

• MULTI-PLAYER •
8
• THE GOOD BLOOD •

BLOOD™

Spill Some

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The Story So Far...

In an age and a region renowned for cruelty and violence, Caleb was legendary. Born in western Texas in 1847, he had sealed a reputation as a merciless gunfighter by the age of 17. But it was seven years later when he met Ophelia Price that his hunger for bloodshed took on a menacing new timbre.

She was already well beyond the bounds of sanity when he found her cowering in the charred ruins of the burned out homestead where her husband and child had perished only days before. It was neither her tattered beauty nor her plight that compelled Caleb to take her in, however-it was the words he picked out of her virtually incoherent mumblings.

He learned that her husband had attempted to rescind his membership of the dreaded Cult of Tchemobog and in return cultists had set fire to the house in the night. Ophelia was filled with rage-not at the cult but at her husband, whose cowardice she blamed for the death of her young son.

Ophelia was Caleb's doorway to the Cult and its dark purpose. He could not have known that in time he would come to love her, nor that their service to the Cult would find the two of them beloved among the Chosen, elite servants of the dreaming god Tchemobog, the One That Binds, Devourer of Souls.

In the Hall of the Epiphany, a temple that spans the chasm between the worlds, the four remaining Chosen stand at the forefront of a procession of worshippers. Tchemobog's presence is felt more than seen-the great, frigid weight of a hunger that spans millennia. He speaks in a cacophony of voices stolen from the dead, summoning the Chosen to the center of the sacrificial ring. They stand before the Dark God, united by a sudden, inexplicable sense of doom.

A wordless cry rises up from the seething shadows, one voice swallowed up by many until the hall resounds with them. The members of the procession behind the Chosen melt away in a gust of ethereal wind, extinguished like so many candle flames. There aren't even ashes to indicate they ever existed.

The Chosen look to one another in confusion and dread. They can already feel the ties that bind them to Tchemobog fraying. Why? How have we failed you?

But there is no answer other than the shattering scream that threatens to tear the universe to shreds. Darkness swells around them, swallows them. Their cold, abandoned souls fall through the abyss.

And they burn.

Caleb awakens in cold and damp in a body he no longer knows. It has long lain as a corpse that refused to rot, protected from putrefaction by some unearthly link to its master. The pain of protesting muscle and flesh invigorates and awakens him. He welcomes it. It distills his hate into the maelstrom raging in the center of his mind.

An agonizing cry breaks out of him, shattering the stone lid of the tomb in which he lies, knocking loose sediment, cobwebs, and the small, unnoticed creatures that have shared his grave with him. A single word rings out through the darkness, echoing Tchemobog's lingering howl: "Why?"

Installation

SYSTEM REQUIREMENTS

Operating System: DOS 6.2 or better.

CPU: Pentium 75mhz or better

Memory: 16MB

Available Hard Disk Space: 80MB

CD-ROM: 4x or better

Audio System: Sound Blaster or 100% Compatible

Video System: VGA 256 color

Input Devices: Keyboard, Mouse, Gamepad, or Joystick.

DOS INSTALLATION

1. Place the CD in your CD-ROM drive (typically drive D:).
2. Switch to your CD-ROM drive by typing D: (or the appropriate drive letter designation) and press [ENTER]
3. Type INSTALL and press [ENTER] to start the installation program
4. Follow the on-screen prompts

Once the game is installed, type SETUP from within your Blood directory to configure the game to your system. If you are unsure of the settings you should choose, consult your computer or sound card manual for assistance. If you know you have a sound card and speakers but are unsure of the brand, select SoundBlaster for both Music and Sound Card.

To Run Blood after the game is installed, select "Save and Launch Blood" from the Setup menu, or from the DOS prompt, type CD\BLOOD (if you installed to a directory called "Blood") and then type Blood to start. After a short introduction, you will be at the main Blood menu. Select "New Game" to start playing.

WINDOWS® INSTALLATION

If you are using Windows 95, just insert the CD in your CD-ROM drive. If the install program does not start automatically, or if you have a previous version of Windows, follow these instructions.

1. Place the CD in your CD-ROM drive (typically drive D:).
2. Click on the My Computer icon on your desktop
3. Click on the icon for your CD-ROM drive
4. Double-click the INSTALL icon to start the installation program
5. Follow the on-screen prompts

Once the game is installed, double click the SETUP icon in your Blood folder to configure the game. If you are unsure of the settings you should choose, either consult your computer or sound card manual or right click your My Computer icon and select the Device Manager tab, which should list the necessary information. If you know you have a sound card and speakers but are unsure of the brand, select SoundBlaster for both Music and Sound Card.

