

Blood Money

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**Psygnosis Ltd. 122 Century Buildings Tower Street
Brunswick Business Park Liverpool L3 4BJ**

Tel: (051) 709 5755

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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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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.

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.

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.

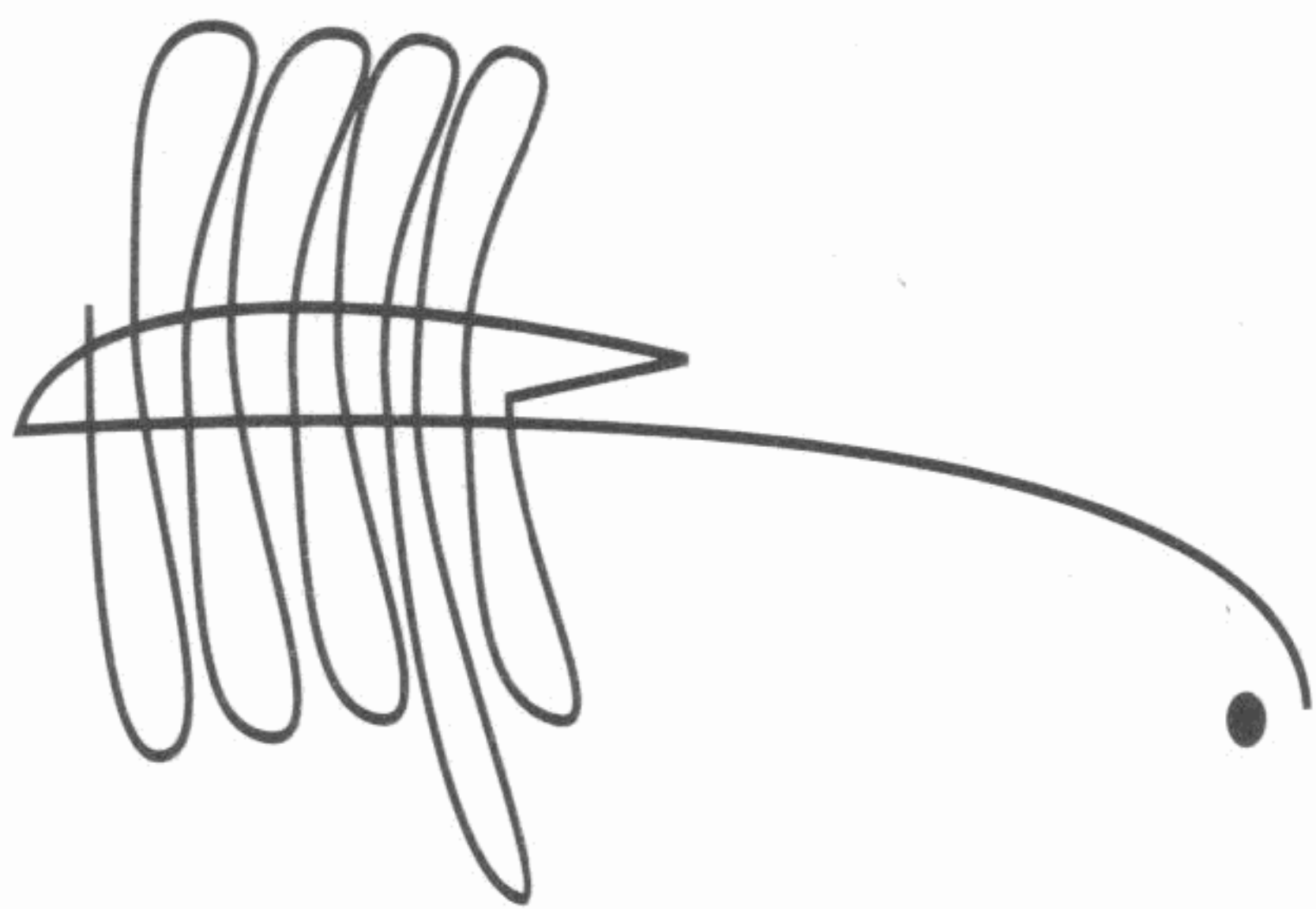
You know me mum – I certainly wouldn't do anything as dangerous as that. The desk clerk at the motel gave me a brochure for the Safari the other day, and boy, did it look mean! Lots of people try it, but nobody has ever come back alive. And they make you pay 200 credits for the privilege of trying! And 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,

