

DELARITH

Backyard Brothers

COLLABORATORS

	<i>TITLE :</i> DELARITH	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY	Backyard Brothers	December 1, 2024
<i>SIGNATURE</i>		

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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We found it while looking to dictionary to find a good name for our game. The short for Arithmetics=arith, then put some other letter to create a cool name, then it's DELARITH.....

Delarith is again from ole Spectrum days, like our previous titles NSX and GEENIE.

It is never programmed on Spectrum but designed in/for it. You can understand this from level designs. They're 256*192 pixels.... Is there anyone remember this numbers?

1.3 Levels

Levels.... Made of 6 bpl EHB screens.... 6th for shadows again...

Walk over the blocks, use lifts, blow yourself up, fall down from exploding blocks....

Let's simulate the blocks;

```

_____
| \ / |  BORDER BLOCKS:
|  X  |  Usually appears on border tiles....
|/_\_|  But sometimes, appear in game area... If so, means wall tile.

==:==  WALL BLOCKS:
=:===  Standard wall tiles...
===:=  Good to walk on...

--:--  EXPLODING BLOCKS:
-:---  Seems like to wall tiles, but explodes on further steps then you
---:-  fall down.....

#"A"#  LIFTS:
# I #  Used to teleport yourself to upper/lower platform...
#.V.#  If there is a space to be teleported....

#"^"#  MINES:
#< >#  Jogging, never been this much fun....
#.!.#  Just step on it, watch your bones fly...

  x    ITEMS:
/$\   Collect them to get points....
\_/_  Collect 10 of them to find the key....

-
|_|   KEYS/BIGGERS:
 \   Collect it to exit to next level....
  X   (Do this ASCII seems like a key? NO!)

```

Delarith is based on a world system just as NSX and Geenie...

This means you-pass-some-levels-all-level-graphics-changes....

Pass 5 levels and see new graphics..

World and level numbers are on the upper-left corner of game screen...

EXPLAINED BLOCK GRAPHICS ARE DUMMY AND WILL CHANGE IN EVERY WORLD, FIND THEM

YOURSELF WHICH BLOCK IS WHAT....

1.4 Enemies

Of course there are enemies trying to stop you. Indeed most of them are just trying to pass the screen and crush you if you're on their way...

There are 0-3 enemies per level.

Here are our enemies:

Arrows, Liquid drops, Rockets, Fireballs, Crabs, Skulls, Boubles, Goldfishes, Silverfishes, Seahorses, Worms (Should I call them worms?) and Eyes....

Too few enemies? Don't think so....

And your biggest enemy is the time limit.....

1.5 Extras

Extras are added to game to give you more pleasure. They will be appear during the game and help you, or not.. Heh heh...

Extras are same during the game, a message will be given when they appear.

object	message	explanation
Gold Coin	POINTS *2	Doubles all game points.
Silver Coin	500 BONUS PTS	Gives 500 bonus points.
Hero	EXTRA LIFE	Isn't it clear?
Stop sign	HOLD NMES	Stops enemies for a while.
Skull	MASSACRE	Kills and disables enemies.
Shield	SHIELD	Protects the hero.
Frozen hero	FREEZE	Freezes the hero for a while then gives a shield.
Glitters	TELEPORT	Teleports hero to somewhere in the level.
Key	KEY TO EXIT	Makes the exit key appear.
Arrow 1	SPEED UP	Speed up the game speed.
Arrow 2	SLOW DOWN	Slow down the game speed.
Golden Clock	EXTRA TIME	Stops timer for a while.
Silver Clock	RESET TIMER	Resets timer.
Black Sphere	DARKNESS	Turn the lights off for a while, gives you a shield when lights turned on.

1.6 Installing

FLOOPY:

Get a blank disk, name it as "DELARITH". Copy all the contents of directory 'Delarith' to disk then boot...

or simply boot from workbench disk, then insert your DELARITH disk.
You must have ICONX on your C: drive....

HARDDISK:

Extract archive to where you want Delarith to be installed...
double-click on Delarith icon.

You must have ICONX on your C: drive....

1.7 Requirements

The game coded and completed on an A1200.
The game should work even with WB1.2 and 512K chip memory but never tested.

Game tested on,

A600 / 1.0M chip
A1200 / 2.0M chip
A1200 / 2.0M chip 4.0M fast
A1200 / 2.0M chip 4.0M fast + 68030 turbo card

1.8 Registering

Register your DELARITH, support us and get a better version of it.

There are 4 worlds (20 levels) in this unregistered version,
There are 20 worlds (100 levels) in the registered version.

Send USD 15.- or equal to:

Mehmet Ali Sahin
Turangunes Blv. 22/10 Cankaya Ankara 06550
TURKEY

Please add a blank disk (no r/w errors) if you are not a net-surfer.

To get the registered version via net, you must be able to receive 1M mails.

You may offer some other things instead of registering fee, just contact
and offer...

