



Introduction

In a far away galaxy orbiting the star Sol, mankind was losing its last battle. Amidst destruction and desolation, a few survivors among the human resistance decided to build humanoids to store their own strands of human genetic code in them. In the eventuality that all human beings were annihilated, these humanoids were programmed to wake up after a thousand years, start replicating the genetic codes and turn into new human beings. For their protection, humanoids were placed on unstable planets. Removing the humanoids from a planet was bound to break the planet's local space-time continuum and throw the planet's inhabitants into hyperspace where they would most likely perish. Unfortunately, one sudden evening, a last attack against human kind put a final end to its existence before the plan could be completed in its entirety...

Thousands of years later, long after the humans lost the war, somewhere in a dark corner of a galaxy orbiting a dying star, a humanoid neural circuit suddenly booted up... Frozen grounds, barren rocks and icy winds were all its rusty sensors registered in the dim glow of Sol. The humanoid paused for a moment, beeped and started its regeneration sequence... At the same time, not too far away from there, a border patrol ship finished locating the humanoid's energy signature source and was about to alert its central command. Hours later, fleets of attack ships were dispatched to seek out and annihilate every single surviving humanoid. But somewhere on the fringe of a black hole, a lone ship slowly drifting in the solar winds of Sol intercepted the dreaded order. Lost and defenseless in enemy territory, there was little hope that the humanoids would survive any kind of hostility... The StarRunner powered up its engines... Weapon systems slowly came back online after years of inactivity... Course was set for the outer ring of Sol, but in a dark and frozen galaxy now long forgotten, time was already running out...

Instructions

Fly thru enemy territory and destroy all Zorgon ships! Save human kind! Prevent landers from grabbing humanoids and eating them! Catch helpless humanoids as they fall towards the ground to certain death! Fight mutant assassins in hyperspace! Zap all visible aliens with smart flash bombs! Locate enemy ships on your scanner! Dodge asteroids while flying from planets to planets! Experience real-time fractal-generated mountains! Enjoy colorful graphics and digitally-mastered sound effects! Experience the thrill of a modern rendition of Defender! Test your reflexes with supersmooth 60 frames-per-second animation!

Your goal, as the pilot of the new starship StarRunner, is to defend humanoids against alien aggressors. Destroy all aliens to proceed to the next wave. Kill all Landers before they kidnap humanoids, eat them and turn into dangerous mutant Assassins. Act fast before deadly Runners are sent for back up. Use your smart bombs to clear out all visible aliens. Hide behind mountains to avoid enemy fire. A planet is cleared after every 3 waves and you travel thru space to another one. Catch falling humanoids and drop them back on planet surface. Avoid being thrown into hyperspace by keeping at least one humanoid left on the planet surface. Bonus ships are granted every 10,000 points or every time you catch a life capsule while travelling thru an asteroid field.

Shareware Notice

Please note that *this program is not free*. This is a shareware product. This means that if you like the game and decide to keep it, you are asked to register your copy to keep on using it legally. Your shareware fee of U.S. \$15 (checks drawn on a U.S. bank, American Express international money orders, or international postal money orders are welcome) will enable me to support, maintain and enhance this game, as well as entice me to write additional shareware games for the Macintosh. Please register your copy of Delirium by using the Register Me application that comes along with Delirium and sending your registration letter along with your fee to:

Tuan Huynh
15606 NE 40th Street, Apt #Y-291
Redmond, WA 98052, USA

Thanks for supporting shareware!

Registration

If you have an E-mail address, please include your *full Internet E-mail address* in your registration (e.g. iceman@eskimo.com, bob@aol.com, popsicle@eworld.com, joe@niftyserve.or.jp, etc...). It is very important that you include your E-mail address because it will *substantially* speed up the time before you receive your registered copy and enable me to send you updates much faster and reliably.

Distribution

This program cannot be sold for a profit or distributed thru a commercial channel without my written consent. Distribution via online services, BBS's, Internet, person-to-person and other non-commercial means is acceptable provided that *all original and unaltered files are included in the package*.

Hardware Requirements

Hardware Requirements

- a Mac equipped with a 68020 CPU or higher, or a PowerMac. This should include all Macs except (but not limited to) the following models: Lisa, XL, 128, 512, 512E, Plus, SE, Classic, Classic II and PowerBook 100.
- a color screen. 13-inch (i.e. 640x480 pixels) or larger required. Owners of 12 inch screens (usually LC owners) can get a hold of Delirium 1.0 which supports 12 inch screens.
- a color card capable of switching to 4-bit (i.e. 16 colors/grays) mode. PowerMacs cannot switch to 4-bit color if the wrong video port is used.

Software Requirements

- 2 Megabytes of free RAM.
- System 6.07 or higher.
- 24-bit and 32-bit mode are both supported.

Recommended Setup

- Sound Manager 3.0 for smoother game play.
- If you have a stereo, hook it up to your Mac.

