

BAD BLOOD

Conveyed through splendid graphics and music, this story is set in the aftermath of a nuclear war. The pure-blooded humans are on the verge of declaring war on the mutants, and you've been charged with the mission of stopping them. Traveling across the plains, deserts, and mountains of this land, you'll discover a variety of villages and a plethora of radioactive rats and monstrously mutated fiends. The top-down view is unusual, for it is displayed on an old TV set (left over from the days before the holocaust, says the manual), and your health is indicated by the amount of water left in an old soda bottle beside the TV.

Technologically this is a sequel to *Times of Lore*, so you can talk to people by choosing keywords from drop-down menus. In talking to people, you pick up a string of mini-quests to complete. Other actions, such as examining and using things, are handled with similar menus. Combat is dramatically enhanced over *Lore* — instead of merely bumping into a monster to attack it, *Bad Blood* allows you to fling grenades, fire an Uzi, swing a vibrablade, or fall back on the good old reliable knife or whip. The sound effects are good, and the music plays throughout the game, not just during the opening scenes. For adventurers lacking in arcade skills, designer Chris Roberts added a "Wimp mode" that reduces the number of encounters. And you can save three games in progress. While it is a lightweight challenge, *Bad Blood* is one of the best looking quests ever to roll down Adventure Road.

Type:
Action-Oriented Roleplaying

Difficulty:
Novice

Systems:
C-64; MS-DOS (640K required, joystick optional, hard disk recommended, Hercules/CGA/EGA/VGA/MCGA/Tandy 16-color, Roland/Ad Lib/CMS/Innovation/Covox/Tandy sound boards)

Company:
ORIGIN



The Solution

General Tips

Before leaving a town, especially the one in which you start the game, search every building and take everything you find. Stealing is not penalized as in some RPGs. When you run low on supplies, engage in combat. Humans, mutants, and animals often drop useful items. Avoid Leggiters in the water — they never drop anything useful. Bushbugs, lupusses, buzzars, and rodents will drop only food. Save the game often, for death comes when you least expect it.

To heal your character, you need turkel hearts. Steal hearts where you find them, and kill turkels to acquire more. Dried hearts are half as effective as fresh ones. Get a Satscan in Nivvik to determine your location. If you want to make back-up copies of your saved games, they are named GAM.000, GAM.001 and GAM.002.

Many of the people, places, and items in *Bad Blood* are described in a futuristic slang called "Chat." In the solution below, the Chat word for each item is given in parentheses and quotation marks. For example, an Uzi submachine gun is called an ("oozee").

Combat

At the outset, use the bow; kill Kejeks to get more arrows. Bugspray is effective on bushbugs, as is a knife. (In fact, a knife is good against most monsters if you're in wimp mode). Don't kill villagers, or the whole town turns against you. You must sleep six times before you can safely return to a place where this has happened.

You can get a vibrablade and a shotgun ("sodoff") in Okkarn. Slavers also carry sodoffs. A bazooka ("bazook") is sold for nine meals in Zero Town. The best weapon — an Uzi ("oozee") — is in the Urse's cave (southwest of Kittrum, not south as indicated on the map). Avoid fighting the Urse the first time you meet him. Try to fake him out, then enter the cave. Get the oozie, then slay him. (Or get the bazooka, then blow him away with it.) For ammo, kill guards, slavers, and officers. Grenades ("nades") are also handy in sticky situations, so grab all you can.

The Shaman

Starting out in Mardok, you're told to visit the Oracle. You also learn that the Shaman of Nivvik talks to the Oracle on occasion. When you reach Nivvik, you're informed that the Shaman has been kidnapped by the Kejeks. Talk to the Himmuk, who will tell you about Hannok. Ask Hannok in Nivvik about Kejeks, then about camp, and he'll tell you where to find the Shaman. Stay in Nivvik until you have a good supply of food and turkel hearts. While you're there, get the sat scan, too. This tells you the coordinates of your current location.

To reach the Shaman, go west out of Okkarn and south along the river to a north-south crossing at 266 x 687. Then go south along the river, west along the coast, and a bit north when you see the camp around 345 x 452 (sat scan coordinates). You can also go south from Yvrium, through winding canyons where a few weapons and such are stashed.

Kill all the Kejeks in the camp where the Shaman is being held. (If you attack at night, there will be fewer Kejeks to fight.) The Shaman is in the hut to the west of the fireplace. Be careful: The two Kejeks in the hut must be killed without hitting the Shaman. Arrows and grenades are useful in this battle.

The Oracle

The Shaman tells where to find the Oracle. He'll also tell you to head back to Nivvik and buy a boat ("bote") for three meals from the fisherman (on the

northwest side of the village, in the house out over the lake). Use the boat to cross the river at the furthest possible point northwest of Nivvik. Follow the canyons, bearing west and south, until you reach a small alcove on the west side of a dead end. Enter this cave (at 24 x 117) and talk to the Oracle about "a war." He asks you to prove you're worthy by retrieving "the Apple" from Zero Town.

Go to Zero Town (from the southeast corner of Kittrum, head east about 60 steps). Get the Apple (also known as the "Fruit of the Ancients." Then go straight back to the Oracle (unless you want to get the bazooka now). Talk to him once again about "a war." He'll tell you to free a human ("hume") in Okkarn. Go to Okkarn and kill the four guards surrounding the hume prisoner. Return to the Oracle and tell him what the hume told you. Go to the human city of Yvrium.

Yvrium and Bessek

If your character is Dekker or Jakka, you'll have no problem getting into the city. As Varrig, however, you'll need a mutant collar to get in. Go just northeast of Yvrium during the noon or afternoon watch and slay the party of slavers there. One will drop a collar. Use it before entering, and the guards will let you pass. In town, you must free the mutant named Bessek. Ask around about him. Try one of the buildings on the far east side of town. To free Bessek, kill the guard outside his cell, then talk to Bessek. He'll give you the password for the subway. Run quickly out of town.

