

RETRO ASYLUM

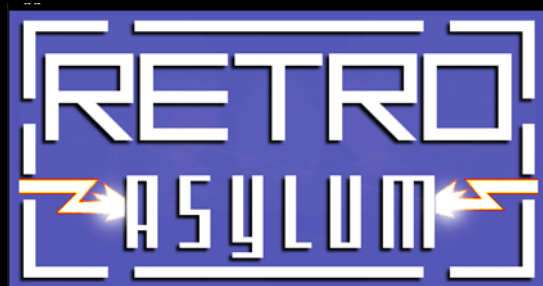
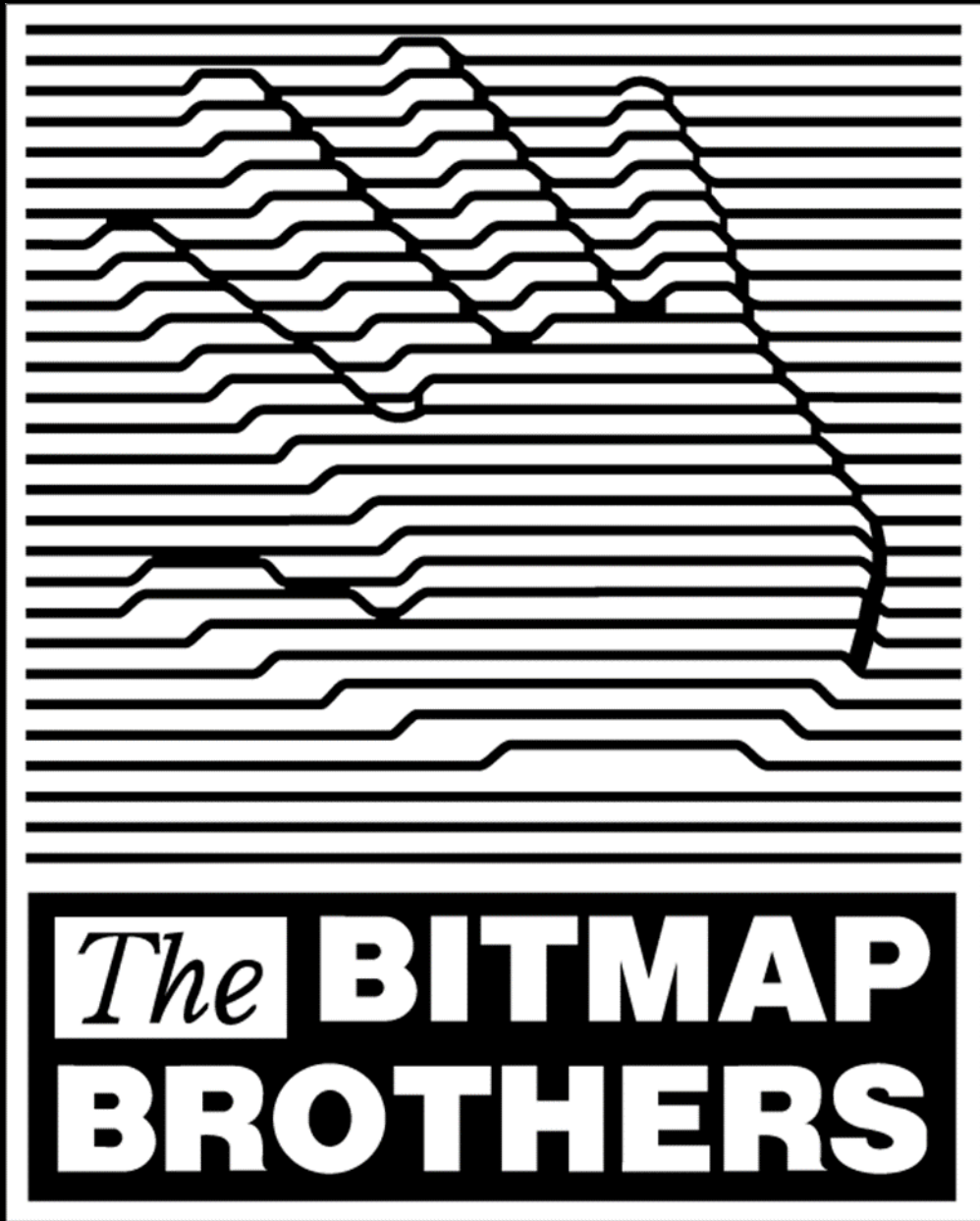


16 BIT GODS

BY PAUL DRISCOLL

Written by Paul Driscoll (A.K.A. The Drisk)

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2015

The UK's No1 Retro Gaming Podcast Show!

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WE'VE GOT
THEM COVERED!



Introduction

When we decided at Retro Asylum to do an episode based on one of my favourite developers, I was deeply excited.

Therefore I rolled up my sleeves and decided to do another free book as well for you all to enjoy.

The podcast will be chock full of enthusiasm as well, with Paul Davies, Steve Erickson and myself Paul Driscoll. We are all huge Amiga fans and lovers of the Bitmap Brothers games.

In this book, like the podcast that accompanies it. I felt it best we only concentrate on the Bitmap Brothers golden era, of the Amiga and Atari ST.

For those games I then aimed to give as much as I could find on each game, to give a really detailed breakdown of the games we all love and enjoy. Hopefully it will make this a great resource for fans of all things Bitmap Brothers.

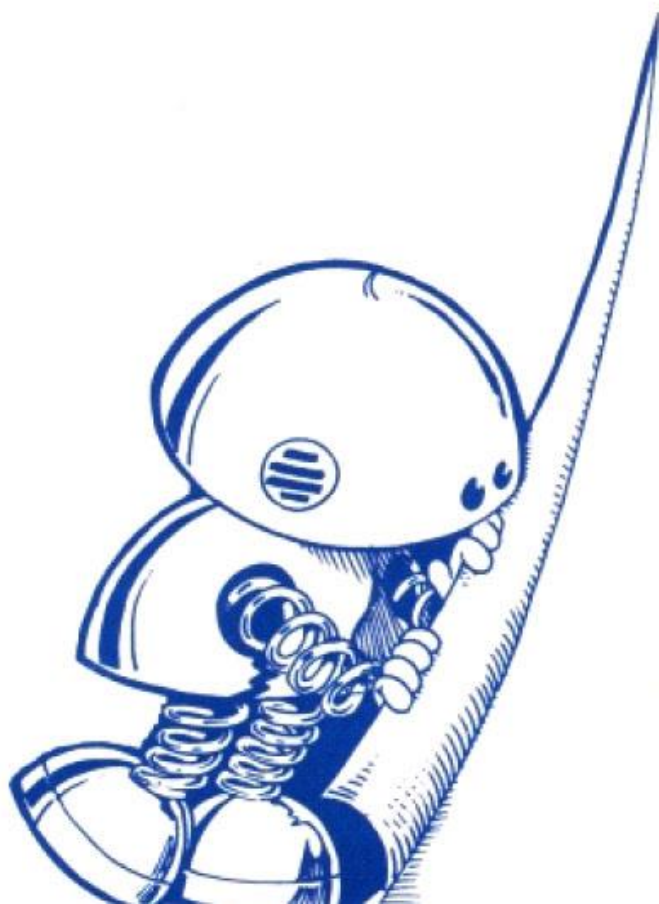
The book is totally free and I am happy for people to share as they see fit, as long as you don't charge for it, or change the books contents without my permission.

So sit back, put on your 90's Bitmap shades and enjoy as we look back at the Bitmap Brothers eclectic and amazing games.

Remember to listen to the accompanying podcast to the book on (<http://retroasylum.com>)

Enjoy

- Paul Driscoll (A.K.A. The Drisk)



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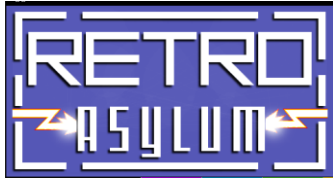
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Who Are We Anyway?



Retro Asylum

<http://retroasylum.com/>

The UK's No 1. Retro Gaming Podcast. Or to put it another way, just a group of people passionate about our Retro Gaming, and wanting to make a community of likeminded people.

It's all for free, as is this book. But please consider leaving an iTunes review. Also any donations are welcome and can be done via Paypal on the site. Your donations are used to make the podcasts and the community even better. So if you like the Podcast and enjoyed the book, then please consider giving as little or as much as you want. All is appreciated.



Who Are The Retro Asylum Hosts?



 [@deanswain](https://twitter.com/deanswain)

DEAN SWAIN AKA SWAINY:

Swainy is one of the original co-founders of Retro Asylum, and has been instrumental in its rapid growth and continued success of the podcast. Dean has been an avid lover of games since the beginning, but his first real love, was and always will be his Spectrum. Since then he has collected lots of different consoles and games and has a particular love for his Vectrex console and games.



 [@psdavies](https://twitter.com/psdavies)

PAUL DAVIES AKA HOOLICOOL:

Paul has been gaming since the Binatone days and his very first computer was a Dragon 32 that he and his brother received on Christmas Day in 1982. Unfortunately the Dragon died a death on Boxing Day but it ignited a gaming fire that has burned ever since. From the Vic20 and Spectrum through to the N64 and PlayStation, Paul has owned and played them all and he'll happily offer a story about each of them and their games too! He's been with the show for a number of years now and loves capturing the stories of why both we and the games makers love retro just as much as sitting down and thrashing Radar Rat Race.



 [@PressPlyOnTape](https://twitter.com/PressPlyOnTape)

STEVE ERICKSON AKA PRESSPLAYONTAPE :

Steve is RA's resident Commodore fanboy. His all time favourite systems are the C64 and Amiga 500, but he has also soft spot for the Sega Master System. He currently works for Sony PlayStation and spends most of his time there explaining to everyone why games aren't as good as they used to be.



 [@TheDrisk](https://twitter.com/TheDrisk)

PAUL DRISCOLL AKA THEDRISK:

Paul has been playing video games for as long as he can remember. First on the 1978 Interton VC-4000 and then moving on to the Spectrum. After the Spectrum he moved on to the Amiga and stayed there as long as he could, finally moving on to PC's when he went to Uni. At Uni he started buying up all the game consoles he couldn't buy in his youth and spent the many years since collecting all the games. He now has amassed quite a collection and has a very patient wife and daughter..



MATTHEW LAMBORNE AKA METZ:

Matt began his journey in gaming back in the late 80's via his older brother's Master System and Spectrum 48K. Having sampled just about all the popular home systems during the 8-bit and 16-bit era (sometimes more than once...) Matt got into the cutting edge import gaming scene that was prolific in his home town of Stoke-on-Trent. This was via the famous Console Concepts store, a national Hub for the console import scene that regularly advertised in magazines such as Mean Machines and CVG. After this period, Matt was allured to online Multiplayer gaming via the rise of the Internet and became an almost exclusively PC gamer for a few years. This resulted in many lost hours playing games like Red Alert, Team Fortress Classic, Counter-Strike and Modern Warfare and some seriously high phone bills in the pre-broadband era.

 [@LamboMat](https://twitter.com/LamboMat)

FOGGY



DARREN FOGARTY AKA FOGGY

A real veteran video game, who has been there since the beginning. Early on, after growing a love for the early arcade classics, Darren got his Intellivision console at home and hasn't stopped loving gaming since. He has been a bit quiet of late on the Retro Asylum forums, with the real world and life taking over, but he is now back as ready as ever as one of the Retro Asylum crew.



ALL OUR SPONSORS THANK YOU :

Adam Tree, Ally Hogg, Andrew Burnett, Alan Flannigan, Bitmapbooks.co.uk, Darren Tungate, Darren McKenna, David Bulwer, John McManus, Mads Kristensen, Martin Gibbons, Michael Keith, Nicholas Lees, Paul Monaghan, Phil Hockaday, Sam Dyer, Sean Higgins, Sigma Data Solutions and The Disk

Extra special thanks to Dino Dini, who is such a wonderful supporter of us.



<https://www.facebook.com/RevivalRetroEvents/>

– Organizes fantastic retro events , usually in Wolverhampton. There is always a fantastic vibe to their events.



RetroTowers.co.uk – The UK home to the amazing Everdrives, which are modified console cartridges that have had an SD card reader placed where the game rom normally would be. The upshot is that through a simple menu you can place backups of all your game on the one cartridge. An essential purchase for retro gamers.



Retromash.com - A fantastic site with a mish-mash of all things retro and geekery in the 70's, 80's and 90's. I particularly love the retro Argos catalogue section.

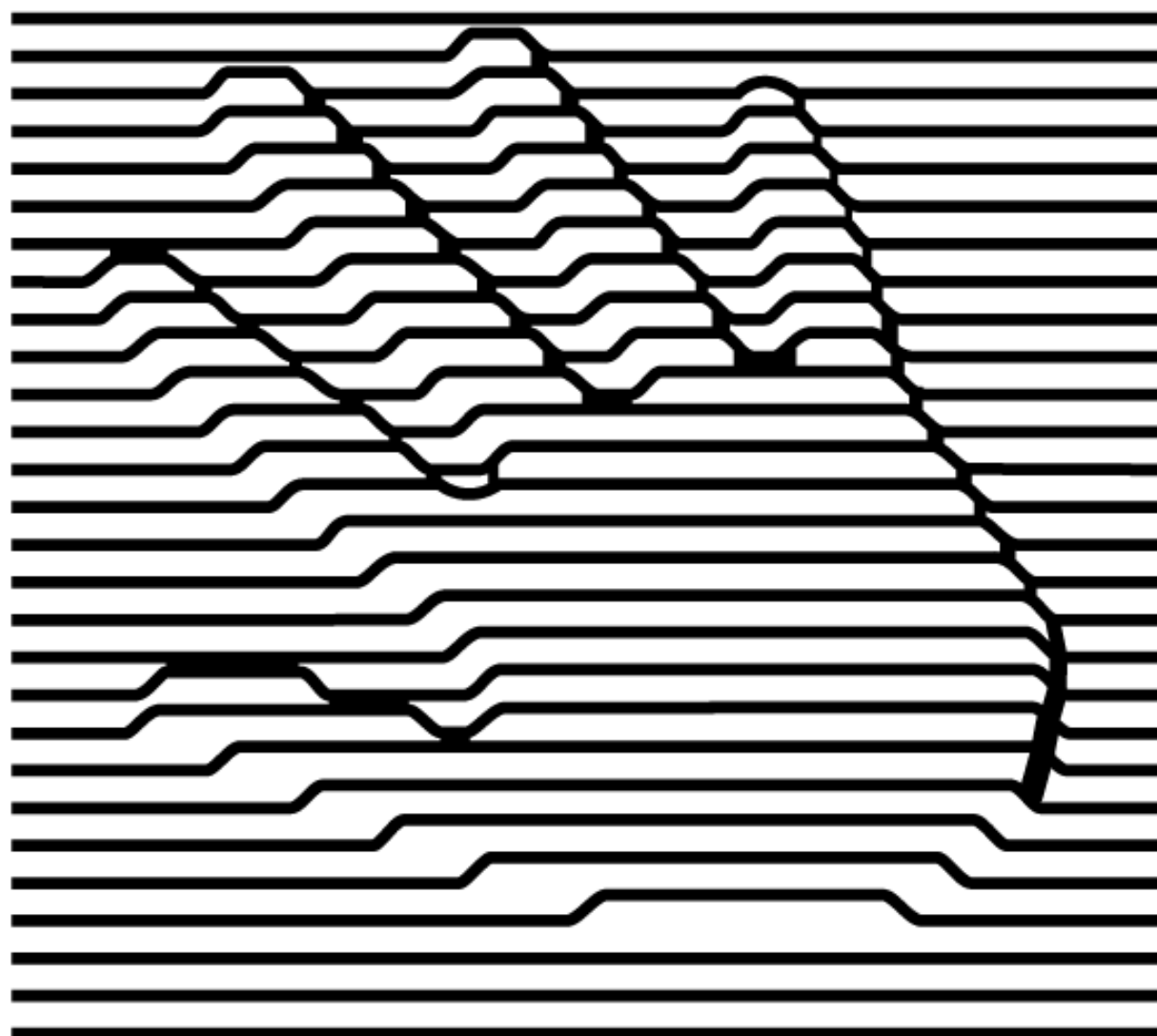


Funstock.co.uk – Selling all things cool and retro. Such as the brilliant JXD handheld that will emulate pretty much any game system pre 2000 perfectly. They also sell the Retron 5 a console designed for modern TV's that lets you play region free Mega Drive, SNES, NES, Gameboy Advance, Gameboy Colour and the original Gameboy... and that's before we start talking about Sam Dyers cool retro book... So much cool stuff..



<http://www.playexpo.net> – Organizes some of the best retro and gaming events in the UK.

Thank you all. We do all this in our spare time and for free. But running a website and paying hosting for the podcast is surprisingly expensive. So your help has kept the site and community alive. We also want to thank all the people on our forums, Twitter and Facebook. Your feedback, iTunes reviews and kind words is invaluable to us. Producing a podcast is time consuming work, we do it because we love Retro Gaming and want a place where like minded people can come together and share our passion. But without you all taking the time to listen and taking the time to join in on the community, none of this would be possible.



The **BITMAP BROTHERS**

A HISTORY

History of the Bitmap Brothers

The three original Bitmap Brother founders, was Steve Kelly, Mike Montgomery and Eric Matthews. They had all met up whilst working at Virgin Leisure games, and doing such titles as Scaletrix (a title Mike Montgomery is deeply ashamed of, as he had to program it last minute), Monopoly, Cluedo and Computer Scrabble.

They had found that the three of them got on really well, and was always going down the pub and local arcades in Wapping, in the East of London. The first game the trio would work on together was **Karate** which was a game Steve had worked on for the Sinclair QL system for Eldersoft. It was released in early 1987 for the development house Paradox Software.

The others then ported across to the Amiga and ST as **Amiga Karate** and **ST Karate** respectively. It was a worrying start for them, with **Amiga Karate** being an unplayable mess of a game, and a poor IK clone. Thankfully the greatness of the team was still to come...



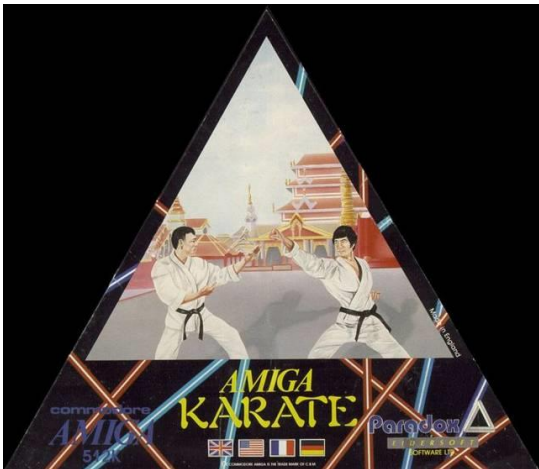
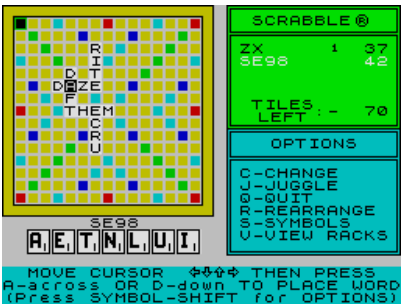
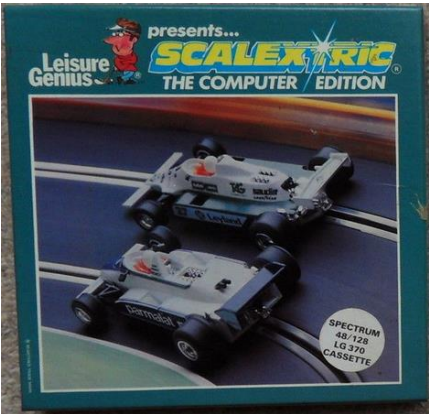
Steve Kelly circa 1990.
Source: ST Format 1991/01 (issue #18)



Mike Montgomery 1989.
Source: The One #8



Eric Mathews circa 1990. Source: ST Format 1991/01 (issue #18)



After that, in 1987 the trio decided to go it alone and set up their own development house. Being offered to work on a shooter for Mastertronic (under the recently acquired Melbourne House label) The game would be both for the Arcadia arcade system (An arcade machine based on Amiga hardware) and various home ports, including for the Atari ST and Amiga.

The trio decided to take up the offer and work together, but the publisher wanted a name for this newly formed developer... The trio only had a few days to decide and quickly hit on the name Bitmap Brothers. They liked the name because it highlighted their emphasis on graphics, and also that they wanted to give across the brotherhood in arms vibe. Not only that of course Bitmap Brothers was a memorable name that easily rolled off the tongue.

So with a £25K advance, the game they first worked on was originally called it **Kelly-X** (after Steve Kelly). A name that many gamers may have played as an early preview build leaked and was pirated.) . Thankfully the team changed it to the much cooler sounding **Xenon** at last minute.

One of the other aspects the Bitmap Brothers wanted to change in the industry was the lack of focus on the developer. It seemed ridiculous to them that people would buy a game because it said Ocean on the box as opposed to who actually worked on it. As Mike Montgomery said..

“You don’t go in to an record shop and ask for music published by Apple... You go into a record shop and ask for music by the Beatles.”

To combat this perception, right from the beginning they paid for a professional photo shoot of the team and sent it to the various gaming magazines to be used. To try and create a mythos about this new developer. The magazines loved it, to suddenly have a human face to a developer, and they were clambering over themselves to give the Bitmap Brothers coverage. Of course it helped that Bitmap Brothers games were truly brilliant as well.

After the success of **Xenon** (first Amiga game to reach a top 40 chart position) the team started work on a new game based on Real Tennis “Medieval Tennis”. For those unfamiliar with this [old sport](#), it is essentially a mixture of Tennis and Squash with five goals.

The team had done quite a bit of pre work on this game, but when they showed it Mastertronic, the publisher had changed their mind and wasn’t interested anymore. This resulted in the Bitmap Brothers sticking up two fingers to Mastertronic and going down the pub to lick their wounds.



Kelly-X the original name for Xenon that leaked out and was pirated.



A Real Tennis court for Medieval tennis..



Part of the photo shoot to raise the profile of the Bitmap Brothers development house .



David Whittaker circa 1990. Veteran for hire musician was Bitmaps go to choice for doing the early games music.

It was during this drinking session, that the team tried to work out a new game that could utilize some of the work they had already done on the Real Tennis game. They knew they wanted a game with no rules, but still a sports game. So they decided it had to be a futuristic sport, and hit on a cross between American Football and elements from their Real Tennis concept.

The guys not having any paper down the pub, ripped apart an empty box of Silk Cut cigarettes and scribbled their idea for **Speedball** on there. So the game can literally be said, that it was an idea written on the back of a fag packet. According to Mike Montgomery in a recent interview, the team at this time had never seen the film Rollerball, but they did watch it later during development.



Mark Coleman circa 1989

Not wanting to do undue development a second time only for a publisher to say no, the team turned up to another publisher called MirrorSoft (One of Robert Maxwell's companies) and handed them their literal cigarette pack notes and explained their idea.

Mirrorsoft and their Image Works label were only too happy to sign on the team behind Xenon and the current darlings of the industry.

Around this time Mark Coleman would also be brought on board to do the games graphics for Speedball. He would do a Stirling job as well, with the iconic look and feel of the metallic art.



Bomb the Bass debut album which their song **MegaBlast** was used in the game **Xenon 2**.

Bitmap Brothers were on top of the world now, and so for their next game they wanted to look to do a sequel to **Xenon**. One area they decided on at this point was to engage real chart music acts of the day and see if they were interested. The record label Rhythm King were very keen on the idea as it was a great way of advertising their artists. So the Bitmap Brothers went to a few local gigs for some of their acts and decided that Bomb the Bass would be perfect. The music artist (Tim Simenon) was really keen as well, as he was an avid gamer. In fact had also had a perfect song already written for their debut album called Megablast. It was almost too perfect.



Dan Malone circa 1991 in **Amiga Power** #1

The team started work designing **Xenon 2: Megablast** with David Whittaker on hand again to convert the music onto the Amiga. But for actually coding the game, they hired the work for hire crew the Assembly Line, with Bitmaps own Mark Coleman doing all the graphics. The reason for farming the game out, was because the Bitmap Brothers team was far too busy working on another game called **Cadaver**. For this game they would use another newly recruited graphic artist called Dan Malone. With Dan's detailed 3D metallic look would become the art style that the Bitmap Brothers would for ever remain synonymous



Left to Right Eric Matthews, Mike Montgomery, Tom Watson, Sean Griffiths, Rob Trevillion, Dan Malone (sitting), Richard Joseph, and Steve Kelly (Bitmap Brothers, circa 1990)



1988. Steve Kelly, Eric Matthews, Mike Montgomery. Source: The One, issue #2



1988. Eric Matthews, Mike Montgomery and Steve Kelly. Source: Amiga Power, issue #1

By this time, the Bitmap Brothers really was the biggest developer in the home computer market and was the toast of the town. Every game they released seemed to be the best game in its genre, and they seemed to be getting better and better.

This was certainly true of their next title **Speedball 2 : Brutal Deluxe**, this took everything that was great about the original and honed it to pure perfection. So much so that is still one of the best multiplayer games ever made.

The Bitmap Brothers wanted more independence now, and so discussed about setting up their own publishing label. So working with Rhythm King Records and hiring ex-MirrorSoft man Tom Watson to run it, they set up their own Publishing label called Renegade Software. Their stated goal, was to give game developers more artistic freedom, and more recognition for their products. It would also have a straight profit share as opposed to a royalty percentage. Also the developers would keep the intellectual ownership of their games. With such ideals they quickly won the cream of Amiga development houses, such as Sensible Software and Graftgold to their label.

The Bitmap Brothers under this new publishing label, would continue to roll out the hits. Now with an ever expanding team and a whole new site in Harrogate site (as well as the original Wapping London site). Top titles were made in this period, such as **Gods**, **Magic Pockets** and **Chaos Engine**... They were the kings of the gaming world (well at least in Europe). But the world was changing, with new gaming consoles and CD formats. Gone were the days where small teams were viable anymore.



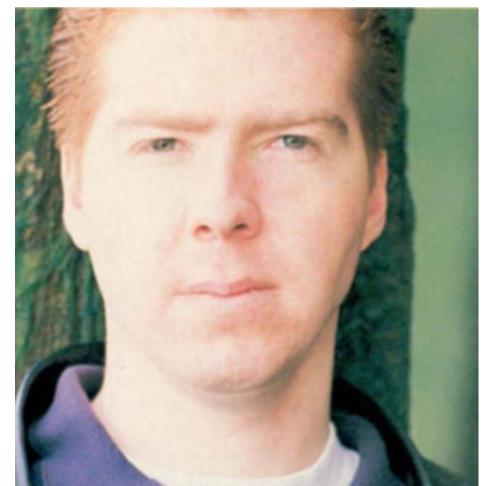
Tom Watson circa 1991.
Mirrorsoft marketing manager who was part of the brains behind the Renegade publishing label.



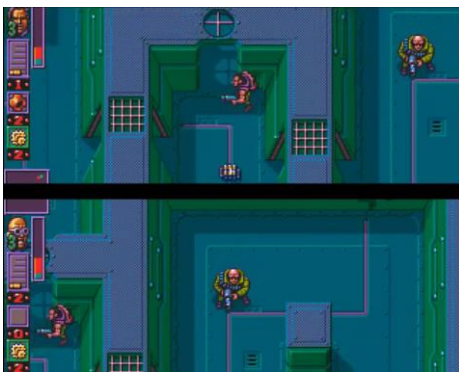
← **Steve Cargill** Would code
Chaos Engine 1 and 2



Richard Joseph → (famous for the catchy Robocod tune)
Would take over the music duties of David Whittaker from Gods for the Bitmap team.



Sean Griffiths Would join the team with the game Magic Pockets and would go on to design the Rise of the Robots game.



With the advent of CD's, development times would grow massively, as expectations rose to fill up the new CD media.

Two games were developed in this later period, **Chaos Engine 2**, which adopted a whole departure from the original being far more focused on two player versus action (drawing influences from games such as Spy vs Spy.)



Steve Tall Would join the Bitmap team for the game **Gods** and would be instrumental in the design of **Z**.

The other game called **Z** (Zed not Zee) was an innovative real-time strategy game that took inspiration from Westwoods first title of Dune 2. Steve Tall who had joined the team with **Gods**, would work on the game **Z**. The trouble is as time progressed and CD became the main platform for PC's and Consoles they found themselves filling the CD's with countless full motion video cut scenes to flesh out the story. All adding to the development time.

Consequently by 1996 and the release of Westwood's Studios own title Command and Conquer, **Z** would seem almost irrelevant to most gamers of the time, on its release. Likewise, **Chaos Engine 2** simply arrived far to late on the Amiga to have any real impact, and also would be a poor seller.



Incidentally Steve Tall would leave Bitmap Brothers and join Westwood Studios, being one of their lead programmers on the Command & Conquer series from Red Alert onwards.



Renegade Software would sell to Time Warner in 1996 and the Bitmap Brothers continue to release some games such as **Speedball 2100**, **Xenon 2000** (a free PC Format giveaway) and a Z sequel called **Steel Soldiers**. Eventually the Bitmap Brothers, would become a shadow of its former self, only re-releasing new versions of its older games.

Still for those years on the Amiga when the Bitmaps were on top of the world, will always be how I will remember them.



BITMAP BROTHERS GAME AWARDS

1989

Generation 4 D'or - Best Shoot-Em-Up (Xenon 2)

Golden Joystick Awards - 16-bit Game of the Year (Speedball)

Golden Joystick Awards - 16-bit Programmer of the Year

Indin - 16-bit Technical Achievement Sound/Music (Xenon 2)

1990

European Leisure Awards - Best Shoot-Em-Up (Xenon 2)

Fnac - Best Original Game (Speedball 2)

Fnac - Adventure Game of the Year (Cadaver)

Indin - Arcade Game of the Year (Speedball 2)

1991

Golden Joystick Awards - Best Soundtrack 16-bit (Speedball 2)

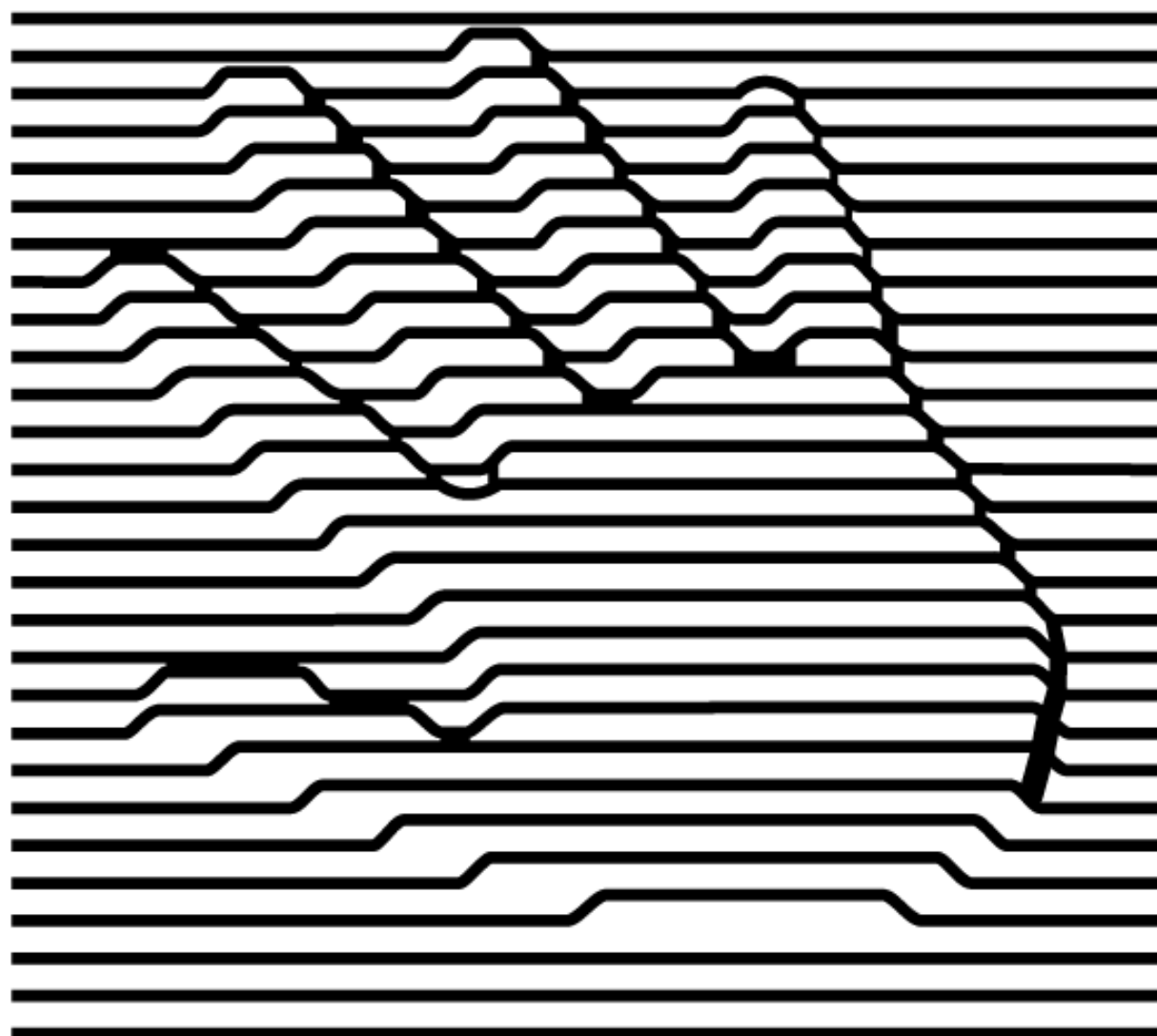
Indin - Budget Game of the Year (Xenon 2)

1993

Power Play - Best Multiplayer Game (The Chaos Engine)

SEGA Third Party Seal of Quality Award - Product of the Year (The Chaos Engine)





The **BITMAP**
BROTHERS

THE GAMES

Xenon (April 1988)

£19.95 Melbourne House / Dev: Bitmap Brothers

[6/10 – A frustratingly difficult shoot-'em-up that age hasn't been particularly kind to.]

Games Machine: 88% - 'The boast of 'arcade-quality graphics' so often heard when conversions of coin-ops are made, has now become true with Xenon. Incredibly NOTHING has been lost in the conversion to the Amiga. Coin-op players will be hard pushed to see differences between this and the original. It's such a shame that the game is so difficult; the frustratingly hard first sector doesn't encourage further play and only the most persistent player would want to keep at it. The second sector is even worse, and with the games self adjusting difficulty feature, the latter sectors are virtually impossible. As a result, this makes the game extremely frustrating to play at first. The different weapons to collect and the graphically varying levels give Xenon more depth than Insanity Fight and other shoot-'em-ups in a similar vein. One of the best action games on the Amiga to date, setting new standards in coin-op conversions.'

ACE: 869 / 1000 - 'where Xenon really scores is in it's playability. The end-of-level guardians can be a problem until you learn their movement patterns, and the majority of the bonuses appear at the same place each game, so it's not too difficult to plan your route. The Bitmap Bros have managed to strike that fine balance between frustration and addiction, and have produced a wonderful game. It's just a shame all this sort of thing has been seen and done before.'

CVG: 36 /40 - 'Xenon is an interesting point of comparison between the ST and Amiga. Both versions are brilliant – but the Amiga is better. It is faster and the music just wipes the floor with the ST...[sic]..It is difficult for me to tell you how good Xenon is. All the clichés are to well worn. You know statements like "its worth buying an ST just to play this" – that kind of crap. All I will say is that in five years of reviewing computer games this is the best shoot-'em-up I've played. This is arcade entertainment to play at home and no bull.'



Xenon was originally called Kelly-X (After co-founder Steve Kelly). Thankfully they changed the name before release.



The ever cool Eric Matthews greets the player in shades and actually speaks which level you are on.



One of the cool gimmicks with Xenon is the ability of the player to switch between a flying craft or land vehicle at the push of a button. This gives a literal depth to the shoot-'em up action.



Xenon mania would hit the computer gaming world in the UK, even being played on hit Saturday morning show Get Fresh (1986 – 1988) with Gareth Jones and Gilbert the Alien.



The end of level guardians are really impressive with their size and speed of moving around.



Commodore User: 8 /10 - 'Xenon is on one of the best shoot-'em-ups to appear on the Amiga.'

CU Amiga: 90% - **[Re-release £9.99]** 'This is a cracking vertical-scrolling shoot 'em up that's aged remarkably well..[sic]..Xenon features arcade quality graphics, an up-beat musical score and addictive playability. An essential addition to anyone's software library.'

One: 5 /5 - **[Re-release £7.99]** 'The game that put the Bitmap Brothers on the map, this is described quite rightly, as a 'strategic shoot 'em up'. Essentially, the action is of the traditional vertically scrolling 'shoot everything that moves' variety, but interest is added by the players craft – a sort of digital equivalent of a Transformer toy – and the division of the playfield into high and low areas. To begin with the craft is land-based and can only destroy other land vehicles, but a quick wiggle of the joystick causes it to transform to a more traditional flying craft, allowing you to take out other flying objects and the gun emplacements set on the higher level. The action is enhanced with a – nowadays more familiar – sprinkling of power-ups and add ons. When it first appeared, Xenon set new standards in shoot 'em ups and introduced features which have been 'paid tribute to' ever since. This is an absolutely essential item for the definitive software collection. If you don't have it already – get it now.'



Later levels become the more familiar to Xenon 2 alien thin trenches of destruction.

Knowing the importance of the game in the history of the Bitmap Brothers and the Amiga, I really wanted to love this game. But the truth is, that by the time I discovered the game back in the day Xenon had already aged horribly when compared to later more competent shooters (including its very own sequel).

Originally called Kelly-X and co-written as an arcade machine by the Bitmap Brothers (on the ill-fated Arcadia arcade system, which was an Amiga essentially) the home port naturally is identical on the Amiga computer.

Playing today, the first thing that strikes you is the small play window of which you can move around in. This when combined with the swarms of enemies constantly bombarding you makes the game next to impossible. The music as well in the game had me reach for the volume button to turn down after about five minutes. Still I have to say the general technical prowess of the smooth scrolling and action happening with no slow down is mightily impressive, and I can see why to see such action happen in the home in 1988 must have dropped some jaws at the time. Also the mechanic of being able to change from a land or flying vehicle is a really neat idea, if poorly implemented and utilised in my opinion. It really makes me wish that the later shooter SWIV adopted the same idea for the single player of its game. Sadly for me that is when I stop saying good things about the game. As the actual gameplay is unbalanced and ridiculously hard, with you often simply unable to avoid the constant streams of bullets in the tiny game window. It is true however that after much patience in the art of frustration, you will eventually battle your way through. At this point the game then becomes slightly easier once you build up meatier fire-power, thanks an excessive collection of power-ups.

Battle through and you will reach the end of level guardian. These are impressively sized, end of level bosses with a cool idea of a central shield that must be chipped away to the creatures central core and a satisfactory explosion. Later levels set in space remind me a lot of the more famous sequel, and it was nice to see where the sequels levels were inspired from. All in all, it is an impressive game technically, but really only for those who are a glutton for punishment.



Of all the end of level Guardians in the game, this one is my favourite. The method of breaking through the shield to get to the central core is really cool idea.



The final alien looking levels are definitely my favourite parts. It is a shame that no switching to the land tank can be done on these landscapes.

XENON

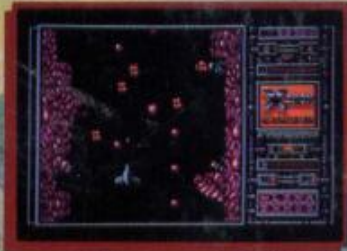


AMIGA



MELBOURNE
HOUSE

XENON



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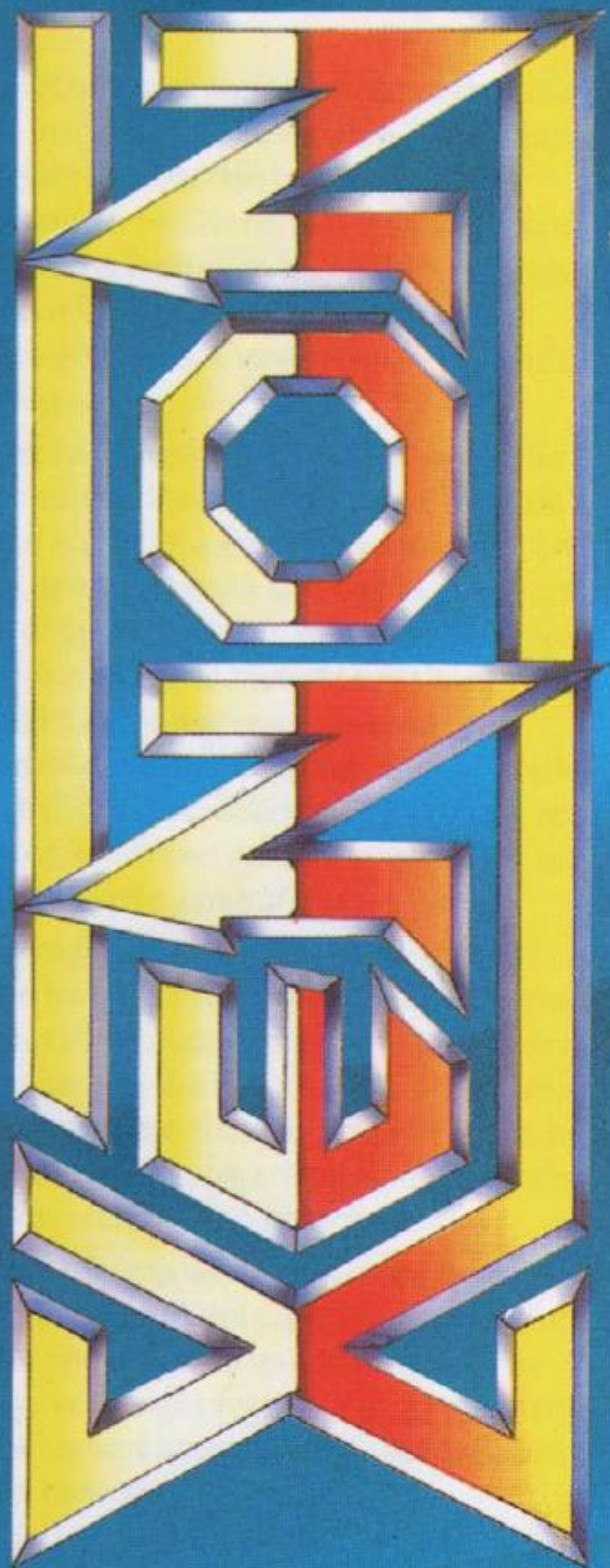


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From the moment that Captain Xod's face appeared out of the static on the communicator, Darrian knew he was in trouble. As the only other Federation fighter in the sector Darrian had to go to the captain's aid. It would have to happen to Darrian, everything seems to happen to Darrian. Maybe it came from him being the youngest ever man to have graduated from P.E.d'E., the Panterran Ecole d'Espace, he had used up all of his good luck there and now the gods were out to extract their revenge.

Of course it did not help that he had been born when he was. The universe was in chaos, war had returned and now no travel was safe. For five hundred years there had not been a single major conflict, and space had been completely safe, apart from the odd rogue pirate and the risk of collision with space debris. Mind you, with all travel over any distance occurring in the unreal world of hyperspace the chance of meeting another ship was slight in the extreme, even on the busiest routes between the suns of the galactic cluster, and as for the chance of hitting space debris, as there is no debris in hyperspace, at least not yet, this was only a problem when coming to a system to dock, and it was the space port's duty to keep the lanes clear.

At least there were some advantages to living now, he mused. He could count his blessings that he had not lived through the Arachnid War itself, now that had been totally unreal. They had been shown holo's of the war during their training in the P.E.d'E., and it had given him nightmares after each and every time that he had seen them, he still woke up screaming sometimes when something reminded him, and now he knew exactly why he was frightened of spiders.

The war had been such a close run thing as well, if it had not been for the skill and bravery of the allied pilots, and the superb judgement of their Admiral, the great Ziggy S, the universe would now only be peopled with purple furry things with eight legs. It was no wonder then that Ziggy had received the highest accolades the Governments of the eight allied empires could bestow.

Having recovered from the devastation caused by the traumatic Arachnid War, which had been fought over half the galaxy and lasted well over fifty years, humanity had its spirit severely dented and its passion for war completely removed. Through the fighting it had learned to live with itself and with the other races that had stood side by side with it in the terrible battles against the spiders.

No-one wanted to see death and destruction return, they had seen too many pictures of colonies completely ruined by the Arachnids' suicide soldiers, heard too many stories of cruisers destroyed in the bleak cold of space, the frozen bodies of their dead crews slowly orbiting their blackened hulls. Now was the time for peace, reconciliation and rebirth.

It was hard to say quite how the other allies had reacted to the war, four of them had made their first contact with humanity during the war, and the other three had always been something of a mystery to the people of Earth, how do you know what is really going through the mind of a mile long gas bag, or even the mind of a hive insect? Still, the eight allies, the remnants of the Arachnids and their now freed slave races, all appeared bowed by the experience. Life would never be the same again.

In the peace following the Arachnid War, trade and artistry both flourished reaching peaks never dreamed of before, as the victorious allies rebuilt their shattered empires and once again pushed out into the stars. The cross cultural influences that came from the close contact with the allies during the war brought about new forms of art never seen before by any of the races.

The archaeologists set about to reconstruct the ancient pre-space civilisations and artists harked back to the glory days of the twentieth and twenty-first centuries. Several of the greatest composers used themes from the ancient days as the starting point of their new works. Tallemarcs 13 Variations on a theme by Ian Anderson was

hailed by critics across the thousand worlds as one of the greatest pieces written for a thousand years.

The Pax Terra kept the space ways clear of pirates, much more of a threat in those days before Professor Hamylin had done her pioneering work into the theory of charmed life quark interactions, that had led eventually to the creation of the Quark/quark power unit, which meant that it was finally possible to put into practice the latest developments in simultaneity theory, which meant that the Markov boundary to Hyperspatial pseudo-acceleration was finally broken, allowing the allies and their trading ships to finally break free of the Andromeda Galactic Cluster and reach out into the vast depths of space that lie beyond and reach into the furthest corners of the universe.

Not that there were any corners, for as had been predicted long before mankind had even achieved the stars, the universe was closed and eventually one of the new craft succeeded in circumnavigating it, and in being tracked all the way round, with full coverage on the Supra-Spatial Holo Networks of their visits to twenty of the furthest colonies, proving for all time that they had not faked their voyage.

The knowledge that the universe was indeed closed, and would finally collapse in on itself seemed to act as a spur to its inhabitants to achieve as much as possible before then, even though no one living could even imagine the number of lifetimes that would pass before the collapse came.

As more and more of the universe became settled it was thought that no more intelligent species would be found, for surely if they existed they would have made themselves known long ago. Even a religion started claiming that their were seventeen sentient species as seventeen was the most perfect number and the number of the children of Garstragh the creator. The discovery of the Xenites a mere century after the religion's founding caused it to disappear

even more rapidly than it had risen, leaving Thrice reformed Wodenism as the only religion surviving with any of its tenants not yet proven to be false.

The Xenites appeared overnight. One day no one had even heard of them, the next their ships and bases had appeared on fifteen different planets. Suddenly war had returned, and merchantmen once again had to travel armed, but when civilisation grows so large, it takes many years for the great trading fleets to re-equip. For nearly a decade merchantmen took their life in their hands never knowing if they would be attacked, or if there would be a friendly warcraft available to rescue them.

Even now a decade after Xenites first appeared there could be calls like this one, Darrian cursed yet again, before he finally rolled out of bed and moved over to the control panel. He switched on the speech channel, saluted and then ran his fingers through his tousled hair, not that the captain could see him yet, and Darrian was not going to switch on the vision channels unless he absolutely had to, there was no need for the captain to see him undressed.

"Urgent Mayday, Repeat Urgent Mayday, all units in the sector WQDI45FF report at once. The fleet is under attack. We need support. There is heavy Xenite activity. Proceed to a rendezvous at Tarsus Nebula, make all possible speed. We are in extreme danger" "Message Repeats ..."

Darrian relaxed, he had not realized just how embarrassed he had been at the prospect. Still it had only been a recording. He pulled on a pair of trousers and moved over to the controls, he had to get this craft into order and go and help the captain, he was going to be the first craft to arrive, there could not possibly be anyone closer than he was. This meant that he was going to be the one that had to clear the way.

A minor problem if it was not for the fact that he had to cut right through Xenite occupied territory. Fortunately there was some

hope, at least he could plot a route that would take him past three refuelling stops on the way, he would be able to refuel and replenish his shields at least, if only he had the skill to get through.

"There is no peace for the wicked" he thought. "Why did this happen to me? By all the warriors in Valhalla, I must get through to the captain, either that or join in the feast. Let's just hope that the Gods like me today."

GAMEPLAY

You have to negotiate four sectors, each divided into four zones. You have a choice of two craft, which you can change between at will. You have a ground craft, capable of eight way movement, and a faster jet fighter. You need to select the appropriate craft to negotiate the obstacles facing you and be prepared to change between them rapidly. Certain of your opponents are ground based and some are at altitude, you need to be in the correct craft to shoot the alien that you are facing. Certain weapons can only be collected and used by the fighter craft.

You can only use the ground craft on the ground, you cannot land on the top of buildings, you need to fly over these in the fighter.

Shooting the aliens and their weapon emplacements reveals power cells. Collect these by moving over them, to give your craft extra power.

There are eleven types of power pill:-

A ARMOUR Makes your ship invincible for 15 seconds

F FUEL There are two types of fuel cell those with one orange band restore five units of fuel, those with three restore all your lost fuel

H HOMING MISSILE Shoots homing missiles for 15 seconds

L LASER Arms your fighter with lasers

G GUN

Cancels the lasers and reverts to normal bullets

P POWER

Increases the distance your shots travel

R RATE

Speeds up your ground craft

S SIDE

Arms fighter with side lasers

W WINGS

Gives you wing tip weapons

Z ZAP

Again there are two types of zap pills.

Those with a single orange band zap the aliens and screen, those with a triple band zap everything, aliens and emplacements.

Balls

Collect up to three rotating balls that follow you and mimic your fire pattern

Each time you are hit by the aliens' weapons you lose at least a unit of fuel which is used to recharge your shields. If you collide with any of the aliens you will suffer substantially more damage and consequently use more fuel. If your fuel runs out you lose a life and have to restart from the beginning of the zone. Some aliens will require more than one hit to kill them, these flash every time you successfully hit them. Some of the aliens are invulnerable.

Half way through each section you will be faced with a single large opponent. This is a 'Sentinel' so called because they are set to guard the path and they are fully sentient, that is smart. You need to find out where they are vulnerable and concentrate your fire on the appropriate points. Colliding with a 'Sentinel' is fatal.

At the end of each section you will have another larger and more dangerous 'Sentinel' opponent. These are only vulnerable to certain attacks, and completely invulnerable to all others. If you succeed in defeating this you will be refuelled and re-equipped ready for the next section. You lose any weapons you had collected on the previous section.

THE SECTIONS

In the first section the domes and aliens are either ground or air based, as are their bullets. When you shoot the lift domes, they are then replaced by either another dome, nothing or a power pill. You need to pick up the power pills to add extra weapons and abilities to your ship, be careful though, as picking up some pills switches off the bonuses you have already collected. You need to use the fighter to fly over the obstacles and the ground craft for close combat with the aliens.

The second section uses only the fighter craft. You must avoid the sides and the various weapon emplacements mounted in the side walls. Once again there will be power pills to pick up. The third section is similar to the first, in that you have the use of both of your ships. You have to make the correct decisions as to which ship to use. Using the wrong craft can prove fatal. Finally you must negotiate section four. You are nearing your goal. Time is of the essence. Fly your fighter at speed through this section to achieve your goal.

THE ALIENS

In order to complete your mission successfully it will probably be necessary for you to read the following notes on the various enemies that you will be facing.

Ladybirds

These are standard Xenite craft. They are used in several defence operations, as they are cheap and effective. They are small ground based craft. They are equipped with a low power unit and basic enemy identification, detection, and tracking equipment. They are armed with a forward firing missile.

Pods

These are basic self-destruction type guards. They are equipped with an array of sensors enabling them to track and intercept intruders. They are not armed but explode on impact.

Eyes

An upgrade to the design of the pods. These have a superior power plant and computer, giving them greater speed and the ability to track intruders at a greater distance. They will attempt to follow and collide with your ship.

Spinners

Fly in either arrowhead or a single diagonal line across the screen. They keep to their place in formation as they are not equipped with sensors. They're, however, equipped with very powerful engines allowing them to attain high speeds.

Launchers

Sitting on the side walls of the passageways. These are heavily armoured doors. They periodically open to launch a single rotator. It has been noted that the rotators launched from these show greater intelligence in their movements than the normal rotators that appear in packs.

Rotators

These appear either as single craft launched from the launchers described above or in patterns of four or sixteen that attempt to block the passageway. No rotator has been known to be armed with any weapons, they are self-destruction craft relying on collisions for their effect.

Sidewinders

These are among the largest of the flying Xenite ships. Equipped with lasers they have a nasty habit of lurking at the side of the passageways and coming out into the middle when they detect intruders.

Sideshooters

Another large flying ship. These are equipped with two lasers. They have slightly less armour than the sidewinders, and fly in patterns rather than having sensors.

Middleshooters

Earlier version of the sideshooter, these only mount a single laser, and again move in a variety of patterns to cover the whole of the passageway.

Side Guns

There are quite a number of different types of gun emplacements that sit on the side walls of the passageways. They vary in the amount of detection circuitry and movement that they are equipped with. Some rely on shooting a constant stream of missiles across the passageway, so that there is no way that an intruder can pass without taking a large amount of damage, others can track intruders and aim their guns or even follow intruders along the passageway itself. You will have to learn the differences between these types yourself as it has not been fully documented.

Spinners

An upgrade on the simple ground based pod, spinners fly in patterns. Later models are equipped with missiles. They have some extremely nasty habits in their flight patterns. Watch out for these.

Cells

These most often appear in groups of four. They have basic sensors and will move along the passageways until they detect an intruder, when they will switch into a pattern mode firing their missiles along the length of the passage.

Kites

These move down the passage at very high rates, they are not armed with missiles.

Pumps

More of a hindrance than anything else. These expand and contract regularly, blocking the entire passage at their greatest extent. They are heavily armoured and therefore require an extremely large number of hits to destroy them, it is simpler to avoid them instead.

Blinkers

Similar to the side guns that you will already have encountered. These fire salvos of three missiles at a time. They also have more armour than most of the other side weapons and will require several hits before they are neutralised.

Hearts

These move in a variety of patterns. They come in a range of models with different power packs and ornaments.

Circle Moulds

Fast moving craft armed with missiles.

Brain

These are highly intelligent, heavily armoured powerful craft, among the most powerful in the Xenite armoury. They are armed with smart missiles.

Stalks

These are invulnerable. They will either launch a large number of missiles, or if shot enough times they release the bubble that they hold at the top of the stalk.

Bubbles

These come in two varieties. Some are equipped with an intelligent sensor and will try their best to collide with any intruder. Others are simply fast moving and launched in large groups to provide blanket cover.

Lip Guns

Highly armoured, these are only used in defending important Xenite Colonies. They are armed with both lasers and normal guns.

Besides these there are the Sentinels that appear at the end of every section. These are unique creatures or at least there have never been previous reports of the Xenites using the design of any Sentinel more than once, and a large number of these have been reported from other sectors. You will have to find out for yourself the

particular method of destroying the Sentinels that you are faced with. They are definitely the most feared of all the Xenite weapons met so far.

STATUS PANEL

Down the right hand side of the screen there is a status panel. This displays all the information you need to know about the state of the game and of your craft.

At the top of the display there are four numbers. The top number is your score. Underneath this there are two single digit numbers. To the left is the number of lives you have left, to the right the sector number. Underneath these is your altitude.

Beneath this there is your long range communicator screen. Most of the time this is blanked off, but at the start of each section Captain Xod will appear and tell you which section you are starting.

Underneath this there is a bar display showing your fuel level.

Underneath this there are two bargraphs. The left hand one is your rate or speed, and the right hand one your power – the distance your shots travel.

At the foot of the display there is a weapon panel. This has ten letters on it. Weapons active are highlighted in red. The weapons are:-

W Wing
L Laser
S Side Shot
H Homing Missile
A Armour
B Ball
X Extra ball making two
X Extra ball making three
O Time left on homing missile
O Time left on armour

LOADING INSTRUCTIONS

Atari ST

The disk auto-boots. Simply turn the computer off. Make sure the disk-drive is switched on. Insert the disk into the drive. Switch the computer back on and the program will load and run automatically.

Commodore Amiga

Insert Kikstart disk if required.

At request Workbench disk, insert program disk.

Program will load and run automatically.

CONTROLS

When the program had finished loading your will see the main control panel. Your protective shield is down, and the mission screen is switched off, so the main display is covered in static.

Press

F1 to select one player option

F2 to select two player option

Fire to start play

In two player mode the players alternate at the controls.

If no button is pressed within a short space of time, the game will enter demo mode.

You control the ship's movement with the joystick.

To change craft press space or rapidly wiggle the joystick.

If you do not move the joystick for a short while the game will pause.

To force the game to pause press F3.

Press fire to restart play.

To quit press F10.

Amiga

Player One uses a joystick in Port 2, Player Two uses a joystick in Port 1.

Atari ST

Both players use the same joystick.



Speedball (December 1988)

£24.99 Image Works / Dev: Bitmap Brothers

[8/10 – Great futuristic sports game that's focused purity over it's more complex sequel makes it well worth a play.]

ZZAP: 91% - 'By the looks of things, the Bitmap Brothers are becoming a force to be reckoned with, what with Xenon already under their belts and now this! Speedball is brilliant – Superb graphics, excellent gameplay and wonderful presentation. What more could you ask? Lets start with the visuals... well, Bitmap certainly know how to program graphics, that's for sure! Everything looks as if you could reach into the screen and touch it. Playing the game is as much of a joy as looking at the graphics. The action is fast and competitive and will keep sports fans playing for a long time: what I really liked was the fact there are no real rules – you can bribe people for extra time or to change a result, or you can simply punch somebody in the gob to get the ball off them! No questions – just buy it!'

One: 90% - [ST Review] 'Speedball is incredible fun. Never in the field of games reviewing has such an excellent game been played by so many for so long. It's one of the most enjoyable games to appear on the ST in a very long time, and as such should feature highly on your shopping list. A must buy.'

Games Machine: 86% - 'Speedball takes the general format of computerised team games and add gratuitous violence and speed. Result: Things go at a hectic pace, the ball rebounds all over the arena and game-flow is only hindered by the computer occasionally selecting the player who isn't nearest the ball. Interest is added by the icons and bribes, and go to make Speedball an extremely playable sport.'

