

= Blood Money (video game) =

Blood Money is a side @-@ scrolling shooter video game developed by DMA Design . It was published by Psygnosis in 1989 for the Amiga , Atari ST and DOS , and in 1990 for the Commodore 64 . The game is set in four different locations on a planet , where players are tasked with attacking the enemies and defeating the bosses .

The game began development immediately after Menace , and borrowed similar gameplay elements . The development team used advanced hardware to develop Blood Money , utilising improved graphical and technological processes . The game was inspired by the presentation of Mr. Heli , and the animations of Blood Money would later inspire the development of Lemmings . The game was released to positive reviews ; praise was given to the game 's graphics and gameplay . The game was also commercially successful , selling over 40 @, @ 000 copies .

= = Gameplay = =

Blood Money is a horizontal side @-@ scrolling shooter that uses 2D computer graphics . Players move through four stages on the planet , taking control of a different vehicle in each level : a helicopter in the metal world , a submarine in a water world , a spacesuit in an ice world , and a fighter jet in a fire world . Each vehicle features unique weaponry , which players use to attack all advancing enemies . Players can upgrade their vehicle with power @-@ ups , which grant them additional weapons and upgrades , such as support missiles and neutron bombs . The vehicles ' energy acts as players ' health , and is depleted when the vehicle makes contact with enemies and walls . When all energy is lost , players lose a life ; three lives are provided at the beginning of the game , and additional lives can be collected as players progress through the levels . When all three lives are lost , the game ends and players are sent to the title screen . The first two levels may be selected from the beginning of the game ; after one level is complete , players can select any remaining world without restrictions . At the end of each level , players must defeat a boss .

= = Development = =

Following the successful release of Menace in 1988 , David Jones began developing Blood Money on 4 January 1989 , on the 25MHz 386 @-@ DX computer that publisher Psygnosis granted him , alongside a Personal Development System . Jones saw Blood Money as a " further development " of the concept used in Menace . Jones was heavily inspired by the " cuteness " of Mr. Heli (1987) during the development of Blood Money . The game 's cover art was designed by British artist Peter Andrew Jones for the novel Protector (1973) by Larry Niven , and was adapted for the game 's cover .

With Blood Money , Jones was determined to utilise the full colour range of the Amiga , opting to use the blitter as opposed to the hardware scrolling ; the blitter allowed graphics to be drawn quickly . Tony Smith , who had worked on Menace , produced the graphics for Blood Money , while Jones began work on a new scrolling system . While developing his own game , Talisman , Mike Dailly created a compact method to move enemies on @-@ screen , which Jones incorporated into Blood Money . The game 's animations fascinated Jones ' friend Gary Timmons , who then began experimenting with Deluxe Paint ; his work on the program led to his employment at DMA Design , and inspired some of the animations used in DMA 's next game , Walker (1993) . The game 's introduction required a star field , which Jones took from a quick demonstration that Dailly had been working on .

The game was ported to the PC by Tim Ansell of Creative Assembly , and to Atari ST by Jones ' friend Wayne Smithson , while Dailly began porting the game to the Commodore 64 following the Personal Computer World Show in September 1989 . Dailly used the code from the Talisman demo , and wrote a new sprite system . He also re @-@ worked the multi @-@ directional scrolling , and wrote his own tape loading routines , wanting one that allowed players to play a simple game while Blood Money loaded . Smith designed the graphics for the port , and became confused by the

limitations of the hardware : he had to draw double pixels in Deluxe Paint , and was limited to sixteen colours . Dailly finished developing the Commodore 64 version of Blood Money on 12 March 1990 .

= = Reception = =

Blood Money received mostly positive reviews from critics upon release , particularly for its gameplay , graphical design , and sound . Gary Barrett of ST / Amiga Format wrote that the game is the best shoot ' em up game on the Amiga . Zzap ! 64 listed Blood Money as the best Amiga game of the 1980s , and ST Format named it the second @-@ best shoot ' em up game of 1990 . The game sold 40 @,@ 000 copies , which is double the sales of Menace .

Stuart Wynne of Zzap ! 64 found the game " superb to play " , while Robin Hogg of the same publication wrote that it " measures up " to the game 's " brilliant " graphics . The One found the game to be among the " most challenging and technically accomplished " shoot ' em ups , while ACE called it " compelling " . Conversely , Mike Pattenden of CU Amiga criticised the difficulty , noting its lack of rewards .

Critics praised the game 's graphical qualities . Paul Glancey of Computer and Video Games lauded the game 's opening sequence , and called the sprites among " the best designed and most fluidly animated " in an Amiga game . The Games Machine found the graphics " utterly impressive " , and Barrett of ST / Amiga Format wrote that the game is " in a class of its own " , praising the sprite animations . Zzap ! 64 's Hogg commended the animation and backgrounds . Conversely , CU Amiga 's Pattenden felt that the graphics lack depth .

The game 's use of sound received positive reactions . Phil King of Zzap ! 64 was impressed by the soundtrack , particularly praising the introductory music . The Games Machine echoed similar remarks , writing that the game features " excellent " sound , and Glancey of Computer and Video Games wrote that the sound chip was " put ... to bloomin ' good use " . Barrett of ST / Amiga Format preferred the sound effects over the music , though felt that they were inferior to those in Menace . Pattenden of CU Amiga felt that the sound is " a poor tune and some average effects " , while ACE called it " a little weedy " .