Rage Against The Machine Episode 1 Readme
October 31st, 2007

Table of Contents:

1. **Installation Details**

   1.1 **System Requirements**

   Blood's System Requirements:

   CPU: Pentium : 75 MHz or better
   Memory : 16 MB RAM
   Available Hard-Disk Space : 80 MB
   Distribution Media Drive : 4X CD-ROM drive
   Audio System : 100% Sound Blaster Compatible
   Video System : VGA 256-color
   Input Devices : Keyboard, Mouse, Gamepad, Joystick
   Operating System : DOS 6.2 or better

   Plasma Pak's System Requirements:

   CPU: Pentium: 75 MHz or better

Memory : 16 MB RAM
Available Hard-Disk Space : 25 MB
Distribution Media Drive : 4X CD-ROM drive
Audio System : 100% Sound Blaster Compatible
Video System : VGA 256-color
Input Devices : Keyboard, Mouse, Gamepad, Joystick
Operating System : DOS 6.2 or better

Rage Against The Machine requires 95 Megabytes of free hard-disk space. To run Rage, you'll need a functional copy of Plasma Pak installed. It is highly recommended that you play Rage with One Unit Whole Blood version 1.21.

1.2 How to Install

To install Rage Against The Machine, mount the .iso file on a virtual drive or burn the image onto a CD. If you did not download the ISO release, just skim through the next four sections. Once the .iso is read, auto-run should engage, allowing you to follow the simple on-screen instructions. If not, run setup.exe manually on the .iso.

1.3 What's Included?

ratme1.iso, containing autorun.inf, gunshot.wav, msvbvm60.dll, phantasm.ico, ratm_eng.doc, ratm_eng.txt, ratmcs1.smk, ratmcs1.wav, ratmcs2.smk, ratmcs2.wav, setup.exe, whoosh.wav and a data folder containing twenty files.

1.4 Murals and Metaphors

The Rage Against The Machine story is told through a series of gripping, live-action cinematics. These are played upon the opening and closing of each episode.

The Rage Against The Machine cinematics are located on your RATM disc or CD image. Rage Against The Machine assumes that the cinematics can be found on the drive from which you installed it, hence if you alter the drive letter, be sure to reinstall the product. You will not require a clean installation to avert this.

1.5 Rhythm Rock Shocker

Rage Against The Machine has the added bonus of including custom music that fully captures the essence of the original's soundtrack. The implementation of the tracks will occur automatically as part of the setup process. If not, locate and run the diagnostic tool found in your RATM folder (addsound.exe).

2. Campaign Information

2.1 The Story So Far

Play the campaign to find out! ☺

2.2 **What is Rage?**

Rage Against The Machine, RATM or simply 'Rage', is a combined effort by select members of the Blood community to create a Blood campaign worthy of remembrance and worthy of honouring, and hopefully complementing, the Blood title and its legacy. Rage's objective is to expand on the Blood universe, adding a little innovation where necessary, while not compromising the spirit of the original title's unbeatable action, breathtaking atmosphere and overwhelming fun factor.

2.3 **So, Like, Why the Title?**

Originally, the title was chosen as it had some ties to the storyline and it was unusual in that it wasn't a play on a horror title, a theme involving Blood or other norms and trends that exist in the Blood universe. On that note, it was deliberately chosen for being different. It was also selected as it represented a pledge by its creator to combat the tendency of Blood campaigns to lose the interest of their designers and be left incomplete as hollow shells of what they should've been.

However, as time passed, the title began to take on its own kind of life – in efforts to pioneer fields that hadn't been traversed before with Blood with regards to the cinematics, hardware failure was a frequent occurrence, sometimes it even happened on a day-to-day basis and various electronic components were replaced throughout the course of its production. Having these continuous attacks by ghosts in the machine were somewhat double barrelled in their effects; on the one hand, we were continuously delayed by problems and malfunctions, while on the other these various complaints were instilling in us the most base and morbid application of the title. From that point on we knew that we'd created a monster!

For those of you who are critical or hold the project in a cynical light purely because the title doesn't ring witty or seem fully appropriate or at home in the Blood universe; do not complain – one of the reasons the title was selected is because it's outrageous and controversial, and you've downloaded this campaign and are reading this document right now, aren't you? ☺

2.4 **Campaign Specifics**

All the Single Player maps included in this campaign are fully optimised and compatible with Bloodbath, Co-operative and Team Mode Play. Difficulty levels are also implemented.

