REDSHIFT

BATTLING FOR CONTROL OF THE MULTIVERSE

Created and Designed by **Ariel Ruiz**

World XXI Soft Inc

BITMAP SOFT

BITMAP SOFT WAS ESTABLISHED IN 2019, PRIMARILY AS SOFTWARE HOUSE FOR PUBLISHING NEW AND UNRELEASED GAMES ACROSS RETRO COMPUTERS AND CONSOLES. OUR MOTTO IS SIMPLE - PUTTING THE NEW INTO RETRO, WE AIM TO CREATE A FANTASTIC CATALOGUE OF GAMES ACROSS A BROAD SPECTRUM OF SYSTEMS AND NOT JUST THE POPULAR ONES.

WE CURRENTLY SUPPORT THE C16, CPLUS/4, C64, AMSTRAD CPC 464 / 6128, ZX SPECTRUM 48K / 128K / NEXT, CD32 AND THE ATARI ST COMMODORE AMIGA & VINTAGE PC RANGE OF COMPUTERS.

FIND US ON

TWITTER: @BITMAPSOFT

FACEBOOK.COM/BITMAPSOFT

PLEASE CONTACT US AT

SUPPORT@BITMAPSOFT.CO.UK

BITMAP SOFT IS A JOINT VENTURE BETWEEN
JAMIE BATTISON & DARREN DOYLE

WWW.BITMAPSOFT.CO.UK

BITMAP SOFT

REDSHIFT

Concept, Code and Graphics: **Ariel Ruiz**
Music: **Richard "Kulor" Armijo**
Music engine and Vortex Tracker II (c) **Sergey Bulba**
ZX7 Compression: **Einar Saukas**
Testing and additional support: **Søren Bertelsen, Velesoft** and **Vladimir Kochetkov**

Box art & Manual created by: **Darren Doyle**
Physical release testing: **Guy Black**
Project Manager: **Jamie Battison**
Bitmap Soft are a joint venture by **Jamie Battison** & **Darren Doyle**

(c) 1992-2019 Ariel Ruiz. All rights reserved. No parts of this publication should be reproduced or uploaded to databases or other distribution systems without the previous consent of the author.

WWW.WORLDXXISOFT.COM

Game published and distributed by

BITMAP SOFT

All rights reserved ©2021

www.bitmapsoft.co.uk

Copyright © 2019/20/21 WORLD XXI SOFT INC.

REDSHIFT

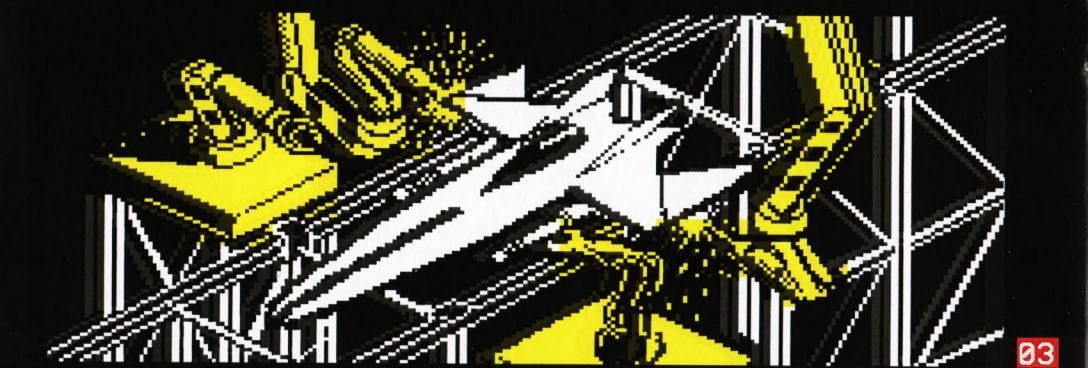
It's Earth year 2992.

Humankind is one of two factions battling for the control of the multiverse.

