

SFR MAPS1.0

README

Installation

To install the SFR Maps1.0 map pack, place the SFR Maps1.0 file into the same directory (or sub-directory) as your Aleph One Application. (put it with your other maps) Enjoy!

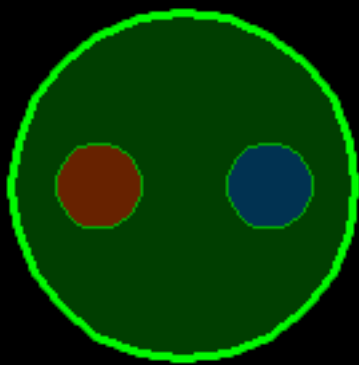
Introduction

This is Megaman's first Map Pack. It consists of 14 maps which are previewed later in this Readme. Everything is unpolished and there may be a few glitches, but I have finally put a pack together. BTW, SFR means Super Fighting Robot. It's an alusion from the old MegaMan Anime's opening song. Oh, if you have any comments or suggestions, PM me on the Pfforums.

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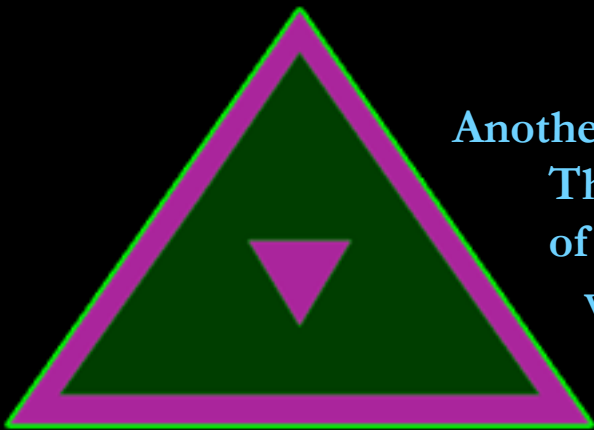


YinYang Mini

A very, very small map meant more for eye candy than for real playing. As it happens, however, it is a great map for duels.

Players: 2 (3-4 insane)

Weapons: Magnums Fusion Pistols

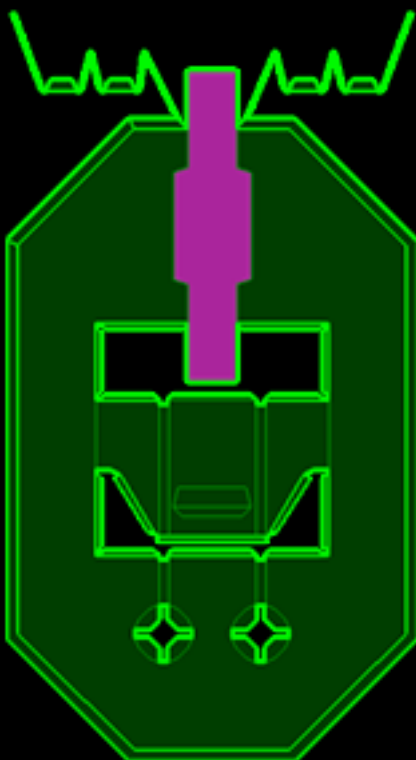


Pythagorean Dream?

Another very small map. Map concept by mcgrif. This map is an AR arena with a twist. All of the walls are covered with a repelling wall of Pfor Goo. This allows you to bounce around the map to get behind your opponent.

Players: 2 - 3

Weapons: Magnums Assault Rifles
 Shotgun(floating in center)



Eyelight

A small map themed after a Pfor scout ship. The Reactors and bulkheads are controlled by two switches on the bridge.

