

THE CHOSEN™

BLOOD II



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Getting Started

SYSTEM REQUIREMENTS

CPU: Pentium® 166MHz or better

Memory: 64 MB RAM

Available Hard-Disk Space:

Minimum: 175MB

Full Install: 450MB

Distribution Media Drive: 4X CD-ROM Drive

Audio System: 100% DirectSound Compatible

Video System: DX 6.0 and above compliant 3D accelerator (or without an accelerator (or without an accelerator: P233, 32MB RAM)

Input Devices: Keyboard, mouse, DirectInput compatible game devices

O/S: Windows 95®/98®

INSTALLATION UNDER WINDOWS 95® OR 98®

If you are using Windows 95® or Windows 98®, just insert the CD in your CD-ROM drive. If the install program does not start automatically, follow these instructions.

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

DIRECTX6™

DirectX6™ is required and will be installed automatically during a Normal or Minimum install of Blood II: The Chosen™. You can also choose to install DirectX6™ through the Custom install option.

In most cases DX6 will install new video and audio drivers for your system. If you have not updated your drivers for your video or hardware recently, we strongly suggest that you do so, regardless of the DX6 recommendations during installation.

Although you may not be prompted for a restart after installing DX6, we HIGHLY recommend that you restart your computer anyway.

BLOOD II: THE CHOSEN™ LAUNCHER

LAUNCH BUTTON

From your desktop, select START > PROGRAMS > MONOLITH GAMES > BLOOD II > BLOOD II. Click LAUNCH to start Blood II: The Chosen™. The first time you run Blood II: The Chosen™, you will be prompted to select a detail level. This detail setting will scale the content to increase performance or increase visual quality. You can change this detail setting at any time during the game by selecting Options...Display from the in-game menus.

Medium detail is the default setting, and is also a good choice for most systems. The detail settings are explained in depth in the section on DISPLAY DETAIL SETTINGS of the readme.

DISPLAY BUTTON

The first time you run Blood II: The Chosen™, we strongly suggest that you click the Display button in the Blood II: The Chosen™ launch box. This will test your video drivers to ensure DirectX6 compatibility. When the Display button is clicked, Blood II: The Chosen™ checks the DirectX compatibility of your video card(s). Blood II: The Chosen™ uses the same routine to initialize your video card when you click launch, but by clicking Display you can see the results. If you encounter problems after clicking Display (this is rare) please refer to the TROUBLE SHOOTING section of this readme.

CHOOSE YOUR VIDEO CARD

Display allows you to choose your display device (e.g., the video card) that you want to use to play Blood II: The Chosen. Only DirectX6 compatible devices will be displayed in the display window. You can also switch your display device at any time during the game by choosing Options...Display Properties...Change Mode.

LITHTECH DIRECT3D RENDERER

To use 3D hardware acceleration (if you have a D3D compatible 3D video card installed in your computer), choose LithTech Direct3D Renderer in the Renderers window, and then choose your display driver (your video card) in the Displays window.

If you are running a 2D/3D video card such as a Riva 128, your card will show up as "Primary Display Driver". If you are running a pass-through card such as a 3DFX-based card, it will be listed below Primary Display Driver as something similar to "3DFX Interactive Voodoo".

Not all video cards support 3D hardware acceleration. If you are uncertain about whether your video card has 3D hardware acceleration features, please refer to your card's documentation.

For more information about a specific 3D video card, see the 3D VIDEO HARDWARE section of the readme.

LITHTECH SOFTWARE RENDERER

To run Blood II: The Chosen without 3D hardware acceleration, choose LithTech Software Renderer in the Renderers window. Then choose your video card in the Displays window. If you are running the LithTech software renderer on a system with multiple video cards, we strongly suggest choosing your Primary Display Driver (your 2D card) in the Displays window.

MULTIPLAYER

Blood II: The Chosen™ supports death-match style BloodBath multiplayer gaming via TCP/IP, IPX and Modem Play via DirectPlay.

Use the Blood II: The Chosen™ Multiplayer Wizard to set up a multiplayer game. To access the Multiplayer Wizard, choose Multiplayer from the in-game menu, or, from the Blood II: The Chosen™ launcher, click the Multiplayer button. Follow the on screen prompts to host or join a multiplayer game. For more information about multiplayer games, please refer to the Multiplayer section of the online manual.