To Run Blood after the game is installed, select "Save and Launch Blood" from the Setup menu, or simply double-click on the "Blood" icon inside your "Blood" folder. After a short introduction, you will be at the main Blood menu. Select "New Game" to start playing.

If you experience problems running Blood in Windows95, you will have to restart your computer in MS-DOS® mode. Click on the Start button and select Shut Down. Select Restart the computer in MS-DOS mode? and click OK. When your computer restarts, follow the DOS installation instructions above.

IMPORTANT!

Windows 3.1 users must exit to DOS before installing Blood. Click File in the top left hand corner of your Program Manager window, select Exit Windows..., and then click OK. Note that each time you play you'll have to exit Windows and then switch to the Blood directory (by typing CDBLOOD and then pressing [ENTER]).

THE POINT OF THE GAME

The road back to the Hall of the Epiphany is fraught with peril. You will face numerous foes, puzzles, and other obstacles in your journey, so you will have to be resourceful. Survival is your first priority, but survival alone isn't enough. You must first seek the others of the Chosen, for only with their combined strength can you hope to reach Tchemobog.

STARTING A NEW GAME

When you select NEW GAME from the main menu, you will be given a choice between four episodes (one), (two), (three), and (four). (One) will bring you to the aerie of Cheogh, the stone gargoye, where you will seek your beloved Ophelia. (Two) marks your quest for Gabriel, who is held in the lair of Sial, the Mother of Spiders. (Three) will lead you before Cerberus, who guards your comrade Ishmael. In (Four), you will face Tchemobog himself in the Hall of the Epiphany, where perhaps you will learn the reason for your banishment.

HELPFUL HINT:

Playing the episodes in order will preserve the flow of the game story and ensure a more gradual increase in difficulty.

You must also select a skill level. Blood's skill levels affect more than the number of monsters or powerups you will find along the way—the harder the level, the more damage monsters can take and dish out.

HELPFUL HINT:

Still Kicking is recommended only for beginning players who are easily frustrated or frightened and even they may be subject to our ridicule. Likewise, *Extra Crispy* was designed with cooperative play in mind and may therefore seem a bit too challenging to a single player. Not that we expect that to stop you.

Configuring the Options

MOUSE SENSITIVITY

Controls the responsiveness of the game to mouse movement. The higher the sensitivity, the faster you'll spin.

INVERT MOUSE AIM:

Controls the changes in view that result from mouse movement

KEY TURN SPEED

Like mouse sensitivity, key turn speed affects responsiveness to movement controls. This option gives keyboarders a fighting chance against mouse players.

CONFIGURE KEYS...

Allows changing the keys assigned to different game functions. The default key assignments are given below

DETAIL

Changes the detail level. If you are experiencing choppy image quality, try reducing the detail level a notch or two.

GAMMA

Adjusts screen brightness. Note that higher gamma settings tend to reduce contrast and may also overbrighten areas that we've intentionally left dark.

MUSIC

Adjusts the volume of background music.

SOUND

Adjusts the volume of sound effects and ambient sounds.

CD AUDIO

Adjusts the volume of CD Audio music.

CROSSHAIR

Toggles a crosshair for easier aiming.

AUTO AIM

Toggles automatic aiming for weapons. We recommend that you leave this option enabled, as it helps you to hit airborne or crawling enemies.

CROSSHAIR

Toggles a crosshair for easier aiming.

SHOW WEAPONS

Allows you to see which weapon your opponent is using in BloodBath. Weapons will appear above enemies' heads.

SLOPE TILTING

Controls whether or not player's view tilts in the direction of slopes. Disable this option to keep your view directed at the horizon.

VIEW BOBBING

Toggles the vertical "bobbing" of player weapons. Disable view bobbing if you experience nausea while playing.

VIEW SWAYING

Toggles horizontal "swaying" of player weapons.

PARENTAL LOCK

Allows you to control the parental lock feature of Blood.

Controlling the Action

Becoming comfortable with the movement controls is the key to success in Blood. These are the functions you should master if you hope to defeat Tchernobog. Our default controls are listed below, but you are free to customize your controllers to suit your playing style.

Note that Blood supports keyboard, mouse, joystick, and GamePad.

