

**Instructions for
Amiga & Atari ST**

PLAYERS MANUAL



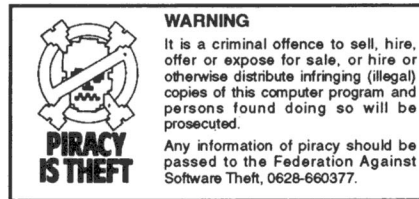
LORDS OF CHAOS

Original Game Design by Julian Gollop

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INTRODUCTION

In the days when the Arch Mages ruled the Old World there were no wars, plagues, floods or natural disasters of any kind. This society, peaceful as it may seem, suffered from the gradual build up of unreleased magical energy. Mana, which is the name for raw magical energy, could no longer be contained by the great wizards who used this power. The people of this world grew rebellious as unwanted magical distortions created hideous deformations in nature. Vicious beasts roamed the plains and unusual growths and swamps developed. Even the dead came back to haunt the living. Eventually war broke out as the desperate populace attacked the Mages in an attempt to get rid of what they assumed was the cause of the problem. The Mages themselves knew that they could do nothing except resist the attacks with all the magic they could muster. They had been investigating the causes of the mana build-up but they could not find its source. The most popular hypothesis was that it was coming from another dimension through a break in the fabric of reality. They set about trying to find this gap by constructing magical portals which could transport wizards into other realities. Many wizards bravely went through these portals to unknown destinations but none of them returned.

After the war had raged for many years the old world began to suffer from violent earthquakes as if there was immense pressure in its core. Suddenly the world shattered and split into many fragments which rapidly formed into self contained worlds. Only the wizards survived by creating a magical world which had an enormous amount of mana concentrated within it. Such a world made wizard spells ineffective because mana was simply sucked into the world's core whenever a spell was cast. The wizards named this world 'Limbo' and from it they ventured to the new worlds created from the Old World through the portals they had built. There was no more war, but there was no peace either. Chaos reigned above all else in the new worlds. Unimaginable places were filled with strange, magical creatures. Wizards now fought with each other in their quest for power because they knew that without power they could not survive as they journeyed from one world to the next. No longer did wizards seek to rule together in a peaceful, united world. That world did not exist any more. They could only aspire to become rulers of the new worlds, the Lords of Chaos.

OVERVIEW

'Lords of Chaos' is a fantasy strategy game for one to four players. Each player takes control of a wizard and uses his magical abilities to fulfil his objectives. The main objective in each scenario is to survive until a portal appears and then escape through the portal to 'Limbo'. There are three scenarios provided with 'Lords of Chaos' which represent different worlds. The one player game combines strategy with role play. A 'Wizard Designer' program is provided to name and design your own wizards. Successful completion of a scenario will enable you to spend 'Experience Points' on improving your wizard before going on to the next world. In addition to the three scenarios provided with the game there will be expansion kits available to continue your quest to become the most powerful wizard in the new worlds

LOADING THE GAME

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 using the mouse. Many options are controlled by pressing onscreen 'buttons'. To activate a button move the mouse pointer over a button icon and press the left mouse button to select an option

LEARNING TO PLAY 'LORDS OF CHAOS'

The best way to learn how to play 'Lords of Chaos' is to load the program and go through the following instructions as you are playing the game.

When you have loaded the main program you will be presented with the main filing screen. Click on the 'load scenario' button. You will then have to enter the file name of the scenario. Press '1' and then the enter/return key to load the first scenario (if you are loading an expansion kit scenario make sure that you have inserted the expansion kit disk).

When the scenario has loaded click on the 'play game' button. A number of options are now available, but for the moment just click on the 'start game' button.

THE FIRST STEPS: GAME TURN ONE

'Lords of Chaos' is played in a sequence of game turns. First of all the independent creatures (not controlled by any wizard) have their turn and then each wizard has a turn in which to move all his creatures. The first game turn is then finished and turn two starts with the independent creatures again. After the independent creatures have moved it is your turn to play. The game turn panel is displayed which shows the name of the wizard whose turn it is. Your name is 'WIZARD-1' because the computer has generated a random wizard for you. You will find out how to use the Wizard Designer later on once you have become more familiar with the spells. Below the game turn indicator there is a list of all the wizards involved in the game with their current victory points displayed. 'Torquemada' is the computer controlled wizard. Press the purple button to begin the first game turn.

