DERELICT

Version 1.1

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Backstory

History

By the time of the 23rd century, man had developed space travel technology that allowed them to colonize the stars. Privately owned Corporations were invited to bid on tenders for the right to develop colonies on newly reached planets. The Polstar Corporation won the exclusive right to establish colonies on the planet Mendel in the Tau Ceti system.

Mendel is a lush paradise that is an ideal environment for plants and animals imported from Earth. It is tidally locked with Goran; a cold, dry, barren world rich in precious resources. Pleasure colonies for the wealthy and their servants were established first, followed by working class colonies for those hoping to find an escape from the increasing difficulties facing the population of Earth.

Revolt on Mendel

Decades after the first settlers arrived on Mendel, a wave of nationalistic sentiment was fostered by their descendants. This, combined with the increasingly heavy burdens being placed on them by Polstar, became the catalyst for a revolution.

After a series of violent uprisings, Polstar's contract for developing colonies on Mendel was revoked. This left the colonists free to form their own Government, and in 2217 the Mendelian Collective was born. Quickly recognized by most of the Governments on Earth, it became the first independent nation established entirely on off-world territory.

In the next few years, with a rapidly increasing population supported by Mendel's habitat and vast cloning facilities, and a massive starfleet under construction by Goran's automated shipyards, their strength began to concern those on other colonies and even those on Earth itself.

Terran-Mendelian conflict

The Government of Mendel presented itself as a liberator. They claimed that their mission was to free repressed colonists throughout the galaxy from the yoke of corrupt bureaucrats and capitalists on Earth.

In order to appease the demands of the expanding Mendelian Collective, Governments on Earth began to hand over entire planetary systems. Reports of Mendelian atrocities on its newly acquired territory were routinely ignored. This only served to delay the inevitable.

In 2268 the Mendelian Navy launched a surprise attack across space, annihilating many of the starfleets belonging to Earth nations. If the Mendelian Navy is successful in its campaign to control space and commence Orbital Nuclear Bombing, the nations of Earth would have no choice but to surrender unconditionally.

The surviving Earth starfleets unified under a single command known as the United Terran Alliance.

Current day

The year is now 2284 and the tide of war has changed many times. The United Terran Alliance has seized the initiative and decided on an ambitious plan to invade Mendel itself. The previously uncolonized ice world of Epsilon Eridani F has been chosen to be their staging base. UTS Atlas, a super Battlecruiser under the command of Admiral Nathan Weaver, has been deployed to the region to construct spaceport facilities.

Scores of battle hardened marines have been deployed to the surface of Epsilon Eridani F, however three days later the Atlas has been seized by a deadly bioweapon. The marines have been called back to save the ship, but the infection is becoming more entrenched and the survivors are being scattered.

The final dropship to arrive back at Atlas is the one carrying your team.

About Derelict

Derelict is a hybrid First Person Shooter and Tactical Action game. You will need to guide your team of battle hardened marines through the Atlas while protecting them from danger. You can do this in two ways: Firstly, controlling the marines directly in a First Person view and secondly, by giving the marines orders via the map view. You will need to use both control schemes throughout the game to be successful.

Each marine in your team has his own unique skills and abilities, some of which may be vital to get through certain areas. As you progress through the Atlas you may come across survivors who can take the place of fallen comrades.

Your Team

1: Communications	***Royal Space Marines – Reconnaissance Battalion***
	Your Communications specialist possesses a motion sensing radar, which is useful for finding and predicting the attack patterns of incoming enemies.
2: Heavy Assault	***Irish Army Space z Corps***
	This deadly warrior carries around a Gatlin Cannon that can efficiently mow down hordes of enemies. Excellent at protecting volatile areas.
3: Demolition	***Royal Space Marines – Grenadier Battalion***
	The Demolition expert carries a modified rifle with grenade launcher attached, this has the power to rip apart objects and certain doors, as well as to temporarily disrupt teleportation streams.
4: Engineer	***US Colonial Marines – Construction Battalion ("Spacebees")***
	The Combat Engineer carries automated tools for quickly repairing doors. He is also an adept hacker and can crack security systems faster then anyone else on your team.
5: Medic	***Brazilian Space Navy – Medical Corps***
	The Medic is essential for keeping your team healthy. His hazard suit allows him to walk through dangerous areas that would wound or even kill the rest of your team.

