EmuMovies

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THE CHAOS ENGINE



THE BITMAP BROTHERS

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WELCOME!

Welcome to The Chaos Engine. This manual has been produced to ensure that you get the very best out of this premium product. If you should find either the program or the documentation unsatisfactory in any way, tell us about it. Opinions and complaints should be sent to The Project Manager, The Chaos Engine, Renegade Software Ltd, Unit C1L, Metropolitan Wharf, Wapping Wall, London E1 9SS.

PACK CONTENTS

Accompanying these instructions inside this pack you should find The Chaos Engine diskettes. We advise that these disks are 'write-protected' by ensuring the black plastic tab in the corner of each disk is moved 'up' so a 'hole' is created.

EQUIPMENT REQUIREMENTS

AMIGA

Runs in 1Mb RAM

Compatible With: Expanded A500, A500+, A600, A1000, A1200 A2000, B2000, A2500, A3000, A4000

ATARI ST

Runs in 512k RAM

Compatible With: 520ST, 520STE, 1040ST, 1040STE, Mega ST, Mega STE

LOADING THE CHAOS ENGINE

AMIGA & ATARI ST

If your computer is turned on, turn it off. Wait for at least 30 seconds before turning on your computer again. This will remove any virus which may be present and so minimise the risk of infecting and possibly destroying The Chaos Engine disks.

Ensure a compatible joystick is plugged into either joystick port. Insert The Chaos Engine Disk 1 into the computer's internal disk drive. The program will load and run automatically. Leave the disk in the disk drive. When prompted, remove The Chaos Engine Disk 1 and insert the required disk before pressing a joystick firebutton or mouse button to continue.

PLEASE NOTE

The Chaos Engine cannot be installed on a compatible hard disk drive.

LOADING PROBLEMS

In the unlikely event that The Chaos Engine fails to load, turn off your computer and remove any extraneous external peripherals such as printers (leave the monitor or television connected) before repeating the loading procedure. If The Chaos Engine still refuses to load then pop the faulty disk(s) (not the packaging) into a suitably-sized jiffy bag or padded envelope, along with your name and address. To aid our trouble-shooting department, please provide in as much detail as possible your equipment configuration (not forgetting any RAM expansion devices). Send the package to: THE CHAOS ENGINE REPLACEMENTS, Renegade Software Ltd, Unit C1L, Metropolitan Wharf, Wapping Wall, London. Renegade Software Ltd will endeavour to replace the faulty disk(s) within 28 days of receipt.

CAUTION!

Diskettes are magnetic media, just like cassette tapes. Do not expose diskettes to x-rays or intense magnetic fields as the data they hold will be erased. Do not attempt to 'back up' this data as it may be destroyed in the process. And it's also an infringement of copyright. Renegade Software Ltd accepts no responsibility for disks damaged as a direct result of infringement of copyright.

THE OPTIONS SCREENS

A short introductory sequence will set the scene. Once it's been shown, the Options Screen is presented. Push the joystick shaft up or down to highlight the 'SELECT NEW GAME' or 'ENTER PASSWORD' option. Press the firebutton to select the highlighted option.

SELECT NEW GAME

You can have a Party made up of one or two human players. A single human-controlled Character won't fight alone - the computer-controlled companion sees to that. The action's not as competitive without a second human player, but it's no less frenetic.



Player 1, insert your joystick in the Amiga port marked '1 JOYSTICK' or the Atari ST port marked '0'.

Player 2, insert your joystick in the Amiga port marked '2 JOYSTICK' or the Atari ST port marked '1'.

Push the joystick shaft up or down to highlight the '1 PLAYER & CPU' or '2 PLAYER' option. Press the firebutton to select the highlighted option.

ENTER PASSWORD

Passwords are given at key points during play. They contain details of your characters' performance and position and will save you the bother of playing through the early stages again (you may have missed some of the hidden delights, so it's up to you). When you register a valid Password, play will begin from where the Password was given.



DELETE LAST LETTER, NUMBER OR SYMBOL

REGISTER PASSWORD

Push the joystick shaft in any direction to move the highlight over the desired letter, number or symbol. Press the firebutton to select the highlighted letter, number or symbol.

