Blood Money

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**The Walkers on Level 1 –
these need 18 frames of animation.**

hardware break-point generators that could vector my program to any address in memory and a little device that copied the ROM automatically into RAM for me to edit.

Another important factor, of course, is support from the people you're working with. Coping with the program coding AND the graphics AND the sound would be impossible without support, which, of course, Psygnosis are always ready and able to give!

Finally, my background taught me to be thorough in my approach to programming problems. The sprite control language is a good example of this approach. You can see it working particularly hard in the sequence at the end of level 2, where the three snake guardians are all multi-sprites, each segment being controlled separately. There was some rather tricky maths involved here as well to ensure that the movement was smooth and co-ordinated.

Right now I've got two objectives - finish my training in Microsystems at the Dundee Institute of Technology (yes, I do my programming at night!) and work on my next game. I'm not giving too much away, but if you look at the introductory sequence for Blood Money, where the meteorites are tumbling towards you, you might get a hint or two...

BLOOD MONEY FACT BOX

Graphics data	**1 mbyte**
Sound data	**250K music**
	16K effects
Music sample rate	**8mhz**
Maximum sprite size	**100 by 144 pixels**
Max no of frames for single sprite	**18**
Screen update	**16 times a second**
Player ship update	**50 times a second**
Joystick scan	**50 times a second**
Project duration	**8 months**

CONGRATULATIONS!

...you've just got your hands on the ultimate arcade game. A whole megabyte of graphics, 250K of sampled sound, and a maelstrom of death, destruction, and discovery awaits you. If you survive, you'll be set up for life; and if you don't....

This booklet gives you all the information you need to get the most out of your software purchase. It includes all the background information you'll need to get into the game, together with technical details provided by the programmer himself so that you can truly appreciate what's happening on your computer screen.

THE GAME...

Blood Money takes you on an Alien Safari across the untamed horizons of four hostile planets. The organisers charge varying rates of admission to each planet but have devised a unique way of rewarding successful hunters. You can see their brochure on the centre pages for more information.

As young Spondulix, savouring the delights of the holiday planet Thanatopia, you yearn for excitement before returning home. Unfortunately, you cannot hope to raise the $100 required for entry to the safari, so you have no alternative but to sit and mope all day, with nothing to look forward to but your final examinations in Venusian Accountancy.

Then, one day, a letter arrives in the post. It's from your parents. When you see what's inside, you know your time has come...

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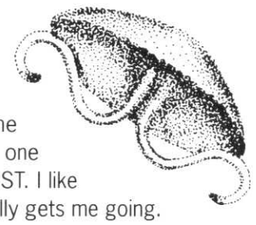
INSIDE STORY

David Jones, programmer of Blood Money, tells you all about the game you've just been playing...



Hi. I'm 23 years old and come from Dundee in Scotland. I was the programmer of Menace, an earlier release under the Psyclapse label, which was hailed at the time as the 'best Amiga blast' on the shelves. Although we were pleased with the product – it was my first game ever – here at Psygnosis we wanted to do something more...something special. Blood Money is the result...

First let me tell you a bit more about myself and the background to the program. I work from my bedroom at home where I share space with one of Psygnosis' 25m/hz 386 IBM compatibles, two Amigas, and an Atari ST. I like the PC for business but when it comes to games it's the Amiga that really gets me going.

I'm also a great fan of shoot-em-ups. I programmed Menace simply because, at the time, there didn't seem to be any decent games for the Amiga. To some extent, Blood Money is a further development of the Menace concept, but goes much, much further. Menace, for example, used the hardware scroll on the Amiga but I abandoned that in Blood Money and started using the blitter to scroll the screen, which speeded up the game because it made certain sprite operations far easier to handle.

The Amiga has a great sound chip as well, but it hasn't been nearly used to its full extent. Even now I have problems finding the right sounds for games, but that's no problem when you work with Psygnosis – Ian Hetherington first spotted the Blood Money track, and I think you'll agree that Ray Norrish has done us proud – there's around 250K of sampled sound for you to enjoy.

What we really wanted in Blood Money was a game that ran on a home computer but looked as if it could have come straight out of the arcades. That meant increasing the difficulty level (Menace was much easier to complete) and also boosting the action on-screen. And, of course, the graphics had to be superb. Together with Tony Smith, who did the graphics for the game, we've managed to squeeze a whole megabyte of graphics data into the program.

LOADING TIPS

If you prefer, you can skip the introductory sequence and jump straight to the player selection screen by pressing the fire button and the mouse button simultaneously (or both fire-buttons if you have two joysticks connected).

If the title screen (box cover illustration) has not appeared within 45 seconds then there may be a problem with your computer system. Check that the computer is connected up properly and that the above sequence of instructions has been followed correctly. If you are sure that your computer is functioning (i.e. other software is working correctly) and are still unable to load BLOOD MONEY then you may have a faulty disk, in which case you can obtain a free replacement from Psygnosis. All Psygnosis products are fully guaranteed – see page 15 for details.

VIRUS WARNING!

This product is guaranteed by Psygnosis Ltd to be virus free. Psygnosis Ltd accept no responsibility or liability for damage caused to this product through virus infection. Please see the inside back cover of this manual.

To avoid virus infection, always ensure that your machine is switched off for at least 30 seconds before trying to load this game...Please see the inside back cover for more information regarding viruses and your warranty.

WELCOME ABOARD!

...we KNOW you're going to have a ball! Just to make sure you relish every last moment of the ASP experience, we thought we'd spoil the fun a bit by telling you how NOT to get killed within the first ten seconds of your trip. In fact, to make things especially easy, we'll even give you a few instructions on how to operate your personal flight console.