MOUSE

Button 1	.Fire the selected weapon's primary fire
Button 2	.Fire the selected weapon's alternate fire
Button 3	.Walk forward
Double-click Button 1	.Activate item or open door

JOYSTICK

Direction	.Movement
Button 1	.Fire the selected weapon's primary fire
Button 2	.Strafe
Button 3	.Run
Button 4	.Activate item or open door
Double-click Button 2	.Use selected inventory item
Double-click Button 3	.Jump
Double-click Button 4	.Crouch

GAMEPAD

Direction	.Movement
Button 1	.Fire the selected weapon's primary fire
Button 2	.Strafe
Button 3	.Run
Button 4	.Activate item or open door
Double-click Button 2	.Use selected inventory item
Double-click Button 3	.Jump
Double-click Button 4	.Crouch

KEYBOARD

Arrows	.Movement
Spacebar	.Use items or open doors
Tab	.Toggle automap
F	.Toggle map follow mode
Shift	.Run
Caps Lock	.Auto run
Alt	.Strafe

,	.Strafe left
.	.Strafe right
Ctrl	.Fire the selected weapon's primary fire
X	.Fire the selected weapon's alternate fire
~	.Weapon jab
A	.Jump
Z	.Crouch
PgUp	.Look up
PgDown	.Look down
Home	.Aim up
End	.Aim down
Backspace	.Turn around
[or]	.Cycle through inventory items
Enter	.Use selected inventory item
B	.Use Beast Vision
C	.Use Crystal Ball*
J	.Use Jump Boots*
M	.Use Doctor's Bag*
P	.Use Proximity Bomb*
R	.Use Remote Detonator*

* Assumes that you have this item in your inventory.

Combat

Charging headlong into battle is a sure way to wind up back where you started—in a tomb. The enemies you face in Blood, both in single play and BloodBath, will stop at nothing to splatter your guts on the nearest wall, so you'll need to learn how to use your weapons and the environment to your advantage. Familiarize yourself with each of the weapons in your arsenal, for some are better in certain situations than others. Also, use cover to your advantage whenever possible. Ducking behind a wall may save your life.

Episode/Level Structure

Blood is arranged in four episodes, each of which contains between six and eight levels, plus a secret level you will have to look hard to find. Every level presents its own set of challenges and hazards, and it's up to you to overcome the obstacles in your path and move further toward the goal of the episode.

Some of the puzzles you encounter may seem difficult at first, but each has a logical solution. Be sure to keep an eye open for clues if you find yourself stuck. Who knows, you may even discover some of the many hidden areas scattered throughout the game.

In order to move on to the next level, you will have to find the seal of technology that will show you the way forward.

Weapons

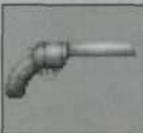
Tchernobog's minions are as well armed as they are belligerent, so you will need to gather an arsenal of your own in order to defeat them. Each weapon has a primary fire and an alternate fire, and many can be powered up with the Guns Akimbo bonus.



Pitchfork

This handy tool can be very effective if you can get close enough to your foes to use it on them. It doesn't need ammo, so you'll always have it to fall back on if you need it.

Ammo: None



Flare Gun

Fires burning projectiles that lodge easily in flesh and continue to burn for a short period of time. Unless you dive into water, you'll take damage until the flare burns itself out, by which time it may be too late. The alternative fire launches a starburst flare that douses a large area with flames. Can provide effective crowd control.

Ammo: Flares



Sawed-Off Shotgun

A trusty companion if ever there was one. It doesn't have great range, but it packs a hell of a wallop up close. Can be fired either a barrel at a time or both at once for extra damage.

Ammo: Shotgun shells



Thompson's Machine Gun

The Tommy Gun is a favorite of the Cabal for its rapid rate of fire and impressive accuracy. On the down side, it chews up ammo quickly. The alternative mode is a strafing attack that covers a wider area with twice as many bullets, which is an effective way to clear out a room.

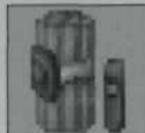
Ammo: Bullet drums



Dynamite Bundles

Light one up and chuck it at a group of zombies and you'll be rewarded with red rain and chunks of rotted flesh on the brim of your hat. The longer you hold down the fire button, the farther you'll throw the bundle. Watch the meter on the status bar to gauge the distance. The primary mode explodes on impact, while the alternative mode will burn all the way down before it explodes, making for some interesting traps.

Ammo: Dynamite bundle



Remote Detonators

Remotes work like dynamite bundles, except that you can detonate them at will. You can bounce them off walls or ceilings if you're afraid to peek around a corner. The alternative fire drops a remote at your feet, and you can hit the alt-fire key again to place additional remotes without detonating those you've already placed.

