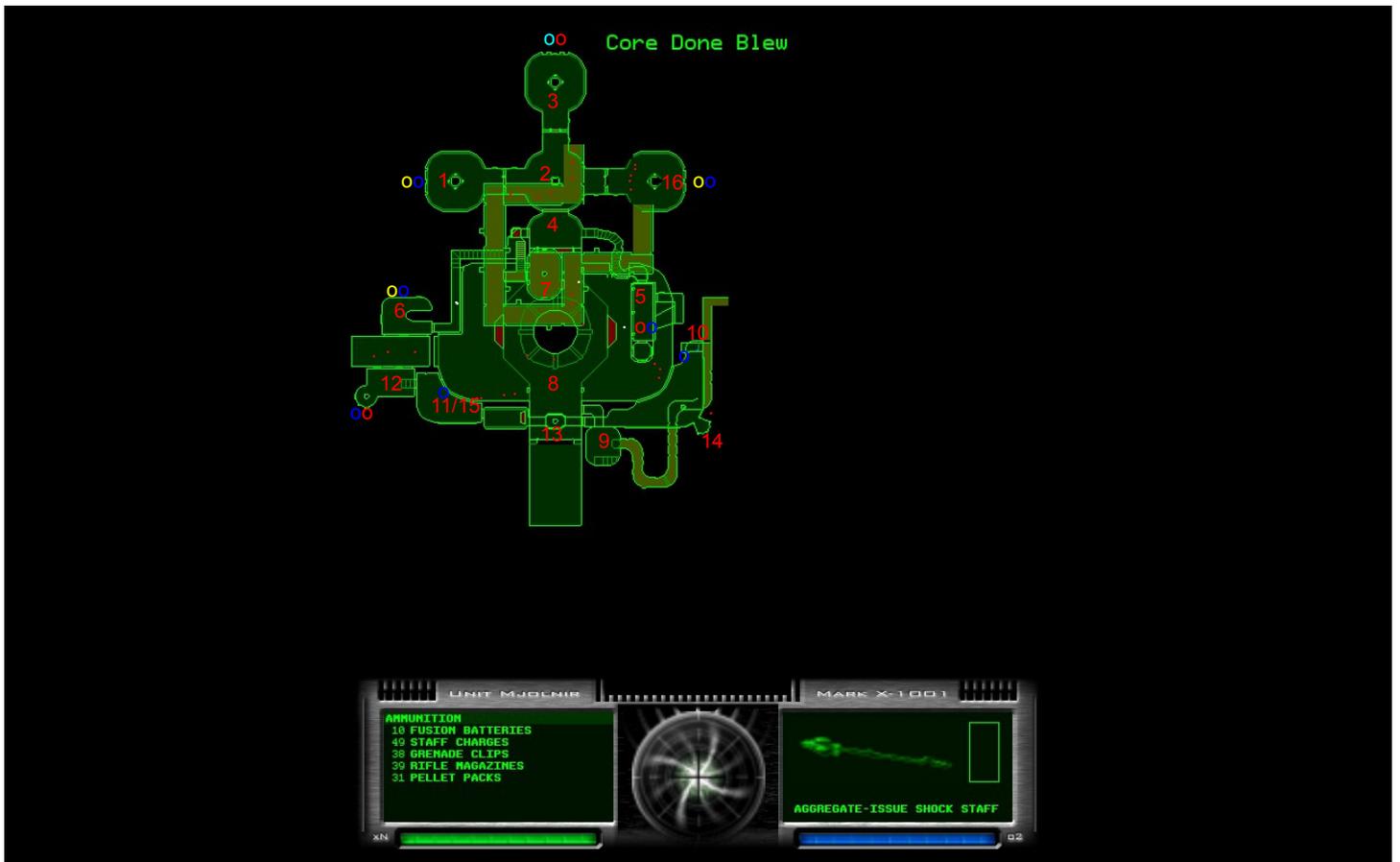
You will be transported at (1). The key to exit this level is a plasma pond in the south of the map. To reach this pond, take your way (a) to (b). Then jump across the pond to (c). This way leads you to (e), unreachable at the first. Activate the switch there and take one of the transport pads. You will be transported to 'Sakhmet Rising.'

## Sakhmet Rising



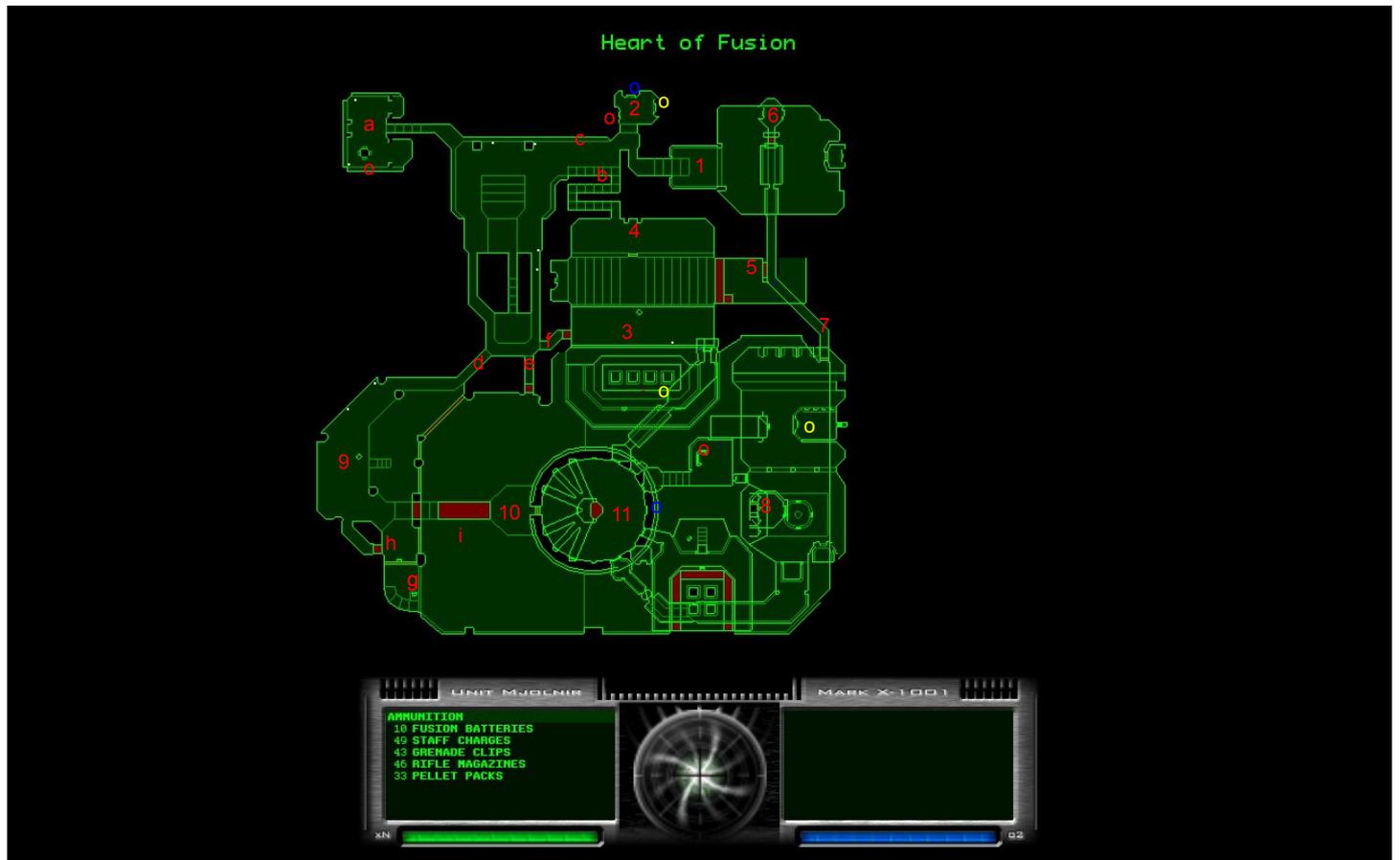
## Sakhmet Rising

This is a vacuum level. And a pivotal level with two different exits. You will be transported at the roof. Enter via (1) to the central hall (2). There are a shield recharger, an oxygen terminal two save terminals and a Tycho terminal. Tycho will give you an instruction there. Read the terminal carefully. This level has a fairly symmetrical structure. You can go right or left side first. Turn on every switch you will encounter. But be careful at (6). There is a Hathor terminal. If you read throughout this, you will fail Tycho's mission and be transported to 'Unwired.' Location (9) has a pair of rechargers, oxygen terminals and circuit boards at the both sides. Smash these circuit boards. Now, you can enter (10). There are a save terminal, a shield recharger, an oxygen terminal and a Tycho terminal. Logging on this terminal will transport you to 'Core Done Blew.'



### Core Done Blew

You will be transported in room (1) and the goal is the terminal in room (16). But you must explore the south part of the map and turn on every switch and read every terminal before reaching this room. Only a part of terminals are shown in the figure above. To enter (3), power on rooms (1) and (2), then return to (1) and read the terminal again. Tycho will open the door for you. Sewage room (7) has a little bit of trick. There are some panels on the wall. Look at the north panel carefully. You will notice the texture is different from the others. Push the panel, a hidden circuit board will appear. Smash it. The gate to (8) will open. In (8), there are many baddies waiting for you. But you do not have to fight with them. Rush into (9) instead. Go through the sewage and reach at terminal (10). Logging on this terminal will transport you to (11). The terminal there is not functioning in this time. Go through (12) to (14) and smash the circuit board there. The terminal in (11) become alive. Log on this terminal. You will be transported to (2) and in this time, the door to (16) is functioning. Deal with all baddies in (16) and log on the terminal there. You will be transported to 'Heart of Fusion.'



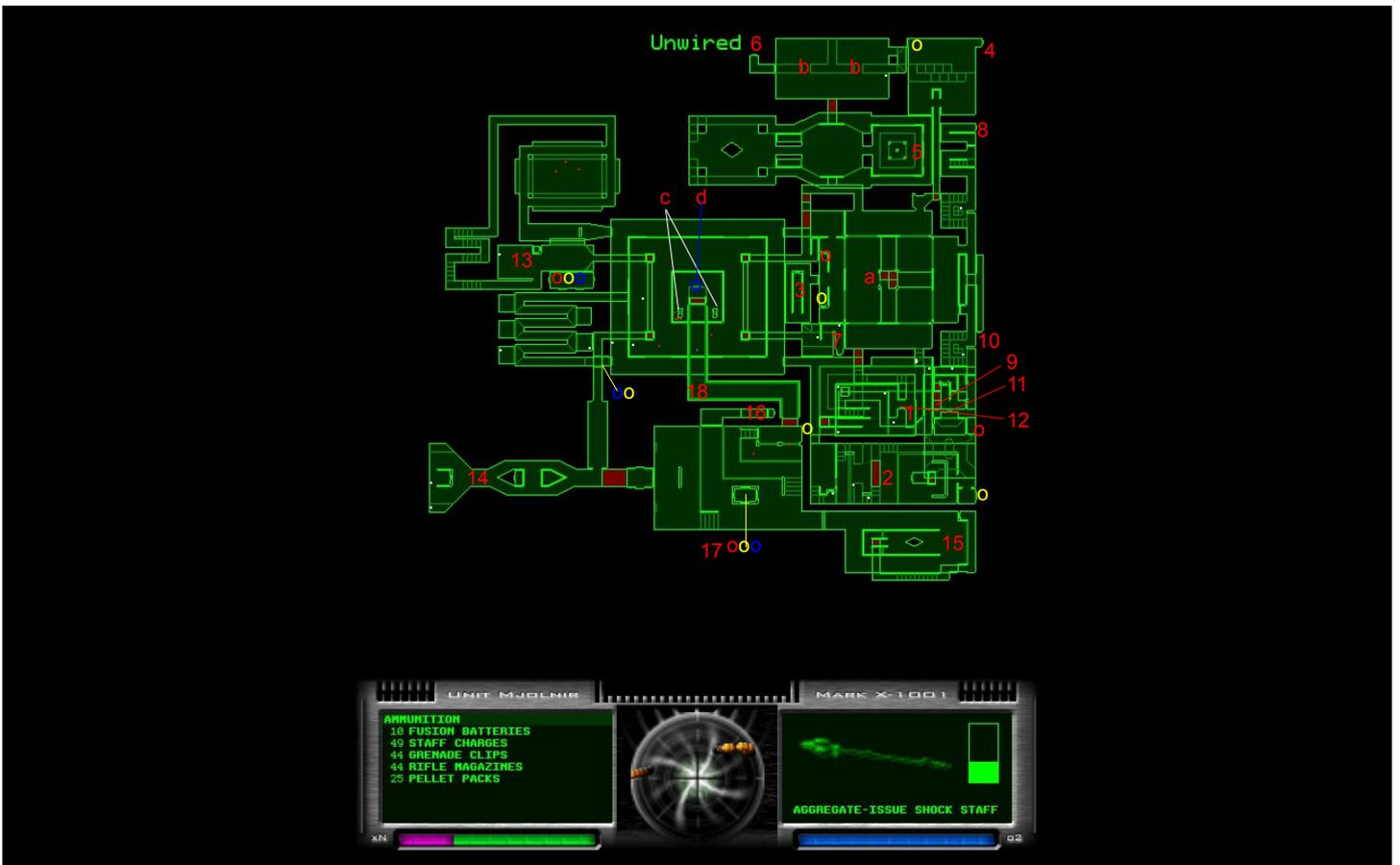
### Heart of Fusion

You will be transported in room (1). Your mission is to destroy Tycho's cores at (10). Turn on every switch you will encounter. Use the save terminal and recharger in (2) when you need them. In room (a), there is an x2 recharger. To get in this room, jump from (b) to the ledge (c). This distance seems unreachable. But you can do this without grenading but with an 'oblique jump' — sidestepping + jump. This technique is useful in other levels of this scenario or other scenarios (Tempus Irae, for example). The locations (8) and (10) are a single vast space in reality. Notice, numerous S'phts are hidden there. But you do not have to do fight with them. Turn on two switches at (8), then get back quickly. Do not goto (e) but make your way to (d) and deal with all Pfhors. Entering from (9) to (11) via (10) is somewhat tricky. After activation of switch (g), the bridge (i) will rise and fall in a short time. You must watch lift (h) carefully and rush onto it after activation of (g). If you fall onto the floor, go north and ride on the lift at (e). Once you enter (11), what remains is just a straightforward work. Turn on a switch, smash a core, then turn on another switch... When you have done all cores, log on the terminal in (11). Tycho is (surprisingly) still alive and transport you to 'To sleep Perchance to dream.'



