

ALIEN SAFARI PROMOTIONS

Present...

The space safari challenge of a lifetime!

The BLOOD MONEY Sweepstake Safari

Yes, holidaymaker, four fun-packed planets await you on the adventure you've been yearning for all your dull, humdrum life! Alien Safari Promotions are pleased to offer you entry to the unique BLOOD MONEY Sweepstake Safari.

Just look at these stunning features...

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TREMENDOUS VALUE FOR MONEY

Enter for as little as 100 credits – but you pay with your life if you fail! Succeed and you'll be the richest, most famous creature in the whole universe.

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NO-NONSENSE SCENARIOS

No fussy intergalactic armistice regulations, no protocols, no handshakes, no complicated forms to fill in. Just kill everything in sight. Remember, there are no friendly aliens around on ASP Safaris. We guarantee total hostility.

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UNIQUE BIO-GENETIC REWARD SYSTEMS

ASP scientists have got some real hot cookies in the genetic engineering department. We've subtly altered the body chemistry of certain aliens on each planet to give the truly murderous big-game hunter big cash rewards.

Find out where the money really goes when you pop the weasels!

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ENHANCED AGGRESSION POTENTIAL

Simply dock in at an equipment centre and spend some of that loot on the extra weaponry you're going to need – bombs, reverse missiles, multiple warheads, shields.... you name it, your blood money can buy it.

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OUR PROMISE TO YOU

Plunder all four planets, using the four different vehicles we provide, and we GUARANTEE you'll leave a very rich and very famous holidaymaker indeed. Naturally, if you don't get through, you're dead. But you'll have had a holiday your loved ones will never forget.

Just take a look at some of the great friends you're going to meet on your dream holiday. They're dying to meet you...literally!

THE PRICE IS RIGHT!

Planet 1 – only 100 credits to sample the delights of Gibba, the most hostile planet of the Numm System. Helicopter gunship is laid on, but watch out for the floor and ceiling gun emplacements....

Planet 2 – 200 credits gets you a valid hunter's license for Grone. It's worth every one. Transport on Grone is by submarine, and this strange undersea world contains a multitude of colourful and frightening opponents.

Planet 3 – 300 credits and you can land on the terrifying terrain of Shreek. This is a very superior planet indeed. Travellers are provided with the latest in personal jetpack systems. Lots of plunder can be taken here, but you'll need the weapons it can buy – the natives are extremely unfriendly.

Planet 4 – Yes, everyone's heard of Snuff. The ticket costs 400 credits but we at ASP believe that this planet offers the ultimate in blasting and plundering. We should add that no-one has yet returned from this particular trip.

Small Print

Intergalactic Space Safaris can accept no responsibility whatsoever for any accidents that may occur on our holidays, nor for any loss of limbs, eyes, internal organs or any other parts of the body. Travel is entirely at the customer's own enormous risk. It is not possible to arrange insurance for this holiday.

Don't delay!
Sign up NOW
for the most thrilling experience of your life
with ASP – the Specialists in Personal Danger.

Star Date 21.32.2121



Dear Mom,

Thanks very much for the postal order for 200 credits. As soon as these lazy Thanatopians open the post office I'll go and cash it. I really need it as well. Everything here is much more expensive than back on Venus – I had to pay 60 credits the other day just to have my blood changed (the atmosphere here means I have to do it twice as often as at home). And yes, of course I won't waste the credits on anything stupid like an Alien Safari where you try to conquer four planets full of the most amazingly nasty alien creeps – and pay with your life if you fail.

You know me mum – I certainly wouldn't do anything as dangerous as that. The desk clerk at the motel gave me a brochure for the Safari the other day, and boy, did it look mean! Lots of people try it, but nobody has ever come back alive. And they make you pay 200 credits for the privilege of trying! And while these happy holidaymakers are desperately trying to kill monsters and stay alive, ASP are charging people here to watch them on live video relay. I spent a few credits (just a few, honestly) watching them yesterday. It was tough. Really tough. But very exciting too...

But as I've said, I'm far too sensible to try anything like that. I mean, if I didn't come back I'd never be able to take the Venusian Accountants examinations,

FIREPOWER

Here at ASP we've really gone overboard in our choice of tours for the 2121 season. The planets on offer give you unparalleled opportunities for death and destruction, and to help you, we've provided a bit-blasting selection of weaponry available at nominal charge in Equipment Shops throughout the planetary systems. Here's your firepower checklist:



\$100
Support missile, skybound.

programmed for short-range destruction fore and aft of your vessel. The second pair are designed for long range targets.



\$100
Support missile, earthbound.



\$150
Support rear-fire missile.



\$150
Neuron Bomb.
There are four bombs available. The first two selected are



\$200
Long range missile capability.

PLUS...

we also have the pleasure of offering the following branded pilot-survival systems, all supplied by **well-known and reliable manufacturers**:



\$200
'Kleen Heels Supa-Drive'™
We chose the 'Kleen Heels' drive for its unparalleled service record and combination of maximum thrust with minimum cost.

for those awkward moments when the natives are getting especially restless and life seems...well, limited.



