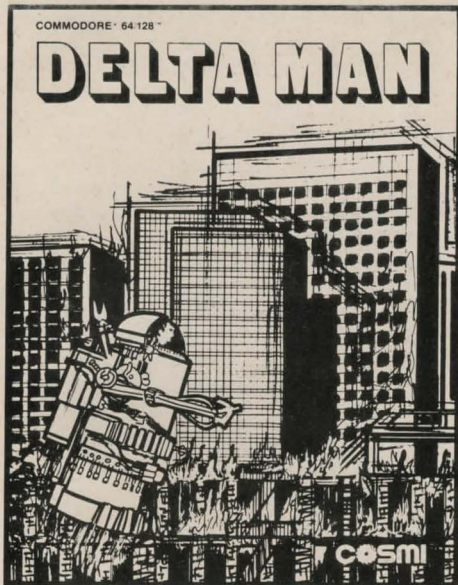


CD64-380

COMMODORE® 64/128™



DELTA MAN

3-D ACTION TEXT ADVENTURE

by
Robert T. Bonifacio

You survived a nuclear holocaust which has devastated Chicago because you discovered a high-tech robotic space suit which protects you from the toxic atmospheric elements while enabling you to move through the city in the ultimate test of *survival*.

All action is seen from your viewpoint inside the suit's helmet. And all commands, messages and actions are performed with the joystick.

GAMES WORTH PLAYING

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OVERVIEW

It is the year 2027. You are an unemployed free-lance reporter looking for a hot story. If you find a big one, you figure employment may not be far behind. While relaxing in a local vid-pub you get a tip. Recently some independent scientists working at the Argonne National Laboratory near Chicago, Illinois have been reporting vast advances in a new prototype. You decide to check it out and try to get as much information on the suit, without anyone knowing. Your informant tells you that the scientists are working on a space suit that would render the wearer impervious to all but extreme bodily threats. The suit is supposed to protect against radiation, deadly gases, high temperatures and extreme pressure. It also is supposed to house an on-board computer and special Robotics to enhance the person's strength. Overall, this Robotic Suit could be the breakthrough of the century!

One night, after everyone has gone except the night watchman, you sneak into the complex. You decide to try on the prototype suit. After putting it on, you engage the life-support unit just to see how it feels to be completely 'safe' from just about anything. Suddenly you hear a tremendous explosion! The floor you are standing on splits open and you fall through the concrete crevasse!

The heavy steel and stone presses against your suit, and your pressure gauge fluxes wildly. The gauge jumps near critical stage, and suddenly ... it drops! The thundering sounds also cease. Although you are alive, you are buried under tons of rock! You activate the robot arms, and proceed to slowly dig your way out. You decide to turn on the radio scanner while you dig and you pick up:

"... the group of armed men then ordered the pilot to take off although the runway was in terrible condition. Part-way down the runway the plane's landing gear hit a large fissure and the plane was destroyed. So we repeat, there are no more planes. We do have medical aid and uncontaminated food. Anyone in need of aid should come to Terminal One of O'Hare airport and ..."

The transmission suddenly stops so you scan some more:

"... released by the explosion when the east wall was destroyed. The inmates have since acquired several weapons and many have died. They were heading in the direction of Joliet this morning. The remainder of police and military are ordered to shoot anyone demonstrating criminal intentions ..."

The radio scans some more upon the termination of the last message:

"... electrical storms and very warm temperatures. Radioactive clouds and fallout are constantly moving due to sudden gusts of wind and tornados. Several of the coastal areas are flooded as well as all the rivers and canals. A large percentage of bridges are out and several overpasses are down. The streets are littered with collapsed buildings and wreckage. There is no estimate as to the number dead, but it is very high. And many will die from radioactivity, which is quite high in some areas. Most of the power is ..."

The station fades as you continue to slowly dig your way up.

