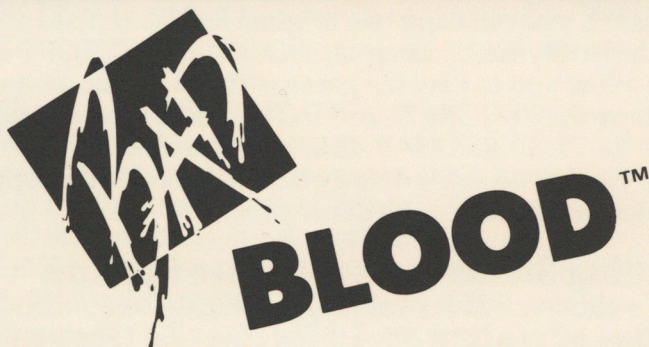


BAD BLOOD™ Reference Card

IBM-PC/Tandy and 100% Compatibles



Getting Started—Floppy Drive Systems (No Hard Drive)

In order to play *Bad Blood*, you must create a set of "play disks" (you can't play on the original disks). Here's how:

1. You will need four blank 5.25", low-density disks. (If you have higher density disks, see the section below.)

To run *Bad Blood* in VGA, MCGA, EGA or Tandy 16-color Graphics, you will need at least 530K (542720 bytes) of free Random Access Memory (called "RAM," or simply "memory") available on your computer; in CGA and Hercules modes, *Bad Blood* requires 410K (419840 bytes) of free RAM. To see if you have enough free RAM, put your DOS system disk into Drive A and type **CHKDSK <enter>**. In the information presented, you will find "bytes free," which tells you how much RAM is free. You must have at least 530K of RAM free.

2. With your DOS system disk still in Drive A, type **DISKCOPY A: A:<enter>**. The computer will prompt you to insert "source" (original) and "target" (blank) disks. One disk at a time, copy the four original disks onto the four blank disks. The computer will automatically format them for you while copying. After each disk has been copied, you will be given the chance to copy another. Repeat this procedure until all four disks have been copied. Label the copies to match the originals.

3. Put all of the original disks back in the box and use them only if you want to reinstall the game at a later date. Play only on copied disks.

4. Insert your copy of the disk entitled "PROGRAM" into Drive A.

5. Type **INSTALL<enter>**. Follow the directions on the screen to set up your computer for optimal play.

6. With your copy of the disk entitled "INTRO" in Drive A, type **BADBLOOD<enter>** to begin play. (Do this any time you want to begin a play session from now on.)

If You Use High Density Disks

Bad Blood comes on low-density, 360K disks. If you have a higher-density 5.25" or 3.5" drive and another 5.25" floppy drive (low or high density), you can copy two original *Bad Blood* disks onto each of your high-density disks, using the DOS COPY or XCOPY command. This will allow you to play the game with fewer disk-swaps. For best results, copy the PROGRAM and INTRO disks onto one high-density disk, and the PLAY and MAP disks onto the other.

If you have a high-density 3.5" drive, you may copy all four *Bad Blood* disks onto a single high-density disk.



Getting Started — Hard Drive Systems

To eliminate disk swapping, we highly recommend playing *Bad Blood* off of a hard drive if you have one. Here's how:

1. Make sure you have at least 2 megabytes (2,097,152 bytes) of free disk space on your hard drive. You will also need at least 530K (542,720 bytes) of free Random Access Memory (called "RAM," or simply "memory") available on your computer to run *Bad Blood* in VGA, MCGA, EGA or Tandy 16-color Graphics, or 410K (419840 bytes) of RAM to run the game in CGA or Hercules mode.

To see if you have enough disk space and memory, type **CHKDSK <enter>**. In the information presented on-screen, you will find "bytes available on disk" (telling you how much space is available on your hard drive), and "bytes free" (telling you how much RAM is free). You may need to free-up some disk space or RAM before you can proceed further. (Refer to your DOS manual for this procedure.) Booting your computer with an "MS-DOS System Master" floppy disk, rather than from your hard drive, often solves a RAM-shortage problem.