Ammo: Remote detonator



Proximity Detonators

These are by far the nastiest explosives you'll come across. You can scatter them around and concern yourself with other matters. As soon as someone steps near one, you'll hear a far-off boom and accompanying shrieks of agony. Use the alt-fire to drop them at your feet. Also, remember where you've dropped proximities or you may fall prey to your own trap.

Ammo: Proximity detonator



Incinerator

This monstrous weapon launches a huge ball of flaming napalm at an extremely high velocity. If the initial explosion doesn't kill your enemy, the burning probably will. Best used with extreme caution, especially in tight areas. The alt-fire launches several napalm projectiles, covering a wider area but also chewing up a lot more ammo.

Ammo: Gasoline cans



Voodoo Doll

The power of the voodoo doll is immense, but far subtler than that of a firearm.

Ammo: Voodoo doll



Aerosol Can

Hairspray may not seem like the most daunting weapon, but apply it to a cigarette lighter and you've got an instant flamethrower (don't try this at home). While its range is rather limited, its effectiveness is quite impressive. You can also light one up like a Molotov cocktail and toss it into a group of adversaries. Hit alt-fire a second time after igniting a can to drop it at your feet—it will explode once it bums down.



Tesla Cannon

This powerful prototype weapon packs a mighty load of amperage. Nikola Tesla would be proud.



Life Leech

This artifact draws its power from the life energy of your foes. Run low on ammo and it saps your own strength!

Items

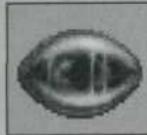
You will find various items in your journeys that will help you along your way. Some items will be added to your inventory—you can use these as needed. Others will be activated the moment you pick them up and wear off after a short while, so make the best of them while you can.

HEALTH & ARMOR



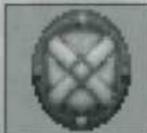
Essence

Boosts your health by 20 points, up to 100.



Life Seed

Adds 100 points to your health, up to 200 total.



Body Armor
Adds 100 body armor.



Fire Armor
Adds 100 fire resistant armor, which is useful against flares, flaming aerosol, and the residual effects of dynamite and napalm.



Spirit Armor
Adds 100 spiritual armor, which will absorb damage from the Voodoo Doll and Life Leech.



Super Armor
Adds 200 points of body, fire, and spirit armor.



Basic Armor
Adds 50 of each type of armor

POWERUPS & INVENTORY ITEMS



Death Mask
Provides temporary invulnerability to all attacks. Note that you are still susceptible to physics, which means a dynamite blast may hurl you off a cliff.



Guns Akimbo
Gives you double-fisted killing power with one-handed weapons, such as the shotgun, flare gun, and Tommy gun.



Crystal Ball (Press "C" to activate)
In single play, the crystal ball is used to end the current level, but in BloodBath, this powerup enables you to see your enemies regardless of where they are. Cycle through your foes by repeatedly hitting the hotkey or Enter. To deactivate the crystal ball and save it for later, scroll through all opponents and it will turn off.



Beast Vision (Press "B" to activate)
You'll no longer need to fear the creatures in the dark.



Dr.'s Bag (Press "M" to activate)
Will restore up to 100 points of health when activated. The unused medicine will remain in your inventory until used up. Keep this item handy!



Jump Boots (Press "J" to activate)
Enable you to jump much higher than normal. Useful for those hard to reach places or crossing chasms the easy way.



Reflective Shots
This power-up causes bullets to bounce back at your attackers. You are still susceptible to flares and explosives, so be careful.

Keys and Puzzles

Some areas are accessible only with special keys hidden in each level. Others require you to solve a puzzle, such as restoring power to an area or providing a specific combination. While you can often guess combinations through trial and error, we have provided clues for you if you look carefully.

THE KEYS

Skull Key	Moon Key
Eye Key	Spider Key
Flame Key	Dagger Key

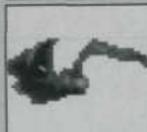
Enemies

Puzzles are only part of the challenge ahead. Tchernobog's minions are everywhere, for they know the goal of your quest and will stop at nothing to stop you.



Rats

While not the deadliest of creatures, these little fiends can be quite hazardous if they mob you, which is their preferred mode of attack.



Bats

Bats have a nasty tendency of getting in your face when you're trying to get a bead on deadlier creatures. Take care of them quickly if you know what's good for you.