NOTE: You must be connected to your Internet service provider in order to play a multiplayer game over the Internet.

ONLINE MANUAL

To access the online manual, click the Help button on the Blood II: The Chosen Launcher, or click on Start on your task bar, then choose Programs...Monolith Games...Blood II: The Chosen™... and select the Blood II: The Chosen™ Manual icon. This manual contains more information about the game, as well as details regarding hardware support, recommended settings for specific hardware, and contact information for hardware manufacturers.

Overview of Gameplay

DEFAULT CONSOLE COMMANDS

(You can customize these commands from the Options menu)

Note that Blood II: The Chosen™ supports keyboard, mouse, joystick, and GamePad™.

MOUSE

Button 1	Fire the selected weapon's primary fire
Button 2	Walk forward (right button on a 3 button mouse)
Button 3	Fire the selected weapon's alt fire

JOYSTICK

Direction	Movement
Button 1	Fire the selected weapon's primary fire
Button 2	Strafe
Button 3	Fire the selected weapon's alt fire
Button 4	Jump

GAMEPAD™

Direction	Movement
Button 1	Fire the selected weapon's primary fire
Button 2	Strafe
Button 3	Fire the selected weapon's alt fire
Button 4	Jump

KEYBOARD

1 thru 0	Weapon selections
Arrows	Movement
Spacebar	Use items or open doors
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
A	Jump
Z	Crouch
Backspace	Turn around
[and]	Cycle through inventory items
Enter	Use selected inventory item
PgUp	Look Up
PgDown	Look Down
Delete	Drop Weapon
U	Mouse Look Toggle
I	Crosshair Toggle
=	Increase Screen Size
-	Decrease Screen Size
'	Next Weapon
;	Previous Weapon
G	Grab
T	Message
Y	Taunt
P	Proximity Bombs
B	Normal Bombs (Time bombs)
R	Remote Bombs
F1	Weapons Inventory
Tab	Level Info (single play) Frag Bar (multiplay)
F5	Quick Save
F6	Quick Load
Shift F1 thru Shift F12	Multiplayer message macros

* Assumes that you have this item in your inventory.

From The Cabal Archives

STORYLINE

Blood II: The Chosen™ begins in the year 2028, 100 years after the original events in **Blood™**. Caleb, Blood's undead anti-hero, has walked the Earth this entire time, mostly minding his own business, trying to get through day to day life, and going on the occasional mindless rampage when the mood strikes him.

The Cabal, the cult dedicated to the worship of the Dark God Tchernobog (Caleb's nemesis in **Blood™**), has changed drastically over the years. No longer content to remain a disjointed army of fanatics, they have organized a corporation to front their activities. Cabalco, as it is called, has grown to hold global interests in every major economic market. The Cabal's operations extend throughout this entire corporation, even to the point of recruiting its members from Cabalco employees. Some join willingly, some not so willingly. They are everywhere, and they consider Caleb to be The Great Betrayer, the individual that destroyed the 16th incarnation of Tchernobog. The Cabal has dedicated itself to stopping Caleb. Gideon, the current leader of the Cabal, referred to by his followers as "The Word," has been raised from childhood to lead, and views the conflict between himself and Caleb as being very personal.

Unfortunately for Caleb, there is more to him than just being a pissed-off dealer of death and destruction. He is a living conduit of the power of every individual he's killed, including the Cabal's Dark God. Gideon and his Cabal will not rest until they restore Tchernobog. To achieve their goals they will hound Caleb to the ends of the Earth, they'll destroy entire dimensions and bring the world to its knees.

Welcome to the world of **Blood™**. You're Caleb.

CABAL LANGUAGE

The Cabal Language has presumably existed as long as the Cabal. It is a secret means of communication used amongst the members of the Cabal to hide their intentions, and keep their existence a secret. It is also the language of their magical rituals. All of Cabal history is recorded using this language, and many of its members prefer its use, or have adapted it to their particular needs. For example, the Fanatics use it as a form of inter-squad communication and to intimidate their target.

Characters



GIDEON

Under Gideon's hand the Cabal has become more powerful than ever before, controlling the economic tides of many major nations and poised on the brink of world control. And the Cabal has achieved all of this without overt bloodshed or widespread public knowledge, by simply suppressing the will of the public through economic and social depression.

