



TURBO TOMATO!



JUNE 2021

NIVRIG GAMES and BITMAP SOFT announce the forthcoming release of TURBO TOMATO, a high-explosive arena battle game for the Classic Amiga platform.

Fruit has never been so much fun!

THE GARDEN, a pastoral haven. The sun shines, the birds sing, the grass grows and the fruits, vegetables and other creatures live peaceful and happy lives. In this idyllic place live brother and sister Turbo and Nitra Tomato, enjoying the simple life with their friends.

But all is not as it seems...

Five a day? Come get some!

Take control of Turbo and Nitra Tomato in fast, one or two player co-op arcade action across four non-linear worlds. Use speed and sprouting explosive pods to do battle with increasingly dangerous mutant fruit and vegetable enemies - and other *things*. Gather power-ups and bonus items to increase your abilities and survive to continue the fight. Clear each level of mutants to progress and choose your route forward.

Can you uncover the terrible secret?

Can you save The Garden?

Features

- Fast one or two player co-op action
- 35+ levels across four distinct worlds
- 40+ enemy types and 4 bosses to battle
- Online global high score table
- Level code system
- Art by Stoo Cambridge and Chris McCauley
- Full soundtrack by Mark "TDK" Knight
- Explosions! So many beautiful explosions!

History

Brothers John and Adam Girvin first created the Turbo Tomato game in 1993, based on comic book characters Adam created while at school. It started as a homage to Psycho Pigs UXB (aka Butasan) but quickly grew in scope to the multi-world structure found today. Work continued until 1997, with a very rough and unfinished demo version being publicly released in December of that year.

Over the next 23 years, the idea of finishing a Turbo Tomato game never died, and though a few starts were made by both John and Adam, nothing was ever released.

In early 2020, John had just released Salitaire, a no-ads no-nonsense Solitaire game for modern desktop and mobile gamers, and was looking for his next project. Based on positive feedback received for the game at January 2020's Amiga Ireland event in Athlone, Ireland, and on interest from publishers, John decided to resurrect Turbo Tomato one more time. And this time it would be different.

A development log of the progress of Turbo Tomato from that point is available at blog.nivrig.com. Of particular interest may be the early entries outlining the history of the game and the trials of resurrecting a project 23 years in mothballs for contemporary development.

Contact

Please direct all enquires to support@bitmapsoft.co.uk

NIVRIG GAMES may be contacted at hello@nivrig.com

Media

YouTube Play List:

<https://www.youtube.com/playlist?list=PLwwHqnGEogi93GJd-tthgpapDWq78HkPJ>

Further media for press use should accompany this document.

Links

Press Kit:

[https://nivrig.com/press/sheet.php?p=Turbo Tomato](https://nivrig.com/press/sheet.php?p=Turbo%20Tomato)

Developer:

nivrig.com

nivrig.itch.io

Publisher:

bitmapsoft.co.uk

Release Date

July 31st 2021

Available exclusively as a deluxe boxed edition from Bitmap Soft

Digital editions to follow

Platform

Classic Amiga with 68k series processor and OCS/ECS/AGA chipset

1Mb Chip RAM required

Kickstart 2.0+ required

Joystick/Joypad required

Supports hard drive and CD32 installation

Credits

Developed by John Girvin.

Design by John Girvin, Adam Girvin.

Characters by Adam Girvin.

Graphics by John Girvin, Adam Girvin, Chris McCauley, "invent" Kevin Saunders.

Title Screen by Stoo Cambridge

Music by Mark "TDK" Knight.

Sound by John Girvin.

Testing by Tony Aksnes.

With thanks to Darren Doyle, Jamie Battison, and all those who helped along the way.

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.

NIVRIG GAMES

John Girvin (NIVRIG) is a Respawned 80s Game Developer who got bored writing insurance software for other people and decided to misspend some more time in much the same way as he misspent much of his youth: making games.

Except this time not in 100% Assembly Language or on 8-bit home micros. Probably.

John created many free games for the 8-bit VIC-20 and Amstrad CPC systems, all of which are now unbelievably, sadly, and to his eternal pain and embarrassment, lost to time. They're real, honest, they just went to live on the special farm you can't visit.

In the 1990's, John created a few more small games for the Commodore Amiga, again released as public domain. These, however, survive to this day on Aminet.

After some time spent wandering, lost in the bleak post-Amiga wilderness, John finally released a 21st century update for one of those old Amiga games in 2014, under the banner of Six Echo Studios. Atoms was well received and currently rates five stars on the App Store.

Now, in between other things, John continues to work on his games, and he'd really love for you to play them.

Other Titles by the same developer

[Daleks](#) (Amiga)

[Atoms](#) (Amiga)

[Atoms](#)

[Dodgy Rocks](#)

[Salitaire](#)