



TM

CONTROL



I-MOTION



Jessica Darkhill



Commander Darkhill



Hank McBride



Captain Yoko Nakamura



Major Haranov



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On March 3, 1972, the Pioneer 10 planetary exploration probe was launched into space with a message including the coordinates of Earth. In the year 2050, long after having left the limits of the solar system, Pioneer 10 was still continuing its long cosmic voyage when it suddenly and mysteriously was immobilized and stopped transmitting. On Earth, this silence was interpreted as a transmission failure. That was a fatal mistake: someone had intercepted the imprudent Earth message and was getting ready to make good use of it...

Chaos Control is an action game consisting of interactive sequences of rendered images, each one preceded by a spectacular sequence in full-screen video. The video sequences narrate the plot of the story and explain the goal of your missions.

Loading and start-up

Configuration requirements

Minimum: Mac 68040 25 MHz or Power Macintosh
MacOS System 7.0 or later
256 color, 12" or larger monitor
Double speed CD ROM or faster
3000k free memory available for the game
Sound Manager 3.1 or later.

Installing the program

It is not absolutely necessary to install the game onto your hard drive: it is possible to run the game from the CD-ROM. However, in order to speed up the load-ing process during the game, we recommend the following installation procedure.

Warning : Before starting the installation make sure

you have at least 3.5MB of free space available on your hard drive.

Installation procedure

After starting up your computer, insert the disk into the CD-ROM drive. Double-click on the Chaos Control CD Icon that should be displayed on the desktop. Then double-click on the 'Read Me' file to find out about the latest changes that have been made to this documentation. Copy the application file 'Chaos Control' onto your hard drive. To start the game, double-click on the 'Chaos Control' application that you have just copied onto your hard drive. If you have any problems and if an error message appears on the screen, refer to the Chapter TROUBLESHOOTING GUIDE.

Please note:

When playing Chaos Control, always make sure the CD-ROM is inside the drive. You control the game only with the mouse. When you load the game for the first time, the Preferences menu of the game will appear. Please change the settings if you need to, and click on the OK button to validate.

The Preferences menu

This menu enables you to select the display mode you like.

1) First, select the size of the display:

You can choose 320 x 200 or 640 x 400 by clicking on the corresponding button. On a 12" screen, only the smaller mode is available. If you have selected the 640 x 400 display mode (full screen), you can click to select or not the «Interlace» display option. This option will cause every other line on the display to be skipped, and this greatly improves drawing speed.

2) Second, select the display Mode:

The direct mode is the fastest but it may cause some compatibility problems on a few graphic cards. If this option causes problems with your computer, it will be set back automatically. The QuickDraw mode is slower but it is compatible with all graphic cards for the Macintosh. Click on OK to validate your choice. Note that the direct mode will be slower than the QuickDraw mode if you are using an accelerated graphic card.

Main menu

When Chaos starts up, you have to select your level. Then you quickly access the main menu. This screen allows you to make a number of choices and settings before setting off on your adventure.

The menu offers you four choices:

Introduction: This option allows you to play the intro sequence. It is full of information and very useful for your future quest. To stop it, press ESC.

New game: Click on this option to start a new game.

Continue: Chaos Control features an automatic save function. Each time you successfully finish a stage of the game (there are four stages: Manhattan, Computer, Space, Mother Ship), the program automatically saves the game (replacing the previous one if necessary). Click onto "Continue" to resume a game at precisely the spot the last save was made.

Quit: To end the game, click on this option. A submenu is displayed, prompting you to confirm your choice with YES or NO.

You can still access to the Preferences menu previously described by dragging your mouse to the top of the

screen. The Menu bar will be displayed. Open the "File" menu and select "Preferences". You will then be able to change your display settings. You can also access the Menu Bar during the pause mode (Command-P during

a game). Typing 'P' or 'Command-P' during a game will pause the game. When in pause mode you can access to the Menu Bar to 'Abort', 'Resume' or 'Quit' your game.



Goal of the game

You are Lieutenant Jessica Darkhill and you have been chosen to lead combat operations against the Kesh Rhan nation, extra-terrestrial beings who have stolen the Earth's coordinates for the sole purpose of destroying it.

While the Kesh Rhan's mother-ship approaches, thereby declaring the beginning of the final invasion, you have are, together with all other combat units, to the Grand General Headquarters of Earth from where all defense actions will be directed.

The challenge

The first part of the game leads you to fight the extra-terrestrial Kesh Rhan warriors who have overrun Manhattan and try to block the way to the GHQ.

The second part will place you in a virtual world where you must overcome the Kesh Rhan virus program.

In the third part, at the controls of the prototype of an exceptionally powerful fighter, you go into space to fight the bulk of the Kesh Rhan fleet.

In the last part, you are led into a terrifying labyrinth full of booby-traps. At the end of this maze you can finally contend with the Kesh Rhan mother-ship.

Good luck!



To win the challenge

The following game screen appears:

The aim sight

The circle on the screen is your aim sight. Use the mouse to move it.

The energy bar

This bar represents your energy supply. Your supply decreases the more you are hit by enemy fire.

The cannon's temperature status bar

This bar situated in the right lower corner of the screen is displayed when you shoot. It indicates the temperature level of your cannon, which varies according to the rate of fire. When you fire repeatedly its color changes from green to red. When this happens, you will have to wait a few moments before you can shoot again (the time it takes the cannon to cool down).