spend the rest of my life going between the office and the house, marry my beautiful fiancees Flip and Flop (how are Flop's zits by the way? and is Flip back in one piece after the operation?), have 96 beautiful little children like you and Dad, and then retire to the Sunny Skies Senior Citizens Planet to doze away the remaining 246 light years of my life....

No, I wouldn't want to give up all that just for the sake of the most exciting quest a Venusian could make, travelling through four strange and frightening planets, changing from submarine to helicopter to jet pack to rocket fighter, earning credits and buying weapons to slaughter the evil monsters attacking me. No, you know you can count on me to do the sensible thing, mommy dearest.

Your loving son



Spondulix

P.S. Just to give the folks back home something to laugh about, I've enclosed the Alien Safari Promotions Inc. brochure.
Something else, isn't it?

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...

...

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.

...

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.

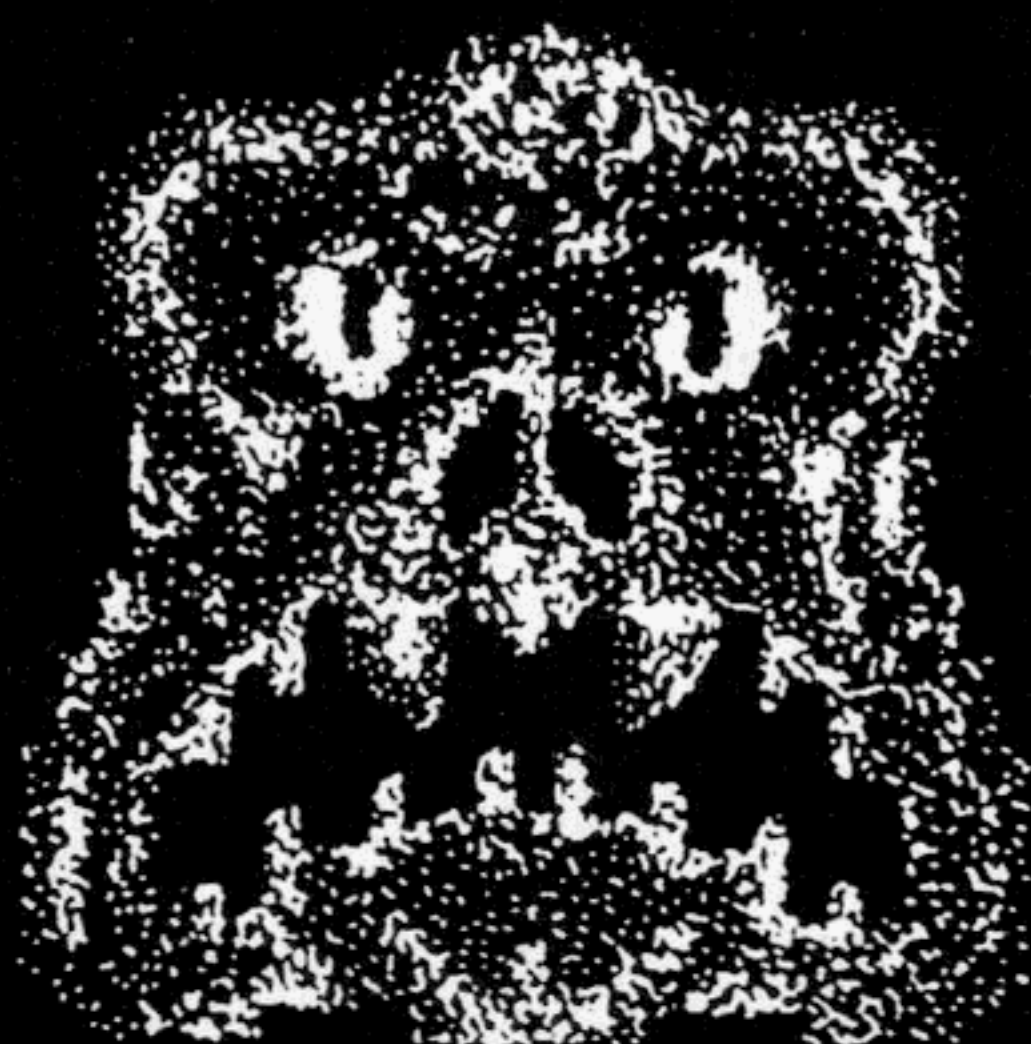
...