Amiga Format: 79% - [Re Release £7.99]

'For the first time a sports sim on the 16-bit machines looked like it belonged there, play was fast and skill-development potential immense. Since then, sports games have changed radically, there has been the Kick Off phenomenon and even Speedball II. These younger titles steal their thunder from Speedball, which is starting to show its age but remains a great competitive game.'



The iconic title screen and menu makes you know you are in for something special.



The game itself is really impressive for the time and still great fun to play in two player.



The multiple pitch layouts in a game can really make a difference to a game and your tactics.

Money collected in the game can be used to bribe officials to change an outcome of the game (ah its just like the real FIFA).

The auto ball dispenser will randomly → choose a direction on which to release the ball.





MIRA
CAPTAIN: XENON
HEIGHT: 1.84m
WEIGHT: 80kg
STAMINA: 026
POWER: 100
SKILL 048



AURIGA
CAPTAIN: SIMION
HEIGHT: 2.23m
WEIGHT: 101kg
STAMINA: 028
POWER: 100
SKILL 071



CASTOR
CAPTAIN: SOHO
HEIGHT: 1.72m
WEIGHT: 89kg
STAMINA: 030
POWER: 100
SKILL 094



VOLANS
CAPTAIN: ARIECH
HEIGHT: 1.83m
WEIGHT: 72kg
STAMINA: 032
POWER: 100
SKILL 117



DORADO
CAPTAIN: ROONEY
HEIGHT: 2.01m
WEIGHT: 81kg
STAMINA: 034
POWER: 100
SKILL 140

After the huge success of Xenon, everyone expected a sequel to the shooter. But the team wanted instead to do something different than another shooter. They had started work on a Medieval “Hampton court” Real tennis game (for those who haven’t seen it before it’s a bit like Squash mixed with five goals and tennis. But on showing their initial work and idea to the publisher (Mastertronic) they had been turned down flat.



Feeling a bit low the Bitmap Brothers went off to their local pub for a few drinks. As they sat nursing their pints they started to discuss other games they could do that would use some of the work already produced for the tennis game...



An example of Real Tennis being played.

The series of captains in the Speedball game are a really cool group of sci-fi combatants.



VELA
CAPTAIN: TYCHO
HEIGHT: 2.21m
WEIGHT: 112kg
STAMINA: 036
POWER: 200
SKILL 163



TUCANA
CAPTAIN: BROD
HEIGHT: 1.74m
WEIGHT: 80kg
STAMINA: 038
POWER: 200
SKILL 186



ANTLIA
CAPTAIN: ZEIT
HEIGHT: 1.84m
WEIGHT: 70kg
STAMINA: 040
POWER: 200
SKILL 209



PAVO
CAPTAIN: RUBYCON
HEIGHT: 1.82m
WEIGHT: 88kg
STAMINA: 042
POWER: 200
SKILL 232



PERSEUS
CAPTAIN: KEPLER
HEIGHT: 2.42m
WEIGHT: 132kg
STAMINA: 044
POWER: 200
SKILL 254

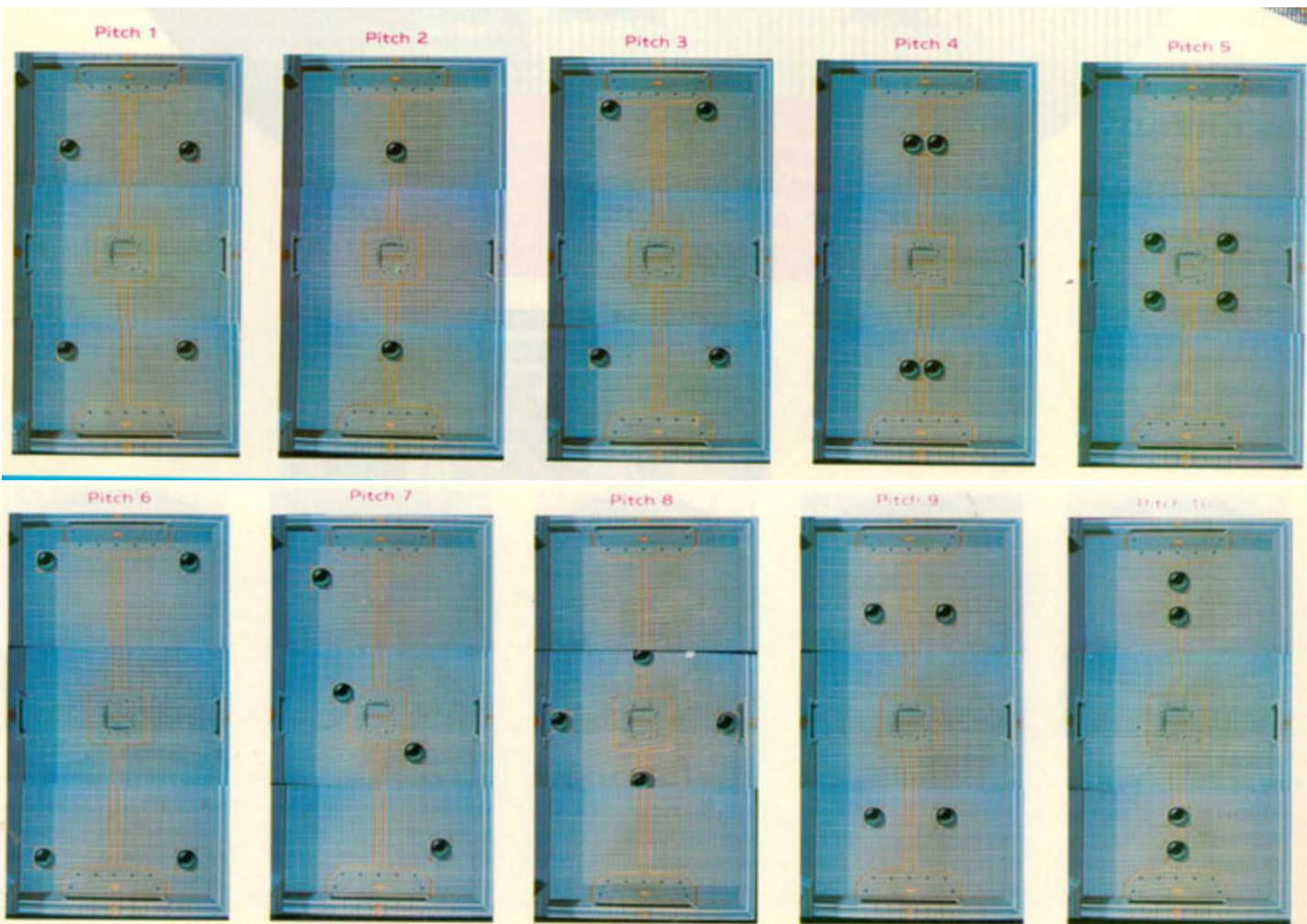
They wanted to still do a sports game, but one with no rules, and one that played to their strengths and so they started talking about games they liked in that vein. Games such a pinball tables, Tekhan's Football simulation World Cup and a coin-op called Dodgeball were discussed by the team.

After more beers and some scribblings on a torn box of Silk Cut cigarettes (Yes the game was literally conceived on a back of a fag packet ☺) in the pub, the team hit on the idea of Speedball. A game that mixed American Football and all out action... The guys hadn't actually seen Rollerblade initially but did watch it during development.

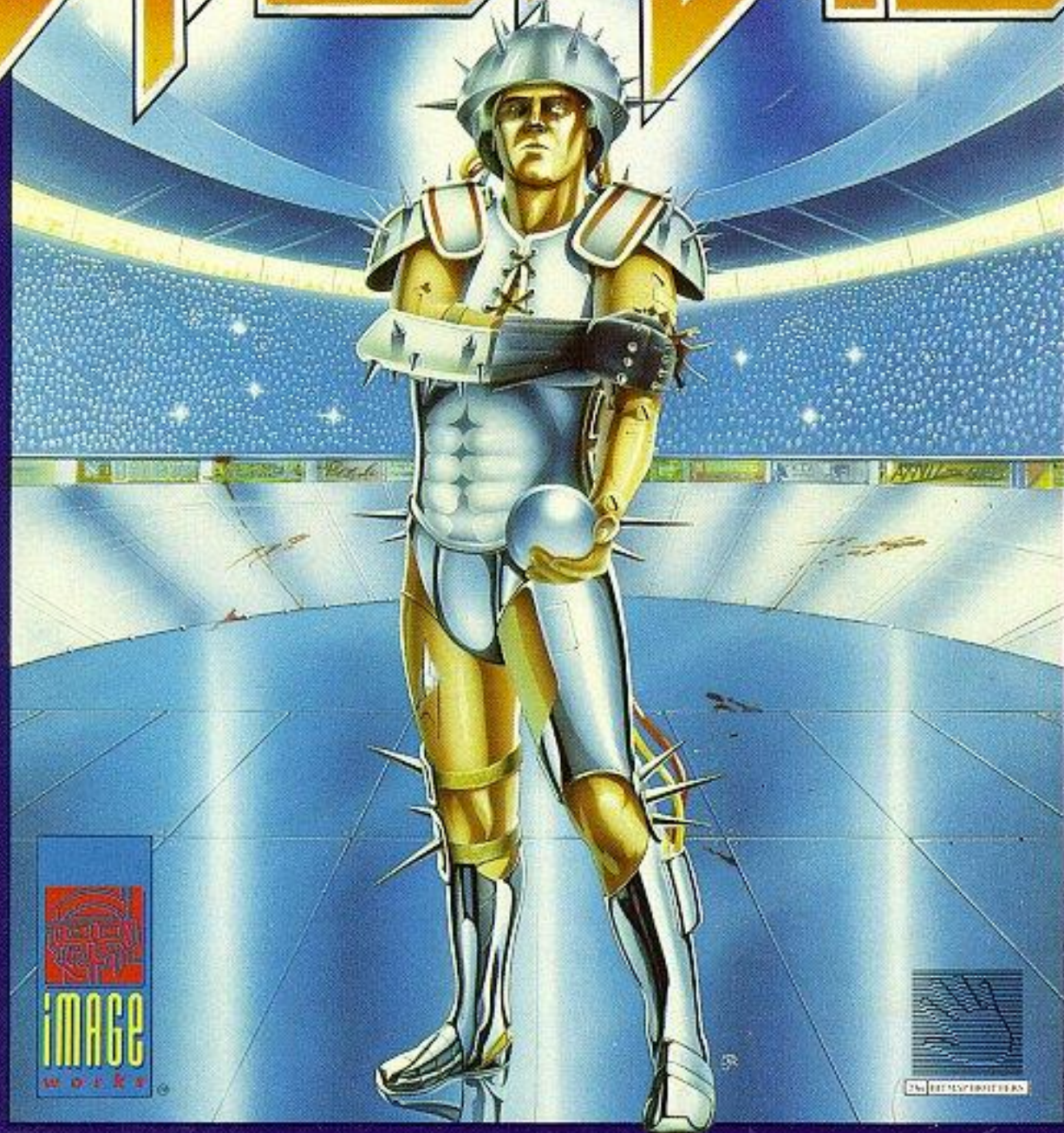
All in all the game is a lot of fun. The music is really cool and actually sitting down with the game for the book on real hardware, made me find new love for the game. You see back in the day, I came to Speedball only after getting the sequel. Later when I picked up Speedball on

Budget label, I dismissed the game as simply inferior to the sequel and so never bothered with it. Looking at it today and spending a bit of time with it I have found a lot of elements I really enjoy with the first one. I find it all beautifully fast and furious, but being a bit more focused and pure than its overly complex multiple scoring sequel.

Yes definitely give the original game a chance and don't dismiss it (like I did) over it's much prettier sequel.



SPEEDBALL



SPEEDBALL

**Speedball – total action – total aggression –
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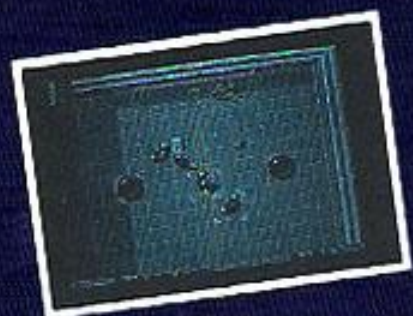
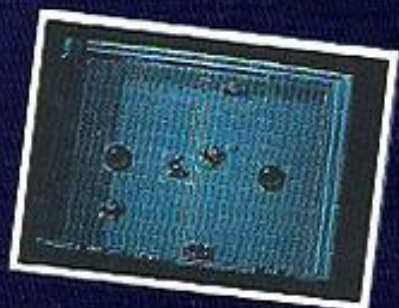
**"Speedball is fast, furious and graphically
very stylish"**

Computer Gamesweek 94%

**"Never in the field of reviewing has such an
excellent game been played by so many for so
long. A must buy!"**

The One 90%

"Speedball is going to be a monster hit"
C&VG hit



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Mark Coleman Designs

Music and Sound
David Whittaker

Original Concept and Design
The Bitmap Brothers

Software Documentation
Jerry Albright

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Welcome to Speedball—the fastest growing sport of the 21st century! Developed from the primitive games of soccer, basketball, and hockey in the late 1990's, Speedball rapidly developed from a pastime in the prisons of Siberia to its current status as the world's most popular game of strategy, agility, and strength.

Wearing armored uniforms (covered with razor-sharp spikes!), two 5-man teams compete to score goals by maneuvering a 5 pound solid steel ball on a sleek, alloyed metal surface. The Object: To score as many points as possible (while maiming the opponent) using a combination of speed, muscle, and strategic use of power tokens.

GETTING STARTED

LOADING INSTRUCTIONS

Amiga: Insert the game disk into drive DF0: and turn the computer on. The game will autoboot and display the loading screen.

The picture size is adjustable, so that you can make full use of all your screen. To change the picture size press the following keys as many times as required:

- Q** Move the bottom of the picture UP
- A** Move the bottom of the picture DOWN
- P** Move the top of the picture UP
- L** Move the top of the picture DOWN

Note: When the game starts, you may need to adjust the picture size to make the entire game screen visible.

Atari ST: Insert the game disk into drive A and turn the computer on. The game will autoboot and display the loading screen.

Commodore 64/128: Insert the game disk into your disk drive. Type LOAD"*",8,1 and the loading screen will be displayed.

IBM/Tandy: Insert game disk 1 into drive A: of your system. At the A> prompt, type the appropriate graphics driver (EGA, Tandy or CGA) for your system. Type:

EGA if your system is equipped to display EGA graphics.

TANDY to run in 16 color mode on a Tandy system.

CGA if your system can only display CGA graphics or if your EGA/Tandy system has a slow processor. CGA runs considerably faster than the more colorful EGA mode.



TWO PLAYER GAME

Human vs. Human—Player 1 controls the green team facing upcourt, Player 2 controls the red team facing downcourt. You will be asked to set the duration of the league from 10 to 100 weeks. Your team plays 1 game each week, so a 10 week season has ten games. Before each match you will be informed of your current status. You accumulate 100 points for a win, 20 points for a draw, and 5 points for each goal scored. The winner is the team with the most points at the end of the season.

ONE PLAYER LEAGUE

Human vs. Computer—A league game is played in a league system with scores of 100 points for a win, 20 points for a draw and 5 points for each goal scored. There are 11 teams in the league, including yours. After selecting One Player League you are prompted to choose between WHC (Western Hemispheric Conference) and EHC (Eastern Hemispheric Conference).

After selecting a league season from 10 to 100 weeks, you play each week (one game per week) of the league as in the knockout game. The opposing teams are drawn randomly, so you will meet teams of different abilities throughout the season.

At the end of each week, the computer analyzes the results of the matches played by the other teams and compiles the current league standings. Your team is the name shown flashing in the league standings table.

Each week, 5 matches are played: ten teams play and one team rests. Your team rests in week 11 of league play.

At the end of the season, the top two teams go into a semi-final, and the other top 6 teams play through quarter-finals. The winners of the semi-finals go into a conference final. The winner of each conference final is eligible to play in the championship match—The Blood Bowl.

DEMO GAME

You may watch two computer teams play a match against each other. Use this option to learn the basic strategies of the game. Watch how the computer teams manipulate the ball, use tackles to take possession of the ball, and collect power tokens during gameplay.

Note: The Demo Game is not included on the Commodore 64/128 version.



Note: Using the quit key will terminate the league/knockout you are currently playing and will not give you an opportunity to save the game.

JOYSTICK CONTROL

Amiga: Insert your joystick into port 2 for a one player game. For a two player game, insert a second joystick into the mouse port (port 1).

Atari ST: Insert a joystick in port 1 (port 0 is the mouse port) for a one player game. For a two player game, insert a second joystick into the mouse port.

Commodore 64/128: Insert your joystick into port 2 of your computer for a one player game. For a two player game, insert a second joystick into port 1.

IBM/Tandy: A menu will prompt you to select joystick (F1) or keyboard (F2) control by pressing the appropriate function key for each player. The screen will display the relevant key commands after keyboard selection is made.

GAME SELECTION

ONE PLAYER KNOCKOUT

Human vs. Computer—Your team wears green and will always face the goal at the top of the playing field. A knockout game consists of 10 rounds, the object being to reach the final round and win the championship.

The opposing teams become increasingly difficult as the rounds progress. Each round is based on a best of three matches. Round points are determined as follows:

Win = 2 points
Draw = 1 point
Loss = 0 points

To qualify for the next round, your team must score 3 or more points. For example, you can win the first match (2 points), lose the second (0 points) and draw in the third (1 point) to qualify.

If you gain 3 points in the first and second matches you do not play the third, but automatically qualify for the next round. You will be kept informed of your progress and requirements before the start of each match.



TWO PLAYER GAME

Human vs. Human—Player 1 controls the green team facing upcourt, Player 2 controls the red team facing downcourt. You will be asked to set the duration of the league from 10 to 100 weeks. Your team plays 1 game each week, so a 10 week season has ten games. Before each match you will be informed of your current status. You accumulate 100 points for a win, 20 points for a draw, and 5 points for each goal scored. The winner is the team with the most points at the end of the season.

ONE PLAYER LEAGUE

Human vs. Computer—A league game is played in a league system with scores of 100 points for a win, 20 points for a draw and 5 points for each goal scored. There are 11 teams in the league, including yours. After selecting One Player League you are prompted to choose between WHC (Western Hemispheric Conference) and EHC (Eastern Hemispheric Conference). After selecting a league season from 10 to 100 weeks, you play each week (one game per week) of the league as in the knockout game. The opposing teams are drawn randomly, so you will meet teams of different abilities throughout the season.

At the end of each week, the computer analyzes the results of the matches played by the other teams and compiles the current league standings. Your team is the name shown flashing in the league standings table.

Each week, 5 matches are played: ten teams play and one team rests. Your team rests in week 11 of league play.

At the end of the season, the top two teams go into a semi-final, and the other top 6 teams play through quarter-finals. The winners of the semi-finals go into a conference final. The winner of each conference final is eligible to play in the championship match—The Blood Bowl.

DEMO GAME

You may watch two computer teams play a match against each other. Use this option to learn the basic strategies of the game. Watch how the computer teams manipulate the ball, use tackles to take possession of the ball, and collect power tokens during gameplay.

Note: The Demo Game is not included on the Commodore 64/128 version.



THE GAME

TEAM SELECTION

Three team franchises are available for your selection, each with different characteristics.

The Teams

Verna—Known for its stamina. This team has great staying power.

Lacerta—A lot of head bashers on this squad. Their trademark is the scars they leave on their victims.

Draco—Defensive specialists. Widely known for their tackling and stealing skills.

TEAM ATTRIBUTES

Before each match, your team captain will be displayed along with a table of team attributes. The most important of these attributes are power, skill and stamina. Improve these attributes to increase your chances of defeating the toughest opponents.

Power—The more powerful your team, the more stamina you drain from opponents when tackling.

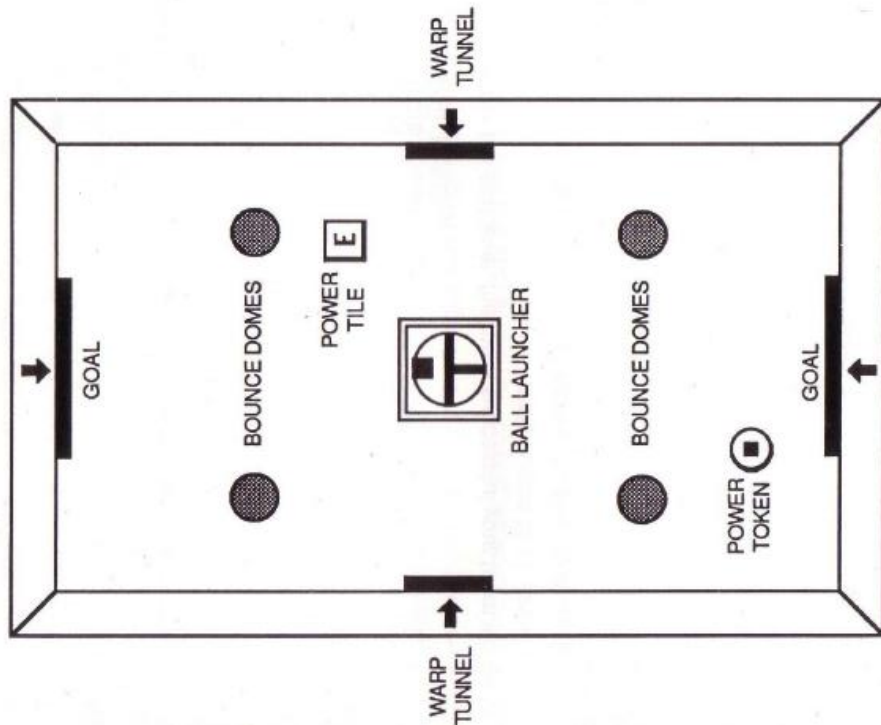
Skill—The higher the skill level, the more successful your team will be in tackling.

Stamina—As stamina depletes, your players get slower and cannot throw the ball as far, or with as much power. Your team's stamina is replenished to its maximum level at the start of each game. The small meters at the bottom left and right of the game screen depict the current level of the highlighted player's stamina.



THE ARENA

Speedball takes place in a steel-walled, steel-floored arena, 160 feet long by 90 feet wide. The surrounding walls are 30 feet high. There is a goal mouth (4 feet high) centered at each end of the arena.



Warp Tunnels—At the midpoint of each side wall is a warp tunnel (5 feet high). A pass into the warp tunnel sends the ball shooting out the opposite side at the same speed and angle it entered (see *Passing*). Use the warp tunnels to pass the ball to teammates on the other side of the arena.

Ball Launcher—The ball launcher, located in the center of the playing area, begins each play by rising out of the playing floor, rotating and firing the ball in a random direction. Similar to a face-off in hockey, players struggle for possession of the ball after it is released.

Bounce Domes—Located at various locations on the playing area are bounce domes, magnetically charged barriers which rise above the floor. Bounce domes emit electrical energy which repels the ball, but permits players to run over them with no effect. Bounce domes appear in different formations for each match.

Time Meter—A time meter is displayed at the bottom center of the game screen. Each game lasts approximately 3 minutes. The time meter stops whenever the ball is not in play.

Stamina Meters—At the bottom of the screen are stamina meters which display the current stamina level of the highlighted players. The stamina level of player 1 is shown on the left. The stamina level of the highlighted computer player (player 2 in a two player game) is shown on the right.

PLAYER CONTROL

The player under your control is highlighted. Use the joystick (or relevant keys) to move your player around the arena. Run over the ball to take possession. The player in possession of the ball is highlighted by arrows.

OFFENSE

Passing—To throw the ball press the fire button. A very short press will throw the ball at waist height. To lob the ball high over oncoming opponents, hold the button longer.

Note: Practice the timing of your short passes. It is very easy to throw the ball too high to enter the warp tunnels and goal mouths.

Jump Catch—If your player is near the ball as it passes by, you may press the fire button to make him jump in the air for an attempted catch. However, when you jump, you are in your most vulnerable position, and can be easily tackled by an opponent.



Scoring—The team with the most goals at the sound of the buzzer is the winner. Unlike its predecessors (hockey, basketball, soccer), a draw is a draw; there are no sudden deaths or overtimes in Speedball (unless, of course, you bribe the official!).

DEFENSE

Sliding—If you press the fire button while your player is moving, he will slide. You may use this tactic to tackle an opponent or to move quickly for an interception. You cannot slide when you are in possession of the ball.

Tackling—To tackle an opponent, press the fire button (or key) while moving in the direction you wish to tackle. If you are in contact with the opponent, the tackle will knock him down and you can take possession of the ball. If you are at a distance, you will slide toward the opponent.

A tackle may or may not be successful; much relies on your team's skill level. If you succeed in tackling, the opponent will lose some stamina; the amount depends on your strength level. Also, the losing player will be sent reeling and will be unable to do anything for a few moments. **Note:** A tackle attempt on a player who is in the air will always be successful, regardless of the team's skill level.

Sometimes a successful tackle results in you taking control of the ball. You can tackle a player at any time, because there are no fouls called in this game!

Hint: If you tackle the opposing goalie, he will not be able to save the ball for a few seconds, allowing you a free shot at the goal!

Goalie—The goalie comes under your control when he is visible. Toggle between the goalie and your nearest highlighted player to form a defensive strategy against the attacking opponents.

With the joystick in the "centered" position, press the fire button to make the goalie jump up and punch the ball. As soon as the goalie touches the ball, he will automatically throw it out toward the center of the playing area (either straight or diagonally, depending on his movement when he takes control of the ball).

Diving—If the goalie is moving sideways when the fire button is pressed, he will dive in the corresponding direction. Only dive as a last resort. It takes time for the goalie to recover after a dive, leaving the goal wide open for a score.



POWER TOKENS

Power tokens are rotating coins that appear at various locations during gameplay. The tokens you collect can be used between matches to improve your chances of winning. Options you can choose include building up your team's abilities, lowering your opponent's abilities, and bribing officials. There are no limits to the number of tokens you can collect. However, you can only select each option once per match.

Example: If a round goes three matches, you could increase your skill three times, once before each match.

OPTIONS	TOKENS	RESULT
Bribe Official	2	Buy 1 minute of game time for the previous game (this can be used once per game)
Extra Stamina	3	Increases your team's stamina by 3 points (maximum stamina rating = 60)
Bribe Timer	3	Increases the length of time a temporary token lasts (8 stage countdowns become 10 stage countdowns)
Bribe Trainer	4	Reduces the intelligence of computer opponent
Extra Skill	4	Increases your tackling ability by 10 points (maximum skill rating = 255)
Reduce Stamina	4	Reduce opponent's stamina
Extra Power	6	Increases your strength by 100 points (maximum power rating = 300)
Reduce Skill	6	Reduce opponent's tackling ability
Bribe Ref	6	Buy a one goal advantage for the next game (or the previous game if you also buy extra time)
Reduce power	7	Reduce your opponent's strength

The changes to the attributes will be shown on the table below your team captain (which is displayed before each match).



Note: The damage to the opponent's attributes in a two player game are permanent, but in a one player game they affect the opposition for the current round only.

Note: The computer player can pick up tokens, but cannot use them to his advantage.

POWER TILES

Power tiles are rotating squares that appear at various locations during gameplay. Run over the tiles to pick them up. The tiles you pick up go into effect immediately and have a temporary effect on the opposition. The effects differ based on the letter displayed on the token.

- D** Decrease your opponent's stamina.
- E** Bolt of energy that tackles any opponent it hits for an 8-stage countdown.
- F** Freeze the opposing team (except goalie) for an 8-stage countdown.
- G** Get the ball if not already in possession of it.
- J** Reverse opponent's joystick control for an 8-stage countdown (two player game only).
- M** An 8-way electron burst for an 8-stage countdown.
- P** Protect your team, (*i.e.*, can't be tackled) for an 8-stage countdown.
- R** Reduce the opposing team's speed for an 8-stage countdown.
- S** Increase your team's stamina.
- W** Weapon. Turns the ball into a weapon. When it is thrown, it will tackle an opposing player for a 8 stage countdown.

Note: The computer player can pick up tiles, but cannot use them to his advantage.

END OF GAME

The game is over in Knockout competition when you either win the final match of the series or fail to qualify for the next round of play. The game is over in league play when you win the league championship or fail to qualify for the next round of playoffs.



LEAGUE STANDINGS

LEAGUE TABLE												
TEAM	GF	GA	MF	MA	MD	PL	L	POINTS				
LAERTA	012	002	002	000	000	002	►	00260				
PERSEUS	007	004	002	000	000	002	◄	00235				
VELA	006	003	002	000	000	002	▼	00230				
AURIGA	005	001	000	001	000	001	◄	00125				
CASTOR	004	003	002	000	000	002	▼	00120				
ANTLIA	003	004	000	002	000	002	◄	00115				
DORADO	007	008	000	001	001	002	▼	00055				
PAVO	006	010	001	000	001	002	▼	00050				
MIRA	004	007	000	002	000	002	►	00020				
VOLANS	002	012	000	002	000	002	▼	00010				
TUCANA	001	003	000	001	000	001	▼	00005				

(GF) Goals For—Total points your team has scored in league play.

(GA) Goals Against—Total points scored against your team in league play.

(MF) Matches For—Total matches your team has won in league play.

(MA) Matches Against—Total matches your team has lost in league play.

(MD) Matches Drawn—Total ties your team has had in league play.

(PL) Games Played—Total games your team has played.

(L) Current Level—The status of your team.

Up arrow = Your team has moved up in the standings.

Down arrow = Your team has moved down in the standings.

Right arrow = Your team has maintained its position in the standings.

Xenon 2 (1989)

£24.99 Image Works

/ Dev: Bitmap Brothers

[7/10 – Enjoyable shooter with stunning music and graphics.]

Zzap : 97% - 'The game of the Bomb the Bass album tracks kicks off with an appropriately impressive version of the Megablast, which continues in simplified form in the actual game. It's the graphics though that really takes your breath away. While the visual themes of the levels are imaginative and unique, their execution is well nigh on perfect. From the silky animation of the tadpole enemies, to the retro-rockets on the fighter to the pilot light which ignites the gas of the flamethrower, Xenon 2 sets a new standard in presentation. But what of the gameplay? Well, to begin with it's not that much more than a standard vertically scrolling shoot-'em-up. But as you get further into the game the ability to scroll the screen back, dive down, and the unbelievable range of wonderful weapons, provides the vital difference. With the urge to get even further into the game for yet more of those brilliant graphics, and build up a completely over-the top ship. Xenon 2 oozes addictivity. Quite simply the definitive Amiga shoot-'em-up.'

CVG : 96% - 'Overall, Xenon II is an impeccable product, and not just because of these gorgeous graphics, or the 'Bitmaps' technical feats that people were saying the ST wasn't capable of last year. It's gameplay that makes a game like this, and Xenon II has bags of that. It's fast, it's fun, it's addictive. Hype? Ha! When the game is this good who needs it?'

The Games Machine : 96% - 'To get the bad news over with first, loading procedures are a bit of a bind: The shop is loaded in separately and afterwards the level has to be reloaded. Yawn. Patience reaps it's own rewards however, with David Whittaker's professionally re-sequenced version of Megablast combining nicely with quality effect to form an excellent soundtrack. The title screen version is better still, strewn with brilliant and often amusing samples that set the mood for the game perfectly. In definition and movement, graphics are identical to the ST but the playing area is marginally wider for greater manoeuvrability. A classic sounding, looking and playing blaster, wholly deserving of the prefix 'Mega'.'



When the title screen music kicks in of Bomb the Bass your jaw will still hit the floor even today.



The beautiful clean cut graphics of Mark Coleman sill looks amazing.



The shop keeper (called Crispin, fact fans) and was an instant hit with gamers back in the day.

Amiga Format : 93% - 'The age-old problem: it's just another shoot-'em-up some would say, and there are plenty of them around already. So what makes this stand out? The gameplay. It's fast, furious, addictive, tough, playable and it sounds and looks fantastic. Xenon 2 has everything a shoot-em-up needs and more besides, making it arguably the best of its type to appear to date and a definite 'must purchase' for anyone who doesn't mind wasting the odd hour or two enjoying some mindless blasting. A word of advice though, make sure your joystick has a very rapid auto fire: life can be hell otherwise.'

CVG : 96% - 'Overall, Xenon II is an impeccable product, and not just because of these gorgeous graphics, or the 'Bitmaps' technical feats that people were saying the ST wasn't capable of last year. It's gameplay that makes a game like this, and Xenon II has bags of that. It's fast, it's fun, it's addictive. Hype? Ha! When the game is this good who needs it?'

One : 93% - [Amiga] 'Programmer John Smith is taking advantage of the Blitter for a smoother ride. And David Whittaker's used the Amiga sound chip to produce a quite outstanding soundtrack – Some would say considerably better than the ST's, but relatively speaking the two are identical. Priced at £24.99 and due for release at the same time as the Atari version, Amiga Megablast is a must.'

ACE: 910 /1000 - 'Xenon II stretches the Amiga further than any shoot-'em-up has ever stretched it before.'

CU: 90% - [R £9.99] 'Megablast is definitely the essential item for every serious game player's library.'

Amiga Format: 32% - [CDTV Version] 'When it came out, this Bitmap Brothers up-the-screen shoot-'em-up was very highly rated for its detailed graphics, neat power-ups and innovative pop-star tie in soundtrack. Now the graphics look dull and the gameplay is revealed as being too enemy-heavy, with massive power-ups trying to balance play in which too little strategy and skill is required. It's been well superseded by a host of subsequent shoot-'em-up releases, but set a few standards in it's day.'



The CDTV version was a slow mess of a port. Still the CD music track was great.



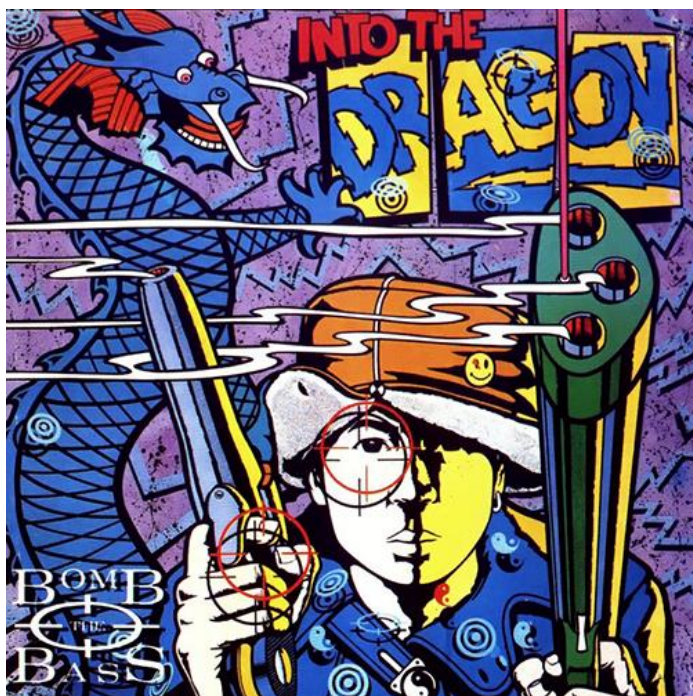
Survive long enough and the weaponry of your craft really does become impressive.



Look at the size of that thing! The end of level guardians are really impressive.



This end of level guardian is a real pain in the arse to beat.



Tim Simenon from Bomb The Bass, was a huge gamer and leapt at the chance to have his song Megablast. A track from his debut album Into the Dragon included in Xenon 2.

On booting the game up, and that title Bomb the Bass music kicks in, you know you are in for something special. In the game as well the gorgeous Mark Coleman's Giger-esque graphics looks stunning and full of neat little details and touches.

As a shooter the gameplay still holds up, but not when put alongside some of the better console examples. The game is platinum hard and needs a joystick with rapid fire to give you a fighting chance. Also too often I felt on later levels certain deaths were unavoidable. All in all though this game is a belter, and one I will always hold dear to my heart.



Survive long enough and the Xenon 2 power ups are really stunning.



XENON

2

M E G A B L A S T

Music By
BOMB
THE
BASS


image
works



XENON 2

MEGABLAST

XENON 2: MEGABLAST

XENON 2: this time it's war!

The Xenites are back and have thrown time itself into turmoil. Only you can save the day – not to mention the universe!

XENON 2: HARD, fast COIN-OP QUALITY destructive action with a HOT soundtrack to match... a mind blowingly accurate David Whittaker rendition of the 'Bomb The Bass' Megablast.

XENON 2: it's out of this world!

XENON 2: it's a Megablast!



Screen Shots From Atari ST Version.

XENON 2 ATARI ST AT20 XEN7



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IMAGEWORKS Irwin House
118 Southwark Street London SE1 0SW
Tel: 01-928 1454 Fax: 01-583 3494

© 1989 MIRROR SOFTWARE LTD
© 1989 THE BITMAP BROTHERS
MEGABLAST written by Tim Simonon
Produced by Simonon Gabriel
Appears courtesy of Rhythm King Records
Available on 'Bomb The Bass'
'Into The Dragon' LP Cassette CD
© Rhythm King Records 1988
© Rhythm King Music



XENON

2

MEGABLAST

XENON II: MEGABLAST

XENON II: this time it's war!

The Xenites are back and have thrown time itself into turmoil, only you can save the day – not to mention the universe!

BATTLE through five VAST graphically UNCANNY levels, DESTROYING wave after wave of EVIL aliens with the DOZENS of POWERFUL WEAPONS at your disposal.

XENON II: HARD, fast COIN-OP QUALITY destructive action with a HOT soundtrack to match. ...a mind blowingly accurate David Whittaker rendition of the 'Bomb The Bass' Megablast.

XENON II: it's out of this world!

XENON II: it's a Megablast!

XENON II: it's a Bitmap Brothers game!

Available Soon on Atari ST, AMIGA & PC.



Screen Shots From Atari ST Version



image

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MEGABLAST written by Tim Simenon
Produced by Simenon/Gabriel
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Published by Rhythm King Records



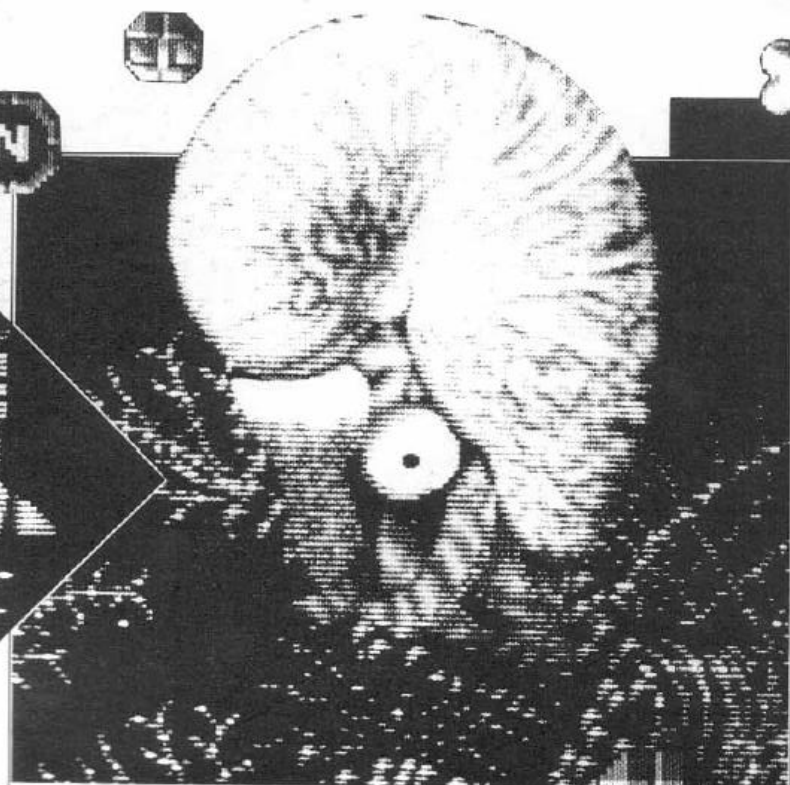
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Tel: 01-928 1456 Fax: 01-583 3494



XENON

M E G A B L A S T

ENGLISH / ITALIAN VERSION



BOMB
THIS
BASS

IMAGE WORKS

Irwin House 118 Southwark Street London SE1 0SW
Tel: 01-928 1454 Fax: 01-583 3494

MPX-XEN / E3



image
works

XENON 2: MEGABLAST

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© 1989 Mirrosoft Ltd, Irwin House, 118 Southwark Street, LONDON SE1 0SW. Tel: 01 926 1454 Fax: 01 583 3494.

Megablast © 1989 Rhythm King Records written by Tim Simenon. Taken from the album Into The Dragon by Bomb The Bass, available on LP, cassette and CD. Produced by Simenon/Gabriel appears courtesy of Rhythm King Records. © Rhythm King Records. Megablast reconstructed on Atari ST and Amiga computers by David Whittaker using original samples from Tim Simenon.

Manual produced by Yoyodyne Propulsion System: 'The Future Begins Tomorrow'.

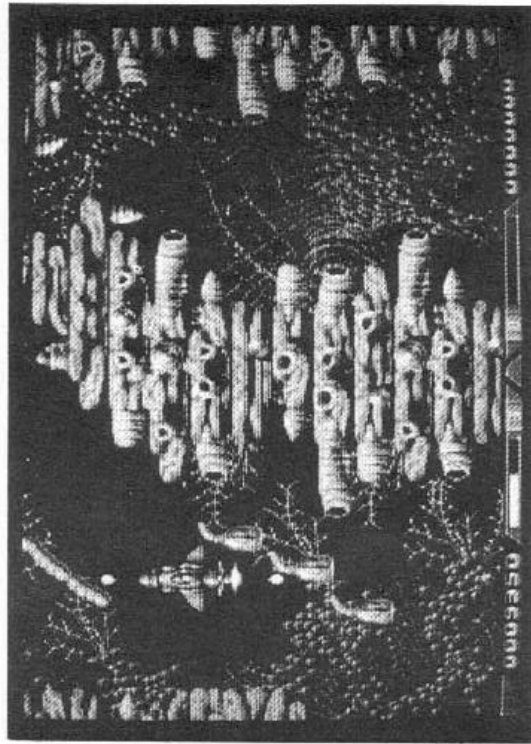
LOADING PROBLEMS

Should you experience loading problems with this product, please pop the faulty disk (hang on to the packaging) into a jiffy bag or padded envelope and send it to: Quality Control Manager, Dept X2R, Mirrosoft Ltd, Irwin House, 118 Southwark Street, LONDON SE1 0SW.
He will endeavour to provide a replacement within 28 days of receiving your faulty disk.
This in no way affects your Statutory Rights.



THE SCENE IS SET

No-one likes a bad loser. And no-one comes more universally despised than the Xenites. For a thousand years they have been plotting revenge for their humiliating defeat in the last Galactic Conflict. Now the very fabric of time is in danger... The Xenites have planted five Time Bombs through history. Only you can save the day – not to mention the Universe. The last time you met it was a playground scrap.
This time it's war.



XENON
M E G A B L A S T

LOADING XENON 2

ATARI ST

Insert Disk One into the disk drive and turn on the computer. The core of the program will now load. When prompted, eject Disk One and insert Disk Two.

AMIGA

Insert Disk One into the disk drive and turn on the computer. The core of the program will now load. When prompted, eject Disk One and insert Disk Two.

HOW TO PLAY



THE SHIP

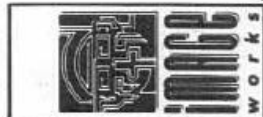
The Megablaster is a small but perfectly formed battlecrafter. The basic model is equipped with a thruster to aid movement, a simple blaster for the purpose of destroying anything that moves, and a shield to absorb collisions. When the shield runs out, the ship is destroyed with the next hit it sustains. A squadron of 3 fighters are at your disposal.

CONTROL

Plug your joystick into the hole without the mouse in it, i.e. Port One (Atari ST) or Port Two (Amiga).

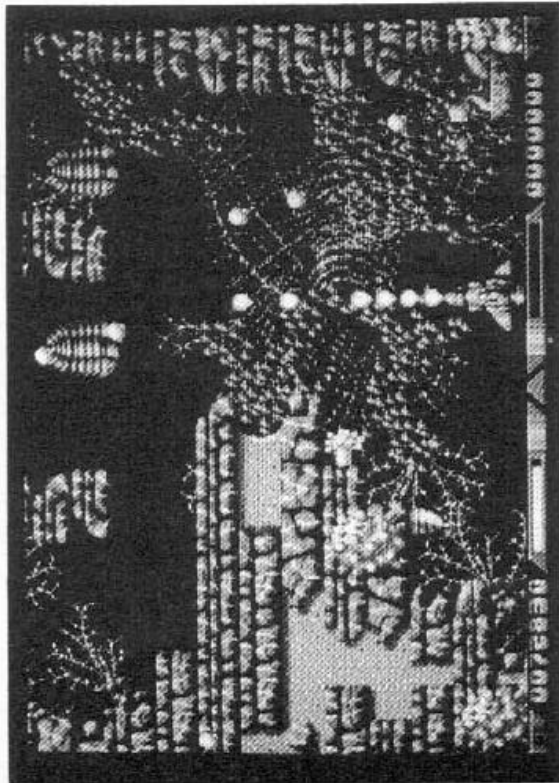
PICK 'N' CHOOSE

The Selection Screen allows you to turn the in-game music on and off by moving the joystick in the appropriate direction. You can also start a one or two player game in the same way.



THE SCREEN

Your journey through time follows the process of evolution, represented by five increasingly arduous horizontally scrolling levels. Each has distinctive scenery and lifeforms - from the lowest form of life in pre-historic times through to metallic mayhem in the spaceways of centuries to come.



Sadly these creatures won't listen to reason. The powerful radiation emitted by the Time Bombs planted at the end of the levels has mutated the once harmless beings into crazed aggressors which are now best shot or avoided. Some of the lifeforms you can expect to encounter are found on page 12

SCENERY

The scenery doesn't damage your ship - unless you get trapped in a corridor and crushed as the screen continues to scroll. You can reverse the direction of the scrolling by pulling back on the joystick when the ship is at the bottom of the screen, which creates a larger playing area of proportions more often

XENON
MEGABLAST

associated with scrolling shoot 'em-ups of the horizontal variety. However the effect is short-lived, so be careful not to get trapped in the maze-like landscape of the later stages.

BIG BOYS

A large guardian is found at the end of every level and each is destroyed in a special way for you to discover. Only then will the Time Bomb be defused. In the last four levels, large lifeforms appear not only at the end but halfway through, and once again it's up to you to find a means to an end.

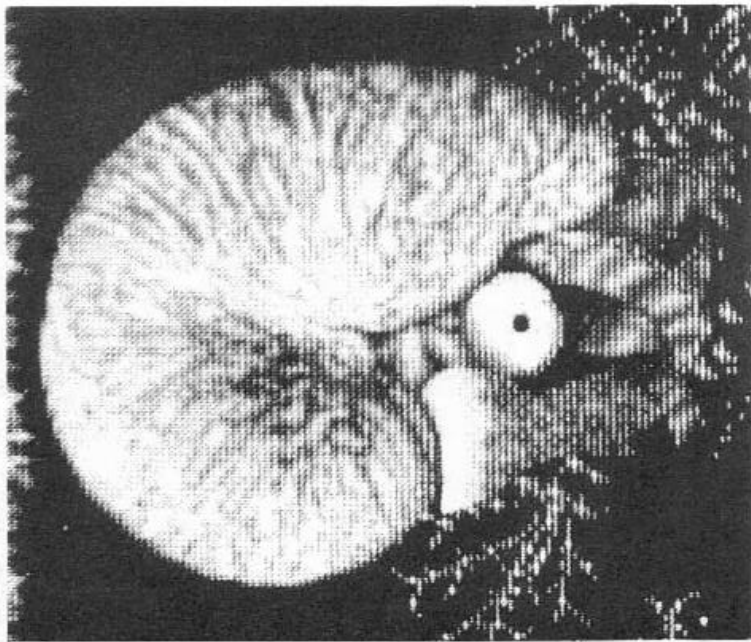
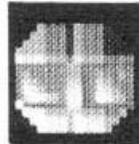


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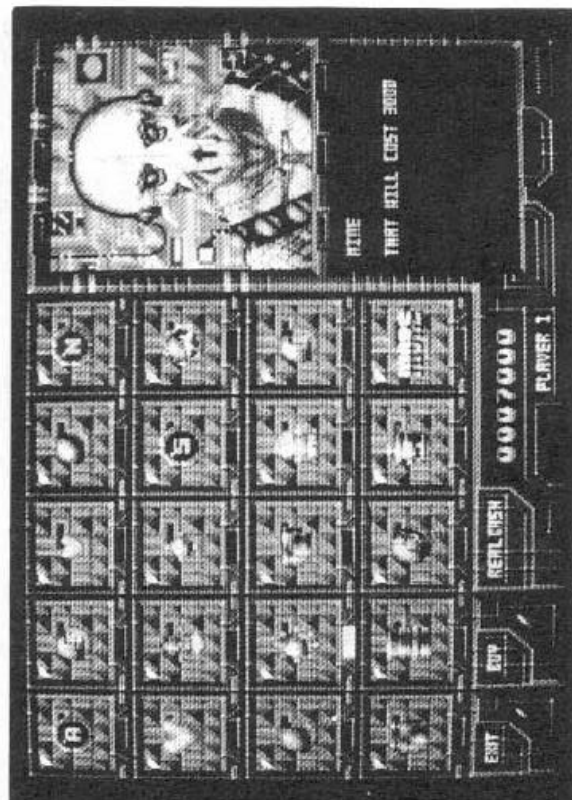
CAPSULES

Bored by the basic blaster? Beef up the ship by collecting the tokens left by Special Capsules which occasionally float across the screen. Details of the more common Special Features can be found on page 9



IT'S THE REAL THING

Creatures which bite the space dust leave behind Real Cash, the quantity and value depending on the size of the thing destroyed. Collect the Cash and use it to buy equipment when you visit the shop.



SWOP SHOP

Megablasters are given two opportunities per level to sell or buy equipment (once halfway through and again at the end). This is... well, the shopkeeper. Its name is unpronounceable in our language but loosely translated it means 'Crispin'.

He doesn't speak very good English, so it's fortunate that his garbled speech is translated in the window below.



MEGABLASTERS

SELL!

When you first enter the shop you are invited to sell the equipment accumulated (it's displayed in the bank of video screens to the left). Use the joystick to move the highlight to the desired position. Pressing the fire button while the highlight is beneath an item doesn't sell it but you are given a price (usually less than half of what you paid for it). If the shopkeeper's offer sounds reasonable, move the highlight to SELL at the bottom of the screen and press the fire button to make the transaction. Your bank balance will be credited automatically.

BUY!

With the selling over, move the highlight to EXIT and press the fire button to view the equipment up for sale. Over two-dozen articles are in stock but only those you can afford are displayed in the bank of video screens to the left. The procedure for buying equipment is much the same as selling it, only your bank balance is debited accordingly. An extract of the shop's catalogue is found on page 9



DEATH

Should you lose a ship - all is not lost... Each level features six Restart Positions, which means when you are unfortunate enough to lose a ship, you won't be returned to the very beginning of a level but to the last Restart Position passed.

HIGH SCORES

A table of the top ten Megablasters is displayed on the attract sequence. To see your initials in lights, get a score big enough to get on the table then move the joystick left or right to advance through the characters available. Press the fire button to enter a character into the table.



EQUIPMENT

There are three distinct types. These tokens activate weapons.

ADVICE

Crispin's tips on how to play, including which weapons may be most suitable for a particular section. This information is more often than not useful but sometimes misleading.



SIDE SHOT

Causes bullets to emit from the left and right sides of your ship when the fire button is depressed.



ZAPPER

Erradicates everything on screen in a blinding flash of light.



SUPER NASHWAN POWER

A devilish faster device which provides a full 10 seconds of Total Destructive Power!



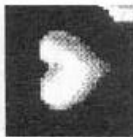
HEART (SMALL)

Restores your ship's shield to half the maximum level.



HEART (LARGE)

Restores your ship's shield to the max.

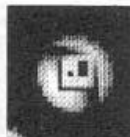


These spherical features enhance and enrich your way of life.



SPEED-UP

Who needs go-faster stripes when you have this little baby, eh?



POWER-UP

Improve the strength of your shot by boosting your bullets to up to three times their original size!



ELECTROBALL

Sticks to your ship like Sharon to Darren until you hold down the fire button... now you can move the ball (watch out - it's four times as sensitive to control as the ship) and use it to bash anything bad.



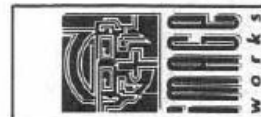
AUTOFIRE

No need to wear out your trigger finger, just hold down the fire button.



DIVE

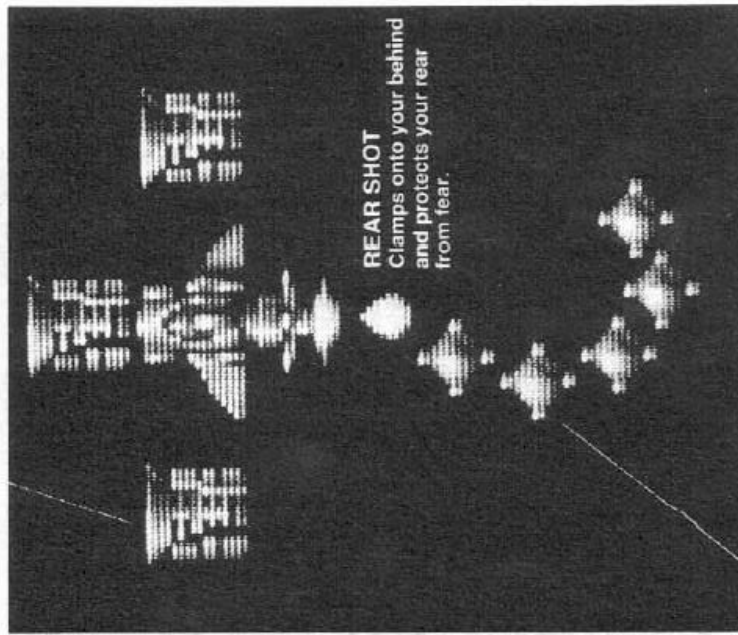
And you thought that parallax scrolling was just a frill. Press the Space Bar to dive 'into' the screen. A timer will appear and count down from ten to zero, whereupon the ship will come back 'up'. Alternatively, pressing the Space Bar a second time gets you back up into the swing of things. However, be careful not to come out of the screen and crash into any scenery.



Impress the girls with these exciting attachments.

MEGABLAZER

The boy-blazers' favourite shoots a stream of intense laser fire. A maximum of three can be bolted on the front of the ship.



REAR SHOT

Clamps onto your behind and protects your rear from fear.

MINES (SMALL)

Hold down the fire button to leave a trail of floating death which explodes after a second or two.

XENON
MEGABLAZER

KNOW YOUR ENEMY

The lifeforms found on each level come in all different shapes and sizes, with individual characteristics for you to learn. Here are some of the beings you can expect to do battle with...



BRACHIOPOD

These shellfish creatures wiggle and giggle down the screen. Fortunately they don't shoot at you.



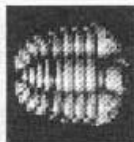
FLATWORM

The candy-striped creatures twist and shout but don't bother shooting at anything.



SEAWORM

These wriggly beings live in the rocks found in the centre of the first level. They appear from the tubes attached to the rock and slither around in a menacing pattern. Beware the pieces of body which shoot off when shot.



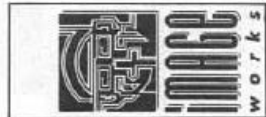
TRIOBYTE

The crusty-skinned lovelies are understandably wary of your presence, which is why they keep their distance before they shoot – and they don't even ask questions later.



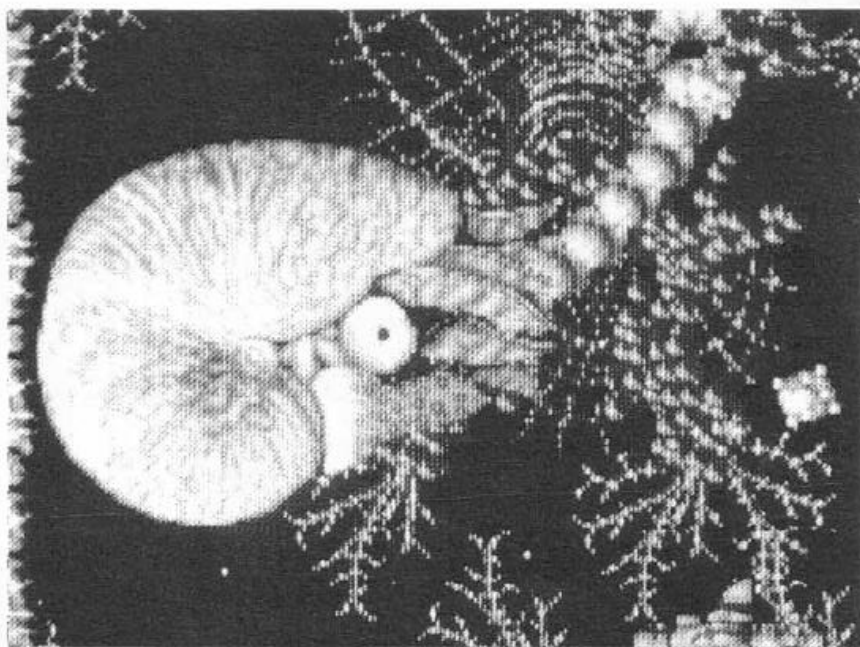
JELLYFISH

Pulsate around the screen having a good time. Kill them quick to ensure they don't interfere with yours.



THE NAUTILUS SHELLFISH

Watch out for this crustacean's probing appendage – it spits mines in your general direction. Find a weak spot and pump it full of laser fire until the calcium-coated creature explodes into a shower of Real Cash.



XENON
MEGA BLAST

Cadaver (November 1990)
£24.99 Image Works / Dev: Bitmap Brothers
[9/10 – A truly stunning isometric adventure. One of Bitmap Brothers finest.]

CVG: 95% - [ST Review] ‘The Bitmaps are back, and how! This 3D isometric adventure (vaguely reminiscent of Ultimate’s Knight Lore) is a real departure from their previous blasts, but believe me, this is probably their best product to date! Control of the dwarf is simple enough, and when it comes to picking up and utilising the myriad of objects scattered around the castle, the icon system works surprisingly well, and is quick and easy to use. The graphics are nothing short of brilliant, and the sheer attention to detail (especially with some of the brick-work and monsters) is stunning.

Some of the puzzles are quite easy, but others demand a brain-bending amount of lateral thought, though nothing so complex as to drive you away. Containing five levels, each with a massive 70 rooms, the game has a heck of a lot to keep you going, so it’s a fame to be played over a considerable amount of time. If you are yearning for the bygone days of Ultimate-style action, look no further, Cadaver is well deserving of a place in everybody’s software collection.’





