

PsychoBlast

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COLLABORATORS

	TITLE : PsychoBlast		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Gareth Williams	November 29, 2024	

REVISION HISTORY

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Chapter 1

PsychoBlast

1.1 PsychoBlast - A Freak's Worst Nightmare

You've gotta be MAD for it!

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*****  
* PsychoBlast *  
*****
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By Gareth Williams!

Additional Graphics by Peter Hardy
Additional Music by Adam Bartlett (aka LGM)

Welcome to PsychoBlast. Recently, after looking through all my old Amos stuff, I came across this game I knocked up in ten minutes after coming back from a particularly stressful day at school. It involved blasting all these wierd 'Psychos' that came on the screen in all directions. You controlled a pointer on the screen, shaped as a crosshair sight, and just kept yer trigger finger on the left mouse button. And wahey! no more teachers, no more school, no more psychos. Anyway, as a break from programming my commercial game, Skimmers, I've re-vamped this one helluva blaster in BlitzII over about a week.

NOTE: PsychoBlast is designed as a tribute to Jeff Minter's Llamatron

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@{ "Installing" LINK Installing }  
@{ "  Aim      " LINK Aim }  
@{ " Playing  " LINK Playing }  
@{ "Me / Mango" LINK Me }  
@{ "  Greet   " LINK Greet }  
@{ " Skimmer " LINK Mango }
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Note: This game requires a hard drive due to the massive amount of annoying sound effects. If you don't know what one of these are, or if you have a seriously old Miggy that you can't be arsed to upgrade, then you are extremely lame and I don't want you to read my docs. Or play my game. Or buy Skimmers. They sell lives quite cheaply at Woolies thse days.

1.2 You: Oh shit - I haven't got a Hard Dive! Me: GET A F*****G LIFE FIRST

Look, if you haven't got any of these things below, you may as well go and buy a PC as you're stopping the Amiga from developing...

An Amiga 8)
2MB Chip Ram
2MB Free HD Space
A (Working) mouse

Stick disk 1 in any drive and run the install program. God, that was difficult, wasn't it?

1.3 Just Kill the Annoying Little GITS. Over there - he's the bank manager.

Simple: Kill any psychos that dare to step all over your monitor, preferably en masse and before they touch your life circle in the centre of the screen. Complete the game by completing the 50 levels.

1.4 Grab yer mouse - but not too tight - you might kill it.

Double-Click the game's icon, and if it installed correctly (doubtful!) then the title sequence will begin. ALL control is via the mouse, and most screens are passed using then left button.

On the menu, move the mouse up or down to select your desired option.

Hint: The one you want is at the top of the menu, and is selected by default. The middle one is boring, but it's not as bad as the last one. If you select this, you are seriously lame.

Right, at the start of each level (or spree), you are given a 'shopping list.' This tells you what you need to kill and how many of them you need to kill. If your wrist is aching then this is the time to rest, as there's no pause button.

To kill a little GIT move the pointer over it (I hope you're holding the left button down...) and wiggle it about. The psycho will eventually blow up into lots and lots of sexy coloured blobs. Don't spend too long admiring these though, as if you are not constantly killing then you'll let them come into contact with your life circle.

That's not good.

When you're low on life, your life circle will flash (aaaaaahhhhhh.) Every 10 levels, your life circle is given one step back to health.

And that's being generous.

Every so often you'll see one of the following items pop up on thy screen:

Rocket/Missile/AirStrike/BigThingWotGoesBang - Wheeeee. Bang. Ouch.
Freeze - Bbbbbbrrrrrrr. Cold.
Bonus - Yeaaaaahhhh. More points. Wahay!
Skip (VERY rare) - Wow! I needed that. Cor. Excellent. YES!

If you hear 'Dynamite' then look out. The absolutely terrifying and shit scary magnet-avec-un-stick-of-TNT is on the loose. Yes, a magnet which follows yer pointer with a stick of TNT attached. This will blow up

on contact with your life circle and it moves pretty quick. You'll see how annoying this is. You'll just be glad when it disappears again.

When you die, you might just have a high score. Prepare to enter yer name with the keyboard. This might prove difficult, as wrists tend to become stiff whilst playing PsychoBlast. (Note: No wet keyboards.)

1.5 Yes, It's ME. It's ALL ME. ME ME ME ME ME. YES!

At the time of writing, I'm a 15 year old games programmer with 8 years of experience, and still my games are SHITE. I made my first game on the BBC when I was 7 years old, and when my dad got an A500 in 1988 I was a bit unsure about how good it was. I didn't start proggin' on the Miggy 'till I got a free copy of Amos 1.3 on an Amiga Format coverdisk. a few years ago. Amos was crap, and I didn't make any good games (not even as good as this, and this is REAL crap) until I got BlitzII, again through Amiga Format as a special offer last year.