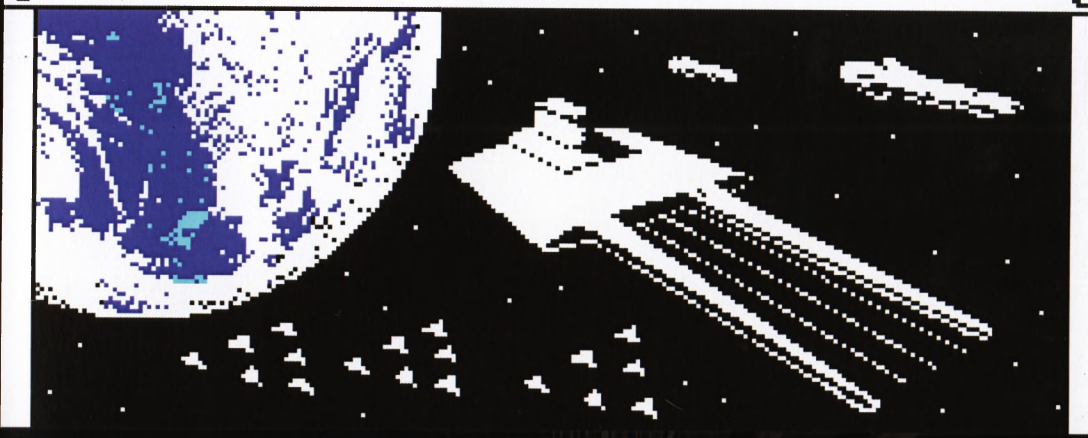
Following a protracted stalemate, the human race has started to lose faith in its survival as the enemy faction has started to achieve important victories - thanks to their recent development of faster and more powerful spaceships that are far superior and reliable than the human's A.I. remote controlled ships.

On the brink of despair, humans develop a new and faster ship, the "REDSHIFT" class, with a key innovation: a human pilot would be physically present in the ship.

Your mission is to take control of Redshift to expel the enemy from key galaxies and universes.



REDSHIFT

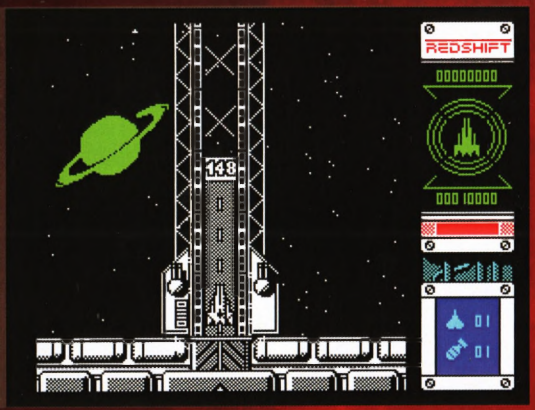


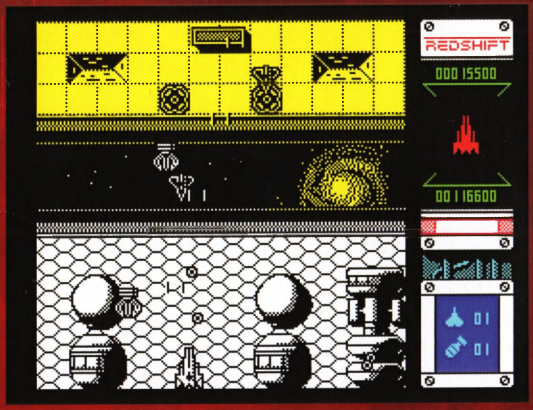
The game consist of 5 levels (galaxies) with 3 difficulty levels each (parallel universes with enemy defence variations). By liberating the three universes, the "real" ending will be shown.

Each galaxy contains open space platforms, which need to be cleared of all enemy ships and structures before the territory can be handed back to our allies - who are its original dwellers. The Redshift carrier travels at a very different speed to each galaxy's open platforms. To compensate for this difference and to save fuel and avoid enemy ships, Redshift needs to be launched over the platforms by a magnetic catapult. Press fire to skip this opening sequence

Redshift is protected by a plasma shield, that can resist up to three hits, after which it will be exposed to the enemy attacks. Fortunately, the shield automatically regenerates after a while.

The allies have left capsules with shockwave generators and smart seek-and-destroy mines that can be picked up by Redshift to improve its attack power.

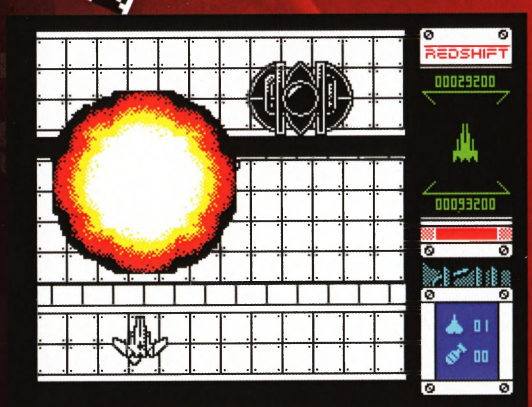




Additionally, Redshift has two built-in attack capabilities - bombing by allies and support ship. Each action is mapped to a key and they have a limited number of uses.