CU: 90% - 'The graphics are smart and imaginative and the sound effects are interesting to say the least. The puzzles give the game its substance and are pitched so they are not too difficult but require quite a bit of thought and trial and error before you can solve them. I only have one criticism: some of the room exits are very obscure. I wandered round for half an hour before I came across one – and that was almost too thin to see. This minor gripe aside, Cadaver is a strong package, and definitely one of the most complete arcade adventures to grace the small screen this year.'

O: 90% - 'Amiga Cadaver is virtually identical to the ST version. The only significant difference is sound. Whereas the ST is entirely chip generated, the Amiga incarnation includes some samples. A special Amiga 1000 version will feature extra atmospheric effects, with samples for nearly all the sound.'

YA: 90% - 'Magic potions found are not always the gift the seem. Few carry labels and without an identify spell the only way to discover the effect of a potion is to sample it, too bad if you need all the remaining doses for the game or it turns out to be poison. Great graphics combine with brilliant sound effects to produce a great arcade adventure. Thankfully the game relies not on your ability to jump from one platform to another but your skill in finding and manipulating objects.'

AUI: 89% - 'Innovation on the isometric adventure theme has been almost non-existent until now. Simple things like being able to walk straight up the screen, and increase in speed make Cadaver far more accessible than its forerunners. Once you get into it, the amazingly detailed locations, which give a lot more scope for interaction than we've previously seen, will keep you at the screen for some lengthy sessions/ Surprises are around almost every corner and thanks to the "save game" feature, you won't be continually working your way through the early screens each time you restart. On top of all that, Cadaver is one of the few games that succeeds in putting across a really spooky atmosphere, shocking the player with more and more grotesque scenes. With its fairly highly developed adventure side, Cadaver is going to appeal to those who like to be absorbed in a good plot, and have the time and patience to do so. With out a doubt the best arcade-adventure to have appeared in ages. Yet another gold star in the Bitmap's copy book.'

ZZ: 86% - 'A remarkably laid-back brain-biased Bitmap Brothers creation but one with plenty of staying power.'

"With Cadaver we wanted to break into new territory. We don't want the public to see the Bitmap Brothers as producers of fast arcade games and nothing else." – The Bitmap Brothers speak to The One Magazine.



AA: 86% - 'This was so unlike the Bitmap's other games I was quite anxious to see what the result was. Thankfully, I was thrilled to see they have kept to their usual high standards and have once again produced a classic game that is a worthy addition to anyone's software collection. The graphics are simply brilliant, and although the sound isn't equally superb, the gameplay really shines through. If you want to see the Bitmap's true capabilities, try Cadaver – I'm sure you won't be disappointed.'

AF: 83% - 'Cadaver is one of those games which has taken a great deal of working and will be fun to play from now until you finish the damn thing. There are a few illogicality's in the play, such as losing a key, or being pinned inside three spikes. Moans aside for a moment, there is no way in which the adventuresome type, the strategist or arcade freak (or even Karadoc the Dwarf himself) won't get some real enjoyment out of this game. Not a classic, but certainly an excellent game.'



As a huge fan of the Ultimate Play the Game isometric spectrum adventure games, I was really excited when I first had seen a preview of this game. It was quite a departure from Bitmap Brothers usual action orientated games, but truly brought the isometric adventure genre game forward for the new decade. I adore this game, from its clever, intuitive user interface and the beautiful metallic graphics by Dan Malone, of which art style he became so synonymous with. When you combine this with the brilliant puzzles, it is all a rip-roaring adventure. It isn't perfect, sometimes you can easily get stuck by using up an item, which does frustrate...But despite that a wonderful worthy classic.



Cādaver



CadaverTM

A feud between the kingdom's heirs, a battle won by magic and a massacre that stained the battlements of Castle Wulf red with blood. The Necromancer now awaits his next victim deep within the castle walls.

No valiant knight or swarthy soldier but a liar, a mercenary and a thief. Karadoc the dwarf is destined to go where men have failed, to come face to face with the Necromancer and probe the darkest mystery known to

man. His motive? Not honour or love but treasure and Castle Wulf is bursting at the seams with it...

Cadaver is the interactive fantasy adventure you've been waiting for. Stumble through a labyrinth of age-old passageways, explore the mystic contents of Wulf's secret rooms, battle to the death with hideous monsters, grapple with supernatural traps and puzzle over the enigmatic spells of Necromancy.

- ~ A complex interactive game environment with hundreds of different rooms and locations ~ Mind-bending puzzles
- ~ A wide variety of available weapons ~ An array of spells and mysterious magic potions ~ A vast menagerie of monsters, including mutated rats, man-size water lizards and gigantic fire-breathing dragons.

Cadaver – survive it and it's an experience you'll never forget.



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Screen Shots from Atari ST version
MVP 1.1 - CAD 1



Image Works, Irwin House, 118 Southwark Street, London SE1 0SW
Telephone: 071 928 1454 Fax: 071 583 3494

Cādaver™



AMIGA
500/2000

GAME
DISC



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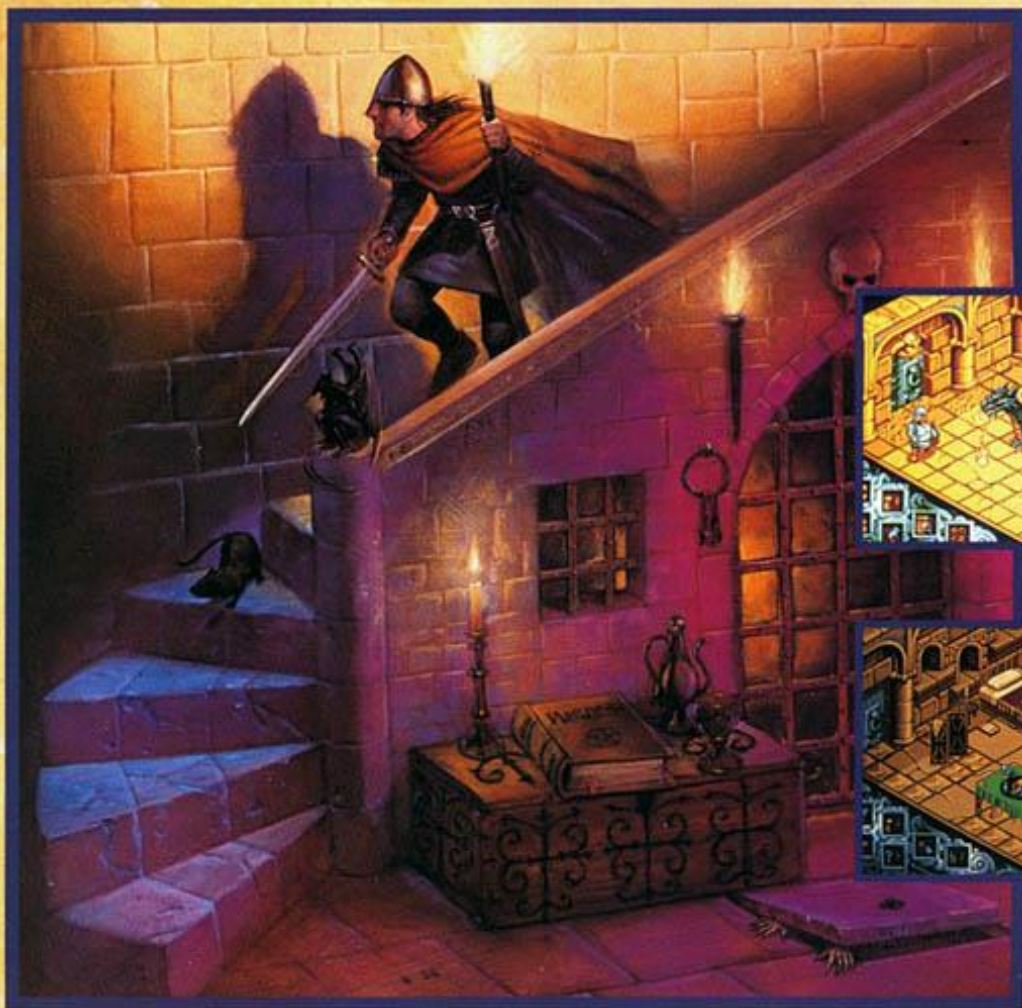


AMIGA
DISK 2
LEVELS

INSERT AT
SCREEN PROMPT



CadaverTM



Deep in the heart of darkness lies a swamp. In the centre of the swamp there stands a castle. And deep inside the castle the Necromancer waits.

His history is steeped in blood: A feud between the kingdom's heirs, a battle won by magic and a massacre that stained the battlements red with blood. In the aftermath many adventurers tried to unravel the enigma. None returned alive.

But fate has nurtured a hero. No valiant knight or swarthy soldier but a liar, a mercenary and a thief. Karadoc the dwarf is destined to go where men have failed, to come face to face with the Necromancer and probe the darkest mystery known to man. His motive? Not honour or love or a personal feud; not a crusade against evil or a deep hatred of Necromancy; but treasure! and Castle Wulf is bursting at the seams with it...

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Screen Shots from Atari ST version
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Cadaver™



Cadaver™

Manual by Gordon Houghton for Mirrorsoft

© 1990 Mirrorsoft Ltd.

© 1990 The Bitmap Brothers

The Music in this program was produced using Quartet by Microdeal

Manual written by The Word Factory

Manual designed by Khartomb Design Partnership



Chapter 13

The story so far:

In his last adventure our hero, Karadoc, defeated Bedwig the Giant in mortal combat after an epic struggle, suffering many grievous wounds. Even so, having already vanquished a clutch of terrible Dragons, having cut the dreaded Carbuncle into a hundred pieces, and having overcome a horde of eldritch Demons, his confidence was still high. The victory pay for all these missions was good, and he divided the next two months between resting and travelling. Eventually he found his way to an unknown land, a place which hinted at former riches and power: this is where we find him. Inevitably, in his quest for somewhere to spend the remainder of his hard-earned cash, he chanced upon a run-down inn on the border of a vast, miasmal swamp. There he met with a gang of dwarves he hadn't seen for a decade: breaking his vow of sobriety, he quickly lost co-ordination and began to stagger. Was it Fate's hand that guided him towards the quartet of men debating earnestly at the corner table? Or was it simply one of those random events that determine our future?

Karadoc has never enjoyed the company of humans after a group of them abandoned him to the mercy of an Orc ambush many years ago, so he instinctively reached for his axe. Cursing his luck, he realised it had gone missing in the last few hours, forcing him to fall back on his wits. He smiled as best he could, composed himself and delivered a long speech detailing who he was, what he had achieved, and how much he charged for his services. When he'd finished, he noticed that his audience was smiling, as though they'd found the answer to a pressing problem...

"Right there," the man said. "Across that swamp."

Even though it was late morning and the light was good, I squinted (my eyesight has never been great since my brother Hengest and me had an eye-crossing competition when we were younger. My mother always said it would stay that way). I shook my head.

"Nothing."

I replied.

He looked angrily at me: the corners of his mouth tightened like a leather belt and his teeth



began to grind together like an old sheep chewing grass.

"Across the swamp."

he insisted, like I was deaf.

"The ruin - Wolf and Carolus?"

I stared at him blankly.

"You must remember Dianos?"

It was one of those situations where one more vacant look on my part would have been rewarded with a knuckle surprise. Checking to see if he was armed - he wasn't - I feigned a strategic defence posture. He backed off.

"Let's get down to business."

I said, giving him a winning smile which failed to penetrate his spongy human skull.

"You're saying if I took a boat across that bog, roughly"

"... northwards, thirty miles -"

"... right. You're saying there's a ruined castle there and I can make money."

"You can keep whatever you find,"

he snapped, and looked even more annoyed. I waited for him to start foaming at the mouth but it didn't come.

"It's not that simple, though."

he insisted.

"You've got to know who you're dealing with."

I shrugged. If someone wants to shell out the readies to do a hatchet job, why ask questions?

"Let's get it over with then."

I offered. If I'd had my axe handy I'd have left him two toes for standing on, and gone for another jug and knees-up; but I was in a good mood.

"Spin me the yarn, beanpole."

He glowered: if looks could kill, I'd have been making the trip home in a basket.

"It's a long story, but I'll keep it short for you."

He emphasised the word 'short' and looked me up and down. Some people don't recognise how near they are to a fist in the face. I confined my annoyance to an exaggerated yawn to keep him fresh: if he got boring I could always cut his legs off.

He coughed, adopted a rhetorical posture, and began.



"It was many years ago now... A much better time, when all was good with the world." I stared at him hard. One more wistful musing and my dinner would be heading for his shoes.

"This is the tale of Wulf and Carolus."

No fanfares came, and it wasn't hard for me to look unimpressed, so he simply continued.

"Upon the death of his father, Wulf III gained the crown of this land. On the night of his coronation he exiled his half-brother Carolus to secure the purity of the royal blood-line - and ruled for many years.

"It was not to last. Carolus grew into manhood and avowed to seize the throne as his. In his middle age he returned, disguised, to Wulf's castle, and plotted to overthrow our king. He enlisted the aid of Dianos - a despicable, vengeful creature who had thus far served Wulf as Chief Advisor - and persuaded the Captains of the Guard through bribery and threats to take his side."

I hate to say it, but I was beginning to like this tale. Cheating, vengeance, bitterness - a few gold coins and a bucket of blood and it would have made essential bedtime listening. The only part I didn't like was the storyteller, but he went on regardless:

"Carolus was appointed Ward Marshall, holding supreme responsibility for the castle's military organisation. Thus he was able to organise with ruthless efficiency the rebellion that would place him in power.

"Somehow Wulf got wind of the plot, and when the conspirators stormed his court one evening, his loyal personal bodyguard met the attack and a terrible struggle ensued. Three days of blood and anger spread through the castle like a disease: Wulf with his last few retainers fled to the higher floors of the castle, setting many traps behind him and unleashing his personal menagerie of hideous monsters to thwart the rebels.

"All was in vain. The Necromancer Dianos had anticipated the king and lurked in waiting on the upper floor of the castle. Using the unmentionable powers of the dead he destroyed the remaining bodyguard and left Wulf exposed to the mortal blows of Carolus, avenged at last."

Carolus sounded like the kind of man you wouldn't want with a knife in his hand when your back was turned - I liked him. But all good things must come to an end - which is why this story went on:

"But revenge was not sweet. With Wulf dead Carolus was placed on the throne, where he reigned for a year and a day in a castle that never saw peace - it was a time torn with dispute, with conflict.



Jealous Captains vied for power; bands of warriors forged and broke alliances in their quest for dominance.

"On the anniversary night of Carolus' victory a feast was held; but a great evil befell the celebrations. Without warning all the warriors were seized with madness and more blood was spilled. Like a flame devouring what it will, none cared whom they killed in their quest to quench an overwhelming urge to destroy. Carolus, sad Carolus, battled for his life but was trapped and fell under the sword of his own Captain.

"Daybreak brought calm, but it was a hellish peace. Only a few of the castle's occupants remained alive - myself amongst them. My companions and I fled in terror of the previous night. As far as we know only Dianos remains."

For a brief second I thought the story was finished, and I began to pick up my rucksack. Unfortunately, the teller was merely pausing for effect, his eyes wandering as he did so. He coughed again, and continued:

"Over the last two years Dianos has lived alone in the dark castle within this swamp. Ignorance has spawned rumour: some say the castle is still full of monsters, some say it is filled with Lord Carolus' treasure. All agree on one matter: Dianos is now the slave of his Necromantic art, an insane creature, possessed by evil. We have reason to believe he has been abducting people from surrounding villages to satisfy his black practices.

He paused again, and corrected himself.

"But we can't be sure, without further investigation; nor can we be certain that it was he who was responsible for the events of that dreadful night when Carolus died. All we know is that Dianos is a powerful magician, and a terrible opponent. You must not undertake your task lightly."

I shrugged again - giants, Necromancers, what's the difference? Up to this moment no figures had been mentioned, so I got straight to the point,

"And the payment?"

"As I said, some say the castle is filled with Carolus' treasure. This is no rumour: Carolus himself used enslaved dwarves to mine a large fortune in emeralds from below the castle, and there is more gold there than you will see again in your lifetime. Untravel the mystery, purify the castle, avenge us if you will - the treasure is yours to keep."

So, Carolus was a dwarf-basher? I might have guessed. At another time I would have kissed the man good-bye with a boot 'n' forehead sandwich - but he'd mentioned gold, he'd



mentioned emeralds; and he'd said they were mine for the taking. What was the catch?

In the time I had been thinking of these things he'd drawn a battered book from his leather bag, stained brown with old blood. He offered it to me:

"Take this,"

he said, smiling in a way I didn't enjoy.

"Study it wisely. It could prove the difference between a life of riches and an early death." I took it, and my human companion offered his farewell.

When he was gone, I opened the book to the first page. It read

'This is the journal of Anselm'.

I read no more: it was getting late, and I had a rowing boat to steal.

THE JOURNAL OF ANSELM (Extracts)

Third Day

Two days since I entered; two days without the sun. A long row across the black swamp, then I found a cave-mouth at the base of the rock on which this ruin stands. It was a secret exit in Wulf's reign - he intended to use it in time of siege, though he couldn't have known about the enemy within the castle walls. There was too much peace until the last weeks; too much complacency. Like a tree heavy with fruit, we were ripe for shaking.

The cave-mouth led to the old minings. The place is a labyrinth now, and sights I once took as familiar landmarks - corners of stone, an iron stain on a wall, a patch of wild fungus - are now alien to me. The mine reeks of death: I find bones and old clothes everywhere, of people I may have known a dozen years ago when Carolus was killed. Memory patterns fade.

Things change: even when the slaves were here the mine was alive, full of sounds and activity. It's too quiet now, too calm.

Fifth Day

Another new development. Yesterday I thought I heard sounds like a great forge bellows, like some gigantic animal crying to be set free; but I wasn't sure. Today I know that those sounds are real. At noon I was sitting by a still pool picking at scraps of food when the roar rose again, quite audibly - but it was muffled, and it must be some distance away. At its passing a half-felt breeze stole through the caves, warm and sweet.

Sixth Day

Is Dianos still here? I can find little evidence of his presence. Some of the old traps are still active, some of them Wulf's, others much newer and more devious. Many of the doors are now locked by mechanical and magical means, and I must continue to be vigilant if I'm to unlock this labyrinth's secrets. Sometimes there are clues hidden in old parchments left here after the conflict; sometimes a switch helps - there has been nothing so far that I couldn't solve after some minutes' thought.

But why so many traps and tricks at every turn? Is it a sick man's dying joke, or does someone still not want prying minds to penetrate the castle walls? I must persevere and not let the



atmosphere of this place fill my bones: the castle itself cannot be far away - just a few more twists and doors, a few more shadowed chambers. And when I reach it, what then?

There isn't much food left, although there appears to be a plentiful supply of ale - I drink too much of it! I have found too many dead rats: I was almost tempted to eat them at first, but they are gross, bloated things, many times natural size.

There are monsters here too, I am sure of it. Their tracks are everywhere: some I recognise as those of Wulf's own horde (or mutated species close in kind); others have crawled from the swamp and made this place their home and hunting ground. And then there are new ones, creatures I have never seen before, unnatural. I think I killed one this morning, but it scurried away, leaving only a foul-smelling bloody trail and half of one of its limbs. The struggle drained my strength; I don't know how much longer I can continue. If I am in dire need, there are plenty of old weapons still around, many of them in good condition.

Seventh Day

Some of these caverns lie below the waterline, and in the wet season (as now) are partially flooded. Last night I slept by a pool of water trapped underground, stagnant and too dark to fathom. I should have known better, but I was tired. It seemed like a few moments later when I was awakened from a terrible dream by waves lapping against my face. Long years of living as a fugitive have trained me to respond to danger with speed: I looked up to see a huge snake-like creature about to strike. My fingers were on the crossbow before I blinked; it was dead before I blinked again. It sank below the water with barely a ripple.

But at the point of despair I discovered salvation: hidden amongst the rocks by that same pool there were two potions still corked fresh in their flasks - perhaps left there by the dwarves? The faded script on one of them indicated that it would increase my stamina: I drank it and feel much refreshed. The other one has no label, and I cannot trust to taste it yet. There will come a time.

Ninth Day

This has been the most enlightening of all my days underground. I found a room that must have been an old guard-post in the past (though I can't recall it): it contained many useful finds. The emeralds and gold are worthless treasures - but there was armour there in the green and white colours of Lord Carolus; and a spell written on parchment. I cast it, and the words



of the spell faded; in their place was a vision of the underground labyrinth, mapped out in its entirety. Necromancy, to be sure - but invaluable. I am now more hopeful: there's nothing between me and the castle but a few traps set to catch the unwary. I will not be caught: now that I know the way ahead, I will travel more slowly, examine everything more carefully.

I felt the breeze once more, much closer now, and much warmer. I fear this may be a dragon's lair.

Tenth Day

Despair. I found a room I thought contained no trickery: in my eagerness I rushed across it, and stumbled. The floor opened beneath me, and in the fall I dropped the map. I had a potion whose label hinted that I would have great jumping ability; I drank, but the reward was not enough. After a few hours I managed to find my way out again anyway, but I now have no guide other than my confused memory. I see lines and doorways in my mind, but I cannot be sure they aren't imagination. How could I have been so stupid?

(evening)

There is much magic about this place: I can feel my fingers shiver when I touch certain objects or enter new caverns. But no magic can help me now: I am trapped in a corridor hewn from the stone, and the door at its end is impassable. I have tried for hours to find a way through - some hidden button, some gargoyle's tooth, a key, a gem, a spell to open it - but all to no avail. The only clue I have is the fungus, which grows everywhere in the caverns but here spreads at an incredible rate - it seems that each time I come back to the corridor there is more.

Eleventh Day

In a chest in a hidden cave there were more spells, more potions. I am now equipped with magic to combat the evil creatures around me: nothing dares stand against my fireballs, my power to freeze and harm. I can slow their movements, kill them, do what I like. It seems as if someone ripped up the Book of Magic and scattered its leaves in these caverns - it's just a pity the spells have a limited lifespan. The potions are the same: if I want to run like the wind, I am a mere mouthful away - but I must save what I have. I might need it for later.

Still no way through this door.



Thirteenth Day

(morning)

The harder I look, the more I find abandoned in this place. Am I being lured into a larger trap, something beyond these petty diversions? More potions to confuse me, to fill the holes in my mind where the map should be: I am convinced one of the flasks contains poison; another appears to protect me from attacks. My confidence is high, my strength good. If I could pass this corridor, everything would be simple.

Yesterday evening I came across another room I hadn't encountered before; on its walls there were runes and foreign script - a language I had never experienced. What can I do to understand it? Is it important?

No magic can unlock this door.

(afternoon)

I did it! Patience was its own reward: I kept coming back to have another look at the problem, and now the way is clear. I almost laughed when I passed through the rough archway: it was so simple! The puzzler's mind is twisted in ways I cannot begin to comprehend.

The warm wind is nearer now, and stronger. First there is the bellow (now frighteningly near) - a hollow roar from some pained creature. If it was the air and the echoes come to life in my mind, I would feel more at ease with this task; but I know that the sound comes from a living thing. I have a feeling I may have disturbed something which would rather be left undisturbed.

If I could find my way to the castle, I feel sure the task would make more sense. By now my companions will be thinking of sending a search party - none of us knew that it would be this hard. Hopefully by the time they arrive we can celebrate together.

(evening)

The noise grows louder, the air warmer. But I am prepared for anything Dianos may have set against me. A few more turns, a couple of rooms, and I will know.



HOW TO PLAY CADAVER

Cadaver is an isometric 3D arcade adventure, played using a joystick and keys. As Karadoc the dwarf, you explore the murky dungeons and eerie corridors of Castle Wulf, interacting with hundreds of objects, people, monsters and puzzles. The ultimate objective is to kill the necromancer, Dianos; but, as is the tradition with bounty hunters, what you find along the way is yours to keep.

THE MAIN SCREEN



- A - Main playing area
- B - Icon Panel
- C - Health/Stamina Bar
- D - Day
- E - Object Indicator
- F - Location

Most of the action in Cadaver takes place on this screen, which is divided into three areas:

- the main playing area which shows our hero in the current location, with its walls, doors, steps, decorations, objects, etc;
- the icon panel (the left status display), which either shows the icons (see ICONS), or displays the object you are holding (see OBJECT INTERACTION);
- other information (the right status display), which reveals your current health, the time (shown in days), the name of objects you make contact with, and the name of the current location.



CONTROLLING YOUR CHARACTER

Karadoc's basic skills include the ability to walk, jump, climb stairs and fight monsters; by pressing F4 you can toggle between moving in eight directions and moving in four, according to your personal preference. There are three major modes of controlling the dwarf and his actions: basic movement, interacting with objects via icons, and the rucksack.

BASIC MOVEMENT

When exploring a location, Karadoc's movement is controlled entirely with the joystick. Pressing the fire button when he is holding nothing allows him to jump.

While holding a weapon or spell the fire button fires/casts the item (providing it has some shots left). Pressing the 'H' key toggles a held object on and off, allowing the dwarf to jump without having to return a weapon or spell to the rucksack.

If any other object is being held it is thrown when you press the fire button (be careful not to accidentally throw items). The item held is displayed in a large window in the left hand status panel when no other action is being carried out.

OBJECT INTERACTION

As you explore Castle Wulf you come into contact with the walls, exits and various objects scattered around the rooms. Walls and floors may contain relevant decorative effects (or they may not - you'll have to experiment). Exits are the usual mode of travelling from room to room (though not the only way): they're generally either simple archways or unlocked doors. However, some doors may be locked, with magic, an obstruction or a simple mechanical lock: these can be opened with a key (most of which need to be inserted into a keyhole), an object, or a spell.

Every object has certain characteristics such as weight or a specific use: on touching an object, the left hand status display reveals a series of icons (see ICONS, below) which represent the actions that can be executed on that item (for example, searching it, or picking it up). The name of the object is displayed in the right hand panel.



ICONS

Objects are manipulated using the icons available: these vary according to the item (you can't drink a spell or cast a potion). The joystick cycles through the available icons and the fire button activates them.

At the beginning of the game, or at any time during it, you can customise the icon interaction according to taste, simply by pressing F3 or F2. F3 toggles between icons being displayed as soon as you touch an item or after pressing the fire button: F2 toggles between using the fire button or the ENTER key to bring up icons. Generally speaking, if you don't want to do anything with an object you encounter, simply walk away.

This is a full list of the icons in Cadaver - how you use them will determine your success in the game.

Icon	Name	Function
	Joystick	Returns your character to movement control
	Search	Provides information about an object: searching a spell, for example, reveals its name (if you're clever enough to know it), the number of charges remaining, and its power
	Take	Grabs an object and puts it in the rucksack
	Drop	Drops an object
	Drink	Allows you to drink from an object, such as water from a barrel; drinking a potion activates it



Icon	Name	Function
	Read	Allows you to read an object
	Hold	Allows you to hold an object or return it to the rucksack. Some items (such as weapons) need to be held before you can use them
	Cast Spell	Casts a spell on the item being touched
	Switch	Activates objects that behave like switches
	Press	Activates objects that behave like buttons
	Open	Opens and closes containers, such as chests or caskets. You won't always be able to do it straightaway!
	Insert	Karadoc is able to insert items into other items simply by touching them, entering the rucksack, choosing the object to be inserted and selecting this icon. Only the right item will be accepted
	Pull	Allows you to drag an item

Icon	Name	Function
	Eat	Karadoc may eat any food that he finds. Some food can be used to solve puzzles
	Give	When Karadoc touches certain objects or characters, he may be able to give that object/person an item (for example, feeding a dying man). This is done by touching the recipient, entering the rucksack, choosing the item to give and selecting the 'give' icon. However, if you give an item to something, it cannot be returned even if it was the wrong object - be careful!

THE RUCKSACK



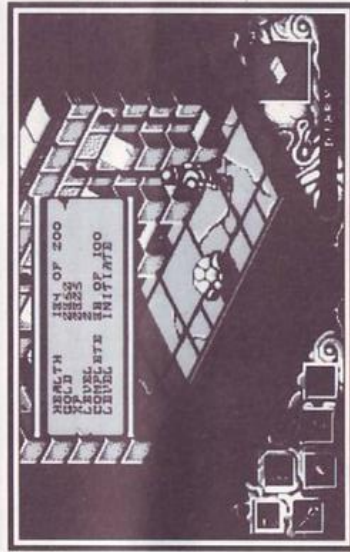
There are two ways of using the rucksack: you can either view individual items or take a look at the rucksack as a whole.

Pressing the SPACE BAR brings up a large window in the right hand status display, which shows the last item in your rucksack which you manipulated or picked up. You can cycle through the icons by moving the joystick. Pushing the highlight off the extreme left or right of the icon panel allows the player to cycle through the items in the rucksack, pressing fire selects the item and returns you to the icons. If you want to return to the small rucksack display again, move the joystick off the left or right hand side of the panel.

Pressing the RETURN key allows you to view the entire contents of your rucksack. Initially, you can hold up to a maximum of 32 objects, 16 of which are displayed on screen at once (you can scroll through them all using the joystick). As each object is highlighted, additional information is given. Pressing fire selects the item, and pressing RETURN a second time returns you to the 'small' rucksack display. Pressing the SPACE BAR a second time returns you to the game.

The ability to carry more objects is a distinct possibility the further you progress.

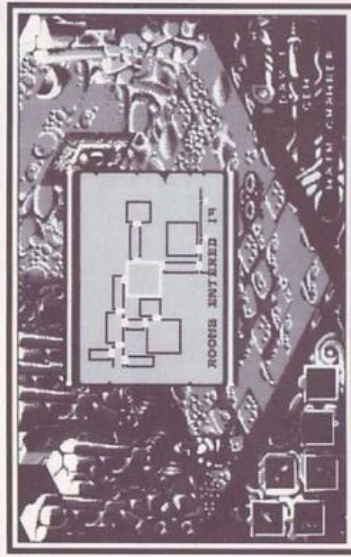
PERSONAL STATUS



The book located in the first room is your personal log book. It reveals the amount of gold you have collected, your current health, experience points gained and the percentage of rooms you have visited.

All the money you find (including bags of gold and some gems) is automatically added to your collection without cluttering up your rucksack - unless it's needed as part of a puzzle. Keys that are no longer needed are deleted from your inventory. Experience points are gained by solving puzzles and killing monsters.

THE MAP



A map of your adventure is automatically drawn as you explore the castle and its dungeons: to access it, simply press F1. It shows the room that you are currently in (box with light outline), and the rooms you have explored (boxes with darker outlines); however, it doesn't show any rooms that you haven't visited, or the doors leading to them. You can scroll around the map using the joystick, and zoom in/out of it by pressing the up/down cursor keys. If you want to centre the map display, just press CLR/HOME (ST) or DEL (Amiga).

If you can find it, there is a more comprehensive way of mapping the levels later in the game.

SPELLS AND POTIONS

Spells are cast with the aid of a variety of items, such as parchment scrolls, wands, runic stones and orbs. They fall into three main categories:

- Spells which fire a shot (eg, magic missile, unlock door) • Room spells, which affect either the whole level (eg, freeze), or just the current room • Object spells (eg, unlock chest, bless weapon)

The first two categories are cast by holding the spell and pressing the fire button. The object spells are cast by touching the object on which the spell is to be cast, then entering the rucksack and selecting the spell you want to use. A Cast Spell icon then appears (see ICONS) which, when activated, casts the spell.

Potions can be found throughout the game and provide a wide variety of effects, not all of which are positive. Most potions and spells are briefly labelled, but some have no identification tag whatsoever: experimentation establishes the function and name. Alternatively, there are two spells which reveal unknown information: Read Magic allows you to use an unknown spell, and tells you its true name and function; Learn Potion allows you to discern the nature of a potion if its name is unknown (though you can still drink the potion and find out for yourself). The Read Language spell translates foreign scripts: it's used for learning information written in runes of another tongue.

SAVING AND LOADING

Saving and loading your position in Cadaver is controlled by pressing the "S" and "L" keys. Saving your position costs gold: the higher the level, the greater the charge. Loading is free.

You can have a maximum of 10 saved positions, numbered from 0-9. When you press the "S" key you are told the price of the save and asked if you wish to pay. Pressing "Y" deducts this value from your current cash and you are asked to press a number from 0-9 on the numeric keypad; this stores all the data about your game up to that moment. When the "L" key is pressed the player chooses the number of the saved game, again from 0-9 on the numeric keypad.

You must insert a blank disk into the drive in order to save and load the information: this disk is specially formatted, and must only be used for storing Cadaver saved positions.



JOYSTICK

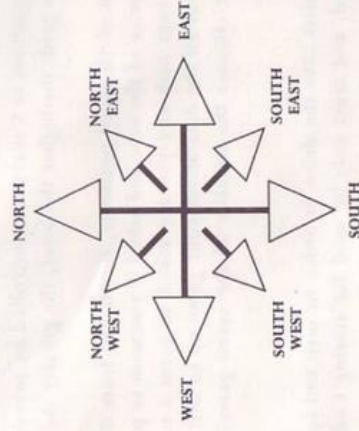
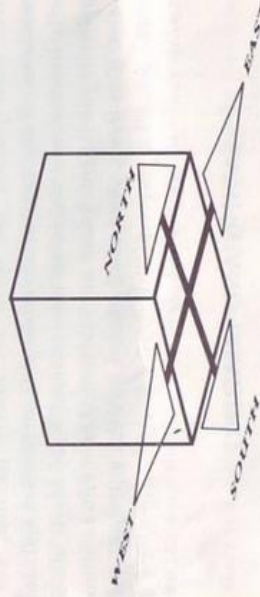
North: Cycle through items in rucksack / Scroll map up

South: Cycle through items in rucksack / Scroll map down

East: Cycle through icons / Scroll map right

West: Cycle through icons / Scroll map left

Fire: Jump / Cast spell / Use weapon / Throw object



KEYBOARD

RETURN	Displays the whole rucksack. When pressed a second time, it returns you to the small rucksack display.
SPACE BAR	Displays a single item from the rucksack
UP/DOWN	When pressed a second time, it returns you to the main game.
CURSOR KEYS	Zoom In/Out of the map
CLR/HOME	Centre the map display (ST)
DEL	Centre the map display (Amiga)
S	Save the game position (only available if you have enough money)
L	Load a saved game position
H	Toggles a held object on and off
P	Toggles Pause/unpause
C	Clear all game messages from screen
F1	Map
F2	Toggles between using fire or ENTER to access icons
F3	Toggles between icon displayed as soon as you make contact with object, or after first pressing the fire button
F4	Toggles between moving in 8 directions or moving in 4 directions
0-9 (numeric)	Save/load a game after the appropriate key has been pressed

ImageWorks are constantly seeking game designers, artists, programmers and writers. If you think your skills are equal to the demands of Britain's leading 16-bit software company, contact

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This certificate is proudly presented to:

.....
*For bravely adventuring through Castle Wulf
and defeating The Necromancer.*

The message at the end of the game is:

.....
*Congratulations, here is your official scroll,
from Image Works and The Bitmap Brothers
for completing CādāveR™*



Dear Adventurer,

If you manage to complete this game fill in your name and address below, together with the final message that appears on screen when you defeat The Necromancer, and return this scroll to us.

If the message is correct we will approve your scroll, stamp it and return it to you as proof of your having completed CADAVER.

Please enclose a stamped addressed envelope.

NAME.....

ADDRESS.....

AGE.....

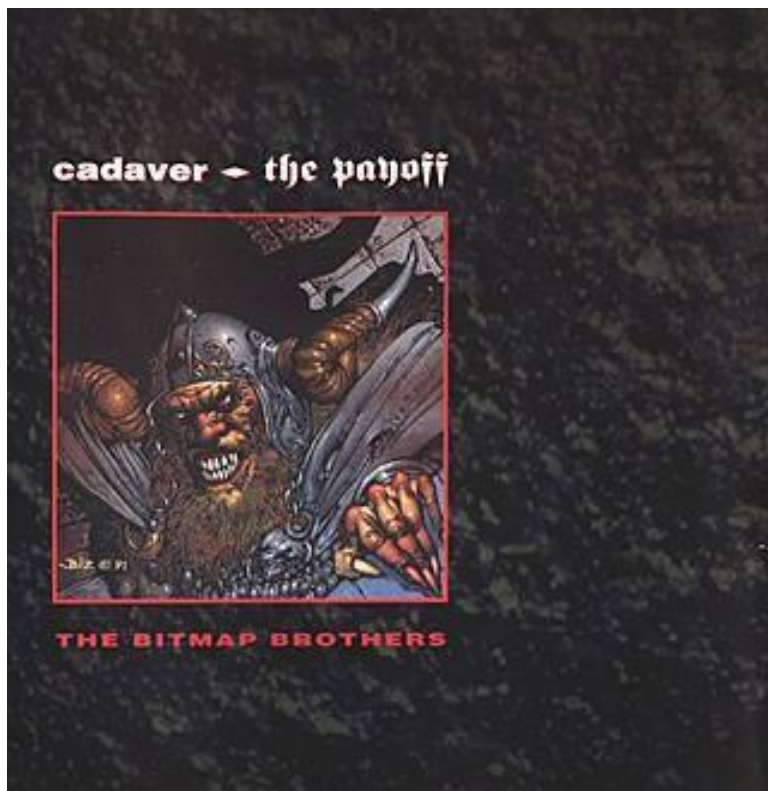
COMPUTER OWNED.....

MESSAGE.....

OUT OF 10 HOW WOULD YOU RATE CADAVER?.....

Cadaver – The Pay Off (July 1991)
Expansion /Data Disk
(Requires Original)
£14.99 Renegade /
Dev: Bitmap Brothers
[9/10 – A great expansion disk,
offering even more of a challenge.]

O: 88% - 'The problems with levels disks is that, on the whole, what you get are some new graphics and more or less the same gameplay, and very often that's not enough to justify a new product. Fortunately Cadaver was the sort of game that, even if you managed to complete, it left you wanting more. So once you've purchased more in the for of the Pay-Off, what exactly do you get for your money? True, there's the usual graphics...but that ain't all. What makes this level disk so worthwhile is that designing the original game seems to have been very much a learning experience for the Bitmap Brothers, with resultant improvements in almost every department becoming apparent here. Players who have completed Cadaver will enjoy the greater variety and continued challenge, while newer players may want to sample more of the first game before tackling this tougher nut.'



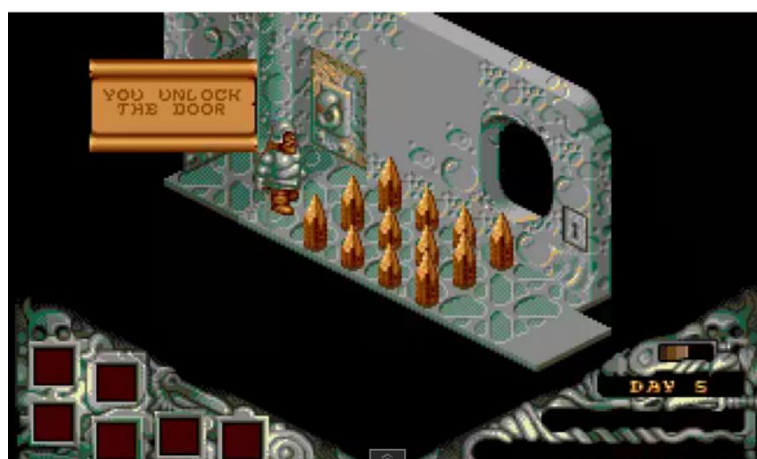


AF: 85% - 'The Pay Off is an add-on levels disk that gives Cadaver owners four new levels of puzzles to play with. Cadaver (AF17 83%) was Bitmap Brothers isometric dungeon romp, that sent a dwarf scurrying around, solving problems for profit. The plot picks up where Cadaver left off with the wobbly hero seeking the folks who hired him for the first mission. The Pay Off uses monsters far more than the original, employing them as obstacles as an active part of puzzle solutions. A sound 'sequel', at a sensible price, it features not only new tricks but completely new graphics for each level. The Pay Off pulls fewer punches than Cadaver, as players are guaranteed familiarity with the mechanics of the game. If you own and enjoyed Cadaver, it's a must.'

CU: 85% - 'The Pay Off is filled with cryptic, mind-bending puzzles which truly give a sense of satisfaction when solved. Although the game will be savoured by Cadaver fans, it could also be addictive for those who have not crossed swords with the character before. Unfortunately though, you will have to fork out for the original game's disk to load up these data disks.'



AP: 81% - 'Lots of new rooms (200 or so), four new levels and a very professional looking product. Great news for fans of the first game, unlikely to be of any interest at all to people who didn't like it and erm, that's it really. Level disks eh? Don't you just love them?'



Carries on from where the first game left off. In many ways this is a better adventure game than the first, with great puzzles and far more varied locales for you to explore. It is a lot tougher than the first, so if you found the first one too much for your little dwarfish legs then it is probably too much for you. Never the less a great data disk sequel and well worth a play, especially if (like me) you are fan of the original Cadaver game.



The series of little boxes on the left hand side of the screen contain your control icons – you can cycle between them as your needs require. There are fifteen or so in all, but here's a selection...

Take, which puts an object in your rucksack.

Search, which should provide you with information about an object.

Joystick – this one returns your character to movement control.



Pull (which allows you to drag an item) while below are two empty icon boxes.

In this box, from the top down – your health bar, what day it is (in game terms), the object indicator (empty) and your location.

Watch that barman! The Inn might look ordinary (if a bit quiet) but he's about to do something very odd indeed!

And this is our hero. (It's a shame they couldn't have made him walk in a more convincing way than he does, but that would have meant a much more extensive re-write of the game).



Am ST version shown.

Dianos is dead. The Cadaver contract has been fulfilled. But collecting your reward will prove more difficult than you had ever imagined.

- 4 totally new levels of adventure
- New puzzles and monsters
- New spells and potions

Dianos est mort. Le contrat de Cadaver a été rempli. Mais il s'avère plus difficile que vous ne l'aviez imaginé d'obtenir votre récompense.

- 4 niveaux entièrement nouveaux d'aventure délicate
- Des énigmes et monstres inédits
- Sortilèges et potions : de jamais vu !

Dianos ist tot. Der Cadaver-Vertrag wurde erfüllt. Aber das Kassieren Ihrer Belohnung ist sehr viel schwieriger als Sie erwartet hatten.

- 4 völlig neue Stufen dramatischer Abenteuer
- Neue Rätsel und Monster
- Neue Zauber und Zaubersprüche

- Original Cadaver also required
- A n'édifier qu'avec le jeu original de Cadaver
- Darf nur in Verbindung mit dem Original Cadaver benutzt werden

C.L. Westphalen W. Wurf, Wuppertal W. 1985
© 1991 The Bitmap Brothers. Published by Renegade.



cadaver - the payoff

THE BITMAP BROTHERS

cadaver - the payoff



THE BITMAP BROTHERS



Instructions:

To play Cadaver - the payoff, replace disk 2 from the original game with the new levels disk. When you load the game insert the levels disk when prompted.

The Story:

The great quest is over, Darius is dead. Your patrons and your reward are waiting in the secret backwater of Wulffheim.

The dim lights of the Charon Arms are the only sign of life coming from the darkened village.

Why was the village so quiet? Before leaving for the castle it had been packed with the drags of society...

The Village of Wulffheim sits upon the edge of a vast minimal swamp, dominated by the shadows of Castle Wulf. Once a busy trading post, the village has declined into little more than a collection of huts. The Charon Arms, at one time a haven for hospitality now caters for the few locals who remain and any travellers who have strayed from the King's Road. The Innkeeper, the once famed

Instructions:

For jouer à Cadaver - la récompense, remplacez la disquette 2 du jeu original par la disquette des tout derniers niveaux. Lorsque vous chargez le jeu, insérez la disquette des niveaux à l'invite.

L'histoire:

La grande aventure est terminée. Darius est mort. Vos clients et votre récompense attendent dans le trou minable de Wulffheim.

Les faibles lumières du Charon Arms sont les seuls signes de vie provenant du village plongé dans l'obscurité. Pourquoi le village était-il donc si tranquille? La lie du peuple y avait élu domicile, avant que vous ne partiez pour le château...

Le village de Wulffheim s'étend en bordure d'un immense marécage minimaliste, sur lequel se projette l'ombre imposante de Castle Wulf. Le village, autrefois centre de commerce florissant, a périéclité pour ne devenir qu'un ramassis de cabanes. Le Charon Arms, autrefois synonyme d'hospitalité, ne reçoit plus que les quelques habitants restants et des voyageurs qui se sont écartés de King's Road. Thelonus Alewurt, l'aubergiste naguère renommé, a subi le même

sort que son village et tous ceux qui passent par là ne trouveront pas ces jours-ci un bon accueil au Charon Arms.

Pendant l'ère de prospérité, les villageois construisirent un grand temple à Wulffheim.

Cette institution religieuse connut son apogée sous le règne du grand King Wulf II, mais fut l'objet de brutales épurations lorsque Lord Carelus arriva au pouvoir.

Craignant pour leurs vies, ils abandonnèrent tous le temple, à l'exception d'une poignée de prêtres. Des doutes persécutent quant à son emplacement ainsi que des rumeurs sur les mystères qu'il renferme, des trésors cachés et les passages souterrains profonds.

... Wulffheim, un lieu de perdition, vos clients, votre récompense. Les lumières blafardes de la taverne aux murs écroulants sont là pour vous rappeler les plaisirs qui vous attendent.

Programming

Steve & Mike

Graphics

Dan

Design

Philip & Steve

Music & Sound FX

Richard Joseph

Inlay Design

Red Cloud

Cover Art

Simon Bisley

Thanks to

*Ian Urquhart
Prabhu & Navino*

*All Bitmap Brothers Games are produced and tested
using Euromax Joysticks and Nakaba Mice.*

Concept, code and design © The Bitmap Brothers 1991

Cadaver : The Last Supper (September 1991)

Zero Magazine Issue 23

- Coverdisk exclusive.

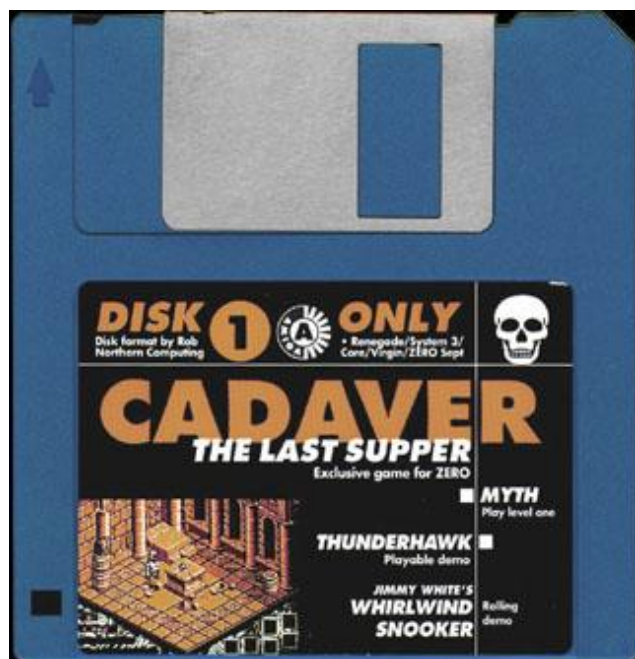
£Free with Magazine

Zero (Dennis Publishing) /

Dev: Bitmap Brothers

[7/10 – A nice free extra adventure
for Cadaver fans to enjoy.]

This is a nice short adventure that allows you to explore the Zeigenhoff building. The game certainly won't win over any converts to the game, but for people who adored Cadaver and Cadaver: The Pay Off and hungry for more then this is well worth a play. Just don't expect another full on game, this is instead a small taster.



ZERO

Win
an hour's
snooker
with Jimmy
White!

See details
inside.

GAMES ST AMIGA PC CONSOLES

SEPTEMBER
ISSUE 23

£3.50
WITH DISKS

1 Er, excuse me, um... this is a newsagent's and you're er... topless... um, and there are children present. Please ask your newsie for another disk so you can cover yourself up right now. It's an outrage! Mumble, mumble...

FAB DOUBLE DISK ISSUE!!!

2 Look um... I'm sorry to bother you, um... but we can see your bottom now. Will you please ask the newsagent for another disk for the sake of public decency. A grown person like you - you ought to be thoroughly ashamed of yourself. Mumble mumble...

IT'S FLAMIN' HOT!

ROBIN HOOD

SCOOP!!!

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- The Godfather
- Jimmy White's Whirlwind Snooker
- Mega Twins and tons more!

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What's more fun than one disk stuck on the front of your mag? That's right - two disks stuck on the front of your mag. When those disks contain an exclusive Cadaver level, playable demos of *Myth* and *Thunderhawk* plus a rolling demo of *Jimmy White's Whirlwind Snooker* then you've got even more fun than a tree full of disks.



CADAVER THE LAST SUPPER

Bitmaps/Renegade



Having successfully completed the Dianos Contract, Karadoc can't resist an invite to a feast in celebration of the villain's death. Pausing only to stuff a copy of *Into The Lair Of The Necromancer*, six aspirin and a well-thumbed copy of *Playdwarf* into his rucksack, he sets off to party at the bleak hostel, Zeigenhoff. He arrives to the strain of music, the smell of roasting boar, the prospect of free booze, free food and clean(ish) sheets. Nothing but pleasure awaited within. And if you believe that...

PLAY THE GAME

During normal play, Karadoc is moved around using the joystick, while the fire button allows the player to jump. While holding a weapon or spell, the fire button fires/casts the item. The item held is displayed in a large window on the left of the status panel.

(Note: the 'h' key toggles a held object on and off.)

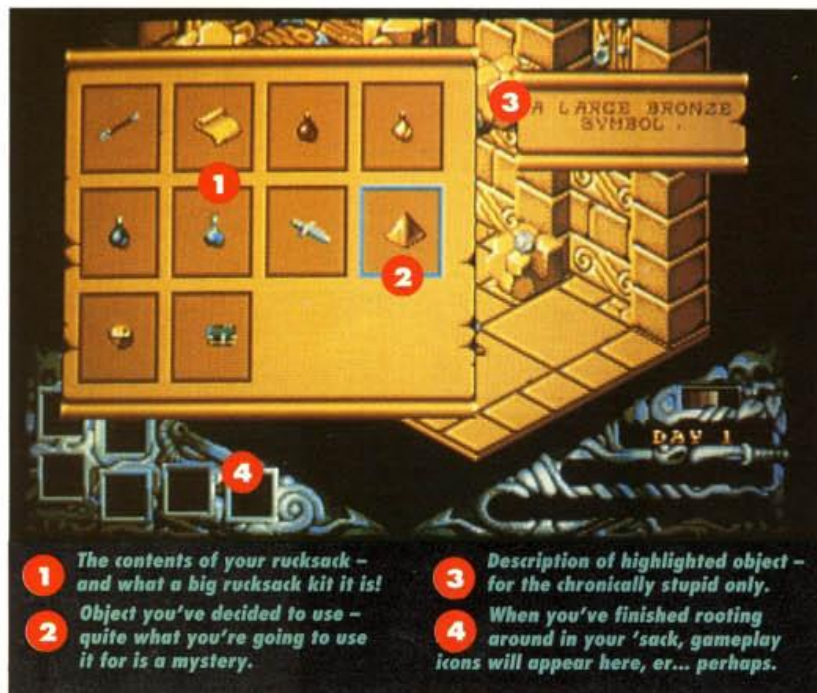
ICONOCLASTIC

On touching an object, the left hand status display reveals a series of icons showing actions that can be executed upon that item. Using the joystick, you can highlight the icons appropriate to the chosen item.

To use items in your rucksack, simply press the spacebar. A large window on the right of the status display shows the last item from your rucksack you used or picked up. To cycle through the items available, move the highlight box off to the left or right of the icons panel. By moving the joystick up and down, new items from the rucksack are displayed. Moving the joystick left or right returns the player to the icons panel. Pressing the spacebar again returns the player to the game.

FUNCTION KEYS

- F1 - Map. A record of the rooms visited so far.
- F2 - Toggles between using the fire button or the enter key to bring up icons.
- F3 - Toggles between icons displayed as soon as you touch an item or after pressing the fire button.
- F4 - Toggles between moving in 8 directions and moving in 4 directions.



- 1 The contents of your rucksack - and what a big rucksack kit it is! Object you've decided to use - quite what you're going to use it for is a mystery.
- 2

- 3 Description of highlighted object - for the chronically stupid only.
- 4 When you've finished rooting around in your 'sack, gameplay icons will appear here, er... perhaps.

Speedball 2 (December 1990

/ January 1991)

£24.99 Image Works / Dev: Bitmap

Brothers

[9/10 – Improves on the original in every way. Still one of my favourite games, especially in multi player.]

CVG: 97% - 'Incredible! The ST version was good, but the Amiga version has everything! Smooth scrolling, a new 32 colour pitch and totally amazing sound (you can even hear the ice-cream vendor in the crowd!). And there's faboo intro music composed by new band Nation 12. For sheer playability and depth, Speedball 2 is probably the best sports game ever seen on the Amiga! Go for it, or alternatively feel rather stupid.'

ZZAP: 96% - 'Yeah! Violence Extreme! And I thought Speedball was the ultimate trip into designer sport thuggery. For the first few games I waded into everyone with little regard for tactics but quickly came to grief on the goal front. It's not until you realise the significance of the score multiplier and the Goal stars that the game really opens up and the violence with a purpose begins! Although the concept remains the same and (in my mind) the game play similar to what makes the first Speedball, what makes this a massive leap over the original is the importance and potential of the team improvement facility. Redefinable stats offer the ability for each side to have unique tactics: one time my speedy team was pitted against the brutality of the CRASH team and it paid off with a brilliant 180-point victory – I love this game!!'

CU Amiga: 95% - 'Summing up Speedball II is an almost impossible task. It retains the basic gameplay of the original, but expands on practically every part of it. The managerial side is easy to get into and the various stats of each player do actually make a difference to the gameplay. The new, enlarged pitch makes for a faster game which involves more passing and dodging skills, and the new pitch-side features add even more variety – as does the improved violence! In fact, there is absolutely nothing to fault in Speedball II, the people involved have produced a sequel which far exceeds and of my high expectations and, in the process, have created a game which is without a doubt a classic.'



The training section seems unwieldy at first but soon you realise its depth and flexibility.



The all out action is great fun and still one of the best multiplayer games to date.



Soon you realise that its all about getting those score multipliers to win big.

Amiga Format: 94% - 'The original Speedball is now pretty much a classic Future-sport game. Now, two years later, we have the sequel, we ask ourselves 'How does it match up to the original?' The truth is it's not as good as the original...it's miles better. The graphics have a much more aggressive feel, as does the gameplay. However instead of a straight blast the ball up the pitch towards the goal, there is a lot more thought needed to succeed. Mastering the various methods of scoring is almost essential, otherwise you could find yourself at the bottom of the league without even a point to your name!

The Bitmaps have packed the game with a whole host of little extras, such as the ambulance-droids that come on to carry off injured players, the option to save replays on to the disk and the extremely annoying salesman who shouts out 'ICE CREAM!', at every possible opportunity.

Never before in the AF office has so much shouting, cursing and wrenching of joysticks been heard with such ferocity – and we get worked up over our games in these here parts.

If you're of a faint-hearted disposition then steer well clear of this aggressive and exciting sports game. If, on the other hand, you like the clash of metal on metal, the grunt of an opponent as he hits the deck and the roar of the crowd as you score a goal then Speedball 2 is an absolute must. It's one of the best sequels to appear for quite some time.'



The first aid robots taking away the crumpled remains of your opponent is particularly satisfying.



The CD32 version has different colour outfits, this makes it easier to distinguish who is who, but missing the cool original look.

Amiga Action: 87% - 'Even if you weren't that happy with Speedball this isn't a game you should miss. The Bitmaps have done it again.'

Amiga Power: 92% - '[Rerelease Kixx £9.99] 'Compatible with the A600 and A1200 for the first time, it's football with an attitude and a body count, and the kind of thing programmers should come up with more often.'

Amiga Power: 93% - '[CD32 £15] 'although in most respects it's exactly the same as its keyboarded cousin, the CD32 version has a small but intensely significant alteration your opponents are now a different colour. Taken out of context this might sound a bit odd, but anyone who's played the original game can't help but be overjoyed that instead of having differently coloured headbands, the combatants (and not platers as most people call them) are completely different colour wise. And that's it apart from the sampled crowd that gets annoying really quickly and some music that plays when you load up the game. Other than that , it's great. It' violent, it's fun and it's a challenge. So get it.'



This time on booting up the game, players are treated to a gritty metallic tune by Nation 12, that is perfectly in keeping with the future sporting world of Speedball 2.

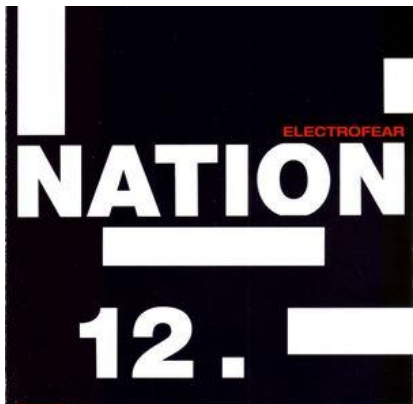
Then the game starts and you realise they have taken the original game and turned everything up to number 11. (or 12 with the music I guess ☺) ... This game is simply amazing, the graphics by Dan Malone (using Deluxe Paint 2!!) is simply jaw dropping. But it's the games complexities this time around that wins the game in the end. This time you can mod out your combatants to tailor your teams strengths and weaknesses. This has a major bearing on your play and your tactics you will adopt.



Then you come to the game itself. The game is less about scoring straight goals, but instead battling over the score multipliers at the side, and stars. Games can be close with even getting a cheeky two points from a bounce dome, be the difference from winning and losing a game.



The larger arena as well makes a far more satisfying experience as well, with you...



Nation 12 was a collaboration of UK talent. There was Tim Simenon from Bomb the Bass, John Foxx (lead singer of Ultravox) , Kurt Rogers, Shem McCauley and Simon Rogers. They would do the music for Speedball 2 and Gods.



Scoring a goal the player will see a replay of your goal, meaning you can endlessly rub your opponents nose in it.



Passing and shooting will change height depending how long you press down the fire button. Leading to added depth, and embarrassing misses of open goals.

able to do a pass exchange and move the ball around ready for an attack on goal. Of course as good as the single player experience is, it is the two player mode where the game truly shines. Get two equally skilled players and the game will become a true battle of wits and skill with the winner and loser changing in the last few seconds of a game often.

This is definitely a game that never gets old and remains an all time classic. It seems such a shame that other Speedball sequels, never seems to successfully capture the magic of this game.