USING THE CURSOR AND MENUS

The screen display is divided into three sections. The main section is the map window on the left of the screen which shows a small part of the entire map of the world. On the right is the information display. This shows essential information about creatures and the cursor. The line at the bottom displays text messages.

You will notice that the white square, known as the 'cursor', always starts on top of your wizard at the start of each turn. The information display on the right shows all objects on the ground at

the cursor position. As you move the mouse pointer the cursor will follow it. If you move the mouse pointer to the edges of the screen the map window will scroll. Experiment with the cursor by moving it around the map and scrolling the window. You will discover that if you continue scrolling in one direction you will get back to where you started (a 'wrap round' map). The map will be revealed as you explore it, so at the start of the game you will see very little.

When you press the right mouse button a number of icons are displayed on the right side of the screen. As you move the mouse pointer over the icons a message will be displayed to tell you the function of the icon. To activate an icon click on it with the left mouse button. For the moment you don't want to use these icons so just click the left mouse button inside the map window.

Now click the left button when the cursor is over your wizard. The cursor will turn green, and the mouse pointer will change shape. This means that you have selected the wizard for moving (or other actions). The display on the right of the screen now shows the wizard's characteristics.

CASTING YOUR FIRST SPELLS

Press the right mouse button to display the icons that control the actions of your wizard. Select the option CAST AT GROUND by clicking on the top left icon. The screen now displays your spell list. At the top of the screen the wizard's name and mana points remaining are displayed. The spells with a box round them are the ones that you know. As you move the mouse pointer over the spell icons the name of the spell will be displayed along with the spell level and spell cost. The level indicates how powerful the spells is and the cost is the number of mana points used to cast the spell.

The top left spell icon is a special icon giving access to the 'summon' spells. These are creatures that are summoned to do your bidding from other dimensions. Click on a creature spell that has a box round it (with the exception of dragons). A number of creatures will appear depending on the level of the spell. Cast a few more summon spells with varying creature types; some with hands (E.g. Dwarf), some with wings (E.g. Harpy), and some you can ride (E.g. Unicorn).

As you cast spells you will notice that the wizard's green bar (on the left of the bar graphs) becomes empty. This bar represents the wizard's 'Action Points'. Almost all actions consume Action Points. If you try and cast more than four spells you will get an error message saying that you have not got enough Action Points. Don't worry, Action Points are restored at the start of each turn.

ENDING THE TURN

After casting a few spells you can do nothing more on game turn one. There is no movement allowed on the first game turn. Click the right mouse button and the icons will appear. Click the right mouse button again and your wizard will be de-selected. You are no longer in selection mode. Click the right mouse button and click on the red END TURN icon. Now Torquemada will have his turn. You will not see anything moving on the screen because 'Lords of Chaos' uses a 'hidden movement' system. Although his turn seems short he can do everything you can do. After he has finished a small menu will appear which allows you to save the game or abandon the game. Click on the CONTINUE GAME button.

MOVING YOUR CREATURES AND WIZARD

Move the cursor over one of your creatures and click the left mouse button. Now move the cursor into one of the eight spaces around the creature and press the left mouse button. The creature will move to the space you selected. You can order a creature to move over larger distances but be careful that it doesn't bump into obstacles. If you want to move another creature you must press the right mouse button twice to deselect the currently selected creature. You can then click on another one of your creatures (with the left mouse button).

COLLECTING OBJECTS

There are probably a few objects lying around your wizard house. It is highly likely that your

wizard is standing on some objects on the pentacle. Select your wizard (click the left mouse button over your wizard) and press the right mouse button to bring up the icon display. Click on the PICK UP icon (left side, second from bottom). The screen will display all the objects on the floor. As you move the mouse pointer over an object its name and weight is displayed. On the top line the wizard's weight limit is displayed. This is the amount of extra weight he can carry. Click on the objects with the left mouse button to pick them up. Press the right mouse button to exit this screen and go back to the map window.