### To Sleep Perchance To Dream

You will be transported at (1). No enemies, no fights. Goto (2) and drop into the well. You will be transported to a small station at (3) (not shown). There is a strange terminal. Log it on and goto 'Hysterical Womb.'

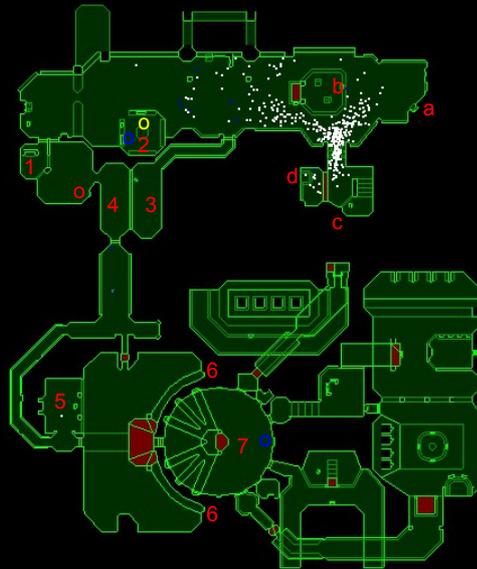


### Unwired

Explore, turn on every switch and escape. You will be transported in room (1). This part of the map is multi-level and too complicated to draw in 2D plane. At first, you will wander in the east part of the map. Finally you will fully activate a three-story lift (a). At (b), you can employ a Marathon / Aleph One specific technique. You can stair — change your direction — IN THE AIR! Go southward along the east wall of each pillar. Then turn right quickly and keep on going. You will reach another side of the pillar. The west part is rather straightforward. The goal is terminal (d). But at first, it displays the ordinary Marathon alert. You must smash four circuit boards at (c). Then log on (d). You will be transported to 'Roots and Radicals.'



## Roots And Radicals



## Roots and Radicals

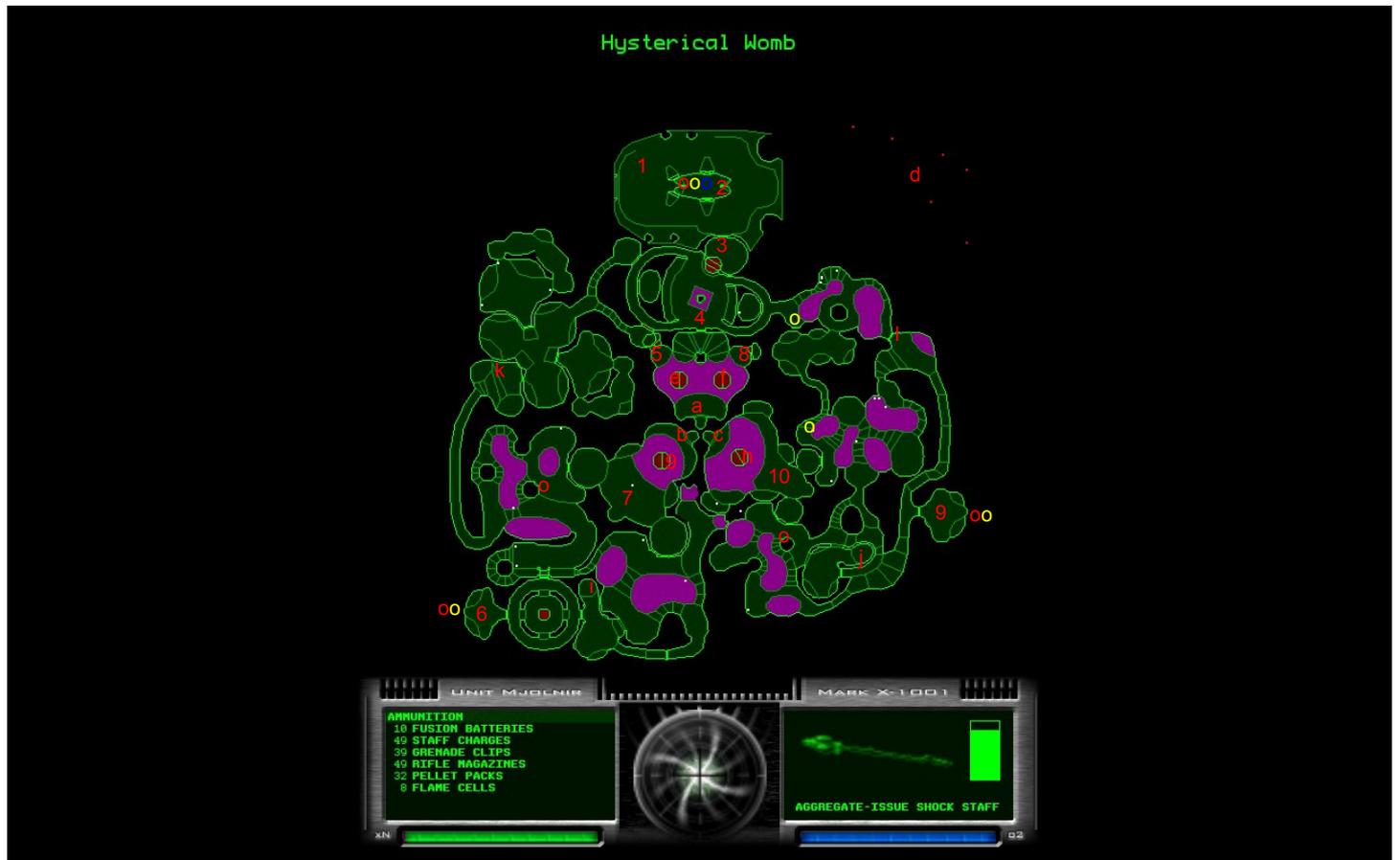
You will be transported in (1). The northern part of the map is the bridge of spaceship Marathon, turn on every switch in this part. Turning on (a) and (b) is difficult because many Pfhors are fighting with MADDs there. Turning on (c) is more difficult because new Pfhors are transported in (d) continuously. Let it be, as Durandal indicates. There is no way for you to stop invasion.... Goto (3) and switch on. You can now goto the south part of the map. Turning on the two switches at (6) make you reach at (7). There is a uplink chip that Durandal mentions. Bring it to (2) and log on the Durandal terminal. You will be transported to 'The Tangent Universe.' The southeast part of map is very similar to 'Heart of Fusion' and you can do a 'turning-on-switch-and-smashing-core' work too. But I could not find difference in the story line.

## The Tangent Universe



## The Tangent Universe

The sun is burning. What you are facing to is what you chose — an end of the world. Explore, turn on every switch, goto (a), log on the terminal and pray for peace. You will have the second chance. Prepare to be transported back to 'Sakhmet Rising.'



### Hysterical Womb

You will be transported from 'To Sleep Perchances To Dream' to yard (1). Clean out there and goto (2). As Tycho says in the terminal, you must achieve two things in this level. Firstly, destroy three cyborgs at (a) to (c) — you will remember a Marathon level. Secondly, kill all enemies (red spots on the map) except those in normally unreachable part (d) (There may be a secret entrance to (d), but I could not find it). The map has three parts; the northern, southwest and southeast. In each part, one cyborg is kept. Every cyborg is guarded by Enforcers, Hunters and Troopers ((b) and (c)). So that it may be difficult to deal with them in a single 'banzai' charge. You might have to repeat a few attacks. To destroy the first cyborg at (a), ride on the lifts (e) or (f). Go from the northern part to the southwest, ride on (e) and jump into the transporter at (5). You will be transported in room (6). Ride on (g) and destroy cyborg (b). The transporter in (7) will bring you back to (4). Ride on (f) and destroy cyborg (c) in the same way. The transporter in (10) will bring you back to (4) again. Of course, you can visit the southeast part before the southwest part. You can travel between the southeast and southwest parts freely by taking transporters at (i) or (j). But moving between northern part and southwest/east parts are bothering because doors (k) and (l) are one-way. When you have done all your mission, log on the terminal in (2). You will be transported to 'A Friend In Need.' A good-and-old friend is waiting for you there.

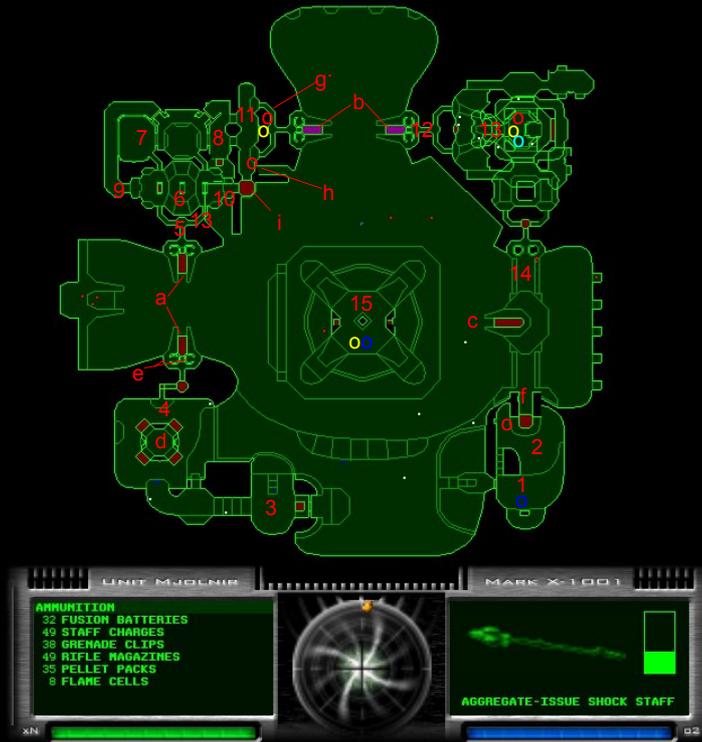
## A Friend In Need



## A Friend in Need

Explore and press every switch you will encounter. You will be transported in room (1). At the north room, you can find an uplink chip and a Leela terminal. Via (2) and (3), enter room (4) and press the switch at (5). The gate to central part will open. After passing the gate, take your way to right and ride (a). There is one of four transport bays Leela mentions. But in this time, those bays are inactive. Take counterclockwise way to visit four bays and enter (10). Then go clockwise to clean out the upper part of the map. When you reach (12), insert the uplink chip and press two switches nearby. Beams (b) become reachable. To reach (b), go back to (4) and run upward to (13). Alternatively, you can jump onto it from openings near (12). Press every switch at the end of each beam. Now the transport bays are active. Go down to the ground and take (6) to be transported to 'Unlucky for Some.'