Play this game today, you wont be disappointed.



THE ARENA

The pitch has undergone a lot of changes for the new league, including a larger arena and a whole host of scoring methods:

GOALS

The basic method of scoring.
Scores: 0x - 10, 1x - 15, 2x - 20.

ELECTROBOUNCE

Charge the ball up so that opposition players are automatically tackled when they try to pick the ball up. The charge lasts until the opposition gain possession or the ball stops moving. The effect can be increased so that more players are tackled with the Multiplier.
Effect: 0x - 1 tackle, 1x - 2 tackles, 2x - 3 tackles.

WARP GATES

Transport the ball to the warp gate on the opposite side of the pitch.

SCORE MULTIPLIER

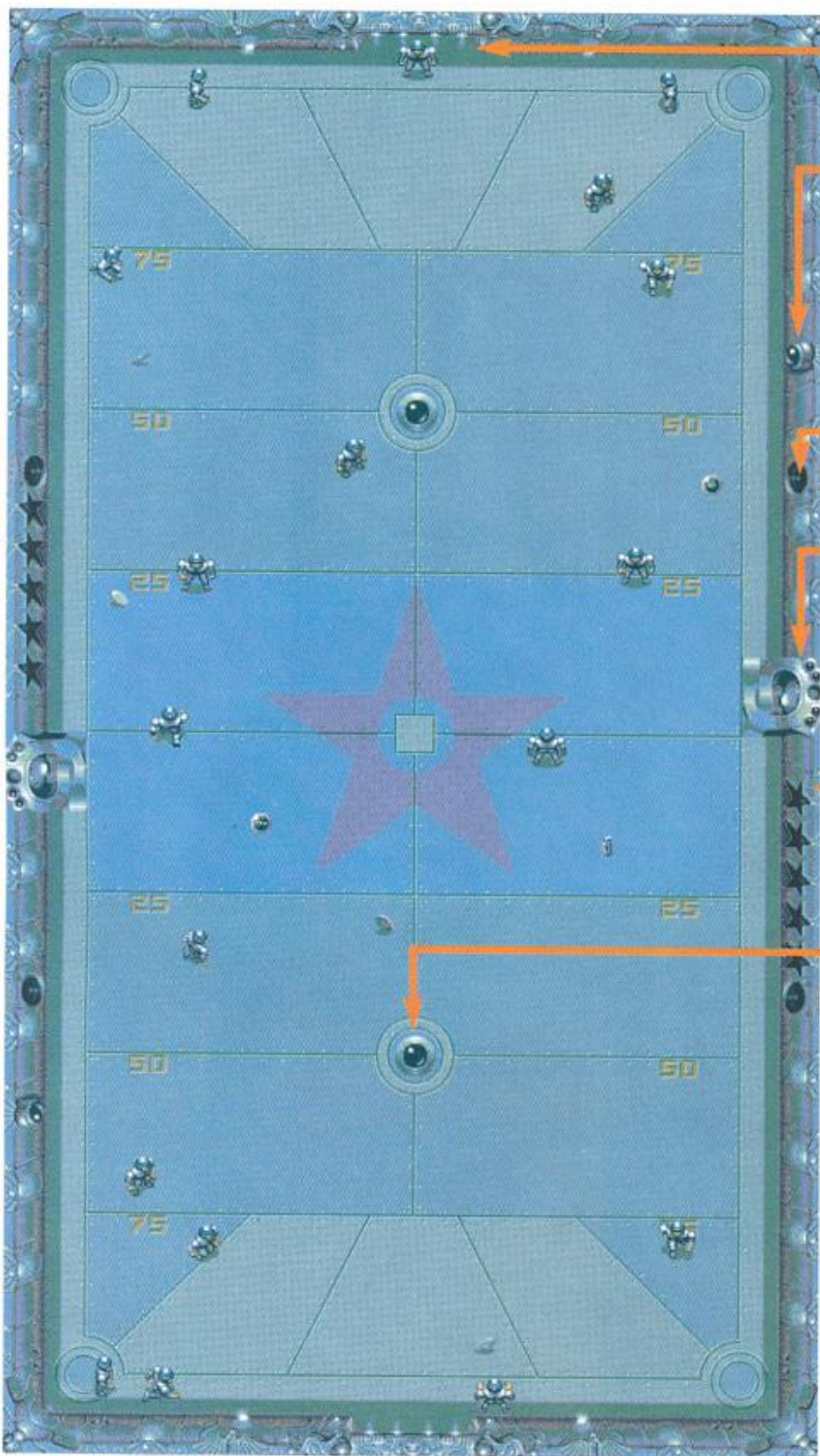
Throw the ball up the ramp to increase your scoring-rate first by 50% (1x) and second by 100% (2x). The opposition can cancel the multiplier by throwing the ball through themselves before boosting their own rate.
See the scoring methods to see the effect of the Multiplier.

STARS

Give a devious method of scoring extra points, since a useful bonus is gained for hitting all five.
Scores: 0x - 2, 1x - 3, 2x - 4.
Bonus: 0x - 10, 1x - 15, 2x - 20.

BOUNCE DOMES

Send the ball flying away and give a bonus score when hit.
Scores: 0x - 2, 1x - 3, 2x - 4

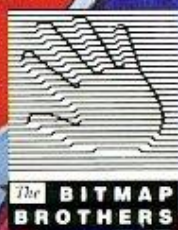


SPEEDBALL™

2

AMIGA

BRUTAL
DELUXE



SOME DAY, ALL SPORT WILL BE PLAYED THIS WAY

It's two years since the last ball was thrown on a Speedball pitch. There are new teams, new stadia and new rules. The arena is bigger, the players are tougher and the action is faster than ever before.

The challenge is this. Take control of Brutal Deluxe, the worst team in Speedball history, and turn them into champions.

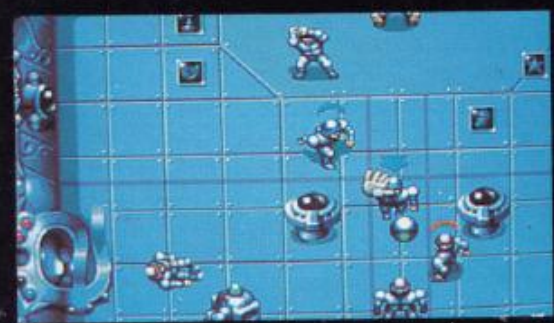
SPEEDBALL™ 2

BRUTAL DELUXE

Transform weaklings into killers in the gym.



A squad full of wimps? Shell out for a Star Player!



Two divisions and 15 teams stand between you and the championship. Take no prisoners.

MPX-SPT2

Music by Nation 12. © & © 1990 Rhythm King Music.
Screen shots: Atari ST Version

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It's a goal!



Celebrate that moment of glory in style.

SPEEDBALL™

2



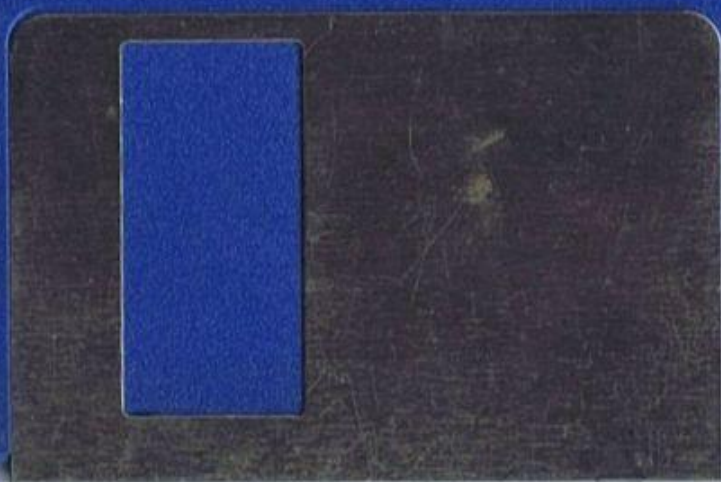
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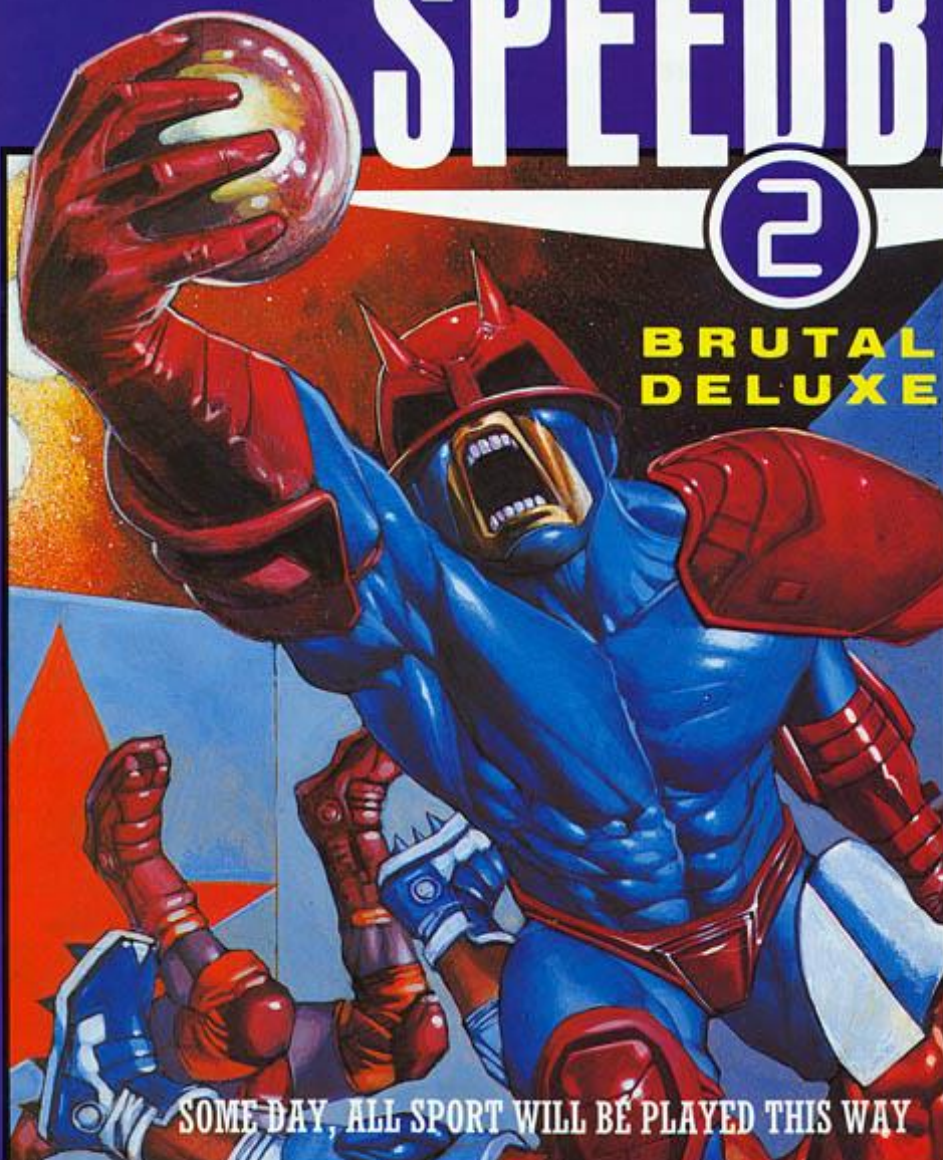
AMIGA



SPEEDBALL

2

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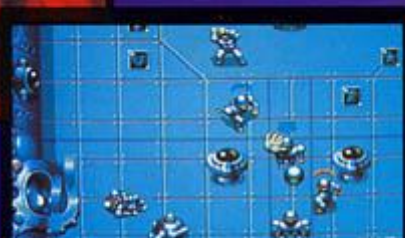
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It's a goal!



Celebrate that moment of glory in style.

SPEEDBALLTM 2

**BRUTAL
DELUXE**



COACHING MANUAL

Issued by the
Speedball Players Association
2100 Edition



BITMAP
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WORKS

COACHING MANUAL

SPEEDBALLTM 2

COACHING MANUAL

Issued by the Speedball Players Association
2100 Edition

Published by Imageworks, Irwin House,
118 Southwark Street, London SE1 0SW (071) - 928 1454

Code, design and concept
© 1990 The Bitmap Brothers © 1990 Mirrorsoft Ltd.

Game Produced by the Bitmap Brothers

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With thanks:

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"Brutal Deluxe" - Music by Nation 12 - Composed by Simon
Rogers - Music published by Rhythm King Music.

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Manual written and conceived by The Word Factory

Manual designed by The Khartomb Design Partnership

Issued by the
Speedball Players Association

PAGE NOW
VIEWING →

1

LOADING

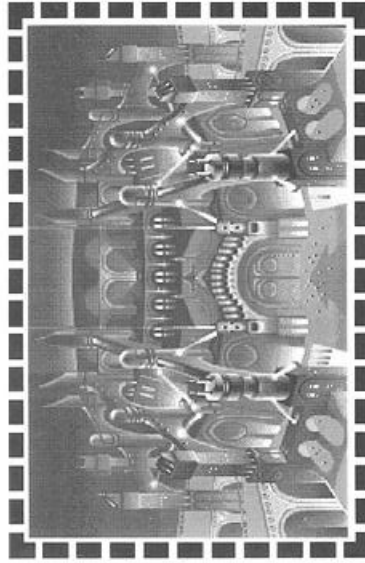
MIGA

Insert your disk into the drive and turn on the computer. The game will then boot.

TARI ST

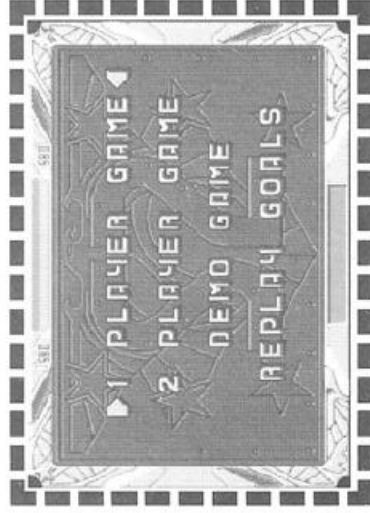
Insert your disk into the drive and turn on the computer. The game will then boot.

THE BACKGROUND



During the past two years, Speedball has undergone a transformation. Teams have been reorganised and renamed, new stadia have been built, and the league has split into two divisions. The most important changes have occurred on the pitch: it's now 100% bigger, and includes a host of new features. Speedball 2 is a different all game.

GETTING STARTED



After the game has loaded this is the first screen you see. Move the joystick up or down and press fire to make your selection.

1 PLAYER GAME

Takes you to the SELECT MATCH screen.

2 PLAYER GAME

Takes you straight into a game between two teams of equal abilities, either as a solo match, or the best of three, or the best of five. Plug joystick 1 (Blue team) into Port 1; plug joystick 2 (Red team) into the mouse port. The teams swap ends at half-time. See **PLAYING A MATCH**.

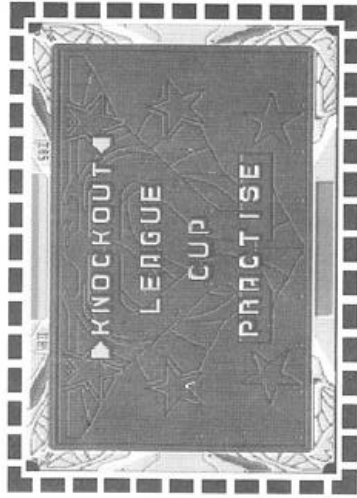
DEMO GAME

If you don't make any selections, the game enters demo mode automatically after a short time. Press ESC to exit the demo.

REPLAY GOALS

Use this to replay your saved goals.





In single player mode you control the blue team. There are five basic game types:

KNOCKOUT

This takes you into a match against the computer, via the gym (see THE GYM). If you want to skip training, just press the ESC key on the gym screen to go directly to the action. In a knockout game you face a series of ever-tougher teams and continue playing until you lose (see PLAYING A MATCH): it's a way of familiarising yourself with the action without having to take part in a league or cup competition. You cannot load or save a knockout game.

LEAGUE

In both League and Cup you control Brutal Deluxe - one of the less fancied sides in Division 2. Each season lasts for 14 weeks: if you finish in first place you are promoted; if you finish second you enter a playoff against the team second from bottom in the First Division; finish bottom and the shame will haunt you for the rest of your career! 10 points are awarded for a win and 5 points for a draw, plus 1 for every 10 you score; point difference is significant if you tie on points with another team. See MANAGEMENT.

CUP

This is a knockout tournament which consists of 4 rounds. In each round you play one match over 2 legs. If you draw you play a decider. One player only.

PRACTICE

This is like an instant game, except that there's no opposition: it's just you, the ball,

and as much time as you need to perfect those trick shots and passes.

Cup and League Sub Menu

- New Game - Starts a new game
- Team Game - A new game where you play as the team manager and the computer controls the team on the pitch.
- Load Game - Load a previously saved game

MANAGEMENT



- ① Player attribute panel
- ② Keyboard
- ③ The squad

The management side of Speedball 2 allows you to strengthen your squad of 12 (nine team members and three subs) by buying and selling players and improving their vital attributes. At the start of the game you have a number of credits in the bank. This screen (MANAGER) allows you to select the gym or transfer screens, examine the attributes of Brutal Deluxe and their opponents, and make substitutions. To activate a key, highlight it and press fire. The players' positions are indicated by letters next to their portraits.



Play game



Both teams' relative attributes in the next match. By gauging their strengths, you can train your players accordingly.



Match statistics. Will not be operational until match has been played



Go to the GYM



Go to the TRANSFER screen (only if there are players on the market)



Cycle through players



Cycle through players



(League) View League table



(Cup) View fixtures



Save game - ensure you have a blank disk available



Substitute a player (see Changing team position" below)

CHANGING TEAM POSITION

To do this, firstly select the player you wish to move by highlighting him and pressing fire. Use the "Cycle" keys to select the player you wish to swap positions with and use the SUB key to make the substitution.

THE GYM



- ① Attributes panel (Individual, Group or Team)
- ② Keyboard
- ③ Attribute buttons
- ④ Training panel

The gym screen allows you to improve your squad's attributes. These can be temporarily supplemented on the field with pieces of armour or tokens, but any work you do in the gym is permanent.

You can enhance just one attribute for an individual player, or improve all the attributes for the whole team, or everything in between. In order to train the squad, first select who you want to train using the keyboard. Individual players, Groups of players (Defence, Midfield, Attack, Subs) or the whole Team - see GYM KEYBOARD, below. If you want to improve all eight attributes (see ATTRIBUTES box, below), select the ALL key. If you want to improve specific areas (such as aggression or power), move the joystick right until you reach the Attribute buttons. Highlight the attribute you want to improve and press fire (this illuminates the corresponding area on the training panel). Finally, select BUY on the keyboard or press attribute button again and the cost is automatically deducted.

THE COST

AGR -	5	ATT -	10
DEF -	10	SPD -	15
THR -	10	POW -	10
STA -	15	INT -	15

GYM KEYBOARD

The FIX (fixtune) key is the same as for the MANAGER screen. The other keys have the following functions:



Train Individual players



Train Group



Train Team



Return to MANAGER screen. If you're playing an INSTANT game, ESC takes you into the match.



Cycle through individual players/groups



Cycle through individual players/groups



Increase All attributes by 10 units



Buy individual attributes



ATTRIBUTES

A player's attributes determine his/her individual strengths during a match. For example, you might think speed is essential to attackers and attack capabilities vital to defenders. The Attribute buttons allow you to customise your team according to your needs.



AGR - AGGRESSION: Defines whether player will attack or avoid opponent in his area. Aggressive players go off and fight their opponents rather than actually playing the game.



ATT - ATTACK: This determines how successful you are when trying to take the ball from an opponent.



DEF - DEFENCE: The stronger this is, the harder it is for someone to take the ball from you.



SPD - SPEED: Determines your speed, slide and jumping distance.



THR - THROWING: Players who can throw further, are a great asset!



POW - POWER: A player with more power tackles harder and injures his opponent more severely.

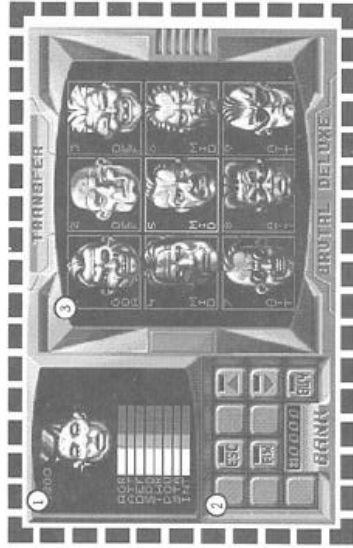


STA - STAMINA: This is a defence against POWER. A player with high stamina will be injured less severely when tackled.



INT - INTELLIGENCE: Controls prediction of player position or ball, reaction time, and how far the player can look around him. A smart squad has quicker reactions and moves into intelligent attacking positions more frequently.

THE TRANSFER SCREEN



- ① Star Players panel
- ② Keyboard
- ③ The squad

The transfer screen allows you to purchase any of the Star Players available, in exchange for a member of your own team and a cash fee. Star Players are characterised by their great strength in all departments and can have higher attributes than normal team members.

To buy a Star Player, move the up and down cursor arrows until the player you wish to purchase appears in the Star Player panel. Move the joystick right until you highlight the player you wish to transfer from your own squad, and press fire. Finally, highlight the BUY key, and press fire: money is automatically deducted and the Star Player should now appear as a member of your team. If nothing happens, you can't afford the transaction, or you are trying to buy a player into the wrong position.

TRANSFER KEYBOARD

The STA (statistics) key is the same as for the MANAGER screen. The other keys have the following functions:



Return to MANAGER screen



Cycle through players on offer

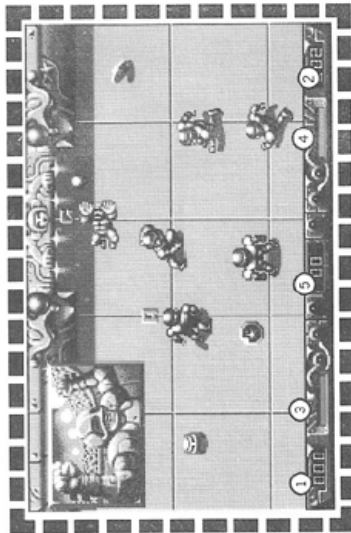


Cycle through players on offer



Buy player

PLAYING A MATCH



- ① Blue team score
- ② Red team score
- ③ Player energy (blue)
- ④ Player energy (red)
- ⑤ Time remaining (seconds)

Speedball 2 is played over two halves lasting 90 seconds each. Teams swap ends at half time: the action starts when the ball is launched into play in the centre of the pitch. This happens at the beginning of each period, or after a goal, or after a player has been substituted. The object of the game is to score more points than your opponent - but how you do it is up to you (see SCORING POINTS, below).

CONTROLLING YOUR TEAM

You control the player on your team who is nearest the ball; this is your control player (CP). He/she will be highlighted with an arc in your team's colour above his head. When the player has the ball he will have a letter above his head denoting his group position: A - centre forward; M - midfield; D - defence; W - winger; G - goalkeeper. Each member of the team can move and throw the ball in eight directions. To throw the ball, press the fire button: a short press releases it at waist height, a longer press means the ball is thrown high in the air. In addition, a subtle amount of 'aftertouch' can be applied to the ball after it has been thrown by moving the joystick up or down, left or right: this means you can direct the ball anywhere you want to.

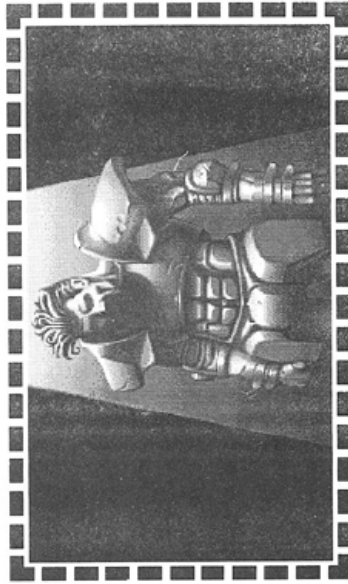
If your team is not in possession, pressing the fire button can have one of three effects. If the ball is in the air near your CP, he/she will jump to catch it. If the ball is on the ground or at waist height, your player will slide to intercept it. If a member of the opposing team has the ball, pressing fire will attempt a tackle.

THE GOALKEEPER

The goalkeeper is controlled when he is CP. When roving away from the goal-line he can jump up and catch the ball, throw it and tackle as normal; additionally, when the ball is moving, pressing fire with joystick left or right causes him to dive for the ball. However, he can't travel outside his own 'goal area' - about a screen's distance from the goal.

TACKLING

Successful tackles depend on the relative attack/defence attributes of the two players involved; if you win the tackle, your opponent loses energy, and vice versa. Tackling a player also reduces his/her attributes. You can tackle any player at any time - even off the ball. Players are most vulnerable when jumping and facing away from you.

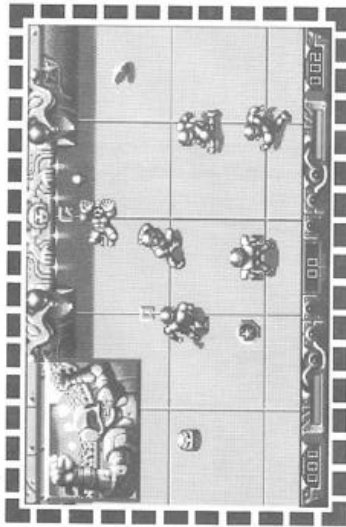


INJURIES/SUBSTITUTIONS

When their energy is reduced to zero, players are unable to move and have to be stretched off by the attendant RoboDocs; a substitute is brought on as a replacement. For every player you injure you score 10 points. Substituted players' attributes do not reset to their starting levels after a match.

SAVING AND LOADING THE GAME

Games can only be saved and loaded when playing in the League or Cup competitions. Ensure that you have a blank disk available. Press SAV when in Manager screen. Screen says "Please insert game save disk". Press fire to save, ESC key to abort. Any previous information will be overwritten. You can save one League or one Cup per disk.



GOALS

Scoring a goal has two important benefits: firstly, it gives you 10 points. To help you know where the goal is when you can't actually see it, there are two white markers at the top of the screen, or at the bottom depending on which half of the pitch you are in. Each goal is followed by an action replay. Insert a new, formatted disc before a match if you wish to save out your goals. You can save up to 9 replays on each disk. Just press a key from 1 to 9 during the replay. To cancel a replay press fire.

OTHER BONUSES AND EQUIPMENT

Points can also be scored by INJURING PLAYERS, or by using the BOUNCE DOMES and STARS. Scores can be multiplied by gaining control of the SCORE MULTIPLIER.



BOUNCE DOMES: Two on the pitch: 2 points every time you hit them.



STARS: Five for each team: light them to score 2 points each. The team playing upfield hits the cluster at the top left; the team playing down hits the group at the bottom right. A 10-point bonus is awarded for lighting all five at once. Teams can 'turn off' each other's stars; this subtracts 2 points from opponents score. Targets are reset at half time.



THE SCORE MULTIPLIER: This is a simple way to increase every score you make by up to 100%. To activate the Score Multiplier, throw the ball up the ramp. Your opponents can regain control by throwing the ball up the ramp themselves: two throws cancel out your advantage, another two increase their score by 100%. Red/blue lights on top of the SM signal who is in control

and by how much. The Score Multiplier also affects the electrobounce (see below).



ELECTROBOUNCE: There are four ElectroBounce units; when you throw the ball against one of them, the ball becomes electrified and stays electrified until it comes to a complete stop. When electrified, the ball will tackle the first opponent it hits. If you retain possession of the ball after it has tackled an opponent it will remain electrified. If the opposition take possession, or the ball slips moving it will be cancelled. The SM (Score Multiplier) affects the electrified ball as follows; if you have one light lit it will tackle two opponents; if you have two lights lit it will tackle three opponents. Opponents can steal the electrified ball by tackling the player who is holding it.



WARP GATE: Four warp gates (two in each half) transport the ball from one side of the pitch to the other. They can be an effective way to disorient your opponent!

INJURING PLAYERS: A team is awarded 10 points for every opponent who has to be stretched off.

POINTS TABLE

This is a summary of the points system. Standard (Std) points scores can be increased by using the Double Playfield feature once (+50%) or twice (+100%).

	Std	+DPI	+DP2
GOALS	10	15	20
ONE STAR	2	3	4
5-STAR BONUS	10	15	20
BOUNCE DOMES	2	3	4
INJURE PLAYER	10	15	20

PICK-UPS

There are two basic kinds of pick-up on the Speedball 2 pitch: tokens and armour/weapony.

TOKENS

Tokens affect the entire team, and almost all of them are fixed by a time limit of 6 seconds. Collecting one which operates on a timer cancels any currently active token.



FREEZE TEAM: Freezes opponents for a limited period

REVERSE JOYSTICK: Reverses opponents' joystick controls (two-player game only)

REDUCE TEAM: Reduces all opponents' attributes to minimum

INCREASE TEAM: Increases all your players' attributes to maximum

MANIC: Increases both teams' attributes to maximum

SLOW TEAM: Reduces all opponents' speed ratings to minimum

GRAB BALL: Gives you possession of the ball

TRANSPORT: Transports the ball to your centre forward

GOAL DOOR: Prevents the ball entering your goal

SHIELD: Makes your team immune to tackles



FULL ENERGY: Boosts a single player's energy and attributes to initial values

ZAP TEAM: Tackles all on-screen opponents, reducing their attributes as if a player had tackled them

COINS: Coins aren't strictly tokens, but they are worth a whopping 100 credits (200 in a cup match). Computer teams can pick them up, but don't use them, except to restore injured players attributes, preferring to invest their money overseas. As a result, they can't buy Star Players or enhance their attributes.

ARMOUR AND WEAPONRY

Items of hardware affect individual players and are found lying on the pitch at various intervals. Both teams can pick them up and benefit from their effect, until they're tackled and forced to drop them. Items can be picked up a maximum of twice only.



BOOTS:
enhance speed



HELMET:
greater intelligence



CHESTPLATE:
increases defensive ability



SHOULDER:
stronger attacking ability



GLOVE:
increases power



BOTTLE:
a glucose solution providing extra stamina



ARMPLATE:
gives greater throwing ability



BITMAP SHADES:
enhances aggression



CONTROL SUMMARY

Players can move, throw, slide and tackle in 8 directions, and apply aftertouch to the ball. Pressing the fire button has varying effects according to the circumstances:

(in possession)	-	THROW BALL
(not in possession)	-	TACKLE
(ball on the ground)	-	SLIDE
(ball in the air)	-	JUMP FOR BALL

KEYS

ESC	-	Escape to main menu
F	-	Fast Mode (team manager)
ANY OTHER KEY	-	Pauses the game - press any key to release

DIVISION 1

POWERHOUSE

Many followers of the league reckon that Powerhouse are well overdue for relegation. Due to several violent clashes with Lethal Formula their defence is severely weakened and their attack is unable to summon the strength that nearly brought them victory.

RAGE 2100

Despite a reputation for extreme violence the other qualities of the team have prevented them from ever scraping themselves off the lower ranks of division 1. Their power and attack are notable but they are no longer an effective first division team.

MEAN MACHINE

Due to a series of defeats their defenders and midfield have become a liability to the team. They have suffered fewer injuries than most teams because of their defensive abilities and stamina.

EXPLOSIVE LORDS

Although on paper this team is very average some have doubted the ability of their attack. The light build of this squad has resulted in a slightly faster team that generally avoids contact.

LETHAL FORMULA

Taking after their name, this is the most destructive team in division 1. Their attack squad contain players who combine extreme aggression, power, intelligence and attacking abilities. Many players have fallen under the blows of Lethal Formula.



DIVISION 2

TURBO HAMMERS

The best defensive squad in the whole history of Speedball, few balls get past the grabbing hands of the Turbo Hammers. Once they have the ball few are able to recover it and long throws down the pitch have set up many goals. The midfield complement the strong defence and the attack are competent but nothing special.

FATAL JUSTICE

An attack that is second to none has sometimes placed Fatal Justice at the top of the league. Speed, intelligence and power have given them a string of victories though their defence has not been quite as effective.

SUPER NASHWAN

The superstars of the league, spending every day in training and tactics sessions has resulted in a team that relies upon sheer skill rather than brutality. To have played Super Naswan is to have played the best, their position in the league has sometimes been challenged by Fatal Justice and Turbo Hammers, they have no apparent weaknesses.

REVOLVER

Basically the worst team in the Speedball league. Midfield and attack are appalling, the only redeeming feature is a slightly less than average defence which have shown some signs of intelligence.

RAW MESSIAHS

Another hopeless team, their extreme aggression is let down by their low power. Their defence is the lowest in the division and the rest of the team hardly rise above this level. A team that will provide little resistance to a concerted attack.

VIOLENT DESIRE

Despite their name this team is unaggressive and weak in the attack, their defence has proved its strength in past seasons but this average team has never risen to the upper ranks of the division despite the defence's above-average speed and throwing range.

BAROQUE

A team that has specialised in lightning attacks for a couple of seasons. They are intelligent but their defence has generally weakened the side. They have occasionally threatened Steel Fury for the top position in the division.

THE RENEGADES

With one of the best attacking formations in the division The Renegades are rated highly among Speedball experts. This attacking strength is let down by an average defence. Fast, intelligent and aggressive few can stop The Renegades.



2100 Edition

DAMOCLES

The defensive squad of this team are legendary, few shots get past their excellent goalie. The defenders have some of the best throwing arms in the division and can down most attackers. Intelligence combined with speed make Damocles formidable in all areas.

STEEL FURY

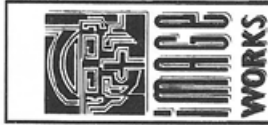
Steel Fury have sat at the top of division 2 for three seasons in a row, after a frantic spending spree they now have a first rate team. The fast super intelligent attackers have broken nearly every team in the league, they are supported by an experienced and unshakeable mid-field.

Imageworks are constantly seeking game designers, artists, programmers and writers. If you think your skills are equal to the demands of Britain's leading 16-bit software company, contact Graeme Boxall on: 071-928 1454

20 PAGE NOW
VIEWING.....

SPEEDBALL 2

MP1X SPE 2/3



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Imageworks, Irwin house, 118 Southwark Street, London SE1 0SW.

Tel: (071) 928 1454



Gods (April 1991)

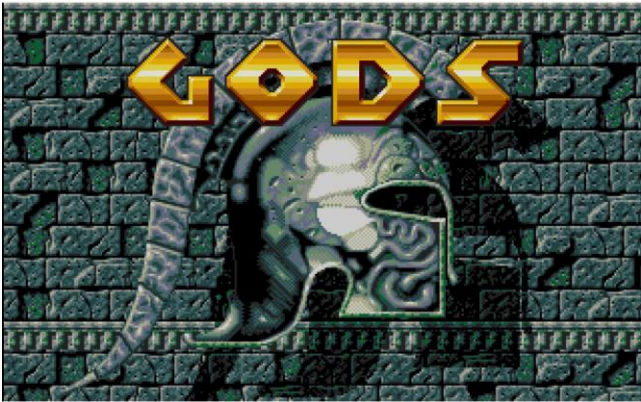
£24.95 Renegade / Dev: Bitmap Brothers
[9/10 – A stunning platform game, chock full of cool ideas & polished to perfection]

Amiga Action: 93% - ‘Only last month Switchblade II was put at the top of our platform league with our unanimous vote, but we didn’t think someone would replace it as quickly as this. Gods is without doubt the best platform game I’ve ever played and probably the best thing the Bitmaps have ever done, which is quite an accomplishment considering their past products. The graphics are as brilliant as usual and the sound is only surpassed by the in game FX which is really atmospheric. Whatever you are doing at this moment stop, and get a copy of Gods. It would be sacrilege not to.’

CU Amiga : 93% - ‘The game itself plays like a dream, it’s not just a shoot-’em-up – there are lots of intriguing puzzles to solve, platforms to explore and objects to discover. Even when you complete the game, there will always be something you’ve missed and non two games will ever be exactly the same. Over a years work has gone into developing Gods and it shows. It’s not an original game, but it’s certainly the best of its type. It deserves to be an almighty smash hit.’

CVG : 93% - ‘a cracker of a game, and one that carries on the Bitmap’s tradition of excellent product. Go forth and grab this now, or the Gods will not be too happy!’

One : 93% - ‘What puts Gods on a higher plane? At the heart of the program is a unique player monitoring system that keeps a constant track of just how well you are doing. If you’re extra smart and extra quick, not only do you get bonuses, but life gets a tad tougher. If, on the other hand, you’re tripping over your own feet and having to book holidays to finish levels then you’ll be recognised as remedial and given the occasional helping hand, like the odd energy top-up or extra life. In addition, however you’re doing, there are lots of hidden bonuses and rooms to discover. There are a number of ways of getting to them – it may be a secret switch or may just be a matter of timing. There are enough hidden extras to ensure Gods will surprise you, even on the second or third time through.’



Nation 12’s haunting track Into the Wonderful is another awesome start to the game.



In the game Mark Coleman’s beautiful graphics really impress, seeming to leap from the page.



I wonder if the shopkeeper is related to Crispin the alien shop keeper from Xenon 2 ?

Amiga Format: 90% - 'Backing up the metallic sound effects is the great theme tune, which players of last months Coverdisk demo will already be familiar with. The graphics have texture and atmosphere, with each level subtly evolving from the last. In fact the only irritants are the sparsity of save game points and Herc's occasional insistence on standing over the edge of platforms. The wait is easily tolerated in such a quality game but the mid air stance does make trying to judge the jumps harder than it really needs to be. You are forced to edge out, risking a hefty fall, just so you get the best chance of leaping to the next platform. Such mechanisms have become traditionally accepted facets of platform games, but it is one convention the Bitmaps could have flouted. These minor gripes aside though, Gods looks as if it is sett to join games legend. Viciously good gameplay and powerful effects have managed to make Renegades first title an ideal debut.'



Amiga Computing: 90% - 'All in all Gods is another first-rate Bitmap Brothers game. All the symptoms are there, the great sound, brilliant graphics and outstanding gameplay.'

Amiga Power: 87% - 'Another excellent Bitmaps product – faultless for what it does, but wouldn't it be nice if they really seemed to be pushing themselves?'



Amiga Force: 83% - 'While it can't compare to, say the graphical excellence of First Samurai, or the atmosphere of Another World, it scores highly with its general slickness and thoughtfully designed levels. If I had to criticise anything, it would be the excellent Nation XII music doesn't play throughout the game - a pity really, as it would have added a lot.'



After Speedball 2, Gods is my favourite Bitmap Brothers game. It is simply gorgeous throughout and the game has so many hidden secrets that I never tire of battling my way through the game.

Interestingly when Mike Montgomery was asked if Gods would ever be remade he said that in reality it already had been done with the God of War games. According to Mike, he is good friends with the man behind the series (David Jaffe) and he believes Bitmaps game Gods was a big inspiration for the Sony series, and it would have been what Gods would become were the Bitmap Brothers done a sequel.

Overall a great platform game that charms me as much today, as it did when I was a kid back then. A real classic.

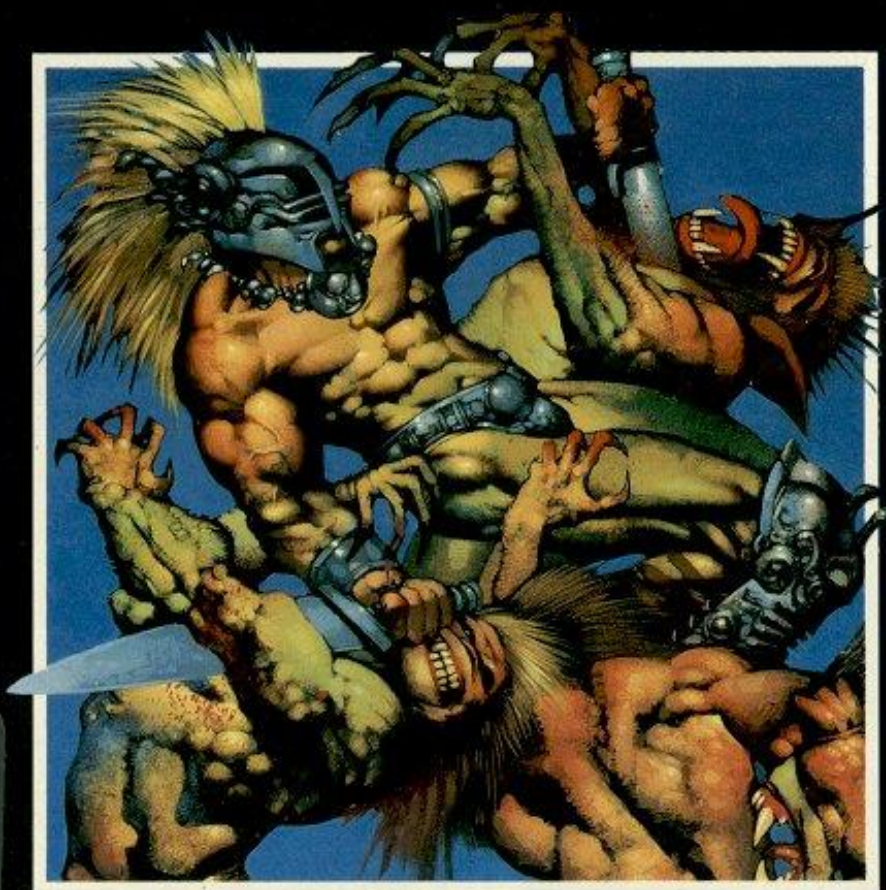






GODS

THE BITMAP BROTHERS



AMIGA



MINDSCAPE

MUSIC BY NATION XII

GODS

THE BITMAP BROTHERS



A city lost in Legend. An Unconquered warrior seeking reward. A challenge laid down by the Gods. Taking the role of Hercules, in the ultimate arcade-adventure, you must scour the depths of an ancient city in your search for the great prize of Immortality.

Featuring:

- 15 different weapon systems.
- 20 different potions and power-ups.
- A host of intelligent monsters.

Have you got what it takes to be a GOD?



Une cité perdue dans la légende. Un guerrier chasseur de primes toujours en fuite. GODS, un véritable challenge!!!

Identifiez vous à l'hercule des temps modernes dans cet ultime jeu d'arcade et d'aventures; parcourez les tréfonds d'une ancienne cité à la recherche de l'immortalité.

Caractéristiques:

- 15 systèmes d'armement différents.
- 20 pouvoirs et potions magiques.
- Une armée de monstres intelligents.

Etes - vous capable de relever le défi??



Eine legendäre Stadt ... verloren in Raum und Zeit.

Ein unbesiegbarer Krieger auf der Suche nach Abenteuern. Eine Herausforderung der Götter ...

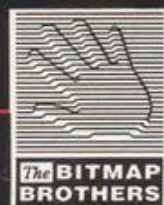
Versetzen Sie sich in die Rolle des Herkules, der in diesem neuartigen Action-Adventure die Mauern einer längst vergessenen Stadt durchstreift, um den Schatz zu finden, der Unsterblichkeit verspricht.

Features:

- Viele knifflige Rätsel.
- 15 verschiedene Waffen.
- 20 verschiedene Zaubertränke und Power-Ups.
- Zahlreiche "intelligente" Monster und Gegner.

Hast Du das, was man als Gott braucht?

ST version shown



C1, Metropolitan Wharf, Wapping Wall, London E1 9SS
© 1991 The Bitmap Brothers. Published by Renegade
'Into The Wonderful' written by Nathan XII
© 1990 Rhythm King Records





G O D S

THE BITMAP BROTHERS



Are you bored of games that pose no real challenge? Mindless adversaries that can't fight back? Dumb nasties who just ask to be slaughtered? GODS is a complete departure!

Featuring a revolutionary system of artificial intelligence, your opponents react to your actions and interact with the environment. Perhaps guile will achieve more than brute strength! Your cunning, as well as skill with the fearsome array of weapons at your disposal, are needed equally to overcome the enemy...

Award-winning Bitmap graphics and music by Nation 12 make this their most exciting game ever...

Have you got what it takes to be a GOD?

Amiga, ST, PC

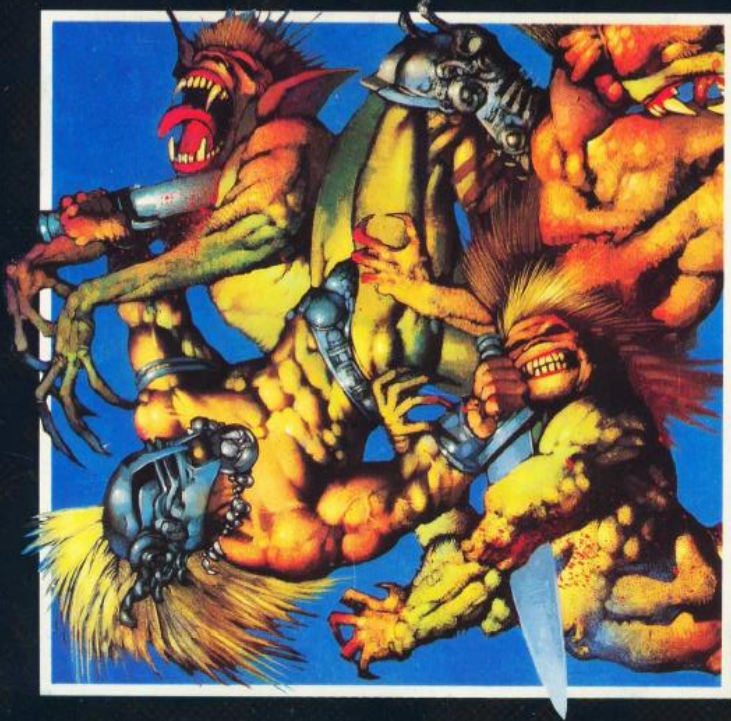


C1, Metropolitan Wharf, Wapping Wall, London E1 333
© 1991 The Bitmap Brothers. Published by Renegade



GODS

THE BITMAP BROTHERS



MUSIC BY NATION XII

Code, design and concept © 1991 The Bitmap Brothers
Published by Renegade C1 Metropolitan Wharf, Wapping Wall, London E1 9SS
"Into the Wonderful" written by Nation XII © 1990 Rhythm King Records



THE BITMAP BROTHERS

Code, design and concept
© 1991 The Bitmap Brothers

"Into the Wonderful" music by Nation XII

Music Published by Rhythm King Music
© 1990 Rhythm King Music

PRODUCTION TEAM

Code
Steve Tall

Graphics
Mark Coleman

Design
Eric Matthews / Steve Tall

Music
Nation XII

Music Code & sound fx
Richard Joseph

Credits

Box and Manual Design
Red Cloud

Cover Art
Simon Bisley

Manual written by
Philip Wilcock

Thanks to

Geoff, Adele, Dan, Martin,
Emmanuel, Simon Knight,
Simon Rogers and Nation XII
and Zapfactor

**All Bitmap Brothers games are produced and tested using:
Euromax joysticks and Naksha mice.**

Loading instructions

Amiga

Insert disk one into the drive and turn on the computer, insert disk two when prompted.

Atari ST

Insert disk one into the drive and turn on the computer, insert disk two when prompted.

IBM

Insert disk one into a: drive and type 'god\$', press return.

Controls

Your actions are totally controlled by the joystick.



Selection screen

Use the joystick to highlight options and fire to select.

JOYSTICK KEY

- means movement of joystick
 Press Fire

Platforms

- face wall
- crouch
- walk left
- walk right
- jump left
- jump right
- fire



Ladders

- climb
- descend
- get off
- get off
- jump off
- jump off
- then jump onto a ladder
- then fire while on a ladder



Others

- space pause key

Inventory

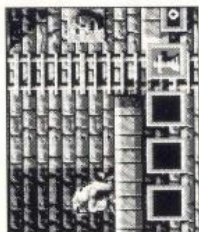
You may only carry up to three objects in your inventory.

Pick-up object

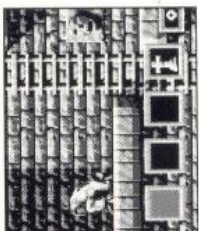
stand by object and crouch



fire to reveal inventory

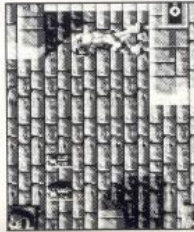


select empty box then stand up

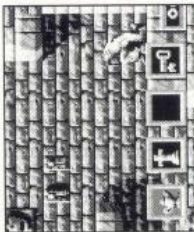


Drop object

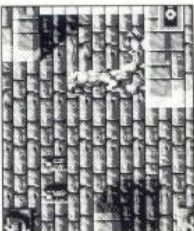
crouch and fire



select object to drop



stand up

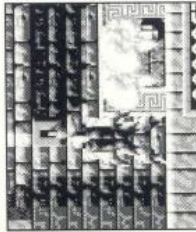


Switch, lever or button

face switch, lever or button



press fire



The Story

A city lost in legend

An unconquered warrior seeking reward

A challenge laid down by the Gods

The greatest prize of all - immortality

4 great events combine to bring forth a burning legend.

Re-live that legend

Who would have thought that a man would be so foolish or so daring as to accept a challenge set down by the Gods? And yet one came forward to claim the right to test his skills and strengths against a city so legendary its name alone struck fear in the hearts of all who heard it spoken.

Firstly, let us talk of this city.

None can be sure that the city even exists for no-one has ever seen it. It was built by the Gods, a plaything, great temples, hidden underworlds, fiendish labyrinths and soaring towers. It is a city stolen by the forces of darkness, the abode of nightmare hosts, the dwelling of fearsome killers, the dominion of four great guardians.

Secondly who is the hero?

Has anyone matched him in battle? No. Has he ever turned aside from his sole quest? Never. Is he not therefore a hero among heroes? Undoubtedly.

In his travels our warrior has become skilled in all the weapons of war; he is strong and he is unflinching, what of all the prizes of the world does he seek? He wishes to join those fickle masters of the human race - the Gods themselves.

Thirdly I shall recount the challenge of the Gods

Were the Gods only joking when they laid their challenge? Uncaring and unthinking on Mount Olympus they thought that no-one would hear their rash words:

Any man may earn through skill and courage a single favour of the Gods if he will face the fear of the ancient city and slay the four great guardians who have stolen our citadel from us.

Through their contempt for man did they not bring about their own undoing? For never before had such an untamed reward been offered to the mortals. But who from the ranks of man would face destruction at such odds? Surely none.

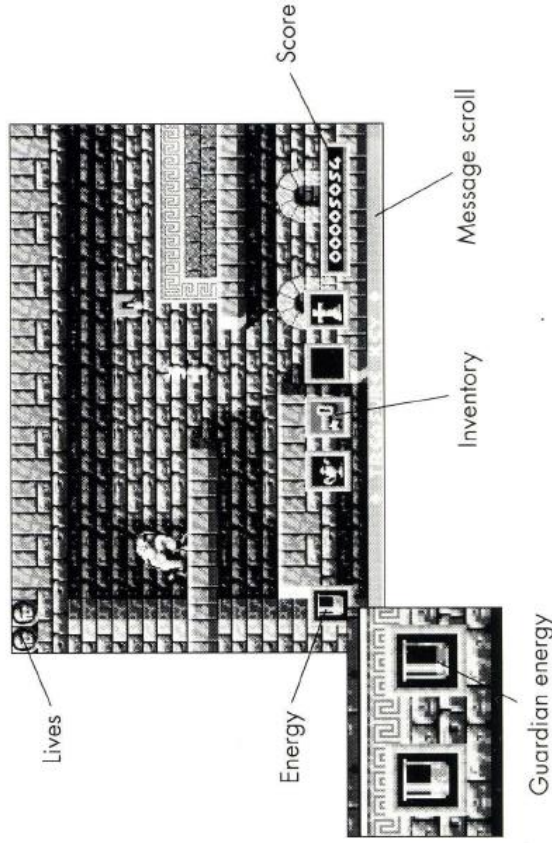
Only One.

Instructions

Gods is a game of exploration, combat and adventure. You assume the role of a classical hero who has taken up the challenge of the Gods. In order to gain the ultimate prize of immortality you must slay the four guardians of the city and return to Mount Olympus.

The four guardians rule over an ancient city full of chaotic beasts. The city was once the citadel of the Gods and consists of four levels each protected by one of the guardians and their many minions. The levels are: the city, the temple, the labyrinth and the underworld. Each level is split into three sections referred to as 'worlds'.

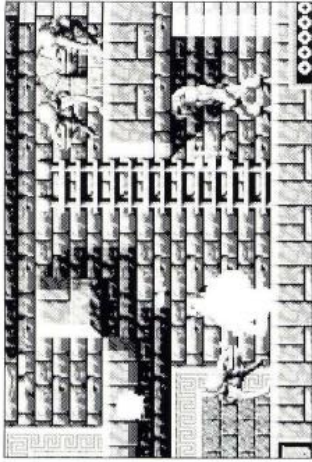
Status



Combat

In order to fulfill your quest you must venture through the levels of the city, these are now the home of chaotic hordes of monsters which must be overcome, to do this you must fight. Scattered throughout the city are many weapons, some of these will be powerful and others weak, these weapons are essential if you are to defeat the creatures you will face. As well as weapons that you may find, it is possible to purchase others at shops located within each level.

Different weapons have different strengths and qualities, discovering the nature of each weapon will help you succeed.



Collecting several of the same weapon will make your shots more effective.

Several weapons may be used at the same time, find out which are compatible for ultimate fighting ability.

Monsters

Over the years since the Gods abandoned it, the city has become the home of many chaotic beasts, these are ruled by four gigantic guardians who use them to protect their fortunes. The monsters you will meet are by no-means stupid; some will be stronger than others and some will be more deadly, but all are united in their cause to thwart your quest. Some of the inhabitants are able to avoid your attempts to kill them

The physical appearance of a monster indicates its nature and its objectives

killer



their objective is to kill you, if these are very intelligent they will pursue you throughout the level in order to achieve this.

thief



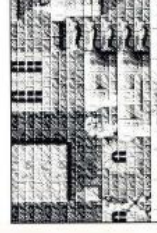
these monsters try to steal objects or protect them from your clutches, if there is no treasure available they will try to kill you. Because of this tendency it is possible to delay them by leaving treasure scattered throughout the world.

flier

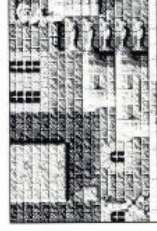


as well as trying to kill you these monsters are able to avoid your shots, the more intelligent ones will prove very elusive.

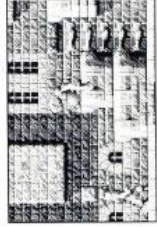
Because of their varying objectives monsters can be used to help you.



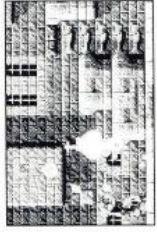
The cross cannot be reached



Thief steals the cross



Drop the attract potion



Kill thief to recover the cross

Keys

In order to protect their city from unwelcome intruders the Gods placed many doors to block their progress. These doors are extremely strong and can resist all attempts to demolish them. To open them it is often necessary to have the correct key in your inventory.

As well as doors the inhabitants have entrusted their valuables to locked chests. These containers may only be opened using the correct key. These are smaller than the keys used to open doors and are coloured to correspond with the chest they open. Like their larger relatives, these keys are not easy to attain and are usually well protected by monsters, traps or puzzles. The treasure within the chests may be used to purchase weapons or potions at the shops that are found throughout the city.

When a key has been used it will be discarded automatically.

Doors can lead to rooms, teleport you to new locations or allow you to progress along passages.

Special gems are also able to teleport you.

To open a chest, collect the key and walk past the chest.

The colour and shape of a key indicates what type of door or entrance it will open:



Gold - teleport



Bronze - room



Iron - trapdoor / moving block



Gold - end of level or world



Bronze - treasure room



Iron - door

The colour of a chest and its corresponding key are indicative of the value of its contents:

gold chests - greatest value

bronze chests - normal value

Iron chest - lowest value

Money and Shopping

The city is fabled to be rich in treasure and gold, though no-one has ever returned to confirm it. In order to stand the best chance of success you will need to collect as much of this treasure as possible, the money can then be used to buy weapons, potions and health in the shops dotted throughout the levels. These shops are reached by walking over a special token which calls on the shopkeeper to escort you to his store.

The description of the item and price are displayed in a window below the arches. Your cash is displayed to the left of the screen. To leave the shop press on the arch labelled exit. All the items you have purchased will be available as soon as you leave the shop.

If you buy a weapon that replaces one you are already carrying half the value of the lost weapon will be added to your cash.

Treasure may be revealed by killing monsters or solving puzzles.

Shops appear at the halfway and at the end of each level.

Shields and starbursts will be removed when you confront the guardian at the end of each level.

Potions can be collected either by finding them in the city or buying them in the shop. If a potion is collected it takes immediate effect.

Certain of the potions that can be bought in the shop can be carried and only take effect if they are dropped from your inventory.

A guide to weapons and potions:

Weapons



Dagger
this is one of the weakest weapons you may come across.



Shurikans
stronger than daggers, they also travel through aliens.



Fireballs
these can be used at the same time as a conventional weapon such as a dagger or shurikan.



Spear
these pass through aliens and platforms to cause great damage

Potions



Attract *
causes all aliens to attack you



Large shield
this can be bought or collected, it lasts for the whole of the current world and reduces your damage by half



Small shield *
can be collected or bought, it lasts for 15 seconds and protects you from all damage as well as killing any aliens who run into it



Wideshot
one of three shot directing tokens, wideshot spreads the shot for maximum effect against flying aliens



Food
this comes in several forms, it replaces lost energy but is not as powerful as the health potions



Shop
this token brings on one of the traders

* These potions can be bought and then dropped when needed.

Traps and Puzzles

One of the most cunning methods that has been employed by the dwellers of the city has been the devising of puzzles and traps. Some of the puzzles are simple requiring only the throwing of a switch to advance further, others are much more complex involving collecting objects, finding keys and acquiring special weapons. Traps take several forms but most are lethal, spiked flails causing death unless you can escape them quickly.

The puzzles that you will face are many and varied. All puzzles are one of two types, progression puzzles and reward puzzles. Progression puzzles need to be solved in order to complete the world or progress. Reward puzzles are not essential to the completion of the game, these puzzles provide rewards, these can take the form of extra treasure, shortcuts or other benefits.

Hidden rooms are a typical example of a reward puzzle, the entrance to a hidden room may be found by examining the background. There may be a platform that cannot normally be reached or passage blocked by a wall.

As reward puzzles are not essential they may involve a considerable amount of danger. Particularly strong monsters may protect the route that leads to the reward.

Progression puzzles are usually simpler in nature than reward puzzles, however these puzzles may often contain traps if they are not solved correctly. Progression puzzles often require the player to recover an item such as a key or teleport gem. These items will then allow the player into the next section of the world.

