

Deliberance



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Manual layout by David Maffucci.

Published in the USA by:

Inline Software, Inc.

308 Main Street

Lakeville, CT 06039-1204

Tel: 203-435-4995

Fax: 203-435-1091

Published in other countries by

Arcadis, Inc.

Belgium

First Printing 12/93

CUSTOMER SERVICE

Inline Software tries very hard to offer the most universally compatible and bug-free games on the market. However, every now and then a problem does arise (OK, so we are not quite perfect).

If you have difficulties playing your game, or are dissatisfied with it in any way, we would appreciate your getting in touch with us before you return it. Many problems are very easy to fix, and we know you'll enjoy the game once it's running.

If you do have any problem please call us at (203) 435-4995, 9 am - 6 pm ET, fax us at (203) 435-1091, or you can reach us at any of the following on-line services:

AppleLink: INLINE.TECH

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We maintain a vendor support section in CompuServe's MACCVEN forum. We also maintain a section in MACGAMES on America Online. Look in these places for the latest news and high score lists from Inline Software.

Also, please return your registration card immediately so that we can keep you posted about upgrades, new products and even send you our newsletter with special offers.



INSTALLATION

System Requirements: Deliverance requires a color-capable Macintosh running System 6.0.7 or higher, a hard disk, and 4MB RAM.

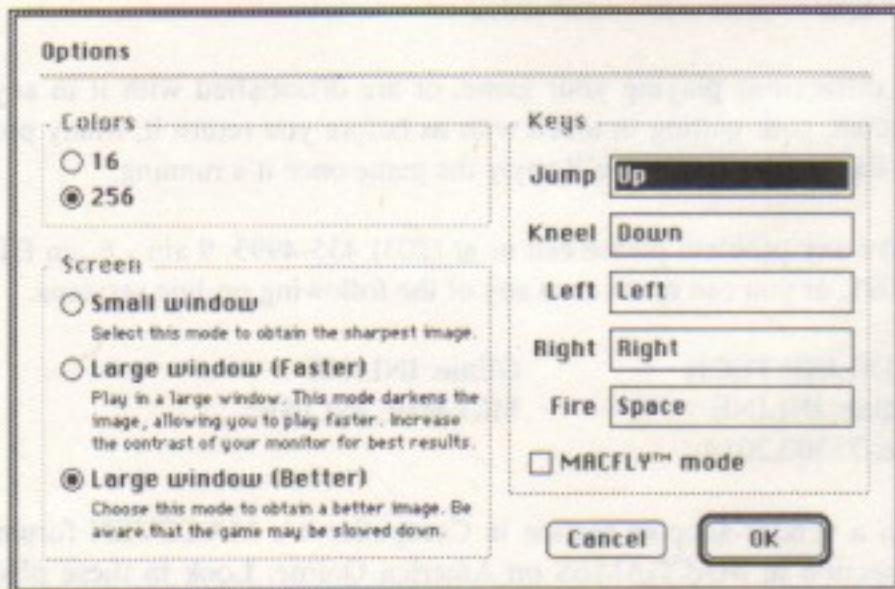
Insert the first disk and open the application "Deliverance™ Installer." Then follow the instructions appearing on the screen.

STARTING THE GAME

Double click the Deliverance™ icon.

The first time you start Deliverance, you will be asked for a serial number. This number is located on the back of disk one. Type the number exactly as it appears on the label. Deliverance is "network copy protected" which means that no one else on your network (if you have one) can use the same copy of Deliverance.

By default, the four arrow keys are set to move and jump in the game. Use the space bar to fire at your enemies. To modify these keys, click the Option button in the start-up window of Deliverance and enter the keys of your choice. Select the checkbox 'MacFly™ mode' only if you are using a MacFly joystick. Deliverance also works with the Gravis GamePad and MouseStick II, sets are provided in a folder called "Joystick f" which is inside the Deliverance folder.



In the Options window, you can choose between different monitor displays and window sizes according to your environment. Select, for example, the Small window option to easily switch between open applications. The Small window option offers the sharpest image but is available in 256 colors only.



The Large window (Better) option fills a 13" or 14" screen. In this mode and 256 colors, the game will be slowed down on some Macintosh models. If this is the case, select the 16 colors option. The Large window (Faster) option allows you to speed up the game. If you select the latter, we recommend you increase the brightness of your monitor. Try the different combinations and select the one that gives the best result on your Macintosh.