2. Insert the original "PROGRAM" disk into floppy Drive A.

3. Type **A:<enter>**.

4. Type **COPYBB <source drive>: <destination drive>:**. For example, if your hard drive is device C, type **COPYBB A: C:<enter>**. If your hard drive is device D, type **COPYBB A: D:<enter>**.

5. Follow the directions on screen until all four disks have been copied. This will create a subdirectory entitled "BADBLOOD" on your hard drive and copy all of the *Bad Blood* disks to that subdirectory.

6. You will automatically be taken to the INSTALL program. Follow the directions on the screen to set up your computer for optimal play.

7. After installation is complete, type **BADBLOOD<enter>** to begin play. The next time you want to start a play session, enter the

BADBLOOD subdirectory by typing `CD\BADBLOOD<enter>`. Then type `BADBLOOD<enter>` to begin play.



he Main Menu

When you type `BADBLOOD <enter>`, the *Bad Blood* title sequence will begin. At the conclusion of the title sequence, the Main Menu screen will appear, offering you two options: "1. Begin game," and "2. Continue game." If you do not wish to view the entire title sequence, pressing the spacebar at any time during the title sequence will take you directly to the Main Menu.

Begin Game: If you have not played *Bad Blood* before, or if you wish to play using a different character, press 1 to select "Begin game" from the Main Menu. The scene will cut to a meeting of the mutant villagers of Mardok, where the *Bad Blood* adventure begins. Read the text and study the pictures, for this introduction provides information that will prove vital to your adventure. You can advance the introduction by pressing any key.

At one point in the introduction, you will be asked to decide which warrior will undertake a dangerous mission. You will play the character you select. When asked to select the "tuff" who will be sent on the mission, use the left and right arrow keys to move the hand-shaped pointer to the character you wish to play, and press `<enter>` to make your selection.

Once you have selected your character, continue with the introduction by pressing any key. When you reach the end of the introduction, you will be asked two questions – the answers can be found in "Thale's Comprehensive Guide to the Beasts and Savages of the Plains." If you answer correctly, the game will begin automatically.

Caution: If you select "Begin game" while using an old set of play disks, all games saved on those disks will be lost. Make a new copy of the disk labeled "Play" to preserve your old games.

Continue Game: If you want to continue play in a game you began and saved in a previous play session, press 2 on the Main Menu screen, for "Continue game." The game will skip the introduction, cutting straight to the play screen.

Saved game number 1 will be loaded automatically. To load saved game number 2 or 3, follow the instructions under "Options," in the section covering Commands, below. If you don't have any saved games when you select option 2 from the Main Menu, you will begin a new game using the character called Dekker.



he Play Screen

The *Bad Blood* play screen has three important features — the map, the water bottle, and the message windows.

The Map

The largest feature, the game map, appears on the screen of an ancient television set, abandoned on the blasted Plains. It shows your immediate surroundings, with your character in the center of the screen. To move about the map, use the UP, DOWN, RIGHT and LEFT arrow keys. If you have a joystick, you can also use that to maneuver your character; see "The Joystick," below, for complete instructions.

From time to time, as you explore the world of *Bad Blood*, you will come across useful items and artifacts, such as weapons, food, and ammunition. To pick up such items, simply move your character near them — you will automatically pick them up and add them to your equipment inventory.

The Water Bottle

On the right-hand side of the screen is an ancient soda bottle, filled with water. The level of the water in the bottle indicates your current state of health or injury. When you are completely healthy, the bottle will be full. As you are injured or otherwise sustain damage, the water level will begin to drop. When the bottle is empty, your life energy has been expended, and you die.

The Message Windows

Below the TV screen, various text windows will appear as you play the game. In general, informational messages will appear on the left, while menus of options will appear on the right. Most messages will remain on-screen for several seconds, then disappear automatically. Others — especially those you initiate through commands or conversations — will remain on-screen until you press a key, then disappear. You can always remove a message by pressing the <escape> key.

The Commands

Everything you need to do in *Bad Blood* — except move and attack — is handled by one of several commands. The most frequently used commands are listed next to the knobs on the on-screen television set. These are TALK, INVENTORY, EXAMINE, USE, and OPTIONS; other commands include SOUND, MUSIC and GRENADE. To issue a command to the game during play, simply type the first letter of that command.