Puzzles may be simple, requiring only one action to solve them, others require combinations of one or more events to trigger them. These actions include: throwing switches, completing sections within a limited time or finding and returning objects to a specific location.

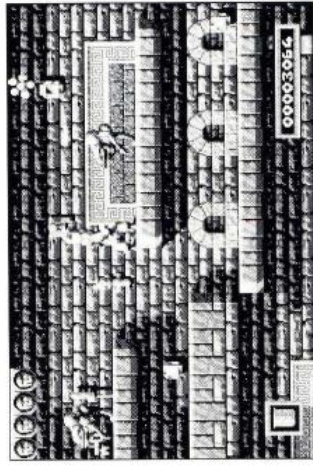
As well as puzzles there are also many hidden bonuses, these will provide rewards at certain points if they have completed a section in a good time, or lost minimal energy or lives. These bonuses take the form of treasure or potions that will make completing the next section easier.

Once a puzzle has been completed the objects used to solve it will be removed from your inventory.

Clues

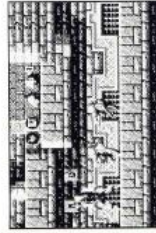
In order to assist you there are many clues that can be picked up, these take the form of special tokens, collecting these will print a message or clue along the bottom of the screen. These clues may help define the quest for the level, provide a hint or a solution to a puzzle or reveal the location of an object.

All clue messages will be displayed when you collect the token, they cannot be re-displayed so take careful note of their contents.

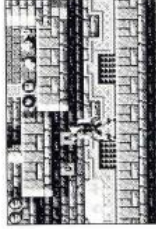


Bonus revealed because player has three or more lives

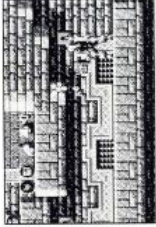
Two traps must be destroyed by a combination of the three levers



Wrong lever reveals monsters

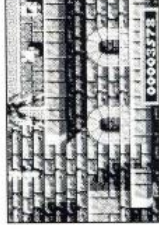


Right lever destroys traps



Once the puzzle is solved this lever reveals a hidden chest

Resetting levers moves a block which reveals a hidden room



The Four Great Levels and Four Gigantic Guardians

The city is composed of four levels, the city, temple, labyrinth and underworld, each level is split into three worlds. At the end of each level is an enormous guardian. These are the monsters you have been sent to destroy, all the minions and treasure belong to these fearsome creatures and each is determined to retain their power.

Scoring

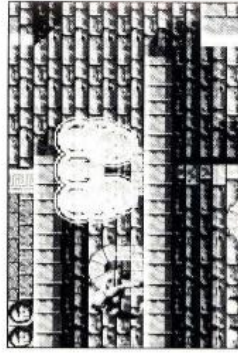
As well as completing this great quest there may also be some honour in having achieved a good score, you will receive points for killing monsters, collecting treasure and solving puzzles.

At the end of each world a bonus is added to your score, this bonus is affected by the number of lives remaining and health.

At the end of the game your score will be placed into the hall of fame which is saved to disk.

Input your name using the joystick to select the letters.

Bonus lives will be awarded for 'landmark' scores.



You have three lives in which to complete the game. Each world consists of several zones, when you lose a life you return to the beginning of the zone in which you died, you retain all your weapons and potions.

Password

Whenever the game is over, you are provided with a password, this will allow you to re-enter the game at the beginning of the level in which you died. You will re-start the game inside the shop in order to allow you to purchase some weapons and potions.



Remerciements

Code

Steve Tall

Graphiques

Mark Coleman

Design

Eric Matthews / Steve Tall

Musique

Nation XII

Code musical et effets sonores

Richard Joseph

Design de la boîte et du manuel

Red Cloud

Réalisation emballage

Simon Bisley

Rédaction du manuel

Philip Wilcock

Remerciements

Geoff, Adele, Dan, Martin,

Emmanuel, Simon Knight,

Simon Rogers and Nation XII

and Zapfactor

Code, dessin et réalisation © 1991 The Bitmap Brothers

"Into The Wonderful" musique de Nation XII

Enregistrement musical de Rythm King Music © 1990 Rythm King Music

**Tous les jeux Bitmap Brothers ont produits et testés
à l'aide de Joysticks Euromax et Mice Naksha**

Instructions de chargement

Amiga

Insérez la disquette 1 dans le lecteur et allumez l'ordinateur. Une fois le jeu chargé, le programme vous demande de remplacer la disquette 1 par la disquette 2.

Atari ST

Insérez la disquette 1 dans le lecteur et allumez l'ordinateur. Une fois le jeu chargé, le programme vous demande de remplacer la disquette 1 par la disquette 2.

IBM

Insérez la disquette 1 dans le lecteur a:, tapez 'gods' puis appuyez sur la touche return.

Magic Pockets (September 1991)
£25.99 Renegade / Dev: Bitmap Brothers
[6/10 – Competent but uninspired platformer, becomes far too repetitive and dull too quickly.]

One: 93% - ‘What an absolute triumph! Once again the Bros have managed to take a fairly ordinary and worn game style and breathe some new life into it. From the moment that Betty Boo kicks in with Doin’ the Doo to set the game in motion until the massed ranks of the cutesy (but deadly) enemies finally put paid to your quest, this is a riot of gameplay’

Amiga Action: 93% - ‘yep! It’s brilliant. The graphics and sonic’s are amazing and you can tell it has been done by the same artist responsible for Gods. And as for the sound, well Renegade have used their links with Rhythm King to enable them to use chart topping single ‘Doing the Do; by Betty Boo for the main game music. Magic Pockets is yet another corker from those clever Bitmaps, and a great game to add to your collection.’



Getting Betty Boo – Doin’ the Do was a real coup for the Bitmap team, as the song was a top 40 chart hit.



Mark Coleman’s graphics seems out of place in such a cutesy platformer.



The end of level bike mini game is a lot of fun, but over far too quickly.



The Bitmap Kid can find bubble-gum to fly and reach higher platforms.



One cool mechanic is holding fire to produce a bigger whirl-wind can be used to hurl you up to higher platforms.



The obligatory underwater section that game designers seem to think we gamers like..



...and here is the snow world... because after the water level we all love an ice level right!!?



*Is that a whirlwind in your pocket?
Or are you just pleased to see me?*

Amiga Format: 85% - 'Magic Pockets has a lot to live up to. Following on in the shoes of Gods and Speedball 2, it makes a hefty attempt at the grade with a solid, semi-secret bonus system, gameplay twists and changing weapons, all backed up with strong graphics and excellent sound. Putting its scrolling foibles aside though, what it does, it does very well. What Magic Pockets does lack though is any real sense of pace.'

The length of each world (five, six, seven and eight levels per world respectively), means that the backgrounds and monsters get repetitive even when design doesn't. There's little excitement and nothing to drag you back in the game when the continues run out. It's not terminally boring, far from it, but it lacks that real hook.

A slick package, Magic Pockets works hard but doesn't have that cutting edge. The bonus system is excellent once you have mastered it, and there are some neat traps and humorous sprites. The elements are all there but somehow the chemistry fails, the gameplay reaction just doesn't happen. Magic Pockets is good but only good.'

CU Amiga: 85% - 'What we have here is a seemingly simple game superbly executed, complex, challenging and a visual aural delight. Above all, everything is designed to keep you playing. The music – Betty Boo's hit Doin' the Do – is brilliant. 'Wow!' As the Bitmap Kid might say. A star is born.'

Amiga Power: 75% - 'A very disappointing second release from Renegade – not because the game's bad as such, but because it should be a whole lot better. No one is going to be loading this up for fun six months down the line, that's for sure.'

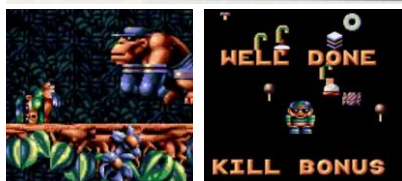
The game is certainly technically competent. But this time it shows the limitations of the Bitmap style. Mark Coleman is a great artist, but his serious, clean and dingy style, whilst good in games like Xenon 2 and Gods, simply looks out of place in a cutesy platformer.

Then we come on to the main hero, The Bitmap Kid. It is almost like a character an old man would design, when asked to design the 'coolest' mascot ever! Baseball cap, check. Sun glasses, check. Got to stick in a BMX somewhere, coz the kids are down with that... The end result is one of the most fundamentally unlikeable platforming mascots ever created... I know this came out in the 90's but even back then the baseball cap and shades looked embarrassing. Then we come to the gameplay itself. The actual mechanics in the game work well and there are some genuinely cool ideas thrown into the game. Sadly these ideas are

criminally underused. Created by Sean Griffiths, who would go on to do the Rise of the Robots game, before leaving game design for a number of years before returning and going into production.

My biggest gripe with this game is that there is not enough new enemies, graphics and ideas to warrant the number of cookie cut levels you must endure, to reach a new world. Each new world does have a new look and enemies. But the Worlds themselves are the epitome of unoriginal, Rock, Jungle, Water and Ice... Yawn.

Despite all that, there is still some fun here, and its still worth a play, just don't expect the usual Bitmap, 'blow your socks off' gameplay experience.



Though it works in pretty much the same way each time, *Magic Pockets* actually gives you a different weapon to use each time. These are generally thrown by the Kid in a vaguely definable arc, making hitting characters standing right next to you impossible. Build up the power of your weapon (by holding down the fire button, *R-Type* style, and you get a super weapon with rather different properties. Like so...

The Whirlwinds
Found on the first level. The giant whirlwinds can trap baddies (jump on them for a sweetie bonus), or throw the Kid in an indestructible and baddie-destroying spin around the room. It takes some getting used to, but can prove very useful for getting up to otherwise unreachable platforms.

The Clouds
This second level weapon operates much as the whirlwinds in small mode, but the big ones can be stood on, creating *Rainbow Islands*-like platforms. Water drops released by the big clouds grows certain tree formations, allowing you to climb up the screen, *Jack-And-The-Beanstalk* style. (Yes, you're right - almost exactly the same thing happens in *Captain Planet*.)

The Ice Cubes
The big weapons on level three freeze the water, allowing you to cross it.

The Snowballs
Roll on of these small level four weapons along and it grows in size, picking up extra snow (rather like a real snowball would, in fact).

The Cave World

Blobs
These little green things - they look a bit like Slimer from *Ghostbusters* - sort of slide about, occasionally jumping up and down for good measure. Watch out though! They spit smaller green blobby things when angry!

Bats
These flap around the place - unlike many flying baddies they actually seem to be doing a flying action - though occasionally they'll have a rest hanging from the ceiling.

Snails
Sometimes they hide in their shells (so you can't hurt them) but mostly just slither slowly after the Kid. Speed up when angry.

Frogs
These tend to jump back and forth with a rather vacant look on their faces. Watch out for the long tongues though - these increase their effective striking range quite a bit.

Rocky
These grey rockmen usually follow the Kid around, throwing rocks when angry.

The Jungle World

Snakes
Slither back and forth in an upright position, occasionally jumping from platform to platform.

Venus Flytraps
These act pretty much like the snakes, though when they open their mouths and spit it's a rather more spectacular effect.

Gnats
Annoying little buzzing things.

Killer bees
Even more annoying, mainly because they're tricky to kill, and they all come after you at once.

Chimps
One of the best animated characters, these run around, swing from branch to branch and tend to stand and beat their chests just before attacking the Kid. (Hmm. Perhaps that makes them gorillas then, not chimps after all).

The Lake World

Vultures
These flap around pretty much like the bats but - watch out! - they dive bomb you when angry.

Crabs
Scuttles back and forth, jumps around and, um, that's about it.

Fish
Generally swim around, but can jump in an attempt to get at the Kid if he's standing too close to the water's edge. Apparently the jumping

action is a sly reference to the enemy submarines from *Stingray* (if you remember that).

Jellyfish
Erm, just swim around really. (They'd look pretty stupid jumping, after all).

Clam
These sit there spitting white (or sometimes special black) pearls. The Kid can't swim without his diving helmet toy found on this level - which can be made more difficult if a clam decides it'll make a handy home and sits in it spitting pearls at you!

The Mountain World

Eggmen
Ahem, yes. Not sure exactly what these are or what they're doing here, but watch out anyway! They throw snowballs at the Kid.

Eagle
Flaps about and then swoops at the Kid, much like the earlier vultures.

Yeti
Wanders around, then pounces when it spots the Kid.

Hare
Just acts sort of cute (for a nasty).

Snowman
Surprise, surprise! This too throws snowballs at the Kid.

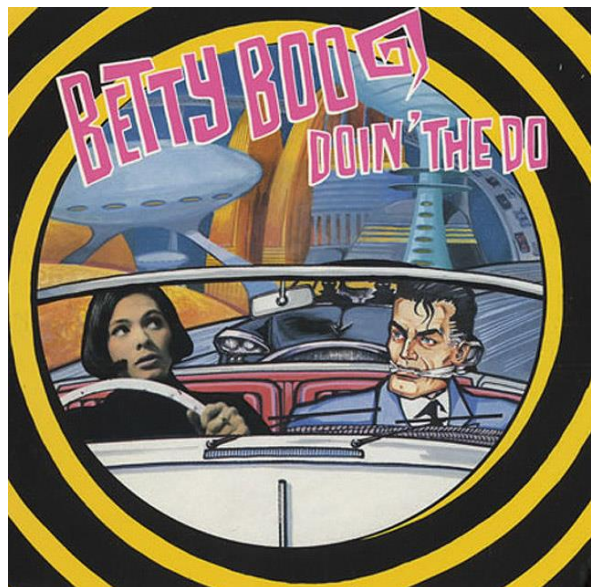


Motormouth was a Saturday morning TV show that ran from 1988 to 1992. During this time, they did a short stint where people would attempt to control the game over the phone by shouting directions... Needless to say it didn't work very well.



Alison Moira Clarkson AKA Betty Boo, would have string of UK chart hits from 1989 to 1991. Her Doin' the Do song,

From the Platinum selling debut album Boomania is her most famous song that she did.



MAGIC POCKETS

THE BITMAP BROTHERS



AMIGA



MINDSCAPE

music by betty boo

MAGIC POCKETS

THE BITMAP BROTHERS

• STACKS OF LEVELS • HEAPS OF WEAPONS • SWARMS OF INTELLIGENT NASTIES •
• BONUS GAMES • SECRET ROOMS • LOADS AND LOADS OF POWER-UPS •
"It's faultless. Great scrolling, great graphics, great music ... excellent, imaginative, 'the mutts nuts'." - ZERO
"What an absolute triumph! This is a riot of gameplay ... could even be the Bitmaps best effort yet!" - THE ONE

• SCHAREN VON INTELLIGENTEN FEINDEN •
• MASSENHAFT 'POWER-UPS' •

"excellent, phantasievoll, das Feinste von Feinen." - ZERO
"die Bitmaps bisher herausgebracht haben!" - THE ONE



• DES NIVEAUX MULTIPLES • DES ARMES INNOMBRABLES •
• DES JEUX À BONUS • DES PIÈCES SECRÈTES •
"C'est sensationnel. Dédicé d'images splendide, graphiques splendides, musique splendide." - THE ONE
"Un triomphe absolu! C'est une orgie de jeu... il pourrait bien s'agir de la meilleure production de Bitmaps!" - ZERO

• UNZÄHIGE WAFEN •
• GEHEIM RÄUME •
• BONUS-SPIELE •
• JEDE MENGE SPIELEBENEN •

• DES KYRIELLES DE GOUGNAFIERS INTELLIGENTS •
• DES TONNES ET DES TONNES DE 'POWER-UPS' •
"Es ist einwandfrei! Super Scrolling, brillante Graphik, mitreißende Musik... vielleicht gar das Beste, was die Bitmaps bisher herausgebracht haben!" - THE ONE
"Was für ein Triumph! Ein echtes Spielvergnügen... vielleicht gar das Beste, was die Bitmaps bisher herausgebracht haben!" - ZERO



C1, Metropolitan Wharf, Wapping Wall, London E1 9SS
© 1991 The Bitmap Brothers. Published by Renegade
Doin' The Do (Alison Clarkson 75% / Young/Yardley 25%)
Rhythm King Music 75% / Carlin/Enquiry 25%



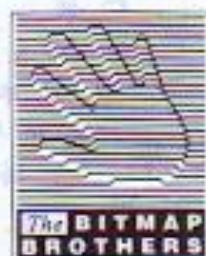
MAGIC POCKETS

THE BITMAP BROTHERS

ST



**Follow loading
instructions**



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Doin' The Do (Alison Clarkson 75% / Young/Yardley 25%)
© Rhythm King Music 75% / Carlin/Enquiry 25%

MAGIC POCKETS

THE BITMAP BROTHERS



They've nicked his bike.
They've whipped his helmet.
This time they've gone too damn far...

NO ONE MESSES WITH THE BITMAP KID

features:

stacks of levels • heaps of weapons • swarms of intelligent nasties
bonus games • secret rooms • loads and loads of power-ups



C1, Metropolitan Wharf, Wapping Wall, London E1 9SS
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LADEN VON MAGIC POCKETS AMIGA UND ATARI ST

Eingeschaltete Computer sind auszuschalten. Nach mindestens 30 Sekunden Wartezeit kann der Computer wieder eingeschaltet werden. Viren können so beseitigt werden, und das Risiko der Virusinfektion und Zerstörung der Magic Pockets Diskette wird minimiert. Legen Sie die Magic Pockets Diskette in das Diskettenlaufwerk des Computers ein. Das Programm wird automatisch geladen und betrieben. Vergewissern Sie sich, daß ein Joystick an eine Buchse angeschlossen ist, die normalerweise nicht für die Maus verwendet wird.

Probleme beim Laden

Sollte das Laden von Magic Pockets nicht gelingen, schalten Sie Ihren Computer ab, trennen alle angeschlossenen Peripheriegeräte wie Drucker (Monitor bzw. Fernsehgerät angeschlossen lassen) und wiederholen dann den Ladevorgang. Sollte das Laden von Magic Pockets wieder nicht gelingen, stecken Sie die fehlerhafte Diskette (nicht die Verpackung) in eine gefüllte Versandtasche/Umschlag und versehen diese mit Ihrem Namen und der Anschrift. Bitte geben Sie so ausführlich wie möglich Ihre Systemkonfiguration an (einschließlich RAM-Erweiterungen), damit unsere Fehlerspezialisten dem Problem schnell auf die Spur kommen können. Unsere Anschrift lautet: MP Replacements, Renegade, C1L Metropolis Wharf, Wapping Wall, London E1 9SS. Renegade ist bemüht, die fehlerhafte Diskette innerhalb von 28 Tagen nach Eingang zu ersetzen.

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Magic Pockets, come tutti gli altri manuali di alta qualità realizzati fino ad ora dalla Bitmap Brothers, è stato prodotto e controllato con l'aiuto di joystick Euromax e mouse Naksha.

MAGIC POCKETS

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I dischetti sono dei mezzi magnetici. Non esporli a raggi X o campi magnetici molto intensi poiché i dati contenuti verranno cancellati. Non cercate di eseguire il backup di questi dati poiché potrebbero venire distrutti nel processo e si tratterebbe di un'infrazione del copyright, e la Renegade non accetta nessuna responsabilità per i danni arrecati al disco come risultato diretto della violazione del copyright.

CARICAMENTO DI MAGIC POCKETS

AMIGA & ATARI ST

Se il vostro computer è acceso, spegnetelo. Dopo almeno 30 secondi, accendetelo. Così rimuoverete qualsiasi virus presente e si minimizzerà il rischio di infettare e possibilmente distruggere il vostro disco Magic Pockets. Inserite il disco Magic Pockets nel drive del disco interno. Il programma si caricherà e si eseguirà automaticamente. Assicuratevi che il joystick si inserisca nella porta che di solito non viene utilizzata per il mouse.

PROBLEMI DI CARICAMENTO

Se non riuscite a caricare Magic Pockets, spegnete il vostro computer e rimuovete qualsiasi periferica esterna estranea come la stampante (lasciate il monitor o il televisore connessi) prima di ripetere la procedura di caricamento. Se non riuscite ancora a caricare Magic Pockets allora ponete il disco difettoso (non la confezione) in un contenitore adeguato o una busta imbottita, inserite il vostro nome ed indirizzo. Per agevolare il nostro dipartimento proposto alla risoluzione dei problemi, vi preghiamo di fornirci quante più informazioni sulla configurazione del vostro equipaggiamento (non dimenticate tutti i dispositivi di espansione RAM). Inviare il contenuto a: MP Replacements, Renegade, C1L Metropolis Wharf, Wapping Wall, Londra E1 9SS.
Renegade sarà lieta di sostituire il disco difettoso entro 28 giorni dal suo arrivo.

MAGIC POCKETS

THE BITMAP BROTHERS

THE STORY



The Bitmap Kid was pretty much like every other kid on the block until the day when a Strange Old Man gave to Kid his pair of Mystical Trousers. These Mystical Trousers bestowed upon the wearer the power of the Magic Pockets. Now Kid kicks and is in the house. When a Kid's got bottomless pockets in which to keep his toys and boy's things, he's so cool it hurts.

But then one day something bad happened. Kid couldn't find his Best Toys. They had disappeared into the depths of his bottomless pockets! Kid was not happy, but didn't show it because he was so cool. He simply put his hand into his pocket and pulled out a Black Hole which he threw on the floor. Kid stepped into the Black Hole and in an instant he reappeared inside his own pockets in PocketLand! All was not well. The naughty PocketLand People had taken a liking to Kid's Best Toys and were playing with them without his say-so. Kid was feeling dis'ed but in control so visited the four corners of PocketLand and picked up his Best Toy from each. His Bike was in the Caves and his Boxing Gloves were in the Jungle. His Diving Helmet he found in the Lake and his Space Hopper was being bounced on on the Mountain!

But Kid wasn't content with getting his Best Toys back. He wanted to teach the PocketLand People a lesson. So he did. Using his PocketPower, Kid killed the Bad People along the way and stole their Sweet Things and their Magic Items which he used to his advantage before transporting himself home in time to catch the all-night rave. He then lived happily and coolly ever after. Until the next time ...

ENTER THE FOUR CORNERS OF POCKETLAND ...

The four corners of PocketLand are very different to each other but they share many secrets. Each corner (or 'World') is split into Sections and has its own Special Feature and five different types of PocketLand Person. And, of course, a Best Toy. The Bad People in each World play games with the Best Toy, so even when Kid gets it back and is about to leave a World he has to prove to the people (and himself) that he's the best player around. One particular type of PocketLand Person will always try to get to Kid's best toy before he does, so watch out at the beginning of every World and try to kill this Person before it gets away. Being so cool though means that Kid doesn't have to collect his Best Toy if he doesn't want to before moving on to another Section or, indeed, another World. Each Section in a PocketLand World has an Exit which leads to the next Section. Kid's under no immediate pressure to reach the Exit, but if he hangs around too long he may bump into The Bubble. Kid also gives himself a Points Bonus for passing through the Exit of a Section while in possession of a Best Toy.

THE BUBBLE

The Bubble floats after Kid if he hangs around the Exit for too long. Kid can kill The Bubble — and he should do for The Bubble takes away all of Kid's Power-Ups if it catches him.

SWEET THINGS

Kid finds many different Sweet Things lying around in PocketLand. The Sweet Things are each worth a Points Bonus. Kid can also make the PocketLand people produce Sweet Things by trapping them with his PocketPower. Watch out also for other worthy objects, such as a Pile Of Coins — kick it over then pick the Coins up for a Points Bonus.

THE POCKET PICKERS

Everyone who lives in PocketLand is a little bit funny. Even the ones who look normal. Each PocketLand Person has its own strength in the form of Hit Points which relate to how many small bursts of PocketPower it takes to actually kill it. For example, a Bad Person with a single Hit Point is killed with a single small burst of PocketPower or larger. A Bad Person with four Hit Points can be killed with four small bursts of PocketPower, or a couple of slightly larger bursts, and so on. When a Bad Person is hit but has Hit Points remaining then it's stunned.

Some Bad People ignore Kid. Others hate him and are angry that he wants his Best Toys back so they throw and spit things at Kid. Some Bad People even eat the Sweet Things lying around! A Bad Person which eats Sweet Things will give up a Power-Up when it dies. Can you guess why it leaves behind the Power-Up it does?

WHERE'S THE BEST TOY? AND WHERE'S THE EXIT?

Kid's Best Toys are always found near the Exit. Kid can easily see in which direction the Best Toy is to be found. Whenever Kid uses his PocketPower, an Arrow is thrown out too and it points in the direction of the Best Toy — but the scenery will not always allow him to go straight there. The closer Kid is to the Best Toy, the more Arrows are thrown out.

At the end of a Section Kid awards himself a Points Bonus for doing lots of different things. For example, Kid gives himself a Points Bonus for the number of Silver Stars he didn't use and a Points Bonus for the number of Bad People he killed. But as we said, he's fair, so he also deducts points from his Life Bonus for every Life he lost during the Section. Kid also gives himself five new Lives at the beginning of every Section.

SECRET BONUSES

Kid's so cool he can make his own Secret Bonuses thanks to one of the Special Items he finds. See if you can find out how to make such things happen.

There are many other surprises to be found in Magic Pockets. For example, in the first section of each World there is a way of warping straight to the first section of the next World. Watch out also whenever Kid gets 100,000 points, and keep 'em peeled for some SPECIAL Special Items! Have fun finding them!

★ ★ ★

LA BULLE

La bulle flotte à la poursuite de Kid s'il reste suspendu trop longtemps dans les parages de la sortie. Kid peut le tuer — et il doit le faire. La bulle prend au Kid toute son énergie si elle l'attrape.

SUCRERIES

Kid trouve de nombreuses sucreries disséminées dans PocketLand (pays de poche). Chacune d'elles vaut un point de bonus. Kid peut faire produire des sucreries aux habitants de PocketLand en les prenant au piège de son pouvoir de poche. Méfiez-vous des autres objets de valeur, comme un tas de pièces — mettez un coup de pied dedans et ramassez les pièces pour obtenir des points.

CAVES

The Caves have five Sections.

MAGIC POTION

Magic Whirlwinds — The largest Whirlwind produces two small Whirlwinds of its own every time it bounces. Throw them high!



BEST TOY

The Bike — Kid's so cool on his Bike that he kills anything Bad he touches. If Kid goes fast enough on his Bike he does a wheelie. As soon as Kid does a wheelie, hold down the joystick firebutton to keep him wheeling.



Whirlwinds — They bounce off the ground and walls and Kid can spin off the largest one.

POCKET POWER



THE EVENT

The Bike Race — Kid's Bike and many others like it stand ready — but not for long. Kid's among a rabble of Rocky People, and everyone wants a Bike. So he quick, Kid, and peddle like crazy to reach the finish line in one of the top three positions. And watch out for the Snails — they slow Kid down.

CAVE SECRET



Kid can jump through any platform but will only land on it if there's space for his feet. He can't walk through solid barriers.

KID CONTROL



Kid loses a Life when he's not stunned and runs into a Bad Person. Kid's stunned when he first runs into a Bad Person and remains safe from any further hits for a few seconds.

KID STUNNED



000400

Kid can easily keep track of which Sweet Thing will be thrown out by a trapped Bad Person by paying attention to the Sweet Thing Counter shown behind his left 'lifecounting' hand. The Sweet Thing Counter counts a Sweet Thing every time a Bad Person is killed without being trapped. When the Sweet Thing Counter has counted ten different Sweet Things it stops counting and only starts counting again when Kid's killed a Bad Person after bursting a trapped Bad Person. There are other ways of producing Sweet Things. See if you can discover them for yourself!

The Bitmap Kid, award himself everything he PocketLand. he only gave Lives, which of on his left

POWER-UPS When Kid collects a Power-Up it powers him up in some way. There are ten different types of Power-Up — some of them are placed on this scenery, otherwise Kid has to create them.

SILVER STAR Every Silver Star collected affects what happens when a Gold Star is collected.

SMALL MILK BOTTLE For every Small Milk Bottle collected Kid is given an extra Life.

COCKTAIL Having picked up a Cocktail, the next time Kid uses his PocketPower he also throws out a Sweet Thing — of the same type as the one he last picked up. This only happens once after every Cocktail.



The Jungle has six Sections.

Magic Plants — The single Raindrop from the largest Cloud is enough to make the Magic Plants grow. Use the Magic Plants' staves as platforms.



JUNGLE SECRET



POCKET POWERS

When you tap the joystick firebutton, Kid puts his right hand into his pocket and uses his PocketPower. The longer the joystick firebutton is held down, the larger the burst of PocketPower. There are four sizes of PocketPower. Kid can use his PocketPower in different ways, providing he's not moving in any direction. You can press and hold PocketPower and then release it by moving the joystick; up for a high throw, down for a low throw and in the direction the Kid is facing for a long throw.



005000

At every 5000 points the next trapped Bad Person to be hurt will give up a Power-Up instead of a Sweet Thing. From then on, a Power-Up counter is shown 'behind' Kid's right 'PocketPower' hand. The Power-Up counter counts through Power-Ups as Bad Person's are killed. When the Power-Up counter has counted through the ten Power-Ups, it starts counting again from the first Power-Up.

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hand.

MAGIC POTION

Magic Clouds — The largest Cloud explodes into four small Clouds after hanging around for about five seconds.



BEST TOY



Clouds — They bounce off the ground and walls and Kid can spin off the largest one, provided he's on top of it. The largest Cloud also drops a single Raindrop which kills any Bad Person it touches.



POCKET POWER



Bad People which are weak enough can be trapped in the largest size of PocketPower — but not for too long. When a Bad Person is trapped, Kid can break the spell of the PocketPower by jumping onto it and so release Sweet Things. The quantity of Sweet Things released depends on how hard Kid hits the trapped Bad Person. When Kid walks into a trapped Bad Person, a single Sweet Thing is thrown out, whereas a big Spin into a trapped Bad Person results in five Sweet Things.

TRAPPING POCKET PEOPLE

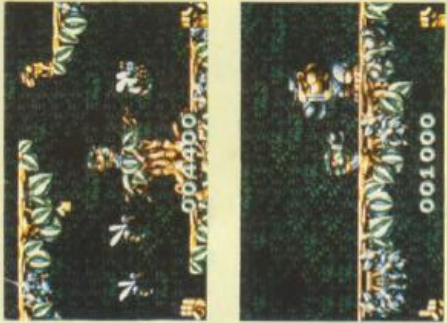


FACE MASK When Kid puts on this Face Mask he cannot be hurt by the PocketLand People. The Face Mask only lasts a minute though — you will hear when its time is running out. Kid can't chew gum with a Face Mask on.

TRANSPORTER HELMET

Making the Transportation of Kid in a Sweet Thing.

THE EVENT



Fight The Gorilla — It's a rock, boys and girls. The faster Kid beats up the Gorilla, the bigger the Points Bonus he gives himself.



transport to home. But the Snowmen on their own Space Hoppers have other ideas, so he has to bounce them to bits first.



THE EVENT

Magic Snowballs — When Kid uses his PocketPower he throws twice as many Snowballs.



A Space Hopper — Kid can use his Space Hopper to bounce on anything Bad and kill it.

BEST TOY



POCKETPOWER



Snowballs — They don't bounce off the ground and Kid can't Spin off them. They can be used to trap Bad People in the same way as the Whirlwinds, Clouds and Ice T-Cubes.



SECRET ROOMS

There are at least two Secret Rooms hidden in each Section of a World. Kid can only enter a Secret Room by wearing a Transporter Helmet. When Kid has visited every Secret Room to be found in a Section, the next time he uses a Transporter Helmet he is taken straight to the Exit.

A BOTTLE OF POP Collecting a Bottle Of Pop causes a shower of Sweet Things to fall from off the screen onto any available space below. This only happens once after every Bottle Of Pop.

COFFEE With a mug of Coffee collected, Kid can use his PocketPower faster. It gets faster still when a second mug is collected. The effect runs out when Kid starts a new Section. The Coffee is best used with the cup of Tea.

TEA With a cup of Tea collected, the speed of Kid's PocketPower is increased. A second cup of Tea makes Kid's PocketPower work even faster still. The effect runs out when Kid starts a new Section. The Tea is best used with the mug of Coffee.

MAGIC POTION The effect of the Magic Potion depends on which World Kid's in at the time and it lasts until Kid enters a new Section.

FRUIT DRINK Picking up this gross Fruit Drink has no obvious effect, but watch out for a large Sweet Thing at the beginning of the next Section. Pick up more than one Fruit Drink from one Section and the large Sweet Thing which appears on the next will be different and worth a bigger Points Bonus.

LARGE MILK BOTTLE All of Kid's Lives are restored whenever he collects one of these.

GOLD STAR When Kid picks up a Gold Star, a Special Item appears which depends on how many Silver Stars he's collected. There are seven Special Items available.



SPINNING Kid has a special Secret Move up his sleeve. It's called a Spin. He can perform a Spin in one of two ways: either off the top of a Whirlwind or Cloud or when he falls a Reasonable Distance (Kid's so cool he can fall any distance without hurting himself). When Kid Spins, he becomes invincible and kills any Bad Person he touches. Kid cannot Spin when he has a Special Item of any sort. Note that while Kid's falling he can be moved through the air as if he was walking, only slower.

MOUNTAIN SECRET

Rolling Snowballs — Kid can push the smaller Snowballs until they grow to their largest possible size. He can also roll the Snowballs onto the Bad People.



The Mountain has eight Sections.

MOUNTAINS

★	×	1	=	☞
★	×	2	=	☞
★	×	3	=	☞
★	×	4	=	☞
★	×	5	=	☞
★	×	6	=	☞

BITMAP SHADES Kid already has the coolest pair of shades there is so he doesn't need another. That's why these shades explode and kill every surrounding Bad Person when he picks them up.

BAG OF NAILS When it's dropped, five Nails are thrown out. But then, what did you expect? The Bag Of Nails only works three times but the Nails stay there until they are hit by something Bad.

GASOLINE When Kid's picked up this can it changes his PocketPower to Fire! Instead of different sizes of PocketPower, Kid now throws out between one and four bouncing balls of Fire, each one capable of killing anything Bad it touches. The effect lasts for about one minute.

LASER HELMET With this on Kid can shoot different strengths of laser beam from his head. The beam passes through anything bad it touches and so each shot can kill more than one Bad Person. The Laser Helmet only lasts for about one minute.

SPIKY HELMET Ouch! Anything living which touches Kid while he's wearing this helmet will be dead instantly. The Spiky Helmet lasts for about one minute.

SPECIAL ITEMS

There are Special Items found in every Section. Kid uses them to help him get around.

BUBBLE GUM MACHINE Kid takes a piece of Bubble Gum from the machine and chews it before blowing a Big Bubble. He can now float around to higher (or lower) places. Watch out! Kid can't use his PocketPower and can still get hurt.

TELEVISION When Kid uses the TV he's shown a small map of his immediate surroundings. The map also displays the whereabouts of every Bad Person and Sweet Thing. Special Item. Best Toy and so on. Press the joystick firebutton to return to play.

CHERRY DRINK Kid awards himself a random Points Bonus for every Cherry Drink he collects.

SWEET MACHINE It's only ever found in the Secret Rooms. Whenever Kid activates it, five Sweet Things are thrown out.

ROAD DRILL Shake it, Kid! Using the Road Drill means that Kid cannot move for a few seconds. Any surrounding PocketLand People each turn into a Power-Up, the type of which depends on the Bad Person's strength.

Freezing Water — Kid's Ice T-Cubes freeze the water. When Kid jumps on the ice, it's broken.



Bouncing Ice T-Cubes — They bounce once for every Magic Potion collected and grow (up to the maximum size) too.



Ice T-Cubes — They don't normally bounce on the ground and Kid can't Spin off them. They can be used to trap Bad People in the same way as the Whirlwinds and Clouds.

POCKET POWER



A Diving Helmet — Kid can't swim. He can dive, but only when he's wearing the Diving Helmet, so he has to be careful not to drop it in the water.



BEST TOY



LAKE SECRET



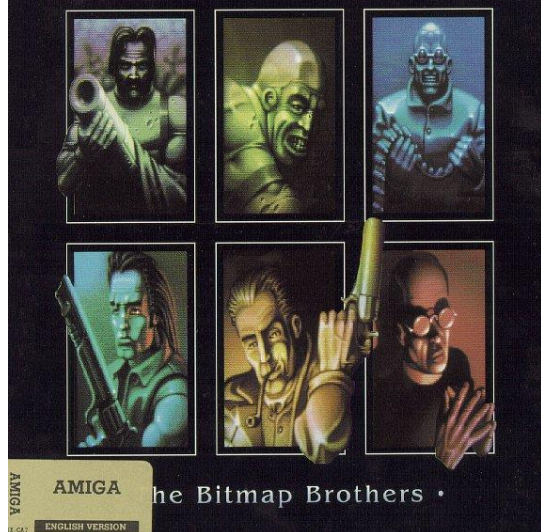
THE EVENT



The Lake has seven Sections.

LAKES

THE CHAOS ENGINE



Chaos Engine (April 1993)

£25.99 Renegade

Dev: Bitmap Brothers

[9/10 – Amazing Gauntlet update that still impresses today.]

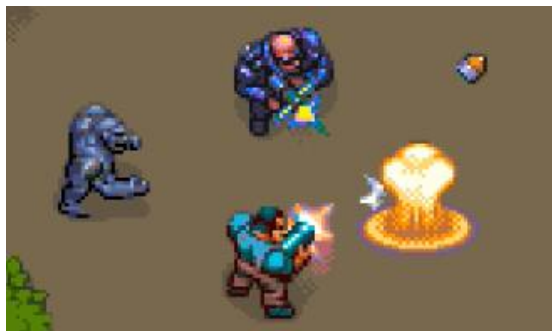
AA: 92% - 'You'll notice all the Bitmap trademarks – stunning graphics, electrifying Sonics and music, creating the most convincing and absorbing atmospherics I have ever experienced in a game. Superb.'

AP: 89% - 'Superb arcade adventuring antics from the Bitmaps, combining innovation, tried and tested ideas, technical achievement, but most importantly, a truckload of fun. A spectacular return to form, and an un-missable game.'

O: 85% - 'So, should you place your order for Chaos? (Geddit?) There's no doubt that it looks terrific. The 'Steam-Punk' graphics are wonderfully imaginative and the frenetic rate that everything shifts at is certainly adrenalin-pumping. Aurally it's even better – I'd even go as far to say that the game has the best music and sound effects I've yet heard in an Amiga game.'

The way the in-game tunes subtly alter to reflect where you are in the game and the state of play is amazing and adds to the atmosphere tremendously. Although it's been tried before in games like Wing Commander, it's never worked as well as here; you've really got to hear it to believe it. The actual game's great too, but despite the Bitmap protestations to the contrary I'm really not that sure that it is really much more than Gauntlet for the 90's.

Sure there's a bit more thinking getting from A to B, and many of the secret rooms and paths provide a certain incentive to return and re-explore oft-trod areas, but the core game task is still monster-bashing and this, no matter how much it is polished up, can get a little tiresome. Although it's normally the case that two-player games are more fun than one-player, the opposite is true for the Chaos Engine. If one player is lagging behind then because the way the scroll works the other player is forced near the edge of the 'window', meaning it is easy for nasties to appear on top of them without warning. You could argue that both players should stick close together, but that is not a very natural – or exciting – way to play. The Chaos Engine is a classy slice of guns-blazing, gritted-teeth action, but even so it's unlikely to convert anyone who doesn't like this sort of thing.'



Also known as Soldier of Fortune in America. I adore this game, from it's always being 2-Player with the computer taking the role of your buddy, to the fantastic steam punk setting and mutant blasting action. Admittedly there isn't too much new being thrown at you as you progress, so the game can get a little repetitive and dull, but in short bursts it is great fun and really needs to be given a play.

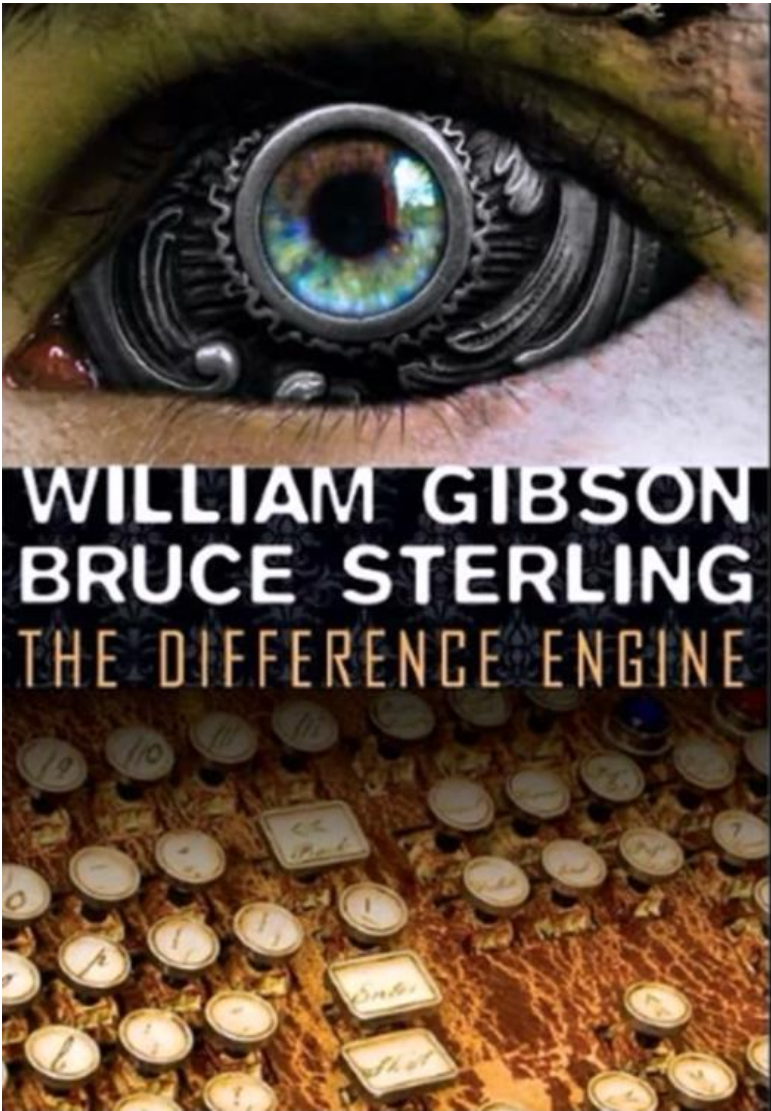
Of all the versions I feel the CD32 is the best version of the game as you have the brighter pallet of the AGA version (screenshots used) and the second button of the CD32 pad, which allows a dedicated and separate special weapon button.



Did you know, that the Bitmap Brothers got the idea of the game, when reading the Steam Punk novel by William Gibson and Bruce Sterling (in fact the book is credited starting the steam punk genre). The book is called the Difference Engine in which it has Charles Babbage kick-start the computer age in the Victorian age, with his analytical machine. ----->



Did you know, that on the SNES version the Priest had to be changed to the Scientist, due to the Nintendo anti religious policy. Also in America the game is known as Soldiers of Fortune.





< **Amiga 500 & Atari ST** version is the original. The graphics is slightly darker than the A1200 AGA version. Still just as good to play though.



< CD32 / A1200 version. Beautiful in every way. Best version to play is the CD32 version as you have no disk swapping and importantly the special weapon on a separate second button.



< The Super Nintendo has a lovely version of the game, with only weaker sound to let it down.



< The Mega Drive is a solid version of the game but inferior to the SNES version.



< The PC MSDOS version is pretty poor really, with noticeable slowdown.



< Recently the game was re-released as a HD remake. This remains true to the original with only slightly tweaked graphics.



THE CHAOS ENGINE

MERCENARY

A good all-rounder. He is quite mad, and enjoys nothing more than experimenting with a collection of unsavoury weapons.



THE CHAOS ENGINE

GENTLEMAN

A lean and clever character. He is a dapper chap without a doubt.

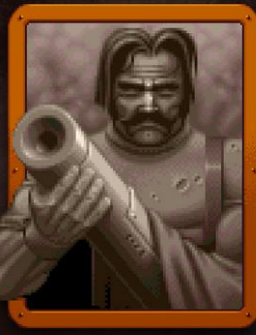
What he lacks in muscle he makes up with wit.



THE CHAOS ENGINE

BRIGAND

Another well-rounded talent, and a cut-throat to boot.



THE CHAOS ENGINE

NAVVIE

The strongest of the six fighters. A good fighter with heavy weapons.

Although he only has a few specials, they are very destructive.



THE CHAOS ENGINE

PREACHER

The smartest of the six characters, but then, he has God on his side.

Beware, his perverse nature is not to be trusted.

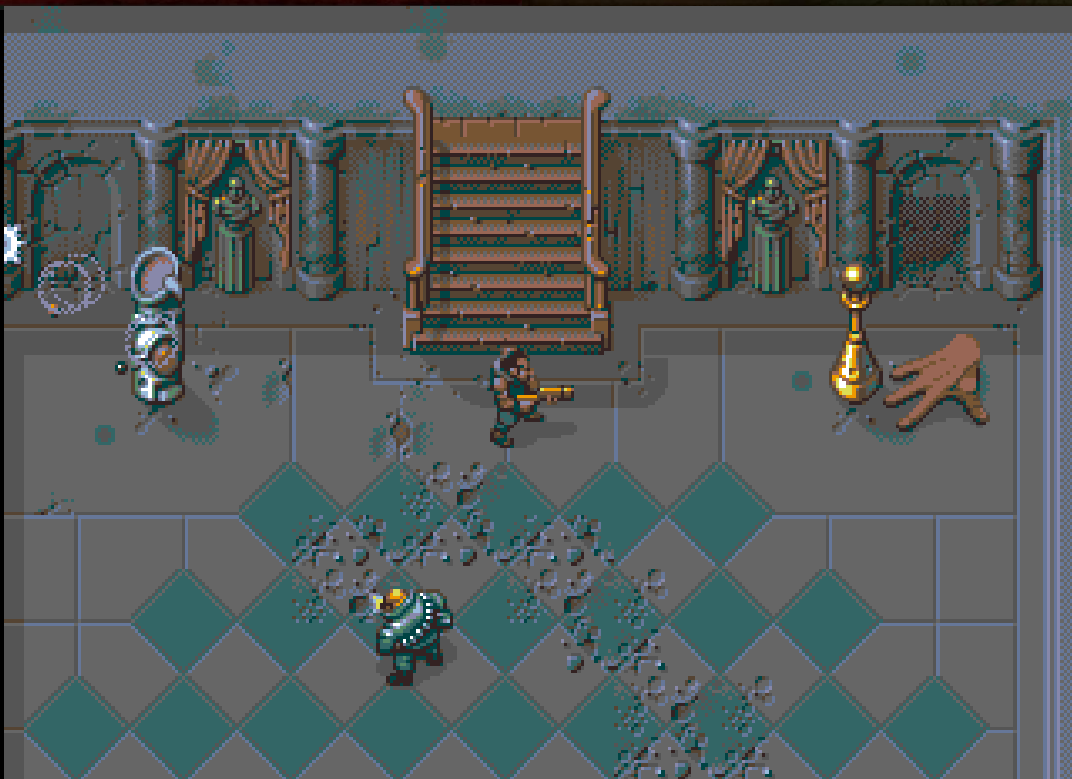


THE CHAOS ENGINE

THUG

When it comes to characteristics, he could pass for the Navvie's brother.

The Thug is a mammoth of a man, a little stupid but very powerful.



THE CHAOS ENGINE



AMIGA

AMIGA

1.04.7

ENGLISH VERSION

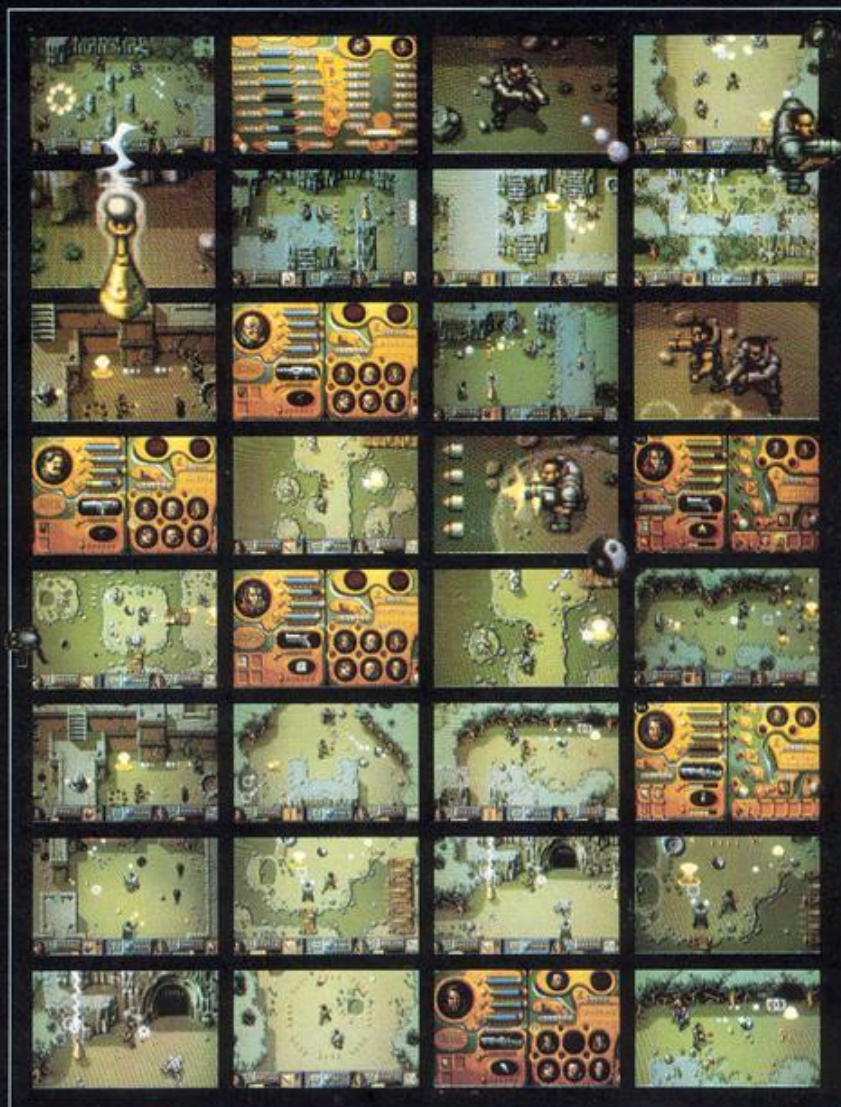
the Bitmap Brothers •

Sometime during the last century, an experimenter with time, space and early computers created a bizarre machine.

The inventor's name was Baron Fortesquë. The machine was...

THE CHAOS ENGINE

Although primitive the machine became incredibly powerful and went crazy, turning ordinary humans and household pets into razor toothed, armour-plated killing machines.



Enter six hard nailed mercenaries for hire. The Thug, Preacher, Mercenary, Gentleman, Navvie and Brigand. These ball breakers are armed to the teeth with over 25 weapons and a host of special, destructive devices peculiar to their class. Select two characters to form your party and enter the World of Chaos. The sprawling adventure covers four graphic worlds and 16 levels loaded with fiendish traps, puzzles and secret passages. Get your hands on sawn-off shotguns, molotov cocktails and a huge amount of armament and buy, blag or blast your way through hordes of different monsters to do battle with the ultimate killing machine, THE CHAOS ENGINE.

• The Bitmap Brothers •



MADE IN ENGLAND

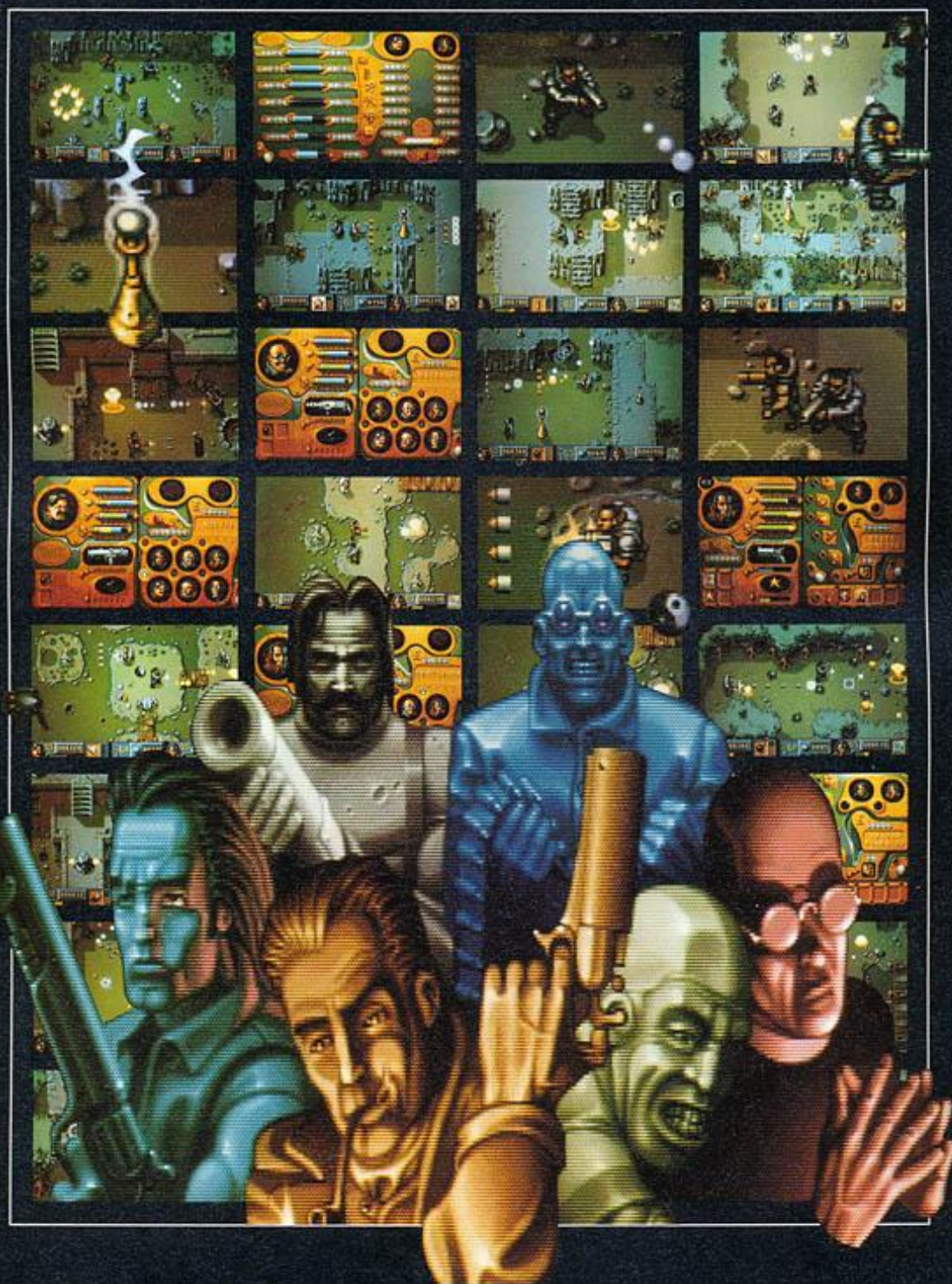
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• The Bitmap Brothers •

THE CHAOS ENGINE



• TIME FOR CHAOS •

Atari ST (STE Enhanced), 1 Meg Amiga & PC • 1 or 2 Player

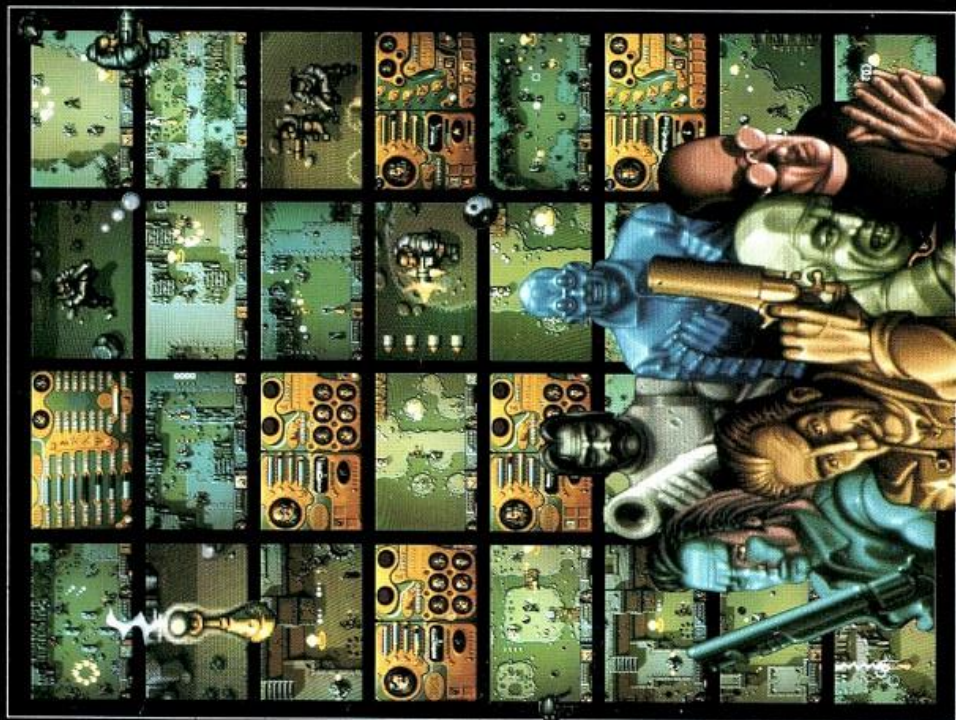
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Tel: 071 481 9214 • Fax: 071 480 5690



• The Bitmap Brothers •

THE CHAOS ENGINE



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Project Management – Graeme Boxall

In-game Music & SFX – Richard Joseph

Title Music – Joi (Farook Joi & Haroon Joi)

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WELCOME!

Welcome to The Chaos Engine. This manual has been produced to ensure that you get the very best out of this premium product. If you should find either the program or the documentation unsatisfactory in any way, tell us about it. Opinions and complaints should be sent to The Project Manager, The Chaos Engine, Renegade Software Ltd, Unit C1L, Metropolitan Wharf, Wapping Wall, London E1 9SS.

PACK CONTENTS

Accompanying these instructions inside this pack you should find The Chaos Engine diskettes. We advise that these disks are 'write-protected' by ensuring the black plastic tab in the corner of each disk is moved 'up' so a 'hole' is created.

EQUIPMENT REQUIREMENTS**AMIGA**

Runs in 1Mb RAM

Compatible With: Expanded A500, A500+, A600, A1000, A1200 A2000, B2000, A2500, A3000, A4000

ATARI ST

Runs in 512k RAM

Compatible With: 520ST, 520STE, 1040ST, 1040STE, Mega ST, Mega STE

LOADING THE CHAOS ENGINE**AMIGA & ATARI ST**

If your computer is turned on, turn it off. Wait for at least 30 seconds before turning on your computer again. This will remove any virus which may be present and so minimise the risk of infecting and possibly destroying The Chaos Engine disks.

Ensure a compatible joystick is plugged into either joystick port. Insert The Chaos Engine Disk 1 into the computer's internal disk drive. The program will load and run automatically. Leave the disk in the disk drive. When prompted, remove The Chaos Engine Disk 1 and insert the required disk before pressing a joystick firebutton or mouse button to continue.

PLEASE NOTE

The Chaos Engine cannot be installed on a compatible hard disk drive.

LOADING PROBLEMS

In the unlikely event that The Chaos Engine fails to load, turn off your computer and remove any extraneous external peripherals such as printers (leave the monitor or television connected) before repeating the loading procedure. If The Chaos Engine still refuses to load then pop the faulty disk(s) (not the packaging) into a suitably-sized jiffy bag or padded envelope, along with your name and address. To aid our trouble-shooting department, please provide in as much detail as possible your equipment configuration (not forgetting any RAM expansion devices). Send the package to: THE CHAOS ENGINE REPLACEMENTS, Renegade Software Ltd, Unit C11, Metropolitan Wharf, Wapping Wall, London. Renegade Software Ltd will endeavour to replace the faulty disk(s) within 28 days of receipt.

CAUTION!

Diskettes are magnetic media, just like cassette tapes. Do not expose diskettes to x-rays or intense magnetic fields as the data they hold will be erased. Do not attempt to 'back up' this data as it may be destroyed in the process. And it's also an infringement of copyright. Renegade Software Ltd accepts no responsibility for disks damaged as a direct result of infringement of copyright.

THE OPTIONS SCREENS

A short introductory sequence will set the scene. Once it's been shown, the Options Screen is presented. Push the joystick shaft up or down to highlight the 'SELECT NEW GAME' or 'ENTER PASSWORD' option. Press the firebutton to select the highlighted option.

SELECT NEW GAME

You can have a Party made up of one or two human players. A single human-controlled Character won't fight alone - the computer-controlled companion sees to that. The action's not as competitive without a second human player, but it's no less frenetic.

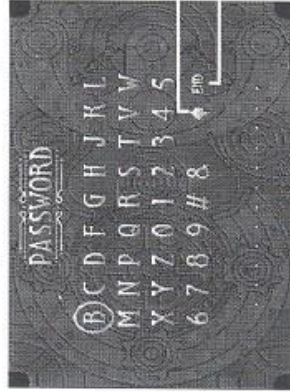
Player 1, insert your joystick in the Amiga port marked '1 JOYSTICK' or the Atari ST port marked '1'.

Player 2, insert your joystick in the Amiga port marked '2 JOYSTICK' or the Atari ST port marked '1'.

Push the joystick shaft up or down to highlight the '1 PLAYER & CPU' or '2 PLAYER' option. Press the firebutton to select the highlighted option.

ENTER PASSWORD

Passwords are given at key points during play. They contain details of your characters performance and position and will save you the bother of playing through the early stages again (you may have missed some of the hidden delights, so it's up to you). When you register a valid Password, play will begin from where the Password was given.



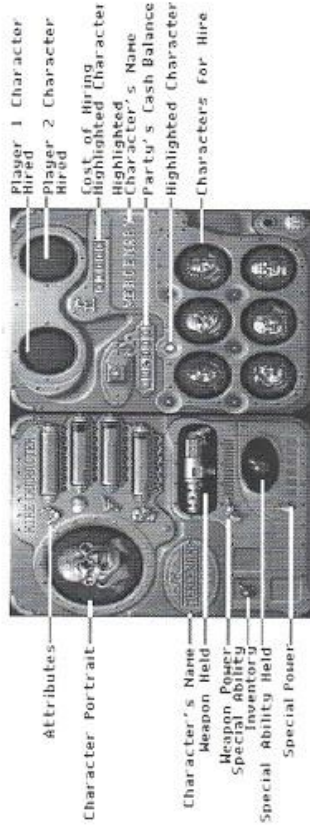
DELETE LAST LETTER, NUMBER OR SYMBOL

REGISTER PASSWORD

Push the joystick shaft in any direction to move the highlight over the desired letter, number or symbol. Press the firebutton to select the highlighted letter, number or symbol.

HIRING CHARACTERS

There are six Characters available for hire, but only two can join the Party. Check out the Reports before you hire a Character. Player 1 has first choice of the Characters to play. If a second human player is not involved, Player 1 must also choose which Character is to be controlled by the computer. Otherwise, Player 2 may choose a Character to play.



Push the joystick shaft in any direction to move the highlight from Character to Character. The left-hand side of the screen will show details of the highlighted Character. Press the joystick firebutton to hire the highlighted Character (his portrait will disappear from the selection and appear in one of the windows above).

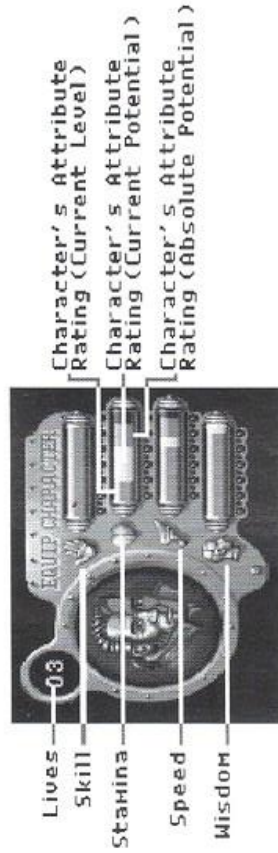
When both Characters have been chosen, the 'EXIT' button will be highlighted. Press the firebutton to leave this screen and begin play.



CHARACTER ATTRIBUTES

The Characters have their own Special Abilities and Weapons. Their characteristics are determined by four variable Attributes: Skill, Stamina, Speed and Wisdom. Attributes are boosted by spending Cash in the Character Equip Screen. Stamina (in the form of Food) can also be acquired during play.

The Character's Attribute ratings are shown in bar form. The current potential is determined by the Skill rating. A Character's current potential can never exceed its absolute potential shown.



SKILL is perhaps the most important Attribute. It's a form of overall rating which affects all Attributes and determines when PowerUps and Special Abilities will become available.

STAMINA is the Character's life force. When this runs out, he's dead.

SPEED is how fast the Character can move. Surprised?

WISDOM only applies to computer-controlled Characters as it determines their ability to play.

CONTROLLING A CHARACTER

It's simple. The joystick shaft is used to move him in any one of the eight directions. A single press of the firebutton shoots a Character's Weapon in the direction he's facing. Pressing and holding the firebutton for approximately two seconds will activate the Special Ability held, providing you have special power. You will hear "SPECIAL ACTIVATED!" when this happens

WEAPONS

Each Character has a different weapon with different attributes. These attributes can be changed by collecting or purchasing Power-Ups. Depending on the character, these may increase the number of shots fired, the damage they do, whether they travel through monsters and the spread of fire. As this happens the characters shots will change colour to give you an indication that they have increased in power. Your objective is to turn all of your characters shots red.

SPECIAL ABILITIES

Equipment with unique qualities. There are many different Special Abilities to be bought in The Chaos Engine, but none of the Characters gets to use them all (five Special Abilities are detailed below).

When a character has more than one special ability in his inventory, you may change between them by using the relevant shift key on your keyboard. The Left Hand Shift key changes Player 1's current special and the Right Hand Shift key changes Player 2's.

When Player 2 is controlled by the computer his Special Abilities can be used by Player 1. Press the space bar to swap between the two Special Abilities shown on the Status Panel below the Playfield.

Special Abilities also appear as you play - simply walk into one to activate it. And don't worry about shooting Special Abilities by mistake - they are indestructible.

SPECIAL POWER

These allow you to use your characters special ability. You can carry up to six at any time. They can either be purchased in the Character equip screen or collected during the game by walking over them.

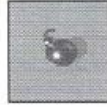
In a one player game you may use Player 2's special power store as a reserve which provides you with an extra 6 storage.

MOLOTOV

A ring of fireballs shoot out in the direction the Molotov was thrown or walked into.

**BOMB**

Watch the screen shake as the Bomb blows!

**SHOT BURST**

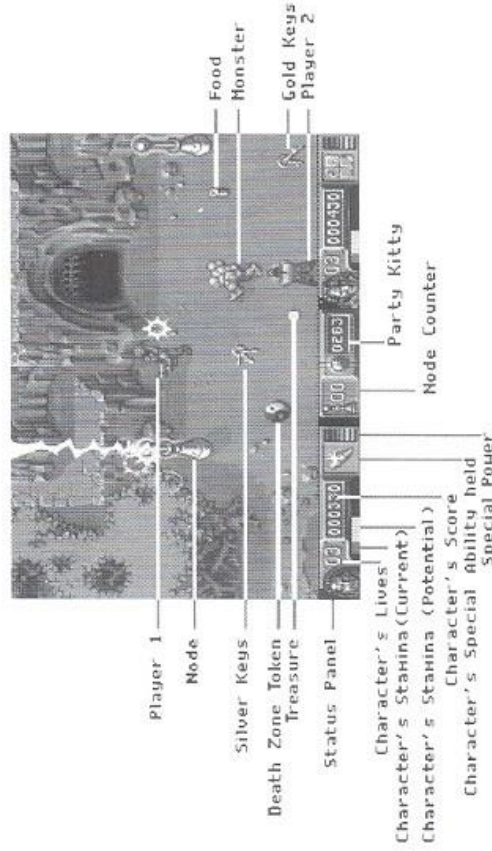
Powerful Shots shoot out in all directions around the Character.

**DYNAMITE**

When it blows, all the Monsters you can see will disappear in the blinding flash of light. Beware! They don't destroy generators

**MAP**

Shows a plan view not of the whole Level but a three screen square area around the Character who activated it.

**WHAT YOU CAN EXPECT TO SEE IN PLAY****PLAYFIELD**

It scrolls, that's to say, as the Characters move around the scenery, the screen follows to keep up with them. When a computer-controlled Character is left behind, off screen, he will be teleported to the vicinity of Player 1's Character approximately three seconds after he was lost. When two human players are involved, the scrolling is averaged between them so an element of cooperation is required to move on. OK?

NODES (AND HOW TO ACTIVATE ONE)

Shoot the Node until its casing explodes and it's activated. You will hear "NODE ACTIVATED!" when you - no! - activate a Node. When enough Nodes have been activated (there are three on the very first Level), the Exit to the next Level will open (You will hear "EXIT OPEN!").

Go for it, unless you feel hard enough to hang around and explore the Level further. "LEVEL COMPLETE!" you will hear when you pass through the Exit.



Now, some Levels have more than one Exit. The Node Counter on the Status Panel at the bottom of the screen shows the number of Nodes to activate before an Exit will open. If an Exit is open and yet there are still Nodes to activate, that means an alternative Exit exists. Activate the remaining Nodes and find it - it will take you to a more advantageous position on the next Level.

TREASURE

Or Cash. Dead Monsters drop two different values of coinage, and there are often half a dozen or so different types of Treasure left lying around on each Level. Pick 'em up quick before they disappear. Treasure is added to the Party Kitty, ready to be distributed between the Characters when the Level's completed.

**SILVER KEYS**

Affect the scenery in some way so as to allow progress, for example, by destroying trees or creating steps. They can also reveal objects and treasure. Silver Keys are essential to completing Levels.

**GOLD KEYS**

Affect the scenery in some way so as to reveal secret hidden areas full of Treasure, or reveal objects. Gold Keys are not essential to completing Levels, but greedy people can't do without 'em. I know.

**FOOD**

It comes in tins and provides extra Stamina for anyone who eats it.

**DEATH ZONE TOKEN**

When a Character touches this, it disappears (you will hear "PLAYERS SAVED!"). The status of both Characters at that point has been noted. Now, if one player's Character dies, he will be returned to the action with his recorded status - but only after the live Character finds another Death Zone Token, or he dies or reaches the end of the Level. And, of course, provided the Characters have lives remaining.

**MONSTERS**

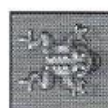
"All of them hold Treasures which they leave behind when they are killed. Pick 'em up to increase the Party Kitty." There are about seven or eight different types of Monster in a World (two are shown here), and it often takes more than a single Shot to kill the blighters.

Some Monsters spit or shoot deadly projectiles with varying degrees of accuracy. Some Monsters run after Characters. Some Monsters protect items of interest. Some Monsters appear from Generators (a few well-placed Shots or Keys will stop a Generator from generating Monsters).



LIZARDMEN shoot to thrill, so watch out.

FROGS jump after the Characters.

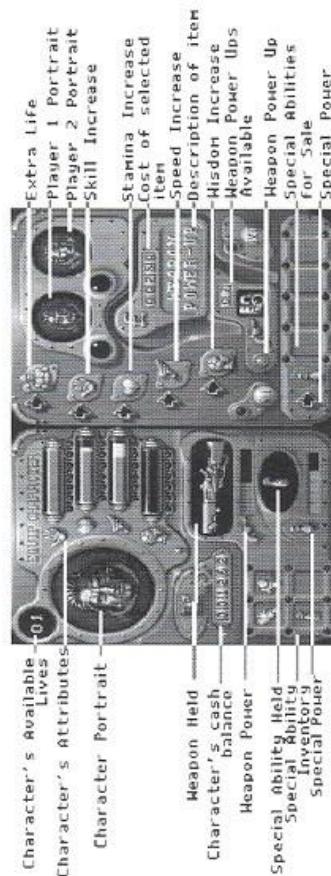
**THE BONUS SCREEN**

The Bonus screen is displayed when a Level is completed. You can see whether you did all you could do within the Level. And the Party Kitty - all that Treasure you collected during the Level... That gets split between the Party according to how well the Characters performed.

In a one player game, all the cash that has been collected is split equally between the two characters automatically

The column down the center of the screen shows small pictures (icons) representing the six most important elements of a Level, with the Level Total to the far left. You can see how the two Characters performed individually and as a Party. The EXIT button is already highlighted, so press the firebutton to leave this screen.

If either of the characters has run out of lives the remaining member of the Party is given the chance to buy a life for him after every Bonus Screen. The dead character will pay, providing he has enough money, if not the remaining character must make up the difference. In a two player game you are given the option to answer NO, push the joystick shaft left or right to highlight the required option and then press the firebutton to select the highlighted option. In a one player game you **MUST** buy the other player a life.

EQUIPPING CHARACTERS

THE CHAOS ENGINE

The Character Equip Screen is presented after every second and fourth Level in a World. Here you can use the Cash acquired during play to purchase equipment and boost a Character's Attributes. The right-hand side of the screen shows the Items for sale. The left-hand side of the screen shows the current status of the Character. Player 1's Character gets to spend his personal allowance first. If a second human player is not involved, Player 1 must also equip the computer-controlled Character. Otherwise, Player 2's Character is equipped by the second player.

Push the joystick shaft in any direction to move the highlight from Item to Item. Press the firebutton to buy the highlighted Item (your Cash Balance will be reduced accordingly). Once a Special Ability has been purchased it will be moved into your inventory on the left hand side of the screen, highlight it and press fire to select it for use during the next level. When you have finished equipping your Character, move the highlight to the EXIT button and press the firebutton.

If you choose the ALL function, the computer will take one look at your Character's Cash situation and then select the most desirable Attributes for him. It will not purchase Power-Ups, Special Abilities or Special Power

Skill controls what can be purchased for your character at anytime. As skill is purchased you will notice that various things become available. The current maximum (yellow bar) of your other attributes will increase allowing you to increase their current level (green bar). Power-Ups and different special abilities will also become available at certain skill levels. Note that as skill is an overall rating for your character it means that this level can only be increased once you have also increased all the other attributes and purchased Power-Ups and abilities.

When the Party has finished buying equipment, a Password will be given. Write it down, it holds details of the Party's performance. When you next load The Chaos Engine you can register this Password and begin play from where the Password was given. Please note that a password given during a one player game will only restore a one player game and vice versa.



**Renegade
Unit C1
Metropolitan Wharf
Wapping Wall
London E1 9SS
England**



REGISTRATION CARD

Please return this registration card to the address
overleaf for technical support entitlement and
advance notification of Renegade products.

Product purchased: _____

Date of purchase: _____

About you:

Name: _____

Address: _____

Postcode: _____ Tel: _____

Age: _____

Purchased from:

Dealer Name: _____

Address: _____

Tel (if known): _____

More about you:

Make/model of computer: _____

Floppy disk format: _____

Which magazines do you read regularly? _____

How many other Renegade games do you own?
(please state which game) _____

How did you hear about the product? _____

Comments – May we use
these in our advertising?

YES/NO

Chaos Engine 2 (1996)

£24.99 Image Works / Dev: Bitmap Brothers

[6/10 –A disappointing sequel being a versus shooter as opposed to a collaborative shooter.]

Amiga Action : 92% - 'There is everything you'd want from a game here. The graphics are smooth and flowing, the action non-stop and there is a huge amount of playability.'

CU Amiga: 90% - 'Yes it's split-screen shenanigans ahoy, as you compete against either a second human player or a (bloody intelligent!) CPU-controlled opponent. And what fun! Just when you think you've collected the necessary objects, along comes Johnny Amiga, who shoots you in the back and nicks all your items! Of course you can do the same back. Or if you feel particularly clever – make use of the various power-up icons that appear around the level. Trap doors (anyone remember Spy Vs Spy?) turn invisible, teleport the annoying sod all over the shop, and even freeze him to the spot while you kick him in!...[sic]..An excellent game that proves the Amiga is still capable of producing products the 'wonder consoles' and PC snobs will only be able to dream of. Cool.'

Amiga Format: 85% - 'It's good but not brilliant. It's lots of fun with two players and worth a look if you loved the first version.'



Released in 1996, the Amiga was sadly almost dead, with most gamers moving over to the PC's and consoles.

This game is quite a departure from the original and is definitely lacking the Bitmaps usual polish. In this game the focus is on versus (usually collecting stuff) before your opponent, rather than collaborative.

This new focus doesn't really work in my opinion. There is too many power-ups, making it all too random and hectic, as opposed to genuinely skilful.

Also there isn't enough variety to the tasks set, so it all becomes far too repetitive far to quickly. All in all a disappointing game, that is probably worth giving a miss.

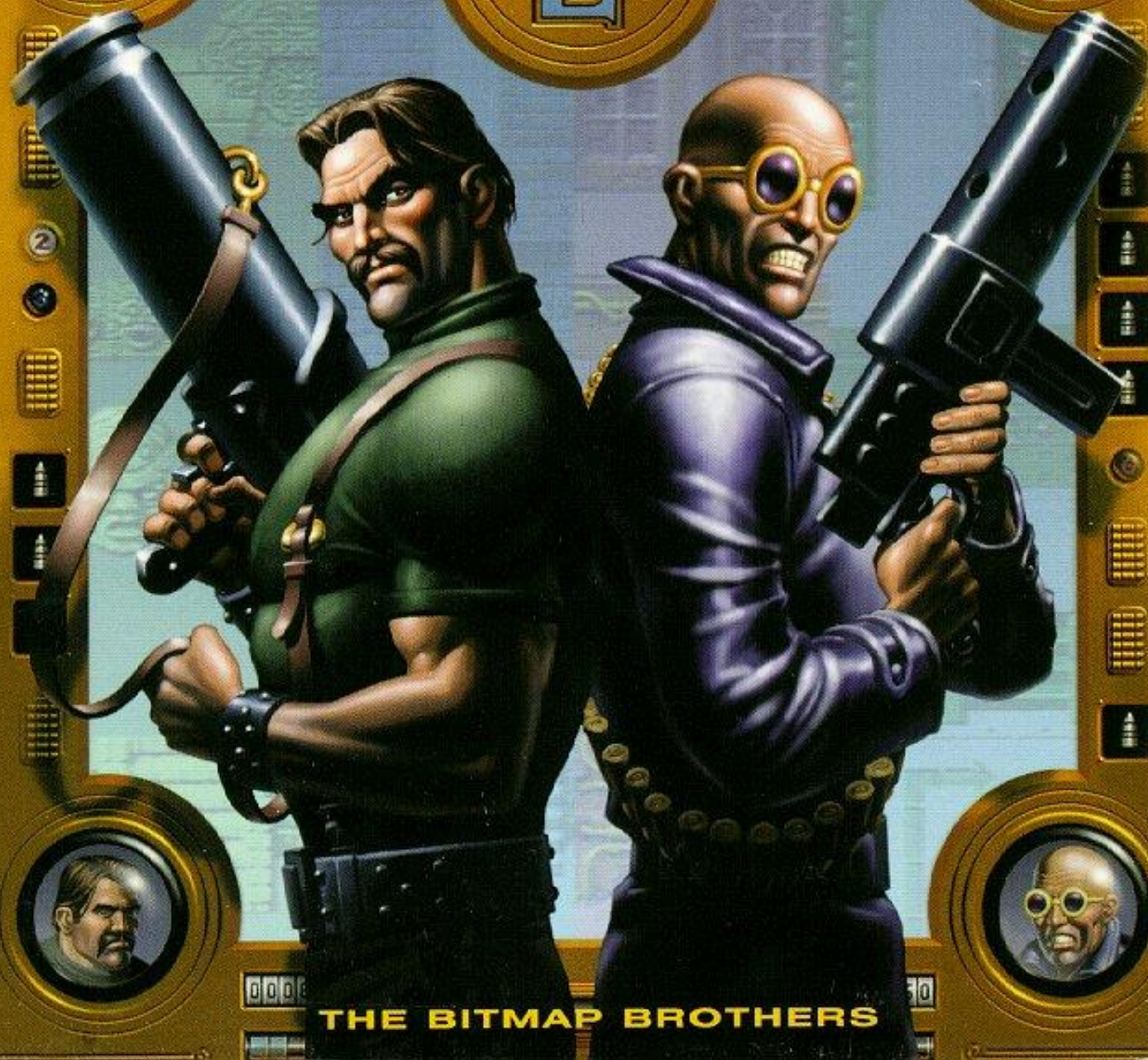


THE CHAOS ENGINE

022305



2



THE BITMAP BROTHERS

THE CHAOS ENGINE 2

022305



Lifting the characters from the award winning 'Chaos Engine', you enter a new style of play where stealth and cunning must be combined with reaction speed and skilled shooting.

- Discover the keys, solve the sophisticated puzzles, fool your enemies and kill hideous creatures...it's the only way to triumph!
- 2 player split screen, head-to-head mode.
- 1 player mode with split screen view and an amazing artificial intelligence system for the computer controlled character.
- 4 vast worlds set in different time periods, each with its own terrifying guardians and unique graphic style.
- Overhead fully interactive landscape heightens intensity of gameplay as characters climb, jump and hide themselves from other players.
- Immense range of special powers including teleporters, booby traps and invisibility.



Avec les personnages de "Chaos Engine" - vous pénétrez dans un nouveau type de jeu dans lequel vous devrez combiner la ruse et la discrétion avec une grande vitesse de réaction et une adresse au tir.

- Trouvez les clés, déterminez les énigmes compliquées, trompez vos ennemis et tuez d'horribles créatures... C'est le seul moyen de gagner !
- Mode un joueur avec un écran partagé et un système d'intelligence artificielle stupéfiant.
- Ecran partagé 2 joueurs, mode face-à-face.
- 4 vastes mondes à des époques différentes, avec chacun leurs gardiens terrifiants et un style graphique exceptionnel.
- Le paysage entièrement interactif renforce l'intensité du jeu : les personnages grimpent, sautent et se cachent des autres joueurs.
- Large éventail d'armes spéciales, y compris des téléporteurs, des traquenards et l'invisibilité.



Zusammen mit den Charakteren aus dem preisgekrönten Spiel 'Chaos Engine' betreten Sie ein völlig neuartiges Szenario, wo Sie List und Raffinesse, schnelle Reaktionen und eine sichere Hand an der Waffe brauchen.

- Finden Sie die Schlüssel, lösen Sie ausgeklügelte Rätsel, halten Sie Ihre Gegner zum Narren und vernichten Sie schreckliche Kreaturen ... das ist Ihre einzige Chance zu bestehen!
- 1-Spieler-Modus mit geteiltem Bildschirm und einem tollen künstlichen Intelligenzsystem für die vom Computer gesteuerte Figur.
- Kopf-an-Kopf-Variante für 2 Spieler an geteiltem Bildschirm.
- 4 riesige Welten in unterschiedlichen Zeitepochen, jede mit eigenem furchterregenden Wächter und unverkennbarem Grafikstil.
- Vollkommen interaktive Landschaften aus einer Sicht von oben verstärken den intensiven Spieleindruck, wenn Figuren klettern, springen oder sich vor anderen verstecken.
- Jede Menge besondere Fähigkeiten, wie Teleporter, versteckte Bomben und Unsichtbarkeit.

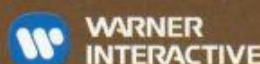


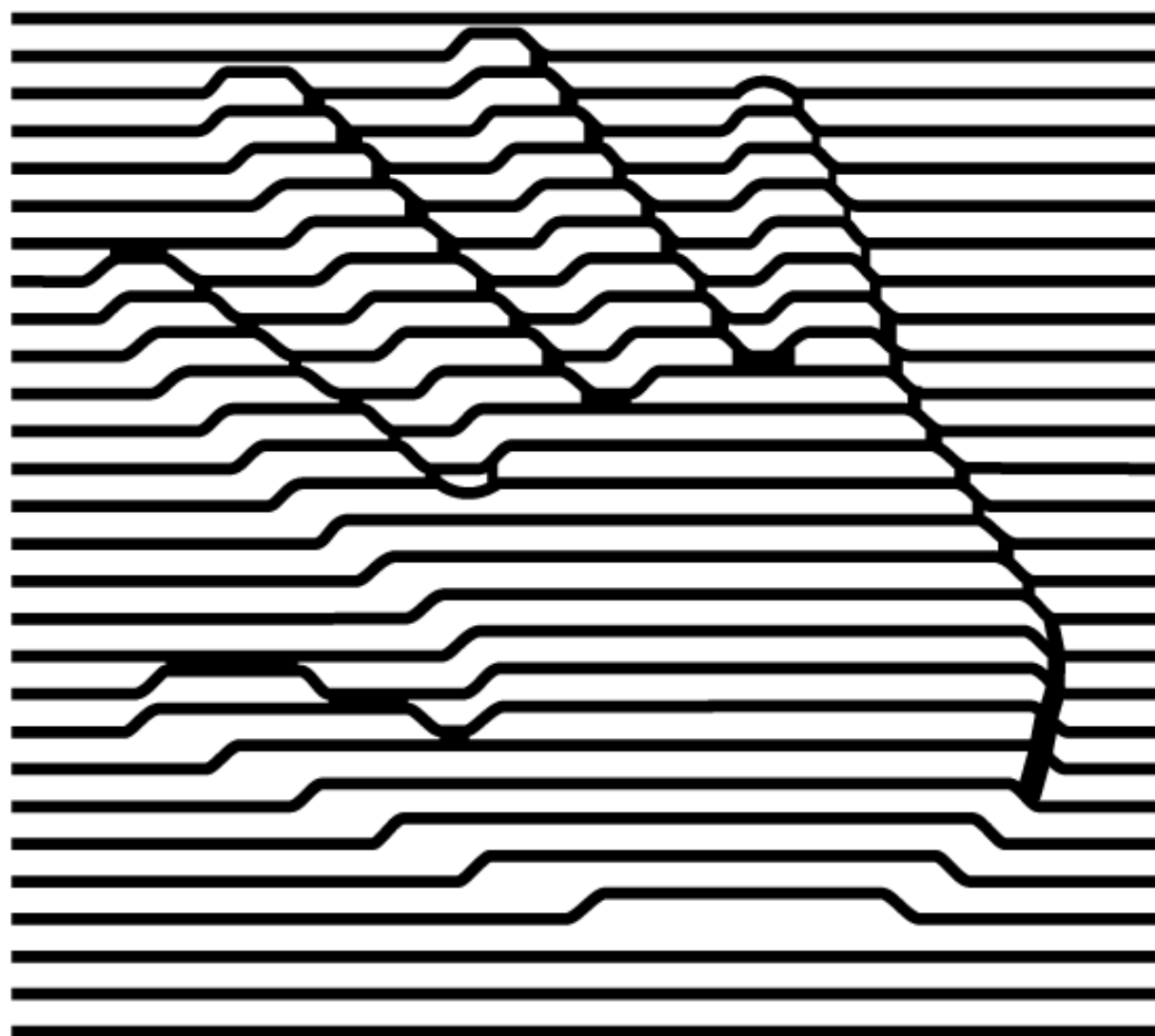
Con i personaggi del premiato "Chaos Engine", proverai un nuovo stile di gioco dove la furbizia e l'azione furtiva si combinano alla velocità di reazione e all'abilità nello sparare.

- Trova le chiavi, risolvi i complicati indovinelli complicati, frega i nemici ed uccidi gli esseri terrificanti...solo così potrai trionfare!
- modalità ad 1 giocatore con videata divisa ed un'incredibile intelligenza artificiale per il personaggio controllato dal computer.
- videata a 2 giocatori divisa, modalità testa a testa.
- 4 vasti mondi ambientati in epoche diverse, ognuno con dei propri guardiani terrificanti e una grafica unica.
- Paesaggio interattivo per potenziare l'intensità dell'azione di gioco che consente ai giocatori di scalare, saltare e nascondersi dagli altri giocatori.
- Un sacco di poteri speciali, come teleporti, trappole e invisibilità.



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Renegade Software is a Warner Interactive
Company. A Time Warner Company.





The **BITMAP**
BROTHERS

AFTER THE AMIGA



Z (pronounced Zed not Zee) (1996)

Great Dune 2 and Command & Conquer variant (although started development before Command & Conquer). Game is available on GOG & Steam.



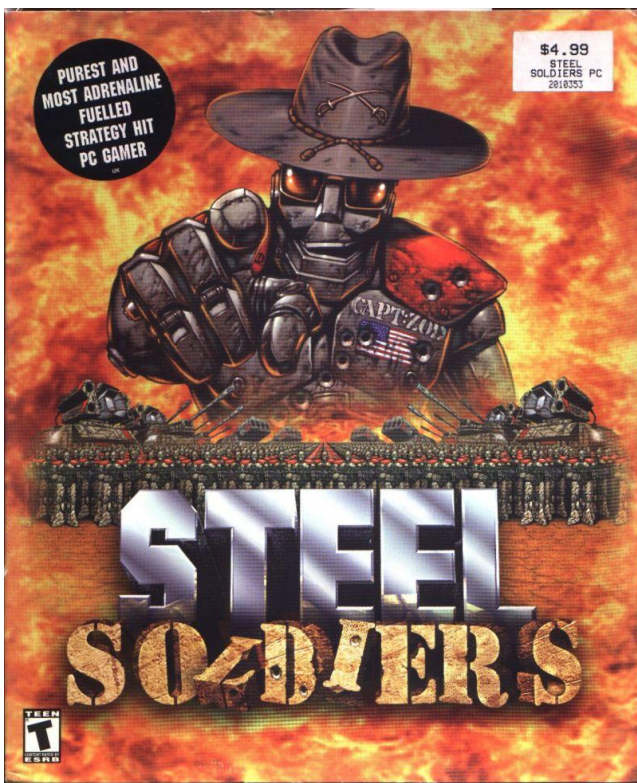
Speedball 2100 (2000) Has some nice ideas, but the ugly graphics and little polish made this game a massive disappointment for lovers of the series.



Xenon 2000 : Project PCF

PC Format Special (Released in 2000)

Given away free as coverdisk. The game has the graphics of Dan Malone still, and as a freebie is pretty good really. The full game can be downloaded off the Bitmap Brothers website here.. <http://www.bitmap-brothers.co.uk/downloads/games/xenon2000/index.htm>



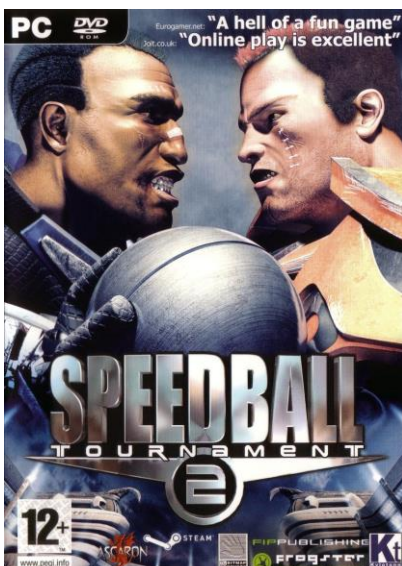
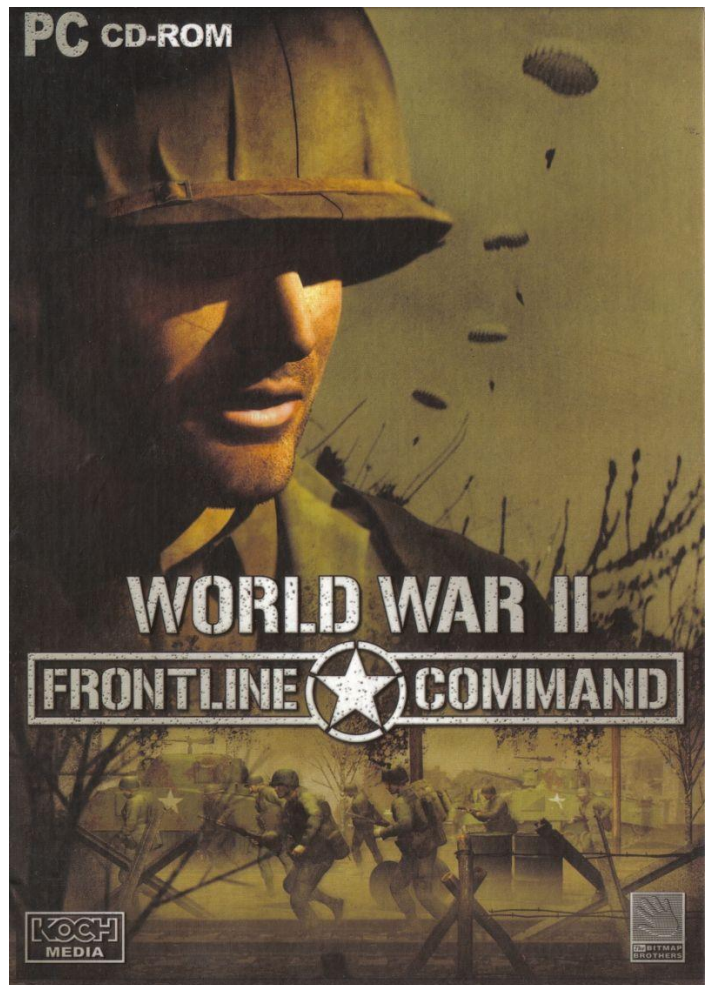
Steel Soldiers - Z2 (2001)

Sequel to Z and adding a 3D viewpoint.
Game can be bought on Steam.



World War 2 – Frontline Command (2001)

Another 3D real-time strategy game.



Speedball 2 Tournament (2007)

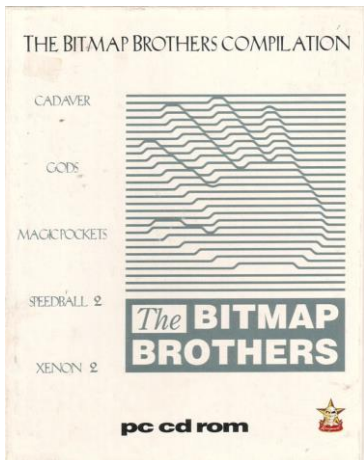
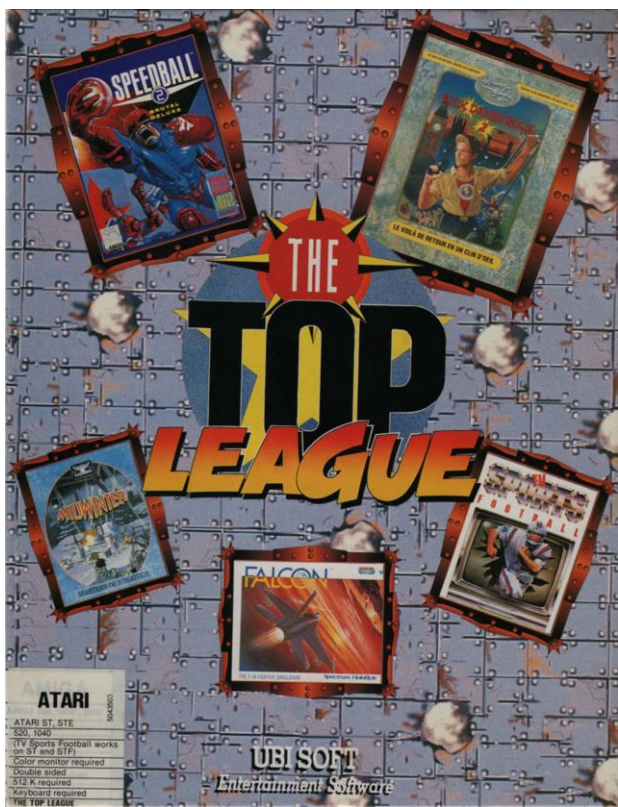
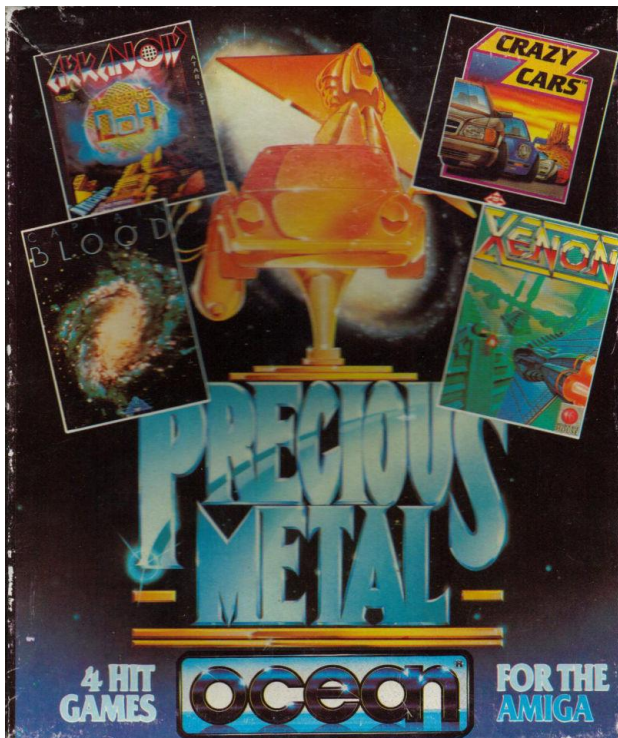
Not a Bitmap game but was given the ok by Mike Montgomery. The game was a disappointing glitch mess. A shame as the graphics were stunning.

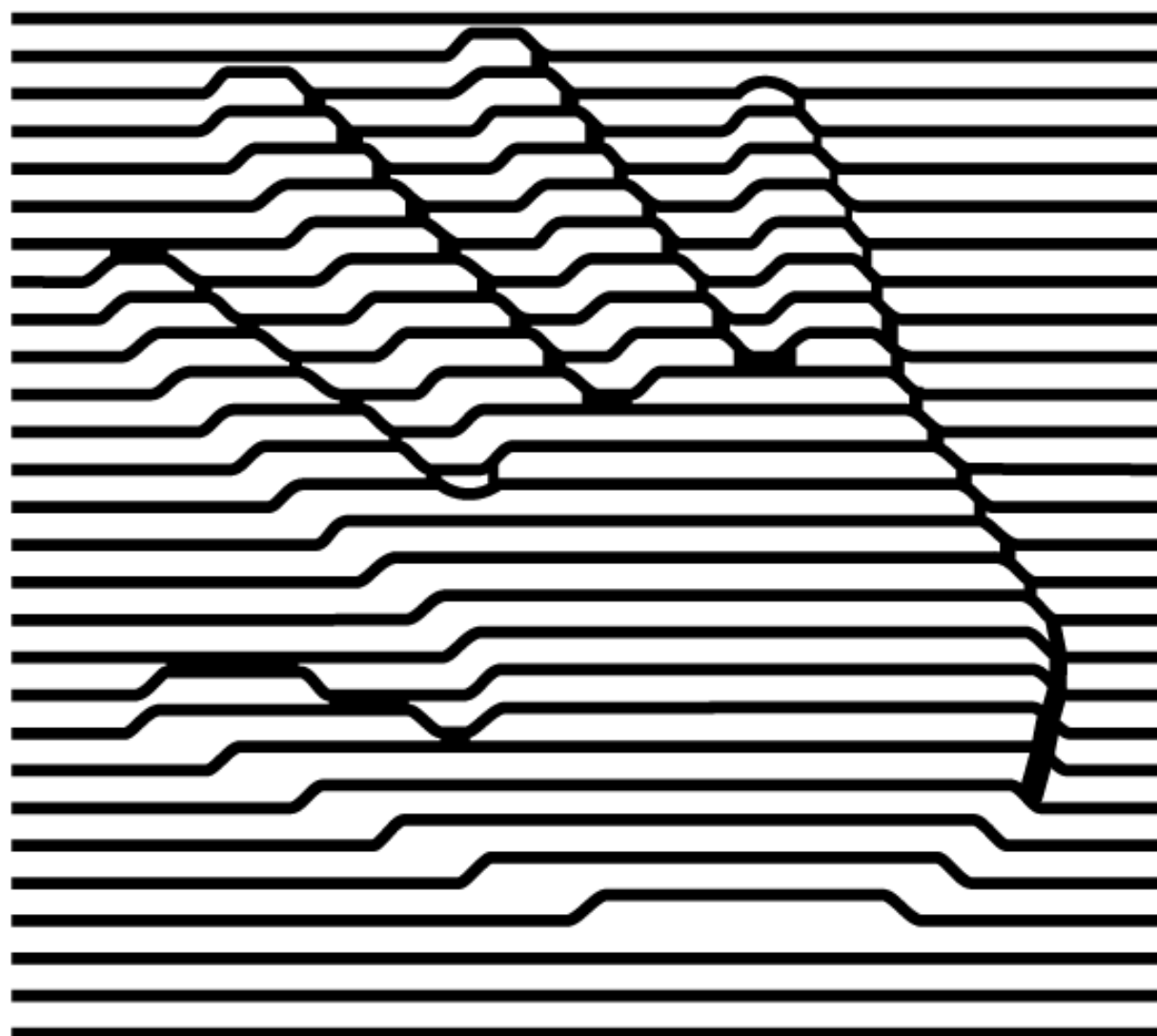
Speedball 2 HD (2013)

A Speedball game led by Jon Hare (Sensible Software and man behind Sensible Soccer) should have been the best game of all time. It wasn't, although on reflection (and bug fixes) not as bad as I remember it.

On playing it for the book this week I found that once you get over the shock of the functional cartoon graphics, the game isn't too bad. Actually it does even have some nice ideas of its own over the Speedball 2 original. I would love to see a Dan Malone Graphics edition of this, as I think it would prove a much better experience.







The **BITMAP**
BROTHERS

THE BROTHERS

Mike Montgomery

Mike is one of the founding trio of the Bitmap Brothers and although initially acted as a engine coder, he became acting Manager of the Bitmap Brothers crew. His core engine code was reutilised in almost all the Bitmap Brother games.

Main Games

- Scaletrix (1986), Leisure Games (Programmer)
- Computer Scrabble De Luxe (1987), Leisure Genius
- Cluedo (C64, Amstrad) - Programmer
- Scrabble (C64, BBC, Spectrum, Mac, Amstrad, PCW, Thomson) - Programmer
- Monopoly (Amstrad, PCW, Thomson) - Programmer
- Mastermind (C64, Amstrad, Thomson) - Programmer
- Dan Dare (C64) - Programmer
- Karate (C64, Sinclair QL, Amiga) – Programmer
- Xenon (Amiga, ST, C64) - Programmer/ Partner
- Speedball (Amiga, ST) - Programmer/ Partner
- Xenon 2 (Amiga, ST, PC, Megadrive, SNES) - Programmer/ Partner
- Cadaver (Amiga, ST, PC) - Programmer/ Partner
- Speedball 2 (Amiga, ST, PC, Megadrive, SNES) - Programmer/ Partner
- Cadaver: The Payoff (Amiga, ST, PC) - Programmer/ Partner
- Gods (Amiga, ST, PC, Megadrive, SNES) - Programmer/ Partner
- Magic Pockets (Amiga, ST, PC) - Programmer/ Partner
- Chaos Engine (Amiga, PC) - Programmer/ Partner
- Chaos Engine 2 (Amiga) - Programmer/ Partner
- Z (PC, PlayStation, Saturn, Mac) - Programmer/ Partner
- Speedball 2100 (PSX) - Programmer/ MD
- Z: Steel Soldiers (PC) - Programmer/ MD
- Xenon 2000: Project PCF (2000), Bitmap Brothers, The
- Z: Steel Soldiers (2001), Eon Digital Entertainment
- World War II: Frontline Command (2003), Deep Silver
- Cannon Fodder (2004), Kuju Wireless Publishing
- Kill.switch (2004), Hip Interactive Corp.
- Sensible Soccer: European Champions: 92/93 Edition (2005), Kuju Wireless Publishing
- Taito Legends (2005), Xplosiv
- Star Wars: Empire at War - Forces of Corruption (2006), LucasArts
- Speedball 2: Tournament (2007), FIP Publishing GmbH
- SBK: Superbike World Championship (2008), Black Bean Games
- Speedball 2HD (2013)



Amiga Karate was a pretty dire game, if truth be told. Although it was a lot more impressive on the original Sinclair QL machine.



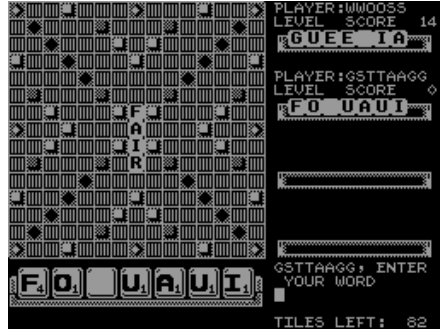
Mike in 1989



Mike in 2007



Although not credited, it was Mike who actually wrote Scalextric for the Spectrum.



Scrabble Deluxe looks a lot uglier than Steve Kelly's original Scrabble game.



Steve Kelly

He was already heralded as a programming God way back on the Spectrum days, doing the amazing a series of early Spectrum hits for Sinclair Research such as Chequered flag and Computer Scrabble.

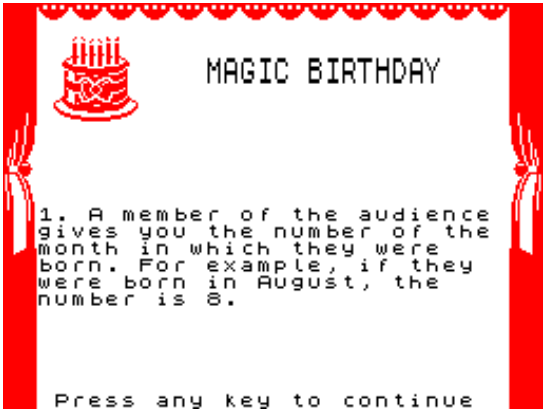
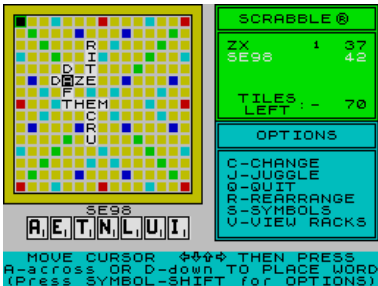
Steve would continue to impress o the Amiga, by helping code thought impossible on the Atari ST and Amiga.

Main Games

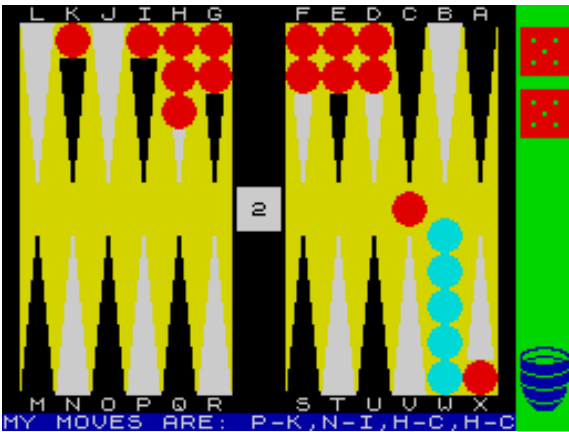
- Backgammon (1983), Sinclair Research Ltd. [Prog]
- Chequered Flag (1983), Sinclair Research Ltd. [Prog]
- Computer Scrabble (1983), Sinclair Research Ltd. [Prog]
- Match Point (1984), Sinclair Research Ltd. [Prog]
- Magic (1985), Macmillan Software Ltd [Prog]
- Karate or QL Karate(1985), Eldersoft [Prog]
- ST Karate (1987), Paradox (Eldersoft) [Prog]
- Amiga Karate (1987), Paradox (Eldersoft) [Prog]
- Xenon (1988) [Design / Prog]
- Speedball (1988) [Design / [Design / Prog]
- Cadaver (1990), Image Works [Prog]
- Speedball 2: Brutal Deluxe (1990), Image Works [Prog]
- Flight of the Amazon Queen (1995), Renegade Software [Playtester]
- The Chaos Engine 2 (1996), Renegade Software [Prog]
- Steel Soldiers (2001), Eon Digital Entertainment [Prog]
- The Novelist (2013), Orthogonal Games, LLC [Playtester]



Steve in 1991



Steve's early Spectrum games were mightily impressive.



Eric Matthews

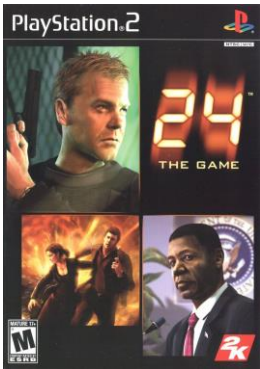
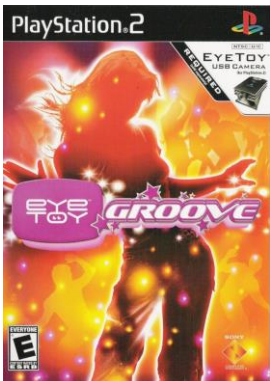
He last of the original trio that made the original Bitmap Brothers. Eric was always the cool one wearing the shades in the photos. An impressive game designer, Eric has gone on to work for SCEE to be Designer on such games as 24 the game, Singstar and Eye Toy games.

Main Games

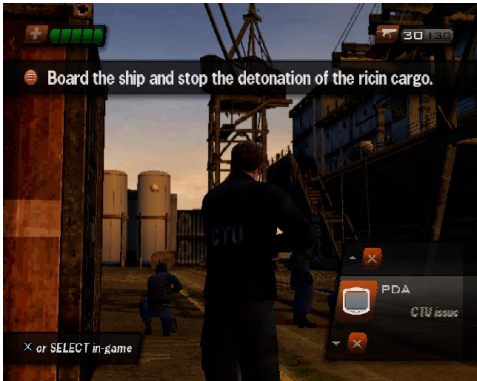
- Karate (1985), Eidersoft
- ST Karate (1987), Paradox (Eldersoft) [Graphics]
- Amiga Karate (1987), Paradox (Eldersoft) [Graphics]
- Xenon (1988)
- Speedball (1988)
- Cadaver (1990), Image Works
- Speedball 2: Brutal Deluxe (1990), Image Works
- Gods (1991), Renegade Software
- Chaos Engine or Soldiers of Fortune (1993), Renegade Software
- Flight of the Amazon Queen (1995), Renegade Software [Play Tester]
- Z (1996), Renegade Software
- Z and Z Expansion Kit (1998), GT Interactive Software Corp.
- Steel Soldiers (2001), Eon Digital Ent.
- EyeToy: Groove (2003), SCEE.
- EyeToy: Play (2003), SCEE.
- Hardware: Online Arena (2003), SCEE.
- EyeToy: Play 2 (2004), SCEE.
- SingStar (2004), SCEE.
- SingStar Party (2004), SCEE.
- EyeToy: Kinetic (2005), SCEE.
- EyeToy: Play 3 (2005), SCEE.
- SingStar '80s (2005), SCEE.



Eric in 1990



- 24: The Game (2006), 2K Games, Inc.
- SingStar Anthems (2006), SCEE.
- Heavenly Sword (2007), SCEA.
- LittleBigPlanet (2008), SCEA.
- SingStar ABBA (2008), SCEE.
- Fat Princess (2009), SCEA.
- Rag Doll Kung Fu: Fists of Plastic (2009), SCEE.
- Dead Nation (2010), SCEA. QA Manager]
- inFAMOUS 2 (2011), SCEA. . [QA Manager]
- inFAMOUS: Festival of Blood (2011) , SCEA. [QA Manager]
- Killzone 3 (2011), SCEI [QA Manager]
- Resistance 3 (2011), SCEA. QA Manager]
- LittleBigPlanet 3 (2014), SCEA. [QA Manager]
- Tearaway: Unfolded (2015), SCEE.
- Until Dawn (2015), SCEI



Mark Coleman

From the Bitmaps second game Speedball. Mark Coleman's clean, detailed, graphics would become the hall mark for most of the future Bitmap Brother games.

Main Games

- Speedball (1988), Image Works
- Interphase (1989), Image Works
- Xenon 2: Megablast (1989), Image Works
- Gods (1991), Renegade Software
- Magic Pockets (1991), Renegade Software
- Z (1996), Renegade Software
- Z and Z Expansion Kit (1998), GT Interactive Software Corp.
- Xenon 2000: Project PCF (2000), Bitmap Brothers, The Steel Soldiers (2001), Eon Digital Entertainment
- Medal of Honor: Rising Sun (2003), Electronic Arts, Inc. [Associate Development Director]
- World War II: Frontline Command (2003), Deep Silver
- kill.switch (2004), Hip Interactive Corp.
- The Sims 2 (2005), EA Mobile, Maxis Software Inc. [Studio Operations].
- Double Dragon (2007), Empire Interactive Entertainment
- Pipe Mania (2008), Empire Interactive Europe Ltd.
- Infinite Crisis (2015), Warner Bros. Interactive Entertainment Inc. [Director of Digital Analytics]



Marks graphics in Z also impresses. Making Z, one of the prettier early Real Time strategy games.



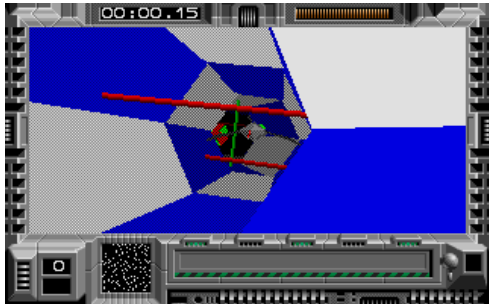
Steve in 1989



Mark did additional graphics for Pipemania on the PS2.



Mark is also credited with doing additional art for the Double Dragon on the 360 & PS3.



He also drew the ship console for the game Interphase.

Dan Malone

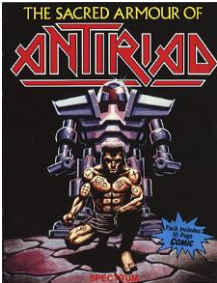
Dan’s amazing 3D metallic art-style was amazing, and was a critical to the brilliance of both Speedball 2 and the Chaos Engine games. I find it such a shame that the gaming industry haven’t utilized him more over the years.

Main Games

- Sacred Armour of Antiriad, The (1985), Palace Software [Spectrum]
- Super Thief (Never Released), Palace Software [Spectrum]
- Cadaver (1990), Image Works
- Speedball 2: Brutal Deluxe (1990), Konami (America), Inc.
- Chaos Engine or Soldiers of Fortune (1993), Renegade Software
- The Chaos Engine 2 (1996), Renegade Software
- Z (1996), Renegade Software
- Constructor (1997), Acclaim Entertainment, Inc.
- Z and Z Expansion Kit (1998), GT Interactive Software Corp.
- Harry Potter and the Chamber of Secrets (2002), Electronic Arts, Inc.
- SSX Blur (2007), Electronic Arts, Inc.
- Brain Voyage (2008), Eidos, Inc.
- Broken Sword: Shadow of the Templars - The Director's Cut (2009), Ubisoft Entertainment SA
- Tropical Stormfront (2011), Noble Master LLC [Art Portraits]



Dan in 1991



Steve Tall

Steve would help in the Design of the Bitmap Brothers game Gods. But it was his work on Z, that he really pushed the boundaries. Inspired by Westwood's Dune 2 game, Z would hit delays and end up being released after Westwood's own follow on to Dune 2 Command & Conquer. Steve Tall impressed the Westwood team though, and he joined Westwood to work on all their Command & Conquer games since Red Alert. Steve has now become rather a RTS specialist.

Main Games

Buffalo Bill Cody's Wild West Show, (1989), Tynesoft

Circus Games, (1988), Tynesoft

Beverly Hills Cop (1990), Tynesoft

Gods (1991), Renegade Software

Command & Conquer: Red Alert (1996), Virgin Interactive Entertainment (Europe) Ltd.

Z (1996), Renegade Software

Command & Conquer: Red Alert - Counterstrike (1997),

Virgin Interactive Entertainment (Europe) Ltd.

Dune 2000 (1998), Electronic Arts, Inc. [helped with Audio]

Z and Z Expansion Kit (1998), GT Interactive Software Corp.

Command & Conquer: Tiberian Sun (1999), Electronic Arts, Inc.

Command & Conquer: Red Alert 2 (2000), Electronic Arts, Inc.

Command & Conquer: Tiberian Sun - Firestorm (2000), Electronic Arts, Inc.

Command & Conquer: Yuri's Revenge (2001), Electronic Arts, Inc.

Command & Conquer: Renegade (2002), Electronic Arts, Inc.

Earth & Beyond (2002), Electronic Arts, Inc.

Star Wars: Empire at War (2006), LucasArts

Star Wars: Empire at War - Forces of Corruption (2006), LucasArts [Studio]

Universe at War: Earth Assault (2007), SEGA of America, Inc.