Spiders

Don't be fooled—spiders are dangerous enemies. The little red ones pack a poison that will blur your vision. The larger green ones can blind you completely for a short time. The poison is cumulative, so the more they bite, the worse the side effects.



Zombies

These hardy undead menaces move more swiftly than you might expect. Take them out before they get close or you'll taste their rusty axe blades. Also, just because they're down doesn't mean they're dead—make sure they're down for the count before you move on.



Bloated Butchers

Slower and more deliberate than their axe-wielding comrades, are much tougher to kill. You'll have to dish out a lot of abuse before they go down. Beware of the foul goo they vomit at you, for it is both corrosive and unpleasant smelling.



Cultists

Tchernobog's human soldiers are accurate and deadly. Wielding shotguns these robed menaces give you a good fight. They may also lob dynamite at you from time to time, so listen for the telltale hiss and be ready to dive for cover.



Fanatics

These Tommy Gun packin' keepers of the dark faith want to spill your precious life blood. Keep your ears tuned for the deadly sounds of dynamite as they sometimes offer explosives instead.



Gargoyles

Your first encounter with a gargoyle will teach you to keep an eye turned skyward. They are as tough to kill as they are vicious. They hurl sharp bones at you from afar or swoop in to rake at you with their talons.



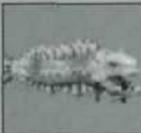
Stone Gargoyles

Stone gargoyles are nigh invulnerable. Bullets bounce off their brittle hides and flames find little purchase. You'll have to be resourceful to survive an encounter with one of these monstrosities.



Hell Hounds

These fire-breathing mastiffs are swift and deadly. If they get close to you, their powerful jaws will make quick work of you, so keep your distance. . . if you can.



Bone Eels

Though somewhat timid, bone eels will dart at you the moment you turn your back. They make up in ferocity what they lack in fortitude.



Gill Beasts

If you have to face a gill beast in the water, you're in big trouble. While slow and ponderous above water, in their element they are vicious adversaries.



Choking Hands

The corpses that the minions of Tchemobog use to make zombies aren't always in the best of shape. Sometimes, only a limb is salvageable. Usually, the Cabal's surgeons can fashion various bits and pieces into a serviceable undead soldier, but certain leftover parts can be effective all on their own. If one of these horrors gets hold of you, you've got to push it off before you can kill it.



Phantasms

These restless phantoms harvest the souls of their victims with vicious scythes. Because they exist more in the land of the dead than the world of the living, they are only vulnerable when attacking. Watch for them to solidify before striking or your ammo and effort will be wasted.



Cheogh

Cheogh rules over all gargoyles, but he has long yearned to hold higher rank in Tchemobog's army. His jealousy toward the Chosen was never kept secret. Now that you have been cast from Tchemobog's graces, envy has boiled into sheer abiding hatred. He will be anxious to meet you again and express his feelings for you.



Shial, Mother of Spiders

The spider demon Shial makes her lair deep within the earth in the frozen North. Surrounded by her arachnoid spawn, she skulks through darkness, feeding on those hapless souls who stumble into her cavernous labyrinth or are brought there by her loyal children. Those who fall victim to her leam of true agony as she digests them alive.



Cerberus

Named for the mythical guardian of the gates of Hell, this two-headed firebreathing demon abides in a dark, sulfurous den, hidden to the world of mortals. Ferocious and nigh invulnerable, Cerberus is the deadliest adversary you will face aside from Tchemobog himself. Remember that you must destroy both heads in order to defeat him.



Tchemobog

His name is spoken only in whispers, for it is said that his interest is easily roused. Those who peer fully into his smoldering gaze are condemned to madness and death. You must find him before his powers become complete if you are to stand a chance. Even then, defeating him will require all your strength and ingenuity.

BloodBath

To start a multiplayer game of Blood, run SETUP and select from the following options:

NETWORK GAME

1. Choose "Network Game" and press [ENTER].
2. Select the number of players (1-8).
3. Leave the socket number at its default unless you experience difficulties, in which case you should ask your network administrator for assistance.
4. Enter a Player Name if you like.
5. Select "Launch Blood" and press [ENTER]. The game will begin once the game has found all the players. Press escape at any time to abort before the game launches.

MODEM GAME

1. Choose "Modem Game" and press [ENTER].
2. Select either "Wait for Call" or "Dial Your Opponent".
3. Select "Setup COM Port" and indicate your modem COM Port. Leave the other options at their defaults unless you experience difficulties.
4. Select "Setup Modem" and find your modem on the list. If you are unsure of the brand, consult your computer documentation. Use the default initialization, hangup, and dialout strings unless you experience difficulties.
5. Enter a Player Name if you like.
6. If you are dialing your opponent, select "Phone Number List" and enter phone number.
7. Select "Launch Blood" and press [ENTER]. The game will begin once the connection has been made.

