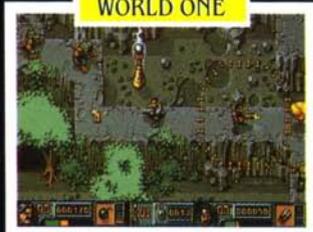


• THE FOUR WORLDS •

The four Levels in each World increase in size and difficulty. Hidden delights abound, too, so even if you reach the end and defeat the mad Baron, there's more to come back for...

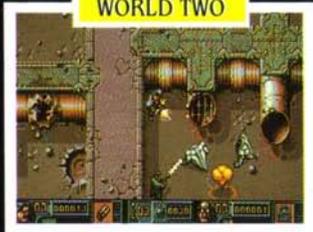
Some Levels have areas of raised platforms which are reached via steps - simply walk up or down them. Note that Shots only travel in a straight line, so you can't shoot things above or below your Character. Some Special Abilities however can operate on different heights of platform - the Bombs, for example, can be thrown down to platforms below.

WORLD ONE



The grounds surrounding Baron Fortesque's mansion have gone wild since he built the Engine. The once immaculate forests, ornamental cliffs, lush rivers and lakes are a mess.

WORLD TWO



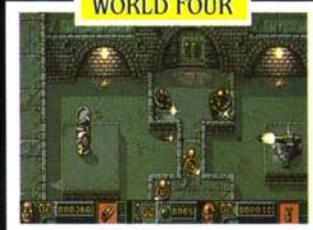
As we near the mansion and pass through its outer buildings and workshops, the damage caused by the Engine's construction is in evidence. Precarious metal gantries linking the workshops run above huge pipes carrying the steam and foul waste products from the Engine.

WORLD THREE



Now we are inside the mansion, let's find an entrance to the cellars... The remarkable condition of the lofty halls, grand staircases and statues belie the power of the Engine at work here. Bottomless pits are dotted throughout these Levels, and strange events are commonplace.

WORLD FOUR



At last - the cellars. This dark, sewer-like underworld is punctuated by deep pools of disgusting liquid. An intricate series of stop-cocks and valves control the flow of fluid through the network of pipes. As you pass through this World, the construction of the Chaos Engine will become apparent. Wall-mounted cables feed power to the force-fields and complex security system protecting the Engine. Try to shut out the incessant pounding of the generators in your head as you deactivate the defence mechanisms and enter the Hall Of Machines to confront the Baron and the Chaos Engine.

THE CHAOS ENGINE



From the horse's mouth

• PLAY ADVICE •

Do note that the death of some Monsters may have a peculiar effect from time to time. It might be advantageous. Or not.

Do keep 'em peeled for the unusual. There may be more than meets the eye to those strange markings or geometric patterns.

Picking up some objects may trigger events. A creaking sound always indicates that something has happened somewhere so listen out for it. Do beware of booby traps, not all the things which happen are good for your health

Don't fret. The computer-controlled Player 2 Characters aren't too greedy. They will help you out with the action, leaving the clever stuff to you.

Don't worry about falling into the boiling mud, or being destroyed by any other piece of the scenery for that matter - you can't.

There are many hidden routes through the game and many hidden areas to discover. In all levels there is always an obvious route to the exit. Always use the map when you first play the game to help you discover where it is. There are two different sets of keys in the game : silver & gold keys.

Keys can do many the things : move walls, create stairs and produce treasure to name but a few.

Silver keys always help you to find a route towards the exit finding them is crucial to completing the game.

Gold keys are special; they reveal routes to rooms which are not necessary to completing the level but will be rewarding if you are brave enough to explore them. They can also open up short cuts and routes to additional exits that will benefit you later on in the game.

Don't be afraid to experiment. Remember that everything in The Chaos Engine is there for a purpose.

THE CHAOS ENGINE

© 1993 The Bitmap Brothers

• THE STORY •

"The Chaos Engine... is a machine that's screwed up time. And space. Me? I'd form a Party to find Baron Fortesque, the nutter who invented the machine, and blow 'em both up."