Despite these significant achievements, Gideon is unsatisfied. As long as Caleb lives Gideon feels unworthy of his position. He has dedicated himself and his pride towards finding and destroying Caleb, and the other Chosen. To do so, he'll go to almost any end including selling the Cabal and his soul to the darkest of threats, the most evil of evils. He will plunge to depths unknown, and achieve power unimaginable, all to put an end to the Chosen.

THE CHOSEN™



CALEB

Using his good mix of speed and toughness along with his familiarity with a wide variety of weapons, Caleb is the brawler. His ruthless style guarantees that when he enters a fight, no one gets out alive. These traits have made him the recognized leader of the Chosen.

Filled with hate, Caleb is tired after a century of existence. The only thing that drives him is his new-found desire to rid the world of the Cabal. To do so he would bring the world to the brink of destruction.



OPHELIA

A cold and cunning woman, Ophelia is the hand at work behind every situation. Those who join her find themselves doing what she wants whether they planned to or not, and those who oppose her have a tendency to disappear. In a fight she is fast, quiet, and versatile.



ISHMAEL

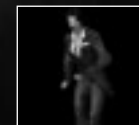
A man of few words and violent, decisive action, Ishmael's keen mind and emotionless personality make him a dangerous man to cross. His command of the dark arts is greater than any of the other Chosen™, and he uses that power and knowledge to decimate anyone who opposes him. Those who do resist find that Ishmael has the distinct ability to counter almost any attack. If he has a weakness, it is his dependence on his magic, which has caused many of his other skills to atrophy.



GABRIELLA

Gabriella is the ultimate walking weapon. She lives for death, and thirsts for power. Easily the strongest of the Chosen, she towers above even Caleb in size. She has forsaken her practice in the dark arts due to the defensive nature that magic sometimes takes. She relies on her incredible strength, endurance, and heavy weaponry to get the job done. Her thick battle armor and heavy weapons slow her down significantly, but she is invaluable to The Chosen™ as the anchor in any heavy firefight.

ENEMIES FROM THE CABAL



CULTISTS

The lowest designation of Cabal soldier, Cultists are followers of the Cabal. These early initiates are recruited, or brainwashed, into service from inside the Cabalco Corporation. They dress in official corporate attire so that their presence will not be obtrusive, allowing them to integrate into any aspect of normal society. They are only trained in a limited arsenal of weapons, mostly handguns, and in combat situations their lack of training prevents them from working effectively together.



FANATICS

These are the special forces of the Cabal. They're better equipped and more experienced, and they possess a slightly faster reaction time. They still don't pose much of a threat. Watch them, though. Occasionally, when you think you've put one down, he'll go berserk and return your attack.



ZEALOTS

Zealots are an invaluable resource in the Cabal army, as they are the only members of the Cabal with mastery of the Dark Arts. These abilities give them extremely effective offensive abilities. Zealots usually accompany groups of lesser Cabal members like Fanatics. They provide backup by using their magic to defend, heal, and generally strengthen the performance of an attack group.



PROPHETS

Prophets are highly intelligent, highly trained Cultists. Their purpose is to protect the Cabal's most precious commodities. They are heavily armored and resistant to damage. Prophets represent the best the Cabal has to offer.



MAD SCIENTIST

To improve their production the Cabal scientist undergoes biomechanical surgery to alter their eyes, hands and brains. The process leaves them quite insane and, as a nice side effect, quite dedicated to the Cabal. The scientist receives no military or combat training, and in a combat situation will generally cower from, or sometimes foolishly ridicule, an aggressor.

OTHERWORLD CREATURES



BONE LEECH

The Bone Leech is a small, worm-like parasite. A fairly weak creature, its power comes from its ability to infest and take over other creatures, providing it with a means of protection, a more effective way to attack, nourishment as it grows, and most importantly, a breeding ground for more Bone Leeches.



SOUL DRUDGE

The Soul Drudge is a human who has been infested by the Bone Leech, which burrows into the chest of a normal human, and comes to rest on the infected person's upper spinal column. From there it takes over the nervous system. This allows the Bone Leech to control all movement of the victim, although its control is awkward in the beginning, making the Soul Drudge a slow and clumsy creature. The Soul Drudge will generally attack anything that gets too close to it, most likely out of self-defense, although packs of Soul Drudges have been seen hunting prey, presumably looking for hosts for more Bone Leeches.