The bombing by allies deploys a bomber ship just front of Redshift, inflicting a massive damage in that area. The support ship is an automated drone that will assist Redshift in battle. It's designed to dodge enemy attacks, so Redshift does not need to protect it. However, its fuel is limited and it will depart from the field after a while.

Some high rank enemy ships will leave behind useful items after they have been destroyed, such as shield generators or fuel for the support drones and bombers. Also, Medals will appear on screen to symbolize Redshift's merit in the mission. By liberating a galaxy, it will be rewarded with a bonus per medal, as well as for destruction, and remaining supports from drone and bombings.



Main Menu of the Game

Press the corresponding number to select the options.

1) Start: Begins the mission.

2) Controls: Allows to select the control method: Keyboard, Kempston Joystick, Sinclair (6-0), Cursor, Kempston Mouse or Redefine Keys. Default Keys are:

O Left
P Right
Q Up
A Down
Space Fire
L Ask support drone
Enter Bomb
H Pause
R Abort

Additionally, if the shockwave generators are attached, the waves can be focused by pressing the up or down keys while firing, or pressing and holding the right button of the Kempston Mouse.

By selecting "Black Redshift" option, Redshift and allied ships will be shown with black paintwork, to improve visibility and minimise the "colour clash".

To re-sync the scroll in LCD screens with interlaced mode, hold fire and briefly press pause key during game.

3) Sound: Opens the sound configuration menu.
Allows to select the volume and pitch of sounds separately (explosions, laser) and background music.

Trivia

This game is based in the title "Galaxian III", written by Ariel Ruiz in 1992, as part of a series started by Galaxian I and II in 1990. The games have no relationship with the Namco arcade.

"Galaxian III" was the first World XXI Soft game to include machine code routines extensively (besides a BASIC block), commanding a sprites management routine taken from a magazine (Microhobby Especial Nº6, "Control de Sprites" by Pablo Ariza). However, it also included coloured graphics routines coded by Ariel, making possible later games like Carlos Michelis and Thieves School. The Microhobby routine used index registers (IX and IY) to address sprites tables, a feature used in the mentioned games.

"Galaxian III" was a breakthrough and inflection point for World XXI Soft. As a game, it was decent, although its platforms pseudo-scrolling over the generic sprites routine made it rather slow, and the gameplay was repetitive.

WELCOME TO THE WORLD OF BITMAPSOFT

FREAKY FISH (C64 - DISK)
ALSO AVAILABLE ON CARTRIDGE & CASSETTE

TINY QUEST (C64 - DISK)

GOLDEN WING (AMIGA - DISK)

SMARTY (AMIGA - DISK)
AND THE NASTY GLUTTONS

SPACE MONSTERS MEET THE HARDY
(ZX SPECTRUM)

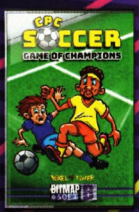
SAVAGE PRINCESS
(ZX SPECTRUM)

LAST TRAIN TO TRANZ-CENTRAL
(ZX SPECTRUM)

SHOWDOWN
(COMMODORE 64)

MR. HAIR AND MR. FLY
(ZX SPECTRUM)

SOPHIA
(ZX SPECTRUM)

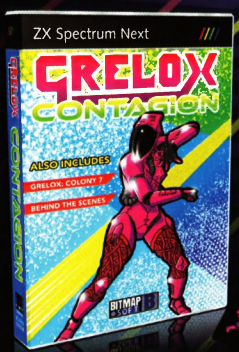


CPC SOCCER
(AMSTRAD CPC)

SLIPSPEED
(MS-DOS DISK)

TINY QUEST
(COMMODORE 64)

SOPHIA 2
(ZX SPECTRUM)



GRELOX CONTAGION
(ZX SPECTRUM NEXT)

SHPEED
(ZX SPECTRUM NEXT)

BITMAP SOFT

VISIT US AT : WWW.BITMAPSOFT.CO.UK