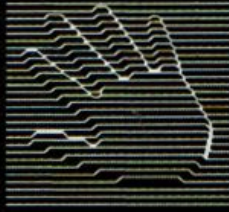


# The BITMAP BROTHERS<sup>®</sup>



## COLLECTION 1



**SPEEDBALL**  
2100

**Speedball**<sup>TM</sup>

**SPEEDBALL**  
2

The Bitmap Brothers  
**THE CHAOS ENGINE**

**CON**  
BLASTER

**EVERCADE**



# CONTENTS

- 01** ABOUT THE BITMAP BROTHERS
- 02** SPEEDBALL™
- 04** SPEEDBALL 2: BRUTAL DELUXE™
- 08** SPEEDBALL 2100™
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- 16** XENON 2™: MEGABLAST
- 20** ALSO AVAILABLE



# ABOUT THE BITMAP BROTHERS

Founded in 1987, many consider British developer The Bitmap Brothers to be the first great “rock stars” of the video game industry — an image which its members were keen to encourage with carefully staged press photographs!



The team developed a solid reputation for technically proficient games across a variety of different genres, with many Bitmap Brothers titles regarded as the best in their fields at the time of their original release.

Looking back, founding member Mike Montgomery admits that many of the company’s games were “probably a bit too difficult” — because at the time, he says, the company “designed games that we wanted to play — for us it was actually quite hard to think that somebody would want to play something that’s easy.”

Are you up to the challenge of some of the Brothers’ greatest hits?

*The* **BITMAP**  
**BROTHERS**®





# Speedball™



Step onto the steel-walled, steel-floored Speedball pitch and take on the challenge of this brutal future sport. Slam your opponents out of your way and take aim for their goal — and make good use of the warp tunnels and bounce domes along the way.

## YEAR RELEASED

1991

## DEVELOPER

The Bitmap Brothers

## GENRE

Future sports

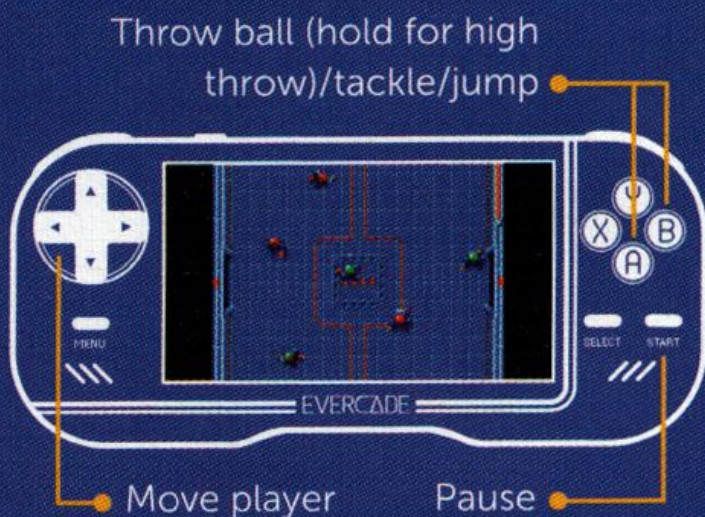
## PLAYERS

1-2 (simultaneous)

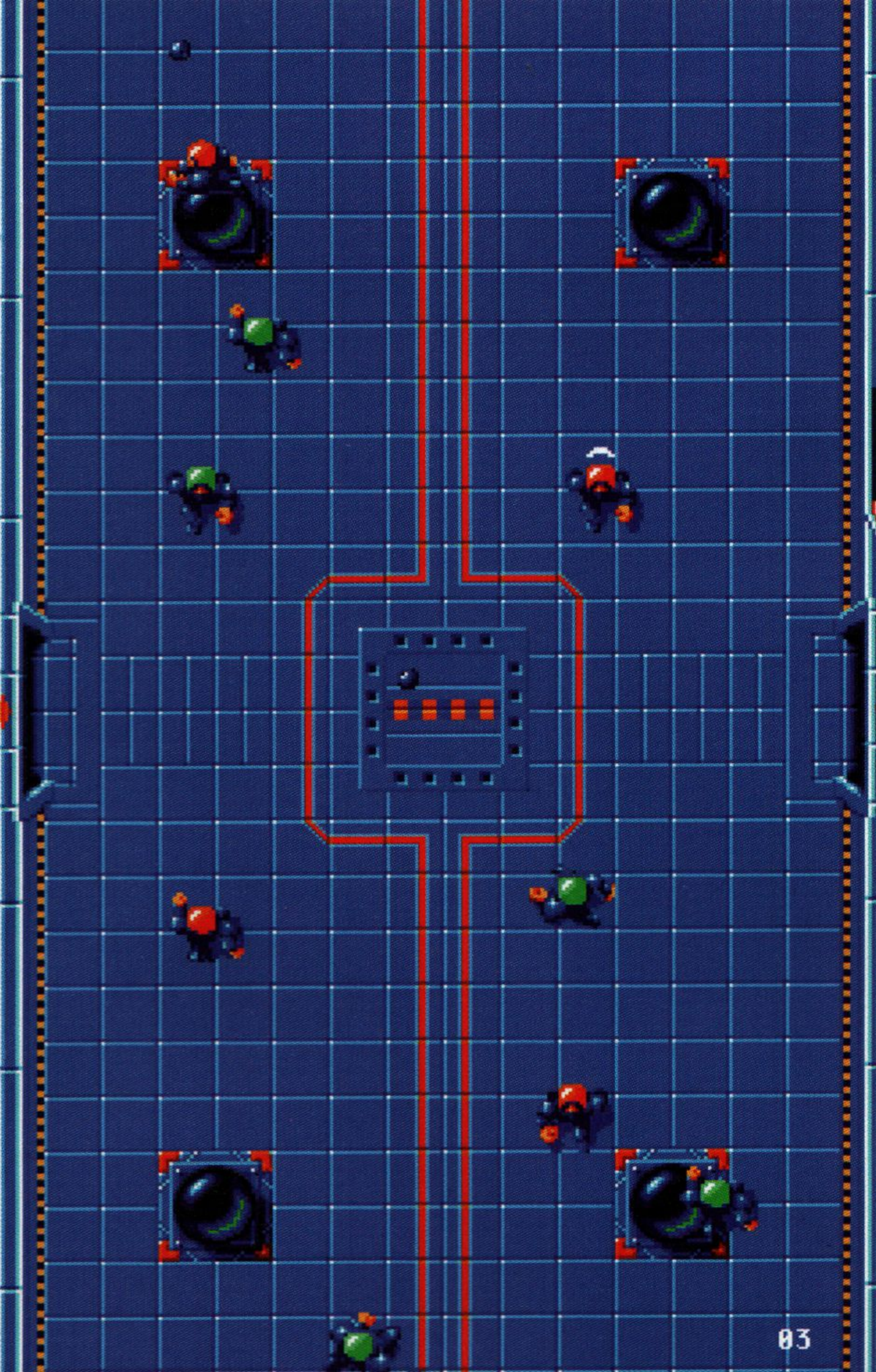
## TIP

Bribe officials to get extra time, bribe the trainer to reduce your opponent's intelligence — or bribe the ref to get yourself a one-goal advantage!

## CONTROLS DIAGRAM



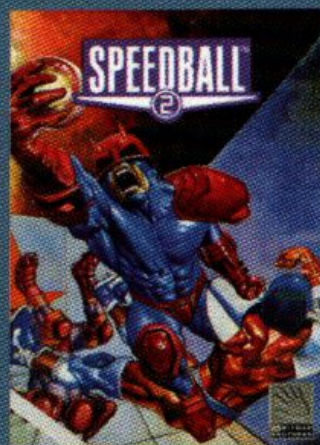






# SPEEDBALL™

## 2



Can you take Brutal Deluxe, the worst team in Speedball history, to the top of the leagues? Train your team, recruit star players and master the best ways to score in this cyberpunk sporting classic.

## CONTROLS DIAGRAM

Throw ball (hold for high throw)/tackle/jump



Switch menus  
(in management screens)

Move player

Pause





**YEAR RELEASED**

1991

**DEVELOPER**

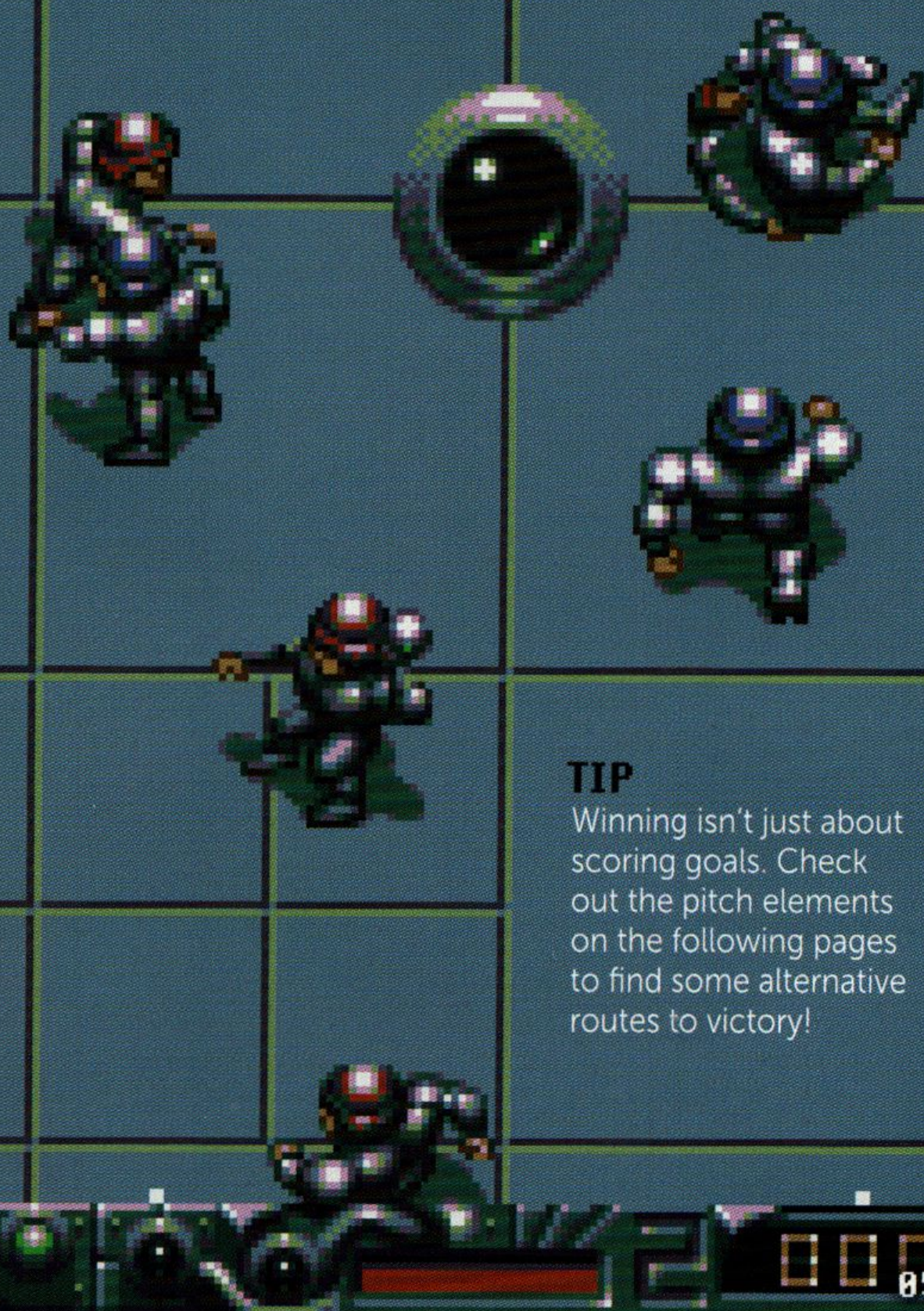
The Bitmap Brothers

**GENRE**

Future sports

**PLAYERS**

1-2 (simultaneous)



**TIP**

Winning isn't just about scoring goals. Check out the pitch elements on the following pages to find some alternative routes to victory!



## MANAGEMENT SCREEN



Play match



Check next fixture and team attributes



Statistics from last match



Go to gym



Go to transfer screen



View league table/cup standings



Substitute player



## GYM SCREEN



Return to management screen



Train individual player



Train group of players



Train entire team



Train all attributes



Buy specific attribute upgrades





# PITCH ELEMENTS



## THE GOAL

Throw the ball into the goal to get yourself 10 points. If the goal isn't on screen, follow the white markers to help you aim.



## PLAYERS

Your opponent's players will get in your way. Beat 'em up and knock 'em out for a 10-point bonus.