Please contact us before sending a gift:

NEEDED STUFF:

Pal VHSs of listed movies (English):
- Alien 3
- Abyss
- Tommyknockers

- Dolores
- The Dark Half (was read it somewhere)
- Pet Semetary II
- Home Alone
- Blade Runner
- Raiders of the Lost Ark
- Kiss of the Spider Woman
- Birdy
- Bagdad Cafe
- Blues Brothers
- Bloody Weekend
- All Disney cartoon movies
- your Pal VHS offers

Books:

- Cycle of the werewolf, Stephen King
- Danse Macabre, Stephen King
- Art books
- your offers

CDs (music or computer), magazines, comix and your other offers.

1.9 Bug Reports

Are there any bugs left? sure there are.....

Please inform us...

E-mails to:

mali@sebit.com.tr

Snail-mails to:

Mehmet Ali Sahin

Turangunes Blv. 22/10 Cankaya Ankara 06550

TURKEY

1.10 Title screen

Title screen, is just a screen.....

When you run the game. You'll watch the Backyard Brothers logo, then the title screen.

Fire-Space-KeyPad '5': to skip to options or listen to Onat's music.

The Game has no options indeed....

After passign the title picture, you'll see a screen with some lines of text. Use up&down+fire to select from;

START GAME : If you don't know what is this, you're an IDIOT....
Reset your machine or even better throw it out of window.

ENTER PASSWORD : Use your passwords given for every 5 level to start
the game from that world..

VIEW BEST SCORES : To view all times' best scores. Yes all time, if
you break a score-record this will be saved to disk....

VIEW BEST TIMES : Each level has it's own finishing-time-record.
All times' again and saved to disk...

CREDITS : Select this and see who-dun-what?

QUIT : Read the explanation of 'START GAME'

1.11 Who done what?

Who done what in DELARITH:

- Mehmet Ali Sahin
All code, nearly all the design, Backyard Brothers logo, fonts,
DELARITH logo, all game graphics, all maze graphics ,
all level designs, sound effects, guide text.
- Tunc Dindas
Pixelling of Backyard Brothers screen, some of the design.
- M. Onat Cakit
Soundtrack. The idea of the name, 'Backyard Brothers'.
- Tunc Taylan
He is not a brother on the backyard but he did the design for Backyard
Brothers Screen.

We would like to thank to all our brothers on the backyard
Edgar M. Vigdal, Burak 'GART' Kucukler, Sedat 'SWM' Besni, Erdem
Ertan, Berke, Huseyin Yesilbas, Ugur Ozyilmazel

1.12 Brothers on the yard

Backyard Brothers are a little team of ex-sceners (or sceners). There are
were two coders (M.Ali and Berke) but now just one, two graphicicians
(M.Ali and Tunc) and a musician (Onat) in the team.

I think we are the only team from Turkey producing games, but sure that we
are the only ones on Amiga...

This is the third title, and it took some time to finish it. I'm talking about
years.... But it took some weeks to finish, years after designing it...

1.13 Other Stuff

These things were forgotten and added here, hope there's not more:

CONTROLS:

- Use your stick (port 2)
- Cursor keys to move + space for fire
- Keypad 2-4-6-8 to move + Keypad 5 for fire

TIME LIMIT:

There's also a time limit against you. It is shown on the lower side of the screen. Watch for it....

BEST TIMES:

Getting the 'reset-timer' extra changes nothing for the best times list. It's counter is different, just be quick...
You can break best time records (under 100) when you find the level pass cheat or you're so lucky that first extra is the key....

20492:

20492 bytes are the data length for worlds.
You can not rename and play normal levels in a different order (if you're not very very very lucky) or you cannot replace after editing them. DELARITH checks file and exits with an error message if occurred.

GIVE UP A LIFE:

When you feel yourself in stuck, press "ESC" to sacrifice a life. You will need it in some levels. This will restart the level, use it when you're falling directly to mines... You can't sacrifice if only one life left...

CHEATS:

The game itself has some cheat options, try to find them:
Pass level, infinite lives, unlimited time, mines don't blow, no enemies, infinite shield....

1.14 Last minute

- Please, do not crack the game and not release trainers. The game itself has some cheat options (explained in OTHER STUFF). Try to find them instead.

- Please, do not reset your machine when disk operates, it may be saving bests lists to disk and may crash your disk or data. We are not responsible of damages of your media that Delarith did because of this but we will replace your damaged Delarith datas for once.

- Please, send a sample copy to us if you put 'DELARITH' to your compilation. Or if you reviewed it do the same with your magazine..

1.15 Nibbler Super eXtra

NSX is the first title of Backyard Brothers. Its a nibbler game but it has a lots of extras, lots of levels, lots of cool graphics.....

Extras, levels and graphics makes it different from the others. Maybe the best nibbler clone is NSX.

Extras such as lemming, pacman, ghost, joker, dynamite, scissor etc. makes the game great fun.

You can find NSX' latest version on Aminet.... download it now...
Current version is v1.90.....

/game/misc/NSX_v190U.lha

1.16 Geenie

It's a cute jump game with toonish style of graphics. Based on the story of four green friends, Geenie, Teenie, Meenie and Vinnie who can't walk but jump and their enemies does the same....

Everything jumps, jump, jump, jump.....

It will has worlds too, this means graphics, lots of them... You can play one of the four green friends, guide him thru levels/worlds by jumping, collecting, picking/avoiding extras.....

You can find Geenie's latest version on Aminet.... download it now...
Current version is v1.48.....

/game/jump/geenie148.lha