You continue digging for what seems like weeks. You punch up the date on the in-helmet computer screen, you have been trapped for 3 days! You pull a large rock out of the way and a beam of light juts from the opening! You dig faster and finally manage to crawl from your tomb. The eerie yellow glow of the emergency lab lights outline destruction. The once impressive looking lab is now cracked and dusty. What has happened? You re-activate your radio scanner:

"... at the Mount Mitchell broadcasting station in North Carolina. Three days ago, a terrible nuclear disaster took place, we have no word as to the cause. A day after the disaster, we heard reports of looting, and other crimes in the larger cities. But then a disease had begun spreading that changes the genetic structure of the victim. This causes extremely violent behavior and several physiological changes. Afflicted persons cannot bear very bright lights, very cold temperatures, or the thin air associated with higher altitudes. Exposure to any of the aforementioned situations result in a form of paralysis and in prolonged exposure, death of the afflicted person. However they do seem to prosper in warmth, radioactivity, and darkness. Also, due to the genetic changes taking place in their systems, they have enormous appetites and will become quite violent when hungry. There is evidence that they also practice cannibalism when no other food source is available. We here at the station have a few scientists and computers working on the cure. But have had only limited success. Citizens are warned to avoid exposed food and contact with infected individuals. We do not know what spreads the disease at this time."

You scan other stations and TV and get nothing but static. You decide that the only thing to do is to make your way to the Mount Mitchell station. But you'll need uncontaminated

food, transportation, fuel, and weapons. Right now you have none of these! Also, many roads may not exist. And what other creatures may have been affected? The radio station reported only the early stages of the disease, what horrible twists could the advanced stages take? And perhaps there are other strains of the disease that have different effects! This suit is just a prototype, and the instructions on how to use it not complete. It hasn't even been tested, who knows what may not work? The suit is your only hope, and you must get to the radio station, maybe by then, they'll have a cure to the disease. But that station is over 670 miles away!

SYSTEM REQUIREMENTS

- 1) The DELTA MAN diskette.
- 2) Commodore 64 or 128 computer.
- 3) Disk drive and monitor.
- 4) One joystick controller plugged into joystick port number 2.

LOADING THE PROGRAM

- 1) Turn on the computer and wait for the flashing cursor and the READY message. Now turn on the Disk Drive. Wait for the red light on the drive to go out.
- 2) Insert the program diskette and close the drive latch. Type on the computer: LOAD "*",8,1 (Press Return).

NOTE: DURING THE COURSE OF THE GAME, THE DISK DRIVE MUST BE LEFT ON WITH THE DELTA MAN DISK INSIDE. THIS IS DUE TO THE LARGE AMOUNT OF DATA NEEDED FROM THE DISK FROM TIME TO TIME, DURING HIGHER LEVELS OF THE GAME. THE COMPUTER MAY ASK THE PLAYER TO REMOVE THE DISK AND TURN IT OVER TO SIDE 2. THERE IS DATA ON THAT SIDE AS WELL.

PLAYING DELTA MAN

RESTARTing or CONTINUEing a game

Upon loading the game, you will be asked to make a choice as to RESTART the game or CONTINUE your last game. Follow the directions on the Message Screen to make your choice.

GAME RESTART

Upon GAME RESTART, all variables within the game are randomized to allow for a completely different game than the previous ones. The player, however always starts in a specific room at the Argonne National Laboratory.

GAME CONTINUE

Upon GAME CONTINUE, the last game that you stopped with the GAME SAVE function will be loaded up and you may have to turn over the DELTA MAN disk to side 2. Follow the directions on the message screen.

GAME SAVE

If during any time, you would like to save the current game you are playing, just choose the GAME SAVE command and follow the instructions on the screen.

DELTA MAN SCREEN

The screen is your view from within the Robotic Space Suit. In the top-left corner is your view to the outside world. In the top-right is what mode you are in, ACTION, REPLY or FUNCTION. Plus all of your available commands. And finally at the bottom of the screen is your IN-HELMET-COMPUTER (nicknamed SAL) and all of it's messages are displayed here, along with messages from other creatures you talk to.

There are 3 Control Modes: ACTION, REPLY and FUNCTION. You can tell which mode you are in by looking at the top-right corner of the screen.