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!

...



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

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.

•••

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.

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!**

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.



\$100

Support missile, earthbound.

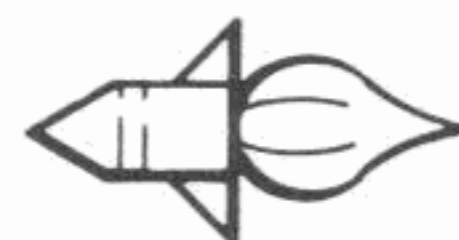


\$150

Neuron Bomb.

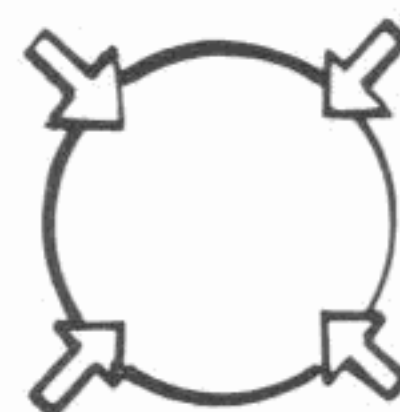
There are four bombs available. The first two selected are

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



\$150

Support rear-fire missile.



\$200

Long range missile capability.

PLUS...

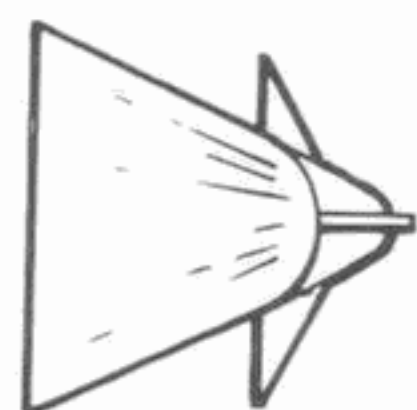
we also have the pleasure of offering the following branded pilot-survival systems, all supplied by **well-known and reliable manufacturers**:



\$200

'Kleen Heels Supa-Drive'™

We chose the 'Kleen Heels' drive for its unparalleled service record and combination of maximum thrust with minimum cost.



\$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

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



\$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.