HIRING CHARACTERS

There are six Characters available for hire, but only two can join the Party. Check out the Reports before you hire a Character. Player 1 has first choice of the Characters to play. If a second human player is not involved, Player 1 must also choose which Character is to be controlled by the computer. Otherwise, Player 2 may choose a Character to play.



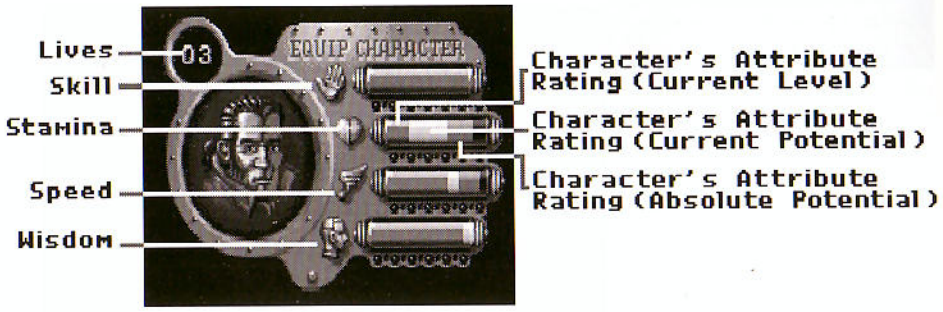
Push the joystick shaft in any direction to move the highlight from Character to Character. The left-hand side of the screen will show details of the highlighted Character. Press the joystick firebutton to hire the highlighted Character (his portrait will disappear from the selection and appear in one of the windows above).

When both Characters have been chosen, the 'EXIT' button will be highlighted. Press the firebutton to leave this screen and begin play.

CHARACTER ATTRIBUTES

The Characters have their own Special Abilities and Weapons. Their characteristics are determined by four variable Attributes: Skill, Stamina, Speed and Wisdom. Attributes are boosted by spending Cash in the Character Equip Screen. Stamina (in the form of Food) can also be acquired during play.

The Character's Attribute ratings are shown in bar form. The current potential is determined by the Skill rating. A Character's current potential can never exceed its absolute potential shown.



SKILL is perhaps the most important Attribute. It's a form of overall rating which affects all Attributes and determines when PowerUps and Special Abilities will become available.

STAMINA is the Character's life force. When this runs out, he's dead.

SPEED is how fast the Character can move. Surprised?

WISDOM only applies to computer-controlled Characters as it determines their ability to play.

CONTROLLING A CHARACTER

It's simple. The joystick shaft is used to move him in any one of the eight directions. A single press of the firebutton shoots a Character's Weapon in the direction he's facing. Pressing and holding the firebutton for approximately two seconds will activate the Special Ability held, providing you have special power. You will hear "SPECIAL ACTIVATED!" when this happens

WEAPONS

Each Character has a different weapon with different attributes. These attributes can be changed by collecting or purchasing Power-Ups. Depending on the character, these may increase the number of shots fired, the damage they do, whether they travel through monsters and the spread of fire. As this happens the characters shots will change colour to give you an indication that they have increased in power. Your objective is to turn all of your characters shots red.

SPECIAL ABILITIES

Equipment with unique qualities. There are many different Special Abilities to be bought in The Chaos Engine, but none of the Characters gets to use them all (five Special Abilities are detailed below).

When a character has more than one special ability in his inventory, you may change between them by using the relevant shift key on your keyboard. The Left Hand Shift key changes Player 1's current special and the Right Hand Shift key changes Player 2's.

When Player 2 is controlled by the computer his Special Abilities can be used by Player 1. Press the space bar to swap between the two Special Abilities shown on the Status Panel below the Playfield.

Special Abilities also appear as you play - simply walk into one to activate it. And don't worry about shooting Special Abilities by mistake - they are indestructible.

SPECIAL POWER

These allow you to use your characters special ability. You can carry up to six at any time. They can either be purchased in the Character equip screen or collected during the game by walking over them.

In a one player game you may use Player 2's special power store as a reserve which provides you with an extra 6 storage.

MOLOTOV

A ring of fireballs shoot out in the direction the Molotov was thrown or walked into.



BOMB

Watch the screen shake as the Bomb blows!



SHOT BURST

Powerful Shots shoot out in all directions around the Character.