ACTION -- When in this mode, the joystick controls all robotic actions, moving the suit left or right, operating the robotic arm, opening, closing and going through doors.

FUNCTION -- When in this mode, the joystick controls the COMMAND CENTER at the top-right part of the screen. This allows you to ASK creatures questions, PICK ITEMS, look at your INVENTORY, etc.

REPLY -- When in this mode, the computer wants a response from you about a question it has just asked, you cannot do anything until you respond using the joystick.

CHANGING CONTROL MODES:

To manually switch from ACTION to FUNCTION or back to ACTION, press the SPACE BAR on your keyboard.

SUIT MOVEMENT

If you are not in the ACTION mode, press the space bar to get into it now. By moving the joystick right or left, you can move the suit right or left.

ROBOTIC ARM MOVEMENT

While in the ACTION mode, press and HOLD down the fire button, at the same time, move the joystick, you will see the Robot Arm move as well. When the ARM is holding an action object, the object will become activated when the joystick button is released.

While in the FUNCTION mode, move the joystick up or down, you will see the background of the current COMMAND that you are on change color. By pressing the fire button when on a command, that comand will either activate or go to a sub-command. To get out of a sub-command, just go to the command that says MAIN MENU.

PASSAGE MOVEMENT & LIGHTS

At the top of the screen are 4 passage lights:

COLOR CODES:

RED LIGHT -- A passage is in range but closed.

GREEN LIGHT -- A passage is in range and open.

LIGHT PATTERN CODES:

ALL 4 LIGHTS LIT -- A passage is in range BEHIND suit.

2 CENTER LIGHTS LIT -- A passage is in range AHEAD.

2 RIGHT LIGHTS LIT -- A passage in range on RIGHT.

2 LEFT LIGHTS LIT -- A passage in range on LEFT.

TO GO THROUGH A PASSAGE: move right or left until the PASSAGE LIGHTS at the top of the screen are in one of the 4 LIGHT PATTERN CODES mentioned above. If the LIGHTS are RED, push forward on the joystick to open the door, if the door is locked, a message saying so will appear in the message center. If the door is not locked, it will open, this is indicated by a GREEN light configuration. Once the lights are GREEN, push the joystick forwards once more and you will pass through the passage. If the computer requires a disk-load at this point, the screen will indicate this, otherwise, the place that the passage leads to will be shown.

PASSAGE CONTROL

WITH a RED LIGHT -- Push joystick forward to open door.
Light changes to GREEN if door unlocked.

WITH a GREEN LIGHT -- Push joystick forward to go through passage or door.

Push joystick back to close door. Light changes to RED indicating closed door.

COMMANDS

All commands available are shown on the COMMAND CENTER portion of the screen. A COMMAND can only be activated when in the FUNCTION mode. Several COMMANDS have SUB-COMMANDS to allow versatility of basic commands.

NOTE: ONLY COMMANDS THAT CAN BE DONE WILL APPEAR ON COMMAND CENTER. THEREFORE, DEPENDING UPON WHAT YOU FIND IN THE GAME OR WHERE YOU ARE DETERMINES WHAT COMMANDS ARE AVAILABLE. SO, SUB-COMMANDS MAY OBTAIN MORE OPTIONS THAN THE LAST TIME YOU LOOKED!

OBJECTS

To aid you in your journey to MT MITCHELL, there are several OBJECTS that you can find and use. Some objects such as food, ammo, etc. can only be used once, and then more must be found. Other OBJECTS such as GUNS, MODULES, etc. cannot be destroyed. WHATEVER you do find, can be lost, stolen, contaminated, broken, etc. Therefore careful use and storage of items is of utmost importance.

2027 -- CURRENT TECHNOLOGY

Building Structure: Overall, the building structures haven't changed too much, many of the old building ideas have still remained. However, the O'HARE airport has several terminals that were built completely of special polymers to provide electro-magnetic testing and insulating. Many other newer buildings were made of polymers as well. These polymer-buildings do not corrode and are much more tolerant of pressure since they can flex much more than other materials. Many doors on buildings are automated and operate on independent battery supplies. Some however are locked with special computer codes and can only be opened if the correct code is known.

