



**X** **OUT**™  
*RESURFACED*

**HISTORY ARTBOOK**

# READING SAMPLE

# CONTENTS

<b>01</b>	The Submarines	6
<b>02</b>	The Weapons	10
<b>03</b>	Boss Tactics	16
<b>04</b>	Interviews	
	Teut Weidemann	36
	Andreas Escher	40
	Chris Hülsbeck	44
	Andreas Scholl	48
<b>05</b>	The Art	52
<b>06</b>	Gallery	58





**READING SAMPLE**

## **Remember back in 2019 when aliens invaded Earth?**

Okay, it's possible that this only happened in *X-Out's* manual. Because that game was released in 1990, and from that year's perspective, 2019 still seemed like a very distant Star Trek future where pretty much anything could happen. Including an alien invasion that, unusually for the genre of scrolling shoot-em-ups ("shmups"), came not from the depths of space but from the depths of the oceans.

Consequently, in *X-Out* (pronounced „Cross-out“) you do not travel in a spaceship, but in a submarine. In one of four different submarines, to be precise: „Trilobite“, „Stingray“, „Squid“ and „Shark“ not only look very different, but also have different amounts of room for weapons and extras. You can learn all about the special features of these floating fortresses a bit later in this book.

These heavily-armed ships will take you through eight very different levels, dodging obstacles, taking on imaginatively designed enemies - and, of course, giving a well-deserved beating to oversized boss enemies at the end of each level!

Unlike most of its contemporary shmups, *X-Out* was not a conversion of a successful arcade title, but a game designed specifically for the home computers of the time: It was first released on the 16-Bit systems Amiga and Atari ST in early 1990, with conversions for the 8-Bit computers C64, ZX Spectrum and Amstrad CPC following shortly after.

*X-Out* was billed by its developer Rainbow Arts as "the ultimate shoot'em up" in its advertising. And it had two outstanding features that set it apart from its fellow shooters: Firstly, the aforementioned underwater scenario - and secondly, the innovative weapon system. Unlike virtually every other game in the genre, the weapon and extras loadout of the ships in *X-Out* is not predetermined, but completely up to the players!

Before the start of each level, you will find yourself in a shop where you can not only expand your submarine fleet, but also equip it as you see fit. More than 30 weapons and extras are available, from various scatter shots to an extra-strong charging laser beam to a helpful satellite companion that eagerly orbits your ship! You can also buy new submarines here, which is the same as buying extra lives.

The clever tactical trick is that the amount of money you need to spend on all of this is based on your current score. In other words, the more enemies you destroy, the more extras or ships you can afford! Of course, this also introduces some unexpected strategic considerations: Do you put a fully-equipped super battlecruiser in the hangar, of which you can possibly only afford one? Or should you opt for more, but less powerful ships, so as not to risk a premature Game Over?

For innovations like these as well as its addictive game design, *X-Out* received one top rating after another from the press: 91% in "Amiga Joker" 2/90, 10/12 points in "ASM" 1/90, 939/1000 points in "Advanced Computer Entertainment" from February 1990 or 91 points in "Zero", which was published at the same time, speak a loud and clear message.

After that, *X-Out* disappeared from the world's radar - at least until 2022, when the development of *X-Out: Resurfaced* was announced. The game you now hold in your hands adds a number of modern features to the original. Features such as full HD resolution, 60 FPS, multiple parallax scrolling layers, fantastic graphical effects, a fully reworked soundtrack by sound magician Chris Huelsbeck himself, the "cracker intro" including trainer menu, the challenging mirror mode - and least we forget the brand-new co-operative two-player mode!

*We hope you will have a metric ton of fun with all of it!*

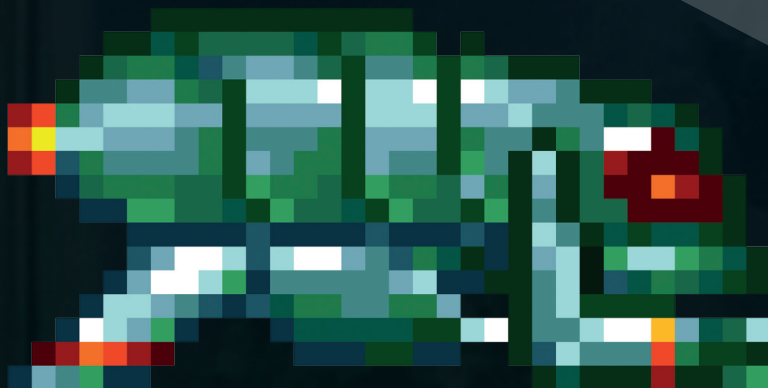


# 01 THE SUB- MARINES OF X-OUT

In *X-Out*, you have four different submarine models to choose from. Not only do they all look different, they also all have different mission specializations and can carry different amounts of weaponry. And of course they also cost different amounts of in-game money. Read all about the new inhabitants of your watery garage:

## ***The Trilobite***

The Trilobite is your starting point in *X-Out*, the very first submarine you can afford. It's a sturdy little ship that will serve you well in the first two levels. After that, however, you should really only keep it in your garage as a last resort, as it only has room for two extras and two satellites. However, it also only costs 3,000 each, so it's a good choice if you're looking for a big, cheap fleet.

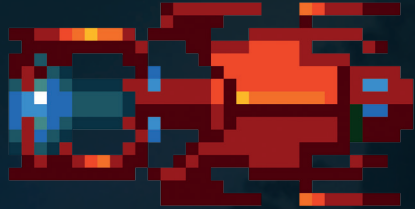




## The Stingray

The Stingray may not be the prettiest ship ever built, but what it lacks in elegance it makes up for in sheer firepower: It can carry up to five extras and three satellites, which is more than enough for most of the challenges, *X-Out* has in store for you.

