

BAD BLOOD™

Reference Guide

Commodore 64/128



Getting Started

1. In order to play *Bad Blood*, you must make a copy of the original game disk. You can't play on the original disk. Use the copy program of your choice to duplicate both sides of the original *Bad Blood* disk. The order of files on the disk is important, so be sure to make a disk copy, not a file copy.

2. Plug your joystick, if you have one, into Port 2. *Bad Blood* can be played with or without a joystick.

3. If you are playing on a Commodore 128, be sure you are in Commodore 64 mode. Do this by holding down the <COMMODORE> key when you turn on the power or by typing GO 64 after you power up.

4. Insert the copy of the *Bad Blood* disk into your disk drive. Be sure Side 1: INTRO/END is facing up.

5. Type LOAD "*", 8, 1 <RETURN>. A series of credits screens appears. To skip these, press the space bar.

6. When the credit sequence ends, the Main Menu screen appears. (If you do not wish to view the entire credit sequence, press the spacebar at any time.) The Main Menu offers you two options:

1. Start New Game
2. Continue Game

7. **Start New Game:** If you have not played *Bad Blood* before, or if you wish to play using a different character, press 1 and then the space bar to select "Start New Game" from the Main Menu. (To select this option with a joystick, move the "thumbs up" pointer on the screen until it is next to the words "Start New Game," then press the joystick button.)

The scene changes 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 vital to your adventure. You can advance the introduction by pressing the joystick button or the space bar.

At one point in the introduction, you are asked to decide which warrior will undertake a dangerous mission. You play the character you select. When asked to select the "tuff" who will be sent on the mission, a pointer appears below these characters. To select your character, press the 2 key on the keyboard to move the pointer to the right or the <control> key to move the pointer to the left. When the pointer is below the character you want, press the space bar to select him or her. You can also use the joystick to move the pointer until it is below the character you want and press the joystick button.

When the introduction is over, you are instructed to flip to the disk side labeled Side 2: GAME. Do so and press the joystick button or the space bar to begin play.

Caution: If you select "Start New Game" while using an old play disk, all games saved on that disk will be lost. Make a new copy of the disk to preserve your old games.

8. 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, followed by the space bar, for "Continue Game." This skips the introduction, and you are immediately prompted to flip to the disk side labeled Side 2: GAME. Do so and press the joystick button or the space bar to begin play.

Note that when you select Continue Game, you automatically begin with the human character, Dekker. To change characters you must either select "1. Start New Game" from the Main Menu screen or load a previously saved game (see "Options" below).

The Play Screen

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

The Map

The largest feature, the game map, appears at the top of the screen. It shows your immediate surroundings, with your character in the center of the screen.

Movement

You can move about the map using a joystick or by pressing the following keys on your keyboard:

@ = North
: = West ; = East
/ = South

With a joystick, maneuver your character by pushing the joystick in the direction you wish to move. Releasing the joystick, or moving it back to the center position, brings you to a stop.

Objects

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, move your character over them — you 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, screw-top jar, filled with red, rusty water. The level of the water in the bottle indicates your current state of health or injury. Varigg, the strongest character, begins the game with a full bottle. Jakka and Dekker are weaker, so their bottles are never completely full. As you sustain damage, the water level begins to drop. When the bottle is empty, your life energy has been expended, and you die.

The Text Windows

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

The Commands

Everything you need to do in *Bad Blood* — except move and attack — is handled by five commands. These are Use, Talk, Examine, Inventory, and Option. To use one of these, press the first letter of the command (U for Use, T for Talk, E for Examine, etc.)

Some commands offer you a menu of options; use your joystick to move the selector bar until the option you want is highlighted, then press the joystick button to select that option. (On the keyboard, use the @ key to move the selector bar up, the / key to move it down, and <return> to select an option.)

When the text summoned by a command is longer than a single text window, you may view subsequent windows by pressing the space bar.

If you select a command by accident, press the space bar to cancel the command without acting upon it.

Use (U)

This allows you to “use” anything you’re carrying. Using a weapon readies it for combat, while using its ammunition reloads 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 automatically eat at mealtimes.

When you press U on the keyboard a list of the items in your inventory appears. To choose an item, move the selector bar up or down. Once you are on the item you wish to use, press the button on your joystick or <return>. A message box displays whether or not you were successful in using the item.

If you have an item readied and you wish to unready it, either choose another item, as explained above, or select “nothing” from the inventory list.

Talk (T)

This lets you speak to the characters you meet in *Bad Blood*. You can talk to any human, mutant, or monster you wish, though they may answer with the blast of a sawdoff...

To talk, press T on the keyboard. If you are not standing close enough to a person, a message box appears telling you that “No one is close enough.” If there is more than one person standing close to you, you are asked which person you wish to talk to. Next, a message box appears offering three choices:

CHITCHAT
ASK ABOUT
BYE BYE

If you choose CHITCHAT, you engage in small talk with other characters. This may provide clues you need to complete your quest.

