

Bad Blood's Walkthrough

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History	1
Characters	1
General	2
Troubleshooting	2
Parting words.....	2
Exploring the new world	3
Starting out	3
Zero Town	4
Meet some villagers and one Urse	4
Rescuing the Shaman	5
Visiting the Oracle	5
Yrvium and freeing Bessek	6
The Subs.....	7
The city below and the endgame.....	7

History

I didn't plan to update version 1.0, until the file's host took it upon itself to convert the TXT file into a DOC file. This ruined the formatting and made it look unnatural. Please refrain from such actions without informing first. But given this chance, at least I've also fixed some grammar and spelling issues and took advantage of the rich type abilities.

Characters

In Bad Blood you have the choice of playing the game as one of three characters:

	<i>Dekker</i> <i>A normal male human</i>	<i>Jakka</i> <i>A female mutant who looks human</i>	<i>Varigg</i> <i>A huge green-skinned mutant</i>
<i>Default weapon</i>	Strongest one - a knife	Safest weapon – an eyeblast	Weakest weapon – a fist
<i>Treatment in Yrvium</i>	Good treatment Can enter/exit at will	Good treatment Can enter/exit at will	Bad treatment Must wear a collar to enter Must find an excuse to exit
<i>Zero Town's radiation</i>	Constantly loses health	No effect on her	No effect on him
<i>Strength</i>	Medium	Minimum	Maximum

General

Bad Blood is rich with its own vocabulary (described in the game's documentation), and the playing area is huge. The main plot is linear, but there are lots of things one can do at whatever order one likes. Also, interaction with non-player characters (NPCs) is required, as well as some mapping, especially in the endgame sequence.

One thing that comes to mind about this game is that with so many weapons that are wasted on unworthy opponents, so much open space (although one can't shoot from different heights) and such a short story (it's only stretched because of the endless walking in this on-screen mapless world) - if there ever was a game in the world that needed multiplayer mode badly, it's this one. What a wasted opportunity.

Three saved-game positions ("GAM.00X") and two difficulty levels are available for use ("Warrior Mode" just means the only way to pause the game is to specifically choose Options=>Pause). Note that when starting a new game, the three positions are deleted. Game play is identical for all three players, except for one sequence when playing as Varigg, which will be mentioned at a later point.

Troubleshooting

There are some problems supposedly reported by people. The following should be helpful if you encounter any of them:

1. Games aren't saved: could occur after you picked a game-save position, but didn't rename it. If you do rename it, the problem is solved.
2. Character won't move after restoring: might happen if you saved your game with an NPC in the room with you. Simply save your games well away from NPCs.

Parting words

Weapons are needed in order to finish the game. Most of them require ammo, but you'd never be stuck due to a lack of ammo because your default weapon requires no ammo. Any other weapon is just optional. Most weapons are taken from desert wandering slavers. That is, if you kill the slaver that carries the weapon you want (sometimes they'd drop other things though - just keep trying). Only the club and the whip need no ammo (other than your default weapon). Only city guards carry vibrablades and their needed batteries. Also, there are only two weapons in this game that are achievable only from a single place - the bazooka (can only be purchased in Zero Town) and the oozie (can only be found in the Urse's cave).

There are two very important items in this game that may not be plot items (that is, don't count on the plot to force you to get them), but their absence makes playing much worse. They are a satscan (a mapless GPS - for coordinates only - found in Nivvik) and (outdoors only) binoculars (found when killing a Devol in Zero Town). Since the satscan is mapless, you should have the manual's map in front of you when wondering the desert.

A CD player can be found at 528/504 near an old man who lives alone in a house in the middle of the desert (he's "trapped" until you come by because his house's first floor is filled with lupuses). The CD player is used to distract certain mutant animals. Similar items are bugsprays that are scattered everywhere. Just like the CD player, they aren't dropped on use, but require direct sight (obviously). There are also many dogfood cans around. They cause the most distraction to mutant animals, but get dropped on use and cease to distract once you re-pick them.

The "other" human city, Xantinium, is found at 768/146 by crossing the river at 762/310. Unfortunately, it seems to serve no function. There aren't even guards at its gate to try talking to.

Mutant villages are found at the following coordinates: Mardok - 751/398; Nivvik - 339/189; Okkarn - 329/424; and Kitrum - 540/751.

Exploring the new world

Talk to any NPC who will listen about all the topics you can. Always start by chitchatting because it's just served to add more topics when possible. Hit points can be restored by eating fresh or dried hearts; fresh hearts restore all your hit points, and dried ones only restore half of them. When killing turkels, you usually get hearts (try to target the armored yet weaponless type of turkel and avoid the none armored but deadly kind). Hearts could also come randomly from other killings or from purchases from food merchants. In the desert, you'll constantly be attacked, so be ready to fight! And when you fight, keep hitting until the opponent not only dies but also drops food, weapons or ammo.