Players: 2 - 4

Weapons: Fusion Pistols Alien Guns
 Assault Rifles

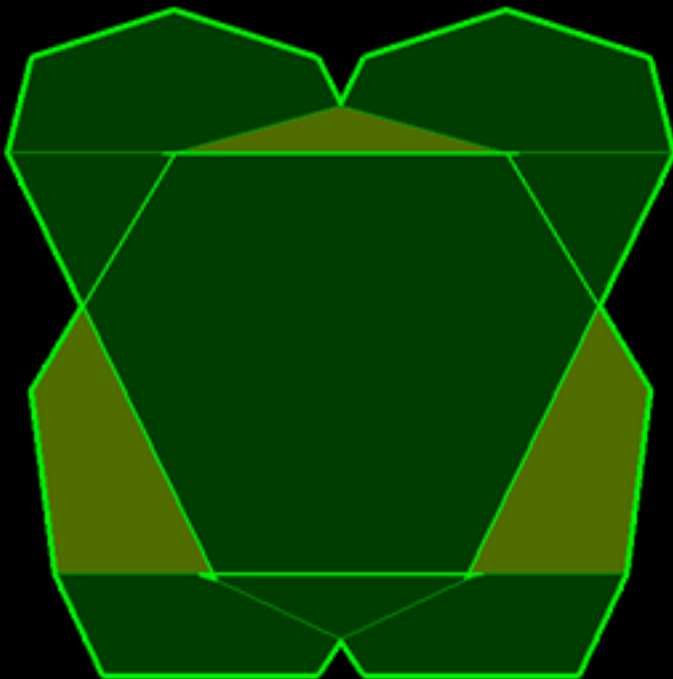


Megamap Mini

This small map is separated into two distinct areas: The light side, and the dark. Good map for duels and a good, easy example of the split-poly technique.

Players: 2 - 3

Weapons: Magnums SMGs
 Assult Rifles Fusion Pistols
 Shotguns

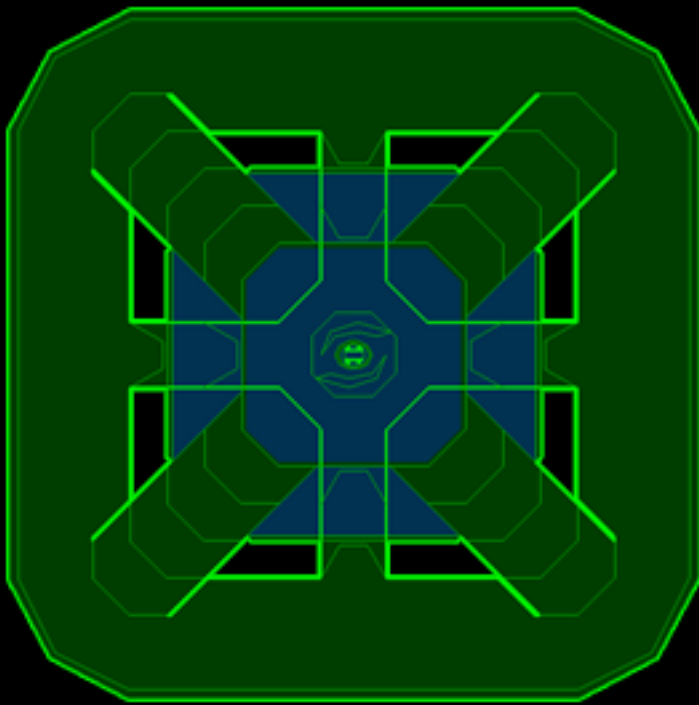


5Dimensionali7y

This small map is, as far as I know, one of a kind. It is a 5D map made of only 7 polygons. One major glitch in this map is the ability to pick up guns from the other dimension, so don't be alarmed if you pick up an invisible gun.