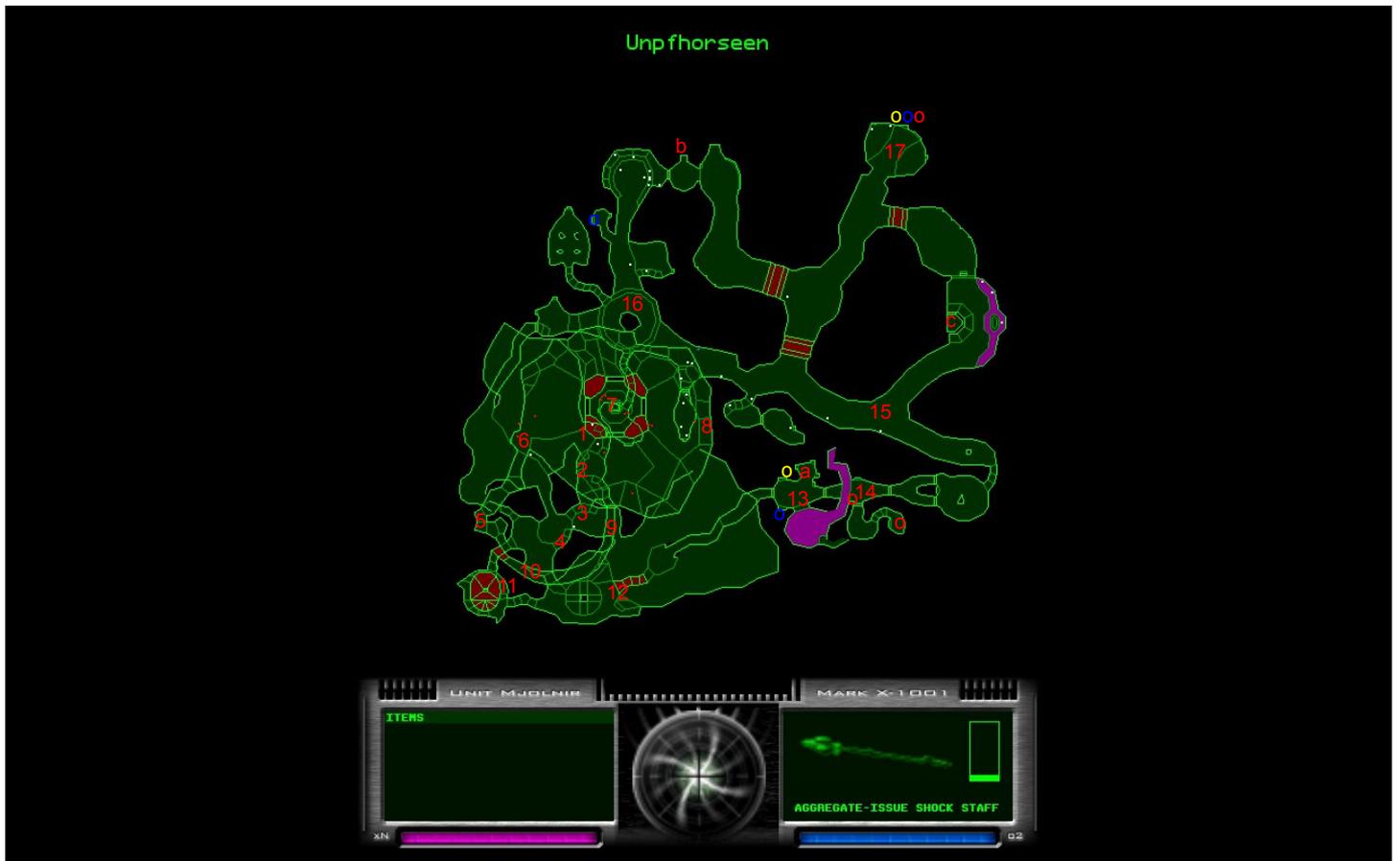
## Unlucky For Some



## Unlucky for Some

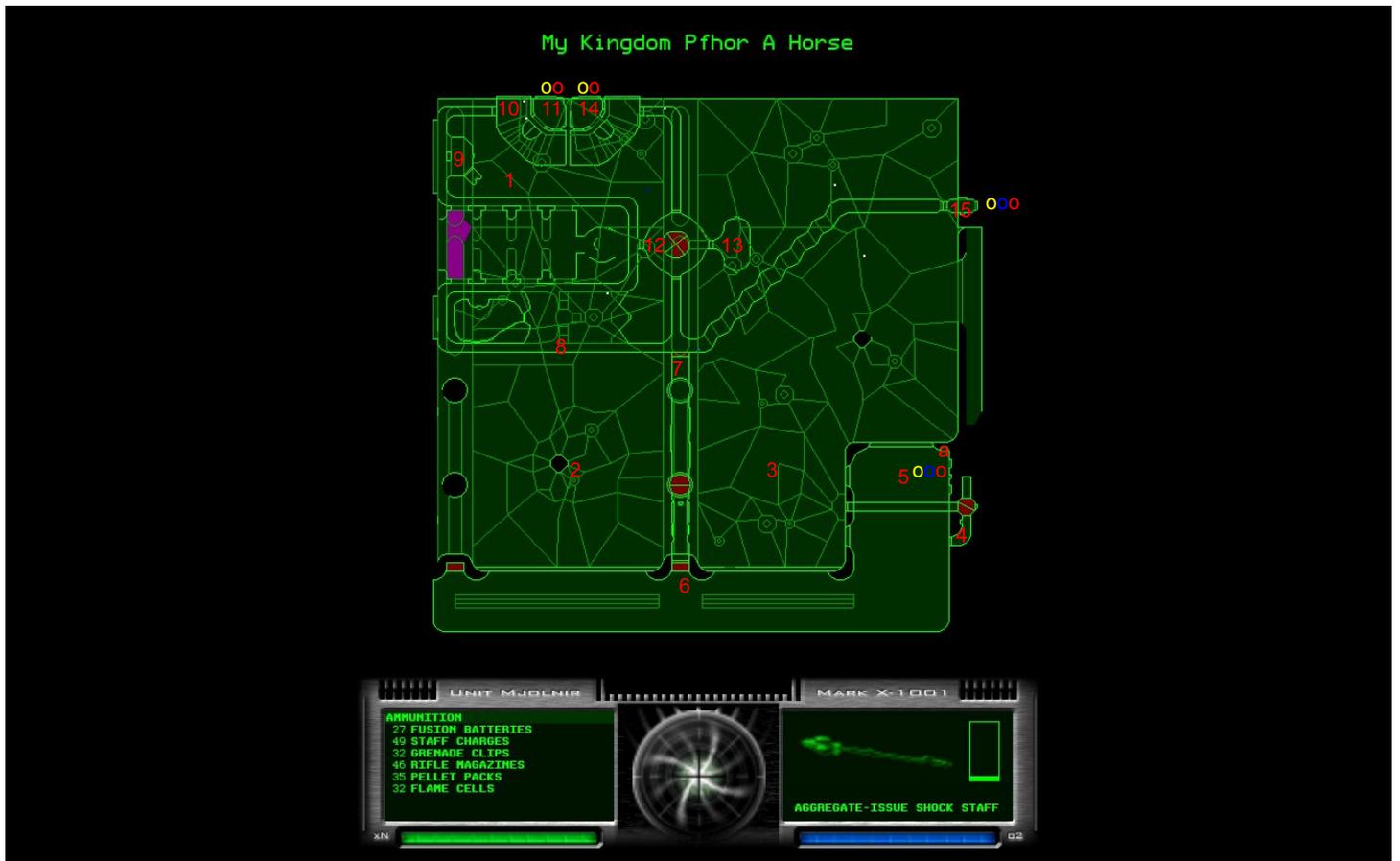
Explore and press every switch you will encounter. A key to complete this level is usage of catapults (a) to (c). Also this level requires some jump skill. Get fun of it!

You will be transported in room (1). At the downstair (2) there is a x2 recharger. UESC bobs are toughly fighting with Pfhors on the ground. But you must left them. You have another mission in the upper part. Go west, enter (3) and shoot at two switches on the east and west wall of (d). The way from (4) to (a) will open. To activate (a), press two switches at (e). Left first, then right. Lower red part in (a) will turn to a plasma flow. Press the right switch again to cease the plasma flow. Then ride on the red part of (a). You will be quickly thrown to (5). If you want, you can go back from (5) by activating the two switches at (5). But, you may be thrown back to (5) by already activated catapult at (4). To avoid this phenomenon, stair oblique way in a little. In room (6), you are required a bit of jumping / running skills to enter (7), (8), (9) and jump to (10). It is a good idea to go down from the pit at the wall west of the x2 recharger (g). There is a x3 recharger (h). Moreover, you can activate the lift (i) here. This lift provides you a short-cut route if you will fail catapult jumping (the case will occur when a Drone come front of you). Go back to (11) and catapult yourself to (12). Room (13) require jumping / running skills just a bit harder from (6). At this point, the goal is not so far. Take a lift and goto (14). Switch (f) on. Now you can press two switches at (14) to activate the last catapult (c). But before activating (c), you can go back to (1) and the battle ground to collect fusion batteries or recharge your shield. The lift nearby to (f) will bring you back to (14). Then goto (15) and smash all the circuit board at the centre of the room. Logging on the Leela terminal will transport you to 'Unpfhorseen.'



### Unpfhorseen

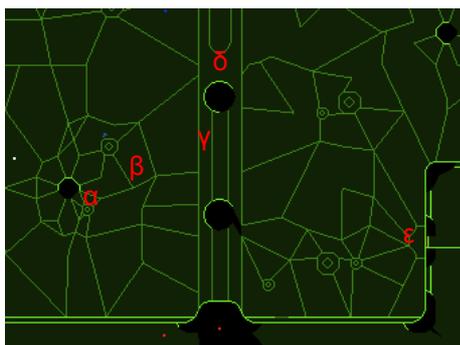
This is a pivotal level with two different exits. Explore and turn on every switch. You will be transported in (1). Go upward (2) through (4) and drop down at (5). Switch on at (6). Now you can reach two switches at (7). Press them. Go round the outer rim and go along passage (9) to (10). Ride a lift to reach (11). Rush up the temporary stairs and jump to the upper ridge. Keep running through (12). Don't stop here. Juggernauts are shooting you. In (13), you can take a breath. In this room, there are a Leela terminal, a save terminal and two chip slots. Jump across the plasma river and goto (14). For a while, it will be a straightforward work. Explore the underworld and turn on every switch. Two uplink chips are at (b) and (c). Bring them and insert at (a). You have two choices now. If you log on the terminal at (17) — previously it was a Hathor terminal, but it has turned into a Leela terminal — you will be transported to 'My Kingdom Pffhor a Horse.' If you log on the terminal at (13) — previously it was a Leela terminal, but it has turned in to a bloody Tycho terminal — you will be transported to 'May the Pffharce be with you.'



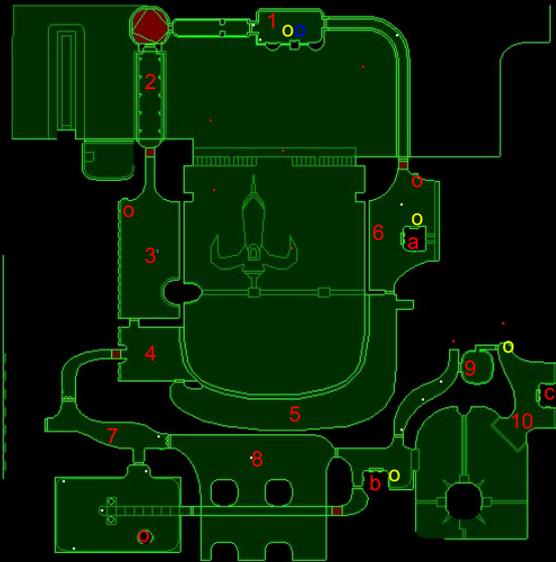
### My Kingdom Pfor a Horse

You will be transported on (1). Some Juggernauts and Troopers are fighting with Fusion Bobs. Eliminate all baddies in the west part with your fusion cannon. This is a very powerful weapon. In Normal difficulty, 1.5 batteries are sufficient to sink a Juggernaut. When you done this part, collect Troopers' weapons and fusion batteries. You cannot come back here again. Jump from (2) to the central ledge and go down to (3). Please see the magnified map below for details. In the east part, avoid fighting, rush eastward and ride a lift to (4). In the south par here, there are a x3 recharger, a save terminal and a Leela terminal. Grab the uplink chip at (a). Go up from (6) and go forward to (7), then turn left. This is a 'Find-switch-and-push' part. The corridor leads you to (11). Press the switch there. The door to (12) will open. In room (13), there are two switches. But the switch at the south wall is not functioning in this time. Press the switch at the north wall and goto (14). Insert the uplink chip. The south switch in (13) is now active. Press it and log on a Leela terminal at (15). You will be transported to 'Burning Down The Corporation.'

The function of switches in (9) is unclear. There is a hidden switch at the northeast wall (not shown in the map above). It seems that this switch is not needed for completing the level.



## Burning Down The Corporation



## Burning Down The Corporation

This is a rather straightforward level. You will be transported in (1). Smash three pairs of hidden circuit board at (a) to (c) then return to the Leela terminal here. The circuit boards will appear when you push the button nearby to (a) to (c). The next level is 'The World Is Hollow.'

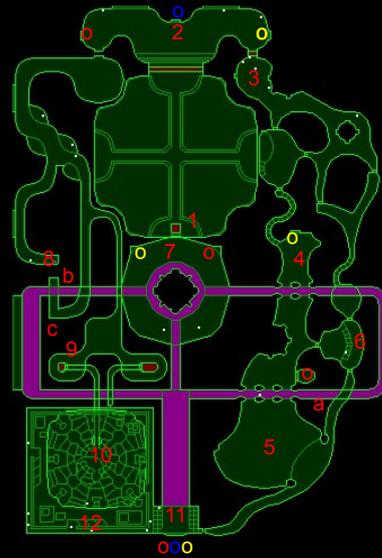
## The World Is Hollow



## The World is Hollow

As in 'To Sleep Perchance To Dream,' you will be transported at (1). No enemies, no fights. Goto (2) and drop into the well. You will be transported to a small station at (3) (not shown). There is a strange terminal. Log it on and goto 'Sphtia.'

