

Bloodsuckers
©1993 Pangea Software
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We at Pangea Software believe in the “old” shareware ideology that shareware should cost pennies and have no strings attached. Recently Mac shareware fees have exceeded costs of actual packaged software, and we think that stinks.

For this, our first Mac shareware game, we are only asking:

\$5

We humbly request that instead of paying us, you send the money to the American Cancer Society. Please tell them why you are donating, and please write or email us to tell us if you have donated - we want to know if we are making a difference. We also are VERY interested in YOUR ideas for future shareware games. Our survival depends on your support. It is our intention to produce an entire line of shareware games for the Mac. We are aiming to crank one out every few weeks, but we need your help. Any assistance you can offer in terms of ideas, equipment, tech support, etc., would be great!

Please notify us of any bugs (no pun intended) or system incompatibilities so that future games will work correctly. We are not yet official Apple developers, so our access to information is limited. Any technical help is greatly appreciated.

Copy and distribute this program all you want. Shareware distributors are authorized to sell this program for no more than \$5. Anyone wishing to sell the program for a higher price must receive written permission from Pangea Software.

HOW TO PLAY

Bloodsuckers is a shooting gallery type game where your goal is to protect your arm from being sucked into oblivion by hoards of blood-thirsty insects.

The mouse moves your hand around the screen. Press the button to swat at a bug. On the right of the screen are two meters: a pain meter and a blood meter. The Pain Meter begins to go up when the first bug bites your arm. It cannot be stopped. The Blood Meter decreases as long as bugs are sucking on you. The more bugs there are sucking, the faster the meter goes down. When the blood meter runs out, you are dead.

Some bugs are easier to hit than others, and some bugs may take more than one hit to kill. When the screen becomes full of bug guts, it may be difficult to see that a bug is sucking on your arm.

At the end of each wave you will receive bonus blood based on your pain meter. The less pain, the more blood you get.

At the end of each level there is a timed bonus round where you must pick up as much blood as possible in 10 seconds. You do not need to swat blood, just wave your hand over it to pick it up.

CONTROLS:

Q - Quit game
ESC - Return to Menu
CAPSLOCK - Pause game

THE BLOODSUCKERS:

BEE:



EYE:



FLY:



GNAT:



MANTIS:



LADYBUG:



LEECH:



TARANTULA:



SPIDER:



BEETLE:



WASP:

