

BLOOD MONEY

The ultimate arcade game

Hold it right there. Are you REALLY ready for this one? Have you got the courage to load up the experience that makes all the other games you've played seem prehistoric?

Because **BLOOD MONEY** is simply the best arcade game you've ever seen. It has staggering graphics, amazing sound effects and music and the most gripping gameplay you've ever tackled in your life. **BLOOD MONEY** just leaves the competition for dead and takes you into new realms of arcade action.

But it's going to be tough. From the instant you hear that driving soundtrack you'll be plunged into a maelstrom of sheer destruction, as you plunder the four Outer Planets in a kamikaze quest for gold and glory. The aliens in **BLOOD MONEY** set some vicious traps, and it will take all your skills just to survive.

Use your awesome firepower wisely and you'll turn those aliens into blood money that can earn you extra weapons and equipment. And you're going to need them, because there are no easy screens in **BLOOD MONEY**. It's a life and death struggle that demands all your tactical genius and shoot-em-up know-how before you battle through to confront the four planetary Guardians.

With its vast bit-mapped graphics, superb animation, blistering sound, devilish obstacles, awesome firepower and 1 or 2 player options, **BLOOD MONEY** is the greatest challenge yet faced by any games player with a passport to outer space.

BLOOD MONEY. It's here. It's in your trembling, sweaty hands. It's ready and waiting for you. But are you sure you're ready for **BLOOD MONEY**?

Two joysticks are required for two-player game
Screen Shots are from the C64 version

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Blood Money



PSYGNOSIS

GAME KEYS AND LOADING INSTRUCTIONS FOR BLOOD MONEY C64.

LOADING

Tape: Shift/runstop

Disk: type 'LOAD "BLOOD MONEY"',8,1' then press <RETURN>

GAME KEYS

Title Screen: 1 — 1 player game
2 — 2 player game
3 — music/fx
4 — patient/impatient

Quick Start: 1 player game — Fire on player 1 joystick (port 2)
2 player game — Fire on player 2 joystick (port 1)

IN-GAME KEYS

RESTORE — Abort game to title screen
C = (commodore key) — Pause

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.

THE PRICE IS RIGHT!

Planet 1 — only 100 credits to sample the delights of Gibba, the most hostile planet of 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.

WELCOME ABOARD!

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**.

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 port 1.

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 C = (commodore key) 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 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).

Finally, in case of emergency, you may press the RESTORE key to **abort** the mission.

FIREPOWER

Here is your checklist of weaponry available at nominal charge from equipment shops throughout the planetary systems.



\$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 Supra-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 aerosoul 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.

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