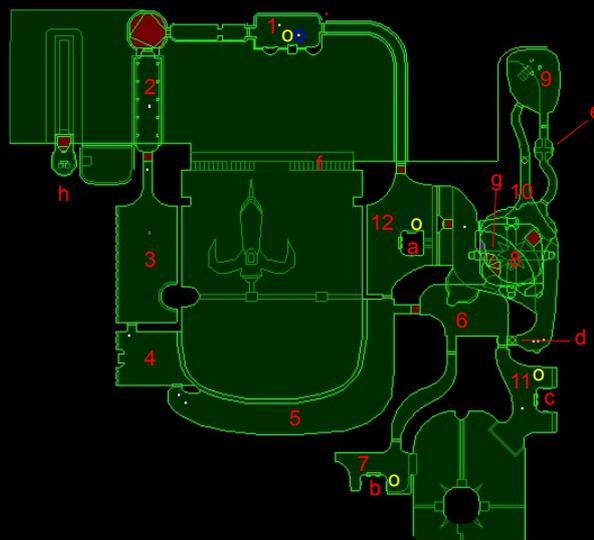
May The Pfhorce Be With You



May The Pfhorce Be with You

You will be transported in (1). Go north and enter to (2). At first you will visit the east part of the map. When you complete this part, Jump into the plasma flow (a) and goto (7). Next part is reachable via the transporter at (b). You will be transported to (8). Deal with Pfhors and goto (9). There is a lift to (10). Eliminate all Pfhors and go back to the plasma flow via (c). Now (11) is reachable. Clean out (12) and return to (2). Logging on the Tycho terminal bring you to 'Pissing on the Corporation.'

## Pissing on the Corporation



## Pissing On The Corporation

This level is similar to 'Burning Down the Corporation' but harder to complete. I could not find any rechargers in this level. So be careful and skillful or use your fusion cannon to wipe out baddies. You will be transported in (1). Your mission is smashing three pairs of hidden circuit board at (a) to (c). The circuit boards will appear when you push the button nearby to (a) to (c). From (8), you can get back to one of save terminals by riding a lift. Go downward to the lower floor. Deal with Pfhors there, switch on, ride on (d) and return to the upper floor. The door to (11) will open. Smash the circuit boards and go to (12). Smash again. Log on the Tycho terminal at (1). The next level is 'The Living Receiver.'

There are some transporter in this level. If you will lose your footing at (e), you will be transported to (f) – seems a Rue Barrée. If you can jump from temporary rising steps (g) to a transporter in the opposite side, you can reach (h). But what is the sense of doing this?

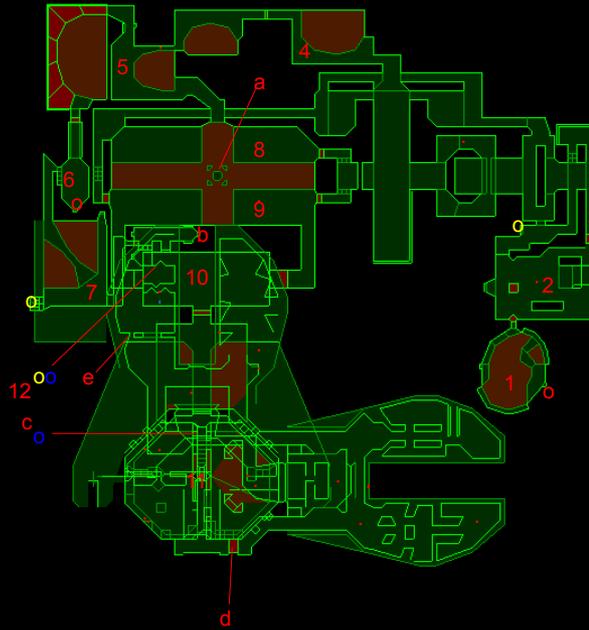
## The Living Receiver



## The Living Receiver

You have lost a world. This is the result of your mistake. Haven't you heard that Tycho shares something with Hathor? Tycho has been reassembled by Pfhors, hasn't he? Well, that's a just grumbling... Eliminate Pfhors, explore, turn on every switch, goto (a), log on the terminal and pray again. You will have a chance to correct the history. Prepare to be transported back to 'Unpfhorseen.'

## S'pht'ia

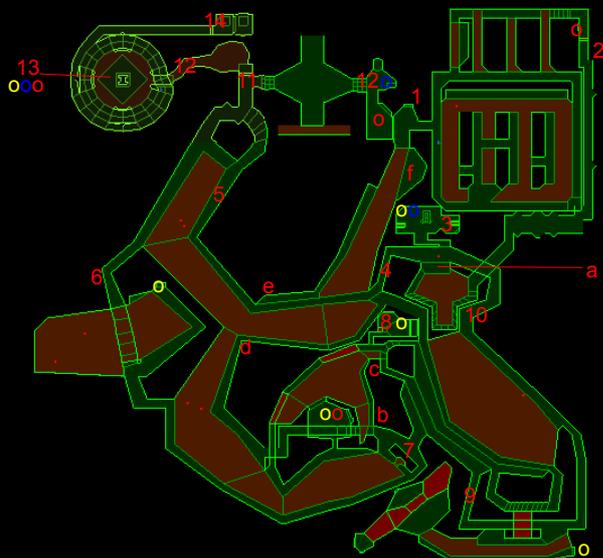


## S'pht'ia

If you have played Marathon 2, this and the next levels must be very familiar. Maps from two subsequent levels of Marathon 2 are combined in this map. Fl'icktas and some S'pht'Krs (maybe red ones) are against you.

You will be transported in lava pool (1). Get out from lava quickly and recharge your shield. Turn on every switch you will encounter. You can go from (8) to (9) via the east stairway or pillars (a). At the north wall of (10), you can find a door to (b). In (b), there are x1 and x2 rechargers and a save terminal and a hidden lift (at the west end). Go south from (10) to a Leela terminal (c). This terminal will transport you to (11). It is the lowest floor of a complex building. Go up two floors. There is a room with a save terminal and three boxes. Using these boxes, enter the next room. Go up again by a lift and a stairway. Then ride on lift (d). On this floor, you can find a room with a few save terminals and a communication terminal at (12). The entrance to the room is (e). Log on the terminal. You will be transported to 'Let Sleeping Gods Die.'

## Let Sleeping Gods Die



## Let Sleeping Gods Die

I think the level name is somewhat Lovecraft-like.

As in the previous level, there are many gadgets for Marathon 2 players (jumping from (d) to (f) via (e), for example). But essentially, your mission is simple. Turn on switches in (8) and (12). Grab an uplink chip at (12). Dive into the lava (12) to (13). Insert the uplink chip at (13), then goto room (14). Standing at (14) will transport you to the next room, which is the entrance to 'She is the Dark One.' Who is she?

To room (3), jump from ledge (a). To room (8), jump down at (b) to the road beneath, then go north and jump across the road at (c).

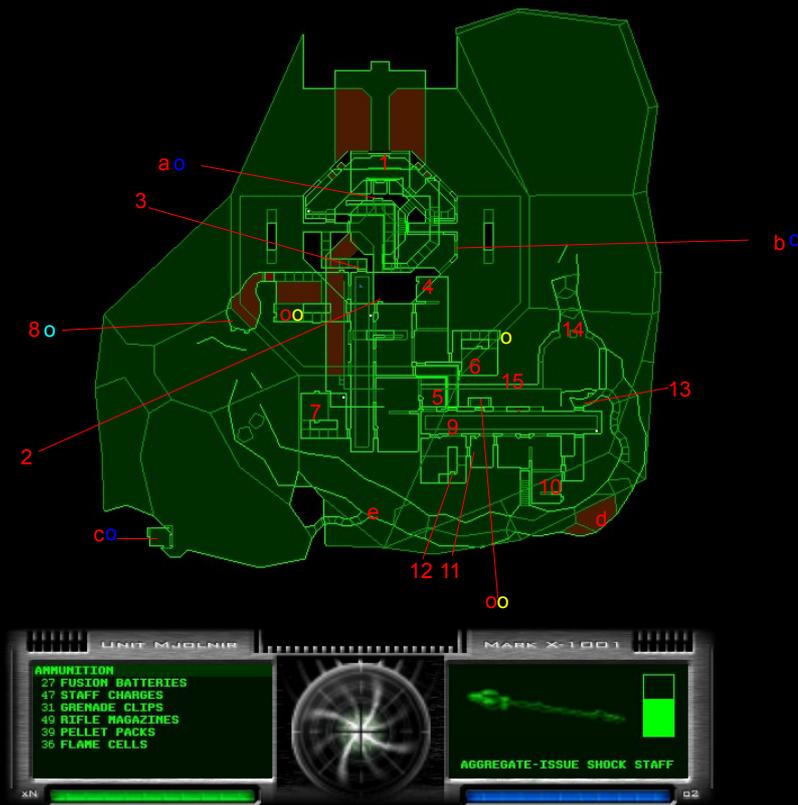
## She Is The Dark One



## She is the Dark One

This map consists of four main corridors and connecting rooms/corridors between them. Your mission is to pick up two uplink chips at (b) and (d) and to insert them into the slots at both sides of the Hathor terminal (c). To complete the mission, you must visit all four main corridors and turn on two switches at (a) and (d) but do not necessarily visit the central winding parts (f) and (g). Inserting the second uplink chip will transport you 'S'pht Happens.'

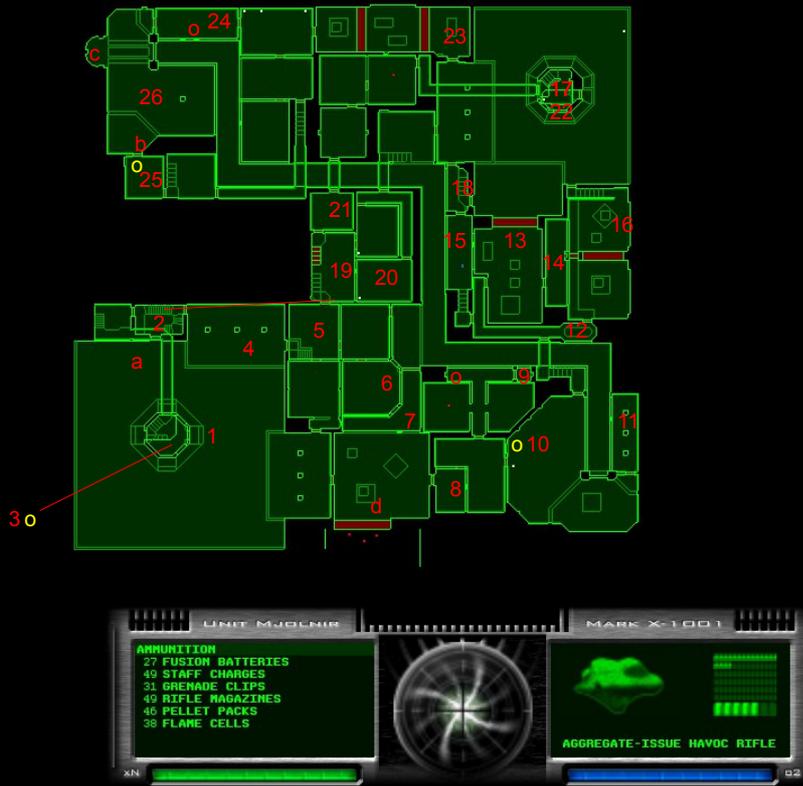
## S'pht Happens



## S'pht Happens

This is a pivotal level with three exit for two different levels. The pump switch the first terminal mentions is at (b), far deep from the entrance floor. Before reaching this switch, you must turn on every switch you will encounter. One of them is in the lava pool (8). After turning on the switch at (b), you have three choices. If you are faithful to the order, go back to terminal (a) and log it on. If you are lazy, log on the terminal nearby to (b). If you are an odd fellow, goto a Leela terminal (c) and log it on. Terminals (a) and (b) brings you to 'Eat S'pht And Die.', and (c) does 'Second to Last of the Mohicans.' The lava pool (d) has a tide. Pass across the pool when the lava is absent. In reality, you will be transported from this level at (c) without activating the switch at (b).

## Second to Last of the Mohicans



## Second to Last of the Mohicans

Explore and exit. You will be transported at (1). The exit is transporter (c). You must activate every switch you will encounter. But some switches require just a tip. In those cases, after activating the switch, the door will be open temporarily and automatically close within short time. Door (a) is an example. To enter from this door, press action key to open the door, and press the key again when the door is full-open. The door will hold its open status forever. Such behaviour must be familiar to the Marathon series players. In most cases, you can observe the door from the location of the corresponding switch. But the door (b) can not be seen from the location of the corresponding switch at (24). You must estimate the time to full-open by yourself. Transporter (c) will bring you to 'Forever My Greatest And Only Love.'