Multi-monitor Setup

Some of you have a dual monitor setup. Delirium looks for the first screen switched in 4-bit color mode and uses it. If it can't find one, it walks down the chain of available monitors and tries to switch one to 4-bit color mode and use it; usually, that means starting with the internal screen and working its way to the external screens. In order to choose what monitor to run the game on, right after launching the game from the Finder desktop, immediately press and hold the <Option> key. This brings up a manual override mode dialog that lets you choose the desired target screen.

Game Instructions

- Blast all alien invaders to proceed to next wave.
- Defend humanoids against landers. Landers seek humanoids and turn into dangerous mutant assassins after ingesting them.
- Catch falling humanoids and return back them back on planet surface.
- Stay away from Hyperspace by having at least one humanoid left on the planet surface.
- Bonus ship every 10,000 points.
- New planet after every 3 waves. Watch out for asteroid field during interplanet space travel.
- Hide behind mountains to avoid enemy fire.
- Act fast.
- Watch radar
- Press <Esc> to abort the game, <P> to pause it.
- For classic StarRunner game play, use <up>, <down>, <left> and <right>. For new Delirium game play, use <up>, <down>, <thrust> and <reverse>.

Other Games

Other games written by me include StarRunner Plus "Return To Nemesis" and Space Junkie. These can be found at various online services, Internet FTP sites, CD-ROMs, shareware disks or directly from me.

Disclaimer

Delirium is supplied as is. The author makes no warranties, either express or implied, and will not be liable for any special, incidental, consequential or indirect damages, including but not limited to loss of data or psychological damage. The person using this software bears all risk as to its quality and performance. By using this software, you are subject and agree to the terms in this disclaimer. In short, play Delirium at your own risk.

Conflicts

Some extensions are known to conflict with Delirium:

- Easy Access. This system extension is known for conflicting with many games that have a keyboard interface, including this game. Besides being a nuisance to games, it is rather useless to the majority of Mac users (my apologies to those who actually need it). Dump it.
- Cursor Animator. Yet another system parasite. I've had reports that it makes Delirium unstable. Take it out.

There are probably many more ancient, evil and obscure system paras.. er... extensions that conflict with Delirium. If you've tried to play Delirium but somehow, the game crashes at random, please try to narrow down an eventual system extension conflict by booting with all extensions off first and then putting them back in one by one before complaining to me.

Sometimes, you may experience a 'freeze' during transitions. Most often, it's because the Caps Lock key is down and Delirium is waiting for a key to be released to continue.

Keyboard

Delirium is a game that uses quite a few keys to control the space ship. Since there's a hardware limitation on how many keys the Mac can actually recognize as pressed at the same time, please bear in mind the following when choosing your own key setting:

- the maximum number of key presses that the Mac can recognize at the same time is two (2) keys plus

the maximum number of key presses that the Mac can recognize at the same time is two (2) keys plus any modifier key (i.e. shift, command, control and option). Therefore, it's usually a good idea to make <reverse> and <fire> modifier keys since you'll often want to fire and go down/up and accelerate at the same time.

Apple Ergonomic Keyboard

If you own that keyboard, bear in mind you shouldn't assign keys on both parts of the keyboard (i.e. the main keyboard and the annoying little keypad). Doing so will make your life miserable: pressing a key on the keypad will disable key presses on the main keyboard and vice versa. This applies to all games, not just Delirium.

New In Version 1.1

- Wider playscreen. 25% more for the same price! Incidentally, this means people with 12-inch screens are now left out in the cold. My apologies to these people: get a hold of version 1.0 that supports 12-inch screens...
- Attract Mode, i.e. AutoPlay. Every minute or so, your Mac will start playing a random level by itself and put your best game to shame
- Easier to kill mutant Assassins
- Better and more fair incentive for you to destroy attack waves faster...
- Now actually add surviving humanoids bonus to your score...
- Much easier and enjoyable game play
- More progressive game difficulty
- Improved graphics, animated sprites
- Cosmetic changes to the user interface to ease the pain on your eyes
- Onboard computer assistant that gives you tips and info during the game
- Grace period so that you and aliens won't collide when they decloak (3 seconds)
- Ability to start on any planet you wish (registered version only)
- Copy personalization (registered version only)
- Removal of all shareware notices (registered version only)
- Volume control
- New preferences dialog and more preferences options
- Default key selection option
- Bestiary
- Easter eggs

Credits

Special thanks go to: Ingemar Ragnemalm, David Plumpton, Andrew Ross and Alex Metcalf for their beta-test feedback and suggestions which helped make Delirium 1.1 an even more enjoyable game (way to go guys!), Delirium 1.0 beta testers (way too many to list here but you all know who you are), all the people who have supported StarRunner and Space Junkie during all these years (Delirium would have never seen the light without your support and encouragement).

Miscellaneous

For questions, praise or comments, I can be reached via Internet E-mail at iceman@eskimo.com.

Enjoy!