The Score

In the upper part of the screen there is a counter that shows you the number of points scored. You will notice that just remaining alive gives you points! For each enemy hit you get 1000 points, except when it is an indestructible enemy; then you will only get 100 points. On the other hand, the simple fact of shooting your allies will cost you dearly: -2000 points.

Reminder: When you successfully finish a battle, the game is saved automatically.

The characters

The Allies

Jessica Darkhill: Jessica is one of the best pilots of the Orbital Defense Forces. She belongs to the Eleventh Squadron. When the story starts she is a Lieutenant. When she gets to Manhattan, she is promoted to Major and must then lead the FUNSAI operation with the mission of breaking through enemy lines and, especially, destroying the Kesh Rhan mother-ship. Her fiancé, Major Morgan Kain, was one of the many victims of the Kesh Rhan attack on Mars.

Hank McBride: He is a pilot in the First Group of the Eleventh Squadron: he is Jessica's close-winger. He is very game and doesn't miss an opportunity to tease Jessica.

Commander Darkhill: He is Jessica's father. He brought her up like the son he never had so that she can face difficulties with bravery and composure. Today, even though he is proud of her, he sometimes regrets that she is in the military. He commands the Lunar Base.

Captain Yoko Nakamura: She is a scientific officer and works in the Research Department of the Manhattan GHQ. Like Jessica, she lost her husband in the Battle of Mars. That is why she does her utmost to help Jessica fight the virus put in the defense network control system by the Kesh Rhan.

Morgan Kain: He was Jessica's fiancé. He died in combat during the Battle of Mars. Because of his demise, Jessica is even more determined to fight the Kesh Rhan.

The Enemies

Arakh'Kreen: He is the Lord Commander of the Kesh Rhan fleet. He is on board the mother-ship from which he leads a fight to the death against the Earthlings. His ambition is to destroy Earth.

Atmospheric Fighter: A standard fighter used to cover landing troops.

Transporter: A device used both in troop and combat robot landings. It must be considered indestructible by space vessels.

Anti-Gravity Speeder: Light attack vehicle especially designed for combat in tight spots: cities, canyons, forests. It maneuvers well but has a relatively light armor and is therefore easy to destroy.

Kesh Rhan Battle Bot (red, blue, purple according to power): Kesh Rhan combat robot with an unknown pilot/machine link.

Command Warbot: Command robot equipped with relatively primitive weaponry, but still quite frightening. It has a mono-filament sword that can cut through very thick armor.

Light Orbital Fighter: Standard space fighter of the Kesh Rhan fleet, equipped with a central plasma cannon.

Heavy Orbital Fighter: A fighter similar to the light orbital fighter but with a heavier armor. It is, however, just as maneuverable. It has the same strength as the fighter of the Orbital Defense Forces.

Autonomous Protection Cannon: These unmanned cannons react to motion. They are used as a defense barrier by the alien fleet.

Armored Tank: An anti-gravity tank with impressive firepower due to its three plasma cannons which shoot in bursts and its two forward anti-personnel laser turrets.

Light Cruiser: Troop transport cruiser with a maneuverability that gives it access to all fronts. It is the most prevalent heavy unit in the fleet. It is an indestructible vessel. It requires shots heavier than those from space vessels.

Heavy Cruiser: Heavy transport ship. The numerous turrets placed along its hull make it dangerous to approach. Just like the light cruiser, this vessel is indestructible.

Defense Turret: Terrestrial equivalent of the autonomous cannon. Its stowage feet are used to fasten it to any surface.

Combat programs generated by the virus: Anti-virus programs recompiled by the alien virus. They attack and destroy any program which is not of E.T. origin.

Troubleshooting Guide

The error messages listed below may appear during the installation of the game or while the game is running:

Most of these errors occur because your computer's hardware or software configuration does not comply with the required configuration. Please check the "configuration requirements" on the box or the "loading and start-up configuration requirements" in the manual.

A) If the settings of your graphic configuration are not correct some messages may appear like:

"Warning: Chaos Control only works with 256-color resolution. Do you want to switch to 256-color mode?"

B) If your graphic card does not support the direct mode, your system may crash, this message will be displayed after rebooting and launching the game again:

"Warning: An error occurred last time Chaos Control was used without the QuickDraw mode. The game will be launched with the QuickDraw mode." If this message is displayed, do not try to change the preferences to the Direct mode again.

C) If you use virtual memory, please disable it.

"Warning: The virtual memory is active on this Macintosh. The game animations and sound effects may become jerky. Do you still want to start the game? YES/NO" If this message appears, answer "NO" and disable the virtual memory. Then restart your system and launch the game.

D) "Warning: The memory allocated to Chaos Control is not sufficient to start the game."

If this message is displayed, quit all the other applications. If it still does not work, try to disable all the extra extensions and control panels that are in use and restart your system. Chaos Control needs less than 4MB to run and should run on any Macintosh equipped with 8MB of RAM.

E) If your game animation looks slow or jerky, try the "Direct" display mode in the Preferences menu if your graphic card is compatible with this mode, or try to display the game in the 320 x 200 size mode. If it still does not work, check your CD ROM speed. Chaos Control has been designed to run on a CD-ROM drive with a transfer rate of 300 KB per second. Check this point with the instructions given by your CD-ROM manual.



Customer Services

If you are having problems getting the game to function properly, you can call Technical Support between 9:00 AM and 5:00 PM (Pacific Standard Time) at 310-576-1885. There will be late-breaking information available on the phone system itself. If our staff is busy you can leave a message and one of our technicians will call you back. You may also reach us through our technical support BBS at 310-576-1820 using standard settings or by FAX at 310-576-1889.



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