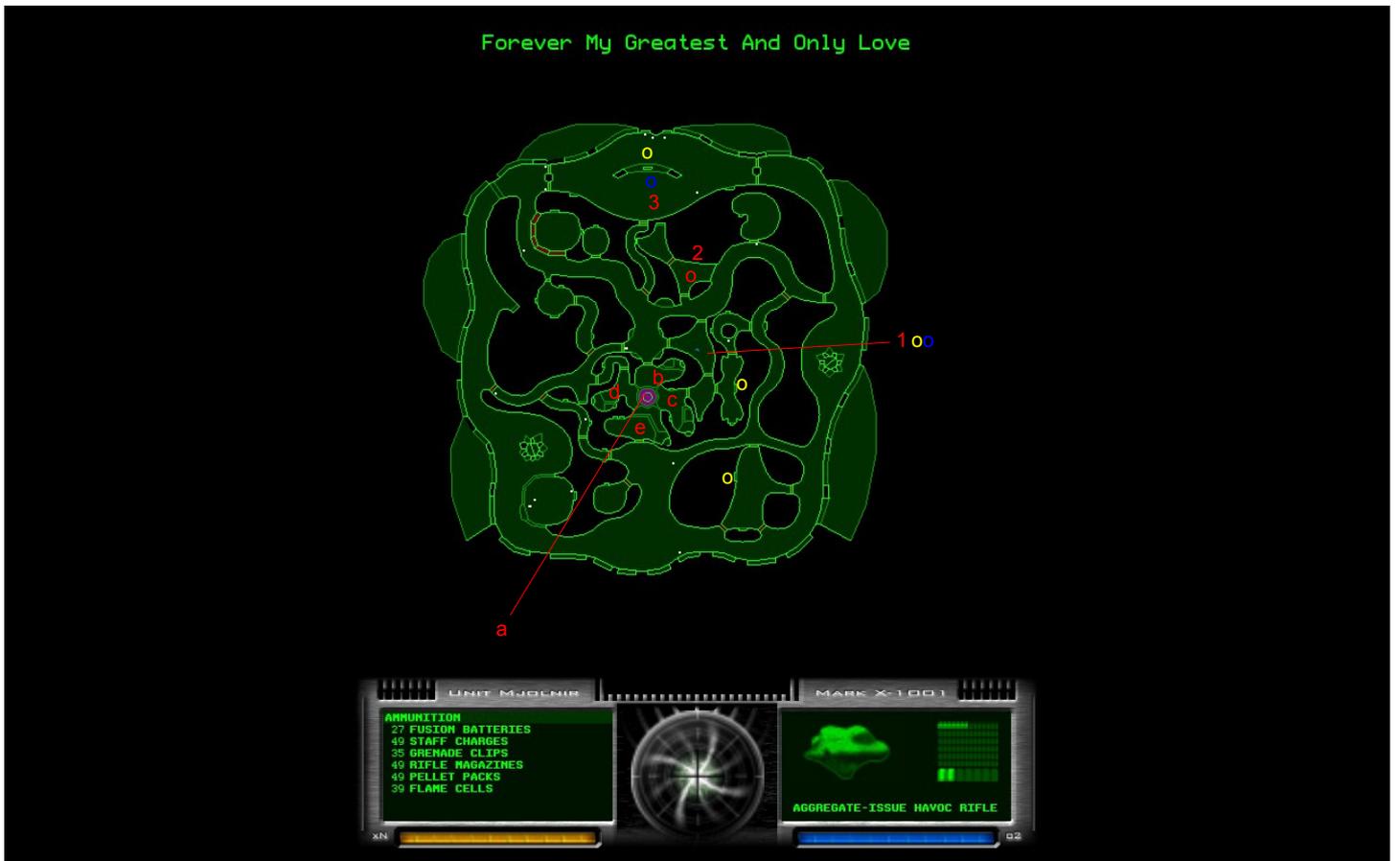
Action Key  
→



Action Key  
→



## Forever My Greatest And Only Love



## Forever My Greatest And Only Love

You will be transported in (1). At first, you feel this level easy and straightforward. But in reality, this is a 'long and winding road' because of many switches and enemies, especially annoying Wasps. You will use the recharger in (2) frequently.

Your mission is to inactivate the plasma fountain in (a). To achieve this, enter all rooms (b) through (e) and press all the switches there. And to do this, explore and press every switch you will encounter. When you have done the level, log on terminal (3). You will be transported to 'The Land In The Sky.'

## The World Is Hollow

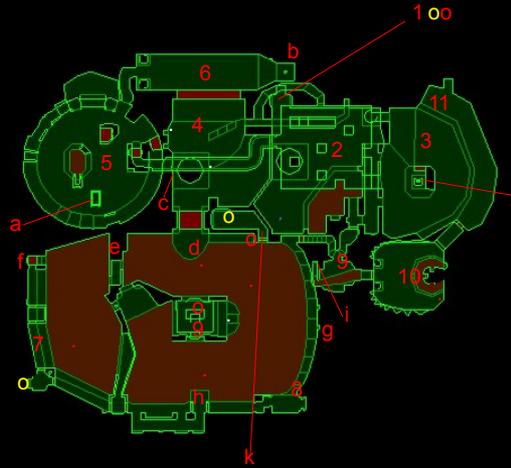


## The Land In The Sky

As in 'To Sleep Perchance To Dream,' and 'The World is Hollow,' you will be transported at (1). No enemies, no fights. Goto (2) and drop into the well. You will be transported to a small station at (3) (not shown). There is a strange terminal. Log it on and goto 'Pfhor Får Lamm.'

(The map of 'The World is Hollow' is shown.)

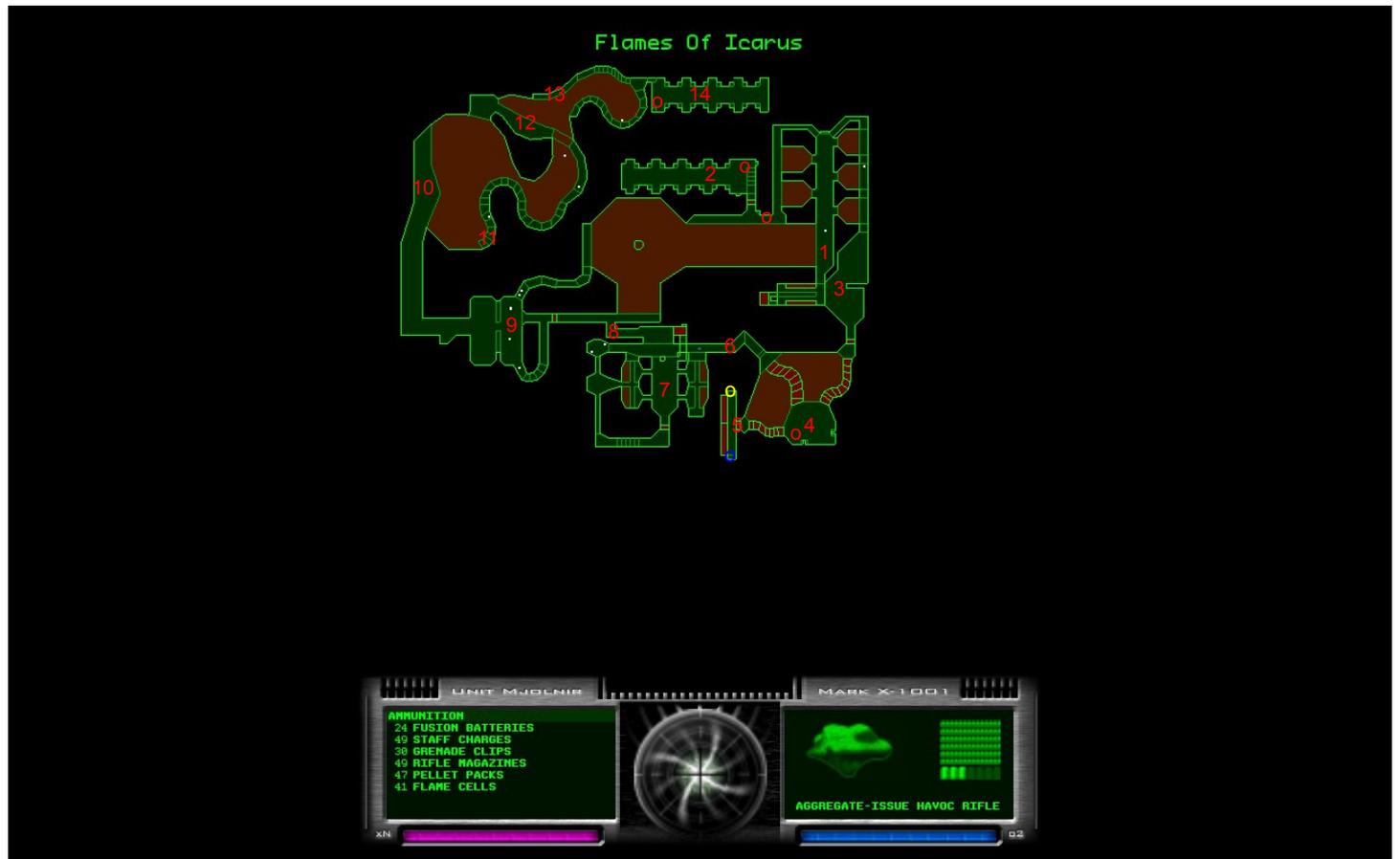
## Eat S'pht And Die



## Eat S'pht and Die

You will be transported in (1). Deal with all Pfhors in room (2) through (4). Then goto (5) via a long corridor. Turn on all switches in this room, including switch (a). Go up to (6). You will find an uplink chip at (b). Grab and insert it at (c). The door to (d) will open. Swim across the lava from (d) to (f) via (e). Deal with all Pfhors on the ledge. Open door (k) by activating (g). This door will leads you to a room with a save terminal later. When you done all the Pfhors and switches on the ledge, jump to (9) from (h). There are a switch to open the door to (9) and a x3 recharger. You can go back to (k) or (d) by lava-swimming. Recharge and go to (f) again. From room (9), you can reach at switch (i), which opens the door to (10). The transporter in (11) will bring you to 'Flames of Icarus.'

If you go back to (3) from (11), you can repair a circuit board at (k). But I could not find the functionality of the board.



## Flames of Icarus

This is a Deja Vu level for Marathon 2 players. But it is filled with lava rather than water. Therefore you must be careful in jumping. Your mission is to activate two computer rooms (2) and (14). After activating these computers, log on the terminal in (5). You will be transported to 'The Manipulated Dead.'

## The Living Receiver



## The Manipulated Dead

The spaceship --- once a fruit of the highest human technology --- is now occupied by black shadows. No your weapons, neither from Earth nor P'hor, have power against them. Be afraid, evade, rush to the terminal in (a) for begging a mercy to rise again. Prepare to be transported back to 'S'pht Happens.'

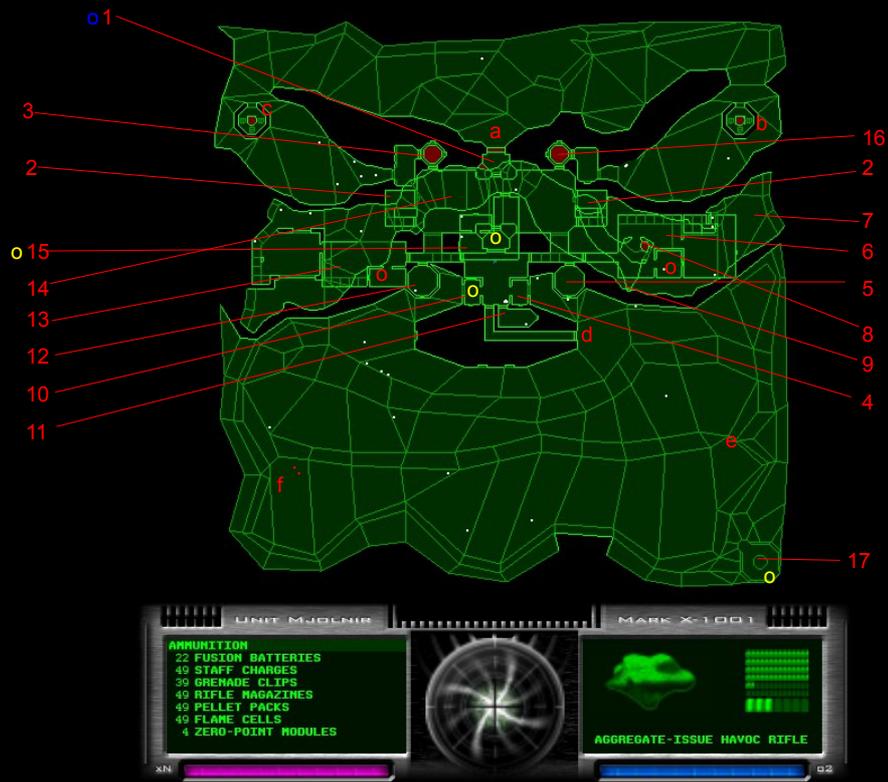
(The screenshot of The Living Receiver is shown.)



### Pfhor Får Lamm

You will be transported at (1). The switches Leela mentions are at (a) and (b). Activate them and return to (1). Logging on the terminal will transport you to 'The Incredible Hulk.' As you can see, there are several rooms where you do not need to visit. Room (c) is an example (Only Enforcer is waiting for you).

## The Incredible Hulk



## The Incredible Hulk

As the map title says, this level is filled with tons of Hulks. The map consists of the central building and the four cliff areas; middle-east (7), middle-west (14), north and south. You must visit all the areas for completion. You will be transported at (1). Explore and turn on every switch you will encounter. When you turn on the switch at (16), the door to the north cliff area (a) will open. The antennae Leela mentions are at (b) and (c). Avoiding fight with Pfhors, go there and turn on the switches. Then log on the Leela terminal at (1) again. The door to the south cliff area (d) will open. Tossing the baddies, go to (f) via (e). From (f), you can run up the cliff which leads you to the transporter at (17). This transporter will bring you to 'Babylon X.'