Vehicles: Again polymers are used more and more in vehicle construction as well, and some specialized vehicles are very resistant to heat, radiation, and impact. However, almost all are still running on gasoline.

Weapons: Lighter, stronger weapons are also around now, due again to polymers. However, some ammo from older weapons does not work in newer weapons, and tend to jam up when used.

Electronics: With the increased use of gallium arsenide instead of silicon, several advantages were realized - electron movement was increased by up to six times the speed of silicon (ie - faster computers), gallium arsenide also has a higher resistance to radiation - this was very important to satellites and other devices. One very important use of such materials was the development of the GA Thermo-coupler. It's incredible ability to handle large quantities of power led to its use in power plants.

Specialized electronic devices for use in space have also been made of gallium arsenide. A few of these self-contained devices known as MODULES are now examined:

INFRA-DETECTOR: This is a heat sensor used to identify the presence of a life-form.

ALBEDUS-BOX: A sort of cloaking device used to visually hide the bearer from ordinary visual devices.

ANALYZER: Developed to be a versatile analyzer of any deviations of normal shape, composition, etc.

ATMOS-EVAL: A device used to scan a local area and have information relating to radiation content, temperature, and other important data.

POWER TYPE: 100% electrical, ON-BOARD POWER BASE consisting of a fully rechargeable, limited life battery. Recharging limited to electrical outlets and batteries only. Recharging can be done through power-transmitting via computer link-up. Later development of solar and radioactive power under consideration.

ON-BOARD-CPU: SAL 8000, a gallium-based pico-second cycle, light and electrical computing device.

ON-BOARD CARGO AREA: A small cargo area to hold objects and modules. Options in COMMAND CENTER allow for wearer to pick and use an object, or to drop an object into the cargo area.

WORKING ENVIRONMENT: The DELTA MAN suit can operate in almost any but extreme environments. It does however operate better in cooler environments due to its electrically based construction.

PROTECTION: Although the protective qualities of the suit are quite sound, every potentially destructive blow to the suit (ie - radiation, impact, etc.) results in a loss of POWER depending on the destructive quality. This loss of POWER in turn could lead to complete loss of POWER and death to the wearer.

RECORDED COMPLICATIONS: During the course of the limited testing of the DELTA MAN suit, it has been noted that overheating can result due to area temperature, or over-use. Overheating results in decreased AGILITY, increased POWER use, and in extreme cases, SUIT FAILURE, which results in the death of the wearer.

The following refers to the DELTA MAN SCREEN DIAGRAM:

- 1) HELMET WINDOW: A clear, protective shield allowing view to the outside by the wearer.
- 2) SPHERIC SLATS: Although a limited-time air-tank is supplied, special air-slats can be manually controlled to allow air to flow into the suit. When these slats are closed, the on-board air-tank automatically engages. However, empty air-tank light not included.
- 3) PASSAGE LIGHTS: By means of configuration and color, shows possible passages for movement through.
- 4) CONTROL MODE: An indicator showing current control modes -- ACTION, FUNCTION, or REPLY.
- 5) COMMAND CENTER: A means of doing higher functions via joystick controller. As more COMMANDS become applicable, they are added to the SUB-COMMAND list, or removed, depending on current status.
- 6) MESSAGE SCREEN: An on-board screen giving all text information available or needed, plus any conversations between wearer and other life forms.
- 7) RADIO-SCANNER: Shows E-M fluctuations and locks on radio stations automatically. Does text translation to MESSAGE SCREEN.
- 8) ROBOTIC ARM: A fully functional robotic arm, due to complications, a left arm has not yet been developed.

9) SUIT-GAUGES:

- A -- Current Agility of the DELTA MAN suit.
- S -- Current STRENGTH of the WEARER of the suit. Total loss of STRENGTH indicates the death of the wearer.
- P -- Current amount of stored POWER in suit. Total depletion of the suit's POWER results in complete lack of protection to the wearer and in many cases, death.
- D:-- Current DIRECTION the suit and wearer are facing. This allows manual mapping of terrain and current position.

