An action game for Thomson like you've never seen before!

MISSION: LIFTOFF is a brand new game for Thomson TO8/TO8D/TO9+ inspired by the 8-bit classic Jetpac. We've spent over three years working on and off on it before releasing it in September 2018, and we can confidently say it sets new standards for what games can look and play like on a Thomson TO: solid 25 fps throughout, multicolor sprites, digitized sounds, FMV introduction, etc. — a far cry from the slow, quasi-monochromatic games usually seen on Thomson computers.

The 8 bit game that looks like 16 bit.

If being a bit overly dramatic, we could even claim than from a technical point of view, the game looks more similar to a SNES or Genesis game than to one from 8 bit competitors such as the Commodore 64, ZX Spectrum or NES.

A boxed, physical release on floppy disk is planned for 2019.

- Website: www.seize-color.net/liftoff
- Trailer: https://youtu.be/WZnewEG5ZAA
- Gameplay video: https://youtu.be/47ZuQm4XWew
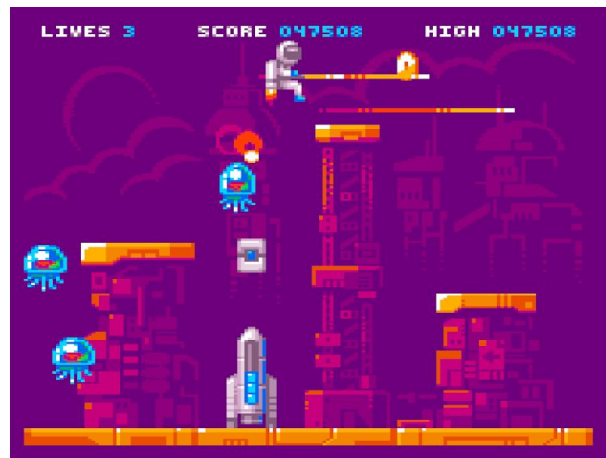
The story so far:

Set in a galaxy far, far away, the game follows the adventure of a nameless pilot working for the Spatial and International Mecha-Industrial Ventures (SIMIV) who crashes on an unidentified and hostile planet following a major failure of his rocket ship. With his transmission equipment out of order, his mission is to collect rocket parts and fuel cells so he can take off and fly on to the next planet, where helps might await. He's equipped with a powerful laser gun that can be used to dispose of the hostile alien lifeforms he will encounter. Bonus will appear randomly and can be collected by just getting in contact with them.

Features:

- Fluid animations with constant 25 frames per second
- Full screen, double buffered display in Bitmap 16 mode
- Digitized sound effects
- Full Motion Video introduction (512 kb RAM only)
- CD-quality soundtrack on main menu (512 kb RAM only)
- Save game function
- Game weights only 640 kb and 100% fills a single floppy disk

Game fact sheet:

- Game Title: Mission: Liftoff
- Publisher: Datascud
- Genre : action
- Release date: September 2018
- Platform: Thomson TO8/TO8D/TO9+, 8 bit family of French computers produced between 1986 and 1989, with a 6809e CPU @1 Mhz, 256 or 512 kb RAM and 160×200 16 colors screen mode *
- Media: floppy disk image, 640 kb

* To give those numbers a bit of context, compared to a modern PC with an i7 CPU and 8 GB RAM, the CPU of the TO8 is around 200,000 times slower (0.42 MIPS) and the RAM 30,000 smaller (256 kb).

How to play:

On emulator:
- [DCMOTO](#) (Windows)
- [Teo](#) (Windows, Linux, [MacOS](#))

1. Select a TO8, TO8D or TO9+ configuration
2. Insert disk image.
3. Press B or C on startup screen.
4. Use keyboard emulation for joystick.

On real hardware:
1. Copy the disk image on a real floppy disk or a SD card if you use the SDMOTO interface.
2. Press B or C on startup screen.
3. Use joystick only during play.

The game won't work on Thomson TO7, TO7/70, MO5, MO6 et TO9.

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