Players: 2 - 3

Weapons: Magnums SMGs
 Assault Rifles Shotguns
Fusion Pistols Rocket Launchers

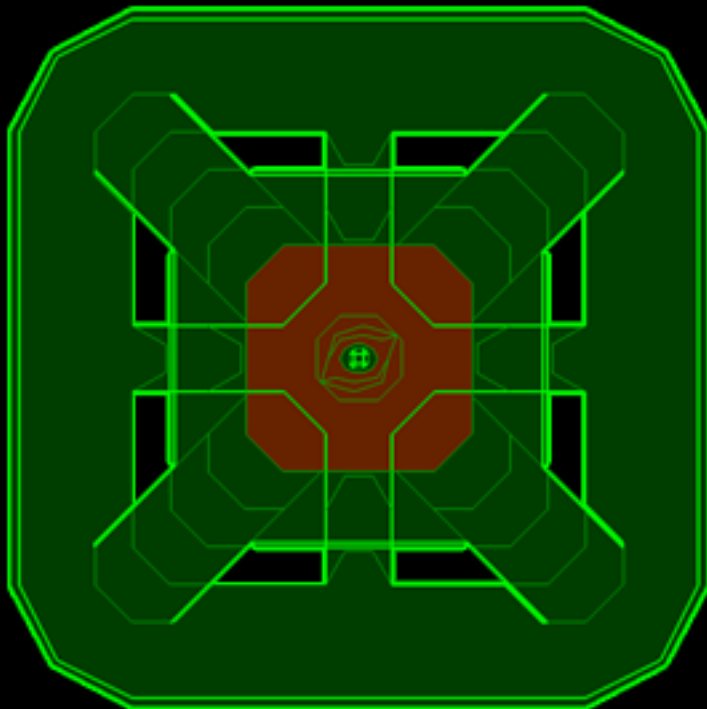


An Eye Toward Heaven

A medium sized map with close range encounters and a few secrets.
The heavenly twin of
An Eye Toward Hell

Players: 2 - 4

Weapons: Magnums SMGs
 Shotguns Assault Rifles
 (plus 2 hidden guns)

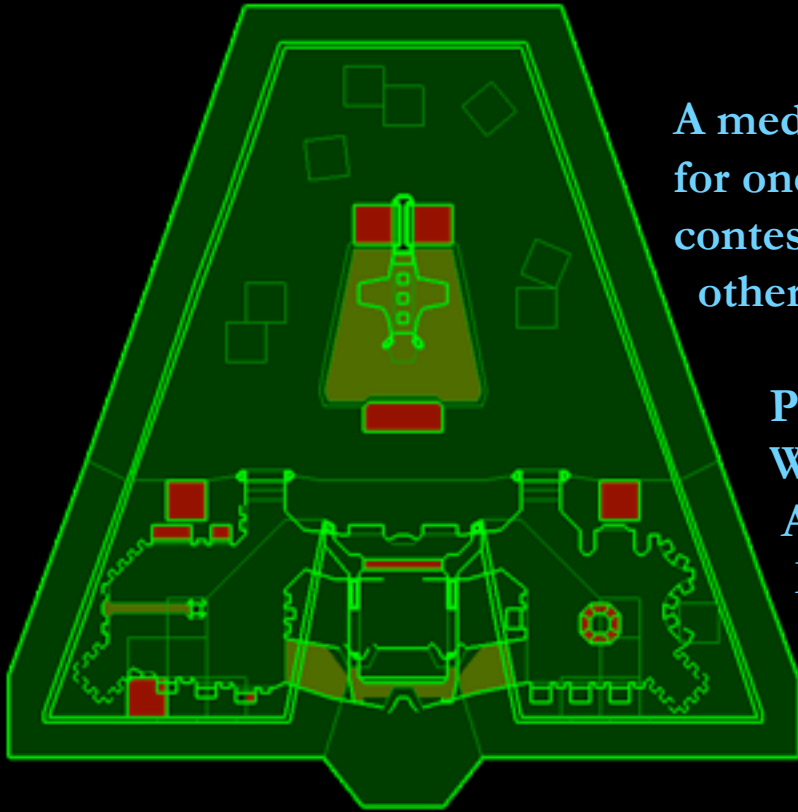


An Eye Toward Hell

A medium sized map with close range encounters and a cool ceiling.
The unhallowed twin of
An Eye Toward Heaven