DRUDGE LORD

The Drudge Lord is basically a more developed version of the Soul Drudge. The Bone Leech has grown, and now pierces the arms of the victim with large, hooked, limbs to allow it better control. The victim is either no longer aware, dead, or too far gone to react at this point. The Drudge Lord is larger, tougher and deadlier than the

Soul Drudge, and has metal plates that it has bolted to its chest to protect the bone leech embryos inside. The Drudge Lord will attack almost any living creature, and do so spitefully. They have an extremely hostile and ill-tempered disposition, and little or no fear. Drudge Lords are not often seen working together, presumably due to their poor temperament, but they often have Soul Drudges acting as their servants.



DRUDGE PRIEST

The Drudge Priest is a larger creature with fully developed magic abilities. The Drudge Priest seems to hunt only to infest new victims, and will often have a host of other Drudge creatures doing its bidding. Attacks on this creature will often cause the breeding sack that is its stomach to spill dozens of Bone Leeches down on the unsuspecting attacker.



SHIKARI

The Shikari is a pure predator. It hunts in packs or alone, and has excellent tracking and sensing abilities. Very mobile, it jumps and runs. When it reaches its prey, it rips and devours in a ferocious frenzy. If something gets too close, it will attack viciously to protect its kill until the meal is complete.



THIEF

Small, stealthy, spider-like creature that attacks from behind attaching to the base of the skull, injecting a poison that slowly destroys the victim's nervous system until death occurs. If the poison does not immediately cause death it will cause extreme disorientation.



THE HAND

The corpses that the minions of Tchernobog use to make zombies aren't always in the best of shape. Sometime, 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 old of you, you've got to push it off before you can kill it.

Weapons

CONVENTIONAL WEAPONS



KNIFE

Melee weapons are used in close combat only. They generally don't do a lot of damage, and don't require too much strength to use, however player's with higher strength will have a higher rate of fire and do more damage. The melee weapons are ritualistic knives, tailored to each Chosen™ member separately. In addition to being quiet weapons they become more powerful the more they are used.



9MM AUTOMATIC PISTOL

The pistol has a good rate of fire, medium range and accuracy, and low damage. This is an introductory weapon that is light enough that anyone can use it. This weapon can be fired dual-handed if the player has a high enough strength value.



MAC-10 SUB MACHINE GUN

The Mac-10 has a much higher firing rate than the pistol since it can go full auto, but is very inaccurate. It can be fired dual-handed. The alt fire in single-handed mode allows the player to fire short, three-round bursts with increased accuracy by using the arm stock. There is no dual-handed alt fire.



SAWED-OFF SHOTGUN

The Sawed-off Shotgun packs a big punch but at a short range. Its rate of fire is slow. Its primary firing mode is one barrel at a time, while its alternate fire mode is both barrels at once.



.50 BMG SNIPER RIFLE

This high-caliber weapon is ideal for hitting targets at long range. Aided by the scope (accessed by selecting the weapon a second time) this weapon can hit targets at an extreme range for good damage. The damage this weapon does is very dependent on where it hits. Hitting the head or torso does major damage, whereas nicking the torso or hitting a limb does less damage.



M16 ASSAULT RIFLE

This long range, fast-firing and extremely damaging weapon is the ideal choice for heavy machine guns. It is equipped with an under-barrel grenade launcher. When used dual-handed the grenade launcher is not accessible.



HOWITZER

This weapon is basically a portable artillery piece. It fires a large shell at a slow rate of fire that is instantaneous and does massive damage. This weapon requires extreme strength to use.



MINIGUN

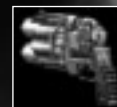
Potentially the most powerful weapon in the game, this gun combines an insanely high rate of fire with great range, and great damage.

DEMOLITIONS: EXPLOSIVE AND FLAME WEAPONS



NAPALM LAUNCHER

Large, heavy, and exceptionally brutal, this weapon fires flaming blasts of incendiary napalm. Activating the alt fire releases a cascading series of bouncing explosions lovingly referred to by those in the business as "rolling thunder." Make sure you don't set this baby off in close quarters, or you'll end up the main course in your own private weenie roast.