Explore as much of the post nuclear war wasteland as you can - caches of ammunition can also be found scattered about. A secret ammo cave full of goodies can be found at 462/34 (northwest of Mardok near Lake Acrus).

Food is gathered by killing the small mutant creatures that inhabit the landscape and sometimes the big NPCs (although they usually drop weapons and ammo instead). You eat food automatically (it tells you when it happens) so make sure to store plenty so you won't be bothered with the possibility of hunger. Another reason to store a lot of food is that food is used as money in this wasteland world. Whenever you buy something, you pay with food.

Starting out

After the introductory sequence has played out (where the story's background is given) and you have chosen a character to play as, the game begins in Mardok. You should enter every building and pick up whatever is available for taking. Make sure you go upstairs in buildings with more than one floor.

In the seemingly immaterial world of the villagers no one cares if you take their belongings. In the city you'd visit later there's just nothing to take without permission. But villagers and city

folks alike *do* mind you killing any of them, or even hurting them. If you hit any of them accidentally or not (and sometimes you need to kill someone as part of the plot), everyone in that village/city will attack you - until you leave and come back another day. This is similar to the situations in other Origin games (e.g., **Times of Lore**, **Ultima VI**, etc.). So just be careful. The only ones that have both a long memory and capitalistic views are Zero Town's crazy cultists (nice irony) - they're the only ones who care when you steal from them. Well - true enough, what you steal is their sole possession, and the plot would force you to steal it. Once it happens they will never forgive you. They will then attack you on sight until the end of the game. So if you want to talk to them, you must remember to do so before stealing from them.

In Mardok (and in every village you visit), talk to the Himmuk, the Shaman, and the Firetender. The Himmuk in Mardok suggests you visit the Oracle, who can tell you how to stop the impending war. He doesn't know where the Oracle is, but suggests you find the Shaman in Nivvik who does. Get all you can in Mardok.

Zero Town

Some mutants in Mardok would reveal you can buy a bazooka in Zero Town. I suggest doing so first because the bazooka is located just around another building in which you can get (outdoors only) binoculars. The binoculars are really helpful for your desert travels, so you might as well get both items at once.

The bazooka's merchant is located at 961/746 - the most northeast building in Zero Town (using the entrance from the northeast side as well). Although he looks like a Devol, he's really just a unique talkable mutant of some kind, so be careful not to injure him or kill him. If you kill him, he drops the bazooka but it's physically unreachable...

He should offer you on his own to buy a bazooka. If you answer no or don't have enough food to offer him, just come back later. If you agree, he would also tell you about Zero Town's weird cultists and their strange religion that involves worshipping an holy ancient instrument with the word APPLE on it...

Then, in the most southeast building in Zero Town there's a real Devol. If you kill it, it will drop a pair of binoculars. Get them and keep using them throughout the game.

While you're in Zero Town, enter buildings and find three tokens (you'll need them later).

Meet some villagers and one Urse

As you were told in your own village of Mardok, you need to go to Nivvik to talk to the Shaman there. When you get to Nivvik, you find out from the Himmuk that the Shaman has been kidnapped by Kejecks. While there, make sure you pick up the satscan, which will give you map coordinates when you use it. As usual, get everything you can grab, and move south to Okkarn. It's an annoying long and circular road, but nothing can be done about it at this point...

Okkarn isn't a very friendly place, and it will become downright unfriendly later on. Grab what you can now, especially the vibrablade. "Ammunition" for the vibrablade (batteries) is hard to come by, except in human cities, so don't use it unless you have to. You can already free the village's prisoner, but in theory you're supposed to wait until you're officially asked to later on in the game.

Since you're around the area of his secluded house, you might want to rescue an old man and get his CD player at 528/504. Continue to Kitrum and get what you can. Some mutants in Kitrum would talk to you about the dangerous Urse (a *huge* mutant bear). If you want to help them, it's found wandering the landscape south of Kitrum. Some bazooka shots can kill it or many shots of weaker weapons. Try to shoot it from a distance to avoid its claws as well as blasts from your own shots (if you use weapons like a bazooka and grenades). More importantly, the Urse's cave is found at 357/903. Inside, you will find an oozie and plenty of ammo.

Rescuing the Shaman

Following what you learned in Nivvik, cross the river at 233/406 or 265/696 and proceed to the Kejek village at 62/970. The Shaman is in the south-western hut. But since you have to kill its guards anyway, you might as well raid the whole camp. Talk to the Shaman of Nivvik. He says the Oracle is across the lake and can be reached only by boat. The fisherman at Nivvik can lend you one. So again take the long and circular walk back to Nivvik. But this time the payoff is that once you get the boat you will no longer be limited by rock-meets-river borders (for example, when you need to go back to Okkarn) or rely on the very few bridges!