Now I really got going.

I teamed up last summer with three friends and formed a group called 'Team Mango' (which had actually already been going for a year before that but only with me and Adam) and we needed a game to make. I used an old game (which I made in Amos) called Gloss Finish as the base for our first (successfully completed) game.

The only decent game I ever made in Amos was Gloss Finish. After porting it over to Blitz (and vamping it up somewhat) along with my fellow Team Mango dude type friends, we sent it into Amiga Format (they're getting quite a bit of publicity here...) for the Reader's Games section.

And they're getting this one, too...

After this minor success, the Team went on to make a few other (bollox) games, before deciding to get in contact with some people. Alvaro was put in charge of this, and soon we had contacts all around the world. Coders, Artists, Musicisans, we know 'em all. And when Biro got a modem, we became very well known.

Now our exteremely sexy looking game, Skimmers, is being floated on the Aminet, and on the Amiga Flame Site. We are members of the Amiga Web Directory, and Amiga Computing have already previewed Skimmers. I'm going to earn a bit of cash doing what I enjoy at last...
Direct Software's Power Amiga - Here I come.....

To get in contact with me, perhaps you want to send me a donation of some sort (preferably a fiver if you like the game - it's only fair.) or if you just wanna have a laugh and be a general Miggy lover like me, then write to me at:

Gareth Williams,
41 Weeks Road,
Ryde,
Isle Of Wight,
England.
PO33 2TL

All letters I recieve will be replied to. Thank you for supporting the Amiga. A good thing like this can never come to an end.

1.6 It's YOU. YES YOU! ALL OF YOU! YOU'RE ALL GREAT!

Fist of all, special thanks from me go to everybody who supported me whilst I was programming PsychoBlast, and whilst I'm programming Skimmers. I couldn't have finished this project without all the encouragement I received from the following:

Garfield Benjamin

David Howe

My parents, My Nans & Grandads, Aunties and Uncles and the rest of my family.

And now the hellos:

=====

First the guyz:

Hi to: Stephen Harvey - When you come around.

Andrew George - Yo, man!

James Stewart - Nice PC!

Chris Cook - 'Till ya disappear again.

Paul Jenkins - Wish u were here?

James George - U ate all d pies!

And: Lee Bennett, Ben Bignell, Jamie Parr, (From Beaper: James, Oxford Bloke, Ben and co.), Michael Blake (rUde B0y or whatever.)
Richard Mould, Mike Humber, Dan Bignell, Wayne Ettritch.
And all those I've forgotten.

Now the babes:

Hi to Carley Payne - Wherya gone, babe?

And: Emma Adams, Emma Payne, Victoria McCartney, Janine Nuttall, Hayley and Janine Watson, Helen Seaward, Anna Hambley.
I wish I could remember all the others from Beaper. Hmmmmmm.

On the IRC: worms (Andy Davidson)

tecno
platon42
Walrus
fingers
manatee
jpw
turtle
lettuce - sorry gal
amandy

#amiga's too serious - join #worms for Amigas AND fun!
WHATEVER channel you use, don't use #amigaze on liberator.del.net 6667
because it's Alvaro's channel. No fun, no joins and a load of crap.

And now, thanks to all these artists who's music and lyrics kept me going:

Offspring, Green Day, Alanis Morissette, Ash and Oasis

1.7 It's a bloody gr8 game, ya know...

Skimmers is a shoot-em-up/top-down racer (groan) making use of full AGA graphics (yeah!) with 3D-modelled crafts and futuristic-looking scenery and front ends. Also incorporated is a map mode, in which you plan out your battle scenario on the planet Kinesus IV, which you are in a bid to control, against three other gangs of violent futuristic boy-racers...

Skimmers is due for release on CD-Rom late this year / early next year, and will feature 49 nicely rendered tracks, with four Skimmer vehicles each containing nearly 100 frames of animation, lots of high-quality music modules, Top quality sound effects, and over 10 Imagine-rendered 3D HAM8 animations.

If you are interested in findng out more about Skimmers, Team Mango's first commercial game, then contact Alvaro Thompson at:

Alvaro Thompson,
17 Bank Gardens,
Ryde,
Isle Of Wight,
England.
PO33 2SY.

Web site - <http://homepages.enterprise.net/alvaro/tm/>
EMail - alvaro@enterprise.net