Players: 2 - 4

Weapons: Fusion Pistols
 Assault Rifles Shotguns
Alien Guns Flamethrower

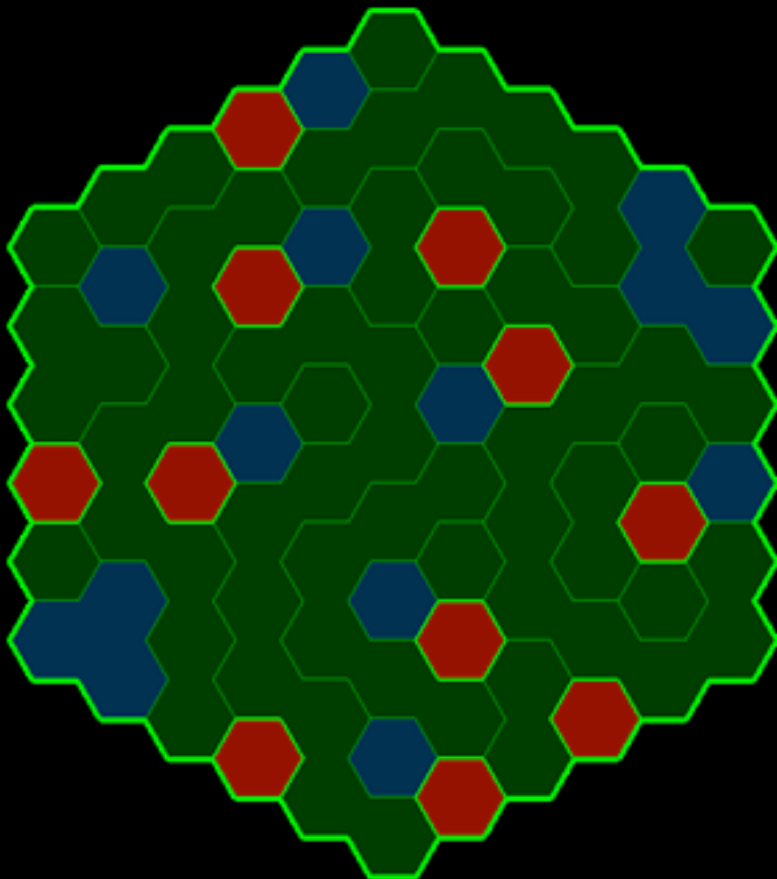


A is for Ammo

A medium sized map that was made for one of RyokoTK's mapping contests. It has more detail than my other maps, and a few secrets too.

