

DERELICT

Erik Hogan and Sam Jeffreys.

Version 2011.01.

Controls

In First Person Mode:

- Move: WASD or XBox 360 Left Controller Thumbstick.
- Turn: Mouse or XBox 360 Controller Right Thumbstick.
- Fire weapon: Left Mouse Button or XBox 360 Controller Right Trigger.
- Context sensitive action: Right Mouse Button or XBox 360 Controller Left Trigger.
- Order marine to move to where you are looking: Ctrl plus Marine Number.
- Reload: R or XBox 360 Controller A.

In Map Mode:

- Move Marine: Left Click or XBox 360 Controller Left Trigger on square.
- Select Marine: Left Click or XBox 360 Controller Left Trigger on Marine position or icon.
- Follow Marine: Right Click or XBox 360 Controller Right Trigger on Marine position or icon.
- Cancel Movement: Right click or XBox 360 Controller Right Trigger.

(Note: Map mode controls only available in '1 Player Tactical' mode).

In Either Mode:

- Toggle between Command and Control Modes: Tab or XBox 360 Controller X.
- Turn individual marine displays on and off: Backspace or XBox 360 Controller B.
- Choose Marine: 1-5, Space, XBox 360 Left or Right Shoulder Buttons.
- Order all Marines to Stop or Proceed: F1, or XBox 360 DPad Up.
- Order all Marines to Follow: F2, or XBox 360 DPad Left.
- Order all Marines to Cancel Movement: F3, or XBox 360 DPad Right.
- Order all Marines to Reload: F4, or XBox 360 DPad Down.
- Menu: Escape, XBox 360 Back.

How to Play

The goal of each level is to move all Marines to the exit, indicated by the red zone on the map. Each level has various obstacles to overcome, such as:

- Enemy bio weapons will spawn from various teleport streams and attempt to attack you from all directions. Occasionally a tougher boss monster will appear.
- The teleport streams themselves are deadly if entered, but can be temporarily neutralized with a Grenade launcher.
- Hazard zones, indicated by an exclamation mark on the map. These can only be traversed by the Medic.
- Damaged doors, which can be repaired by an Engineer, or destroyed by a Grenade launcher.
- Obstacles arranged into barricades, which can be destroyed by a Grenade launcher.
- Secured doors, which are protected by a console (Indicated by a key on the map). These will need to be hacked, the Engineer can do this fastest.
- Explosive drones, when activated, will attempt to explode next to your team.

Derelect can be played in one of three distinct modes:

1 Player Tactical: The regular mode of the game. Guide a squad of five Marines through the levels. These Marine roles are available to control in this mode:

Role	Service	Equipment
1. Communications Officer	British Army, Royal Corps of Signals	Assault Rifle, Motion Sensor
2. Heavy Assault	Republic of Ireland, Space Corps	Gatlin Cannon
3. Grenadier	British Army, Welsh Guards	Assault Rifle with Grenade Launcher
4. Engineer	United States Colonial Marine Corps, "Space bees" engineer division	Shotgun, Welding torch, Hacking kit
5. Medic	Brazillian Space Army, Medical Corps	Assault Rifle, Medkit, Hazard suit

1 Player Action: More akin to a traditional First Person Shooter, in this mode you only control a single Soldier. Fortunately, you have almost all of the equipment that the 1 Player Tactical team has, and you can find other Marines in the level who can help you.

2 Player Co-operative: A split screen two player mode (XBox 360 Controller required). The players control these Marine roles:

Role	Equipment
Player 1: Special Operations	Assault Rifle, Grenade launcher, Motion Sensor.
Player 2: Combat Medical Technician	Shotgun, Welding torch, Hacking kit, Medkit, Hazard suit.

In all three modes, the difficulty is determined by the rank that you choose. A higher rank will result in enemies that are faster and spawn more frequently, also on the higher ranks the Medics heal less quickly.

Each Marine in the game also has a rank, which increases as you play. A higher ranked Marine moves faster, takes less damage, deals more damage to enemies and is more adept at his particular skills.

Strategy Tips:

1. *Replacing team members.* Occasionally one or more of your Marines may be killed in action. However, you should soon be able to find another survivor to replace him, keep an eye out for blips on the radar. Sometimes other survivors will be in danger and need to be rescued quickly. Note that found survivors will be low ranked and inexperienced, so do your best to protect the current team.
2. *Aim high.* The higher you shoot an enemy, the more damage you do. Note that the AI Marines *will not* do this, so intervene in First Person mode whenever you can.
3. *Protect each other.* As the bio weapons will exploit any weakness in your defensive pattern, make sure you have them arranged to cover all directions.
4. *Disrupt enemy teleport streams.* Whenever possible, use a grenade to disrupt an enemy teleport stream. Don't stand too close!

Story

By the time of the 23rd century, man developed space technology that allowed them to conquer the stars. Companies were contracted to colonize the habitable planets in the star systems surrounding Sol. One of these, the Tasman Deep Space Corporation, won contracts that gave it the exclusive right to establish colonies in the Tau Ceti system. Most notably, the lush Mendel Prime, and it's twin planet, the barren yet resource rich Goran.

Although Mendel Prime was initially a Utopia, decades of increasing oppression by the Tasman Deep Space Corporation lead to violent revolt. This conflict ultimately resulted in Tasman losing their rights to develop colonies in Tau Ceti, leaving the settlers free to form their own Government. 2217 saw the establishment of the Mendelian Collective, the first recognized nation established entirely on off world territory.