2.5 **Known Bugs**

Unfortunate that such a section need be present, but it is necessary to alert players to various problems that may occur. Bugs will be written so as to avoid being spoilers, but it is still recommended that you skip this segment, should you want to avoid any unwanted information.

RATME1M3 – Bug associated with having to kill a certain amount of monsters to activate a certain trigger. This fault is intrinsic to Blood and said trigger may occur before all opponents in the area are eliminated. This will not impede gameplay in any way.

RATME1M5 – This level appears to disagree with prior versions of Blood to the extent that it may crash upon opening. You may have to update your Blood version if this map continues to do so.

RATME1M9 – For those of you who go out of your way to look for bugs, it is easily possible to cause visual errors as a result of attempting to get rooms and the rooms above them both in a single frame in this map. This is a simple result of poor planning, but will not interfere with gameplay in any way.

3. **Legal Shite**

   This level pack is not made or supported by Monolith Productions, GT Interactive Software, The WizardWorks Group, or any of their affiliates and subsidiaries.

4. **Guilty Parties**

   4.1 **The Dreaming God Speaks**

   Greetings,
   I'm Matthew Kallis, a.k.a. Daedalus, the self-styled 'Dreaming God'. I thought I'd use this section to pass on a few words of thanks to my associates and just leave a few personal notes and points to ponder here.

   We've come a long way, haven't we? To think how quickly ten years have passed since Blood retail first reared its ugly head. It's funny to think back now, that I received the product as a gift. If it wasn't for that coincidental acquisition of Blood, as it were, I might've never played or even seen the game. It wasn't on shelves for very long down here in South Africa and it didn't receive a whole lot of attention or positive praise, yet that simple attainment of the great game that is Blood set into motion a series of events that have ultimately shaped me as a person. Due to the severe lack of media that inspired Blood in my country, I experienced what most Blood players did in reverse; i.e. while many could chuckle at Caleb's defining line; 'I Live... Again!' I had to actually seek out Army of Darkness and laugh at Evil Ash's rendition of it. Perhaps you think it trivial, but if it was not for Blood I would not have come into contact with all the great movies and literature that Blood is based on. I would not have had such a high standard to hold later titles, which would've proven to be ineffectual in comparison, against and, most importantly, I wouldn't have ever come into contact with the wonderful and talented individuals that existed on Blood and Blood related forums.

   Thinking back, I think I've been creating Blood maps for roughly seven years now and I've ever so slowly taught myself to use Mapedit by hand as, unfortunately, I didn't have the resources available to be a part of the early online Blood groups that may have existed. Thus I couldn't access Blood map-

making information or any usermaps to compare to at all in the first few years and made some truly horrendous monstrosities, but I have slowly refined my work and learnt the tricks of the trade and this has culminated in the product you see before you, the Rage Against The Machine campaign. It is my gift and promise to Blood and its remaining community – my statement saying that there are still those who stand with this product after all this time and that the game itself deserves constant recognition and focus.

It is fitting, in many ways, that Blood has almost mirrored the fiction and movies that it referenced. While times have changed and technologies have advanced, there's a certain magic that they all share that keeps them going, forever without their initial vitality, but always finding subtle ways to bubble back to the surface in man's psyche, like a corpse that just won't stay down. Horror, being one of my favourite themes, has clawed at the edges of my consciousness, subtly manipulating me to explore the genre further. Yet, when it comes to horror computer and video games in general, none have managed to captivate and delight me as Blood has. What is the secret of its durability? Is it because Blood does not exist for itself that it endures so long? Rather, that it exists to honour the predecessors in its genre?

It is saddening to see the current state of the Blood fanbase. Whether seduced by the appearance of modern games or subverted by the responsibilities and callings of modern living, the Blood community has shrunk almost exponentially during the past few years. It's to be expected, of course, as everything that is made must be unmade and all that lives must come to decay. I'd go so far as to say there are a scant few hundred of us left, if that. We need to band together and always continue to debate and revitalise Blood in any way possible. Nothing is trivial in the Blood universe. Even discussing for the umpteenth time that Even Death May Die is better than Farewell to Arms, that phantasms really shouldn't spin like that or trying to discover, between us, what the hell actually happened with regards to Blood 2's storyline is important. As long as there is a community, Blood's life essence will continue to beat. It takes a certain type of dementia, I think, to continue to honour Blood after all this time and I salute each and every last one of you who continue to do so. I am proud to be a part of this collective.