FLARE GUN

The flare gun is a special weapon that fires flare-like projectiles that stick into targets and burn them over time. It has a medium rate of fire, and its projectiles move fairly quickly. The alt fire shoots a flare that bursts into a star pattern. The star flares explode on contact with objects, assigning burn time to anything they hit.

ENERGY WEAPONS



TW-X59 TESLA CANNON

Cabalco has finally solved the mystery of ball lightning and put its power to good use in one of the world's most deadly anti-personnel weapons. Activate the alt fire to create an electrical explosion that will flash fry ANYTHING within its range...including you! Cabalco never rests on its laurels; you used to have to go to prison for a good electrocution - now you can have one anywhere!



DEATH RAY

From the Cabalco's advanced weapons division comes the next step in urban warfare, the Cabalco Death Ray. This weapon delivers on its promise, firing beams of pure energy that reflect off of most surfaces so you can get that 'around the corner' kill.



INSECT-A-CUTIONER

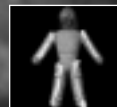
Representing the finest tool in the modern exterminating arsenal. The Insect-A-Cutioner uses Cabalco brand "Die, Bug, Die!" industrial bug spray. This spray is extremely toxic, and should not be exposed to skin. In the event of skin exposure, consult a mortician. It is also extremely flammable, and should be kept at room temperature at all times.



SINGULARITY GENERATOR

A highly experimental weapon currently under development by Cabalco Industries, the Singularity Generator is designed to create a small, localized singularity, or black hole. This black hole will suck in and destroy almost anything in its vicinity. This incredibly powerful weapon remains in the prototyping stages due to problems with maintaining the fabric of reality when it is used, but as they say, you must break a few eggs to make an omelette.

DARK MAGIC



VOODOO DOLL

The Voodoo doll is a vector-based weapon that does damage specific to where it hits on the doll. When the player uses the primary fire it will randomly stick the pin in several places all over the doll. These places include the eyes, chest, arms, legs, and groin. Each different hit location has a different effect.



THE ORB

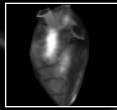
The Cabal's nasty take on the In-the-Egg-Scrambler seeks out enemy skulls and drills straight to their deepest thoughts. Accuracy isn't all-important since the Orb detects motion and can even give chase if enemies see it coming. The alt fire gives a whole new meaning to the phrase "Be the ball." Switch in to Orb's-eye view to hunt down your enemies personally. Just remember that your own carcass sits vulnerable where you left it, so don't be surprised if you're dead when you get back.



LIFE LEECH

The Life Leech projects wide bursts of life-stealing Eldritch Fire that can sear the flesh of your enemies from great distance. Striking the staff on the ground activates this weapon's alt fire, radiating a mystical shockwave that violently hurls opponents back. The Life Leech is the ultimate in arcane "crowd control" but using it near high ledges or acid pools may prove unsafe (wink-wink) for your enemies. The Life Leech is fueled by user focus, so characters with an aptitude for the dark arts will find that it serves them well.

Talismanš (Power-ups)



LIFE ESSENCE

Health restores 25 points of the player's health up to their maximum.



LIFE SEED

Megahealth adds 100 health to the player's current health total. This can increase the player's health above the normal maximum, but no higher than 250 (300 for those with the Constitution Binding).



WARD

This Talisman adds to the player's Defense value. It adds 25 points to the armor value up to the player's maximum.



NECROWARD

This Talisman adds 100 points to the player's Defense value, up to a maximum of value of 200.



WILLPOWER

This Talisman reduces all damage by a value of 95%, making the player almost invulnerable to attacks. This Talisman lasts for 30 seconds. Visual and audio signatures warn other players that the player is invulnerable.



STEALTH

This Talisman makes the player almost completely undetectable for 30 seconds.



THE ANGER

This power-up increases the damage the player does by a factor of 3 for 30 seconds. Visual and audio signatures warn other players that the player has triple damage.

Inventory Items



FLASHLIGHT

The Flashlight is a good general use item that casts light directly in front of the player so they can see into those dark corners. The Flashlight has the disadvantage of making the player stick out like a sore thumb. The flashlight can be used at the player's discretion, with no time limit. In effect, it uses the new brand of Energizer that never runs down.