Panzer General: Allied Assault (2009), Ubisoft Entertainment SA [Studio]

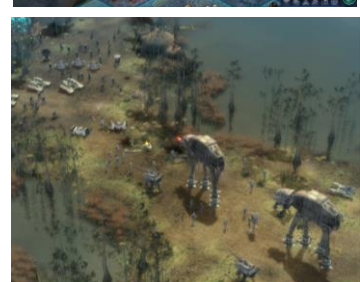
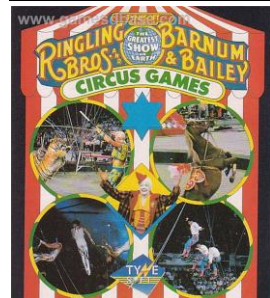
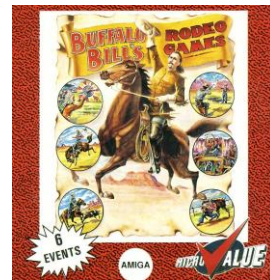
Command & Conquer: Red Alert 2 (Collector's Edition) (2000), Electronic Arts

Command & Conquer: Tiberian Sun (Platinum Edition) (1999), Electronic Arts

Command & Conquer (Special Gold Edition) (1997), Virgin.



Steve in 1991



Robert Trevellyan

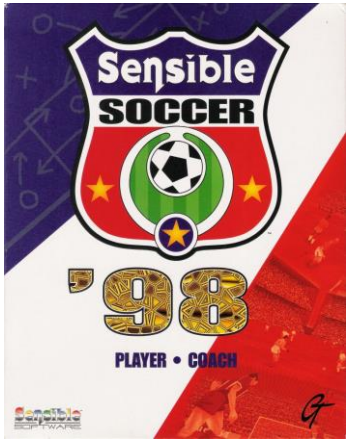
Robert would mostly be known as the coder for Speedball 2. He has since gone on to do coding for a stack of Disney and licensed games for Activision on the Gameboy Advance.



Robert in 1991

Main Games

- Speedball 2: Brutal Deluxe (1990), Image Works [Coder]
- Gods (1992), Mindscape, Inc. [Code Conversion]
- Chaos Engine or Soldiers of Fortune (1993), Renegade Software [Code Conversion]
- Sensible Soccer '98 (1997), GT Interactive Software Europe Ltd. [Video Compression code]
- Sensible Soccer '98: European Club Edition (1998), GT Interactive Software Corp. [Video Compression code]
- Saban's Power Rangers: Time Force (2001), THQ Inc.
- Spider-Man: Mysterio's Menace (2001), Activision Publishing, Inc.
- Tony Hawk's Pro Skater 2 (2001), Activision Publishing, Inc.
- Crash Bandicoot: The Huge Adventure (2002), Universal Interactive Inc.
- Bruce Lee: Return of the Legend (2003), Vivendi Universal Games, Inc.
- Disney•Pixar Finding Nemo (2003), THQ Inc.
- Disney's Brother Bear (2003), Disney Interactive, Inc.
- Disney's The Lion King 1 ½ (2003), THQ Inc.
- X2: Wolverine's Revenge (2003), Activision Publishing, Inc.
- Crash Bandicoot Purple: Ripto's Rampage (2004), Vivendi Universal Games, Inc.
- Shrek 2: Beg for Mercy! (2004), Activision Publishing, Inc.
- Spyro Orange: The Cortex Conspiracy (2004), Vivendi Universal Games, Inc.
- Madagascar (2005), Activision Publishing, Inc.
- Madagascar: Operation Penguin (2005), Activision Publishing, Inc.
- Ultimate Spider-Man (2005), Activision Publishing, Inc.
- Over the Hedge (2006), Activision Publishing, Inc.
- Over the Hedge: Hammy Goes Nuts! (2006), Activision Publishing, Inc.



Graeme Boxall

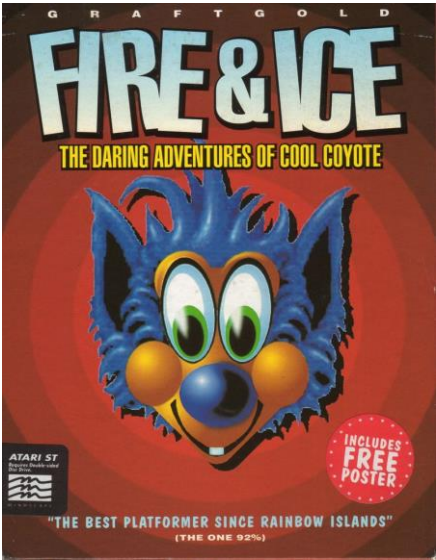
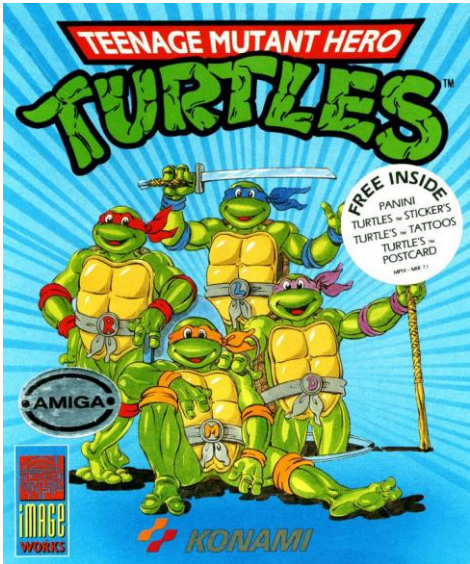
I managed to track down Graeme on twitter (@uncomplex) and I am still trying to see if he will be interested in doing an interview... But he did say... “I worked at Mirrosoft and worked on Speedball 2 and Cadavaer initially. Then in September 91 joined the Bitmaps and then went on to work for Renegade where I worked with Graftgold, Sensible etc ”



Graeme Boxall today

Main Games

- Teenage Mutant Hero Turtles (1990), Daisysoft, Image Works
- Cadaver (1990), Image Works [Game Co-ordinator]
- Falcon Operation: Firefight (1990), Spectrum Holobyte, Inc.
- Speedball 2: Brutal Deluxe (1990), Image Works [Co Designer & Producer]
- Killing Cloud (1991), Image Works, Konami, Inc. [Producer]
- Sensible Soccer: European Champions: 92/93 Edition (1993), Sensible Software [Producer]
- Chaos Engine or Soldiers of Fortune (1993), Renegade Software [Producer]
- Fire & Ice (1994), Renegade Software [Producer]
- International Sensible Soccer (1994), Renegade Software [Producer]
- Ruff 'n' Tumble (1994), Renegade Software
- Flight of the Amazon Queen (1995), Renegade Software [Producer]
- Creatures (1996), Warner Interactive Entertainment Ltd. [Producer]
- Z (1996), Renegade Software [Producer]
- Duke Nukem 3D (1997), GT Interactive Software Corp. [Producer]
- Duke Nukem 64 (1997), GT Interactive Software Europe Ltd. [Producer]
- Sensible Soccer '98 (1997), GT Interactive Software Europe Ltd. [Producer]
- Trash It (1997), GT Interactive Software Corp. [Producer]
- Invasion from Beyond (1998), GT Interactive Software Europe Ltd. [Producer]
- Jeff Wayne's The War of the Worlds (1998), GT Interactive Software Corp. [Producer]
- Oddworld: Abe's Exoddus (1998), GT Interactive Software Corp. [Producer]
- Powerslide (1998), GT Interactive Software Corp. [Producer]
- Sensible Soccer '98: European Club Edition (1998), GT Interactive Software Corp. [Producer]



Z and Z Expansion Kit (1998), GT Interactive Software Corp. [Producer]

40 Winks (1999), GT Interactive Software Corp.

Discworld Noir (1999), GT Interactive Software Europe Ltd.

Driver (1999), GT Interactive Software Corp.

Duke Nukem: Zer:0 H:0ur (1999), GT Interactive Software Corp.

Imperium Galactica II: Alliances (1999), CD Galaxis Kft.

Airfix: Dogfighter (2000), Eon Digital Entertainment

Driver (2000), Infogrames, Inc.

Ka-52 Team Alligator (2000), GT Interactive Software Corp.

Dexter's Laboratory: Mandark's Lab? (2001), BAM! Entertainment, Inc.

Steel Soldiers (2001), Eon Digital Entertainment [Producer]

CT Special Forces: Back in the Trenches (2003), Light & Shadow Production

Rebels Prison Escape (2003), Hip Interactive Corp.

World War II: Frontline Command (2003), Deep Silver [Producer]

Garfield (2004), Hip Games

kill.switch (2004), Hip Interactive Corp.

Marine Heavy Gunner: Vietnam (2004), Groove Games

Marine Sharpshooter II: Jungle Warfare (2004), Groove Games

Pac-Man World 2 (2004), Hip Interactive Europe

Sitting Ducks (2004), Hip Interactive Corp.

Pariah (2005), Groove Games

Special Forces: Nemesis Strike (2005), Hip Games

Stolen (2005), Hip Games

Rugby Challenge 2006 (2006), Hip Interactive Europe, Ubisoft Entertainment SA

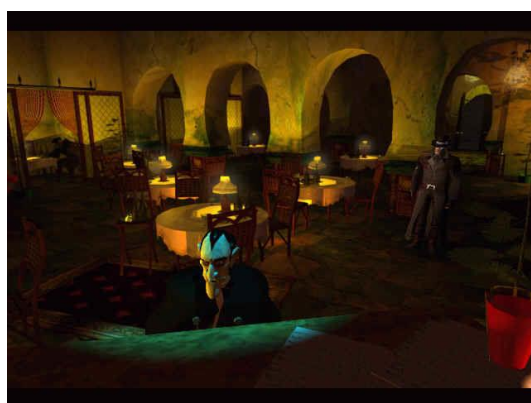
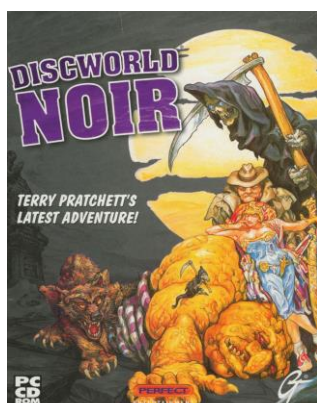
Action Man: A.T.O.M. - Alpha Teens On Machines (2007), Blast Entertainment Ltd.

Charlotte's Web (2007), Blast Entertainment Ltd.

Little Britain: The Video Game (2007), Blast Entertainment Ltd.

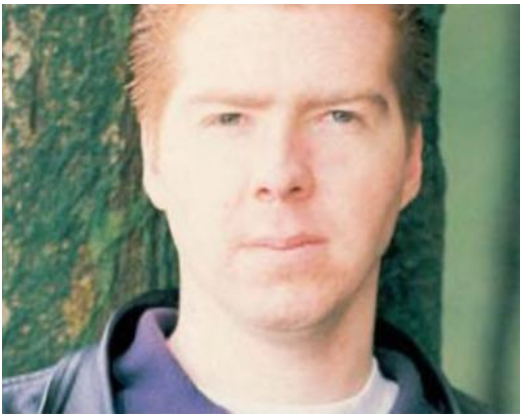
The Water Horse: Legend of the Deep (2008), Blast Entertainment Ltd.

Mr Bean's Wacky World (2009), Blast Entertainment Ltd.



Sean Griffiths

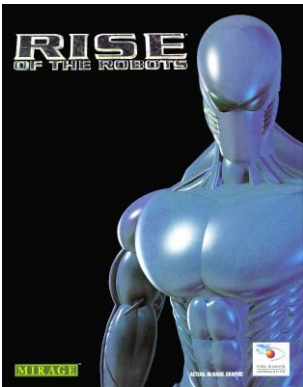
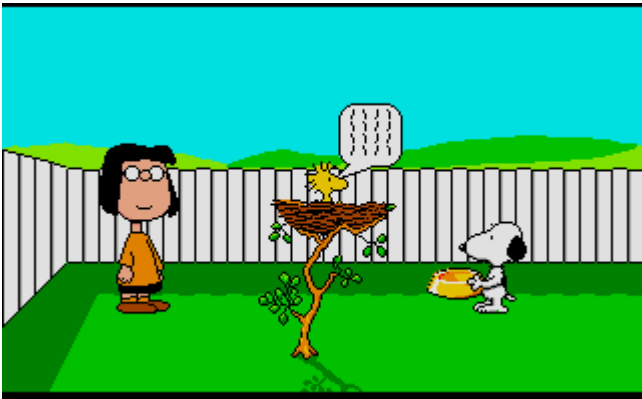
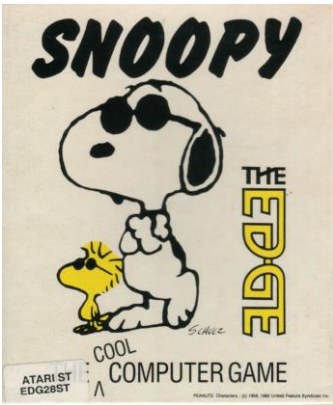
Sean has certainly been involved in such interesting games in his career. Starting out with the brilliant Snoopy game for Edge, he would then join the Bitmap team and help on Cadaver and design The game Magic Pockets for them. Next he would go on to design Rise of the Robots (that heavily advertised and infamous title) before moving into production roles for Codemasters and later SEGA.



Sean in 1991

Main Games

- Snoopy: The Cool Computer Game (1989), Edge, The [Design / Programming]
- Cadaver (1990), Image Works [Programming]
- Magic Pockets (1991), Renegade Software [Design / Programming]
- Rise of the Robots (1994), Time Warner Interactive, Inc. [Design]
- Rise of the Robots: The Director's Cut (1994), Time Warner Interactive Ltd. [Design]
- Ace Lightning (2003), BBC Worldwide Ltd. [Production]
- Colin McRae Rally 04 (2004), Codemasters [Production]
- Colin McRae Rally 2005 (2004), Codemasters [Design]
- Perimeter (2004), Codemasters [Production]
- The Polar Express (2004), THQ Inc. [QA Play Testing]
- Worms 4: Mayhem (2005), Codemasters [Production]
- Brian Lara International Cricket 2007 (2007), Codemasters [Production]
- Dick Marcinko: Rogue Warrior (2009), ZeniMax Europe Ltd. [Production]
- Shellshock 2: Blood Trails (2009), ND GAMES [Production]
- Aliens vs Predator (2010), SEGA Europe Ltd. [Production]



Steven Cargill

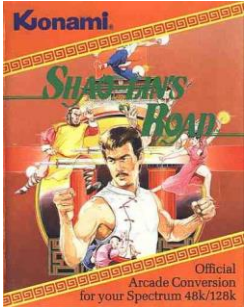
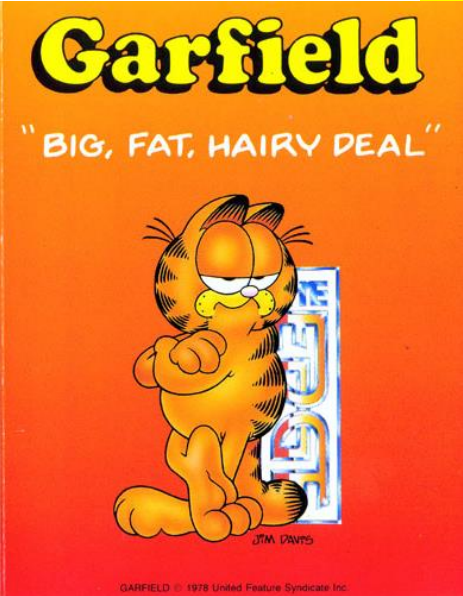
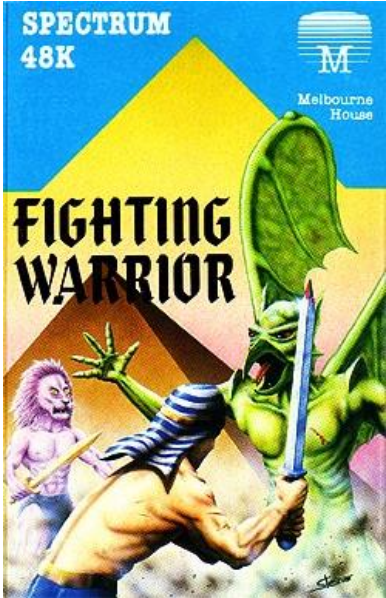
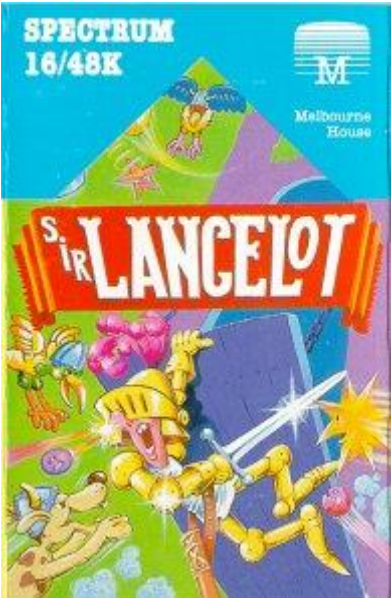
A talented code, Steve would first make a name for himself on the Spectrum with top titles as Sir Lancelot and the brilliant Garfield : Big Fat Hairy Deal games. Over at Bitmap Steve would continue to impress, doing the princible coding for the Chaos Engine games. He would also assist on the game Z.

Main Games

- Sir Lancelot (1984), Melbourne House
- Fighting Warrior (1985), Melbourne House
- Shao-Lin's Road (1986), Edge The
- Garfield: Big, Fat, Hairy Deal (1988), Edge, The
- Garfield: A Winters Tale (1989), Edge, The
- Chaos Engine or Soldiers of Fortune (1993), Renegade
- The Chaos Engine 2 (1996), Renegade Software
- Z (1996), Renegade Software
- Z and Z Expansion Kit (1998), GT Interactive Software Corp.
- World War II: Frontline Command (2003), Deep Silver



Steven in 1984

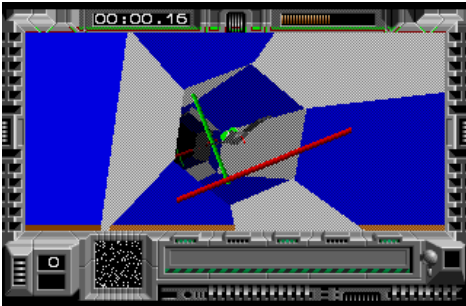
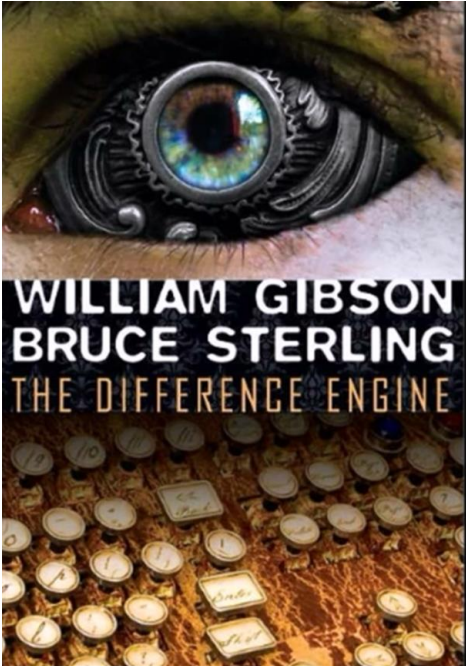
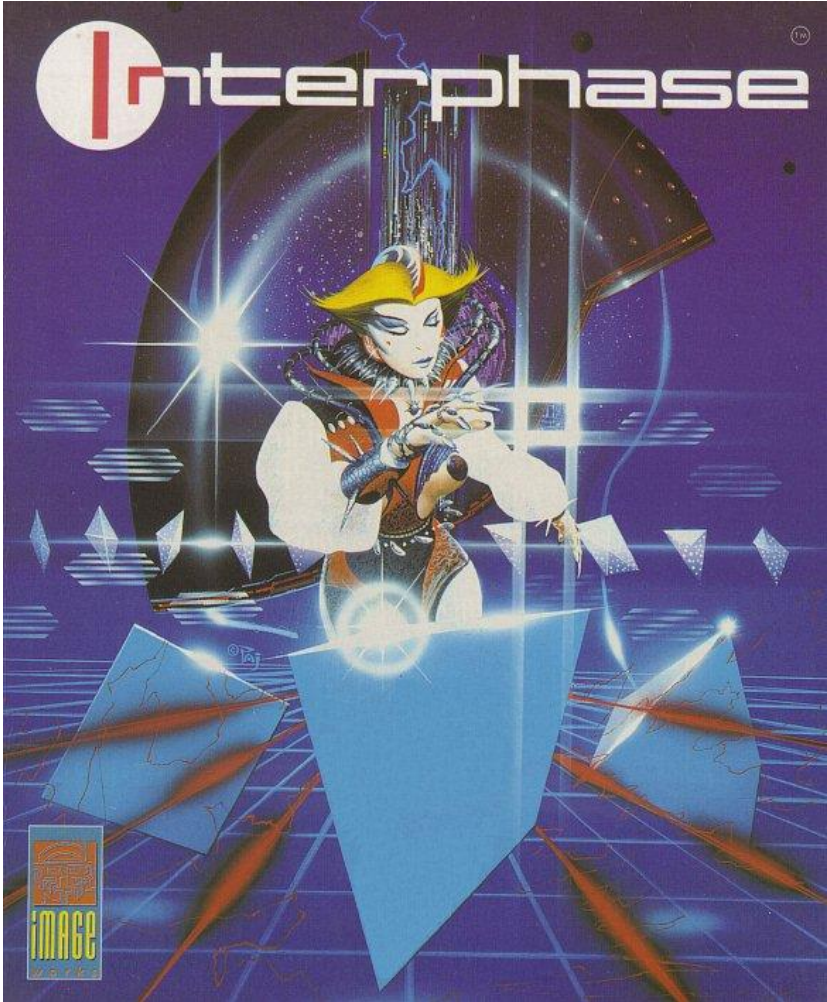


Simon Knight

Perhaps best known for his involvement with the Chaos Engine games, giving initial inspiration for the games style when he read the Steam Punk novel by William Gibson and Bruce Sterling (in fact the book is credited starting the steam punk genre). The book is called the Difference Engine and in which it has Charles Babbage kick-start the computer age in the Victorian age, with his analytical machine.

Main Games

- Interphase (1989), Assembly Line, Image Works [Story & Design] **Chaos Engine or Soldiers of Fortune (1993), Renegade Software [Design]**
- Flight of the Amazon Queen (1995), Renegade Software [Play Tester]
- The Chaos Engine 2 (1996), Renegade Software [Game Design]**
- Z (1996), Renegade Software [Additional Design]**
- Z and Z Expansion Kit (1998), GT Interactive Software Corp. [Additional Design]**

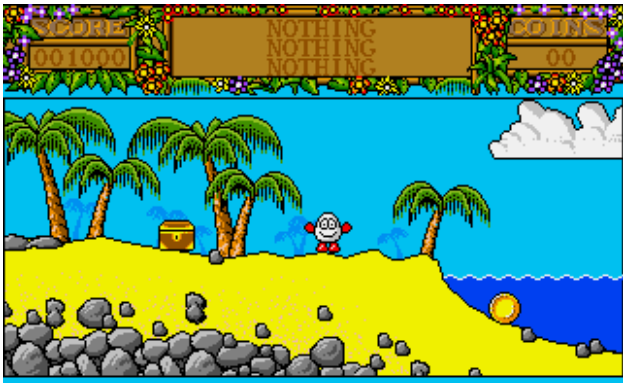


David Whittaker

Born 24 April 1957 in Bury, England. He is one of the most prolific music writers in the game industry. David acting as a work for hire, has a back catalogue of game titles he has done music for that will make your jaw drop across a wide range of formats.



David in 2000



Main Games

Humphrey (1983), Mr. Micro Ltd.
Mayhem (1983), Commodore Business Machines (UK) Ltd.
Punchy (1983), Mr. Micro Ltd.
Star Wars (1983), Parker Brothers
Lazy Jones (1984), Terminal Software
BMX Simulator (1986), Codemasters
Danger Zone (1986), Codemasters
Software Company Limited, The
Ghosts 'N Goblins (1986), Elite Systems Ltd.
Glider Rider (1986), Quicksilver Ltd.
'g'man (1986), Codemasters Software Company Limited, The
Jail Break (1986), Konami UK Ltd.
Knight Games (1986), Mastertronic, Inc.
Knight Tyme (1986), Mastertronic Ltd.
Sanxion (1986), Thalamus Ltd
Split Personalities (1986), Domark Ltd.
Storm (1986), Mastertronic Ltd.
Street Surfer (1986), Entertainment USA
Terra Cognita (1986), Codemasters Software Company Limited, The
Vampire (1986), Dinamic Software
Zub (1986), Mastertronic Ltd.
Amaurote (1987), Mastertronic Ltd.
Army Moves (1987), Imagine
ATV Simulator (1987), Codemasters Software Company Limited, The
Blazer (1987), Nexus Software
Bubble Bobble (1987), Firebird Software Ltd.
Contra (1987), Erbe Software, S.A.
Destructo (1987), Mastertronic Ltd.
Enduro Racer (1987), Activision, Inc.
Feud (1987), Mastertronic Ltd.
Fruit Machine Simulator (1987), Codemasters
Grand Prix Simulator (1987), Codemasters Software Company Limited, The
Grange Hill (1987), Argus Press Software Ltd.
James Bond 007 in The Living Daylights: The Computer Game (1987), Domark Ltd.

Kikstart 2 (1987), Mastertronic Ltd.
Leviathan (1987), English Software Company, The
Ninja (1987), Mastertronic Ltd.
Panther (1987), Mastertronic Ltd.
Rampage (1987), Activision, Inc.
Spore (1987), Bulldog Software
Star Trek: The Rebel Universe (1987), Firebird Software Ltd.
Stormbringer (1987), Mastertronic Ltd.
Super G-Man (1987), Codemasters Software Company Limited, The
Super Robin Hood (1987), Codemasters
Transmuter (1987), Codemasters Software Company Limited, The
4 Soccer Simulators (1988), Codemasters Software Company Limited, The
Alien Syndrome (1988), ACE
Beyond the Ice Palace (1988), Elite Systems Ltd.
Carrier Command (1988), Rainbird Software
Chrono Quest (1988), Psygnosis Limited
Circus Games (1988), Tynesoft Computer Software
Dizzy: The Ultimate Cartoon Adventure (1988), Codemasters Software Company Limited, The
Fright Night (1988), MicroDeal Ltd.
Garfield: Big, Fat, Hairy Deal (1988), Edge, The
Goldrunner II (1988), MicroDeal Ltd.
International Rugby Simulator (1988), Codemasters
International Speedway (1988), Silverbird Software Ltd.
Leatherneck (1988), MicroDeal Ltd.
Menace (1988), Psygnosis Limited
Obliterator (1988), Psygnosis Limited
OutRun (1988), Mindscape, Inc.
Pandora (1988), Firebird Software Ltd.
Platoon (1988), Ocean Software Ltd.
Quadralien (1988), Logotron Ltd
Return to Genesis (1988), Firebird Software Ltd.
Revenge of Defender (1988), Logotron Ltd
The Sentry (1988), Firebird Software Ltd.

Speedball (1988), Image Works

Spitting Image: The Computer Game (1988), Domark Ltd.

Star Wars: The Empire Strikes Back (1988), Domark Ltd.

Super Stuntman (1988), Codemasters Software Company Limited, The

Tetris (1988), Infogrames Multimedia SA

Treasure Island Dizzy (1988), Codemasters

War Cars Construction Set (1988), Firebird Software Ltd.

Xenon (1988), Melbourne House

007: Licence to Kill (1989), Domark Ltd.

1st Person Pinball (1989), Tynesoft Computer Software

APB (1989), Domark Ltd.

Arcade Flight Simulator (1989), Codemasters

Archipelagos (1989), Logotron Ltd

Bad Company (1989), Logotron Entertainment

Ballistix (1989), Psyclipse

Blood Money (1989), Psygnosis Limited

BMX Freestyle (1989), Codemasters

Custodian (1989), Hewson Consultants Ltd.

Dogs of War (1989), Elite Systems Ltd.

Eye of Horus (1989), FanFare

Fantasy World Dizzy (1989), Codemasters Software Company Limited, The

Fast Food (1989), Codemasters Software Company Limited, The

Ghostbusters II (1989), Activision, Inc.

Gilbert: Escape from Drill (1989), Again Again

Icarus (1989), Psyclipse

Mayday Squad (1989), Tynesoft Computer Software

Millennium: Return to Earth (1989), Electric Dreams Software

Monte Carlo Casino (1989), Codemasters Software Company Limited, The

Moto X Simulator (1989), International Business SA

Nitro Boost Challenge (1989), Codemasters Software Company Limited, The

Pub Trivia Simulator (1989), Codemasters

Shadow of the Beast (1989), Psygnosis Limited

Snoopy: The Cool Computer Game (1989), Edge, The

Superman: The Man of Steel (1989), Tynesoft Computer Software

Toobin' (1989), Domark Ltd.

Verminator (1989), Rainbird Software

Wonder Boy in Monster Land (1989), Activision, Inc.

Xenon 2: Megablast (1989), Image Works

Back to the Future Part II (1990), Image Works

Chase H.Q. (1990), Taito Corporation

Chip's Challenge (1990), U.S. Gold Ltd.

Cloud Kingdoms (1990), Millennium Interactive Ltd.

Dan Dare III: The Escape (1990), Virgin Mastertronic Ltd.

Days of Thunder (1990), Mindscape International Ltd.

Emlyn Hughes Arcade Quiz (1990), Audiogenic Software Ltd.

Emlyn Hughes International Soccer (1990), Audiogenic Software Ltd.

Fire and Brimstone (1990), Firebird Software Ltd., MicroProse Ltd.

Fruit Machine Simulator 2 (1990), Codemasters

Golden Axe (1990), Virgin Mastertronic Ltd.

The Gold of the Aztecs (1990), U.S. Gold Ltd.

Helter Skelter (1990), Audiogenic Software Ltd.

International Soccer Challenge (1990), MicroStyle

Jupiter's Masterdrive (1990), Ubi Soft Entertainment Software

Kid Gloves (1990), Millennium Interactive Ltd.

Loopz (1990), Mindscape, Inc.

Overlord (1990), Virgin Mastertronic Ltd.

Renaissance (1990), Impressions

SimCity (1990), Infogrames Europe SA

Snow Strike (1990), Epyx, Inc.

Total Recall (1990), Ocean Software Ltd.

Wrath of the Demon (1990), ReadySoft Incorporated

Zombi (1990), Ubi Soft Entertainment Software Elite (1991), Imagineer Co., Ltd.

Exterminator (1991), Audiogenic Software Ltd.

Faceball 2000 (1991), Bullet-Proof Software, Inc.

Gazza II (1991), Empire Software

Gazza II (1991), Empire Software

Robin Hood: Prince of Thieves (1991), Virgin Games, Inc.

R-Type (1991), Irem Corp.

Supaplex (1991), Digital Integration Ltd.

T2: Terminator 2 - Judgment Day (1991), LJN, Ltd.

Tower Toppler (1991), Triffix Entertainment Inc.

World Class Rugby (1991), Audiogenic Software Ltd.

Wreckers (1991), Audiogenic Software Ltd.

ATAC: The Secret War Against Drugs (1992), MicroProse Software, Inc.
AV-8B Harrier Assault (1992), Domark Software Ltd.
Birds of Prey (1992), Electronic Arts, Inc.
Buffalo Bill's Wild West Show (1992), Dream TV (1992), Triffix Entertainment Inc.
Epic (1992), Ocean Software Ltd.
Fire Force (1992), International Computer Entertainment Ltd.
Firepower 2000 (1992), Sun Corporation of America
Gods (1992), Mindscape, Inc.
Krusty's Fun House (1992), Acclaim Entertainment, Inc.
Race Drivin' (1992), Domark Software Ltd.
R-Type II (1992), Irem Corp.
Speedball 2: Brutal Deluxe (1992), Virgin Games, Ltd.
Spider-Man: Return of the Sinister Six (1992), Acclaim Entertainment Ltd.
Tip Off (1992), Imagineer Co., Ltd.
Alfred Chicken (1993), Mindscape International Ltd.
Alien³ (1993), LJN, Ltd.
Allan Border's Cricket (1993), Audiogenic Software Ltd.
Battle Cars (1993), Namco Hometek Inc.
Body Blows (1993), Team17 Software Limited
F-117 Night Storm (1993), Electronic Arts, Inc.
Gunship 2000 (1993), MicroProse Software, Inc.
The Lawnmower Man (1993), THQ Inc.
Lemmings 2: The Tribes (1993), Psygnosis Limited
Riddick Bowe Boxing (1993), Extreme Entertainment Group, Inc.
Tornado (1993), Spectrum Holobyte, Inc.
Chavez (1994), American Softworks Corporation
Disney's The Lion King (1994), Virgin Interactive Entertainment (Europe) Ltd.
Michael Jordan: Chaos in the Windy City (1994), Electronic Arts, Inc.
MLBPA Baseball (1994), Electronic Arts, Inc.
NBA Showdown (1994), Electronic Arts, Inc.
PGA Tour Golf III (1994), Electronic Arts, Inc.
Sesame Street: Counting Cafe (1994), Electronic Arts, Inc.
Shaq Fu (1994), Electronic Arts, Inc.
Battle for the Ashes (1995), Audiogenic Software Ltd.

Elitserien 96 (1995), Electronic Arts, Inc.
NHL 96 (1995), Electronic Arts, Inc.
PGA Tour 96 (1995), Electronic Arts, Inc.
Fire Fight (1996), Electronic Arts, Inc.
Jane's Combat Simulations: U.S. Navy Fighters '97 (1996), Electronic Arts, Inc.
The Lost Files of Sherlock Holmes: Case of the Rose Tattoo (1996), Electronic Arts, Inc.
NHL 97 (1996), Electronic Arts Ltd.
Road Rash (1996), Electronic Arts, Inc.
Wing Commander III: Heart of the Tiger (1996), Electronic Arts, Inc.
Doctor Who: Destiny of the Doctors (1997), BBC Multimedia
Madden Football 64 (1997), Electronic Arts, Inc.
Madden NFL 98 (1997), Electronic Arts, Inc.
Madden NFL 98 (1997), Electronic Arts, Inc.
NCAA Football 98 (1997), Electronic Arts, Inc.
NHL 98 (1997), Electronic Arts, Inc.
Nuclear Strike (1997), Electronic Arts, Inc.
Soviet Strike (1997), Electronic Arts, Inc.
Jane's Combat Simulations: Fleet Command (1998), Electronic Arts, Inc.
Madden NFL 99 (1998), Electronic Arts, Inc.
March Madness '98 (1998), Electronic Arts, Inc.
NCAA Football 99 (1998), Electronic Arts, Inc.
007: Tomorrow Never Dies (1999), Electronic Arts, Inc., MGM Interactive
Chase H.Q.: Secret Police (1999), Metro3D, Inc.
Jane's Combat Simulations: USAF (1999), Electronic Arts, Inc.
Knockout Kings 2000 (1999), Electronic Arts, Inc.
Madden NFL 2000 (1999), Electronic Arts, Inc.
R-Type DX (1999), Nintendo of America Inc.
Sim Theme Park (1999), Electronic Arts, Inc.
007: The World is Not Enough (2000), Electronic Arts, Inc.
007: The World is Not Enough (2000), Electronic Arts Ltd.
Jane's Combat Simulations: F/A-18 Simulator (2000), Electronic Arts, Inc.
Madden NFL 2001 (2000), Electronic Arts, Inc.
NASCAR 2001 (2000), Electronic Arts, Inc.
Supercross (2000), Electronic Arts, Inc.
Tiger Woods PGA Tour 2001 (2000), Electronic Arts, Inc.
Adventure Pinball: Forgotten Island (2001), Electronic Arts, Inc.
Knockout Kings 2001 (2001), Electronic Arts, Inc.

Rumble Racing (2001), Electronic Arts, Inc.
SimCoaster (2001), Electronic Arts, Inc.
Sub Command: Akula Seawolf 688(2001), Electronic Arts, Inc.
Cel Damage (2002), Electronic Arts, Inc.
Medal of Honor: Allied Assault (2002), Electronic Arts, Inc.
The Chronicles of Narnia: The Lion, the Witch and the Wardrobe (2005), Buena Vista Games, Inc.
LEGO Star Wars: The Video Game (2005), Eidos Interactive, Inc., Giant Interactive Entertainment, Ltd.
Bionicle Heroes (2006), Eidos, Inc.
LEGO Star Wars II: The Original Trilogy (2006), LucasArts, Tt Games Publishing Ltd.
Chaffinch Challenge (2007),
Transformers: The Game (2007), Activision Publishing, Inc.
The Chronicles of Narnia: Prince Caspian (2008), Disney Interactive Studios, Inc.
LEGO Batman: The Videogame (2008), Tt Games Publishing Ltd., Warner Bros. Interactive Entertainment Inc.
LEGO Indiana Jones: The Original Adventures (2008), LucasArts, Tt Games Publishing Ltd.
LEGO Indiana Jones 2: The Adventure Continues (2009), LucasArts, Tt Games Publishing Ltd.
LEGO Harry Potter: Years 1-4 (2010), Warner Bros. Interactive Entertainment Inc.
L.A. Noire (2011), Rockstar Games, Inc.
L.A. Noire: The Complete Edition (2011), Rockstar Games, Inc.
LEGO Harry Potter: Years 5-7 (2011), Warner Bros. Interactive Entertainment Inc.
LEGO Pirates of the Caribbean: The Video Game (2011), Disney Interactive Studios, Inc.
LEGO Batman 2: DC Super Heroes (2012), Warner Bros. Interactive Entertainment Inc.
LEGO The Lord of the Rings (2012), Warner Bros. Interactive Entertainment Inc.
LEGO Marvel Super Heroes (2013), Warner Bros. Interactive Entertainment Inc.
Final Fantasy XIII-2 (2014), Square Enix Co., Ltd.
LEGO The Hobbit (2014), Warner Bros. Interactive Entertainment Inc.
XenobladeX (2015), Nintendo Co., Ltd.

Richard Joseph

Main Games

Cauldron II: The Pumpkin Strikes Back (1986), Palace Software, Ltd.
Rad Warrior (1986), Palace Software, Ltd.
Death Sword (1987), Palace Software, Ltd.
Stiffflip & Co. (1987), Palace Software, Ltd.
Rimrunner (1988), Palace Software, Ltd.
Wicked (1989), Electric Dreams Software
Cadaver (1990), Image Works
International 3D Tennis (1990), Palace Software, Ltd.
James Pond: Underwater Agent (1990), Millennium Interactive Ltd.
Speedball 2: Brutal Deluxe (1990), Konami (America), Inc.
The Adventures of Robin Hood (1991), Millennium Interactive Ltd.
Demoniak (1991), Palace Software, Ltd.
Gods (1991), Renegade Software
James Pond 2: Codename: RoboCod (1991), Electronic Arts, Inc.
Knightmare (1991), Mindscape International Ltd.
Magic Pockets (1991), Renegade Software
Mega lo Mania (1991), Image Works
Moonshine Racers (1991), Millennium Interactive Ltd.
Moonstone: A Hard Days Knight (1991), Mindscape International Ltd.
Stormball (1991), Millennium Interactive Ltd.
Championship Soccer '94 (1992), Renegade Software
Cyber Empires (1992), Strategic Simulations, Inc.
Daughter of Serpents (1992), Millennium Interactive Ltd.
Global Effect (1992), Millennium Interactive Ltd.
Lure of the Temptress (1992), Konami of America, Inc.
Myth: History in the Making (1992), System 3 Software Ltd.
Putty (1992), System 3 Software Ltd.
Rome: Pathway to Power (1992), Millennium Interactive Ltd.
Sensible Soccer: European Champions: 92/93 Edition (1992), Renegade Software
The Super Aquatic Games (1992), Millennium Interactive Ltd.
Wizkid: The Story of Wizball II (1992), Ocean Software Ltd.
Worlds of Legend: Son of the Empire (1992), Mindscape, Inc.
Brutal Sports Football (1993), Millennium Interactive Ltd.
Cannon Fodder (1993), Virgin Interactive Entertainment (Europe) Ltd.
James Pond 3: Operation Starfish (1993), Electronic Arts, Inc.
Chaos Engine or Soldiers of Fortune (1993), Renegade Software
3 Ninjas Kick Back (1994), Sony Imagesoft
Cannon Fodder 2 (1994), Virgin Interactive Entertainment (Europe) Ltd.
Diggers (1994), Millennium Interactive Ltd.
International Sensible Soccer (1994), Renegade Software
Mr. Blobby (1994), Millennium Interactive Ltd.
Putty Squad (1994), Ocean Software Ltd.
Rise of the Robots (1994), Time Warner Interactive, Inc.
Rise of the Robots: The Director's Cut (1994), Time Warner Interactive Ltd.
Sensible Golf (1994), Virgin Interactive Entertainment (Europe) Ltd.
Super Troll Islands (1994), American Softworks Corporation
Time Trax (1994), Malibu Games
Apache (1995), Interactive Magic Ltd.



Richard in 1990



Richard in 2005, sadly Richard would pass away in 2007.

Diggers 2: Extractors (1995), Nova Spring
 Flight of the Amazon Queen (1995), Renegade Software
 Sensible World of Soccer (1995), Renegade Software
 Sensible World of Soccer: European Championship Edition (1995), Renegade Software
 Silverload (1995), Nova Spring
The Chaos Engine 2 (1996), Renegade Software
 Croc: Legend of the Gobbos (1997), Fox Interactive, Inc.
 NBA Shootout '97 (1997), SCEE.
 Sensible Soccer '98 (1997), GT Interactive Software Europe Ltd.
 Street Racer (1997), Acid Software
 Creatures 2 (1998), Mindscape, Inc.
 Glover (1998), Hasbro Interactive, Inc.
 LEGO Loco (1998), LEGO Media International, Inc.
 Sensible Soccer '98: European Club Edition (1998), GT Interactive Software Corp.
 Action Man: Raid on Island X (1999), Hasbro Interactive, Inc.
 Sim Theme Park (1999), Electronic Arts, Inc.
 Action Man: Jungle Storm (2000), Hasbro Interactive, Inc.
 Ball Breakers (2000), Take-Two Interactive Software Europe Ltd.
 Colony Wars III: Red Sun (2000), Midway
 SimCoaster (2001), Electronic Arts, Inc.
 Republic: The Revolution (2003), Eidos, Inc.
 Evil Genius (2004), Sierra Entertainment, Inc.
 The Elder Scrolls IV: Oblivion [Collector's Edition] (2006), 2K Games, Inc.
 The Elder Scrolls IV: Oblivion (2006), 2K Games, Inc., Bethesda Softworks LLC
 Sensible Soccer 2006 (2006), Codemasters Software Company Limited, The
 Prism: Light the Way (2007), Eidos Interactive Ltd.



Martin F. Godber

Z (1996), Renegade Software [Co=Design]
Z and Z Expansion Kit (1998)), GT Interactive Software Corp. [Co-Design]

Bruce Nesbit

Z (1996), Renegade Software
Z and Z Expansion Kit (1998), GT Interactive Software Corp.
Steel Soldiers (2001), Eon Digital Entertainment
Need for Speed: Underground (2003), Electronic Arts, Inc.
World War II: Frontline Command (2003), Deep Silver
PDC World Championship Darts (2006), Oxygen Interactive Software Ltd.
PDC World Championship Darts 2008 (2008), Oxygen Interactive Software Ltd.
Encleverment Experiment (2009), Blitz Games Studios Ltd.
Ski-Doo Snowmobile Challenge (2009), Valcon Games LLC
Aquattack! (2010), Mere Mortals Ltd.

John M. Phillips

Nutcracka (1984), Software Projects Ltd. [Programmer / Artist]
Impossaball (1987), Hewson Consultants Ltd. [Design / Programmer]
Tower Toppler (1987), Hewson Consultants Ltd. [Design/Programmer / Artist/ Sound]
Eliminator (1988), Hewson Consultants Ltd. [Design / Programmer/Sound]
Sunburst (1988), Hewson Consultants Ltd. [Design]
Xenon 2: Megablast (1990), Virgin Games, Inc. [Sound Programming]
Back to the Future Part III (1991), Arena Entertainment [Audio]
Nebulus 2: Pogo a gogo (1991), 21st Century Entertainment Ltd. [Design]
Speedball 2: Brutal Deluxe (1991), Arena Entertainment [Sega Conversion]
Secret of Mana (1993), Square Co., Ltd. [Focus Group]
Flight of the Amazon Queen (1995), Renegade Software [QA Tester]
Z (1996), Renegade Software [Additional Code]
Z and Z Expansion Kit (1998), GT Interactive Software Corp. [Additional Code]
Xenon 2000: Project PCF (2000), Bitmap Brothers, The [Programming]
Formula One 2001 (2001), Sony Computer Entertainment Europe Ltd. [Tester]
Steel Soldiers (2001), Eon Digital Entertainment [3D Programming]
Impossaball (2003) [Design]
World War II: Frontline Command (2003), Deep Silver [Business / Programming]
Cannon Fodder (2004), Kuju Wireless Publishing [Production]
Sensible Soccer: European Champions: 92/93 Edition (2005), Kuju Wireless Publishing [Programming]

Terry Cantrell

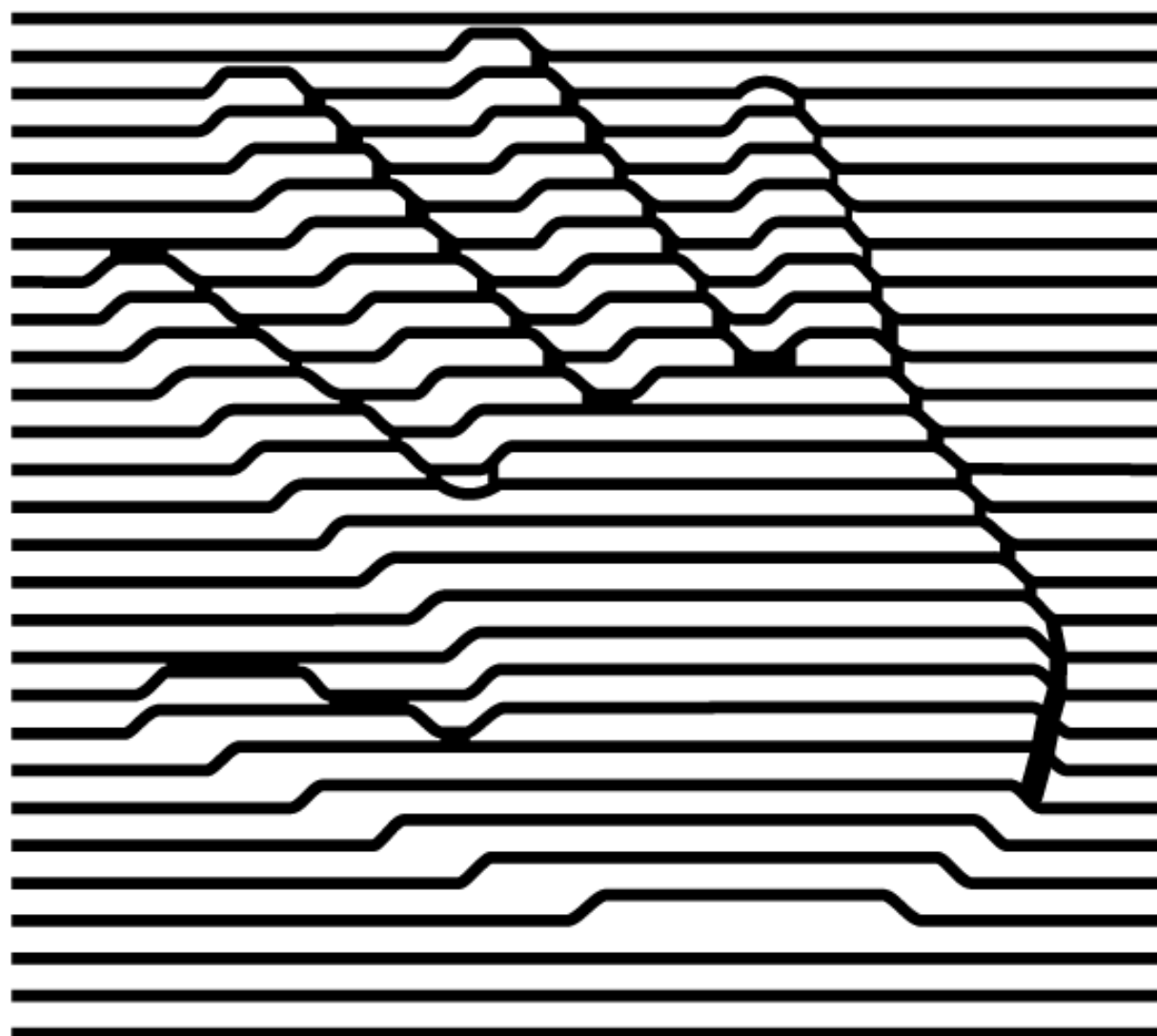
Empire Soccer 94 (1994), Empire Software [Programming Star Players]
Virocop (1995), Renegade Software, Time Warner Interactive Ltd. [Graphics]
Z (1996), Renegade Software [Artwork]
Z and Z Expansion Kit (1998), GT Interactive Software Corp. [Artwork]

Chris Thomas

The Chaos Engine 2 (1996), Renegade Software [Graphics]
Z (1996), Renegade Software [Graphics]
Z and Z Expansion Kit (1998), GT Interactive Software Corp. [Graphics]
BIONICLE (2003), LEGO Media International, Inc. [Graphics]

Chris Maule

Flight of the Amazon Queen (1995), Renegade Software [Sound]
Speedball 2: Brutal Deluxe (1995), Renegade Software [CD32 Music]
Z (1996), Renegade Software [Sound FX]
Z and Z Expansion Kit (1998), GT Interactive Software Corp. [Sound FX]
Xenon 2000: Project PCF (2000), Bitmap Brothers, The [Music & Sound FX]
Steel Soldiers (2001), Eon Digital Entertainment [Head of Music]



The **BITMAP**
BROTHERS

BIBLIOGRAPHY

BIBLIOGRAPHY

Web Sites

<http://www.exotica.org.uk> – A fantastic resource of Amiga box scans

<http://www.mobygames.com> – Brilliant game database to see who worked on which games and details about those games.

<http://www.lemonamiga.com/> - Excellent Amiga database of games.

<http://www.atarimania.com/> - Amazing Atari and game resource with full manual scans and many hi res media related to the games.

<http://hol.abime.net/> - Another brilliant resource covering all things Amiga. Lots of full manual scans and multiple media items and game information.

<https://archive.org/> - Internet Archive. Full of many fascinating magazine scans and books in its extensive collection.

<http://amr.abime.net/> - Amazing archive containing scans of almost all Amiga games. One of my favourite sites on the internet.

<http://www.bitmap-brothers.co.uk/our-games/> - The company site themselves.

<http://www.nowgamer.com/company-profile-the-bitmap-brothers/> - Now Gamer profile on the Bitmap Brothers.

<http://readonlymemory.vg/shop/book/the-bitmap-brothers-universe/> - New book soon to be released on the Bitmap Brothers.

<https://www.facebook.com/The-Incredible-Art-Of-Dan-Malone-177114695677685> - Incredible Art of Dan Malone

<http://www.bitmap-brothers.de/> - Great fan site for the Bitmap Brothers.

<http://www.bitmap-brothers.de/gods/gods.php?lang=eng> – Gods Fan site, with loads of cool stuff.

http://www.bitmap-brothers.de/cadaver/cadframes_eng.htm - Cadaver Fan site.

Interview with co-founder Mike Montgomery

<http://www.bit-tech.net/gaming/2011/04/27/bitmap-brothers-mike-montgomery-interview/1>

<http://www.redbull.com/uk/en/games/stories/1331632789579/bitmap-brothers-gaming-speedball-chaos-engine>

<http://www.retrovideogamer.co.uk/index.php?topic=1711.0>

<http://www.neocrisis.com/interviews/275-video-game-company-interviews/8501-the-bitmap-brothers-interview-v15-8501>

<http://www.neocrisis.com/interviews/275-video-game-company-interviews/8501-the-bitmap-brothers-interview-v15-8501>

<http://www.neocrisis.com/interviews/275-video-game-company-interviews/8501-the-bitmap-brothers-interview-v15-8501>

Video Interviews with co-founder Mike Montgomery

<https://youtu.be/5L5svBEoIVM> - Re:loaded interviews Mike Montgomery, one of the members of legendary games developer The Bitmap Brothers.

<https://youtu.be/T1kSgklyt8E> -Ravi Abbott interview.

<https://youtu.be/qoZetGediPY> - Full 50 min interview for the Centre for Computing History.

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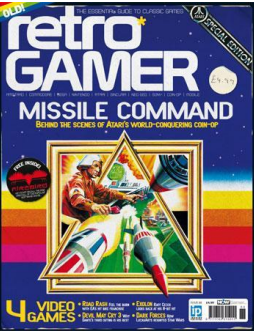
<http://www.nowgamer.com/company-profile-the-bitmap-brothers/> - Online Company profile



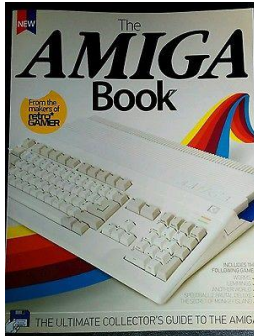
Developer: The Bitmap Brothers
Type: Company Profile
Issue: 41
Pages: 6



Game: Speedball 2: Brutal Deluxe
Platform: Amiga
Type: The Classic Game
Issue: 20
Pages: 4



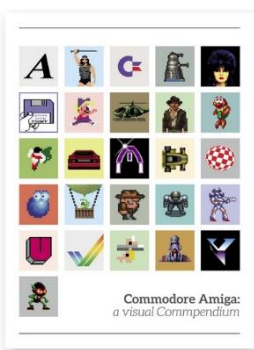
Game: Gods
Platform: Amiga
Type: Retrorevival
Issue: 88
Pages: 2



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Anthology of Mags...
Company Profile
In Volume 1
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Commodore Amiga : a visual Compendium
Sam Dyers (ex Retro Asylum Host) amazing book all about the Amiga. Beautiful and has almost all of the games covered with great quotes by Artist Dan Malone.