Some commands will offer you a menu of options; to select an option, use the up and down arrow keys to highlight your selection, then press <enter> or the command key (T, I, E, U or O). When the message summoned by a command is longer than a single text window, you may view subsequent windows by pressing either <enter> or the command key.

If you are using a joystick, you can use it to issue commands as well; see "The Joystick," below.

TALK (T) lets you speak to the characters you meet in *Bad Blood*. After selecting TALK, you will be asked what you want to talk about, and possibly whom you wish to address, if there are several characters nearby.

INVENTORY (I) calls up a complete list of the items in your possession. The quantity of such items as food and ammunition is also given.

EXAMINE (E) lets you take a closer look at any item in your possession.

USE (U) allows you to "use" anything you're carrying. Using a weapon readies it for combat, while using its ammunition will reload it. If you are starving, "use" food as soon as you get it, to quell your hunger and stop the continuing loss of strength; if you aren't starving, though, you will automatically eat at mealtimes.

OPTIONS (O) lets you pause, save, or load a game, change the difficulty level, enable the joystick, and quit the game.

Pause freezes the action until you press a key.

Save Game lets you save the game so that you can return to it at a later time. You may save up to three games at a time, to which you may assign names of up to 11 characters.

Load Game allows you to restore any of your three saved games.

Warrior/Wimp lets you adjust the difficulty of the game to suit your play style — Warrior mode (for fast action) or Wimp mode (for a more relaxed pace). In Wimp mode, you will face fewer monsters and time will stop any time you use the binocks or a menu appears on screen.

You may want to begin the game in Wimp mode, switching to the more challenging and exciting Warrior mode after you've mastered the easier setting.

Use Joystick activates a joystick for use in the game.

Quit ends the game and returns your computer to DOS. If you want to save your current game, you will need to do so before quitting — *Bad Blood* does not save automatically when you quit.

SOUND (S) and **MUSIC (M)** turn the game sound effects and music on and off.

GRENADE (G) lets you toss a grenade from your inventory with a single keypress, without going through the "Use" menu. The grenade will be thrown in the direction your character is facing.

Combat

To attack with a hand-to-hand weapon, move next to a foe, face him, and press the spacebar. To attack with a ranged weapon, simply line up your target along a cardinal direction (north, east, south or west), face him and press the spacebar.

The Joystick

To play *Bad Blood* using an IBM-compatible joystick, plug the joystick into the appropriate port and boot up *Bad Blood*. When the play screen appears, type **O** to issue the **OPTIONS** command. Select "Use Joystick" and press **<enter>**. If you have not already plugged in the joystick, the computer will ask you to do so now.

Before you can begin play, you must calibrate the joystick. When asked to do so, move the joystick to the exact center and push joystick button 1. You are now ready to play using the joystick.

Movement and Combat with the Joystick

To move your character, simply push the joystick in the direction you wish to move. Releasing the joystick, or moving it back to the center position, will bring you to a stop. To attack, use the joystick to move adjacent to your foe (hand-to-hand weapons) or on-line with him (ranged attacks), and press joystick button 1. To toss a grenade, push both joystick buttons simultaneously.

Note that you can't move or attack along diagonals.

Issuing Commands with the Joystick

Commands may be given in one of two ways when the joystick is enabled. First, they may be issued by typing the first letter of the command on the keyboard, just as they are when the joystick is not in use. Second, the more common commands — **TALK**, **INVENTORY**, **EXAMINE**, **USE**, and **OPTIONS** — may be given using the joystick (though it is quicker to use the keyboard shortcuts even if you're using the joystick for movement and combat).

When the joystick is in use, *Bad Blood* has two modes — movement and command. Joystick button 2 is used to switch between these modes. In movement mode, you can move and attack, as described above. In command mode, a vibrablade pointer will appear on the television knobs to the right of the TV-screen map and any monsters or characters on-screen will stop moving. Push the joystick up and down to select different commands, represented by the knobs, and press joystick button 1 to enter your selection.

When a command calls up a menu of options, you may use the joystick to scroll through the menu. Press joystick button 1 to enter your selection when you have highlighted it. If you're playing in Warrior mode, be careful — time may be stopped when you select options, but it starts again as soon as you enter a menu.



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