Considering the low price of 4,000 credits per ship, the Stingray is a really good choice in most situations!



## The Squid

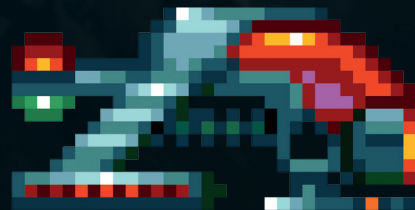
With the Squid, we enter the premier league of ships in *X-Out*: This magnificent vessel can carry up to eight extras and three satellites, giving it enough firepower to handle pretty much any situation the game throws at you, no matter how dicey!

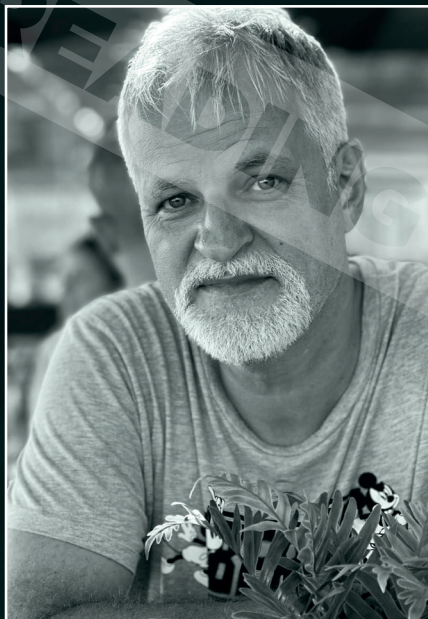
By level five at the latest, you should have at least one Squid in your hangar — but at 5,000 credits per ship, she's not exactly a bargain, so take good care of her!

## The Shark

This is as good as it gets: The Shark is every *X-Out* player's sweet, sweet fantasy! Not only does she look fantastic, she's also deadlier than anything else in your garage, as she can carry up to ten extras and a maximum of three satellites! But of course you have to be able to afford such a doomsday machine in the first place:

The Shark alone will set you back 6,000 credits. And if you want to equip it with the finest enemy-crushing gear, you can easily spend 20,000 credits or more just like that! Take good care of your Shark and she will reliably see you through to the end credits.





**Teut Weidemann (1965) was the project manager and lead designer of X-Out.**

*Teut is one of the most respected veterans of the German games industry. He is responsible for dozens of games for companies such as Rainbow Arts, Softgold, Microsoft and Blue Byte. We have him to thank for games like "M.U.D.S.: Mean Ugly Dirty Sport", "Panzer Elite" and "The Settlers Online", amongst many others.*

## TEUT WEIDEMANN

### **How did the development of X-Out come about?**

X-Out began life as an arcade machine. At the time, Rainbow Arts was enjoying huge success on home computers with games such as *The Great Giana Sisters* and *Katakis*. Marc Alexander Ullrich, one of the founders of Rainbow Arts and its managing director at the time, wanted to continue this success in the arcades, which also made sense from a genre point of view.

So he commissioned two of his employees to create a fast-paced arcade shooter: Celâl Kandemiroglu was responsible for the graphics and Heiko Schröder did all the programming.

However, it soon became apparent that the ambition was too great and the planned arcade game was simply too expensive to make any money back, so the project was canceled. However, there were a lot of beautiful graphics by Celâl lying around that just couldn't be wasted.

So I said, come on, let's turn it into a game for home computers! Celâl's pictures defined the underwater theme, many of the enemies were already done, we just had to create the ships and levels from scratch.





1.	X-Out Resurfaced Main Theme	Chris Hülsbeck	05:56
2.	Below The Surface	Chris Hülsbeck	03:27
3.	Skull Attack	Chris Hülsbeck	03:04
4.	Diving Deeper	Chris Hülsbeck	02:24
5.	Metal Gatekeeper	Chris Hülsbeck	03:35
6.	Sunken Cave	Michael Krosta	02:31
7.	Lobsternator	Michael Krosta	02:02
8.	Getting Out of X	Chris Hülsbeck	03:40
9.	The Archaerobotyx	Chris Hülsbeck	02:33
10.	Where is my Jet Pack?	Chris Hülsbeck	03:21
11.	Killer Octopus	Chris Hülsbeck	03:05
12.	Calm During the Storm	Chris Hülsbeck	02:54
13.	Transformer Tank	Chris Hülsbeck	03:35
14.	Into the Seamounts	Felix Wagner	03:33
15.	Final Sentinel	Felix Wagner	01:41
16.	Hydromagma Abyss	Chris Hülsbeck	02:59
17.	Alien Mothership	Chris Hülsbeck	03:08
18.	Credits	Chris Hülsbeck	03:16
19.	Hiscore	Chris Hülsbeck	02:59
20.	Fast Loader	Chris Hülsbeck	01:34
21.	Shopping Spree	Michael Krosta	02:02
22.	Level Intro Jingle	Chris Hülsbeck	00:05
23.	Level Failed Jingle	Chris Hülsbeck	00:05
24.	Level Complete Jingle	Chris Hülsbeck	00:07

compact  
disc

MINI

BIG  
CART

X-Out Resurfaced © 2024-2025 Topical Interactive, Inc. X-OUT and the X-OUT logo are trademarks or registered trademarks of Topical Interactive, Inc. in the U.S. and other countries. All Rights Reserved. Unauthorized duplication is a violation of applicable laws.

4262460629146