

Remastered sounds for *Marathon 1*

Created by **Aaron Freed**, primarily using **iZotope RX5 Advanced**.

These should be noticeably less noisy, less distorted, and crisper than the original sounds.

Usage notes/caveats:

You'll probably need to quit and reopen Aleph One after selecting these sounds in your preferences, due to a memory caching issue: these are 16-bit and 44.1 kHz where the originals were 8-bit and 22,050 Hz, and the discrepancy seems to confuse Aleph One. Once you reopen it, they'll sound fine unless you somehow revert to using the classic sounds, in which case you'll need to repeat this process.

These will probably only work with the original game files, and not with *M1A1* (an old conversion of *Marathon 1* by Raul Bonilla to *Marathon 2* format). I haven't tested what will occur, but you will likely either hear the wrong sounds throughout the game, or silence. I may make a remastered *M1A1* sounds file at some point in the future if there's sufficient demand for one.

Similarly, attempting to MacBinary these sounds and use them with the original *Marathon* app will immediately crash the game, since it isn't programmed to handle 16-bit/44.1 kHz audio.

These are half as loud as the original sounds. You may wish to adjust your music volume.

Creation process and how to extract sounds:

I've explained my process for remastering these with the readme for my [remastered Marathon Infinity sound-tracks](#). I have provided further details in [this Pfforums thread](#). I used the same creation process for these.

To extract individual sounds from this file, you may have to go into [SheepShaver](#) or [Basilisk II](#), [MacBinary](#) them, use [ResEdit](#), and then convert individual sounds to some format more sensible than System 7 sounds (I believe I used [SoundApp](#) to convert sounds back and forth), as I don't think anyone's made a *Marathon 1* sound editor for current OSes. Explaining the setup process for Mac emulation is beyond the scope of this document, and I'll be unable to provide help with it, but you can find links to several overviews [here](#).

Contact info and permissions:

I can be found on the Pfforums as [The Man](#), or on Discord as [@Aaron#6608](#). You'll get the fastest response by highlighting or direct messaging me on Discord. We'll both need to be members of at least one of the same Discord servers for you to message me; the [Marathon Discord server](#) is a good choice. I don't check email often enough for it to be a reliable form of contact, so I haven't listed it here.

If you wish to use any of my remastered sounds in your own projects, please ask permission before doing so.

Enjoy!

Aaron Freed
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