Ranks

There are a total of five ranks (difficulty levels), from Private to General. In the harder ranks enemies spawn more frequently and move quicker, and the medic cannot heal as quickly.

Controls

Control Mode (First Person)	
Walk Foward	W or up cursor key
Walk Backwards	S or down cursor key
Strafe Left	A or left cursor key
Strafe Right	D or right cursor key
Fire Weapon	Left Mouse Click
Perform context sensitive actions	Right Mouse Click
Order an individual marine to go to the location you are pointing at	Ctrl + Marine Number
Command Mode (Map)	
Move Marine	Left Mouse Click on empty square
Choose Marine	Left Mouse Click on another marine or his icon
Follow Marine	Right Mouse Click on another marine or his icon
Cancel Orders	Right Mouse Click on empty square
Both Modes	
Toggle between Control and Command mode	Tab
Toggle between Single and Multi View	Backspace
Choose Marine	1-5, Space, or Mouse Wheel
Order All Marines to halt or proceed	F1
Order All Marines to follow current Marine	F2
Order All Marines to cancel current orders	F3
Order All Marines to reload their firearm	F4
Order an individual Marine to follow	Shift + Marine Number

Options

Graphics options (Note: All Graphics option changes, aside from Ambient light, require Derelict to be restarted)	
Ambient light	If you are finding Derelict too dark, you can adjust the brightness with this setting
Resolution	Sets the screen resolution and color depth
Detail	Sets the wall detail, at higher detail levels the walls will appear smoother, and the flashlight effect will be less jagged. This may affect the framerate on older computers.
Target Frame Rate	On older computers, setting a lower Target Frame Rate will keep the game running at an acceptable speed while sacrificing some fluidity
Sound options	
Sound Volume	Self explanatory
Music Volume	Self explanatory
Control options	
Mouse flip	Inverts the mouse in FPS control mode

Strategies

Replacing team members

If you are missing members from your team, then at the start of the next level switch to the Communications marine and have a look at the map. If there are any radar blips that aren't moving then it is possible they're other survivors.

Occasionally you may find that they are in mortal danger, so you may have to move quickly.

Attack

Always aim at an enemies head. The higher you aim at an enemy, the more damage you will do to him.

AI controlled marines will not know to do this, so whenever possible try to control the marine who is in the most danger.

Defense

Arrange your team so that they are standing back to back and covering each direction. If you choose to do this however make sure you keep an eye on your team's health; If any of them die then bioweapons will charge through the hole and slaughter the rest of your team.

AI controlled marines will not shoot each other, so it is safe to arrange them to face each covering a corridor.

An excellent way to guard a dangerous corridor is to have it covered by the heavy assault marine while the medic stands behind him, perpetually healing him.

Teleport streams

The teleport streams that the hordes come through can be temporarily disrupted with a grenade.

Bioweapons will not enter teleport streams if a marine is close by. However, don't stand too close to it!

Credits

Concept, Design and Programming	Erik Hogan
Additional Level Design	Sam Jeffreys Miika Vihersaari
Sound Design	Kristie Addison
Additional Music	Samuel Gavin Edward Clombe Bill Norris
3D Models	Mark Harper for 3D Gun Models Craig Nisbet for misc furniture objects The Game Creators for 3D Animated Characters Geometrics for Space Ship
Cast	Communications - Sam Assault - Jonathan Demolitions – Steve Engineer - Sam / Lucian Medic - Guilherme ??? - Erik
Playtesters	Christian Miniscalco Jacob Canull Matt Griffith Matthew Gatland
Special Thanks	Auckland Game Works (http://agw.org.nz/) Max Penguin (http://www.maxpenguinslab.com/) Greg Thomas :A/H: Kirsty Win And the forum posters of ttlg.com retroremakes.com blitzbasic.com mobygames.com
Programmed in	Blitz Basic 3D by Mark Sibly (http://blitzbasic.com)

About the author

Erik Hogan is an amateur game developer based in Auckland, New Zealand. He has been dreaming of the day when his games are of high enough quality to be sold commercially. He has been dabbling in game development in his free time for years but considers Derelict to be his finest, largest and most complete work yet.

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