INSIDE STORY

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

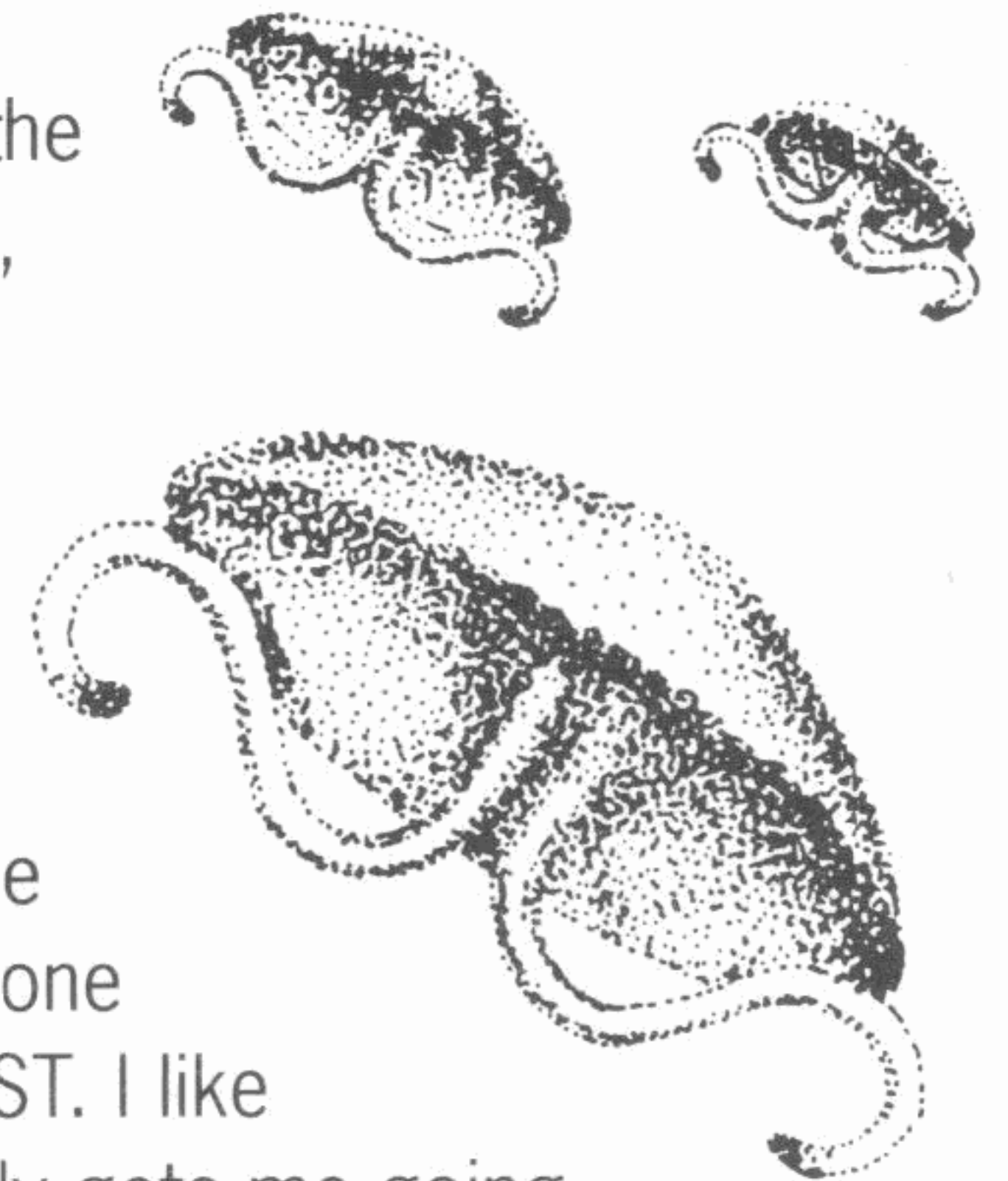
Hi. I'm 23 years old and come from Dundee in Scotland. I was the programmer of Menace, an earlier release under the Psyclapse label, which was hailed at the time as the 'best Amiga blast' on the shelves. Although we were pleased with the product – it was my first game ever – here at Psygnosis we wanted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





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.