## STARS

If you're playing upfield, hit the stars on the left. If you're playing downfield, hit the stars on the right. Each star is worth 2 points. You get 10 points if you light them all. Hit your opponents' stars to take away their points!



## BOUNCE DOMES

Throw the ball into these domes to send it bouncing away and score yourself 2 points.



## SCORE MULTIPLIER

Throw the ball up the ramp to increase all points gained by 50%, then 100% — but watch out, your opponents can do the same to nab the bonus for themselves!



## ELECTROBOUNCE

Throw the ball against one of these to electrify it. While electrified, the ball will knock players over!



## WARP TUNNELS

Throw the ball into one of these for it to emerge on the other side of the field!





Brutal Deluxe are back in a whole new century. Once again it's up to you to take them from being the laughing stock of the Speedball league to the number one spot. Train your players, devise your strategy and take to the field to prove your Speedball skills once and for all.

LEE JOSEPH T



002



## YEAR RELEASED

2000

## DEVELOPER

The Bitmap Brothers

## GENRE

Future sports

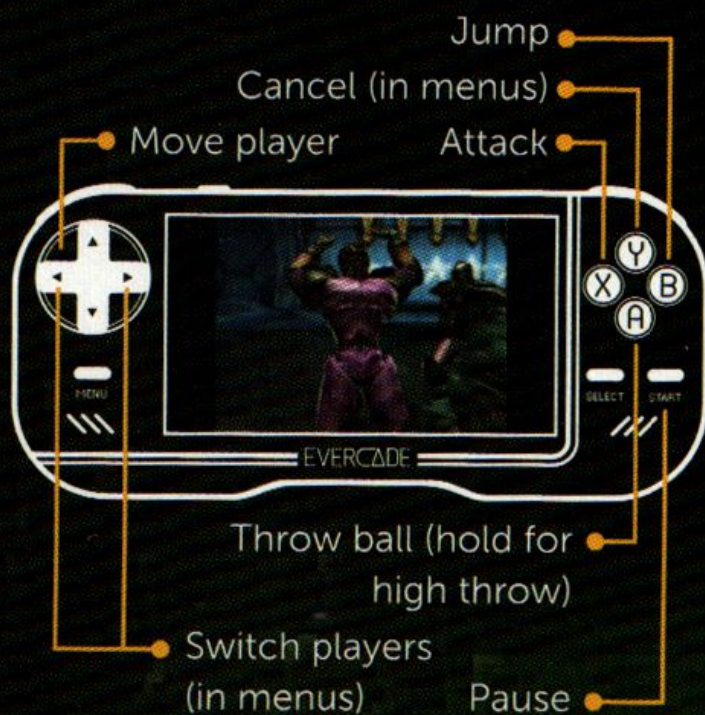
## PLAYERS

1-2 (simultaneous)

## TIP

If you're a Speedball 2 veteran, you'll be right at home — you can score points in all the same ways!

## CONTROLS DIAGRAM



044

GERRERO STORM



## MANAGING YOUR TEAM

To make Brutal Deluxe the best team they can be, you'll need to buff up their stats in the gym.

- AGR** Aggression: Determines whether players will play the game or fight their opponents!
- ATT** Attack: How effective players are at tackling.
- DEF** Defence: How effective players are at blocking tackles.
- SPD** Speed: How fast a player runs, plus how far they slide and jump.
- THR** Throwing: How far a player can throw the ball.
- POW** Power: How much damage a player does when attacking.
- STA** Stamina: How much damage a player can take before being injured.
- INT** Intelligence: Determines computer players' reactions and how far they can see.

Don't forget to save some of those credits to hire some Star Players!





# PITCH ELEMENTS



## THE GOAL

Scoring a goal nets you ten points — but your opponent's goalie won't make it easy.



## PLAYERS

Use the all-new dedicated attack button to pummel your opponents — 10 points for a KO!



## STARS

Light the stars for 2 points each — and an extra 10 points if you light 'em all. Steal your opponents' points by hitting their stars!



## BOUNCE DOMES

Bounce the ball off these domes for an easy 2 points.



## SCORE MULTIPLIER

Throw the ball into the ramp to light the lamps and increase your points — but be careful, your opponents can do it too!