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Old Magazines

Cadaver

Game	Publisher	Rating	Type	Magazine	Author if known	Page Number
Cadaver Amiga	Image Works	84%	Review	Amiga Action 14 (Nov 1990)	Steve Merrett	44 45
Cadaver Amiga			Cheat (in-depth)	Amiga Action 16 (Jan 1991)		44 46 47
Cadaver Amiga	Image Works		Review	Amiga Computing 32 (Jan 1991)		43
Cadaver Amiga	Image Works	83%	Review	Amiga Format 17 (Dec 1990)	Tim Smith	69
Cadaver Amiga			Cheat (in-depth)	Amiga Format 35 (Jun 1992)		102 103
Cadaver Amiga	Kixx XL	76%	Re-release	Amiga Format 60 (Jun 1994)	Stephen Bradley	92 93
Cadaver Amiga	Image Works		Cheat	Amiga Power 1 (May 1991)		61 63
Cadaver Amiga	Image Works	89%	Review	AUI Vol 4 No 11 (Dec 1990)	Tony Horgan	68 69
Cadaver Amiga	Mirrorsoft		Cheat (in-depth)	CU Amiga (Dec 1990)		122 123
Cadaver Amiga			Roundup	CU Amiga (Mar 1991)		102
Cadaver Amiga	Image Works	90% CU Screen Star (85-92%)	Review	CU Amiga (Nov 1990)	Mark Patterson	40 41
Cadaver Amiga	Image Works		Cheat	CU Amiga (Sep 1991)		125
Cadaver Amiga			Preview (in-depth)	CU Amiga-64 (Feb 1990)		17
Cadaver Amiga	Image Works		Cheat (in-depth)	The One 26 (Nov 1990)		82-84
Cadaver Amiga	Image Works		Cheat (in-depth)	The One 27 (Dec 1990)	Philip J Wilcock	101
Cadaver Amiga	Image Works		Cheat (in-depth)	The One 29 (Feb 1991)		56 57
Cadaver Amiga			Cheat (in-depth)	The One 30 (Mar 1991)		102 103
Cadaver Amiga			Cheat (in-depth)	The One 31 (Apr 1991)		92
Cadaver Amiga	Kixx XL	79%	Re-release	The One Amiga 72 (Sep 1994)	David Wiggins	68
Cadaver Amiga	Bitmap Brothers		Preview (in-depth)	The One for 16-bit Games 18 (Mar 1990)	Gordon Houghton	36 37 38
Cadaver Amiga			Cheat (in-depth)	The One for Amiga Games 32 (May 1991)		122-123
Cadaver Amiga	Image Works	90%	Review	Your Amiga (Dec 1990)	Adrian Pumphrey	52
Cadaver Amiga	Image Works	86%	Review	Zzap 67 (Nov 1990)	Stuart Wynne	79
Cadaver Amiga,Atari ST	Mirrorsoft		Preview	Zero 11 (Sep 1990)		11
Cadaver Amiga,Atari ST			Cheat (in-depth)	Zero 16 (Feb 1991)		60-61,63,66
Cadaver Amiga,Atari ST,PC	Image Works		Preview (in-depth)	ACE: Advanced Computer Entertainment 37 (Oct 1990)	Nick Baynes	47
Cadaver Atari ST	Image Works	95% C+VG Hit! (85%+)	Review	Computer + Video Games 107 (Oct 1990)	Robert Swan	52 53
Cadaver Atari ST	Image Works	90%	Review	The One 25 (Oct 1990)	Laurence Scotford	113 114
Cadaver Atari ST	Image Works	90% Zero Hero (90%+)	Review	Zero 12 (Oct 1990)	David Wilson	58
Cadaver OCS Amiga	Image Works	76%	Review	880 Gamer 5 (Dec 2014)	Mark Stanner	15 16 17

Cadaver: The Last Supper

Game	Publisher	Rating	Type	Magazine	Author if known	Page Number
Cadaver: The Last Supper	Game (Demo)	Zero 23 (Sep 1991)	Amiga	View Hall of Light entry		
Cadaver: The Last Supper Amiga			Cheat	Amiga Action 28 (Jan 1992)	W. Lassell	30
Cadaver: The Last Supper Amiga,Atari ST	Zero		Cheat (in-depth)	Zero 25 (Nov 1991)		114

Cadaver : The Payoff

Game	Publisher	Rating	Type	Magazine	Author if known	Page Number
Cadaver: The Pay Off Amiga	Renegade		Preview	Amiga Action 22 (Jul 1991)		100
Cadaver: The Pay Off Amiga	Renegade	82%	Expansion/Data disk	CU Amiga (Jul 1991)	Fiona Keating	108
Cadaver: The Payoff Amiga	Renegade	85%	Expansion/Data disk	Amiga Format 24 (Jul 1991)		107
Cadaver: The Payoff Amiga	Renegade	81%	Expansion/Data disk	Amiga Power 3 (Jul 1991)	Matt Bielby	78
Cadaver: The Payoff Amiga	Kixx XL	77%	Re-release	Amiga Power 39 (Jul 1994)	Steve Faragher	76 77
Cadaver: The Payoff Amiga	Renegade	88%	Expansion/Data disk	The One for Amiga Games 32 (May 1991)	Laurence Scotford	92 93

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Chaos Engine

Game	Publisher	Rating	Type	Magazine	Author if known	Page Number
Chaos Engine Amiga			Cheat	Amiga Action 63 (Nov 1994)		80
Chaos Engine Amiga			Cheat	Amiga Action 64 (Dec 1994)		96
Chaos Engine Amiga			Cheat	Amiga Action 65 (Xmas 1994)		80
Chaos Engine Amiga			Cheat	Amiga Action 67 (Feb 1995)		78
Chaos Engine Amiga	Renegade		Preview	Computer + Video Games 132 (Nov 1992)		104
Chaos Engine Amiga			Cheat	Computer + Video Games 142 (Sep 1993)		100
Chaos Engine Amiga	Renegade		Cheat	The One Amiga 70 (Jul 1994)		98
Chaos Engine 2 Amiga	Renegade		Preview	Amiga Action 67 (Feb 1995)		14
Chaos Engine 2 Amiga	Time Warner Interactive	92%	Review	Amiga Computing 109 (Feb 1997)	Hugh Poynton	68
Chaos Engine 2 Amiga	Time Warner		Preview	Amiga Format 84 (May 1996)	Steve McGill	31 32
Chaos Engine 2 Amiga	Time Warner Interactive	85%	Review	Amiga Format 93 (Jan 1997)	Andy Smith	38 39
Chaos Engine 2 Amiga	Renegade		Preview (in-depth)	The One Amiga 77 (Feb 1995)	Andy Nuttall	24 25 26
Chaos Engine 2 Amiga	Renegade		Preview (in-depth)	The One Amiga 79 (Apr 1995)	Andy Nuttall	28 29
Chaos Engine 2 Amiga	Renegade		Preview (in-depth)	The One Amiga 80 (May 1995)	Andy Nuttall	32-33
Chaos Engine 2 AGA Amiga	Time Warner		Preview	Amiga Dream 30 (Jun 1996)		31
Chaos Engine CD32 Amiga			Cheat	Amiga CD32 Gamer 4 (Sep 1994)		70
Chaos Engine CD32 Amiga	Renegade		Cheat	Amiga Dream 9 (Jul - Aug 1994)		50
The Chaos Engine Amiga	Playcorp	90%	Review	ACAR Vol 10 No 7 (Jul 1993)	David Sanna	77
The Chaos Engine Amiga	Konami		Review	Amazing Computing Vol 8 No 11 (Nov 1993)	Jason D'Aprile	89
The Chaos Engine Amiga	The Bitmap Brothers		Review	Amazing Computing Vol 9 No 6 (Jun 1994)		86
The Chaos Engine Amiga	Renegade		Preview (in-depth)	Amiga Action 38 (Nov 1992)	Peter Lee	64 65
The Chaos Engine Amiga	Renegade	92% Amiga Action Accolade	Review	Amiga Action 42 (Mar 1993)	Jason Spiller	26 27 28
The Chaos Engine Amiga			Cheat	Amiga Action 44 (May 1993)		80
The Chaos Engine Amiga			Cheat	Amiga Action 45 (Jun 1993)		84
The Chaos Engine Amiga			Cheat	Amiga Action 60 (Aug 1994)		90
The Chaos Engine Amiga	Renegade		Preview	Amiga Computing 43 (Dec 1991)		86
The Chaos Engine Amiga	Renegade	90% Gamer Gold	Review	Amiga Computing 59 (Apr 1993)	Ben Styles	102 103
The Chaos Engine Amiga			Cheat	Amiga Computing US Edition 4 (Nov 1995)		72
The Chaos Engine Amiga			Cheat	Amiga Concept 5 (Jun 1994)		57
The Chaos Engine Amiga	Renegade	9.5/10 Amiga Down Under Tick (9/10+)	Review	Amiga Down Under 3 (Jul - Aug 1993)	Matthew Buchanan	70
The Chaos Engine Amiga	Renegade		Preview	Amiga Force 12 (Dec 1993)		12
The Chaos Engine Amiga	Renegade		Preview	Amiga Force 3 (Mar 1993)		22-23
The Chaos Engine Amiga	Renegade		Compilation	Amiga Force 4 (Apr 1993)	Steve Shields	44-45
The Chaos Engine Amiga			Cheat	Amiga Format 103 (Nov 1997)		48
The Chaos Engine Amiga	Renegade		Cheat	Amiga Format 47 (Jun 1993)		99
The Chaos Engine Amiga	Renegade		Cheat (in-depth)	Amiga Format 47 (Jun 1993)		102 103 104
The Chaos Engine Amiga	Renegade		Cheat (in-depth)	Amiga Format 48 (Jul 1993)		97 100 101
The Chaos Engine Amiga	Renegade		Cheat	Amiga Format 53 (Dec 1993)		111
The Chaos Engine Amiga	Renegade		Cheat	Amiga Format 54 (Xmas 1993)		135
The Chaos Engine Amiga	Renegade		Cheat	Amiga Format 56 (Feb 1994)		100
The Chaos Engine Amiga	Renegade		Cheat	Amiga Format 61 (Jul 1994)		79
The Chaos Engine Amiga			Cheat	Amiga Games (Apr 1994)		82
The Chaos Engine Amiga			Cheat	Amiga Games (May 1994)		82
The Chaos Engine Amiga			Cheat (in-depth)	Amiga Games (Sep 1994)		61-64
The Chaos Engine Amiga	Renegade		Preview	Amiga Mania (Nov 1992)	Paul Rigby	72-73
The Chaos Engine Amiga	Renegade		Preview	Amiga Power 10 (Feb 1992)		63
The Chaos Engine Amiga	Renegade		Preview	Amiga Power 18 (Oct 1992)		45
The Chaos Engine Amiga	Renegade		Preview (in-depth)	Amiga Power 19 (Nov 1992)	Mark Ramshaw	23
The Chaos Engine Amiga	Renegade	89%	Review	Amiga Power 22 (Feb 1993)	Stuart Campbell	27 28 29
The Chaos Engine Amiga	Renegade		Cheat	Amiga Power 26 (Jun 1993)		56
The Chaos Engine Amiga	Renegade		Cheat	Amiga Power 27 (Jul 1993)		55
The Chaos Engine Amiga	Renegade	81%	Review	CU Amiga (Feb 1993)	Dan Slingsby	47 48
The Chaos Engine Amiga			Cheat (in-depth)	CU Amiga (May 1993)		89 90
The Chaos Engine Amiga	Renegade		Preview (in-depth)	CU Amiga (Oct 1992)	Tony Dillon	57
The Chaos Engine Amiga	Renegade		Cheat	CU Amiga Magazine (Jun 1996)	Matt Broughton	46
The Chaos Engine Amiga	Renegade		Preview (in-depth)	The One Amiga 49 (Oct 1992)	Gary Whitta	33 34 35 36
The Chaos Engine Amiga	Renegade	85%	Review	The One Amiga 53 (Feb 1993)	David Upchurch	42 43 44 45
The Chaos Engine Amiga	Renegade		Cheat (in-depth)	The One Amiga 56 (May 1993)		106 107 108 109 110 111
The Chaos Engine Amiga	Renegade		Cheat (in-depth)	The One Amiga 57 (Jun 1993)		100 101 102 103 104 105
The Chaos Engine Amiga	Renegade		Cheat	The One Amiga 57 (Jun 1993)		112
The Chaos Engine Amiga			Cheat	The One Amiga 58 (Jul 1993)		112
The Chaos Engine Amiga			Cheat	The One Amiga 76 (Jan 1995)		101
The Chaos Engine Amiga Atari ST,PC	Renegade		Preview	Zero 26 (Dec 1991)		13
The Chaos Engine AGA Amiga	Renegade	86%	Review	Amiga Dream 3 (Jan 1994)	Michel HOUNG	41
The Chaos Engine AGA Amiga	Renegade	89%	Review	Amiga Format 55 (Jan 1994)	Rob Mead	62
The Chaos Engine AGA Amiga	Mindscape	91%	Review	Amiga Power 34 (Feb 1994)	Mark Winstanley	74
The Chaos Engine AGA Amiga	Renegade	90%	Review	The One Amiga 64 (Jan 1994)	Matt Broughton	87
The Chaos Engine CD32 Amiga	Renegade	72%	Review	Amiga CD32 Gamer 2 (Jun 1994)	Mark Wynne	34
The Chaos Engine CD32 Amiga			Cheat	Amiga CD32 Gamer 20 (Jan 1996)		24
The Chaos Engine CD32 Amiga	Renegade	91% Dream Top	Review	Amiga Dream 7 (May 1994)		98
The Chaos Engine CD32 Amiga	Renegade	92%	Review	Amiga Format 59 (May 1994)	Stephen Bradley	85
The Chaos Engine CD32 Amiga	Renegade	91%	Review	Amiga Power 38 (Jun 1994)	Stuart Campbell	82 83
The Chaos Engine CD32 Amiga	Renegade	70%	Review	AUI Vol 8 No 6 (Jul 1994)		60 61
The Chaos Engine CD32 Amiga	Renegade	88%	Review	Computer + Video Games 156 The Essential Guide		36
The Chaos Engine CD32 Amiga	Renegade	88%	Review	CU Amiga (Jun 1994)	Steve Keen	46 47
The Chaos Engine CD32 Amiga	Renegade	92%	Review	The One Amiga 68 (May 1994)	Simon Byron	80 81
The Chaos Engine ECS Amiga	Renegade	90% Amiga Format Gold (90%+)	Review	Amiga Format 45 (Apr 1993)	Andy Nuttall	58 59 60

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Chaos Engine 2

Game	Publisher	Rating	Type	Magazine	Author if known	Page Number
Chaos Engine 2 Amiga	Renegade		Preview	Amiga Action 67 (Feb 1995)		14
Chaos Engine 2 Amiga	Time Warner Interactive	92%	Review	Amiga Computing 109 (Feb 1997)	Hugh Poynton	68
Chaos Engine 2 Amiga	Time Warner		Preview	Amiga Format 84 (May 1996)	Steve McGill	31 32
Chaos Engine 2 Amiga	Time Warner Interactive	85%	Review	Amiga Format 93 (Jan 1997)	Andy Smith	38 39
Chaos Engine 2 Amiga	Renegade		Preview (in-depth)	The One Amiga 77 (Feb 1995)	Andy Nuttall	24 25 26
Chaos Engine 2 Amiga	Renegade		Preview (in-depth)	The One Amiga 79 (Apr 1995)	Andy Nuttall	28 29
Chaos Engine 2 Amiga	Renegade		Preview (in-depth)	The One Amiga 80 (May 1995)	Andy Nuttall	32-33
Chaos Engine 2 AGA Amiga	Time Warner		Preview	Amiga Dream 30 (Jun 1996)		31
The Chaos Engine 2 Amiga	Renegade		Preview	Amiga Power 46 (Feb 1995)	Jonathan Davies	10
The Chaos Engine 2 Amiga	Time Warner Interactive		Preview (in-depth)	CU Amiga Magazine (Apr 1996)	Alan Dykes	40 41
The Chaos Engine 2 Amiga	Bitmap Brothers		Preview	CU Amiga Magazine (Feb 1995)		39
The Chaos Engine 2 Amiga	Warner Interactive	90% CU Amiga Magazine Superstar (90%+)	Review	CU Amiga Magazine (Jan 1997)	Matt Broughton	36 37
The Chaos Engine 2 Amiga			Preview (in-depth)	CU Amiga Magazine (Nov 1996)	Alan Dykes	34 35 36
The Chaos Engine 2 Amiga	Renegade		Preview (in-depth)	The One Amiga 76 (Jan 1995)	Andy Nuttall	20 21 22 23
The Chaos Engine 2 Amiga	Renegade		Preview (in-depth)	The One Amiga 78 (Mar 1995)	Andy Nuttall	
The Chaos Engine 2 AGA Amiga	Virgin		Preview	Amiga Concept 12 (Feb 1995)		17

Gods

Game	Publisher	Rating	Type	Magazine	Author if known	Page Number
Gods Amiga	Mindscape	93%	Review	ACAR Vol 8 No 10 (Oct 1991)	Andrew Gormley	73
Gods Amiga	Renegade	908 ACE TrailBlazer (900+)	Review	ACE: Advanced Computer Entertainment 45 (Jun 1991)	Richard Evans	54 55
Gods Amiga			Cheat (in-depth)	ACE: Advanced Computer Entertainment 47 (Aug 1991)		84 85
Gods Amiga			Cheat	ACE: Advanced Computer Entertainment 48 (Sep 1991)		84 85
Gods Amiga	Renegade		Cheat (in-depth)	ACE: Advanced Computer Entertainment 50 (Nov 1991)		0 1 2 3 4 5 6
Gods Amiga	Mindscape	93% Amiga Action Super League Accolade (85%+)	Review	Amiga Action 21 (Jun 1991)		84 85
Gods Amiga			Cheat	Amiga Action 31 (Apr 1992)		48
Gods Amiga			Cheat	Amiga Action 46 (Jul 1993)		80
Gods Amiga			Cheat	Amiga Action 50 (Nov 1993)		88
Gods Amiga	Renegade	90%	Review	Amiga Computing 38 (Jul 1991)	Nick Clarkson	54 55
Gods Amiga	Renegade		Cheat	Amiga Computing 46 (Mar 1992)		95
Gods Amiga	Renegade	83%	Roundup	Amiga Force 5 (May 1993)	James Price	15
Gods Amiga	Renegade	90% Amiga Format Gold (90%+)	Review	Amiga Format 23 (Jun 1991)	Trenton Webb	54 55 56
Gods Amiga			Cheat	Amiga Format 30 (Jan 1992)		170
Gods Amiga			Cheat	Amiga Games (Apr 1994)		79
Gods Amiga			Cheat	Amiga Games (May 1994)		79
Gods Amiga	Renegade	87%	Review	Amiga Power 1 (May 1991)	Matt Bielby	28 29
Gods Amiga	Renegade		Cheat (in-depth)	Amiga Power 4 (Aug 1991)		46 47
Gods Amiga	Renegade		Cheat (in-depth)	Amiga Power 5 (Sep 1991)		50 51
Gods Amiga	Renegade		Cheat (in-depth)	Amiga Power 6 (Oct 1991)		47 48 49
Gods Amiga	Renegade	79%	Review	AUI Vol 5 No 7 (Jul 1991)	Hal Levee	88
Gods Amiga	Renegade		Cheat	CU Amiga (Apr 1992)		82
Gods Amiga	Renegade		Cheat (in-depth)	CU Amiga (Aug 1991)		120 121 123
Gods Amiga			Cheat (in-depth)	CU Amiga (Jul 1991)	Eric Matthews	130 131
Gods Amiga	Renegade	93% CU Super Star (93%+)	Review	CU Amiga (Mar 1991)	Dan Slingsby	34 35 36
Gods Amiga			Cheat (in-depth)	Games-X 3 (May 1991)		28
Gods Amiga			Cheat	The One Amiga 44 (May 1992)		73
Gods Amiga			Cheat	The One Amiga 62 (Nov 1993)		112
Gods Amiga			Cheat	The One Amiga 68 (May 1994)		96
Gods Amiga			Cheat	The One Amiga 70 (Jul 1994)		98
Gods Amiga	Renegade		Cheat (in-depth)	The One for Amiga Games 35 (Aug 1991)		88-89
Gods Amiga			Cheat (in-depth)	The One for Amiga Games 36 (Sep 1991)		108 109
Gods Amiga			Cheat (in-depth)	The One for Amiga Games 37 (Oct 1991)		114 115
Gods Amiga			Cheat	The One for Amiga Games 39 (Dec 1991)		124
Gods Amiga			Cheat	The One for Amiga Games 40 (Jan 1992)		109
Gods Amiga			Cheat	The One for Amiga Games 42 (Mar 1992)		92
Gods Amiga	Renegade		Cheat	Zero 22 (Aug 1991)		79
Gods Amiga	Renegade		Cheat	Zero 26 (Dec 1991)		111
Gods Amiga,Atari ST	Renegade		Preview (in-depth)	Computer + Video Games 112 (Mar 1991)		100
Gods Amiga,Atari ST	Renegade		Preview (in-depth)	Zero 17 (Mar 1991)	Tim Ponting	18-20
Gods Amiga,Atari ST,PC	Renegade		Advert	Amiga Power 1 (May 1991)		52
Gods Amiga,Atari ST,PC	Renegade		Preview (in-depth)	The One 26 (Nov 1990)	Laurence Scotford	29 30
Gods Amiga,Atari ST,PC	Renegade		Preview (in-depth)	Zero 13 (Nov 1990)	David Wilson	24
Gods Atari ST	Renegade		Preview (in-depth)	ACE: Advanced Computer Entertainment 43 (Apr 1991)		54 55
Gods Atari ST	Renegade	901 ACE TrailBlazer (900+)	Review	ACE: Advanced Computer Entertainment 45 (Jun 1991)	Richard Evans	54 55
Gods Atari ST	Renegade	93% CVG Hit (90%+?)	Review	Computer + Video Games 114 (May 1991)	Richard Leadbetter	82 83 84
Gods Atari ST	Mindscape	05-May	Review	Games-X 5 (May 1991)		22
Gods Atari ST	Renegade	93%	Review	The One 30 (Mar 1991)	Laurence Scotford	48 49 50
Gods Atari ST	Renegade	90% Zero Hero (90%+)	Review	Zero 18 (Apr 1991)	David McCandless	43-44
Gods Atari ST	Renegade		Cheat	Zero 25 (Nov 1991)		112
Gods PC	Renegade	90% Zero Hero (90%+)	Review	Zero 29 (Mar 1992)	Martin Pond	67

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Magic Pockets

Game		Publisher	Rating	Type	Magazine	Author if known	Page Number
Magic Pockets	Amiga	Mindscape	82%	Review	ACAR Vol 9 No 1 (Jan 1992)	Juris Graney	68
Magic Pockets	Amiga	Renegade	725	Review	ACE 49 (Oct 1991)	David Upchurch	60 61
Magic Pockets	Amiga	Renegade	93% Amiga Action Super League Accolade (85%+)	Review	Amiga Action 25 (Oct 1991)		90 91
Magic Pockets	Amiga	Renegade		Cheat	Amiga Action 29 (Feb 1992)	Games-X	56 57
Magic Pockets	Amiga	Renegade	90% Gamer Gold	Review	Amiga Computing 42 (Nov 1991)		Gamer, 20-21
Magic Pockets	Amiga	Renegade		Cheat (in-depth)	Amiga Computing 46 (Mar 1992)	Sean Griffiths	95 96
Magic Pockets	Amiga	Renegade		Cheat (in-depth)	Amiga Computing 47 (Apr 1992)		95 96
Magic Pockets	Amiga	Renegade	85%	Review	Amiga Format 27 (Oct 1991)	Trenton Webb	68 69 70 71
Magic Pockets	Amiga			Cheat	Amiga Format 28 (Nov 1991)		111
Magic Pockets	Amiga			Cheat	Amiga Format 59 (May 1994)		96
Magic Pockets	Amiga	Renegade	02-May	Roundup	Amiga Power 11 (Mar 1992)		85 86
Magic Pockets	Amiga	Renegade		Preview	Amiga Power 4 (Aug 1991)		57 58
Magic Pockets	Amiga	Renegade	75%	Review	Amiga Power 6 (Oct 1991)	Matt Bielby	34 35 36
Magic Pockets	Amiga	Renegade		Preview	CU Amiga (Dec 1990)		44
Magic Pockets	Amiga	Renegade	85% CU Screen Star (85-92%)	Review	CU Amiga (Sep 1991)	Paul Boughton	74 75
Magic Pockets	Amiga			Preview (in-depth)	Games-X 3 (May 1991)		36 37
Magic Pockets	Amiga	Renegade		Cheat	The One Amiga 46 (Jul 1992)	David Upchurch	73
Magic Pockets	Amiga	Renegade		Cheat	The One Amiga 56 (May 1993)		117
Magic Pockets	Amiga	Renegade	94%	Review	The One for Amiga Games 36 (Sep 1991)	Ciarán Brennan	58 59 60
Magic Pockets	Amiga	Renegade		Cheat (in-depth)	The One for Amiga Games 40 (Jan 1992)		100 101
Magic Pockets	Amiga			Cheat	The One for Amiga Games 40 (Jan 1992)		109
Magic Pockets	Amiga	Renegade		Cheat (in-depth)	The One for Amiga Games 41 (Feb 1992)		88 89 90 91
Magic Pockets	Amiga	Renegade		Preview (in-depth)	Zero 23 (Sep 1991)		16 17
Magic Pockets	Amiga	Renegade	90% Zero Hero (90%+)	Review	Zero 24 (Oct 1991)	David McCandless	43
Magic Pockets	Amiga	Renegade		Cheat	Zero 26 (Dec 1991)		110
Magic Pockets	Amiga,Atari ST	Renegade		Cheat	Zero 29 (Mar 1992)		83
Magic Pockets	Amiga,Atari ST			Cheat	Zero 35 (Sep 1992)		47
Magic Pockets	Unknown	Renegade		Preview	ACE: Advanced Computer Entertainment 43 (Apr 1991)		55

Speedball

Game		Publisher	Rating	Type	Magazine	Author if known	Page Number
Speedball	Amiga	Image Works	74%	Review	880 Gamer 4 (Aug 2014)	Mark Stanner	18 19
Speedball	Amiga	Mirror Image	85%	Re-release	Amiga Format 23 (Jun 1991)		101
Speedball	Amiga			Cheat	Amiga Format 59 (May 1994)		96
Speedball	Amiga	Mirror Image		Small advert	Amiga Power 0 (May 1991)		15
Speedball	Amiga	Mirror Image	80%	Re-release	Amiga Power 1 (May 1991)	Stuart Campbell	96
Speedball	Amiga	Bitmap Bros	08-Oct	Review	AUI Vol 3 No 1 (Jan 1989)	Tony Horgan	108 109
Speedball	Amiga	Mirror Image	84%	Re-release	AUI Vol 5 No 5 (May 1991)	Tony Horgan	80
Speedball	Amiga	Image Works	92%	Review	Commodore User (Dec 1988)	Tony Dillon	32 33
Speedball	Amiga	Mirror Image		Preview	CU Amiga (Mar 1991)		7
Speedball	Amiga	Image Works	86%	Review	The Games Machine 14 (Jan 1989)		54
Speedball	Amiga	Mirror Image	05-May	Re-release	The One 31 (Apr 1991)	Paul Presley	81
Speedball	Amiga	Image Works		Cheat	The One Amiga 56 (May 1993)		117
Speedball	Amiga	Image Works	90%	Review	The One for 16-bit Games 2 (Nov 1988)	Gary Whitta	34 35 36
Speedball	Amiga			Cheat (in-depth)	The One for 16-bit Games 3 (Dec 1988)	Gary Whitta	57 58 59 60
Speedball	Amiga	Image Works		Preview	Zzap 43 (Nov 1988)	Maff Evans	66
Speedball	Amiga	Image Works	91% Zzap Sizzler (90-95%)	Review	Zzap 45 (Jan 1989)	Gordon Houghton	93
Speedball	Amiga	Mirror Image	90% Zzap Silver Medal (90%+)	Re-release	Zzap 72 (Apr 1991)		34
Speedball	Amiga,Atari ST	Image Works	84%	Review	Computer + Video Games 85 (Nov 1988)	Eugene Lacey	66 67
Speedball	Amiga,Atari ST	Image Works		Preview	ST Amiga Format 3 (Sep 1988)	Andy Storer	10
Speedball	Atari ST	Image Works	834	Review	ACE: Advanced Computer Entertainment 14 (Nov 1988)	Andy Smith	52 53
Speedball	Atari ST	Image Works	80%	Review	ST Amiga Format 6 (Dec 1988)	Mark Higham	69
Speedball	Atari ST	Image Works	90%	Review	The One for 16-bit Games 2 (Nov 1988)	Gary Whitta	34 35 36

BIBLIOGRAPHY

Old Magazines

Speedball 2 : Brutal Deluxe

Game	Publisher	Rating	Type	Magazine	Author if known	Page Number
Speedball 2 Amiga	OziSoft	82%	Review	ACAR Vol 8 No 6 (Jun 1991)		72
Speedball 2 Amiga	Image Works	903 ACE TrailBlazer (900+)	Review	ACE: Advanced Computer Entertainment 43 (Apr 1991)		49
Speedball 2 Amiga	Image Works	87%	Review	Amiga Action 15 (Dec 1990)	Steve Merrett	52 53
Speedball 2 Amiga	Kixx	83%	Re-release	Amiga Action 55 (Mar 1994)	Neil Jackson	81
Speedball 2 Amiga	Image Works		Review	Amiga Computing 34 (Mar 1991)		43
Speedball 2 Amiga	Kixx	89%	Re-release	Amiga Force 16 (Mar 1994)	Miles Guttery	38-39
Speedball 2 Amiga	Mirrorsoft	94% Amiga Format Gold (90%+)	Review	Amiga Format 20 (Mar 1991)	Maff Evans	58 59
Speedball 2 Amiga			Cheat (in-depth)	Amiga Format 23 (Jun 1991)		113 114
Speedball 2 Amiga			Cheat	Amiga Format 42 (Jan 1993)		185
Speedball 2 Amiga	GBH	9/10 Amiga Format Gold (90%+)	Re-release	Amiga Format 56 (Feb 1994)	Stephen Bradley	90
Speedball 2 Amiga			Cheat	Amiga Format 59 (May 1994)		96
Speedball 2 Amiga	Kixx	92%	Re-release	Amiga Power 35 (Mar 1994)	Mark Winstanley	78
Speedball 2 Amiga	Image Works	91%	Review	AUI Vol 5 No 3 (Mar 1991)	Tony Horgan	66 67
Speedball 2 Amiga	Kixx	85%	Re-release	AUI Vol 8 No 3 (Mar 1994)		78
Speedball 2 Amiga	Image Works	97% CVG Hit (90%+?)	Review	Computer + Video Games 112 (Mar 1991)		69
Speedball 2 Amiga			Roundup	CU Amiga (Apr 1991)		100
Speedball 2 Amiga	Image Works/Mirrorsoft		Preview	CU Amiga (Dec 1990)		13
Speedball 2 Amiga	Mirrorsoft	95% CU Super Star (93%+)	Review	CU Amiga (Feb 1991)	Steve Merrett	54 55
Speedball 2 Amiga	Image Works/Mirrorsoft		Cheat (in-depth)	CU Amiga (Mar 1991)	Steve Merrett	82-83
Speedball 2 Amiga			Cheat (in-depth)	The One 30 (Mar 1991)		102 103
Speedball 2 Amiga			Cheat	The One Amiga 44 (May 1992)		73
Speedball 2 Amiga	Image Works		Cheat	The One Amiga 56 (May 1993)		117
Speedball 2 Amiga	Buzz	95%	Re-release	The One Amiga 65 (Feb 1994)	Matt Broughton	88
Speedball 2 Amiga			Cheat	The One for Amiga Games 40 (Jan 1992)		109
Speedball 2 Amiga	Image Works	96% Zzap Gold Medal (96%+)	Review	Zzap 71 (Mar 1991)	Stuart Wynne	70 71
Speedball 2 Amiga,Atari ST	Image Works		Preview (in-depth)	The One 23 (Aug 1990)	Kati Hamza	29 30
Speedball 2 Amiga,Atari ST			Preview (in-depth)	The One for 16-bit Games 19 (Apr 1990)	Gary Penn	36
Speedball 2 Mega Drive		93% CVG Hit (90%+?)	Review	Computer + Video Games 123 (Feb 1992)	Frank O'Connor	48 49
Speedball 2 Mega drive	Virgin	88%	Review	Zero 35 (Sep 1992)	Duncan MacDonald	20-22
Speedball 2 CD32 Amiga			Review	ACAR Vol 12 No 9 (Sep 1995)		65
Speedball 2 CD32 Amiga	Warner Interactive	92%	Review	Amiga Action 71 (Jun 1995)	Paul McNally	37
Speedball 2 CD32 Amiga	Renegade	90% Amiga Computing Platinum Award	Review	Amiga Computing US Edition 1 (Jun 1995)	Jonathan Maddock	80 81
Speedball 2 CD32 Amiga	Renegade	91%	Review	Amiga Format 72 (Jun 1995)	Stephen Bradley	64 65
Speedball 2 CD32 Amiga			Cheat (in-depth)	Amiga Games (Feb 1996)		82-85
Speedball 2 CD32 Amiga	Renegade	93%	Review	Amiga Power 50 (Jun 1995)	Paul Mellerick	72
Speedball 2 CD32 Amiga	Renegade	93%	Review	AUI Vol 9 No 7 (Jul 1995)	David Taylor	68 69
Speedball 2 CD32 Amiga	Warner Interactive	93% CU Amiga Magazine Superstar (90%+)	Review	CU Amiga Magazine (Jun 1995)	Alan Dykes	63
Speedball 2 CD32 Amiga	Renegade	83%	Review	The One Amiga 78 (Mar 1995)	Matt Broughton	50 51
Speedball 2: Brutal Deluxe Amiga	Renegade		Cheat	The One Amiga 50 (Nov 1992)	Eric Bitmap	99

Bitmap Brothers : Volume 1 Compilation

Game	Publisher	Rating	Type	Magazine	Author if known	Page Number
The Bitmap Brothers Volume 1 Amiga	Renegade		Compilation	Amiga Mania (Aug 1992)	Jeff Krantz	54 55
The Bitmap Brothers Volume 1 Amiga	Renegade	67%	Compilation	Amiga Power 15 (Jul 1992)	Stuart Campbell	82
The Bitmap Brothers Volume 1 Amiga	Renegade	95%	Compilation	CU Amiga (May 1992)	Steve Merrett	90
The Bitmap Brothers: Volume 1 Amiga	Renegade	84%	Compilation	The One Amiga 44 (May 1992)	Gary Whitta	103

Xenon

Game	Publisher	Rating	Type	Magazine	Author if known	Page Number
Xenon Amiga	Melbourne House	869	Review	ACE: Advanced Computer Entertainment 7 (Apr 1988)	Andy Smith	53
Xenon Amiga	Melbourne House	70%	Review	Amiga Computing Vol 1 No 1 (Jun 1988)	Francis Jargo	53
Xenon Amiga	Melbourne House	08-Oct	Review	AUI Vol 2 No 3 (Mar 1988)	Tony Horgan	10 11
Xenon Amiga	Melbourne House	8/10 CU Screen Star (85-92%)	Review	Commodore User (Feb 1988)	Mike Pattenden	61
Xenon Amiga	16 Blitz Plus	81%	Re-release	Computer + Video Games 113 (Apr 1991)		68
Xenon Amiga	16 Blitz/Mastertronic	90%	Re-release	CU Amiga (Mar 1991)		74
Xenon Amiga	Melbourne House	88%	Review	The Games Machine 5 (Apr 1988)		38 39
Xenon Amiga			Cheat	The One Amiga 68 (May 1994)		96
Xenon Amiga	16 Blitz Plus	74%	Re-release	Zzap 69 (Jan 1991)		60
Xenon Amiga,Atari ST	Melbourne House	36/40 C+VG Game of the month	Review	Computer + Video Games 77 (Mar 1988)	Eugene Lacey	18 19
Xenon Amiga,Atari ST	Melbourne House		Preview	The Games Machine 3 (Feb 1988)		15
Xenon Amiga,Atari ST,PC	16 Blitz Plus	05-May	Re-release	The One 30 (Mar 1991)	Laurence Scotford	85
Xenon Amiga,Atari ST,PC	Melbourne House		Cheat	The One for 16-bit Games 8 (May 1989)		54

BIBLIOGRAPHY

Old Magazines

Xenon 2 : Megablast

Game		Publisher	Rating	Type	Magazine	Author if known	Page Number
Xenon 2: Megablast	Amiga	OziSoft		Review	ACAR Vol 7 No 2 (Feb 1990)	Phil Campbell	62-63
Xenon 2: Megablast	Amiga	Image Works	910	Review	ACE 25 (Oct 1989)	Pete Connor	50-51
Xenon 2: Megablast	Amiga			Cheat	ACE: Advanced Computer Entertainment 45 (Jun 1991)		87
Xenon 2: Megablast	Amiga	Image Works	85%	Review	Amiga Action 1 (Oct 1989)	Steve Merrett	24-25
Xenon 2: Megablast	Amiga			Cheat	Amiga Action 26 (Nov 1991)		82
Xenon 2: Megablast	Amiga			Cheat	Amiga Action 46 (Jul 1993)		80
Xenon 2: Megablast	Amiga	Image Works		Cheat	Amiga Computing 44 (Jan 1992)		89
Xenon 2: Megablast	Amiga	Bitmap Bros/Renegade	83%	Roundup	Amiga Force 3 (Mar 1993)	Ben the Boffin	14
Xenon 2: Megablast	Amiga	Mirrorsoft	93% Amiga Format Gold (90%+)	Review	Amiga Format 3 (Oct 1989)	Andy Smith	52-53
Xenon 2: Megablast	Amiga	Image Works		Cheat	Amiga Format 60 (Jun 1994)		101
Xenon 2: Megablast	Amiga	Mirror Image	82%	Re-release	Amiga Power 3 (Jul 1991)	Matt Bielby	83
Xenon 2: Megablast	Amiga	Image Works	09-Oct	Review	AUI Vol 3 No 11 (Nov 1989)	Tony Horgan	90-91
Xenon 2: Megablast	Amiga	Image Works	90%	Review	Commodore Computing International Vol 8 No 3 (Nov 1989)	Dan Horgan	66-67
Xenon 2: Megablast	Amiga	Image Works	96% C+VG Hit! (85%+)	Review	Computer + Video Games 94 (Sep 1989)	Paul Glancey	52-53
Xenon 2: Megablast	Amiga			Roundup	CU Amiga (Apr 1991)		101
Xenon 2: Megablast	Amiga			Cheat	CU Amiga (Jan 1993)		89
Xenon 2: Megablast	Amiga	Mirror Image	90%	Re-release	CU Amiga (Jul 1991)	Fiona Keating	110
Xenon 2: Megablast	Amiga			Cheat	CU Amiga-64 (Dec 1989)	Andy Grifo	104
Xenon 2: Megablast	Amiga	Image Works	88% CU Screen Star (85-92%)	Review	CU Amiga-64 (Oct 1989)	Mike Pattenden	40-41
Xenon 2: Megablast	Amiga	Mirrorsoft		Preview	ST Amiga Format 12 (Jun 1989)		96
Xenon 2: Megablast	Amiga			Cheat	The One Amiga 68 (May 1994)		96
Xenon 2: Megablast	Amiga	Bitmap Brothers		Cheat (in-depth)	The One for 16-bit Games 14 (Nov 1989)		57 58 61 62 63 64 67 68
Xenon 2: Megablast	Amiga	Mirror Image	05-May	Re-release	The One for Amiga Games 33 (Jun 1991)	Brian Nesbitt	100
Xenon 2: Megablast	Amiga			Cheat	The One for Amiga Games 41 (Feb 1992)		92
Xenon 2: Megablast	Amiga			Cheat	Your Amiga (Jan 1990)		73
Xenon 2: Megablast	Amiga	Image Works	94% Zero Hero (90%+)	Review	Zero 0 (Oct 1989)		08-Nov
Xenon 2: Megablast	Amiga	Image Works		Cheat	Zero 20 (Jun 1991)		89
Xenon 2: Megablast	Amiga	Mirror Image	95% Zero Hero (90%+)	Re-release	Zero 24 (Oct 1991)	David Wilson	72
Xenon 2: Megablast	Amiga	Image Works		Cheat	Zero 26 (Dec 1991)		111
Xenon 2: Megablast	Amiga	Image Works	97% Zzap Gold Medal (96%+)	Review	Zzap 54 (Oct 1989)	Stuart Wynne	70-71
Xenon 2: Megablast	Amiga,Atari ST,PC			Review	The One for 16-bit Games 8 (May 1989)	Gary Penn	25 26 27 28
Xenon 2: Megablast	Atari ST,Amiga			Cheat	The Games Machine 25 (Dec 1989)		26
Xenon 2: Megablast	Mega drive	Virgin	82%	Review	Zero 36 (Oct 1992)	Mohammed Ahmed	61
Xenon 2: Megablast	PC	Image Works		Cheat	Zero 13 (Nov 1990)		77
Xenon 2: Megablast	PC	Image Works		Cheat	Zero 21 (Jul 1991)		79
Xenon 2: Megablast	PC	Mirrorsoft		Cheat	Zero 24 (Oct 1991)		102
Xenon 2: Megablast	CDTV	Mirrorsoft	45%	Review	Amiga Format 33 (Apr 1992)		148
Xenon 2: Megablast	CDTV	Mirrorsoft	32%	Roundup	Amiga Format 39 (Oct 1992)	Damien Noonan	41
Xenon 2: Megablast	CDTV	Mirrorsoft		Roundup	Zero 26 (Dec 1991)	Ben Caudell	74

OTHER FREE BOOKS BY ME

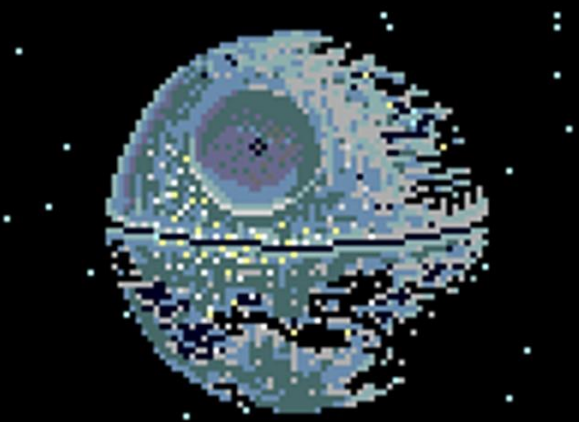
You may be interested to know, that for Retro Asylum and before I have put together other free retro gaming books for you to enjoy. These like this is totally free to link, share and do whatever you wish. As long as you don't change or charge for the books.

All I ask is if you enjoyed, just drop me a hi on twitter (I am @TheDrisk) or say hi on the Retro Asylum forums (<http://retroasylum.com/phpbb/index.php>), and maybe, if you are feeling exceedingly generous, have a listen to some of our podcasts and leave us an iTunes review.

We do all of this stuff in our own time and for free. We do it because we have a real passion for retro gaming, and want to help make the retro gaming community a great place to be. But for that to happen it needs people such as yourself taking the time join in and encourage us. You won't believe how much a friendly greet, saying you enjoyed something means. Especially when we have put days of work into something.

Anyway enough wittering on my part... Here are the books ☺

RETRO ASYLUM



A STAR WARS SPECIAL

Every single Star Wars video game ever released (well as good as). All lovingly detailed with screenshots and histories of all its games.

A must for all retro gamers and Star Wars fans alike. I believe this is probably the best book I have written to date.

<https://drive.google.com/file/d/0Bxvnp7cHAPAZR3NIZmZsNTIHZm8/view?pli=1>

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THE HISTORY OF PSYGNOSIS

One of the most prestigious game publishers the UK has ever produced. This book not only lovingly tells the history of how the company was formed, but even takes you through to Sony days and its sad closure.

And if all that hasn't got you weeping for joy, then perhaps the Psygnopaedia detailing every game they ever released will get you excited.

<https://docs.google.com/file/d/0Bzvd4KYph8BNUkZla1huWjJqdmM/edit>

THE HISTORY OF MASTERTRONIC

The publisher that created the concept of pocket money games gets looked at in-depth. Learn how the company would help in the creation Codemaster's and even help Sega be a success in the home console market.

And again if that wasn't enough, every game (well almost) has been lovingly reviewed in the Masterpaedia. Showing all those gorgeous games.

<https://drive.google.com/file/d/0Bzvd4KYph8BNbIFWwEjJrOXIDZkk/edit>

BY PAUL DRISCOLL

✓AMIGA GAME GUIDE



VOLUME ONE - # -A

AMIGA GAME GUIDE

Volume One - #- A

Every single Amiga game beginning with a number or the letter A. Each game has been lovingly reviewed, with snippets of what all the game magazines of the day had to say about the game. This book was a real labour of love and is a great way to look through some of the obscure Amiga hidden gems, alongside the famous classics.

<https://drive.google.com/file/d/0Bzvd4KYph8BN/S2dMcEI6Z0xfVzQ/view>

BY PAUL DRISCOLL

✓AMIGA GAME GUIDE



VOLUME TWO - B

AMIGA GAME GUIDE

Volume Two - B

Every single Amiga game beginning with the letter B. The book also includes a fascinating history of the Amiga as well. Like the first, it makes a really fascinating read, and some real hidden gems.

Sadly I stopped doing the series due to lack of interest in the books. So if you wasn't me to continue the series and make my way steadily through the alphabet, then let me know there is enough interest for me to do so. ©

<https://drive.google.com/file/d/0Bzvd4KYph8BN/T2RncXoyVmxlQTA/view>

A BOOK NOT BY ME, BUT ONE I AM DEAD EXCITED FOR...

As a huge Bitmap Brothers fan, one thing I am deeply excited about is the Bitmap Brothers: Universe book written by Duncan Harris.

In May of this year they managed to do a successful Kickstarter campaign, and have it nearly ready to be released.

I know for a fact that Duncan has managed to gain exclusive interviews with many of the Bitmap Brothers team and I am confident that Duncan will produce the ultimate Bitmap Brothers book on its release. I for one will be ordering it as soon as the book is out.

A link offering to pre order the book can be found here for £30

<http://readonlymemory.vg/shop/book/the-bitmap-brothers-universe/>

Notes about the book say...

The Bitmap Brothers: Universe is the official history of the visionary British software house behind seminal titles such as Xenon 2: Megablast, Speedball 2: Brutal Deluxe and The Chaos Engine. It combines an authoritative inside story, thoroughly researched via new, first-hand interviews with The Bitmap Brothers' key figures – including founder Mike Montgomery and lead artist Dan Malone – with a breath-taking haul of never-before-seen archive material.

Highlights such as unused character concepts for Speedball 2: Brutal Deluxe, intricate pencil renderings of The Chaos Engine's iconic cut scenes and early robot designs for Z form part of a rich collection original production drawings and digital artwork. The book also reveals for the very first time the fate of unreleased projects, including the high octane Amiga racer 'Bike'/'Havoc'/'Triple X' and the 2D Speedball successor 'Brutal Deluxe'/'ブルータル デラックス'.



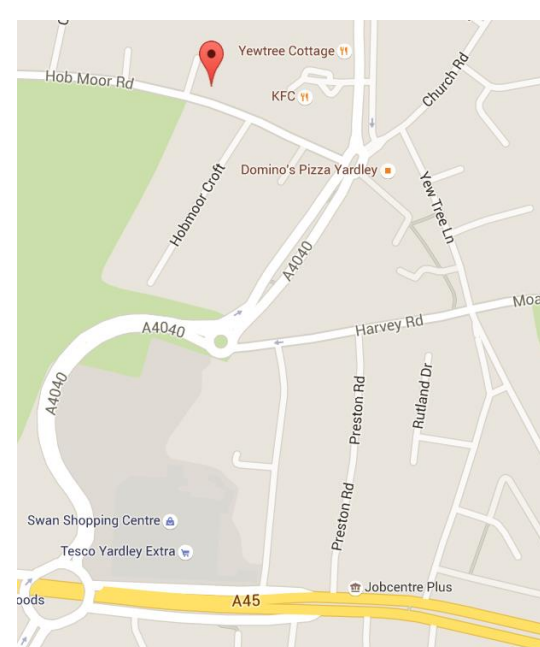
COOL RETRO GAME SHOPS



For Retro Asylum I plan to start doing a series of detailed articles about Retro game shops I visit. I had mainly planned to do it as a video and forum post, but thought it would be kind of cool to add the first two Retro shops I plan to cover as an extra for the book.

I should note I am not getting any endorsements for these articles, and I am simply putting them together because I want more people to discover these wonderful places, and keep them all in business.

I hope you enjoy and keep it retro.



GAME SMART in YARDLEY, BIRMINGHAM

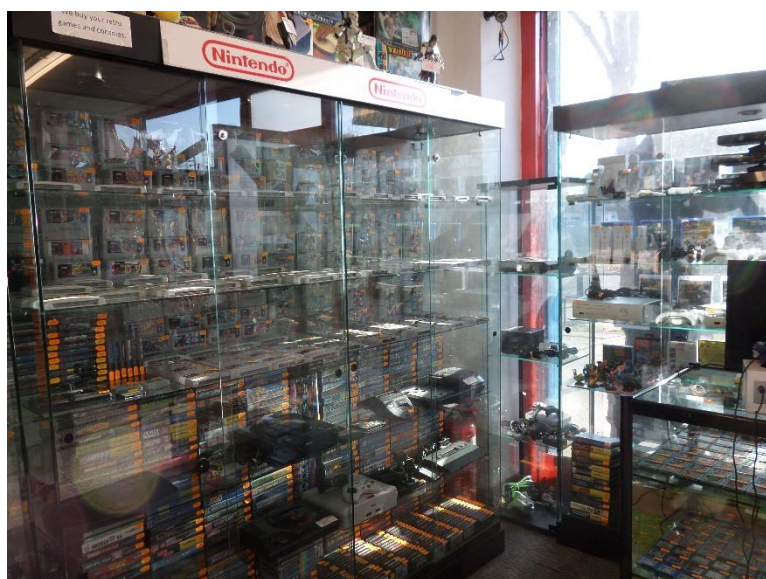
<http://gamesmartyardley.co.uk>

548 Hobmoor Road, Yardley,
Birmingham, B25 8TN
Tel: 0777 921 9103
Open 7 days a week!

A little off the M6 and M42, Game Smart, run by Martin, is a really friendly place, chock full to overflowing with retro goodness. As a place walking distance from me, you can imagine how happy I was the day I stumbled across the place. Since that day I have tried to buy most of my Retro goodies from here, knowing that if I have any issues Martin and his knowledgeable staff (Josh, Josh the younger and Andrew) will only be too happy to help sort it.

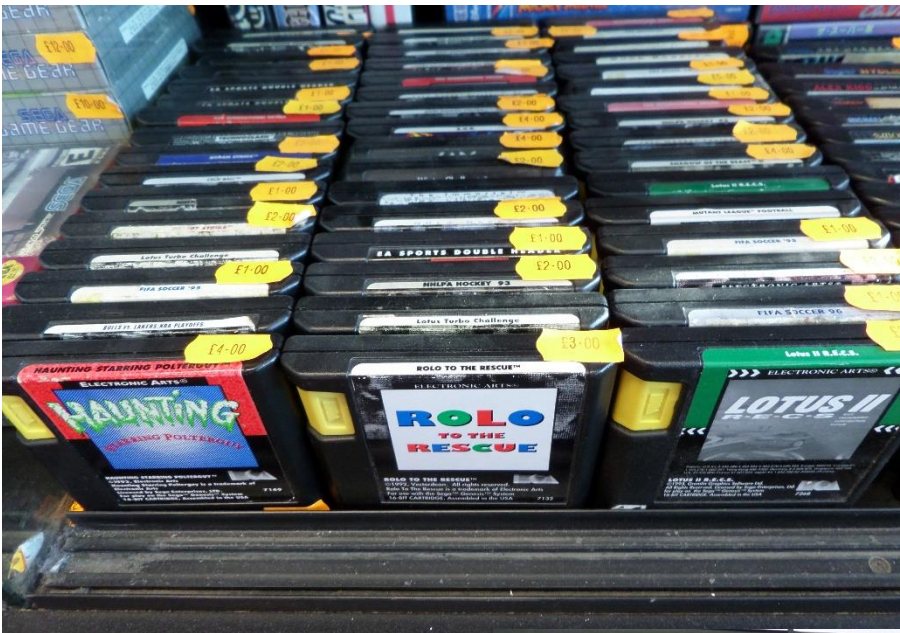
One of the many things I love about the place, is how they try to organize Retro Gaming Nights, inviting everyone around to play video games in the evening. This has been wonderful, as I have now met up with a host of like minded people and consequently have made lots of good friends. What amazes me as well is their wide range of consoles and top quality titles crammed in the store.

I whole heartedly recommend the place, for all those who love Retro gaming.

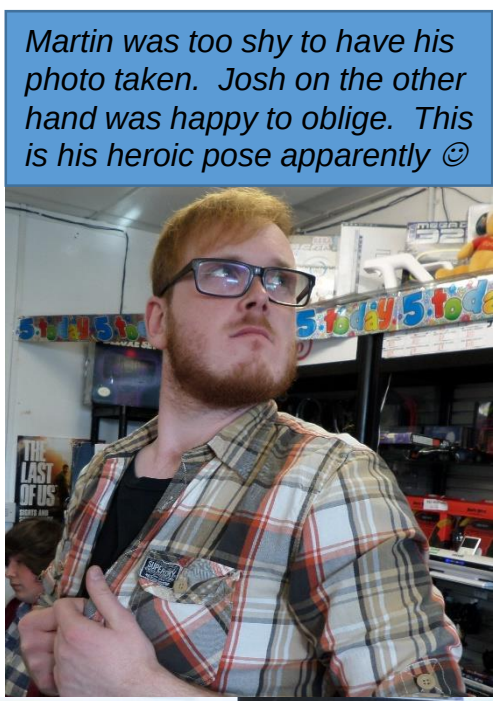


Just some of the retro delights To greet you on entering the store.

The GameCube collection and mint boxes of numerous boxed SNES games are lovely as well.



The nice and cheap loose Mega Drive carts are stacked full of gems.



The PlayStation 1, 2 and original Xbox are mightily impressive as well.



The shop has loads of cool collectable toys as well, such as these Hasbro WWF figures.





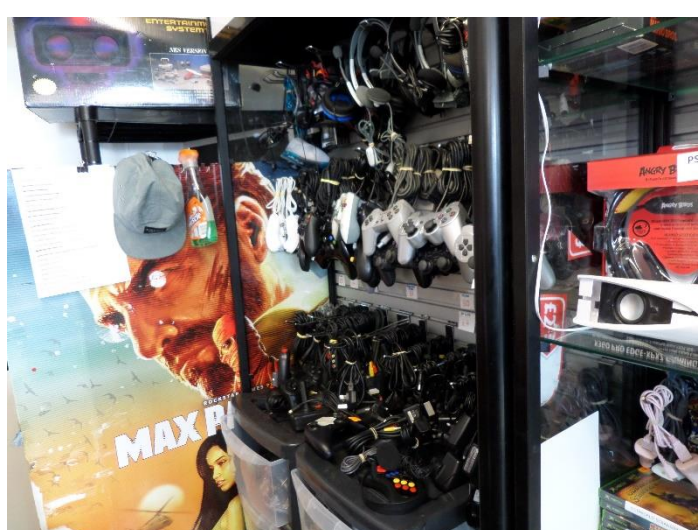
They have some beautiful mint boxed Atari Jaguar games, not too mention a stack of loose carts for sale.



The boxed Atari VCS (2600) games are really nice as well.



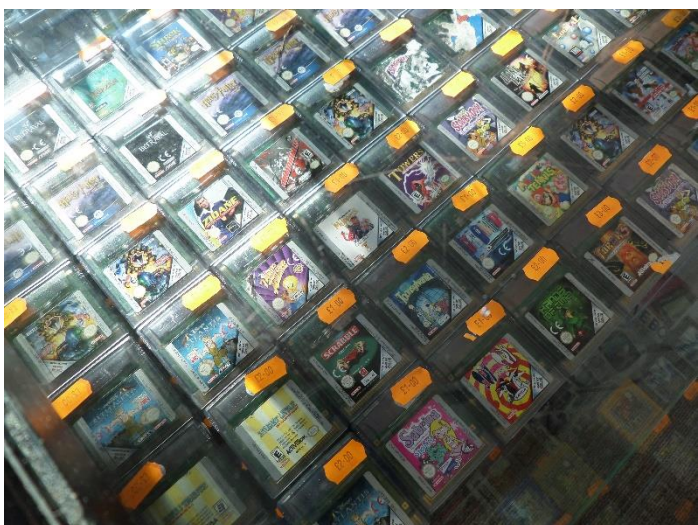
The loose Atari VCS (2600) carts are a great collection as well. That boxed Commodore c64 & Japanese N64 is pretty snazzy as well.



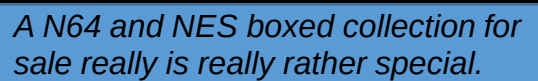
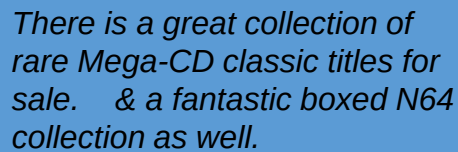
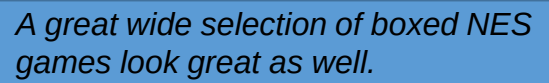
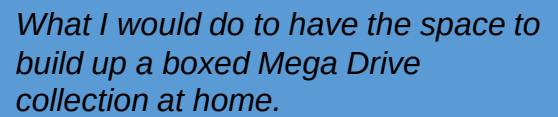
The large stack of loose controllers to buy have been a life saver to me many a time.



Mint Gameboy Advance games, are also a joy to behold.



The loose Gameboy and Gameboy Color cartridges at pocket money prices is well worth your time as well.





As well as the boxed SNES titles, Game Smart had a ton of great loose games to buy.



A nice range of loose NES cartridges, with the Sega Master System arcade stick, that I'll one day buy, even though I know it was a terrible controller.



The Sega Saturn arcade stick, an essential purchase for Saturn and beat 'em up fans. Some more really nice Mega Drive boxed games back there also.



Ooh, Rocket Knight Adventures and Dynamite Headdy. I tell you, when I reach a point in my life when I have more space, I am going to start building my boxed Mega Drive game collection.



The loose N64 carts are really cool as well, with many classics to enjoy.

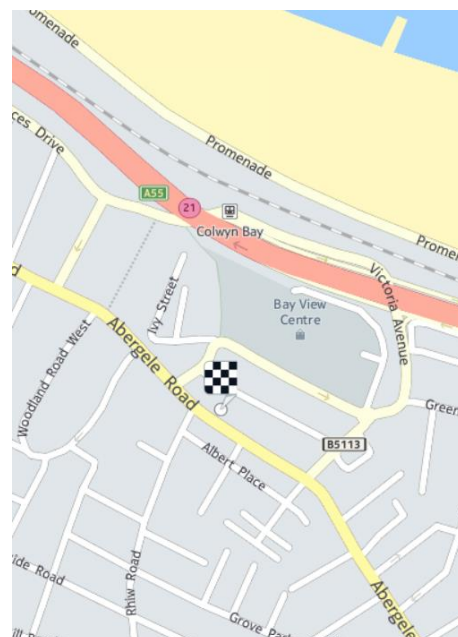


The shop has one of the most complete boxed Master System game collections I have seen for sale.

Everywhere you look in the shop, is a seemingly endless display of retro game goodness for sale.

Well there is a good idea to show you what to expect from the store.. But I could have shown you so much more. I didn't even show an entire wall of Xbox 360, PS3, Xbox One, PS4, Wii and Wii-U titles ... not to mentions DVD's and music CD's... I swear the place is like the Tardis.





RETRO VAULT in COLWYN BAY, N WALES

<https://www.facebook.com/retrovaultonline>

41 Abergele Rd, Colwyn Bay, L29 7RU
Tel: 01492 535016

Set by the sea, in the beautiful North Wales near Llandudno, sits a real gem of a Retro game shop. What I loved about the place was the eclectic range of games and consoles you seldom see anywhere else. On my visit for example I came away with an Action Max console and a boxed PAL TurboGrafx console with some great (still sealed games). Also there is some really cool Star Wars collectables to drool over as well. Yes a really



cool place definitely worth a visit.



Co-owners Rob and Andy (Callum was on holiday) are really knowledgeable and nice group of guys.

The shop has so many gems and cool memorabilia wherever you look.



The central display was chock full of cool things to ogle at. I nearly came away with the Saturn pads.





The shop was full of really good and sought after games. It was also nice to see the Famicom shown some love.



There was also a gorgeous range of NES loose carts. The gold Zelda cart was really tempting.





There was a few nice SNES games as well, such as a boxed Starwing and Unirally.

It was also nice to see such a cool range of Atari VCS (2600) and Atari 7800 cartridges.



The reasonably priced (£15) mint boxed Star Wars Jedi Arena at the back was very tempting as well.

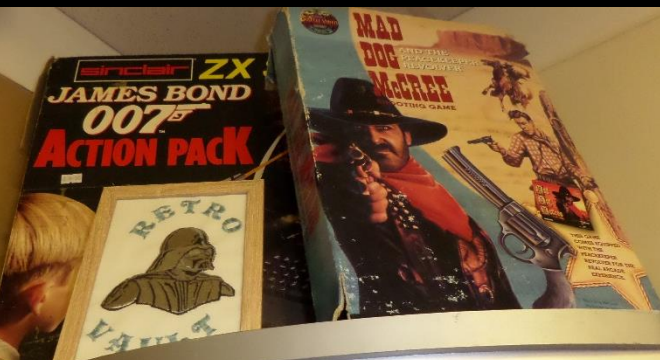




The was some really nice Mega Drive loose carts for sale.. And check out that Golden Axe Warrior. I was also really tempted with the boxed Spectrums as well.



Before you all get too excited. These were homebrew new versions with English translations for the NES. Still cool though ☺



A nice stack of loose controllers were available as well.

There was also a ton of nice PlayStation 1 games, PlayStation 2, Original Xbox, Saturn, GameCube, Dreamcast and Mega CD games for sale.

It was really nice how spaced out the shop felt as well, so you could easily browse through everything.

I definitely could have bought so much more stuff here.



One thing Andy told me, was how they are trying to run more than just a shop. They had created a small area, kitted out with a Neo Geo and some consoles. They then invite the local kids to pay £5 after closing, to play some of the consoles. It has been a great success, with Rock Band being a particular smash with the kids (they have already gone through one drum kit, thanks to the over excited kids). But as Andy says, its important to do things like this, especially in a place like Colwyn Bay, where there isn't too much for the kids to do on an evening.



As well as retro games the store had tons of cool Star Wars & Sci-Fi collectables as well.



The vinyl records for sale was a nice touch. With the backroom set out like a lounge with CRT and LCD TV's. So you could test out any of the games, sat on a bean bag.



Well that's it, the Retro Asylum coverage of the Bitmap Brothers. During the development houses time on the Amiga, they defined what the 16 bit home computer gaming should be, leaving almost everyone in their dust. It is just such a shame that the Bitmap Brothers logo on a game box since the Amiga has lost its guarantee of a top quality product, as it meant back in the day.

Hope to see you soon and look out for this and future Retro Asylum podcasts.

<http://retroasylum.com>

Paul Driscoll
(AKA The Drisk)

Also please remember, we do all this for free and in our spare time. So you taking the time to leave us an iTunes review, or even a great saying you enjoyed the podcast and/or book really means the world to us, making all the effort worthwhile.

