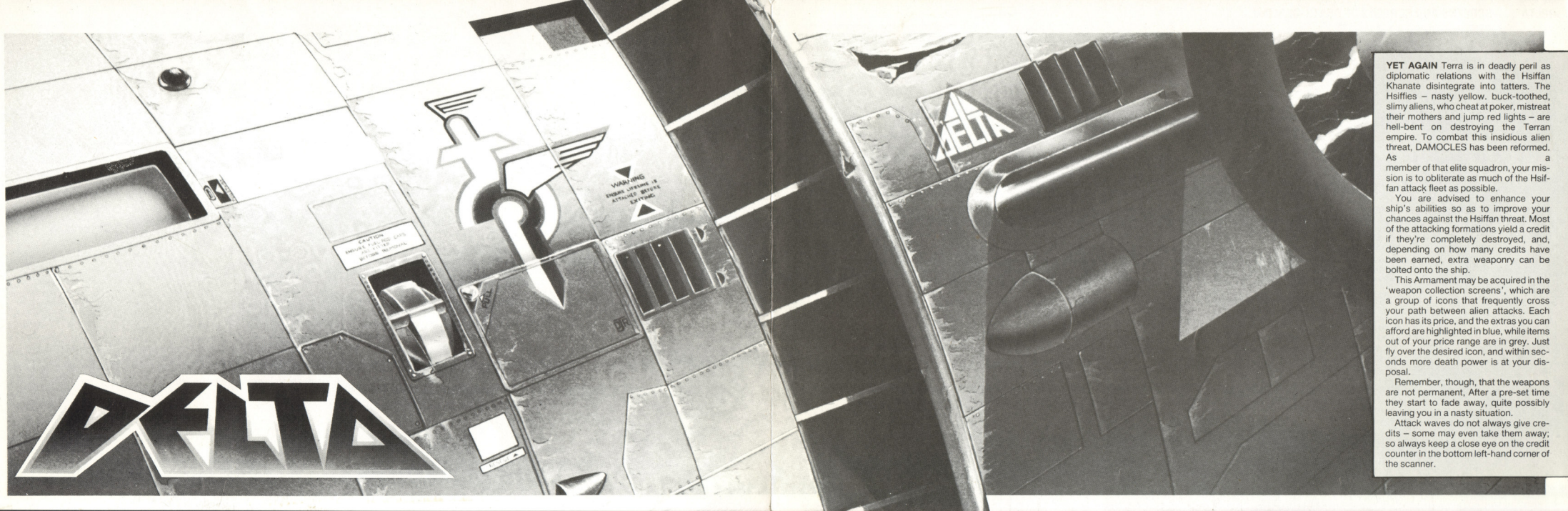




YET AGAIN Terra is in deadly peril as diplomatic relations with the Hsiffan Khanate disintegrate into tatters. The Hsiffies – nasty yellow, buck-toothed, slimy aliens, who cheat at poker, mistreat their mothers and jump red lights – are hell-bent on destroying the Terran empire. To combat this insidious alien threat, DAMOCLES has been reformed. As a member of that elite squadron, your mission is to obliterate as much of the Hsiffan attack fleet as possible.

You are advised to enhance your ship's abilities so as to improve your chances against the Hsiffan threat. Most of the attacking formations yield a credit if they're completely destroyed, and, depending on how many credits have been earned, extra weaponry can be bolted onto the ship.

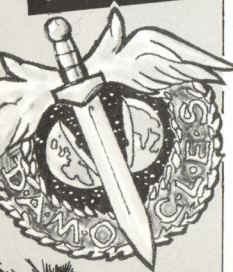
This Armament may be acquired in the 'weapon collection screens', which are a group of icons that frequently cross your path between alien attacks. Each icon has its price, and the extras you can afford are highlighted in blue, while items out of your price range are in grey. Just fly over the desired icon, and within seconds more death power is at your disposal.

Remember, though, that the weapons are not permanent. After a pre-set time they start to fade away, quite possibly leaving you in a nasty situation.

Attack waves do not always give credits – some may even take them away; so always keep a close eye on the credit counter in the bottom left-hand corner of the scanner.