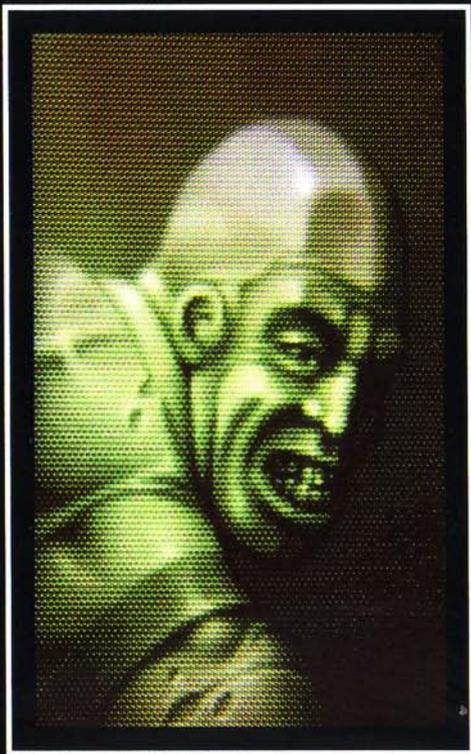
There are four huge Worlds, each with four Levels to explore. The Engine's somewhere in the Hall Of Machines which is hidden in the dank, dark cellars of the barmy Baron's mansion. Activate the Nodes on one Level to open the Exit to the next.

"Sure, I'd waste anything I saw. And wouldn't think twice about it either."

THE CHAOS ENGINE

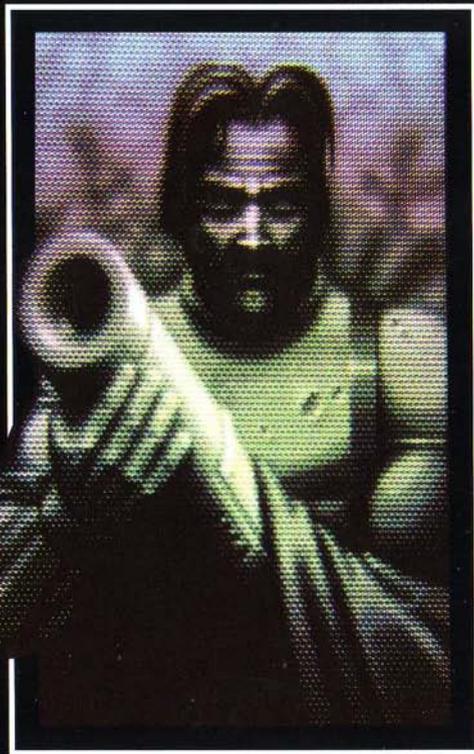
© 1993 The Bitmap Brothers

• THUG •



THE CHAOS ENGINE

• NAVVIE •



THE CHAOS ENGINE

• THE THUG •

When it comes to characteristics, the Thug could pass for the Navvie's brother.

The Thug is a mammoth of a man, a little stupid but very powerful.

STAMINA: High

SPEED: Low

INTELLIGENCE: Low

WEAPON: Shotgun

AMMUNITION: Multiple Small Shells

MAXIMUM POWER: High

MAXIMUM SHOT: Wide Scatter

SPECIAL ABILITIES: Two: Molotov + ?

THE CHAOS ENGINE

© 1993 The Bitmap Brothers

• THE NAVVIE •

The strongest of the six Characters. A good fighter with heavy weapons. Although he has limited abilities they are very destructive.

STAMINA: High

SPEED: Low

INTELLIGENCE: Low

WEAPON: Cannon

AMMUNITION: Large Single Shells

MAXIMUM POWER: High

MAXIMUM SHOT: Quadruple

SPECIAL ABILITIES: Two: Dynamite + ?