Players: 2 - 4

Weapons: Flamerthrower
Assault Rifles Shotguns
Rocket Launchers SMGs
 Magnums

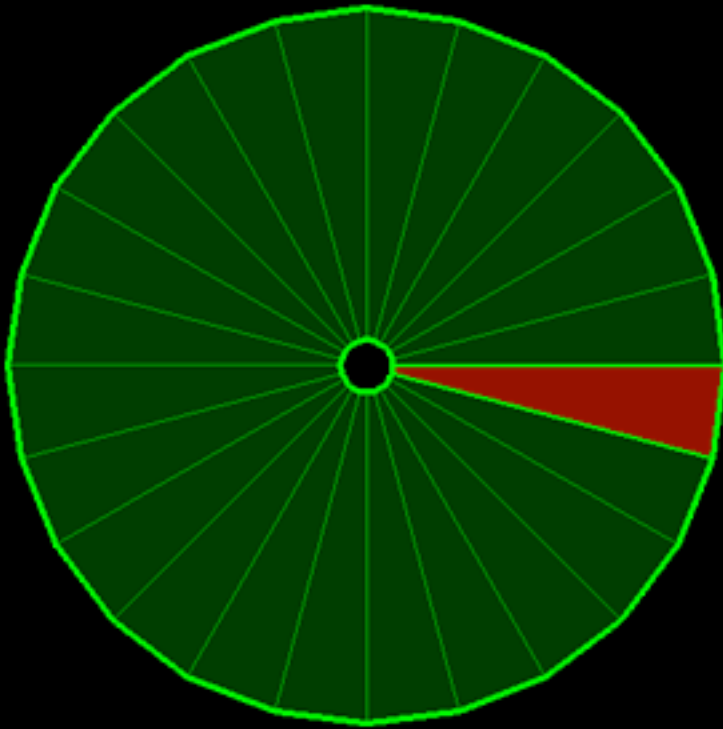


Hex

An outrageously styled mid-sized map of 3 levels. I based it off of the hex-boards of an old game called Battletech. If you get stuck in the water, don't move and you will be teleported away.

Players: 2 - 4

Weapons: Assault Rifles
Magnums Fusion Pistols
SMGs Rocket Launchers
Shotguns

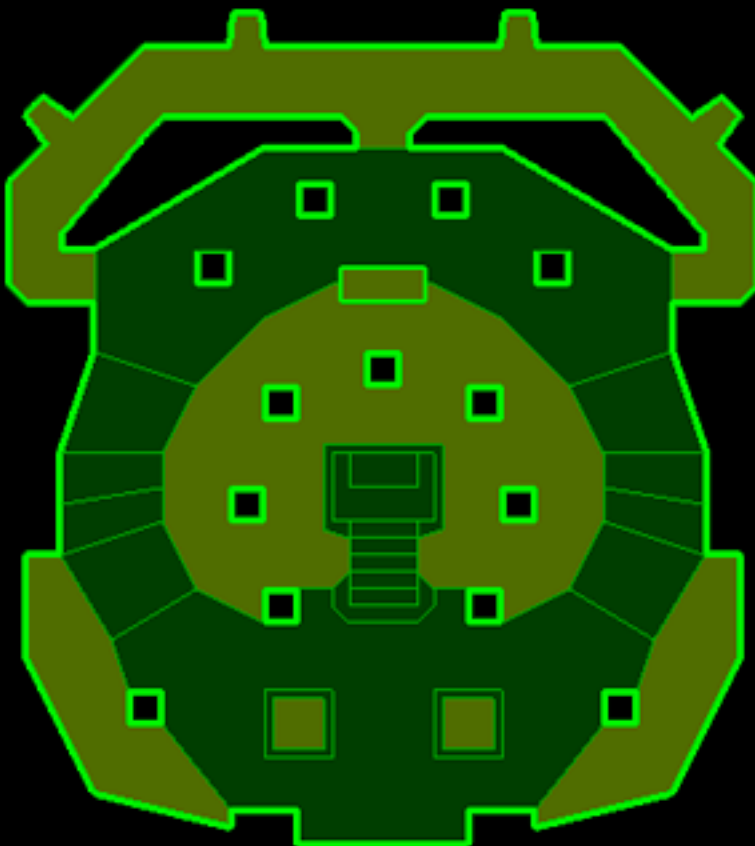


Killer Spiral

This midium-large map is one big, round room surrounded with flowing walls of lava. It is perhaps the single largest spiral staircase known to Marathon. (certainly the largest I have seen) Because of the strange change in levels, it is difficult to use a rocket launcher here.

