

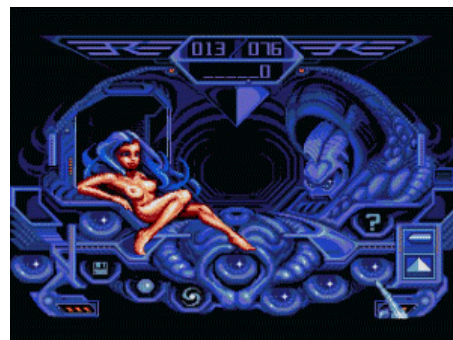


Information

This is my tribute to the classic 1988 computer game, Captain Blood. The game was originally programmed by French creators, Philippe Ulrich and Didier Bouchon for the Atari ST computer. Such was its popularity, it was ported to many other computer systems, including even the humble 48k Spectrum !



I have gathered together all of these different versions of Captain Blood for you to download from this site. (please note, unless you are playing the PC version of Captain Blood, you will require emulators to use these games)

Finally, you can now customise your desktop with Captain Blood wallpaper and even a screensaver in the Archives section.





















Links

There are only two other sites devoted to Captain Blood at the moment. These are listed below. You may also email me, with any questions you might have about this site and Captain Blood in general. I will try to reply to all emails I receive.

-  [Sam Jeffrey's Captain Blood Shrine](#)
-  [ARGanoid's Captain Blood Worship Page](#)

Characters

	Yoko is one of the Izwal race. He is a friendly and peaceful alien who wants to help Blood. Try not to frighten him with talk of death and destruction		The Sinox are very intelligent technologically minded aliens. Their planet is forbidden to outsiders, unless you happen to know the Sinox code...
	Buggol is very democratic. He wants you to vote for Buggol-Morlock on planet Rosko. Your vote would oust Yukas, the acting president		The Antenna are very simple creatures, who lead a simple life. You will find them friendly, hospitable beings who are a little bit silly ! They do like being teleported however...
	Yukas lives on planet Female 21. He is also president of Rosko. He fears Buggol-Morlock who is a threat to his leadership. Would you vote for him?		Tubular Brains are eccentric aliens whose extraordinary intellect is often difficult to understand. They tend to speak in numbers a lot and will ask you for the Tubular Brain code.
	Migrax are sly and intelligent. They have a weakness for bounty and can be easily bribed. It was in this manner that Blood's duplicates were able to keep their location secret.		Tromps are stubborn creatures who are hindered by a very limited vocabulary. They can laugh, teleport, reproduce and that's about it ! You will find talking to a Tromp is a frustrating experience !

	Croolis-Ulv and Croolis-Var both hate each other. They love war and destruction. You will need to prove your destructive abilities to win their trust.		Robheads are the remains of what was once a great robotic army who ruled the Hydra galaxy. They were eventually defeated and now a few decapitated units continue to function.
	Croolis-Var are as violent and destructive as Croolis-Ulv. They will try and get you to destroy the other. You must decide which faction deserves your loyalty. (If any)		Kingpaks are funny looking creatures who like nothing better than to play. This usually involves racing them from planet to planet. Be warned though, Kingpaks are terrible cheats !
	Torka is an alien of the Ondoyante species, dream creatures who appear beautiful to those they like and horrible to those they hate. Torka loves Blood and will try to help him in his quest		The Duplicates (or Numbers) are your clones. There are five of them left to find and they have been well hidden by the Migrax. You must find and kill them to survive...
	Trauma is also an Ondoyante, but her appearance suggests some what different feelings towards Blood. She is in cohorts with the Duplicates and sees Blood as a threat to their continued existence.		The OORXX are wandering space fish, thought extinct until you recently found and captured one. You discovered that they could be genetically altered, allowing you to control them...
	Tricephals are interesting to look at because they have three heads. They can be difficult to communicate with however, because they also speak in threes !		Honk is the Ark's bio-consciousness. He keeps your ship and yourself functioning. He will guide you through your journey. Listen to Honk, for he is your greatest ally.