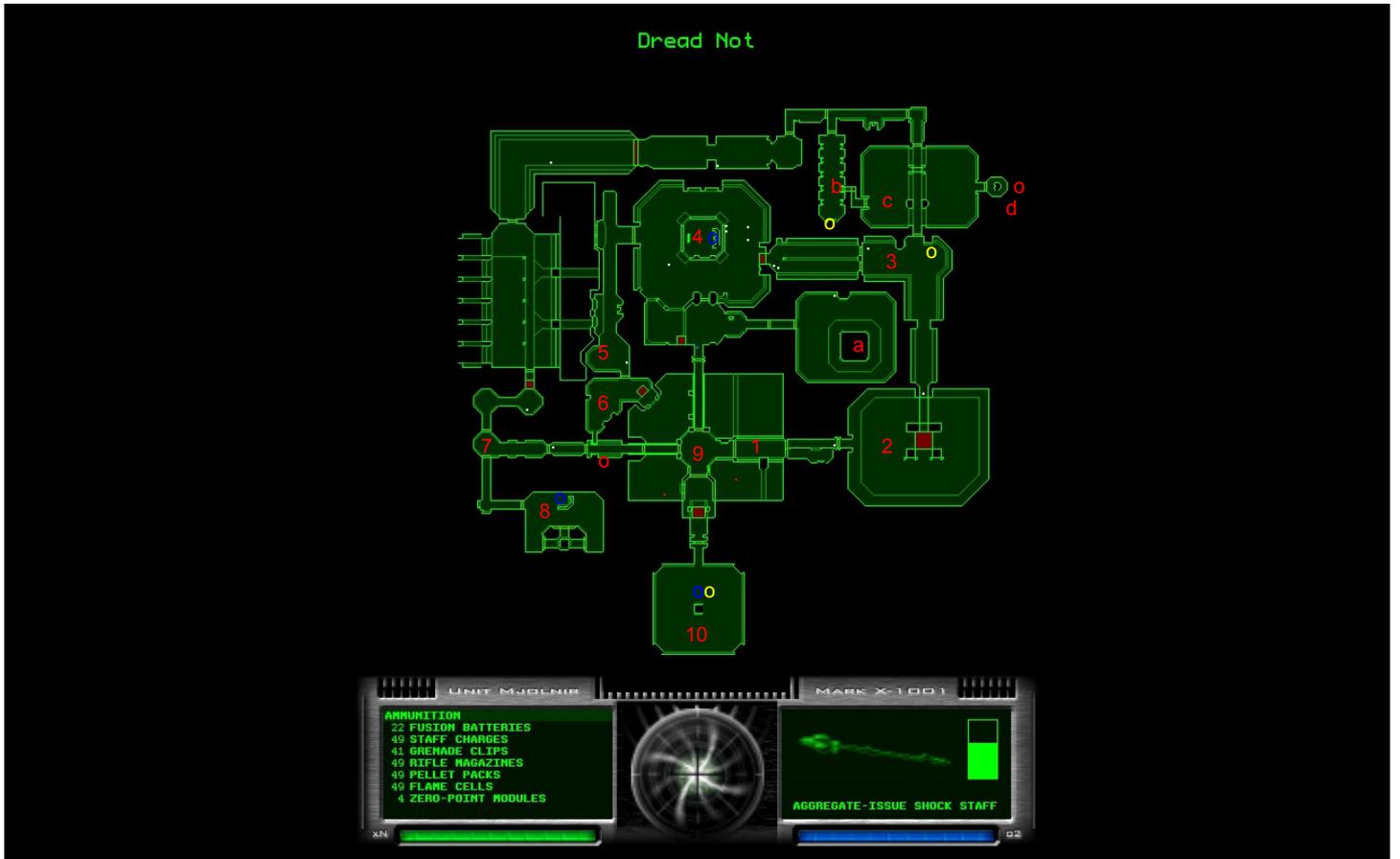
## Babylon X



## Babylon X

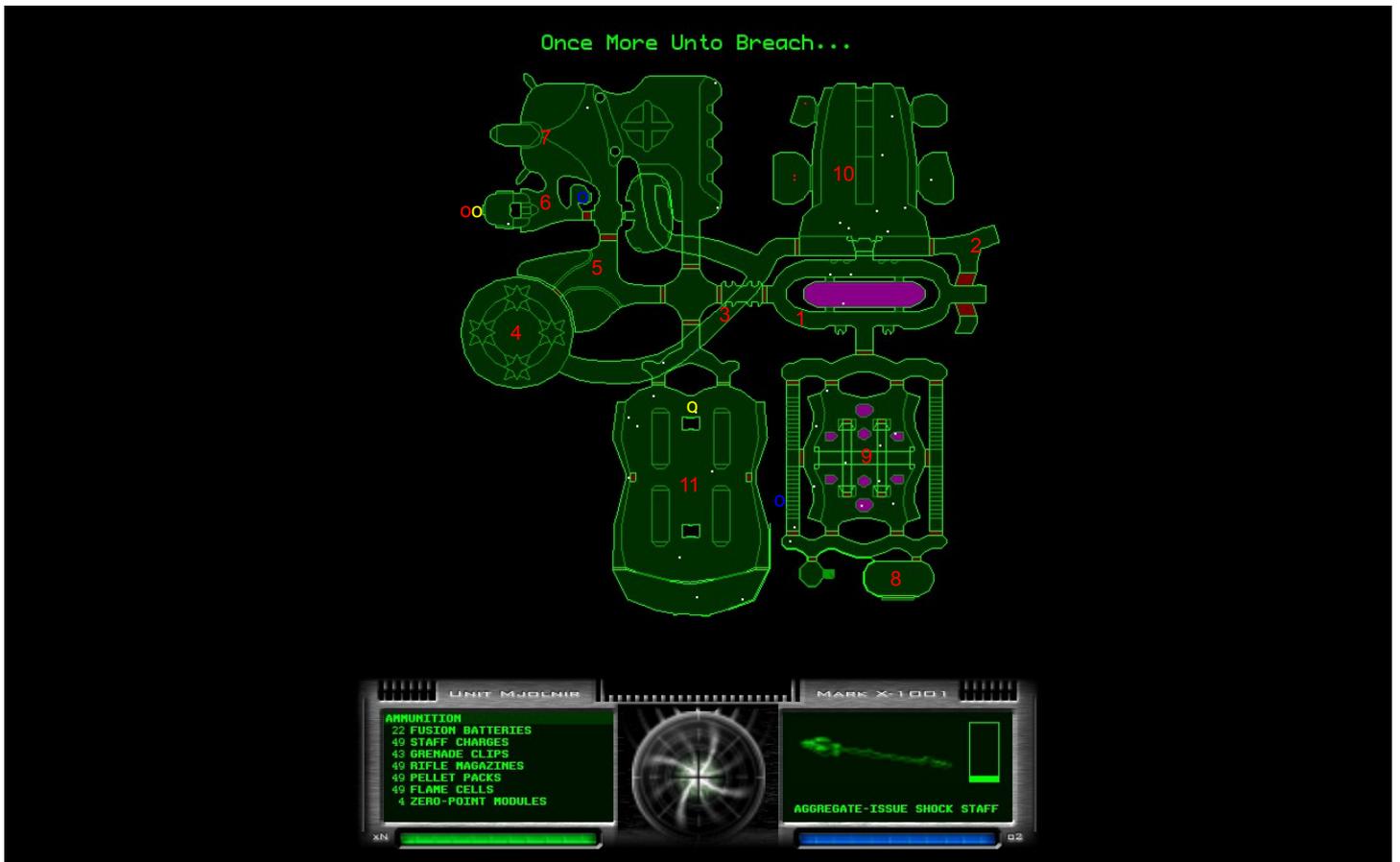
You will be transported at (1). Go southward to the save terminal and recharger at the southwest of the map, then turn eastward. From (a), go up on a small ledge. Hopping rock to rock, ledge to ledge, you can make your way from this ledge to ledge (b), which leads you to a stony corridor (c). Go across a dirty water to (d), this is an entrance to the main building. You must smash four circuit boards in (6) to activate the transporter at (f) for escaping from the level. But before escape, you must visit all surrounding rooms to push every switch and smashing every circuit. Don't miss a sub-water circuit board at (e). The transporter at (f) will bring you to 'Dread Not.'

## Dread Not



## Dread Not

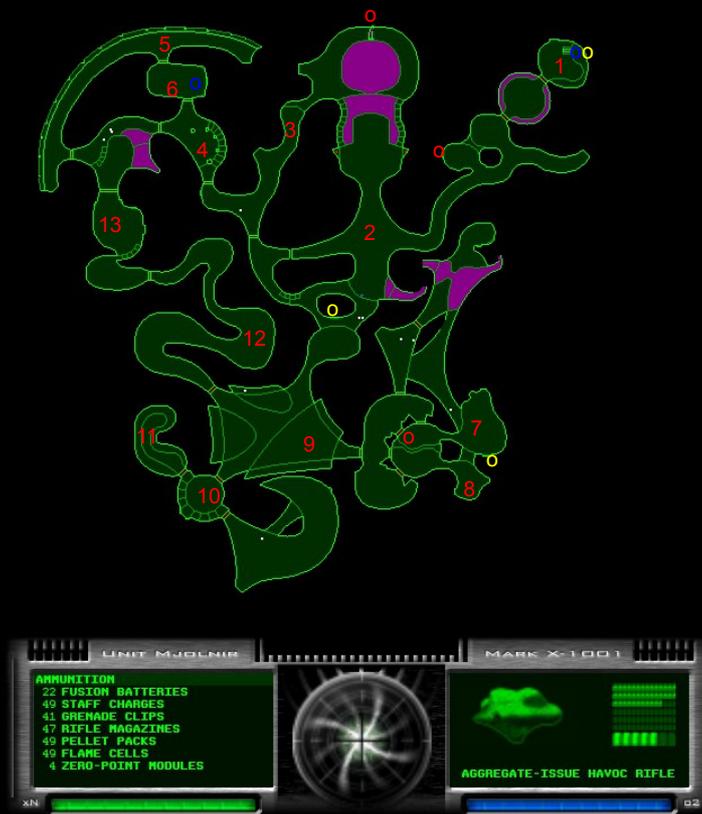
This is a pivotal level again leading to two different levels. You will be transported at (1). There is a Leela terminal at (4). The self-detonation switch the terminal mentions is located at (8). After activating the self-detonation program, you have two choices. There are four circuit boards at (a). If you have smashed all the boards when you log on the Leela terminal at (10), the terminal will transport you to 'Once More Unto Breach.' Otherwise, you will be lead to 'Bug Eyed In Space.' Don't miss the x3 recharger at (d), which can be reached via (b) to (c).



### Once More Unto Breach

You will be transported at (1). Your mission is to eliminate all the Pfhors. The walkthrough numbers are just for an example. After dealing with all baddies, log on one of the terminal. You will be transported to 'Genie In A Bottle.'

## Genie In A Bottle



## Genie In A Bottle

You will be transported at (1). Your mission is to smash two circuit boards in (7) and (8). To complete the mission, you must go (6) first. There is a Leela terminal which will transport you to southeast part of the level. After smashing two circuit boards, go to (13). This way leads you back to the north part of the level. Log on the Leela terminal at (1), you will be transported to 'Floating In The Void.'

## The World Is Hollow

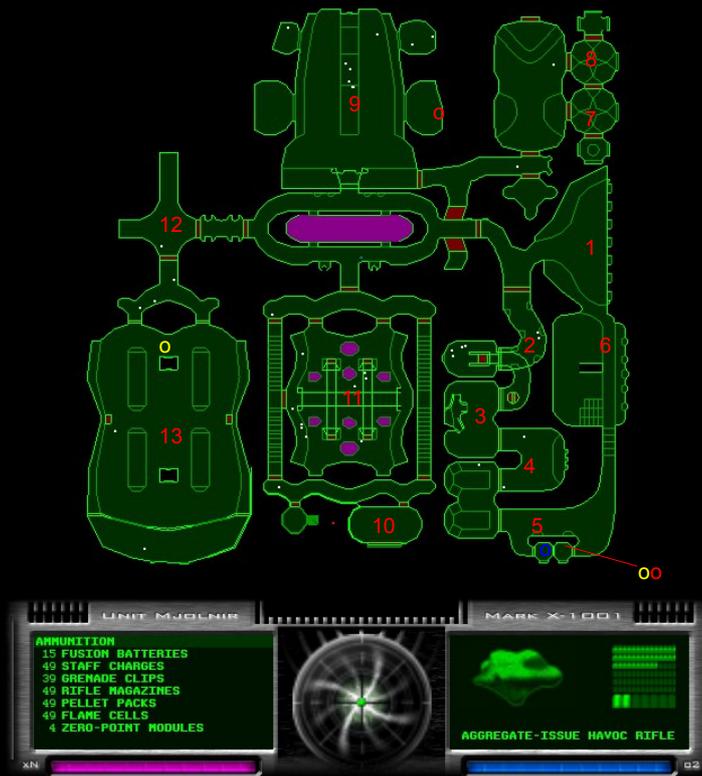


### Floating In The Void

As in 'To Sleep Perchance To Dream,' 'The World is Hollow,' and 'The Land In The Sky,' you will be transported at (1). No enemies, no fights. Goto (2) and drop into the well. You will be transported to a small station at (3) (not shown). There is a strange terminal. Log it on and goto 'Echoes of Eden.'

(The map of 'The World is Hollow' is shown.)