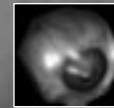
MED-KIT

The Med-kit is a portable first aid kit. It starts off with 100 points which can be used to restore health. Once the player starts using the kit it is automatically replenished whenever the player picks up excess health power-ups.



NIGHT VISION GOGGLES

Night Vision Goggles amplify all the light in the area, allowing the player to see in the dark. The disadvantage is that once the player steps into bright light they go almost completely blind. Like the flashlight, the player can use this item as often as they want.



ALL-SEEING EYE

The player can drop the All-seeing Eye anywhere, or throw it by holding down its hot key. Once the eye is in place the player can look through it and see what it sees by pressing its hot key a second time. The eye is easily destroyed, and if the player is looking through it when this happens they are blinded for several seconds. Once the eye is destroyed it will automatically return to the player's inventory.



BINOCULARS

Binoculars, when activated, allow the player to see for long distances. Like the Flashlight, this item never goes away.



PROXIMITY BOMB

Proximity Bombs are small motion detectors connected to a wad of plastique. The player uses it by first selecting it with the hotkey/inventory use key, and then throwing it by holding the fire key, or dropping it by pressing the alt fire key. It will arm a few seconds later and then stay armed until someone approaches it, at which point it will explode. The player can carry up to 10 Proximity Bombs.



REMOTE BOMB

Remote Bombs are similar to Proximity Bombs, but the player detonates them remotely. Selecting it from the inventory brings up the bomb and the detonator. The player can throw a bomb by holding down and releasing the fire key, detonate the bomb by hitting the fire key a second time, or select a new bomb to place by hitting the alt fire key. The player can also drop a selected bomb by hitting the alt fire key. Once the player has used all the Remote Bombs in their inventory the detonator remains on the hotkey and in the inventory so the player can select it and detonate any bombs that may be around. The player can carry up to 10 Remote Bombs.



TIME BOMB

The Time bomb is similar to the Remote and Proximity Bomb, except that it is equipped with a timer, and has a larger, more damaging yield. Selecting it brings it up, at which point the player can hold down on the alt fire key to increase the amount of time on the bomb (visible in the message section) up to 1 minute. The player then taps the fire key to drop the bomb, or holds down on the fire key to throw it. The minimum time on the bomb is 5 seconds.

Technical Support

Technical Helpline

Address : Infogrames UK
21 Castle Street - Castlefield
Manchester M3 4SW
ENGLAND

Telephone No: 0161 827 8060
0161 827 8061

Fax No: 0161 827 8091

E-mail: helpline-manchester@uk.infogrames.com
<http://www.infogrames.co.uk>
<http://www.infogrames.com>

Opening Hours: 10:00 to 19:00 Monday to Friday (except Bank Holidays)

HINTS AND TIPS

0901 4 74 74 77

Calls cost 60p per minute at all times.
Please ask bill payers permission before calling.

NOTE: Please have a copy/printout of your CONFIG.SYS, AUTOEXEC.BAT and system details when contacting us. Please also have a copy of your system's memory details – This can be obtained by typing MEM the MS-DOS prompt.