Players: 2 - 6

Weapons: Rocket Launchers
Flamethrowers Magnums
Assault Rifles Fusion Pistols

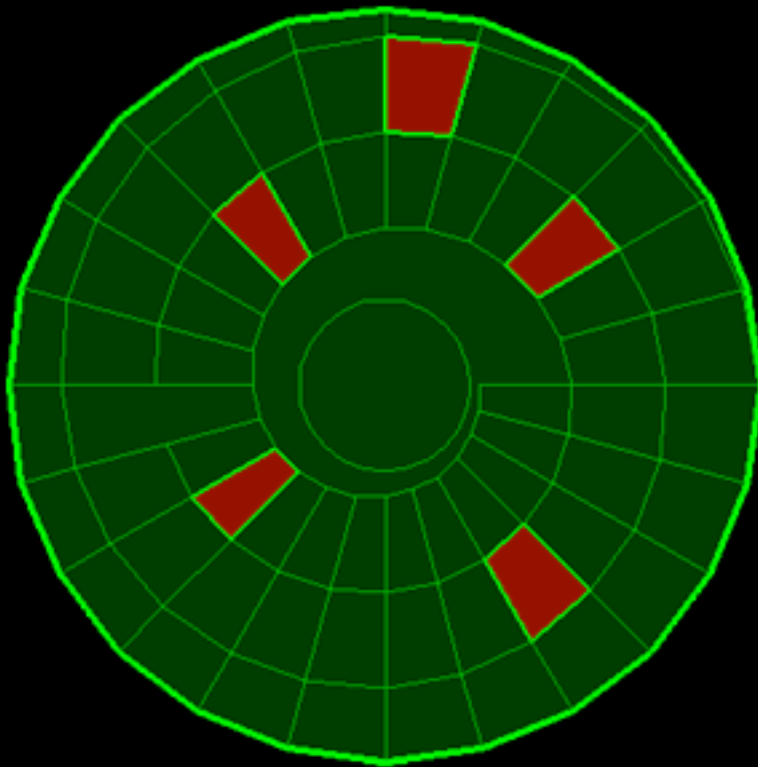


Marble Altar

This medium-large map is a dark, spooky temple with an eriely glowing stone altar. This map supports the KOTH gametype, with the hill being the altar itself.

Players: 2 - 5

Weapons: Assault Rifles
SMGs Rocket Launchers
Fusion Pistols Shotguns
2 Magnums (no ammo, forgot)
Alien Gun (random)

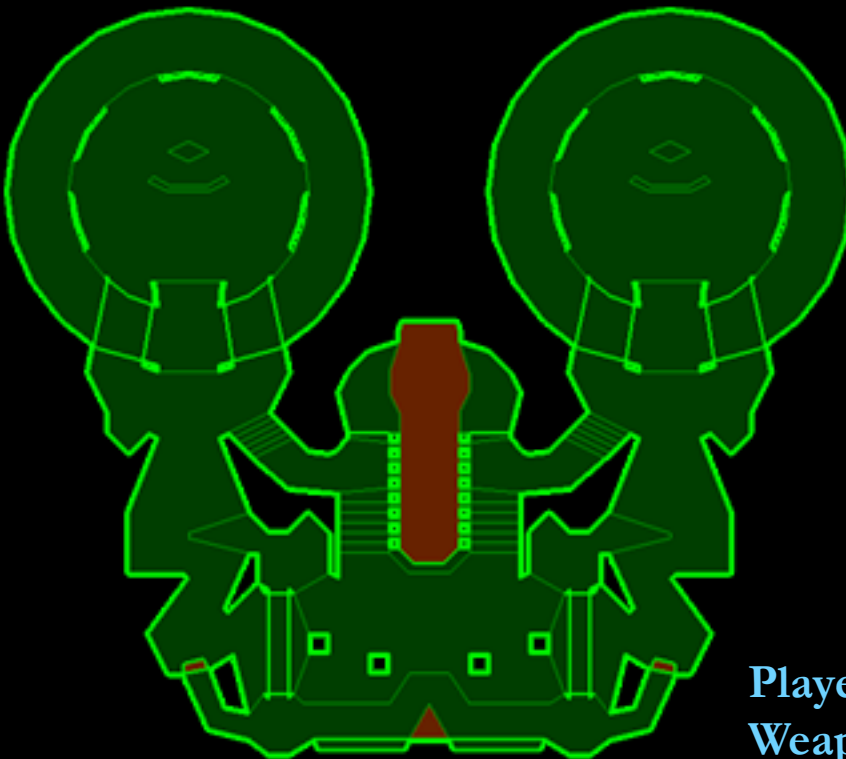


Spiral Madness

A large, open map with no place to hide. Crazy to look at and strange to play, this map has been discribed as "a funky kaleidoscope on LSD." It is also designed for KOTH.

