

# The Aleph One RPG

An online role-playing Every Man For Himself module for Marathon/Aleph One

**Version 2.1.0**

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Thanks to Darren Watts for extensive beta-testing and the great map included herein! And thanks to Shadowfury333 for his map pack and the MML script that improves the HUD for RPG.

## Introduction:

In my experiments with Lua/A1, the Aleph One scripting language, I wondered how far it could be pushed to change the mechanics of the classic game that we all know and love. Born from a sleepless night, because I couldn't resist programming a "little more," this "MORPG" (notice that it's not "MMORPG"!) is the first fruit of my pushings.

The concept is simple: for every net player you kill, you get a new ability -- leveling up. Each new ability is, hopefully, useful. I got a little fancy and attached certain items to the fists (explained later). This is the second version of the Aleph One RPG; the first was known as Wizards, and experienced some play, mainly as I tested it. The main bugs in that version were solved, but a lot was left undone. The rechristened version 2 (this version) is a lean, mean machine, tested until all noticable bugs were fixed and almost all wanted features were added. Version 2 (henceforth "AORPG" or Aleph One RPG) allows -- well, forces -- the selection of one of three classes, and as such, cuts down on the number of abilities learned, but increases strategy and fun.

This module is a pretty big change from the normal Marathon experience, and some people already think that it's stupid. I can understand this. But for those who want to experience something new, this is a fun way to change Marathon around, and hopefully to make it a different game.

The beauty of this module is just that: it is essentially a plug-in that requires only a physics file and a Lua script (although I included a map and an MML script for other reasons). The host is the only one who needs the essential files, since hosts transmit scripts and physics to joiners, so a game is simple to host and to set up. Now, **two** map packs are included with AORPG, each containing three levels. The first is Darren Watts' "Three Middle Fingers" pack. The second is Shadowfury333's "French Suite No. 333 in D Minor." Both have been rigorously tested for playability. Now that there is an official MML file, it must be used for every person playing the game, or else the game gets out of sync.

This collection of files is really more of a framework than an actual game. Of course you can play it, and have a blast with it, but the options presented by AORPG are nigh unlimited. I hope. If you have a good use for such a module/framework, feel free to use it in your scenario, netmap, or whatever. As you play, enjoy the game, but also think of how to make it better.

## Use:

Unfortunately, some features in AORPG Version 2 are only compatible with builds after July 18 2005. So don't use AORPG with the present Stable release, the January 18, 2005 release. A new release is coming soon, so I'd relax with a 7/18/2005+ nightly build.

The host should use the included AORPG Physics as his physics file (selected in the Environment preferences) and should gather a game, enabling the AORPG\_v2.1.0.lua script. The included maps are recommended. Also, if you are a Mac user and you're having trouble selecting the physics file, use the Macintosh Aleph One file type tools to change the file type to a Marathon Infinity physics file.

## Classes:

The three classes are Wizard, Fighter, and Assassin. Classes are based on player color. The first three colors, Slate, Red, and Violet, are the Wizard, Fighter, and Assassin class, respectively. The next three colors (Yellow, White, Orange) repeat this pattern, and the last two colors (Blue and Green) randomly select class. Each class uses the oxygen bar in a different way, which will be described in detail below.

### Wizard

The Wizard is probably the easiest class to use. All of the Wizard's attacks are ranged, and one of them ... well, you'll see. He's best in open areas where he can see other players coming. Because all he has to do is shoot. ☺ He takes 120% damage, meaning that an attack that would deal 100 damage does an extra 20 to him (120 total). His oxygen meter recharges at a constant rate. The rate increases as he levels up. The oxygen level could be considered his “mana”; the more he fires, the more energy is sapped from him, and the less damage his shots do. He also is the only class that can use items, which he has access to from level one onward.

#### *Level 1: Sonic Boom*

Sonic boom takes the least mana from its caster. It has a decent rate of fire, and no drawbacks. The damage isn't that great, but it is useful in most situations.

