

# 1990 TITUS EUROPEAN RELEASE SCHEDULE

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## SEPTEMBER

FIRE & FORGET 2	SEGA CARTRIDGE AMSTRAD CPC+ CARTRIDGE AMIGA ATARI ST IBM PC AMSTRAD CPC DISK AMSTRAD CPC CASS C64 DISK C 64 CASS
CRAZY CARS 2	AMSTRAD CPC+ CARTRIDGE
WILD STREETS	AMSTRAD CPC+ CARTRIDGE

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## OCTOBER

BATTLESTORM	AMIGA ATARI ST IBM PC AMSTRAD CPC DISK AMSTRAD CPC CASS (AMSTRAD CPC+ CARTRIDGE MARCH ?) SPECTRUM CASS C64 DISK C 64 CASS
MYSTICAL	AMIGA ATARI ST IBM PC AMSTRAD CPC DISK AMSTRAD CPC CASS (AMSTRAD CPC+ CARTRIDGE MARCH?) SPECTRUM CASS C64 DISK C 64 CASS

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## NOVEMBER

NINJANIMAL	AMIGA ATARI ST IBM PC AMSTRAD CPC DISK AMSTRAD CPC CASS (AMSTRAD CPC+ CARTRIDGE MARCH?) SPECTRUM CASS C64 DISK C 64 CASS
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## DECEMBER

KICK OFF 2                    AMSTRAD CPC+ CARTRIDGE

COMBAT BOY                    SEGA CARTRIDGE  
                                  AMSTRAD CPC+ CARTRIDGE  
                                  AMIGA  
                                  ATARI ST  
                                  IBM PC  
                                  AMSTRAD CPC DISK  
                                  AMSTRAD CPC CASS  
                                  SPECTRUM CASS  
                                  C64 DISK  
                                  C 64 CASS

CRAZY BIKES                    SEGA CARTRIDGE  
                                  AMSTRAD CPC+ CARTRIDGE  
                                  AMIGA  
                                  ATARI ST  
                                  IBM PC  
                                  AMSTRAD CPC DISK  
                                  AMSTRAD CPC CASS  
                                  SPECTRUM CASS  
                                  C64 DISK  
                                  C 64 CASS

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## JANUARY 91

ACTION CONCEPT  
COMMANDO WAR                AMIGA  
                                  ATARI ST  
                                  IBM PC

PREHISTORIC                    AMIGA  
                                  ATARI ST  
                                  IBM PC

TRAFALGAR BATTLE            AMIGA  
                                  ATARI ST  
                                  IBM PC

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## MARCH 91

CRAZY CARS 3                SEGA CARTRIDGE  
                                  AMSTRAD CPC+ CARTRIDGE  
                                  AMIGA  
                                  ATARI ST  
                                  IBM PC  
                                  AMSTRAD CPC DISK ?  
                                  AMSTRAD CPC CASS ?  
                                  SPECTRUM CASS ?  
                                  C64 DISK  
                                  C 64 CASS

# TITUS

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Gagny, October 15, 1990.

Dear Simon,

Please find attached an up-dated release schedule. The only modification since you talked with Hervé last week is Battlestorm C64 cassette and disk to 29/11/90.

You should note that two versions of Duck Tales are to exist. The Disney 16 bits version and the Titus 8 bits version. However the 16 bits version is to be released on the C 64 GS cartridge.

For Duck Tales C64 GS 4 megs are required (C64 disk version needs 4 disks). As this offers development in enhancing the performance of the C64 machine we are going to launch this cartridge as the elite in C 64 games available - the game which gives your 8 bits machine a 16 bits performance (4 megs, instant charging, no disk change, high quality graphics, high durability).

The price structure of the C 64 GS is to be as follows;

1 meg = £19,99

2 megs = £24,99

4 megs = £29,99.

You should receive the following today or tomorrow;

- a) 150 Dick Tracy badges
- b) 4 large Dick Tracy stands
- c) 200 Dick Tracy hang-ups
- d) 3 PC demos for Donald's Alphabet Chase

Please give me a call if you have any ideas on Duck Tales C64 GS.

regards

Titus International Marketing.

# TITUS

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Gagny, October 16, 1990.

To: Kelly Sumner/Commodore

Re: Duck Tales joint promotion for C64 GS

Dear Kelly,

Duck Tales exploits all the developments offered by the Commodore 64 GS with a strong title and the Disney brand name.

