Flashback Legend

> **This game was *never completed and/or given a public release*.**
> *As a result of this, keep in mind that the developers might have used or deleted some of the content featured here, had the game actually reached store shelves.*

> **This article is a work in progress.**
> *...Well, all the articles here are, in a way. But this one moreso, and the article may contain incomplete information and editor's notes.*

Flashback Legend is the unreleased sequel to *Fade To Black*, itself the sequel to *Flashback: The Quest for Identity*. The Morphs are at it again, and that elevator- and jump-loving guy Conrad is the only one who can stop them...by following orders without question, searching cards and cells, and sometimes even directly charging into enemies.

This prototype is a pretty early build dated June 21, 2002. The game was shelved after the developers went bankrupt.

> **Download *Flashback Legend* (Prototype)**
> **File:** Flashback Legend (Prototype).gba (3.77 MB) (info)

Flashback Legend

Developers:
Delphine Software International,
Adeline Software International
Platform: Game Boy Advance

This game has unused areas.
This game has unused graphics.
This game has unused items.
This game has unused text.

Contents

Sub-Pages

Unused Graphics

Including the *title screen*.

Unused Text

The story probably got the biggest shaft in the "used" department.

Debug Command

Hold **R** and press **Start** to go to the next level or screen.

Items

Quite a few items, many unused in this prototype. The names given are mostly guessed from the original game.

Force Field

Description (French): UN CHAMP DE FORCE QUI OFFRE UNE PROTECTION SUPPLEMENTAIRE CONTRE LES IMPACTS
Description (English): A force field that offers another protection for impacts.

Might be the same thing as the original game, although it doesn't work.

Teleporter

Unused and doesn't seem to have a description. While its appearance suggests a Teleporter, the programming is messed up and the game thinks it's a Tele-Reciever (see below).

Tele-Receiver

Description (French): EN LE LANÇANT AVEC LE BOUTON 'L', LES ENNEMIS AURONT L'ILLUSION DE ME VOIR EN FACE D'EUX...
Description (English): By throwing it with the 'L' button, enemies will have the illusion to see me in front of them...

It might not actually *be* a Tele-Receiver, but the concept is very similar. While it's unused and doesn't work, the game thinks it's a Teleporter (see above).

Explosives

Description (French): LES SUPERS EXPLOSIFS QUI APPARTENAIENT AU COMMANDO...
Description (English): Those super explosives that belonged to the commando...

You actually can't find these, but the story thinks you have them when you finish levels...and yet it seems you had to put them manually.

Grenade

Description (French): EN LA LANÇANT AVEC `L', JE POURRAIS ME DEBARRASSER D'UN GRAND NOMBRE D'ADVERSAIRE D'UN COUP!
Description (English): By throwing it with 'L', I could get rid of a bunch of enemies at once!

Unused, but at least it works, as the video suggests!

Flashback Legend - Mine (Unused Item)

Radar

Description (French): LOCALISE L'OBJECTIF DE LA MISSION EN COURS...
Description (English): Locates the objective of the current mission...

Unused item, which uses a HUD shown above. It doesn't work.

Levels

The game cannot be finished, due to the lack of an exit in Level 9. Most levels have their design finished (as indicated by an unused splash screen, the levels were 70% complete at this point), but not all enemies and other objects have been completed.

Level 10 - New Eden Police Department

Level 11 - New Eden Prison Base (Part 1)

Raghn talks to you as he detects a person in the base.

Level 12 - New Eden Prison Base (Part 2) [Demo]

Plays itself for some reason, and there are no enemies. It might be the person showing you the way to go, but then the camera follows that person using Conrad's sprite.

Level 13 - Rocket Launch Site

Level 14 - Morph Base (Part 1)

Level 15 - Morph Base (Part 2)

There are two Conrads. The other might be the same person as in Level 12, using Conrad sprites as a placeholder. He walks blindly into the doors.

Level 16 - Morph Base (Final)

Flashback Legend - Level 16 (Behind the First Do...

It's impossible to get past the first door without hacking, but the level design seems to indicate it should contain another Master Brain. After the second door, a teleporter can be found but not used.

Level 17 - Test

Appears to be a testing level that cannot be finished.

Flashback Legend - Level 17 (Testing Level)

▶

The *Flashback* series	
Amiga	Flashback
DOS	Flashback: The Quest for Identity • Fade To Black
Genesis	Flashback: The Quest for Identity
Game Boy Advance	**Flashback Legend**
Windows	Flashback (2013)

Categories: Games developed by Delphine Software International │ Games developed by Adeline Software International │ Game Boy Advance games │ Games with unused areas │ Games with unused graphics │ Games with unused items │ Games with unused text │ Unreleased games │ Works In Progress │ Flashback series

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