## ELECTROBOUNCE

Electrify the ball by throwing it at this, then give your opponents a nasty surprise when they try to grab it!



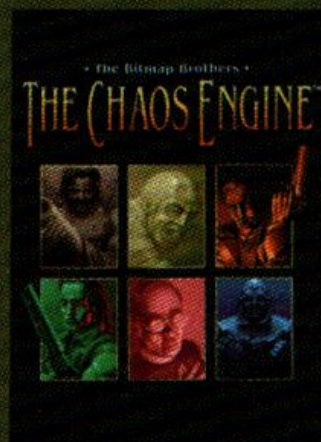
## WARP TUNNELS

Quickly get the ball from one side of the pitch to the other with these handy tunnels.



# THE CHAOS ENGINE™

The year is 1887, and the steam-powered Chaos Engine has been causing mayhem across the world, bending time and space to its will. Now, it's up to an elite strike force of mercenaries to destroy it once and for all — and to defeat the hideous beast that it transformed its creator, Baron Fortesque, into!





## YEAR RELEASED

1993

## DEVELOPER

The Bitmap Brothers

## GENRE

Action adventure

## PLAYERS

1-2 (simultaneous)

## TIP

Level up your Skill — the hand icon — so you can raise your stats even higher!

## FACT

This game was renamed to "Soldiers of Fortune" for its original release in North America.

## CONTROLS DIAGRAM



To use the computer player's items in single-player mode, press Y to cycle through the computer player's inventory, then Select to swap your own item with the computer's so that you can use it yourself with X.



# CHARACTER PROFILES



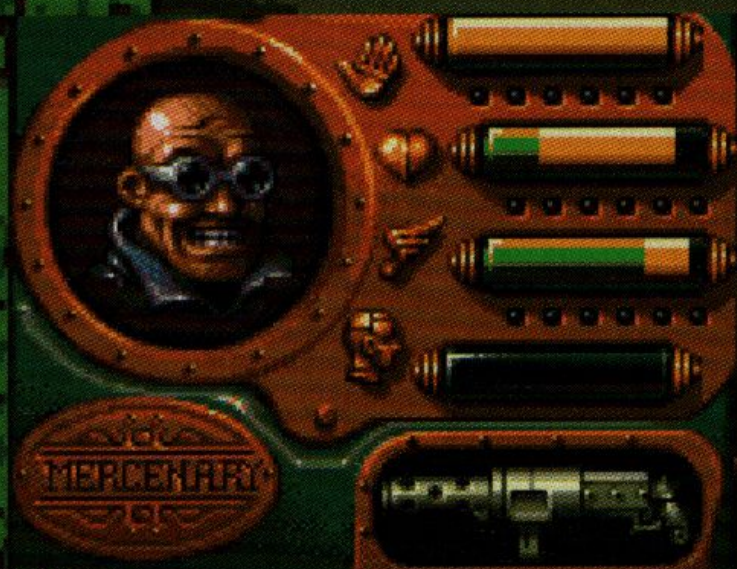
## BRIGAND

Health: Average  
Speed: Average  
Wisdom: Average  
Weapon: Rifle  
Specials: Shot Burst,  
Molotov, Distract  
Monster



## GENTLEMAN

Health: Low  
Speed: High  
Wisdom: High  
Weapon: Flame pistol  
Specials: Map, Distract  
Monster, Repel  
Monster, Party Power



## MERCENARY

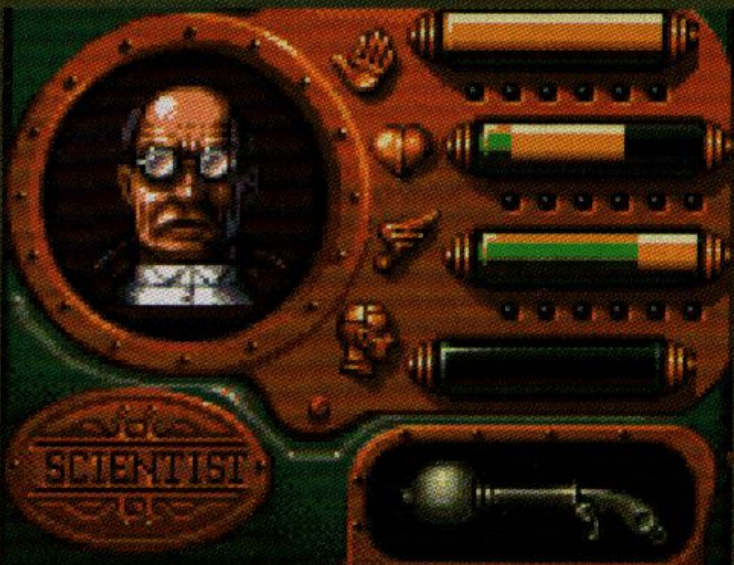
Health: Average  
Speed: Average  
Wisdom: Average  
Weapon: Gatling gun  
Specials: Bomb,  
Ground Mines, First Aid