SCENARIO

Many legends have been written describing the heroic battles to preserve the kingdom of Llyn Cerrig, a place of great natural beauty and wonder where Fairies and nymphs lived in harmony. One legend relates the story of Tnarom who tried to destroy the beautiful kingdom's harmony by imprisoning the Fairies, the guardian angels of Llyn Cerrig. He received the help of evil forces to conquer the kingdom. A terrible darkness smothered the land. Panic and confusion spread throughout... As each darkened day passed the colony became smaller and smaller - the Fairy-folk were simply vanishing. Eventually all Fairies were captured and imprisoned deep within Tnarom's Palace.

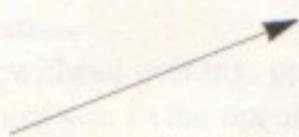
Gremlins and Ghouls are still wandering about the dark corridors of Tnarom's Palace to invade the kingdom. As the Stormlord, you have been given the task of locating and freeing the imprisoned Fairies to bring them back to Llyn Cerrig. Without the Fairy guardians, the kingdom will be at the ultimate mercy of evil.

ITINERARY

Once the Fairies have been freed from Tnarom's Palace, you must guide them safely through the Pits of Fire, the Enchanted Forest and the Winged Warriors Filled Skies to the kingdom of Llyn Cerrig.

At the end of every section of your quest, you will face a fearsome Guardian who must be slain in order for your journey to continue. Each of these has a weak spot where it can be destroyed. It is up to you to identify it.

RULES OF THE GAME



To collect a Fairy - once it is visible simply touch it by jumping in its direction.



To help you navigate your way out of Tnarom's palace, you have been given a set of 7 Opal Markers.

You have three lives with which to complete your task. During your journey, you will be attacked by Tnarom's evil minions who will try different ways to kill you. To help you in your task, you have been given an unlimited supply of battle-axes.

To move:

<u>Keys</u>	<u>Actions</u>
Left-Arrow	Walk left
Right-Arrow	Walk right
Up-Arrow	Jump upwards
Up + left or right	Turn to face a closet/transporter door
Down-Arrow	Hold down the key to climb a ladder
Down + left or right	Jump to the left or to the right
Control*	Crouch, descend a ladder
Control*	Turn to the left or right while crouching
Option*	Open a closet; pick up a key (You must face the closet/key first)
Option*	Drop/Collect Opal Marker

To Throw/Shoot:

<u>Keys</u>	<u>Actions</u>
Space	throw an axe (full distance) / shoot lasers
Space+Down-Arrow	throw an axe (half-distance)
Space+Up-Arrow	swing axe in all directions (battle-mode)
Space+Right-Arrow or Left-Arrow	throw an axe to the right or to the left when on a ladder

* These keys cannot be modified.

You must also keep a close watch on your energy level which is displayed on the left bottom corner of the screen. Each time an enemy or one of its missiles hits you, you will lose energy. Once your energy units have been depleted you will lose one life.



To regain your strength and energy, collect coins that your dying enemies have dropped or that you find in clusters. To collect a coin simply touch it. You can also pick up extra energy by taking a rest (stand still). Your energy will then gradually build up. A message appears as your energy supply reaches a critical level.

You must be aware that you will also lose some energy each time you drop an Opal Marker. Fortunately, you will regain this energy once you have collected it. At the last level (in the sky), you may power up your weapons by flying into the Cherubs.

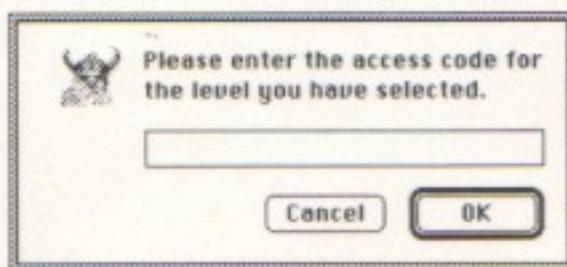


POINTS

Each time you kill an enemy, collect a key, or successfully finish a level, you will gain points. Your score is continuously displayed on the screen. The scores are saved at the end of each game. You can see all scores as well as the number of collected Fairies by clicking the Scores button in the start-up window of Deliverance.

TO RESUME THE GAME

You can interrupt and resume the game at the same level by writing down an access code. This code appears at the beginning of each level. In the introduction window of Deliverance, click the **Resume...** button and enter the code. It will bring you immediately to the beginning of the last level you reached with the same number of lives, energy, and fairies.



TO STOP PLAYING...

To end the game without quitting, press the **Escape** key. This will end the current game and return you to the opening screen. To quit the game, type the combination **Command-Q**.



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RESUME CODES

REVIEWED

Code

Location



NOTES



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