In conclusion to this rambling, I present to you a fragment of Rage Against The Machine. I apologise that it isn't the full product yet, but I will continue to work and release it in an episodic format until all four episodes are complete. If you ever happen to see me in real life and the campaign isn't concluded, please assault me for not having yet finished it. For a final note, Rage also represents my anger at the withholding of Blood's source code and I hope it will inspire rebellion in your hearts against those who would keep the only method of refining Blood from us.

I would like to address a few words of thanks to the following individuals:

Fil – Words fail me for a moment here. Thank you, Fil, for your undying and continued efforts at doing what you can for Rage, even with so many other responsibilities and projects going on in your life. Thanks for your art and

cinematics throughout the product, of course, but more - thank you for taking a keen interest in Rage, working all those long, hard hours regardless of the amount of speed bumps and technicalities that head-slammings-against-the-desk were necessary to overcome and thank you for persevering where so many would surrender and settle for nothing. Thank you for your creative input all the way - you continue to be an inspiration. Ladies and gentlemen – this man is easily half the man behind Rage's creative element and you can rest assured that every time you see a vehicle of sorts crashing in Rage – it's oBe's fault.

Dimebog – You have my gratitude, Dime, for your continued efforts throughout Rage. Thanks for lending your experience and expertise with regards to the music and thanks for your continued support throughout the project. All your efforts at making the necessary programs and installers for Rage were a delightful treat. You were a welcome injection of energy into Rage's creative process. You are a worthy addition to the cause. Thanks for continuing to raise your fist and fight the good fight for Blood!

Sire – You have my thanks for your continued contribution of your subtle services and expertise to Rage. You have my appreciation for always supporting Rage and my various exploits throughout Blood. Thanks for assisting me in acquiring some of the media that inspired Blood and thanks for just generally being a good buddy. ;) Unohda Hermosi!

Willis – Thanks for your continued efforts at maintaining an interest in Blood and continuing to fight for it and thanks for the hosting service which has allowed us to spread the good word.

Cruaich, Dan, Gila, Mouth, Predator, RRG, Hellen (to a point) and the rest of you – thanks for your various moments of support and faith in the project and continued belief in me. Additional thanks to Dan for being able to separate the good games from the bad. ;)

And thanks to you, gentle player, for downloading and playing this, and in doing so, continuing to support Blood!

For best results while playing Rage, be sure to play in the dark, by candlelight, with game gamma set to low, with snacks and coke (or alcohol of your choice) and with the volume cranked up!

Finally, as promised, all the souls garnered on the contract of acquiring SIN are henceforth set free. Your wills are once again your own.

Farewell for now!
 - Daedalus

4.2 **Accreditation**
Project Manager, Level Designer, Lead Renegade:
Matthew "Daedalus" Kallis

Lead Artist, Cinematic Director, Creative Consultant, Smart-ass:
Fil "oBe" Walgraef

Music, Sound Engineer, Tools:
Dimebog Deathmask

Beta Testing:
Jarmo "Daedolon" Kylmäaho

Additional Art:
Hellen – Miscellaneous intro art
Box of Throats – Zombie/Zombie victim
Alistair "Requiem" Lindsay – Stained glass window

4.3 **Action**

Comments? Queries? Complaints? Compliments? Need a hint? Send an e-mail to ratmresidence@deathmask.net

http://ratm.deathmask.net/ - hopefully where you got this campaign from.
http://blood.lith.com/ - don't go here.
http://www.planetblood.com/ - for that matter, don't go here either.
http://postmortem.edgegaming.com/ - a tight-knit community/resource/information centre on Blood. Everything you ever wanted to know about Blood but were too afraid to ask is available here. Rage's warrior underground.
http://www.transfusion-game.com/ - a Quake 1 conversion of Blood combined with a large Blood community. Go check it out! Why Quake 1's Engine? Freeeeeddooomm!
http://www.deathmask.net/ - the venerable Willis Deathmask's fight to keep Blood pumping. Contains information on running Blood on XP, various Blood details and a technical Blood community.
http://www.myspace.com/atrumtempestas - not related to Blood, as such. Beats to make you loathe mankind's system.
http://users.telenet.be/fillustration - some great and unusual artwork to free your mind and thrill your senses.

Finally, our sincere thanks go out to Hellen for reminding us just how very serious the internet is!