\$250
'Norton Thunder-Thru'™
The Norton has a remarkable reputation for boosting health and efficiency. Relied on by the professionals, the Norton is guaranteed to put an extra tiger in your tank

\$250
'Dr. Martens Aero-Soul Mk VI'™
As everyone knows, the Mark VI aero-soul provides clone duplication without the unfortunate side-effects associated with the Mark V model. Guaranteed to put an extra body in the life-bank should you run out of personal back-ups.

LOADING INSTRUCTIONS

First: always switch off your machine for at least 30 seconds before loading the game. Failure to do this may result in virus contamination of the BLOOD MONEY master disk. See the virus warning opposite and the warranty notice on page 15 for further information.

● ATARI ST VERSION

Insert Disk 1 of BLOOD MONEY into Drive A. Switch on the monitor /television followed by your computer. Insert Disk 2 into the drive whenever you are prompted to do so.

You need two joysticks for the two player game. For the one player option, insert a joystick into the second joystick port.

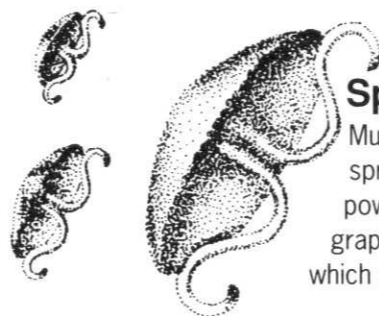
Once the game has been loaded and has cycled through the title screens and introductory sequence, the player selection screen will appear. Full instructions on how to play the game appear on page 10.

● AMIGA VERSION

Switch on the computer. If the display prompts for a Kickstart disk, insert one into the internal drive. When the display prompts for a Workbench disk, insert Disk 1 of BLOOD MONEY into the internal drive. Insert Disk 2 into the drive whenever you are prompted to do so.

You need two joysticks for the two player game. For the one player option, insert a joystick into the second joystick port.

Once the game has been loaded and has cycled through the title screens and introductory sequence, the player selection screen will appear. Full instructions on how to play the game appear on page 10.



Sprite Power

Much of that graphics data is there because of the complexity of the sprites. The first thing we had to do with Blood Money was increase the power of the sprite handling routines. I did this by writing my own graphics handling language, consisting of sixteen basic commands, which could then be used to issue instructions to each sprite individually.

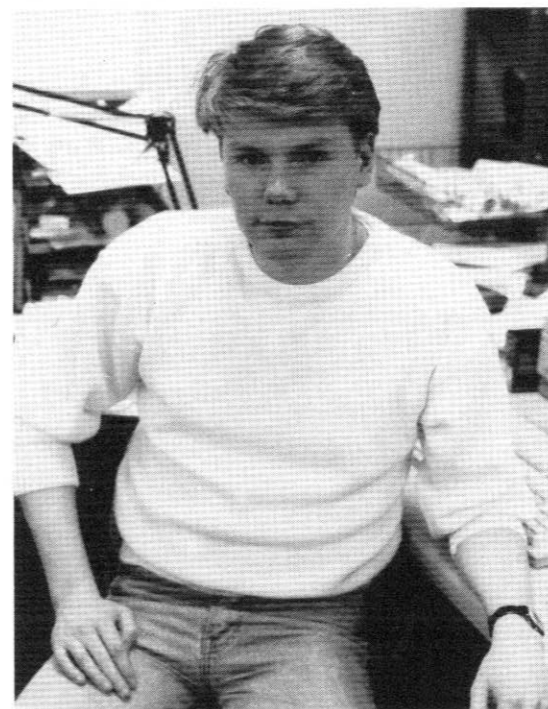
Therefore I can send an instruction to a sprite commanding it to GO TO a particular area of the screen, then make it SPLIT into two different sprites and make each one individually controllable.

Because of the complexity and size of the sprites, this process can become very complex. On the third planet, for example, you'll be confronted by fighter planes that come towards you with missiles attached to them. These missiles then blast off towards you while the planes bank and turn away into the distance. Altogether, this involves 19 frames of animation, each stored as a separate sprite. That takes up a lot of space.

It also took me quite a while to sort out the collision problems with those planes, because as soon as they bank away from you, they move into a different visual plane and must therefore not collide with the player ship. I had to use my sprite handling language here pretty carefully to avoid unwanted effects.

You too?

Ever since Menace, people have asked Psygnosis what it takes to produce a really good game. I think there are several factors involved, but one thing that does help is a good knowledge of hardware. When I left school I went to work with Timex in Scotland, doing development work for the early Spectrums. I started by writing assembler test programs and ended by building my own hardware add-ons, including



David Jones – programmer of Blood Money.

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BLOOD MONEY

WARRANTY LIMITATIONS

The disk(s) included with this product are guaranteed to be in correct working order and free from all manifestations of the 'VIRUS'. It is the purchasers responsibility to prevent infection of this product with a 'VIRUS' which will always cause the product to cease working. Psygnosis Ltd will replace free of charge any disks which have manufacturing or duplication defects. These disks should be returned directly to Psygnosis for immediate replacement.

Psygnosis Ltd will in no way assume responsibility or liability for VIRUS damage which can always be avoided by the user switching off his or her computer for at least 30 seconds before trying to play this product. If disks have been destroyed by a VIRUS then please return the disks directly to Psygnosis and enclose £2.50 to cover replacement costs. When returning damaged product please return the DISKS ONLY to Psygnosis.

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CREDITS

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BLOOD MONEY