

# **BloodBath**

**COLLABORATORS**

|               |                             |                   |                  |
|---------------|-----------------------------|-------------------|------------------|
|               | <i>TITLE :</i><br>BloodBath |                   |                  |
| <i>ACTION</i> | <i>NAME</i>                 | <i>DATE</i>       | <i>SIGNATURE</i> |
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# Contents

|          |   |          |
|----------|---|----------|
| <b>1</b> | <b>BloodBath</b>                              | <b>1</b> |
| 1.1      | BloodBath V1.0 by Mölltorp Software . . . . . | 1        |
| 1.2      | index . . . . .                               | 1        |
| 1.3      | Background . . . . .                          | 2        |
| 1.4      | Introduction . . . . .                        | 2        |
| 1.5      | Legalstuff . . . . .                          | 3        |
| 1.6      | Requirements . . . . .                        | 4        |
| 1.7      | Installation . . . . .                        | 4        |
| 1.8      | How to use . . . . .                          | 4        |
| 1.9      | Tested on . . . . .                           | 5        |
| 1.10     | Known bugs . . . . .                          | 5        |
| 1.11     | Authors . . . . .                             | 5        |
| 1.12     | History . . . . .                             | 6        |
| 1.13     | Future . . . . .                              | 6        |
| 1.14     | Thanks . . . . .                              | 6        |
| 1.15     | Register . . . . .                            | 7        |
| 1.16     | Registration form . . . . .                   | 7        |

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## Chapter 1

# BloodBath

### 1.1 BloodBath V1.0 by Mölltorp Software

```
*****
```

```
BloodBath 1.0
```

```
                                     #
#####
#####
#### # ##
#####
####
####
####
####
```

```
*****
BloodBath V1.0
is a fun game with digital graphics
Copyright 1997 Mölltorp Software
*****
```

```
Continue
```

### 1.2 index

```
Background
  Why do this?

Introduction
  What is BloodBath?

Copyright
```

Copyright and Distribution

Requirements

What do I need for using BloodBath!

Installation

How can I install BloodBath?

How to use

How do I use BloodBath?

Testet on

Tested computers!

Known bugs

Bugs ?!@#./

Authors

Who is who?

History

Historylist

Future

Which changes will be done next time?

Thanks

Thanks to ...

Registration

How can I register BloodBath?

## 1.3 Background

Background

We started this projekt in the summer 1994 for upload something we have did itself to AmiNET. We took a camera and film a lots fo pictures to this game. Because we isn't so good programmers we use AMOS... When we have done 3 level all of us was to tired to finish all the other... like intro, main-meny, hiscore, docs, install and so on... But this autumn I (Daniel Widerström) and Henrik Gustafson have done the must of this. It is only we and Mikael Johansson who have the Amiga left so we may finish it.

We wish you a lot of fun with BloodBath ; -)

## 1.4 Introduction

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### Introduction

This is a game we have stealed the idea from BloodBath to the MAC. It's a simply game shoot they (we ;- ) before they shoot you. It reminds of "Operation Wolf", a old game from 88 or so... But the screen doesn't scroll instead the "enemy" came back and would shoot you again. There is 3 level with raiser difficult level.

If there are still problems, you find a bug, you want to make some suggestions or what ever, write or mail to one of the addresses

.

## 1.5 Legalstuff

### Copyright

The program BloodBath are (C)opyright 1997 by:

Daniel Widerström

Henrik Gustafson

All rights reserved.

BloodBath is

Email-ware

. If you use this version frequently,

you should

register

.

### Distribution

With passing BloodBath it's not allowed to get profit with it, especially the prize of two disk which includes BloodBath must not be higher than US 5\$,- (respectively an equivalent amount in another currency). BloodBath may freely distributed in mailboxes and networks and also as part from shareware/freeware-CDs.

All right for the commercial usage remaining by the authors

.

### Confinements

The authors don't take any responsibility for any effect, when using this program.

You use this program on your own risk.

And here the long version:

THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDER AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND,

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## 1.6 Requirements

Systemrequirements

An Amiga :-)

Kickstart 1.2 or higher we think... all of us have 3.0+

1.0 MB Chipminne (we think)

3.7 MB Space of a Harddrive

## 1.7 Installation

Installation

Best use the present installer-script.

