

# GAME KEYS AND LOADING INSTRUCTIONS FOR BLOOD MONEY C64.

## LOADING

Tape: Shift/runstop

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

## GAME KEYS

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

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

## IN-GAME KEYS

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

## THE GAME...

Blood Money takes you on an Alien Safari across the untamed horizons of four hostile planets. The organisers charge varying rates of admission to each planet but have devised a unique way of rewarding successful hunters.

## THE PRICE IS RIGHT!

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

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

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

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

## WELCOME ABOARD!

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

Naturally we realise that the excitement may prove too much for some of you. For that reason, we've made provision for you to be accompanied by a sucker...sorry...**friend** of your choice. Ensure that he has adequate life insurance and that he plugs his stick into port 1.

Some of the scenes you may encounter are slightly disturbing. In fact, you may pass out momentarily with terror. If you do, try your best to hit C = (commodore key) first, pausing the action. When you've recovered your nerve, hit fire to continue. Everyone likes a bit of music to murder by. F3 on the Player Selection Screen brings you the rousing National Anthems of the Tone Terrorists of Delta 5. Those of you who really savour the action can use F3 to toggle between the music and the sound effects picked up by the microphone mounted on your ship (or space suit for those lucky players who savour the landscapes of Shreek).

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

## FIREPOWER

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



**\$100**

Support missile, skybound.



**\$100**

Support missile, earthbound.



**\$150**

Neuron Bomb.

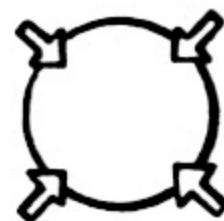
There are four bombs available. The first two selected are programmed for short-

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



**\$150**

Support rear-fire missile.



**\$200**

Long range missile capability.

## PLUS...

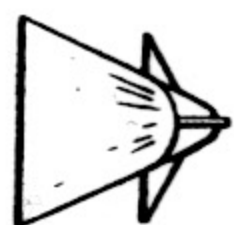
we also have the pleasure of offering the following branded pilot-survival systems, all supplied by **well-known and reliable manufacturers**:



**\$200**

*'Kleen Heels Supa-Drive'*™

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



**\$250**

*'Norton Thunder-Thru'*™

The Norton has a remarkable reputation for boosting health and efficiency. Relied on by the professionals, the Norton is guaranteed to put an extra tiger in your

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



**\$250**

*'Dr Martens Aero-Soul Mk. VI'*™

As everyone knows, the Mark VI aerosoul provides clone duplication without the unfortunate side-effects associated with the Mark V model. Guaranteed to put an extra body in the life-bank should you run out of personal back-ups.

## WARRANTY LIMITATIONS

The disk/cassette included in this product is guaranteed to be in correct working order. Psygnosis Ltd. will replace free of charge any disk/cassette which have manufacturing or duplication defects. These disks/cassettes should be returned directly to Psygnosis for immediate replacement.

When returning damaged product please return the disks/cassettes only.

The Psygnosis warranty is in addition to and does not affect your statutory rights.

COPYRIGHT: This game is sold subject to the following conditions: all authorised copying, hiring, lending, exchanging, public performance and broadcasting is strictly prohibited.

## CREDITS

Code, design and concept by DMA Design

Psygnosis® and associated logos are registered trademarks of Psygnosis Limited.

The *Blood Money* cover illustration is Copyright ©1989 Psygnosis Ltd./Peter Andrew Jones.

PSYGNOSIS LTD., SOUTH HARRINGTON BUILDING, SEFTON STREET, LIVERPOOL L3 4BQ

Telephone: 051-709 5755 Fax: 051-709 6466

PSYGNOSIS LTD. 1989 ALL RIGHTS RESERVED