As this game uses the C64 cartridge to its' maximum capacity (needing 4 megs of memory), the central idea behind the promotion would be to underline that the Duck Tales cartridge enhances the performance of all C64 machines. In reality, on the C64 GS this title will be of superior quality to the 16 bits PC, Atari and Amiga versions, all of which require numerous disk changes. The principal advantages being offered are; Strong title, Walt Disney brand name, 4 megs, instant charging, no disk change and high quality Disney graphics.

We would like to position this product as the elite in C64 GS cartridges for the Christmas market. The Disney Software/Commodore cartridge which gives your 8 bits machine a 16 bits performance. It is important to note that the advantages highlighted above cannot be offered by the Amstrad cartridges which are limited to 1 meg.

The promotional suggestions are;

- a) offer a Christmas pack in which case we will come to some arrangement on quantities/prices.
- b) magazine advertising which promotes the cartridge version of Duck Tales only and highlights the above hardware advantages. This would be financed jointly.

We would like to concentrate this promotin on the U.K., German and Italian Markets.

If you need any additional information please give me a call,

with regards,

Titus International Marketing.

P. 1/2

### Summary of ODE Arcade Extravaganza in London 25/5/90

Games played in order of preference with scoring basis:  
Ease of Coding/How good it was/"Saleability"

- 1= **Smash TV** - Williams 1990 - Old Compton Street arcade  
Overhead view of beat 'em up with a difference set in a TV studio. Great playability, novel idea and setting, easy to code. Could be done for XMAS at a pinch.  
Score: 8/9/8 = 25
- 1= **Pang** - Mitchell - Trochadero  
Very simple but neat idea with cutesy character shooting balloons which split up. Easiest of all the games to code.  
Score: 9/8/8 = 25
- 2 **Super Monaco GP** - Sega - Trochadero  
Great name, popular, head to head could be incorporated easily by cables or modem. Very payable - sod to program. 9 months work.  
Score: 5/8/10 = 23
- 3 **Legend of Toma** - IREM (1989) - Trochadero  
Almost cutesy arcade platform game in the Ghouls and Goblins mould, but not as cutesy as NZ Story, which isn't a problem. Fun to play, looks nice. Easy to code.  
Score: 8/8/7.5 = 23.5
- 4= **Crack Down** - Sega - Oxford Street  
Modern gauntlet view puzzle (with H/V scrolling), kill 'em game. Looks nice, interesting puzzles.  
7.5/7.5/7.5 = 22.5
- 4= **Sagaia** - Taito - Trochadero  
Horizontally scrolling blast 'em up - R-Type'ish. Lot sof action - not the prettiest but rather good. Easy to code.  
Score: 8/7/7.5 = 22.5

Then the rest:

**Liquid Kids** - Taito - Trochadero  
Cutesy follow-up game for Taito. Easy to code, rather difficult to know what the hell your meant to do with balloons filled with water.  
Score: 8/6/7?? = 20?? (saleability before knew it was NZ story follow-up!)

**Alien Storm** - Sega - Old Compton Street  
Sections which are like Op Wolf, and others like a sophisticated horis. scrolling beat em up. Graphically very nice - interesting effects such as Telephone Booths which come to life. Difficult to code.  
Score: 6/7/7 = 20

**Badlands** - Atari - Oxford Street  
Super sprint 2, playable, nice looking but not original.  
Score: 8/7/4 = 20

P2/2

**Vapour Trail** - Data East - Trochadero

Like Oshura, but over a New York landscape. Not as detailed graphics, making it easier to code. Not too bad.

Score: 7/6/6 = 19

**Beast Busters** - ? - Troch and Oxford Street

Op Wolf clone, not as playable, but nice novel twist of gruesome characters coming to get you. We didn't particularly like it, but it will sell.

Score: 6/5/8 = 19

**Line of Fire** - Sega - Oxford Street

Op Wolf, but you are moving down corridors, rapids etc. Very playable, rather good, but a total sod to code.

Score: 2/8/8 = 18

**Oshura Blaster** - Taito - Trochadero

Horiz (and slightly vertical) scrolling shooter with armed helicopter. Looks pretty, but a bit hack.

Score: 7/5/6 = 18

**Z-Multiply** - Oxford Street - IREM 1989

Very nice to look at, difficult to play, Blood Money'ish.

Score: 5/6/7 = 18

**World GP** - Taito - Trochadero

Very difficult to convert bike game with tilting horizon. Not unbelievably playable, but it would be a good licence if it wasn't impossible to code.

Score: 2/7/8 = 17

**Crude Busters** - Data East? - Trochadero

Horiz scrolling beat 'em up - nice background graphics. Not too bad - nothing special - no better than Bad Dudes.

Score: 7/5/5 = 17

So there you go!