Game Concept and Design	Monolith Productions	Motion Capture Specialists	Simon Wong Bill Cass
Lead Designer	Jay Wilson	Motion Capture Actor	Israel Evans
Product Manager	Karen Burger	Quality Assurance Manager	Jonathan Stein
Lead Engineer	Greg Kettell	Quality Assurance	Ryan Mattson Ben Dobbs Steve Allen Jordan Minkove Isaac Marshall Ben Chamberlain Kelly Kristek Benny Kee Bob Givnin Oscar Nebres
Lead Level Designer	Bill Vandervoort	Manual	Karen Burger Jay Wilson John Jack Akika Tanaka
Lead Artist	Kevin Kilstrom	Technical Support	Benny Kee Bob Givnin
Lead LithTech Engineer	Mike Dussault	Marketing Direction	Jenni Gant
Game Design	Eric Kohler	Blood II Internet site: (www.the-chosen.com)	Spencer Maiers Paul Butterfield Joel Reiff Adam Ketola
Storyline	Bill Vandervoort	Information Systems	Jim Totaro Eric Minimoto Dan Erickson Chris Norehad
Concept Art	Jay Wilson	Special Thanks to: Nick Newhard – original Blood concept; Steven Mitchell Studios; Gareth Von Kallenbach; Andreas Rylander; Glen Maydom; Peter Susfal – DeathMatch level contribution; Arthur Lee Williams III – DeathMatch level	A sincere thank you to all the friends and families of those so deeply involved in this production. You've
3D Art Engineer	Eric Kohler	been neglected over the past number of months, and your endless support is greatly appreciated.	
Blood II Engineering	Brian Waite	GT INTERACTIVE	
Level Design	Scott Schlegel	Producer	Rick Raymo
3D Art	Andrew Mattingly	Associate Producer	Marianne Arotzarena
2D Art	Paul Lord	Product Manager	Evan Stein
Scripted Scenes	Jay Wilson	Team Product Manager	Robert J. Ricci
Music Composition	Ben Coleman	Communications Manager	Lance Seymour
Interactive Music Arrangement	David Kelvin	Director, Product Development Services	Mary Steer
Sound Design	Brian Waite	Senior Test Lead	Patrick McNeil
Business Production	Kevin Kilstrom	Tester	Joe Orr Jeff Oviatt
Additional LithTech Engineering	Eric Kohler	Director, Creative Services	Leslie Mills
Add'l Blood II Engineering	Nathan Hendrickson	Creative Director	Vic Merritt
Additional Level Design	Guy Whitmore	Sr. Graphic Designer	Michael Marrs
Additional 3D Art	Daniel Bernstein	Art/Traffic Manager	Liz Fierro
Additional 2D Art	James Ackley	Graphic Designer	Lesley Zinn
Voice Talent	Cassano Thruston	Graphic Artist	Jill Pomper
Additional Voice	Boyd Post	Manual Editor	Alan Smythe
Writing	Matt Saettler	BLOOD II: THE CHOSEN™ ONE LINER CONTEST WINNERS:	
	Brad Pendleton	* Glen Maydom "When you get to hell, tell them I sent you. You can get a group discount."	
	Scott Schlegel	* Josh Cheney "If you run, you're only gonna die tired."	
	Scott H. Pultz	* Chris Brown "If I'm going to miss getting into Heaven...why miss it by inches?"	
	Bryan Bouwman	* David Goldstein "Every night it's get revenge this and get revenge that— what about MY needs?"	
	Jeremy Blackman	* Michael Hogan "Hope you weren't a procrastinator—you just ran out of tomorrows."	
	Bryan Bouwman	* Dave Hunter "And me without a spoon..."	
	Brian Goble	BLOOD II: THE CHOSEN™ SUICIDE/KILL LINE CONTEST WINNERS: (ACTUAL LINES USED IN GAME HAVE BEEN MODIFIED)	
	Scott H. Pultz	* Anthony Beeman "severe case of anal leakage"	
	Kevin Stephens	* Janto Gildenhuys "performed a Kevorkian on himself"	
	Darren Korman	* Ron Bauerle "interned at White House"	
	Mark Brown	* Jason Kimball "time to go bye bye"	
	Craig Hubbard	* J. Perkins "demonstrates the ankle grab"	
	C. Wes Saulsberry III		
	Nathan Hendrickson		
	Akika Tanaka		
	Oscar Nebres		
	Rick Winter		
	Aaron Carlson		
	Aaron Rose		
	Cole Drumb		
	Dan Davis		
	Edmon Carreon		
	Jason Calhoun		
	C. Wes Saulsberry		
	Matt Allen		
	Stephan Weyte (Caleb)		
	Lani Minella (Ophelia and Gabriella)		
	Eric Mills		
	Ted D'Arms (Gideon)		
	Mike Shapiro (Ishmael)		
	Jason Hall (The Voice)		
	Chris Wickland		
	Scott Bums		
	Kathy Levin		
	Henry Dardenne		
	Drake Collier		
	Chris Wickland		
	Krishna Fairchild		
	David White		
	John Armstrong		
	Lynn Rott		
	Mike Madeoy		
	Boyd Post		
	Jay Wilson		
	Nathan Hendrickson		
	Craig Hubbard		
	Rick Raymo		

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THE CHOSEN™

BLOOD II



www.the-chosen.com

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INFOGRAMES
82-84 Rue du 1er Mars
1943
69 100 VILLEURBANNE
FRANCE

www.infogrames.com