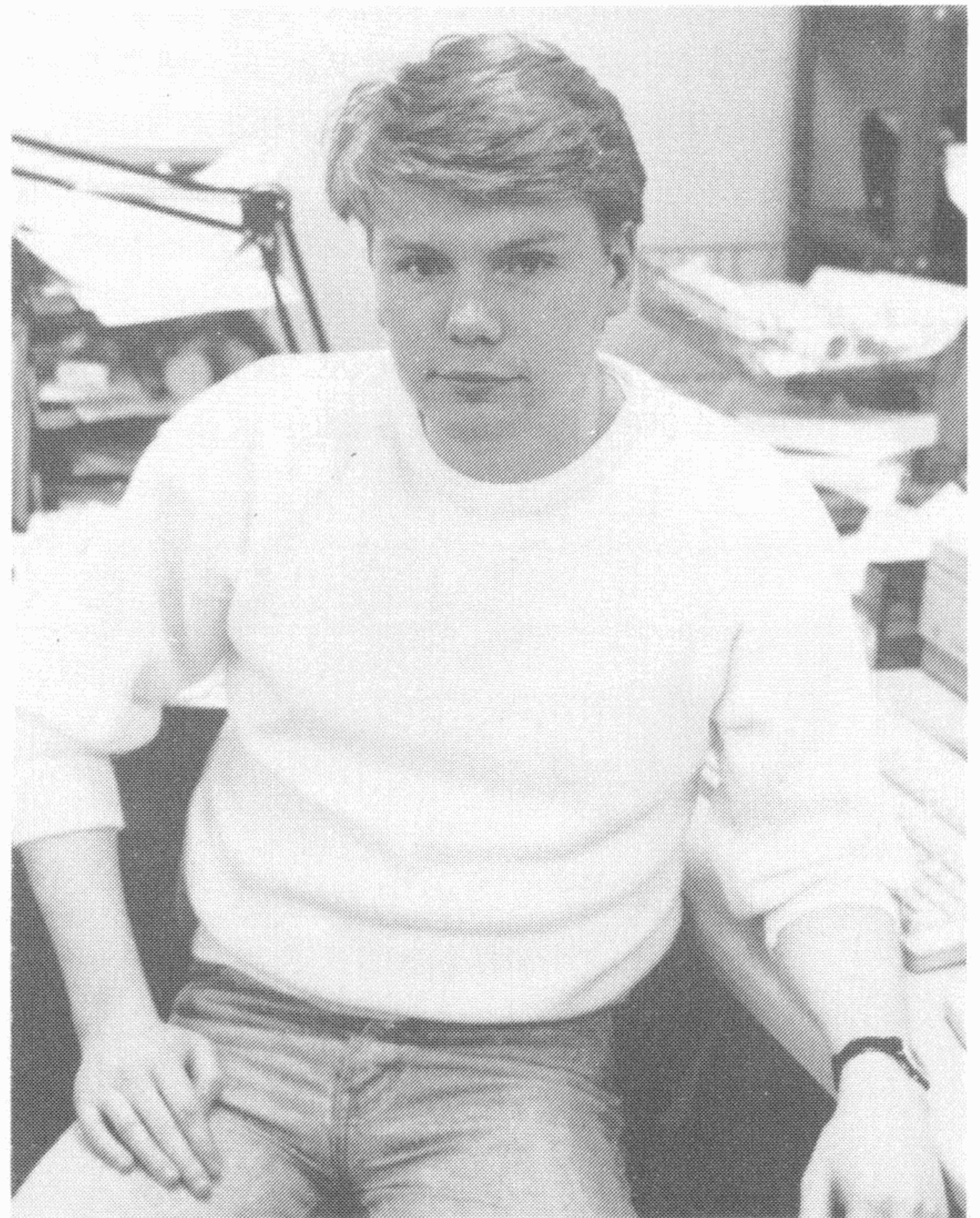
Therefore I can send an instruction to a sprite commanding it to GO TO a particular area of the screen, then make it SPLIT into two different sprites and make each one individually controllable.

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.