If you choose ASK ABOUT, you are given a list of clues you have collected by talking to other people. Ask a character about one of these clues by moving the selector bar up or down and pressing your joystick button or <return> when the bar comes to rest on the word you wish to discuss.

When you are through talking to someone, press the space bar or choose BYE BYE to end your conversation.

Examine (E)

This lets you take a closer look at any item in your possession.

Press E, and you are given a list of the items you are carrying. Scroll through the list and select the item you wish to examine. A message box appears describing the item.

Inventory (I)

This calls up a complete list of the items in your possession. Press I on the keyboard and your list, complete with the quantity of such items as food and ammunition, appears.

Options (O)

This lets you save, load, or pause the game, or turn the background music on or off.

Press O on the keyboard to call up the option list. Scroll through the list until the option you want is highlighted. Then activate the command.

PAUSE - Stops the game until you press the joystick button or any key. You can also stop the game temporarily by pressing the P key on the keyboard.

LOAD - Loads a previously saved game. Any saved games are listed on the menu. Select the one you want to load as you would select any other option.

SAVE - Saves the game presently in progress. You can have up to four saved games.

MUSIC ON/OFF - Toggles background music on or off.



Quitting the Game

To quit the game, simply turn your computer off. If you want to save your current game, do so before quitting — *Bad Blood* does not save automatically when you quit.



Combat

There are two types of attacks in *Bad Blood*: If you are weaponless or using a knife or vibrablade, you must fight Hand-to-Hand; if you have a weapon capable of attacking from a distance, you can make a ranged attack.

Note that you can never attack along diagonals — you must be north, south, east, or west of your target.

Hand-to-Hand Combat:

To attack hand-to-hand (if you are weaponless, or using the combat knife or vibrablade), you must be next to your opponent. Every time you press the joystick button or the keyboard's space bar, you attack with either your hands or your blade weapon.

Ranged Weapons:

To attack with a ranged weapon (such as a sawdoff, a grenade, or Jakka's eye beam), you must line your character up with the target, either in a horizontal line or a vertical one. Press the joystick button or the space bar to fire your weapon. If the weapon does not fire this means that you are out of ammo or you did not have a weapon readied.

If you are out of ammo, the message, "Click, the gun's empty," is displayed. To reload, press U (for Use). A list of usable objects appears on the screen; the ammo for your weapon is the first item in the list. Select it as you would any other option. If ammo is not first, you are out of ammo for that weapon.

If you run out of ammo and wish to fight hand-to-hand, press the joystick button or space bar once more and the message, "You put the (weapon name) away," is displayed. Now you are free to engage in hand-to-hand combat.

Grenades (G)

A grenade is a special kind of ranged weapon. To throw a grenade, all you have to do is face your opponent and Use a grenade from your inventory or press G on the keyboard. Since grenades have a blast area, you need only throw the grenade close to your opponent in order to do damage. But beware, if you do not throw it far enough, your own character may catch some of the shrapnel!

There are two ways to throw a grenade:

1. You can face your target and press the G key. This even allows you to throw a grenade while you have another weapon readied.

2. You can ready a grenade with the Use command and then throw it by pressing the joystick button or the space bar on the keyboard. This allows you to throw just one grenade at a time; to throw more you must ready another grenade with the Use command.

Whichever method you choose, the grenade flies in the direction your character is facing.



Troubleshooting

1. Every once in a while, the map window goes black for a moment: This simply means the disk is being accessed. The map returns to normal in a moment.
2. My joystick doesn't respond: Be sure the joystick is plugged into Port 2.
3. I read about things in the game manual that don't seem to be in my game: Between the time the manual was written and the time the game was completed, some changes were made. This resulted in some inaccuracies in the "Survival" chapter:
 - Selecting Save Game doesn't cause you to rest for six hours
 - The Turkel gland is referred to as a Turkel heart
 - Sparks don't fly from an opponent's armor when your blows miss
 - You only see a blood splat when you kill your opponent
 - Dogfood does not exist
 - The soda bottle referred to in the manual is a small jar in the Commodore game
4. The map in the center of the book differs in some details from the Commodore map:
 - Some of the roads follow slightly different paths
 - The small hut near the center of the map does not exist

If you encounter any software-related problems or want game hints while playing *Bad Blood*, please call ORIGIN Customer Service at (512) 328-0282. Office hours are 9 a.m. to 5 p.m. Monday through Friday, C.S.T.

Commodore 64/128 Conversion Credits

Directed by Chris Roberts

Screenplay by Jeff George

Programmed by Paul C. Isaac

Additional Coding by Alan Gardner, Axel Brown

Graphics by Jeff Dee, Glen Johnson, Phillip Mellor

Additional Graphics by Keith Berdak, Amanda Dee

Music by Maniacs of Noise

Playtested by Mark Vittek, Steve Cantrell, Scott Hazle, Greg Paul Malone,

Ben Potter, Marc Schaeffen, Bob Shelton, Jeff Shelton, Mike Romero,

John Watson

C64/128 reference guide by Mark Vittek and Warren Spector

Cover Painting by Larry Elmore

Produced by Warren Spector



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