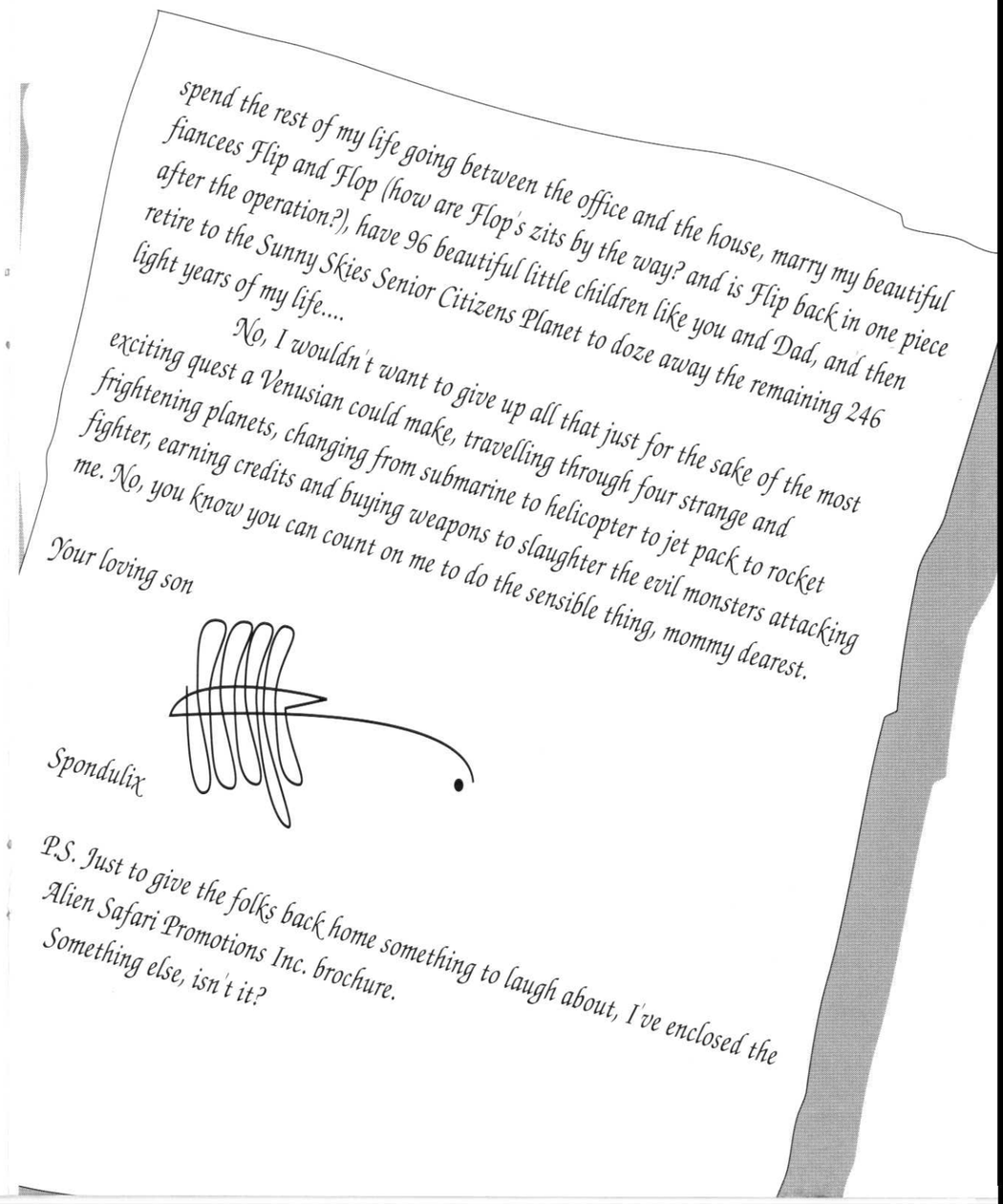
The view on your computer screen is relayed to you direct by ASP Holovision Satellite Enterprises and shows our cameras' view of your ship (if it still exists!) as you jaunt through the worlds of Gibba, Grone, Shreek, and Snuff. We chose these worlds because of the extraordinary diversity of wildlife – all of it enchantingly hostile – and...well, we think the welcoming committee says it all.

Your craft is controlled by **joystick**. Of course we hope you've chosen an ASP Super Slayer Mk. IV, but if not, no matter, though perhaps we should point out that the Super Slayer is guaranteed to prolong active life by at least a minute and that without it you don't stand a dog's chance. Your stick should be inserted into **Joystick Port 2** (i.e. the port NOT normally occupied by your ASP Dyna-Rodent Mouse Controller).

Naturally we realise that the excitement may prove too much for some of you. For that reason, we've made provision for you to be accompanied by a sucker..sorry...**friend** of your choice. Ensure that he has adequate life insurance and that he plugs his stick into the port normally occupied by the **mouse controller**.

Some of the scenes you may encounter are slightly disturbing. In fact, you may pass out momentarily with terror. If you do, try your best to hit the **spacebar** first, pausing the action. When you've recovered your nerve, hit **fire** to continue.

Everyone likes a bit of music to murder by. **F3** on the Player Selection Screen brings you the rousing National Anthems of the Tone Terrorists of Delta 5. Those of you who really want to savour the action can use F3 to toggle between the music and the **sound effects** picked up by the microphone mounted on your ship (or space suit for those lucky players who savour the landscapes of Shreek).

In the highly unlikely event of your obtaining a **high score**, write-enabling disk 2 will enable your score to be saved to disk.

Finally, in case of emergency, you may press the **ESCAPE** button to **abort** the mission and return. There is absolutely no shame attached to this action, which is – of course – what any sane individual would do as soon as he catches sight of Gibban wildlife, let alone the inhabitants of Snuff. Just one small point – wimp out, and we'll break both your legs. Now just sit back, relax, and **enjoy!**