If you want, you can also install BloodBath by yourself.

Copy all files into one drawer and change the icons-set to "standard" if you don't use MagicWorkBench.

You must have a "bb:" assign to the drawer also.

## 1.8 How to use

Usage

Using BloodBath is very easy. You can start it from the Workbench, by a doubleclick on the BloodBath-icon. Or the intro-icon if you want to see the intro-anim.

In the game you press the button "start" and now you are playing!

And the question all asked...

---

#### Level 1

The car is Peter Forsgård old.  
Henrik Gustafson is the person who stands up longest to the right.  
Johan and Jimmy Eriksson (brother) is in the car. Johan comes up throw the top.  
Jimmy throw the sidewindow.

#### Level 2

A tank who stand at "Kråk" about 4km from we are living.  
Björn Johansson lie on the tank.  
Peter Forsgård came from the left side.  
Mikael Johansson stands up to the right.  
Daniel Widerström rolling under the tank on the gravel.

#### Level 3

Mikael Johansson cottage.  
Peter Forsgård comes from the left.  
Mikael johansson comes throw the door.  
Henrik Gustafson comes throw the window.  
Björn Johansson stands up to on the right side.  
Daniel Widerström lies on the roof.

## 1.9 Tested on

Tested on

A1200/030/50/50/18MB/3.1 (Daniel Widerström)  
A3000/030/25/25/14MB/3.1 (Henrik Gustafson)

A1200/030/50/18MB/3.1  
A1200/030/50/6MB/3.0  
A1200/030/50/50/10MB/3.0  
A1200/030/50/50/42MB/3.0  
A1200T/060/50/34MB/3.1

## 1.10 Known bugs

Known bugs

- Sometimes the "enemy" don't die when you shoot him.
- It isn't always all "enemies" came at a level, but some of them always do.
- In the last level (3) somethimes strangs thing happens...

Well, its more ... But the must doesn't matter....

You can write to us and explain if you find a new,  
authors

## 1.11 Authors

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Send bug-reports, ideas, suggestions, money or what you want to:

Daniel Widerström:

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546 72 Mölltorp  
Sweden

FidoNET: 2:204/204.70

E-Mail: daniel.widerstrom@karlsborg.mail.telia.com  
(E-Mail preferred)

Henrik Gustafson:

Prästgatan 6  
546 72 Mölltorp  
Sweden

E-Mail: henrik.gustafson@karlsborg.mail.telia.com  
(E-Mail preferred)

## 1.12 History

History

1997.01.01 V1.0

- First Public Release.

1996.03.03 V0.9

- A Release for our friends.

## 1.13 Future

Further plans

- The level should work better
- Much faster
- More Levels (Winter motive)
- Lives, there is already exits a planer for it.
- Better samples
- A module in the background
- A better intro
  
- Maybe noting at all... It's so bad...

## 1.14 Thanks

Special thanks goes to all the people who worked with us on this program:

---

Johan Eriksson who have made the main code.

Mikael Johansson who have film and digital all pictures.

Peter Forsgård who have help us with filming and the code.

Tommy Eriksson for the main-module. (Maybe the best part in the game....)

Also:

Björn Johansson and Jimmy Eriksson for playiny actors

Pasi Koivisto for proofreading the English documentation.

Mattias Eriksson{ui} for small MagicWB-icons.

Eric Gerard{ui} for locale MagicWB-icons.

## 1.15 Register

### Registration

BloodBath is Emailware, that means you have to send a e-mail if you use it.  
If you don't have email you can use FidoNET.

Nothing happens but we want to know how many are using it.

How can I become a registered user?

It's very easy, fill out the  
registration form

.

Then send it with email to one of the  
authors

.

## 1.16 Registration form

You don't have to register if you don't want but it would be fun with email from  
people who use it.

\*\*\*\*\*

### Registration BloodBath V1.0

\*\*\*\*\*

Name : .....  
Street : .....  
City : .....

Country : .....  
EMail : .....  
Comments : .....  
.....  
.....  
.....  
.....

\*\*\*\*\*