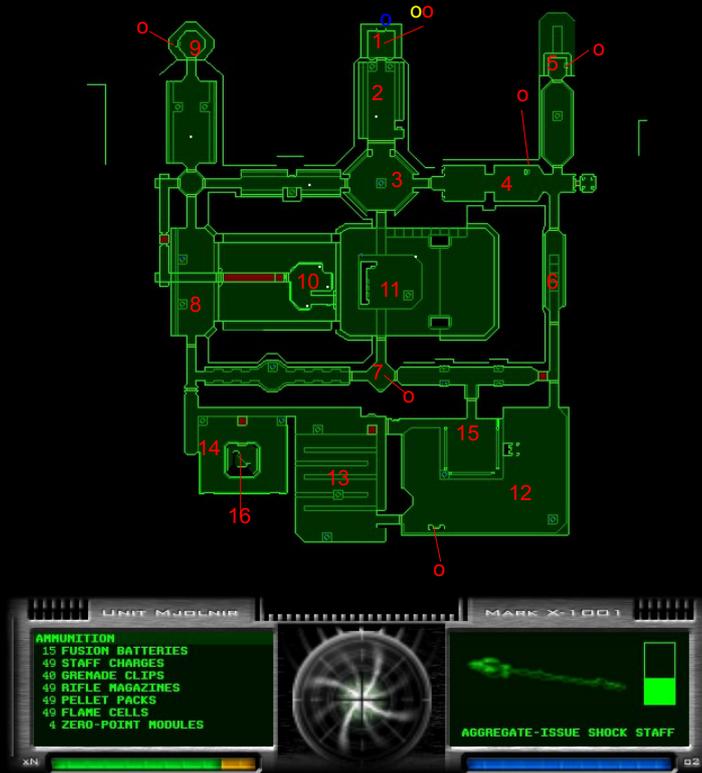
## Bug-Eyed In Space



## Bug-Eyed In Space

This seems an reassembled map of 'Once More Unto The Breach.' The mission is the same --- eliminate all the Pfhors. You will be transported at (1). At this point, you will get a heavy cross-fire. One shot of your Wave Cannon will help you to escape this room. Use the x3 recharger at southeast of the map frequently. The walkthrough numbers are just for an example. After dealing with all baddies, log on one of the terminal. You will be transported to 'Run, Coward!'

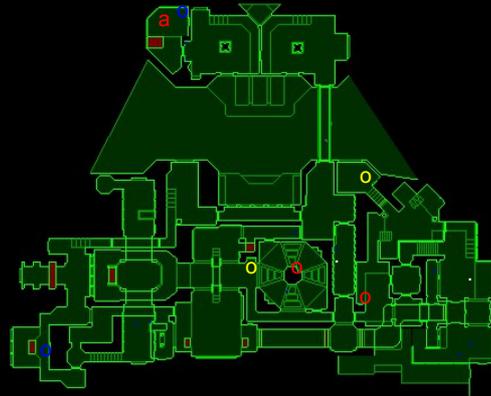
Run, Coward!



Run, Coward!

You will be transported at (1). Explore and press every switch you will encounter. There are many continuously firing plasma turrets. If you stand still for a moment, you will die easily. Fortunately, there also some x3 rechargers are on your way. Use them frequently. The goal is the transporter at (15). This transporter will bring you to 'The Ensurance Trap.'

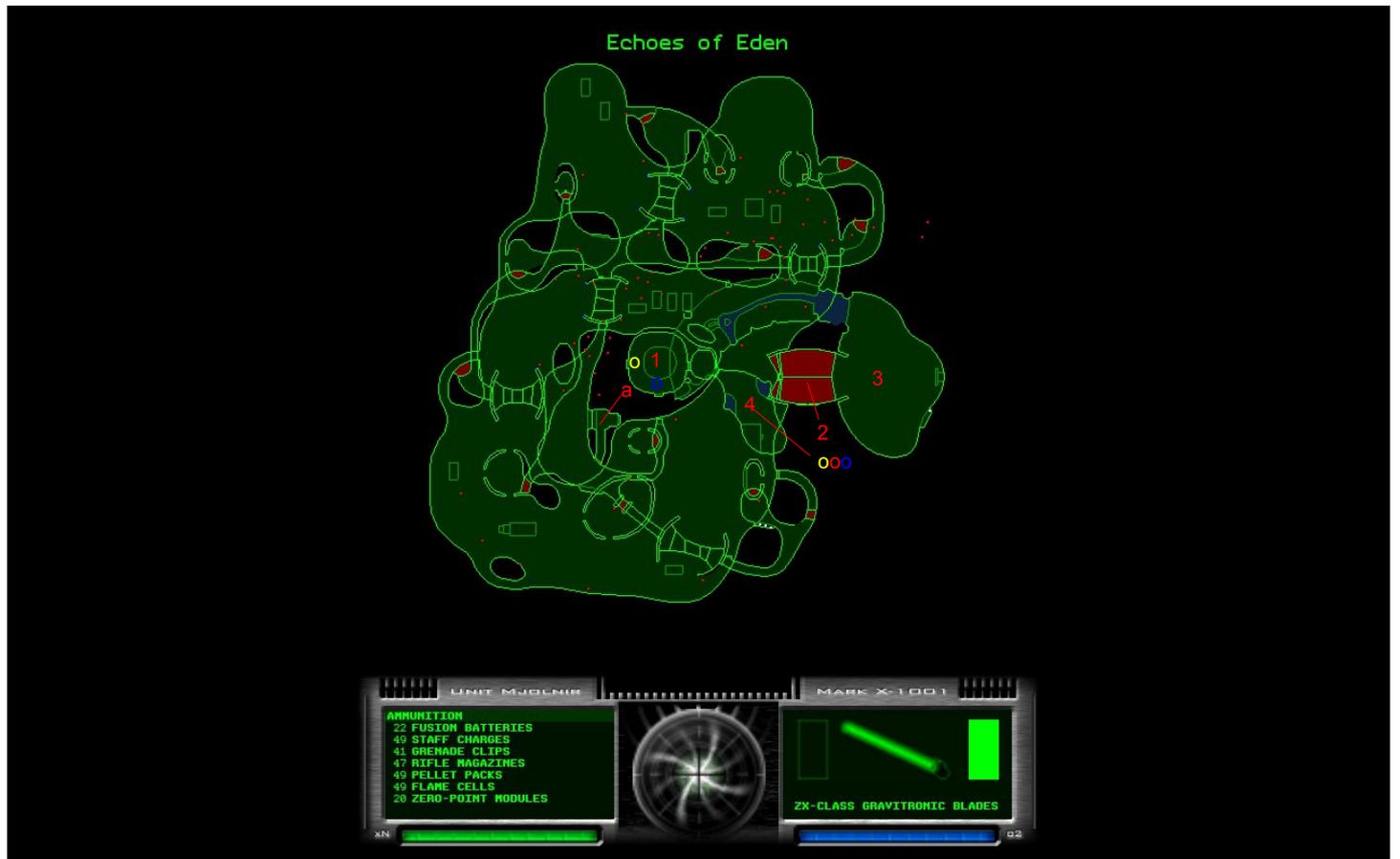
## The Living Receiver



## The Ensurance Trap

Throughout shadowy ghosts and Hathor's terror, you must go to the terminal in (a) to be transported back to 'Dread Not.' --- and to grasp the future of human being.

(The screenshot of The Living Receiver is shown.)



### Echoes of Eden

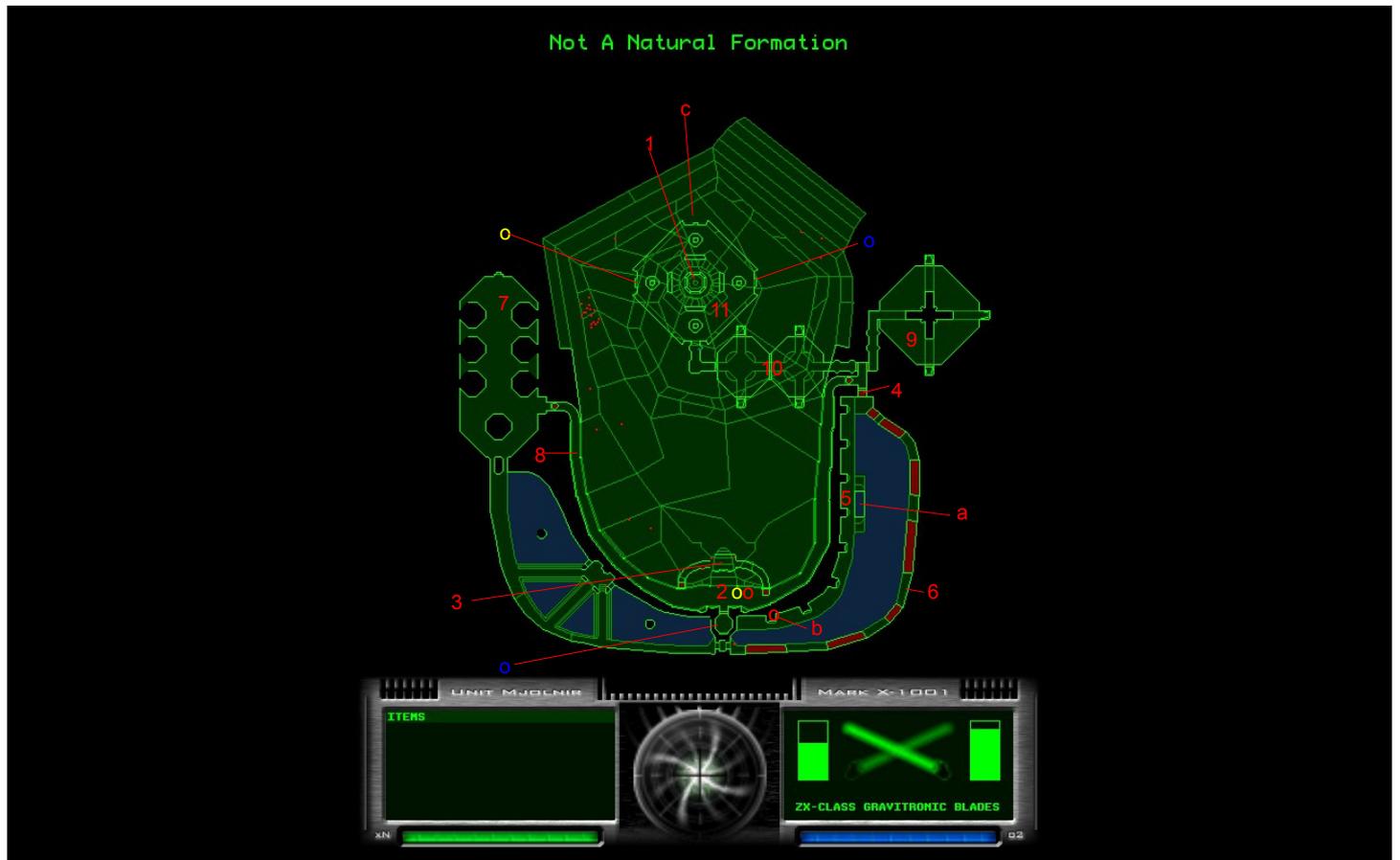
You will be transported at (1). This level is very simple in essence. Ride a large elevator (2), log on a terminal in (4) via yard (3). But before exit, explore and correct ammo for your gravitronic sword and wave cannon (a). The terminal in (4) will transport you to 'The Dead Live in the Catacombs.'

## The Dead Live In The Catacombs



### The Dead Live in the Catacombs

You will be transported at (1). The uplink chip is located at (a), but you must visit the entire map before bringing it back to the terminal at (1). This level is full of funny monsters introduced in the previous level; Banshees (already seen in 'The Manipulated Dead' for some players), Headless, and 'My Neighbor Totoro' like Nightmares. Notice, Banshees could be only dealt with the gravitronic sword or wave cannon. Other two species can be eliminated by the ordinary weapons. Logging on the terminal in (1) will transport you to 'Not A Natural Formation.'



### Not A Natural Formation

You will be transported at the hilltop (1). Dodging enemies, run down the hill to (2). Save and recharge yourself. Push a button in (3). Then ride down a lift at east and ride upward lift (4) again. The next is the most difficult part in the level. If you have moved quickly enough, you would not encounter much enemies at this point. Otherwise, there would be many Nightmares waiting for you. Under a shower of plasma fires from Nightmares, you must rush along a ledge (5) to press all seven switches. Pressing every switch rises the corresponding stage in (6). Remember, your napalm cannon is very useful to eliminate distant Nightmares. If you fail to press all the switches at once, use recharger (b) and try again. A wall at (a) provides you a good cover. If you drop into the water, you can climb onto the ledge by a lift at (a). At (c), insert the uplink chip you have got already. The terminal in the same room will transport you to 'Deep Into The Grotto.'