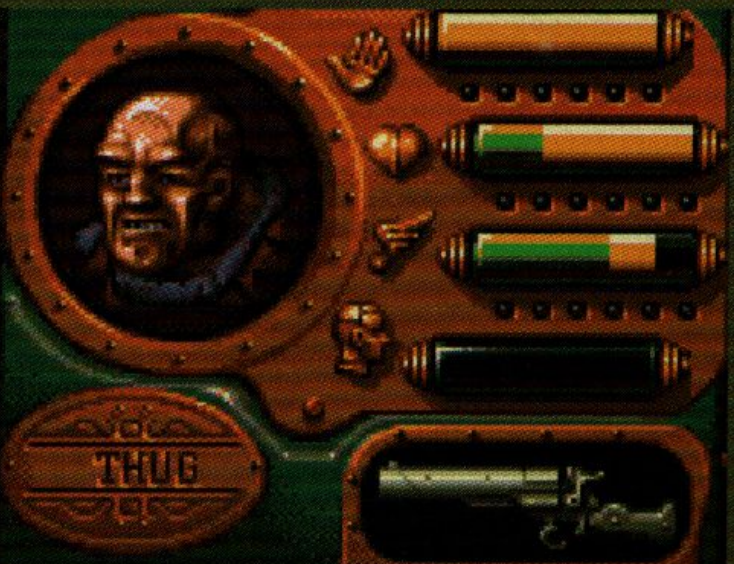
## NAVYIE

Health: High  
Speed: Low  
Wisdom: Low  
Weapon: Cannon  
Specials: Dynamite,  
Shot Burst



## SCIENTIST

Health: Low  
Speed: High  
Wisdom: High  
Weapon: Lightning gun  
Specials: First Aid, Map,  
Shield, Freeze



## THUG

Health: High  
Speed: Low  
Wisdom: Low  
Weapon: Shotgun  
Specials: Molotov,  
Air Burst