Visiting the Oracle

There is no way to tell you exactly how to find the Oracle. There are many false trails, and you will have to backtrack several times. At least unlike further mazes, it's outside so keep using the binoculars to spare walking into false trails. At first, head for the west shore of the lake. Start at the trail near the point after which you can no longer go south. The Oracle's cave is found at 34/118. The Oracle will insist you prove your worthiness by bringing him an example of the Ancients' technology from Zero Town. What might that be, you ask? Why, the cultists' holy Apple...computer, of course!

Go to Zero Town (if this is your first visit, look above for things to do in Zero Town) and get the "holy" Apple at 840/896. Be ready to fight the cultists when you do. They use knives and eyeblasts as their weapons. Then, head back to the Oracle (tip: after finishing the game once, any time you play again get the apple in your first visit to Zero Town to avoid re-visiting the Oracle).

After you return to the Oracle and give him the Apple, he will tell you about a prisoner in Okkarn with whom you must talk. So it's off to Okkarn to free Artis (at least you have the boat).

Artis can be freed by killing his guards, but make sure you don't kill Artis accidentally! At least not until you talk to him about Lord Dominix's plan and the kidnapping of Equitus...

Then run away from Okkarn because the entire village would want your head for killing the guards.

At this point you may return to the Oracle once more (tip: after finishing the game once, any time you play again free Artis in your first visit to Okkarn to avoid re-visiting the Oracle). He suggests you enter the city of Yrvium. He also tells you about a collar, which you can learn more about from the ex-slave who is now a hunter in Kitrum (talk to the villagers to locate him). It is not necessary to do this, but you may want to play this part through in order to enrich the storyline. If you want to bypass this part, you may proceed directly to the city of Yrvium.

Yrvium and freeing Bessek

Yrvium is located at 78/626. You may cross the river at 233/406, 265/696 or just use your boat. If you are playing as Varigg, you must first get a slave collar. Obtain a collar from the group of slavers who are to the east of Yrvium in the afternoon. The time of day is important: after noon, and before evening. Be ready to fight a large group of armed slavers. Kill them until one of them drops a slave collar. Varigg must get the collar and use it to disguise himself as a slave so the guards will let him in the city. Dekker or Jakka can simply walk in (and out). Be advised that while playing as Varigg, the human residents of Yrvium who do not like mutants may throw things at you while you are there.

If you are playing as Varigg, there is one more thing you must do before you can later leave the city. Although humans (like Dekker and Jakka) are allowed free passage in and out of Yrvium, mutants are allowed out only to gather water. Find a mutant slave wandering around the city's gate and talk to him. He would tell you this. Then, you could always get out by telling the gate's guards you were sent by your masters to bring them water.

Your first stop in the city should be the building to the left of the gate. This is the slave quarters. Inside there is a blue female blarg who will tell you about the mutant slave Bessek. He is kept as a prisoner for trying to kill Lord Dominix in the middle of the last games (if you didn't follow the plot, Yurium and Xantium used to conduct games in which their mutant slaves were forced to fight mutant animals. Lord Dominix got angry when Xantium decided to outlaw the games).

Before you find and free Bessek and get everyone in the city trying to kill you, enter buildings and talk to everyone (in one building you can even buy some things). The only building and people that serve no purpose at all is Lord Dominix' palace and its guards (except the weapons you get if you kill them). At least unlike the meaningless city of Xantium, I guess here there's at least some purpose - to hint that you'd need another way inside the palace than by marching right through the main door.

When you've finished talking to everyone, head over to Bessek. He is being held in the middle cage (the one with the guard) in the arena in the northeast corner of the city. Kill the guard and enter the cage to speak with Bessek - like Artis, be careful not to kill him. At least not until he tells you an amazing revelation he found out about Lord Dominix when attempting to kill him. Also make sure you ask him about Equitus. He tells you to go and find Zero Town's mutant rebels that live in the Subs (the ancient subway tunnels...) and gives you a password.

If you're Varigg, and the city's people still want to kill you for killing Bessek's guard, you shouldn't even bother to use the water excuse. The gate's guards are too busy trying to kill you than watching the gate. So just walk outside as if you were Dekker or Jakka.

The Subs

It's back to Zero Town again, this time to find the Subs. Before you go, though, make sure you have found three tokens around the city. The entrance to the Subs is at 930/887. Give the guards the password, hit the red button on the wall (by pushing yourself against it) to reveal the ladder, and climb down.