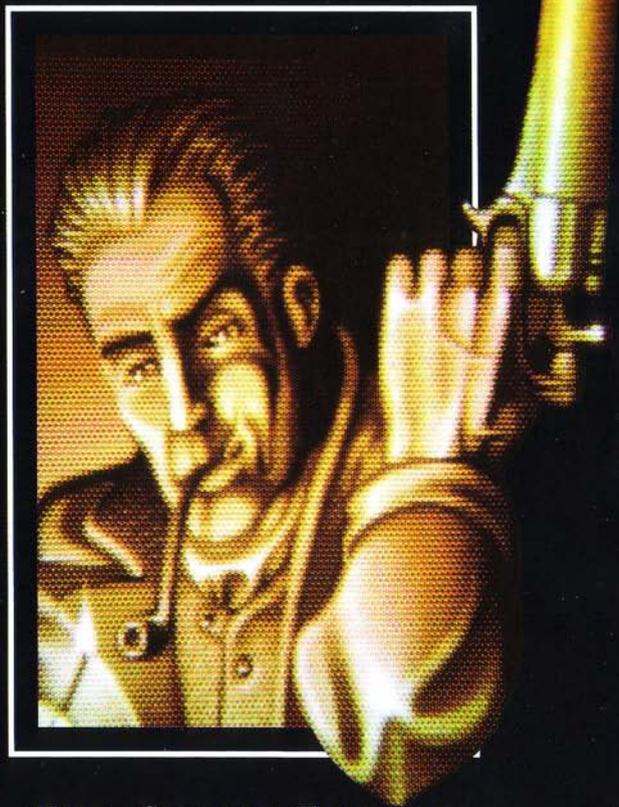
THE CHAOS ENGINE

© 1993 The Bitmap Brothers

• MERCENARY • • GENTLEMAN •



THE CHAOS ENGINE



THE CHAOS ENGINE

• THE MERCENARY •

A good all-rounder, he's quite mad, you see, and he enjoys nothing more than experimenting with his collection of unsavoury weapons.

STAMINA: Average

SPEED: Average

INTELLIGENCE: Average

WEAPON: Gatling Gun

AMMUNITION: Multiple Small Bullets

MAXIMUM POWER: Medium

MAXIMUM SHOT: Wide Scatter

SPECIAL ABILITIES: Three:

Bomb + Mines + ?

THE CHAOS ENGINE

• THE GENTLEMAN •

A lean and clever character, he is a dapper chap without a doubt. What he lacks in muscle he makes up with wit.

STAMINA: Low

SPEED: High

INTELLIGENCE: High

WEAPON: Flame Pistol

AMMUNITION: Flame Bursts

(Pass Through Monsters)

MAXIMUM POWER: Low

MAXIMUM SHOT: Double

SPECIAL ABILITIES: Four:

Map + Attract + ? + ?

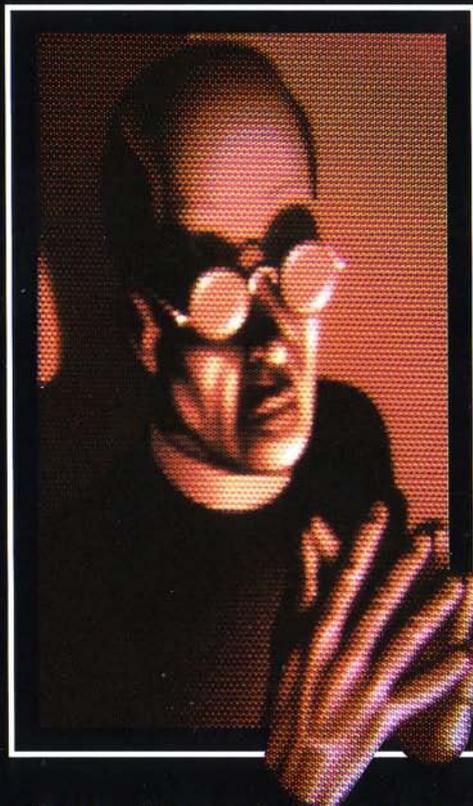
THE CHAOS ENGINE

• BRIGAND •



THE CHAOS ENGINE

• PREACHER •



THE CHAOS ENGINE

• THE BRIGAND •

Another well-rounded talent, and a cut-throat bandit to boot. That is all.

STAMINA: Average

SPEED: Average

INTELLIGENCE: Average

WEAPON: Rifle

AMMUNITION: Single Bullets

MAXIMUM POWER: Medium

MAXIMUM SHOT: Quadruple

SPECIAL ABILITIES: Three:

Shot Burst + Molotov + ?

THE CHAOS ENGINE

© 1993 The Bitmap Brothers

• THE PREACHER •

The smartest of the six Characters. But then, he has God on his side. Beware! The preacher's perverse nature is not to be trusted.

STAMINA: Low

SPEED: High

INTELLIGENCE: High

WEAPON: Lightning Gun

AMMUNITION: Energy Bolts

(Pass Through Monsters)

MAXIMUM POWER: Low

MAXIMUM SHOT: Single

SPECIAL ABILITIES: Four:

First Aid + Map + ? + ?

THE CHAOS ENGINE

© 1993 The Bitmap Brothers