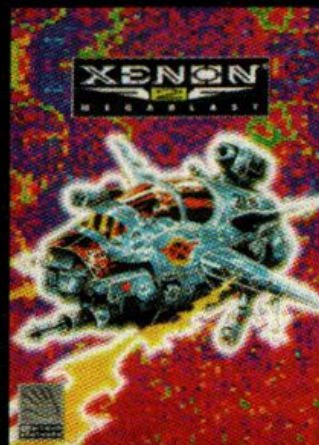




# XENON™

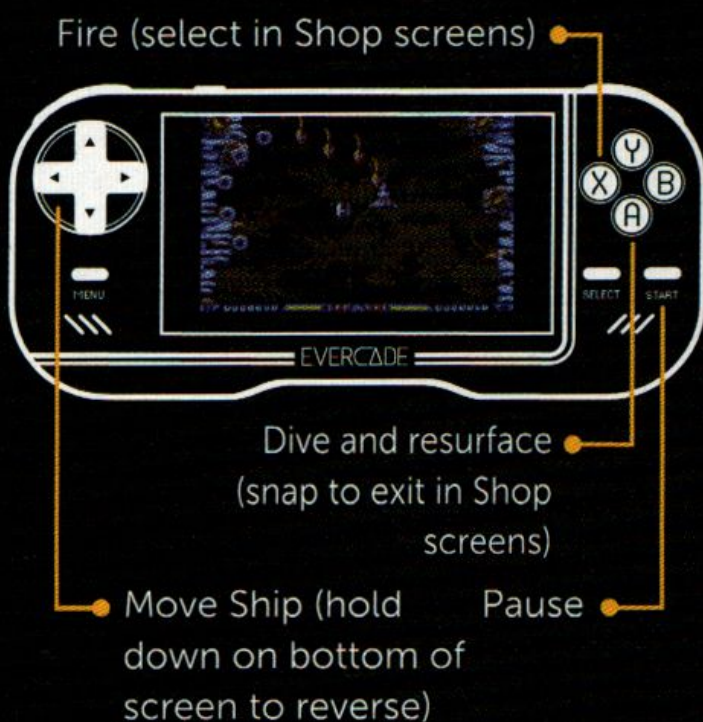
## 2

### MEGABLAST



Furious at their past failure to subjugate humanity, the Xenites have returned for revenge. And this time around, they've planted four Time Bombs throughout history, threatening to destroy the very fabric of the universe. Lucky you've got a time-travelling Megablaster spaceship on your side, then...

## CONTROLS DIAGRAM





## FACT

The shopkeeper's name is unpronounceable using the primitive sounds humans are capable of making, but it roughly translates to "Colin".