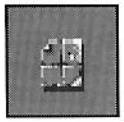
DYNAMITE

When it blows, all the Monsters you can see will disappear in the blinding flash of light. Beware! They don't destroy generators

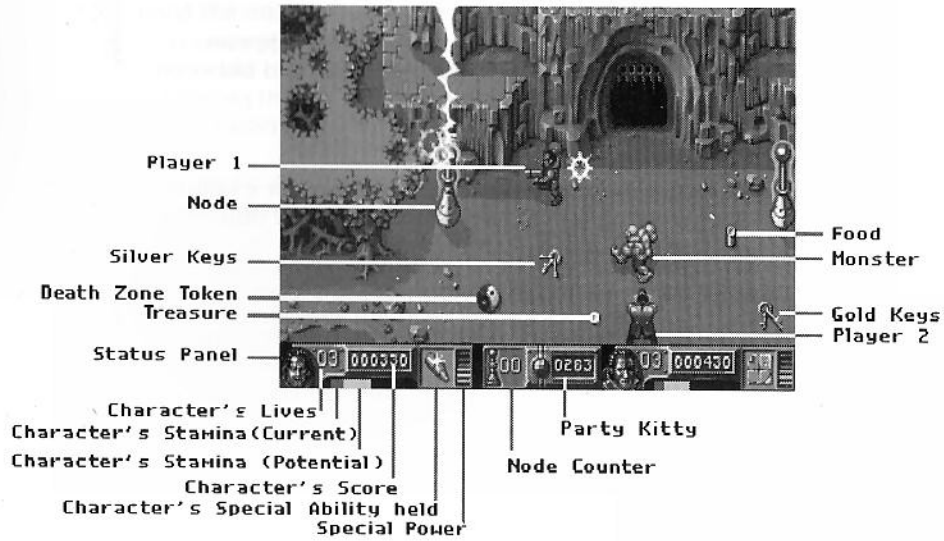


MAP

Shows a plan view not of the whole Level but a three screen square area around the Character who activated it.



WHAT YOU CAN EXPECT TO SEE IN PLAY



PLAYFIELD

It scrolls, that's to say, as the Characters move around the scenery, the screen follows to keep up with them. When a computer-controlled Character is left behind, off screen, he will be teleported to the vicinity of Player 1's Character approximately three seconds after he was lost. When two human players are involved, the scrolling is averaged between them so an element of cooperation is required to move on. OK?

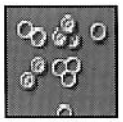
NODES (AND HOW TO ACTIVATE ONE)



Shoot the Node until its casing explodes and it's activated. You will hear "NODE ACTIVATED!" when you - no! - activate a Node. When enough Nodes have been activated (there are three on the very first Level), the Exit to the next Level will open (You will hear "EXIT OPEN!").
Go for it, unless you feel hard enough to hang around and explore the Level further. "LEVEL COMPLETE!" you will hear when you pass through the Exit.

Now, some Levels have more than one Exit. The Node Counter on the Status Panel at the bottom of the screen shows the number of Nodes to activate before an Exit will open. If an Exit is open and yet there are still Nodes to activate, that means an alternative Exit exists. Activate the remaining Nodes and find it - it will take you to a more advantageous position on the next Level.

TREASURE
Or Cash. Dead Monsters drop two different values of coinage, and there are often half a dozen or so different types of Treasure left lying around on each Level. Pick 'em up quick before they disappear. Treasure is added to the Party Kitty, ready to be distributed between the Characters when the Level's completed.



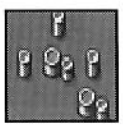
SILVER KEYS
Affect the scenery in some way so as to allow progress, for example, by destroying trees or creating steps. They can also reveal objects and treasure. Silver Keys are essential to completing Levels.



GOLD KEYS
Affect the scenery in some way so as to reveal secret hidden areas full of Treasure, or reveal objects. Gold Keys are not essential to completing Levels, but greedy people can't do without 'em. I know.



FOOD
It comes in tins and provides extra Stamina for anyone who eats it.



DEATH ZONE TOKEN
When a Character touches this, it disappears (you will hear "PLAYERS SAVED!"). The status of both Characters at that point has been noted. Now, if one player's Character dies, he will be returned to the action with his recorded status - but only after the live Character finds another Death Zone Token, or he dies or reaches the end of the Level. And, of course, provided the Characters have lives remaining.