SERIAL GAME

1. Choose "Serial Game" and press [ENTER].
2. Select "Setup COM Port" and indicate the COM Port you are using. Leave the other options at their defaults unless you experience difficulties.

3. Enter a Player Name if you like.
4. Select "Launch Blood" and press [ENTER]. The game will begin once the connection has been made.

STARTING A NEW NETWORK GAME

Game Type: Once the game has loaded, you must first select the game type from the Game menu. BloodBath pits players against one another. In cooperative play, players work together to fight monsters and progress through the game in a linear fashion.

Episode and Level: Next indicate the level you wish to start with by selecting the appropriate Episode and Level names.

Monsters: If you want monsters in your network game, select "Bring 'Em On." You may also select "Respawn" for monsters that regenerate after they are killed.

Weapons: Permanent weapons do not disappear when picked up, so that any player can find a weapon regardless of other players' actions within the level. Note that you can only pick up a weapon once—running over it repeatedly does not add ammunition to your inventory. Respawn weapons disappear for a brief time when picked up. Running over a weapon already in your arsenal will add ammunition to your inventory. Select "Respawn with Markers" if you would like a graphic to appear indicating approximately how close an item is to respawning (red means a long wait, yellow a medium wait, and green a short wait). Select "Do Not Respawn" if you want to have a pitchfork showdown.

Items: Select whether you want ammunition and powerups to reappear once picked up. As with Weapons, you may set items to respawn with or without markers.

Respawn: (full registered version only) This option affects where players respawn after dying in a BloodBath. With "Random" respawning, you will appear arbitrarily at any one of the respawn points. "Close to Weapons" will spawn you nearest to an available weapon. "Away from Players" will respawn you furthest from other players in the level, giving you a chance to gather some weapons and items before jumping back into battle.

User Map: (full registered version only) Allows you to specify a user map to play. When you are ready to play, select "Start Game" and press [ENTER].

SENDING MESSAGES

To communicate with other players during a multiplayer game, press "T" and type your message. Press [ENTER] to send it or [Esc] to abort.

You may send predefined macros by pressing "T" and then selecting F1-F10. Feel free to edit your macros from SETUP. The more creative and vindictive, the better.

Troubleshooting

1. If you have enough memory installed but cannot get Blood to run:

- * If you are running in Windows '95, shut down and restart in MS-DOS mode and install Blood in DOS instead. This will free up a lot of the memory that is being used by Windows.
- * If you are running in DOS, or Windows'95 DOS mode, and still do not have enough free memory to run Blood, you may need to create a boot disk that only loads your CD-ROM, sound card, and mouse drivers, and use it to boot your computer each time you play Blood. There is a boot disk FAQ available on GT's website and via faxback at GT tech support number that can help you to create a boot disk.

2. If you have sound problems:

- * If you have not already run the SETUP utility after installation, do so now. You need to specify what brand of sound hardware you are using before Blood can run.
- * If you are playing from DOS and not Windows '95, you will need to have your sound card drivers loaded in config.sys before playing Blood for your sound card to work.
- * Be sure that the settings you choose in SETUP for your sound card match those found in your SET BLASTER environment variable in the autoexec.bat file.
- * Make sure that the sound card setup utilities are set up in AUTOEXEC.BAT when you boot your computer into DOS.
- * Don't run under a Win95 full-screen DOS box unless you absolutely have to.

3. If you are having mouse problems:

- * Using a 3-button mouse requires the latest drivers from the vendor, especially if running under Win95.

- * If all else fails, configure as a two-button mouse, or keyboard only.

4. If Blood crashes unexpectedly with or without an error message:

- * Don't run Blood under Windows or Win95. Shut down and restart in true MS-DOS.

- * Make sure your system meets the minimum system requirements for Blood listed on the Box.

- * Be sure that your mouse driver is loaded prior to playing Blood.

5. If you experience "Out of sync" errors when playing a network or modem game:

- * Be sure all of the players have the same version of Blood as well as the same version of any user map you might be using.

- * Net game - Make sure your network card drivers are set up properly and that all cards are using the same version of the IPX protocol.

- * Modem game - Be sure that both modems are set to the same baud rate and that error compression, data compression and flow control are turned off.