As other space colonies declared their independence, the leaders of the Mendelian Collective established the Greater Space Coalition. Ostensibly an military alliance devoted to protecting the freedom of independent space colonies, in practice it was almost totally dominated by Mendel Prime. While the Greater Space Coalition presented themselves as liberators, and were often received as them, there were numerous incidents of atrocities as they spread across the galaxy. Such atrocities were ignored by Earth and the other colonies, which began to fear the Coalition's increasing power.

In 2268, the Greater Space Coalition launched an attack across space against the disorganized forces of Earth. Pushed back right to the Sol system, the surviving forces had no choice but to ally under a single unified command, known as the United Terran Alliance.

The year is 2284. For the first time in the war, the Greater Space Coalition forces are in full retreat back to Mendel Prime, following the disastrous third Battle of Alpha Centauri. Eager to recapture bases that were lost at the start of the war, the United Terran Alliance rapidly deploys a massive star cruiser - UTS Atlas - to the recently abandoned Epsilon Eridani system.

Following an initial inspection of a base on the ice planet Epsilon Eridani E, your team returns to the ship...

Using the Editor

Movement

You can "fly" through the level by using the F and V keys to move forward and back, and the cursor keys to rotate.

Alternatively, you may find it much easier to edit from a top down view. Use the WASD keys to switch to top-down view and move, and F and V to zoom in and out.

Editing

To select a tile, press SPACEBAR and choose a tile from the tile palette.

There are four layers in the Derelict editor. Simply press 1-4 to select which layer to view and edit:

1. Floors
2. Walls (Note, walls only show in Derelict if surrounded by floors)
3. Ceilings
4. Objects (Explained in more detail below)

Hover the mouse cursor over a grid, and then press one of the following buttons to perform the operation:

- Left Mouse: Place the selected tile on the current layer
- Middle Mouse: Select the tile under the cursor on the current layer
- Right Mouse: Delete the tile under the cursor on the current layer

To rotate an object, Middle click to make sure you have that object type selected, and then click on it until you get it's desired rotation

Objects

- 1 Comms starting position
- 2 Heavy Assault starting position
- 3 Demolition starting position
- 4 Engineer starting position
- 5 Medic starting position
- 6 Radio signal (Press T to edit the Text on a Radio signal)
- 7 Manual door
- 8 Automatic door
- 9 One way door
- 10 Security door
- 11 Exit point
- 12 Enemy spawn point
- 13 Behemoth (Boss 1) spawn point
- 14 Spectre (Boss 3) spawn point
- 15 Lilith (Boss 4) spawn point
- 16 Comms survivor position

17 Heavy Assault survivor position

18 Demolition survivor position

19 Engineer survivor position

20 Medic survivor position

21 Window (use on wall)

22 Light bulb

23 Steam

24 Traitor (Boss 2) spawn point

25 Grass

26 Mutilated body

27 Column (use on wall)

28 Sound Effects (used to depict far off battles, such as in Level 5 and Level 15)

29 Conveyor belt

30 Explosive Orb

31 Blank

32 Blueprint map screen

33 Danger sign

34 Toilet sign

35 Email terminal

36 Security terminal

37 Medical terminal

38 Medical sign

39 Monarch of the Glen portrait

40-42 United Terran Alliance Sign

43-47 Unused terminals/signs. These can be put in the game if you wish, simply edit the "screens.png" file in derelictengine\textures

48 Toilet

49 Snack machine

50 Couch

51 Table

52 Bunks

53 Hologram

54 Plant

55 Gun rack

56 Stretcher

57 Table with Computer

58-64 Unused furniture objects. If you wish to add them, save 3D furniture objects in .X format into the `derelict\engine\mesh\blocks` folder (they will automatically be resized to fit in the game) starting from 10.X

Custom Textures

If you wish to add custom textures to the game, edit the "wall.png" file under `derelict\engine\special` folder. You can also do custom bumpmaps as well, simply edit the "bumpmap.png" file in the same folder. Effectively, black means flat against the wall, and red means it stands out from the wall.

Credits

- Concept, design and programming: Erik Hogan
- Additional design: Sam Jeffreys, Miika Vihersarri
- Sound design: Kristie Addison
- GUI artwork: Cobra Blade
- Additional music: Samuel Gavin, Edward Clombe, Bill Norris, Krystian Krewniak
- 3D Models: Mark Harper, Craig Nisbet, The Game Creators, Geometrics, "Matty" for Blitz3D Sci-Fi model pack.
- Communications: Sam Jeffreys
- Heavy Assault: Jonathan McCarthy
- Grenadier: Steve Godrich
- Engineer: Luchian Durell
- Medic: Guilherme Chirinéa
- Playtesting: Christian Miniscalco, Guilherme Chirinéa, Jacob Canull, Joshua Smyth, Justin Deuel, Jim Harkins, Matt Griffith, Matthew Gatland, Philip Truax, Noah Baxter, Nuke Bloodaxe
- Special thanks: Max Penguin, Greg Thomas, Kirsty Win, and the forum posters of:
 - ttlg.com
 - retroremakes.com

- blitzbasic.com
 - mobygames.com
 - curlysworldoffreeware.com
- Dedicated to the memory of Rudy "Caiman" Versele.

About

Originally released in 2008 after nine months of development, Derelict is still the most ambitious, most frequently played and most well received freeware game out of my entire body of work. Although I still have bigger plans for Derelict, the latest version, featuring two player mode and a one player solo mode, is by far the best version of the game to date.

The game became more widely noticed thanks to a placement on the Caiman freeware games website, by the late Rudy Versele, where it enjoys a 99% percent user approval rating. Although his site has not been updated since his passing, almost half of the total hits to my own site come from the Derelict page on Caiman. I have decided to dedicate the game to his memory.

Hope you enjoy.

- Erik Hogan

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