Zero Town and the Subway

After leaving Yvrium, head for Zero Town. Find the building where two mutants are guarding a seemingly empty room. Talk to one of them about "the Ofyu gjsf." They'll welcome you to the subway. Go to a room on the east side of that building and kill the Devol. Pick up his binoculars ("binocs") and the token on the floor in that room. Go back to the room with the two guards. Walk past them into the room and press the alarm on the north wall. A ladder will appear in the floor. Climb down it into the subway.

Once in the subway, go south and follow the tracks to the southwest after 5th Street. Find the Himmuk of the subway and talk to him about Equitus. He'll tell you what you need to know to find Equitus. Pick up the token in this room and use it to return to the ladder. Now return to Yvrium.

Theodus

In Yvrium, talk to the bartender about Theodus. Get Theodus' dinner from the bartender, then talk to the rogue about "the Djuz cfmpx" and get the rope from him. Go to the guard barracks, talk to the guards in front of the door about "Uifpevt ejoofs," and go inside. Kill Theodus (preferably at night, when there won't be any villagers around). Get his key. Go to the northwest corner of the city and enter the building with the dried up well. Use the rope near the well and enter the City Below.

The City Below

Getting through the city is a matter of pressing the red buttons on the walls to open the right doors and lower the right force-fields (see accompanying map). Use the wirecutters from the hermit (H) or the Vibrablade to cut the barbed wire (Y). When you reach (Z), the room marked Frvjjuvt, enter.

Map Key: Bad Blood

AA: Start

H: Hermit (Wirecutters)

Y: Barbed Wire

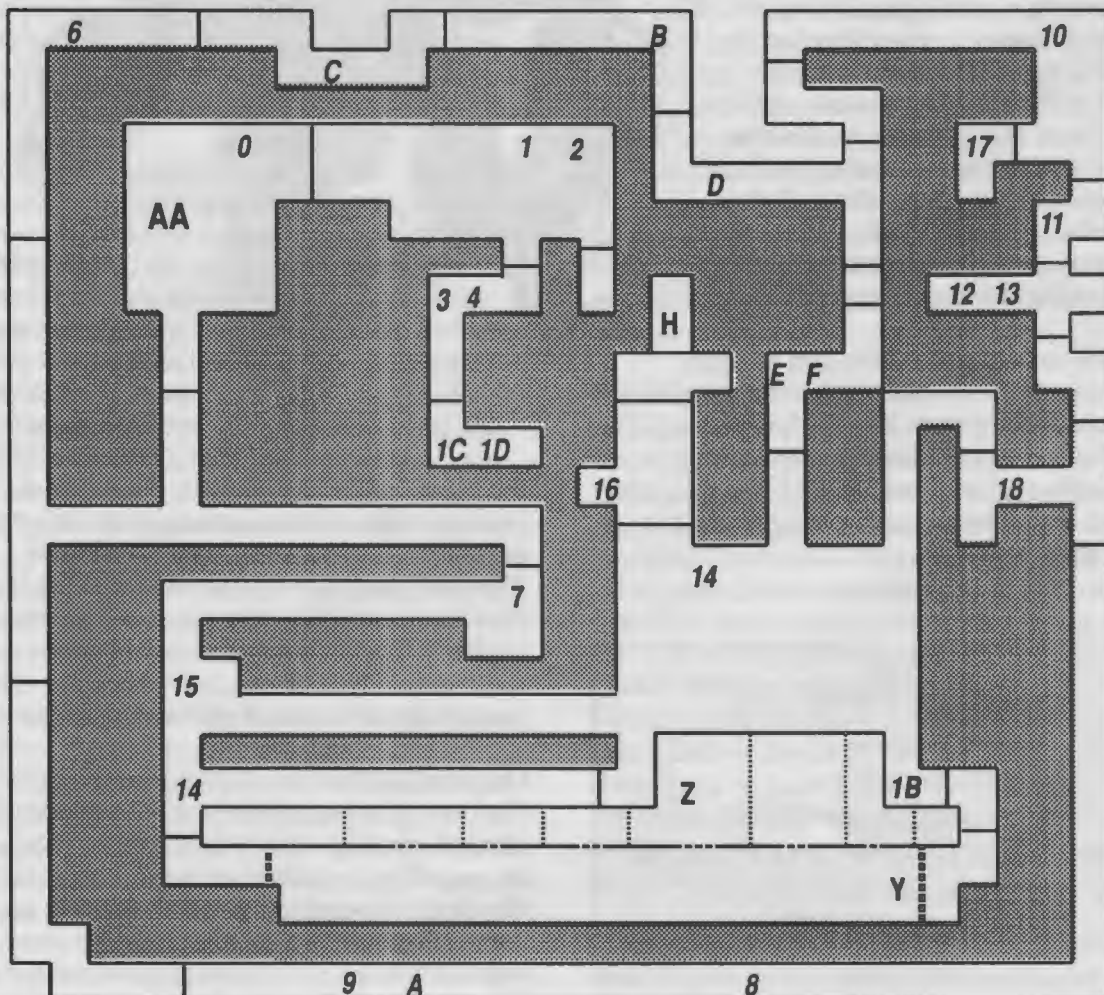
Z: Equitus

Lines across halls:

Doors and other obstructions removed by pressing buttons (also marked with solid lines).

Italicized numbers/letters:
Buttons, to be pressed in precisely this order:

0, 2, 3, 1C, 1D, 6, C, B, D, 10,
11, 17, 12, 13, 19, 18, E, F,
14, 16, 15, 14, 18



The City Below

The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)