



LORDS OF CHAOS ATARI ST/COMMODORE AMIGA

LORDS OF CHAOS - ATARI ST/COMMODORE AMIGA

To load the game insert the disk and reset the machine. When the game has loaded press a mouse button and click on one of the flags to select the language you want to use.

GAME CONTROLS

The game is controlled by using the mouse. Many options are controlled by pressing 'buttons'. Move the mouse pointer over a button icon and press the left mouse button to select an option.

WIZARD DESIGNER

NAME: Type the name and press the return key to finish. Use backspace to delete letters.

CHARACTER: Click the left mouse button on the up and down arrows to increase or decrease your wizard's characteristics. Press the right mouse button to exit.

SPELLS: Click the left mouse button over the icons to increase spell levels and the right button to decrease spell levels. Click on the 'summon spells' icon to switch to the creature spells. Click on a non-icon space to exit.

CURSOR MODE: Press the right mouse button to display the icons. Press the left button when the pointer is over an icon to select an option. Press the left mouse button when the pointer is over one of your creatures in order to select the creature for actions.

SELECT MODE: Press the left mouse button to select a destination for the creature to move to. Press the right mouse button to display the icons. Press the right mouse button again to deselect the creature and return to cursor mode.

OPENING AND CLOSING: In order to open or close doors and chests you must first position the cursor over the door/chest, and select the 'USE' icon. Remember that the cursor must be no more than one space away from the creature and in order to open locked doors or chests the creature must have the correct key in use.

PICK UP/CHANGE OBJECT IN USE: When the pick up or change option is selected the object graphics will be displayed. Move the mouse pointer over the desired object and press the left mouse button to pick up or change the object. Press the right mouse button to cancel the option.

THROWING/FIRING/CASTING: When these options are selected a yellow targeting cursor will appear for a ground target, or a blue cursor for an airborne target. If this is moved out of range the cursor will turn red. Move the cursor to the desired target space and press the left mouse button to fire, throw or cast. Press the right button to cancel the option.

DISK OPERATIONS

LOAD WIZARD/SAVE WIZARD/DESIGN WIZARD: When you have pressed the option button select one of the four wizard positions by moving the mouse over the red numbered buttons and pressing the left mouse button.

PREPARING A DISK FOR SAVING GAMES/WIZARDS: Format a blank disk in the normal way and insert the disk when the game is loaded. Select the 'Format Chaos Disk' option and the disk will be reserved for saving your games and wizards. You can store a maximum of two saved games and twenty wizards on one disk.

CHANGES FROM THE 8-BIT GAME

GAME SET UP PANEL: When you select the 'play game' option from the main panel you can set a number of variables before starting the game by clicking the mouse over the number icons.

NUMBER OF PLAYERS: You can have one to four players in most scenarios, but some scenarios (such as number three) are allowed one player only which means that this variable cannot be adjusted. If one player is selected then the random wizard level and game length cannot be adjusted.

RANDOM WIZARD LEVEL: The higher the number the more powerful randomly generated wizards will be.

GAME LENGTH: You can adjust the game length from one (the shortest) to five (the longest). The range of game turns on which the game can end are displayed.

TIMER: The timer limits the amount of time you have for a game turn from one (the shortest) to eight (the longest). Select 'X' if you do not want to use the timer. When the timer is activated a yellow bar will be displayed on the left of the screen which will gradually descend. When the bar disappears then your turn will end automatically.

POTIONS: There are no super potions, but creatures can have more than one position in effect at one time. There is a bomb potion which requires Nitro as the ingredient. Vials filled with bomb potion will explode when thrown.

HIDDEN MAPS: When you begin the game you can only see your immediate surroundings. As you explore the terrain it will be added to your own 'map'. However it is possible that parts of your map can become out of date, so do not be surprised if you revisit an area to find it devastated by magic fire.

HIDDEN MOVEMENT: During a one player game you will see enemy creatures moving on the screen as long as one of your creatures is in 'line of sight'.

BIG MAP: The big map can be scrolled by moving the mouse pointer over the border.

VICTORY POINTS: Victory points are converted to experience points on a 1-1 basis. Wizards get double victory points for killing creatures but not if they use ranged weapons. Victory points are awarded for killing creatures by fire, blob, flood and tangle vine but not at double the normal values.

SCENARIOS: The scenarios have been re-designed but still based on the 8-bit versions. Victory points for items taken through the portal are as follows:

SCENARIO ONE: THE MANY COLOURED LAND

Rune stone	6
Wand	8
Emerald	10
Ruby	20
Diamond	30
Gold	40

SCENARIO TWO: SLAYERS DUNGEON

Emerald	10
Ruby	20
Diamond	30
Gold	40
Slayer	60

SCENARIO THREE: RAGARILS DOMAIN

Emerald	10
Ruby	20
Diamond	30
Gold	40
Ragarils jewel	50

EXPANSION KITS: Expansion Kit One for Atari ST and Amiga is available from Mythos Games for £8 (including p & p). Send a cheque or postal order payable to 'Mythos Games Ltd.' at 19 The Rows, The High, Harlow, Essex, CM20 1BZ.