## YEAR RELEASED

1991

## DEVELOPER

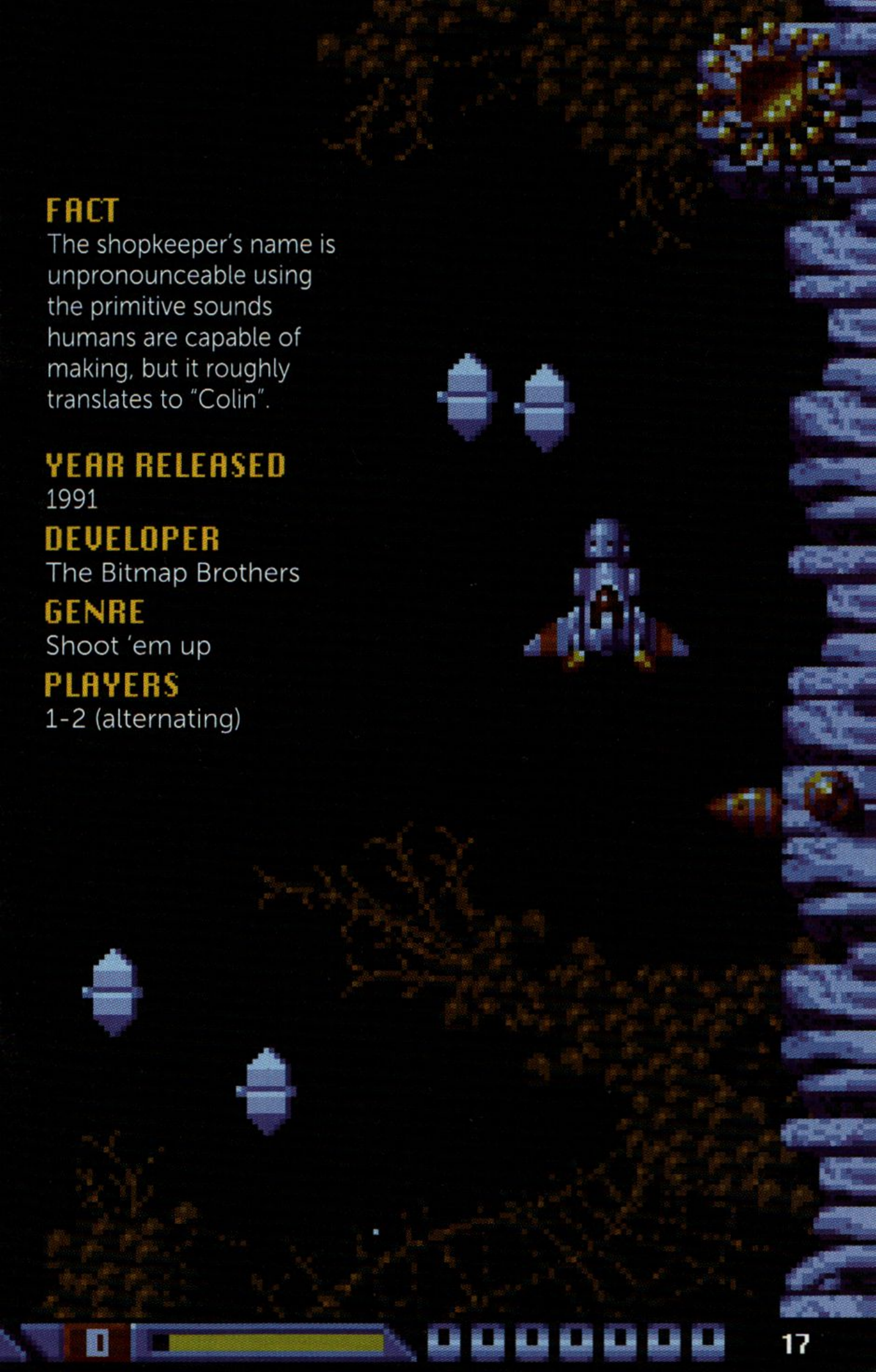
The Bitmap Brothers

## GENRE

Shoot 'em up

## PLAYERS

1-2 (alternating)





# POWER-UPS

Here are some of the power-ups you'll find or buy during your journey through time.



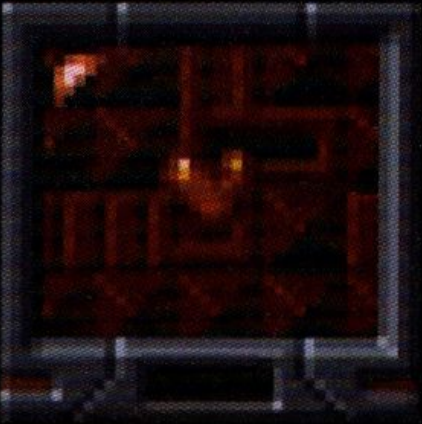
## ADVICE

Get a handy tip for an upcoming challenge.



## SPEEDUP

Make your ship more manoeuvrable with this handy upgrade.



## HEALTH

Restores some of your health.



## AUTOFIRE

Fire more rapidly.







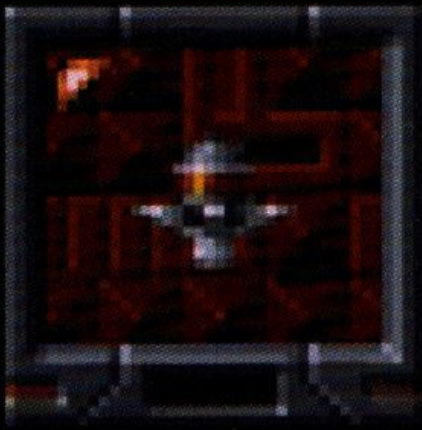
### **SUPER NASHWAN POWER**

Ten seconds of heaven. Try it!



### **LARGE HEALTH**

Fully restores your health.



### **REAR SHOT**

Adds a gun to the rear of the Megablaster. Cannot be used with the Side Shot.



### **MINES**

Drop mines by holding the fire button.



### **SIDE SHOT**

Fire out of the sides of the Megablaster. Cannot be used with the Rear Shot.



### **ELECTROBALL**

Hold down the fire button to control the ball and bash things with it.



# More Collections Available

## RETRO

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- 01 Atari® Collection 1
- 02 Namco Museum Collection 1
- 03 Data East Collection 1
- 04 Interplay Collection 1
- 05 Atari® Collection 2
- 06 Namco Museum Collection 2
- 07 Interplay Collection 2
- 08 Mega Cat Studios Collection 1
- 09 Piko Interactive Collection 1
- 10 Technos Collection 1
- 11 Xeno Crisis | Tanglewood
- 12 The Oliver Twins Collection
- 13 Atari® Lynx Collection 1
- 14 Atari® Lynx Collection 2

- 15 Jaleco® Collection 1
- 16 Piko Interactive Collection 2
- 17 Indie Heroes Collection 1
- 18 Worms™ Collection 1
- 19 Codemasters Collection 1
- 20 Mega Cat Studios Collection 2
- 21 Intellivision® Collection 1
- 22 The Bitmap Brothers Collection 1

## ARCADE

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- 01 Technos Arcade 1
- 02 Data East Arcade 1
- 03 Gaelco Arcade 1
- 04 Atari® Arcade 1

**BLAZE** ENTERTAINMENT | EVERCADE

MADE IN CHINA. DESIGNED IN THE UK.

BLAZE ENTERTAINMENT, VENTURE HOUSE, LETCHWORTH, SG6 2HW, UK

FOR MORE INFORMATION VISIT [BLAZERETRO.COM](http://BLAZERETRO.COM)

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