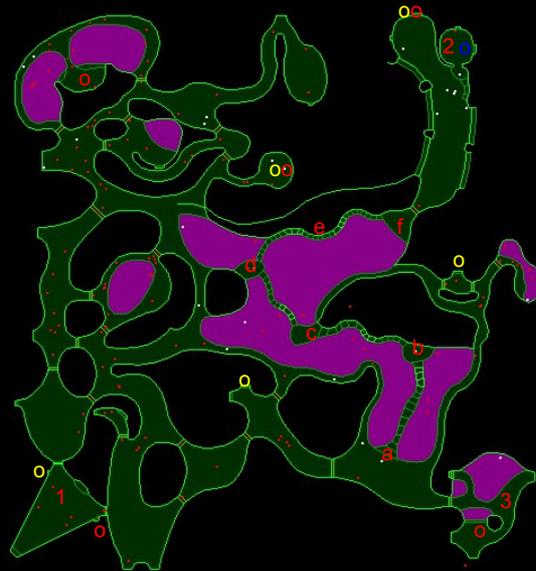
## Deep Into The Grotto



## Deep Into The Grotto

This is the fifth pivotal level where you have two choices for the future of yourself and the universe. You will be transported at (1). IMHO, the easiest entrance to the main building is a blue well opening at (5). The main entrance at the south of (2) is heavily guarded by funny guys, and another entrance to corridor at (d) is not open in this time. This well leads you to a square room (6), dried in this time. Before jumping down, walk around the ledge carefully. You will find a save terminal and x2 recharger. Pressing all the switches in the room make the room flood by water and the main underwater hall (7) reachable from this room. This hall has a save terminal and an oxygen terminal. And a x2 recharger is nearby. You will also notice a terminal at (b), currently unreachable. Now you can start your mission. You must go up via a lift at (c) and explore the map and then press every switch you will encounter to make many control rooms ((e) – (k)) flood by water. When enough number of control rooms become underwater, an invisible barrier between x2 recharger room and terminal (b) will be removed. This terminal turns to be a Hathor's. You have two choices now. If you comply with her request, read throughout the terminal. You will be transported to 'Frog Blast The Vent Core.' If you deny it, smash a circuit board nearby. A Pffhor corps comes in. Dodging them, go out to the open field (9). You will be transported to 'This Message Will Self Destruct.'

This Message Will Self Destruct



This Message Will Self Destruct

'Good morning, Mr. Phelps....' I wonder if the game designer of this level is 'Mission: IMPOSSIBLE'-age.

This is a rather straight-forward level. Explore and push every switch you will encounter. Finally, you will reach the northeast corner (2) of the map. Pressing the switch here opens the door to (3). You must memorise the way from (3) to (2) very well as this is the final escape route. There is a circuit board in (3). Smash it and rush out from the room. The whole map will sink in the engine coolant in a moment. You must climb to (2) along (a)-(f) before your shield is completely gone. If you survive it, you will be transported to 'We Met Once In The Garden.'

The most obstacles along the escape route are monsters wandering at front of you. Don't forget to change your weapon to two gravitronic swords to slice them. If you think you would be able to eliminate all the monsters in the room before smashing the circuit, you are wrong. The monsters would revive infinitely. They are the dreams in reality --- the nightmares of the Great Old Ones. So you cannot exterminate them. What you can do is escaping from them....



### We Met Once in the Garden

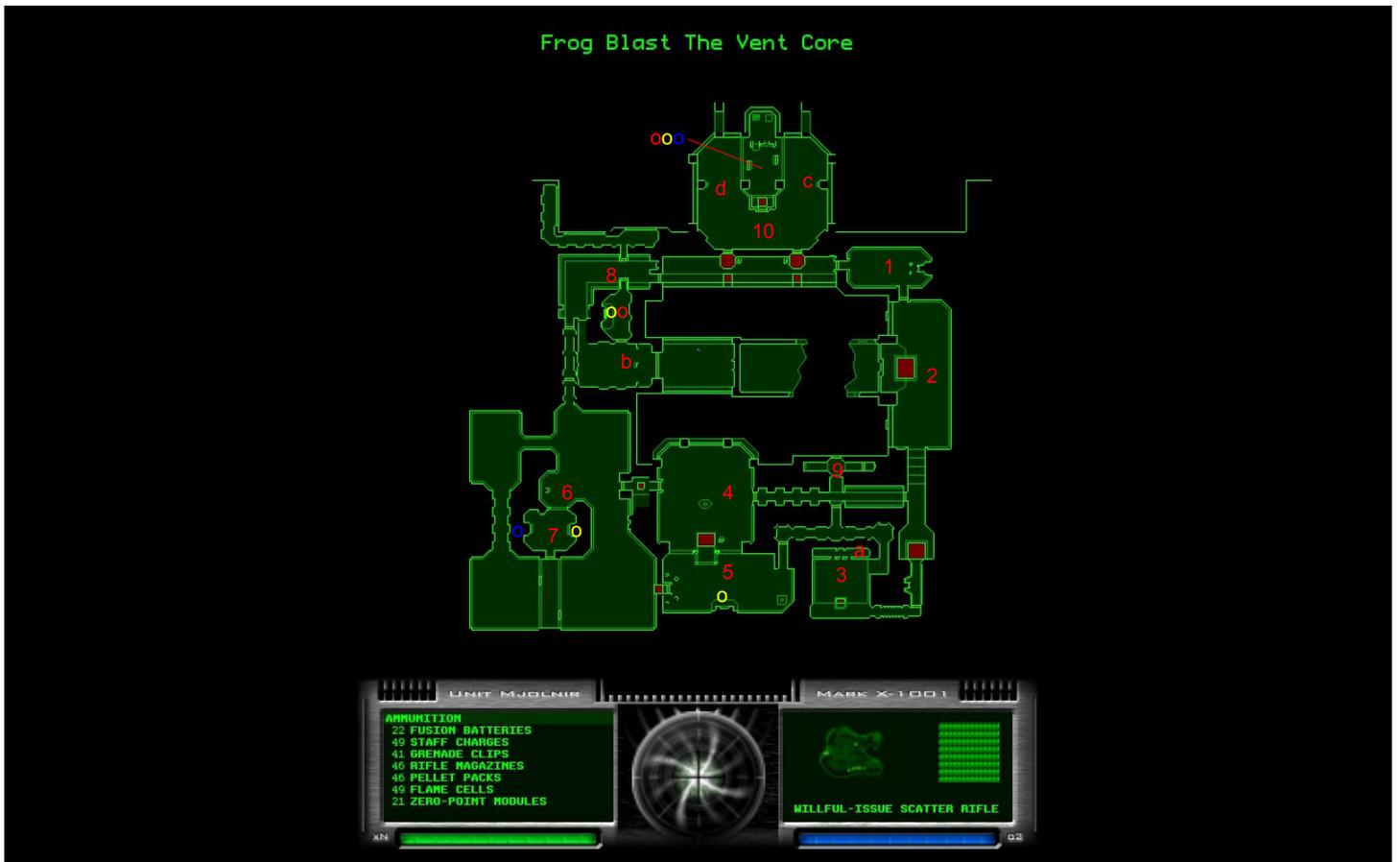
Take your way to (a) and go east. At (2), there is a transporter which bring you to 'Where Giant Have Fallen.'



### Where Giant Have Fallen

As you would have expected, this map is the exit of the long quest. The ever-closed door is now open. But you must climb the mountain to reach the door. The silver poles guide you. At (b), it seems a dead-end. Turn south and jump to a small ridge (as shown below). From there, you will find your way eastward. The way crosses the river twice at (e)-(f) and (i)-(j). At the end, however, you will find there is no spaceship waiting for you. You have no choice. You will fall yourself down to a black hole (3) .....





### Frog Blast The Vent Core

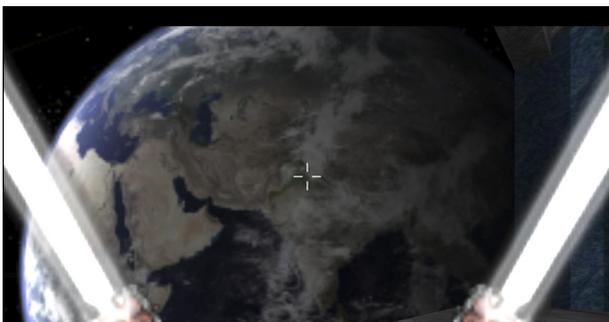
A familiar level title for Marathon players. You will be transported at (1). Explore and push every switch you will encounter. Your mission is to insert two uplink chips located at (a) and (b) into slots (c) and (d). Logging on the Hathor terminal in (10) will transport you to 'I've Got A Bad Feeling About This.'

## I've Got A Bad Feeling About This

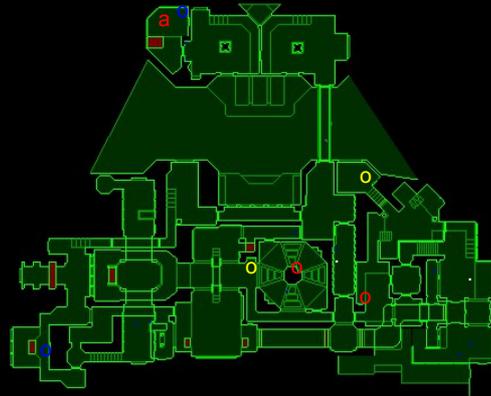


## I've Got A Bad Feeling About This

You will be transported at (1). Explore and push every switch you will encounter. Your mission is to insert three uplink chips into slots (a) through (c). Logging on the Hathor terminal in (18) will transport you to 'The Philosophy Of Time Travel.' From (16), you can see our Earth --- the last view of the dying planet and you finally know your are on a failure time-line.



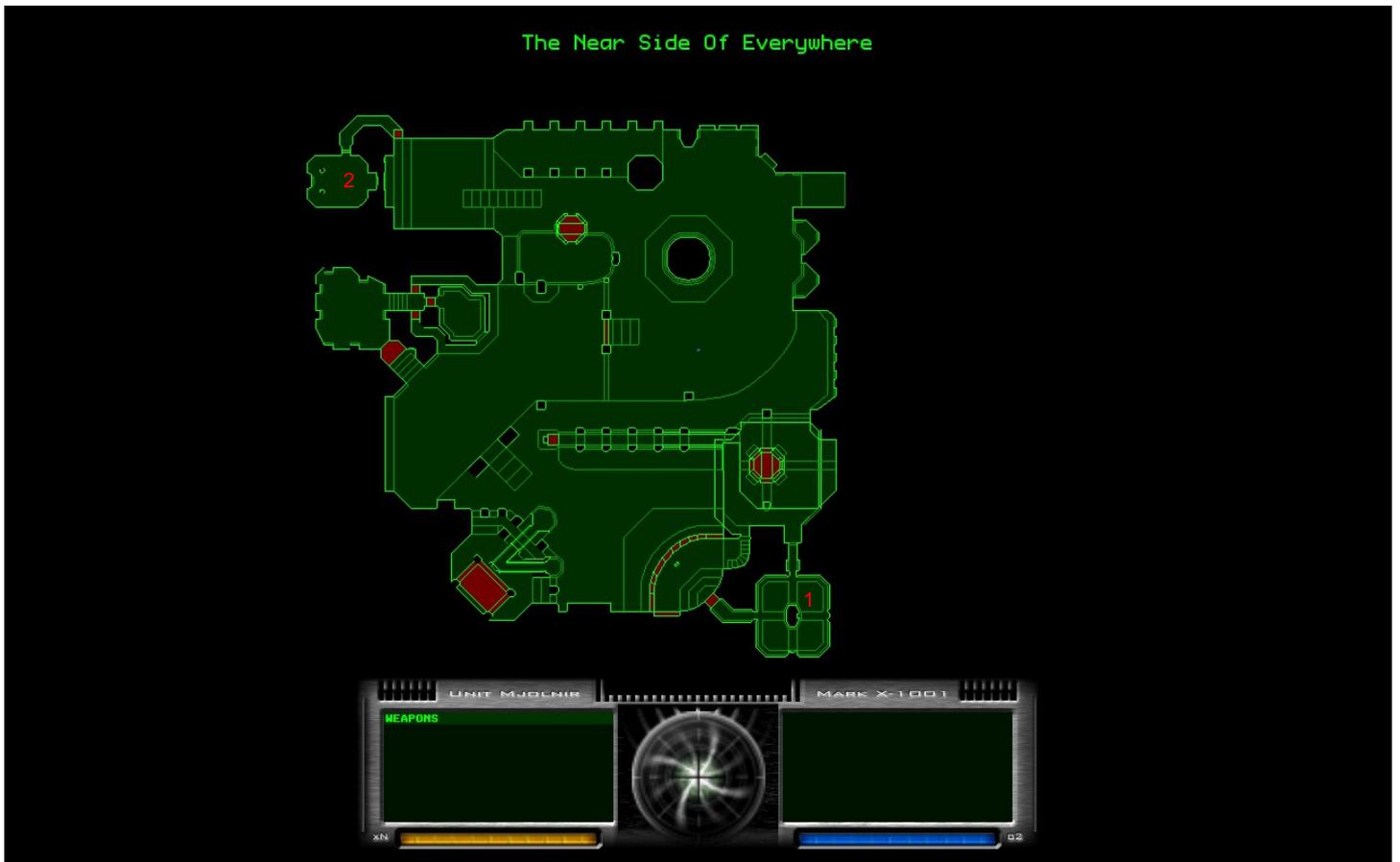
## The Living Receiver



## The Philosophy Of Time Travel

You have been warned many times what Hathor is. Your thoughtless pity on her is destroying the world. You must go to the terminal in (a), to listen to Leela and to start it over again from 'Deep into The Grotto.'

(The screenshot of The Living Receiver is shown.)



### The Near Side Of Everywhere

The last level of the Marathon Eternal scenario is the reversal of the first level. There is no enemies, no Bobs. Distorted perspective indicates that this is another dream level. You will be transported in (1). The exit is (2). Exit to where?