The following refers to DELTA MAN OBJECTS page.

All objects seen on this page may at one time or another be seen through the HELMET WINDOW.

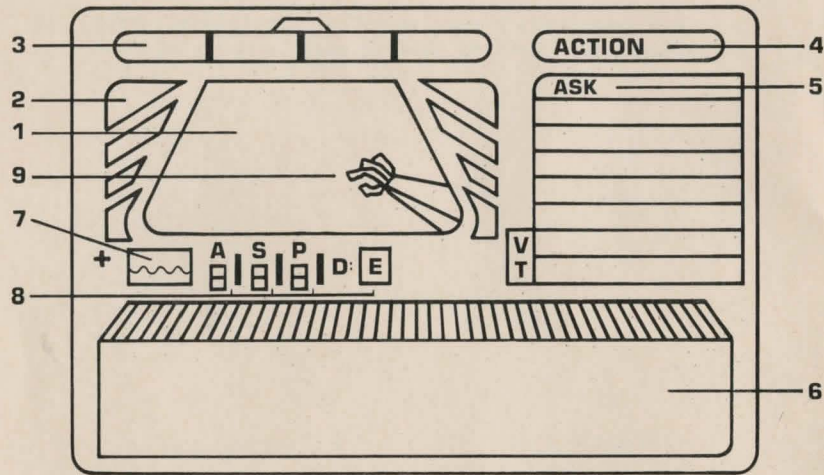
- 1) MODULE * -- This represents ALL electronic MODULES as well as the FILTER-MODULE.
- 2) SUPPLY * -- This represents ALL supplies. Such as food, ammo, etc.
- 3) WEAPON * -- This represents ALL weapons. Such as 45 MAG, etc.
- 4) BATTERY -- This is the moveable power source, can be used to recharge SUIT or supply power to other devices.
- 5) LAMP/BULB -- This can be used in conjunction with a power supply to give light.

- 6) OUTLET -- In some rooms, you may find the power OUTLET. It allows recharging of the suit and batteries, but only if a recharging device is available.
- 7) THERMO COUPLER -- The specialized device used as an important part of city POWER PLANTS.
- 8) FIRE EXTINGUISHER -- Can be used a few times, and is used to put out fires or cool devices that are heating up.

- 1 - HELMET WINDOW
- 2 - SPHERIC SLATS
- 3 - PASSAGE LIGHTS
- 4 - CONTROL MODE
- 5 - COMMAND CENTER
- 6 - MESSAGE SCREEN
- 7 - RADIO SCANNER

- 8 - SUIT GAUGES
- A - AGILITY
- S - STRENGTH
- P - POWER
- D: - DIRECTION
Ex. E - EAST
- 9 - ROBOTIC ARM

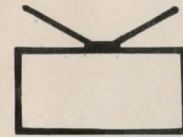
DELTA MAN SCREEN DIAGRAM



- 1 - Helmet Window
- 2 - Sphere Slats
- 3 - Passage Lights
- 4 - Control Mode
- 5 - Command Center
- 6 - Message Screen
- 7 - Radio Scanner

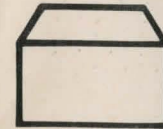
- 8 - Suit Gauges
- A** - Agility
- S** - Strength
- P** - Power
- D:** - Direction
Example: E - East
- 9 - Robot Arm

DELTA MAN OBJECTS



MODULE*

PURPLE



SUPPLY*

CYAN



WEAPON*

RED



BATTERY

YELLOW



LAMP/BULB

PURPLE/OFF
WHITE/ON



OUTLET

WHITE



THERMO
COUPLER


WHITE



FIRE
EXTINGUISHER

GREEN

* - These items represent a minimum of 1 object, but can be a number of different related objects.

IE -  - could represent:
 1 Fuel
 2 Food
 3 Ammo
 8 Soy Tab

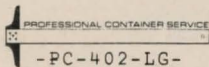


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