MONSTERS
"All of them hold Treasures which they leave behind when they are killed. Pick 'em up to increase the Party Kitty." There are about seven or eight different types of Monster in a World (two are shown here), and it often takes more than a single Shot to kill the blighters.

Some Monsters spit or shoot deadly projectiles with varying degrees of accuracy. Some Monsters run after Characters. Some Monsters protect items of interest. Some Monsters appear from Generators (a few well-placed Shots or Keys will stop a Generator from generating Monsters).



LIZARDMEN shoot to thrill, so watch out.

FROGS jump after the Characters.



THE BONUS SCREEN

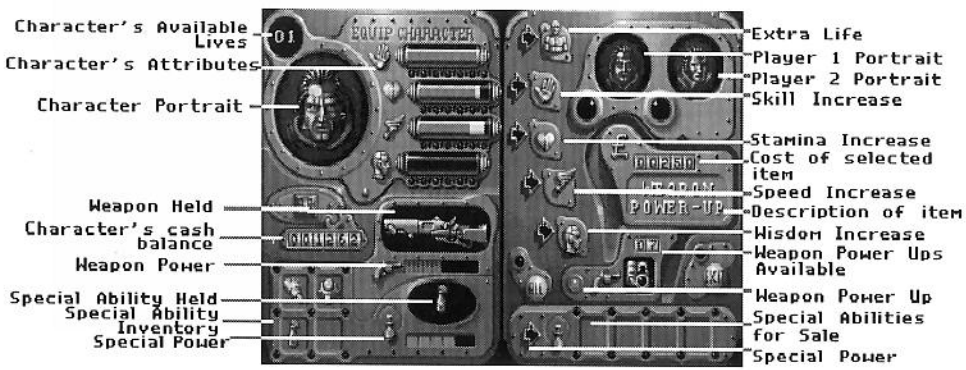
The Bonus screen is displayed when a Level is completed. You can see whether you did all you could do within the Level. And the Party Kitty - all that Treasure you collected during the Level... That gets split between the Party according to how well the Characters performed.

In a one player game, all the cash that has been collected is split equally between the two characters automatically

The column down the center of the screen shows small pictures (Icons) representing the six most important elements of a Level, with the Level Total to the far left. You can see how the two Characters performed individually and as a Party. The EXIT button is already highlighted, so press the firebutton to leave this screen.

If either of the characters has run out of lives the remaining member of the Party is given the chance to buy a life for him after every Bonus Screen. The dead character will pay, providing he has enough money, if not the remaining charcter must make up the difference. In a two player game you are given the option to answer NO, push the joystick shaft left or right to highlight the required option and then press the firebutton to select the highlighted option. In a one player game you **MUST** buy the other player a life.

EQUIPPING CHARACTERS



The Character Equip Screen is presented after every second and fourth Level in a World. Here you can use the Cash acquired during play to purchase equipment and boost a Character's Attributes. The right-hand side of the screen shows the Items for sale. The left-hand side of the screen shows the current status of the Character. Player 1's Character gets to spend his personal allowance first. If a second human player is not involved, Player 1 must also equip the computer-controlled Character. Otherwise, Player 2's Character is equipped by the second player.

Push the joystick shaft in any direction to move the highlight from Item to Item. Press the firebutton to buy the highlighted Item (your Cash Balance will be reduced accordingly). Once a Special Ability has been purchased it will be moved into your inventory on the left hand side of the screen, highlight it and press fire to select it for use during the next level. When you have finished equipping your Character, move the highlight to the EXIT button and press the firebutton.

If you choose the ALL function, the computer will take one look at your Character's Cash situation and then select the most desirable Attributes for him. It will not purchase Power-Ups,Special Abilities or Special Power

Skill controls what can be purchased for your character at anytime. As skill is purchased you will notice that various things become available. The current maximum (yellow bar) of your other attributes will increase allowing you to increase their current level (green bar). Power-Ups and different special abilities will also become available at certain skill levels. Note that as skill is an overall rating for your character it means that this level can only be increased once you have also increased all the other attributes and purchased Power-Ups and abilities.

When the Party has finished buying equipment, a Password will be given. Write it down, it holds details of the Party's performance. When you next load The Chaos Engine you can register this Password and begin play from where the Password was given. Please note that a password given during a one player game will only restore a one player game and vice versa.