

## **Flood 2 questions**

### **1) What year was it being produced?**

1992. I only know that because I dated the games designs!

### **2) What machines was it penned for?**

See question 5.

### **3) What extras would it have had over the sequel to make it a winner?**

Basically we went through loads of old classic Spectrum games and nicked (or you could say we 're-birthed'!) loads of good ideas that hadn't been nicked to death already. We were loading up games like 'Dynamite Dan', 'Turmoil', 'Starquake' and 'Wizard's Lair' among many others. We wanted to recreate the feel and playability of the old classic games we loved as teenagers and we thought games were getting a bit too complicated at the time with the emphasis on fancy graphics and no game play. The plan was to mix both great graphics with old skool good playability. We had, as you can see in the design, piles of pick ups and silly ideas like the 'Vacuum Cleaner of Ole Ole Kumquat' that would be brought on by two cherubs who would then suck you up and deposit you on a higher level. There was also the idea of a pumpkin mask that Quiffy could pick up. It would be like a smart bomb and he would run along shouting "Boo!" with this mask on and scare all the baddies to death. The bar of soap was also the invincibility pickup, covering Quiffy in soap bubbles so the baddies wouldn't know he was Quiffy and wouldn't attack him. Lots of things like that.

It was going to be very cartoony but very odd too.

### **4) What company would it have been for**

It was being produced for Bullfrog. I went down there and met Les Edgar and Peter Molynux, they said they'd showed my animated sprites to Sega or Nintendo (can't remember which) and they loved them. They said they loved the whole games design and it looked good. We got to exchanging contracts when it fell through.

### **5) Why was it cancelled?**

I'll hand this one over to Paul.

Paul: It was looking ace - mainly thanks to Mark's mad graphics - - the problem was we were working on it just as a hardware/console transition was starting.

It started life on the ST (showing off a decent pre shift pixel scroll and loads of sprites) - but then marketing decided that the ST was dying, so we shifted to Amiga, then the

marketing folks decided that PC was the future (a platform game on a PC?).

In the meantime Nintendo and Sega showed interest and that's where it came unstuck - they (Nintendo or Sega) wouldn't let the development kits go to an external team so in order to carry on we'd have to move in house to Guildford which didn't work for us at the time and it all fizzled out.

Developing games by post - those were the days - Mark would mail me graphics, I'd send a demo back. Madness! What did we do without the internet!

#### **6) How far did it reach?... How playable was it?**

I'm not sure because I haven't seen it since 1992. Paul tells me it's as playable as a collect-em-up scrolly platform game was in the early 90's! The ST and Amiga were playable - then it shifted to PC (!), and then we were planning on Megadrive/SNES... He said to me that he's still got the code and executables lurking around and that he's going to try and get it running on an emulator. I'd love to see my graphics for it again. I remember I'd animated the kissing plant thing with the big lips (number 10 on the baddies list, the 'Big Lip Weed'). It was going to kiss you to death and it looked great. It leaned forward to gave you a big smacker. It looked very camp! The 'Ugly Pig' and 'Sucker-Nab-Flab' came from 2 dreams I'd had too. I didn't even have to think them ones up.

#### **7) What happens if its found?... can it be released?**

I doubt it, it was nowhere near finished.

#### **8) Any other stories we can briefly mention?**

Ermmmm, not that I can think of!

#### **9) How long was it in development roughly?**

It seemed like ages. We spent a good few months on the design before we'd even started doing anything on a computer. I'd say about 6 months work was done before it all fell apart. We were so close to signing a contract with Bullfrog when that happened! Like , DAYS away! I never got any money anyway! Ho hum!