Although it looks like a maze, the Subway isn't one – it only has one false trail (to the north). Go south from the ladder, and use a token to go through the turnstiles. Continue south, and use a second token. The railway tunnels are all blocked off. Your goal is to locate the Himmuk of the Subs (found at the southwest corner), who will tell you about the city below (Yurium), and about Theodus, Dominix's captain. While you are here, make sure that you pick up a fourth token; you will need it to get out as one of the turnstiles you went through before got closed again.

The city below and the endgame

In Yrvium, there are just a few more people to talk to before you head down below. You may speak with the teacher (midwest of the city) and the wellkeeper (mid north) about the city below. The person you must talk to is the rogue, Philo, who will tell you how to get to the city below, and who will sell you a means of getting there. He hangs out in the tavern in the afternoons and evenings. The tavernkeeper is also needed - he provides food for Theodus. Talk to him about this and he will let you take Theodus's dinner for him. Theodus' quarters are just to the left of the guards' barracks in the north. Tell the guard at the door that you're bringing Theodus' dinner. He'd unlock the door for you, so just walk in. Once inside, you can't really give Theodus his food. Instead, you must kill him to get his keys. Now, head for the well (everyone will want your blood again, including the wellkeeper).

Use Philo's rope to enter the city below, but watch out for the rats (this is a good place to use some dogfood cans)! From this point on to the endgame you must travel through this maze and - like in the desert - fight endless mutant animals along the way. Since there's a lot of backtracking (you go in some trail, push a button and then go back in order to enter a previously locked trail), there's not much point constructing a map. So I will just describe the way in parts:

- 1.1. Go to the northeast corner of the room, where it is blocked by lasers and hit the button turns the lasers off).
- 1.2. Continue along the wall and press the button on the right (opens the door in the southeast corner of the former room).
- 1.3. Go back through the now open door and hit the button on the left.
- 1.4. Go south, then east, and hit both buttons.
- 1.5. Backtrack and hit the button on the right (if the door is closed).
- 1.6. Return to the room with original room (with the rope).
- 1.7. Go to the now open door in the south.
- 1.8. Go west, and north through another open door.
- 1.9. Turn right towards the lasers and click only the first button (the second closes a door)!
- 1.10. Go through a long east corridor and hit the button at the little dogleg to open the third set of lasers a little farther on.

- 2.1. At the corner, hit the button to open the door to the south and enter it.
- 2.2. Directly around the corner, hit the button to bring up the elevator.
- 2.3. Go through the door directly to the north through said elevator.
- 2.4. Turn east.
- 2.5. Hit the button on the north wall of the room.
- 2.6. Go through the door to the south.
- 2.7. Go around the corner and press the button.
- 2.8. Backtrack, enter the corridor to the west (the beams should be off) and hit the button there.
- 2.9. Go east, south, then around the corner again to find the high voltage has been turned off.

- 3.1. Continue south to a four-way intersection and take the corridor to the west, then hit both buttons.
- 3.2. Head back east, then take the south corridor (the door should be open).
- 3.3. Go east and hit the button.
- 3.4. Cross over the elevator (which should be there).
- 3.5. Press the button just around the corner to open another door in the above four-way intersection.
- 3.6. Backtrack by returning to said four-way intersection, turn east, go north all the way, turn west, go south all the way.

- 4.1. The door to the south in the big room should be open (the elevator should be working).
- 4.2. Turn west and press both buttons on the north wall.
- 4.3. Go south, then west after you enter the big room.
- 4.4. Take the north corridor (the door should be open).
- 4.5. Take the west corridor.
- 4.6. Hit the button (turns off both the high voltage in the northbound corridor and the lasers in the southwest corner of the big room).

- 5.1. You can turn north and go chitchat with the hermit in the room to the north.
 - 5.2. You can pick up a wire cutter while you're there and use the hermit's safe room to save the game.
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- 6.1. Continue south again and enter the corridor in the southwest corner of the big room.
 - 6.2. Proceed west through a long hallway (the lasers should be off).
 - 6.3. Go to the north wall of the room you enter and hit the button (turns off the lasers in the big room you were in before).
 - 6.4. Backtrack to the big room.
 - 6.5. Enter the corridor in the southeast corner of the room.
 - 6.6. Press the button in the corner.
 - 6.7. Follow this hallway east, then south through the open doors.

You've found the secret cells!

Proceed to cut the wires in the west with the wire cutter (see above how to get it from the hermit) or with your vibrablade. You can kill the hallway's guards (this would be your final chance to test all of your weapons so spare no ammo!). Finally, enter the (automatically unlocked, if you have Theodus' keys) third door from the east (as the hermit told you).

You've found Equitus and won the game, congratulations!

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