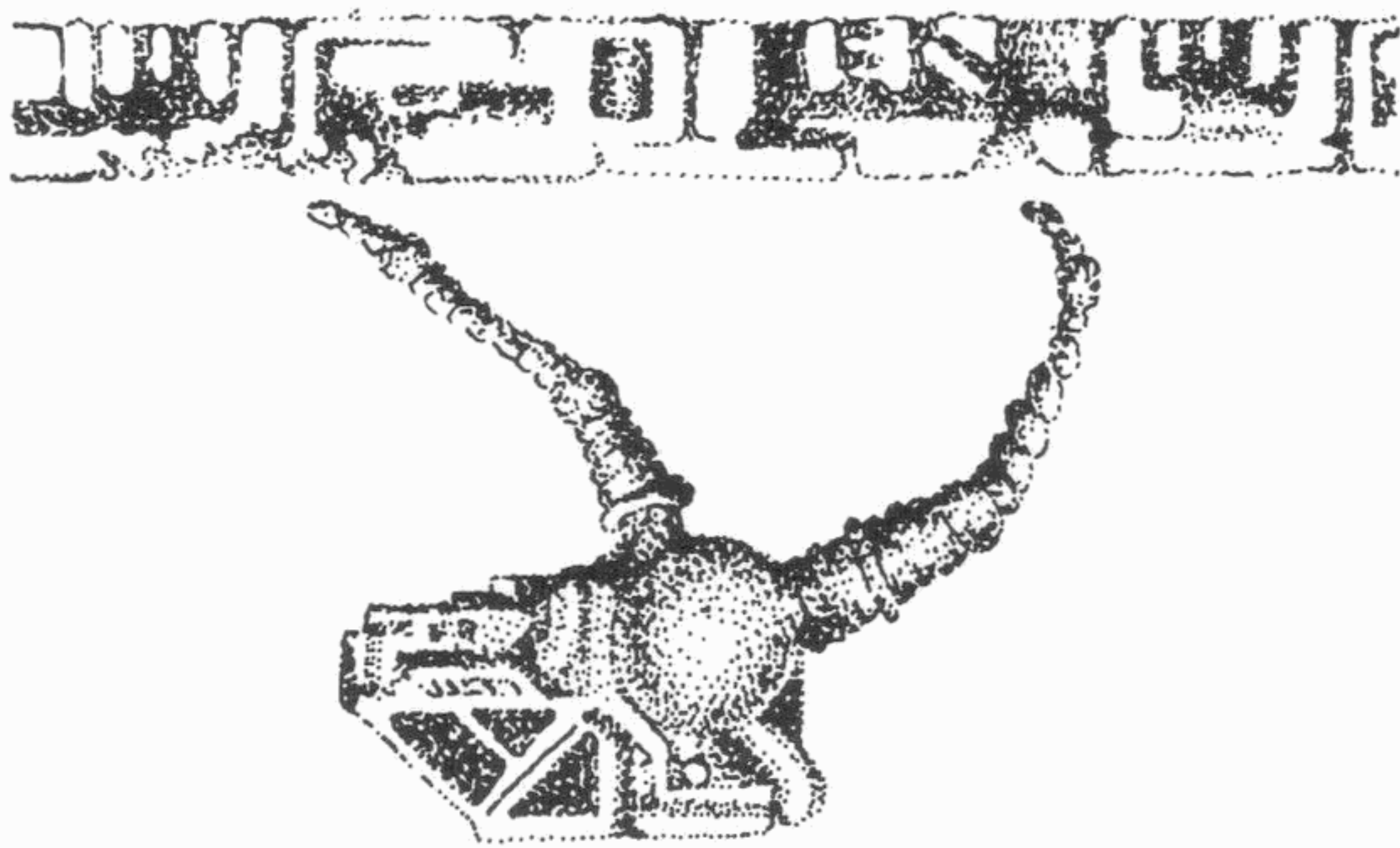
It also took me quite a while to sort out the collision problems with those planes, because as soon as they bank away from you, they move into a different visual plane and must therefore not collide with the player ship. I had to use my sprite handling language here pretty carefully to avoid unwanted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



**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

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

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

Code, design, and concept by DMA Design

Music by Ray Norrish

Cover Picture by Peter Andrew Jones

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