DELTA . . . SCREENS AND SCREENS OF DEATH-DEALING DESTRUCTION AND MAYHEM.

Below are detailed explanations of available extras. New pilots are advised to acquaint themselves with their respective icons and capabilities (as copied from the CALE INDUSTRIES armament sales catalogue).



Extra speed: Defending Terra is a speedy business and without extra velocity you may soon be pushing up daisies in a war grave. But be careful not to overdose on speed, because the ship's engines soon overload and will then go slower than before. Only one credit.



More bullets: The rudimentary fire-power accredited to the basic ship is sufficient for dealing with the namby-pamby front-line attack force, but you really ought to be better equipped when entering later levels. With grade three gunnery hugging the ship's hull, fool be the Hsiffite who messes you around. To you John, two credits.



Multiple fire: Those sneaky devils will attack from all sides, so guard your back, port and starboard sides with super multiple-fire – ideal for dealing with the spinning wheel of death that's sure to be encountered once you've acquired some space skill. A snip at a mere three credits.



Fish Weapon: For four credits, extra pulse-lasers from the amphibian planet Zlot can be yours. Blow away the enemy with impressive ease and take away the strain from alien encounters. Experience surprise as previously invulnerable space monsters boil away into their component molecules.



Protector: Lacerate any fool Hsiffy trying to encroach on your personal air-space with this ball of razor-sharp, spinning shrapnel and glass. It chops, it mashes, it winds and grinds, and apart from all that, it looks good. Astound your enemies and amaze your friends with the style and elegance that five credits will make yours.



Warper: This little gadget does things to space-time that would have any self-respecting scientist breaking out into a rash of puzzled frowns. Once attached to your sturdy space steed, a near total reversal of the time-flow quotient occurs every pico-second. In layman's terms, all time slows down. Even the most enthusiastic Hsiffan would have a job beating a Reliant Robin from 0 to 60 when the warper's in action. This makes them very easy to avoid and easy to shoot, especially considering your ship still moves at normal speed. To you squire, only six credits.



Supa Shield: The champagne of armament, the crème de menthe of the weapons world. Makes Hsiffans look like the lager-shandy of the alien threat league. But excellence costs, and a Supa Shield carries the not-immodest price tag of seven credits. Not cheap. Still, if you want to put the wind up the enemy there's nothing finer than a Supa Shield to do it with.

LOADING INSTRUCTIONS

Cassette

Insert tape in the player, making sure that it is rewound. While holding down the **shift** key, press the **run/stop** key. When the screen prompts you, press **play** on the player. *Delta* will now load automatically. **NOTE:** If you are having problems loading, please remove any peripherals, such as disk drive, printer, cartridges etc, you may have attached, and repeat the above procedure.

Disk

Insert disk in disk drive, type **LOAD ""**, **8,1** press the **RETURN** key. *Delta* will now load automatically. **NOTE:** *Delta* will NOT load if there is any form of cartridge present.

Once *Delta* has loaded press space bar for options.

F1 Toggles between one player and two player.

F3 Toggles between Joystick and Keyboard.

F5 Toggles between soundtrack and sound effects.

Joystick in either port (although this allows you to hinder your opponent in two player games!).

To pause, press the **run/stop** key.

To exit to the title screen, press **run/stop** followed by **'T'**.

KEYBOARD CONTROLS.

Up	W
Down	X
Left	A
Right	D
Fire	Return

This has been number two in an ongoing series to stun, captivate and entrance. Occasioned by **Thalamus**, executed by **Stavros Fasoulas** and assisted by . . .

Rob Hubbard: music, sound fx

'Clumsy' Colin: testpilot
John Twiddy: cyberlode
David Rowe: artwork
Oli Frey: layout

Franco Frey: financial guidance
Gary Liddon: technical guidance
Andrew Wright: practical guidance, production

Produced by **Andrew Wright** and **Gary Liddon**

Delta is the second leisure release from **Thalamus**, the first being *Sanx-ion* which is available for the **Commodore 64** computer on disk and cassette and which has no catalogue number.

Thank you.
'I have my pride.'

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Front Office, 1st Floor, **Advance Works**, 44 Wallace Road,
London N1 1PQ



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