Players: 2 - 6

Weapons: Magnums
Fusion Pistols SMGs
Rocket Launchers

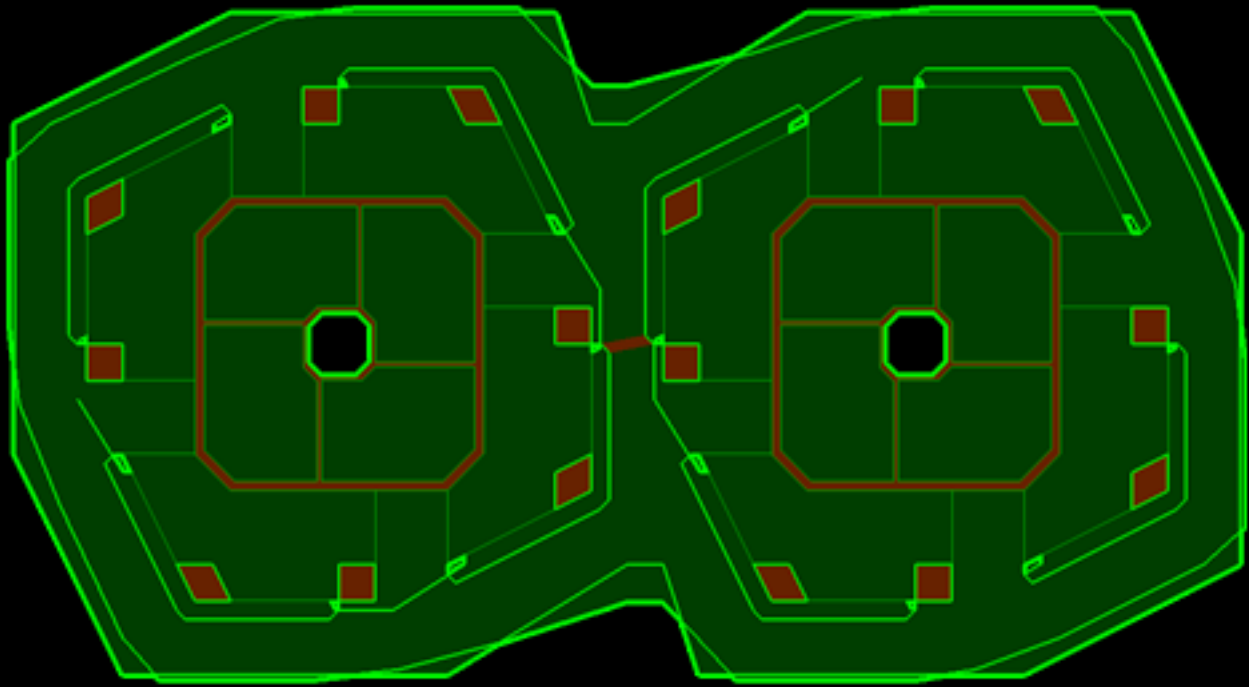


Walloworks

A large CTF ONLY map. Don't expect a good game if you play it with normal FFA. This map requires the latest CTF lua script, which is provided on www.fileball.net/marathon Enjoy!

Players: 4 - 8

Weapons: Shotguns SMGs
Assault Rifles Rocket Launchers
Alien Guns



Psychodrome

Every map pack needs a big map, and for this pack, it's Psychodrome. Combat in this large, dual reactor arena gets close and personal unexpectedly. Along with flamers and lacking the standard omnipresence of rockets, fighting tends to get close rapidly.

Players: 2 - 8

Weapons: Assault Rifles Fusion Pistols Magnums
 Shotguns Flamethrowers Rocket Launchers SMGs
Aliens Guns





Special thanks to all those guys on the meta for kickin me into action. Thanks

Whirly, yes. My maps are now backed up. :)

Special thanks to the guys from #alephone for being TOTAL JERKS.... jk :p