#### *Level 2: Searing Fist*

This weapon is far more powerful than the Sonic Boom. The downside is that the projectiles are slow and large; they are easy to dodge and they blind you. It also requires that you charge it to use it, and it saps more mana from its user than Sonic Boom does. However, because you may use it at the same time as the Sonic Boom, it becomes a formidable weapon. The Sonic Boom moves faster, so a player has to deal with projectiles moving at two different speeds; this is often enough to flush them right into the more damaging attack.

#### *Level 3: Malice*

Perhaps the most powerful of the Wizard's weapons, Malice is a true seeking weapon. Yes. At the time of this writing, seeking weapons in net play have just become possible. And this weapon's mid-power projectiles will make life hard for anyone, since they are at just the right speed to stay on a player's tail, yet follow

him accurately. The trick is that you must "lock on" to your target first by hitting him with the secondary trigger's fire. Then the primary shots will follow that target. The advantage of this system is that a player may select his targets, rather than hope that the nearest player is the one whom he wants to die. An interesting strategy in something like team play would be to lock onto a team mate, let him get a slight start, and shoot after him. While the orbs follow him, stand on a ledge and let him get amongst the enemy. Then, lock onto the other players at will and let your friend occupy them while they get roasted.

#### *Item 1: Mana Potion*

This potion restores a little bit of mana to its user. Useful for lulls in fighting, emergencies, or right after using a Potion of Invulnerability.

#### *Item 2: Potion of Invulnerability*

This item allows the player to avoid taking corporeal damage for about five seconds, plus an extra five per level. The catch is that he also avoids dealing damage; while the Potion's effects last, his mana is reduced to zero.

#### *Special Ability: Reflect*

Since the Wizard is a class dealing in magical energy, his special ability is Reflect. It is similar to the Assassin's Evasion ability, but instead of simply nullifying the damage dealt to the Wizard, it redirects half of the damage to the attacking player. There is the usual 1% chance of this happening at level zero, and the chance increases by three percent per level until level 11, when the chance reaches 33%.

### **Fighter**

The Fighter is a more advanced class. Most of his attacks are melee attacks, and they are all quite powerful. At one time, the Fighter was by far the most powerful class. Hopefully, it's a little more balanced now. Because he must be close to his victim to do anything, and the long-range abilities of the Wizard often prevented this, he takes only 80% of an attack's damage; a 100-damage attack deals only 80 damage to him. The Fighter's oxygen bar shows how close he is to being "Berserk," a special status that will be discussed later. Using the item ability as a Fighter produces nothing but a sound that reminds you to switch to another ability.

#### *Level 1: Big Punch*

Aside from the Pokémon-esque name of this attack, it provides around twice the damage of the original Marathon punch. This attack is easy enough to use, and there are no special strategies for it. It has unlimited uses, of course.

#### *Level 2: Energetic Punch*

This punch is so energetic that it shoots energy from the fighter's fist at amazing speed. The impact from this weapon is enough to send players into the air, so that you can wait for him to come back down and punch him hard. The projectile itself is slow, so it's best used in face-offs against Wizards or against charging Thieves, to knock them back a few steps.

#### *Level 3: Jump Punch*

Rounding out the "Punch" motif is the pride and joy of all Fighter fans (about three exist at the moment): the Jump Punch. This attack takes projectiles to a new level by turning the Fighter **into** the projectile, sending him forward, and if the player aims right, in an arc. The secondary trigger of the attack is the same punch as the Big Punch -- but the player is now going faster than most projectiles, adding damage to the punch. This attack makes people reluctant to stand anywhere in the Fighter's line of sight, and for good reason. It takes some skill to use effectively, but at worst its use is to make the Fighter the most mobile class in the game.

#### *Special Status: Berserk*

As the Fighter is hit, his "Berserk Meter" shows that he gets closer and closer to becoming a Berserker. Once the meter reaches 100%, the Fighter's weapon is changed to a special melee attack that not only does a fair amount of damage, but also makes the victim of an attack grow dizzy for about a second. Repeated blows will keep the victim off-balance until he dies or runs away. While the player is "Berserk," his screen flashes red. **This may cause adverse effects to a person in real life, like seizures or perhaps some type of sickness, so be warned.**

#### *Special Ability: Deathblow*

The Fighter, an offensive class, was granted an equally offensive special ability, the deathblow. At level zero there is a one percent chance of dealing 150% damage to an opponent, and from there the likelihood of the deathblow's occurrence increases by 2% per level, with a maximum rate of twenty percent at level ten. The deathblow actually deals damage twice, so a Assassin evading the attack may still be hit by the second attack, for example.

