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Subject: Campaign on Indiegogo for a Bloowych remake  
Posted by [Thimo Gräf](#) on Mon, 18 Feb 2013 23:50:03 GMT  
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<http://www.indiegogo.com/projects/a-co-op-dungeon-crawler-like-bloodwych/x/1671886?c=home>

Hello,

I'm trying to raise funds for a remake of the classic co-op dungeon crawler "Bloodwych", which was released in 1989/1990 for ATARI ST, AMIGA, PC, Amstrad CPC, C64 and Spectrum.

I liked this game very much and since "Legend of Grimrock", a remake of games like "Dungeon Master" has been rather successful last year, I think it's time for a dungeon crawler with a co-op-mode.

We want pay programmers for doing an Android (cell phone, Ouya and tablet), an iOS (iPad and iPhone) and a Windows PC version. There will also be a boxed version (of the PC version) for donors, who donate more than \$10 and a special edition plus level editor for donors, who donate \$20 or more.

I thought this might be interesting for gamers, who played the original Bloodwych and its data disk in the 80s/early 90s.

This is my first campaign on Indiegogo, so I may not do anything right, but I promise to try as long as possible to get a Bloodwych remake done.

If you are interested, you could support this project. We are trying to get in contact with the copyright-holders, so that we can pay them and call the game "Bloodwych". If this isn't possible, the game will get another name and will be a look-alike, a clone, just as "Legend of Grimrock" is a "Dungeon Master" or "Eye of the Beholder" - lookalike.

If you have any suggestions, please let me know. My email-address is [bobbygehtheim@yahoo.de](mailto:bobbygehtheim@yahoo.de), I'm a programmer myself and known as "Lord Chaos" in the ATARI - scene.

I'm located in Nuernberg, Germany and I'm looking for programmers, who could do Android, iOS and PC (Windows) versions of the "Bloodwych" - remake.

Thimo

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Subject: Re: Campaign on Indiegogo for a Bloowych remake

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Posted by [Daniel Mandic](#) on Fri, 22 Feb 2013 10:16:53 GMT

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Thimo Gräf wrote:

> I thought this might be interesting for gamers, who played the  
> original Bloodwych and its data disk in the 80s/early 90s.

Mmmh, the taste and smell of heated up 'Lasagne Al Verde' comes up into my mind when thinking to the times when I played Bloodwych. Murlock Darkheart, Ulrich Sternaxe, Hengist Meldanash, the/my 4th hero I forgot by name... a Ninja.

Food was always scarce in the dungeons. I had a trick: While fighting an enemy you could start a conversation and the monster sells you a bitten apple for a gold piece (2 bites left on the apple) from time to time, depending to the sort of monster....

In some cases you could buy repeatedly bitten apples. I remember huge spiders were good for that (But nasty melee opponents. That kind of shopping was always a bit risky.), the rest of the conversation I dealt with bow and arrows from the distance ;-)

Best Regards,

Daniel Mandic

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