### **Assassin**

The Assassin can be extremely difficult to use. He has a limited melee attack and no long-range attacks. However, the Assassin is the ideal character for people who like to think creatively to destroy their opponents. And there's nothing cooler than killing a player who didn't know that anyone was there. Because the Assassin relies mostly on sneakiness, he is best in games with more than two players, so that he can pick off players occupied in other battles. Cheap? You bet. But come on, he's a Assassin! His oxygen bar monitors his invisibility status. As long as he is not moving, his stamina recharges. But once he begins to move, it goes down, and the faster he runs, the more quickly his stamina drains. Once his stamina reaches a critical level, the invisibility wears off, and eventually disappears. Because of this, the Assassin needs to remain still and have patience, finding the best hiding places, moving only to go to the next, in order to achieve success. In open combat, the Assassin stands a chance, but it is reduced, compared to his prowess in sneaking. As with the Fighter, using an item as the Assassin results only in a warning sound that it does not work.

#### *Level 1: Backstab*

This is the Assassin's only truly offensive ability. It has an unlimited number of uses, but its use has other limits. If the attack does not hit a player in his back, it does very little damage. But if it **does** hit a player in the back, he dies

immediately, no matter how much health he has. It's the Great Equalizer of attacks. While it seems cheap, and a good Assassin looks like Jack the Ripper on the battlefield, most do not realize that a player with his face turned to you is very hard to kill.

#### *Level 2: Drain*

Yet another generic, nondescript name. Yet Drain is useful, and is indeed a very strategic weapon. It saps the mana, Berserk status, or stamina from another player, which makes it useful in close-quarters situations where the Assassin may have been taken by surprise. He can make sure that his opponents are weaker by coming in contact with them and draining their strength.

#### *Levels 3 and 4: Spy, part One and Two*

The Assassin needs to keep careful track of the map in order to control it. To help him do this, a system by which he may spy on other players has been devised. The first part of the spy attack, earned at level three, is what marks the point that he would like to observe. To mark a spot, the Assassin needs only to stand over the point that he wants his spying to occur from and fire the first trigger. Part two is earned the next level, and by firing the second trigger, the Assassin's point of view toggles between the normal first-person perspective and the point that he last marked as his spy point. He may rotate his view up or down, right or left, as though he were actually standing there himself. Use this at a busy intersection or a high vantage point to keep track of enemies. Just be careful; using this ability denies you vision of the immediate surroundings while you spy on other areas, so someone might be able to sneak up on you. Watch your radar and you can coordinate when to use this ability well.

#### *Special Ability: Evasion*

Because the Assassin is at a disadvantage in direct combat, he was granted the ability to gain evasion, a chance of nullifying the damage done by attacks. The Assassin has a small chance of evading attacks at level 0, and from there his abilities grow until level 14, when evasion hits 45%.

### **Changes:**

- 2.1.0: Added oxygen bar functionality, changed the Thief to the Assassin, changed the Assassin's repertoire of abilities (except for backstab), converted item use to the "projectile\_detonated" function, thereby eliminating the limitations of using "player\_damaged." New MML file and at least four new maps. Got rid of the plain-text version of Readme.
- 2.0.3: Fixed the last major bugs before beginning the overhaul.
- 2.0.2: Fixed level-up related issues for Reflect and Deathblow. Added class-based damage. Also fixed small bugs that I didn't notice in 2.0.1 and the new, better MML file.
- 2.0.1: Added documentation of Wizard and Fighter special abilities, created PDF version of Readme, Balanced Fighter class (made Fighter weaker :), made Assassin faster, fixed the Wizard's "Reflect" special ability, included new special map, and other changes.
- 2.0.0: First release with Classes