Only creatures with 'hands' can carry objects, so don't try to make a unicorn pick things up, for example. Creatures can carry more than one object, but only one object can be 'in use' at any time. The object in use is always the last one picked up. However, you can change the object in use by clicking on the CHANGE OBJECT IN USE icon. Now that your wizard has picked up an object the options DROP OBJECT IN USE, THROW AT GROUND and THROW IN AIR always act on the object in use.

OPENING THINGS

If you have selected a creature with hands (or your wizard) it can open the various wardrobes and drawers in your room. Move the creature next to the drawer or wardrobe, then position the cursor over the drawer or wardrobe, press the right mouse button and click on the USE icon (left column, middle). If there are any objects inside then they will be revealed. You can then move over the object and pick it up.

LEAVING HOME

Once you have collected all the useful objects in the wizard house you are ready to leave. Select a creature with hands and move next to a door. Position the cursor over the door and click on the USE icon. The USE option is also used for closing doors, unlocking doors, unlocking chests and opening chests.

The time has come to explore the world. As you move your creatures out into the daylight you will notice that other objects, or possibly enemy creatures, will become visible. 'Lords of Chaos' uses a complex 'line of sight' system to assess when something is visible or not. You can always select the BIG MAP option to get a wider view of your surroundings.

FLYING

Some creatures can fly. If you have not summoned a flying creature then do so now. If the creature is inside the wizard house it will not be able to fly (because the roof is in the way). Out in the open the LAND/FLY option can be used (provided the creature has enough Action Points). When you select LAND/FLY (for a creature on the ground) it will fly into the air. The cursor becomes blue and the mouse pointer changes. The name of the creature on the text window at the bottom will have wings next to it. A flying creature moves in the same way as a creature on the ground but always pays the same Action Point cost for moving and can fly over impassable terrain. It can only be attacked by other creatures in the air, or by thrown weapons, bows or spells. Once in the air the LAND/FLY option will land the creature, but only if there is no creature directly below or the terrain is suitable (you cannot land on the roof of a wizard house). When you have a flying creature in the same space as a creature on the ground they will be displayed alternately.

RIDING

There are a few creatures which can be ridden by others. This is particularly useful for your wizard. The unicorn, pegasus, gryphon, and elephant can be ridden by wizards, pixies, dwarves, goblins or trolls. In order to ride another creature move over a mount and select the RIDE option. After this option is selected the mount becomes the selected creature and you can move it together with the rider. If you want to select the rider for any actions then click on the SELECT RIDER icon.

DEALING WITH THE ENEMY

When you find an enemy creature and move one of your creatures next to it you will become 'engaged' to it. This means that you cannot move unless you kill the creature. In order to attack the creature you must move into it. You can do this as long as your creature has enough Action Points and Stamina left. The computer automatically calculates the results of combat and whether the defending creature has a return attack.

WINNING THE GAME

In each game of 'Lords of Chaos' a 'portal' will appear somewhere on the map after a number of game turns. This looks like a strange flashing object on the map. You must exit your wizard through the portal (by moving into it) in order to win the game. The portal does not remain forever, you must hurry to get through it. Each scenario has specific objectives, but there are always the same objectives of confronting the enemy wizard, destroying him and successfully escaping from the world. Read the scenario description for 'The Many Coloured Land' at the end of the manual. Refer to the rest of the manual to deal with specific aspects of the game; you don't need to read everything to start with. You are on your own now - good luck!

THE INFORMATION DISPLAY

There can be a number of icons at the top of the information display to indicate some characteristics of the creature under the cursor. The types are as follows;

UNDEAD:	(SKULL) An undead creature can only be harmed by other undead creatures, magic weapons or spells.
FLYING:	(WINGS) Indicates that the creature has the ability to fly whether by natural ability (wings) or flying potion.
MOUNT:	(RIDER) The creature can be ridden by wizards, pixies, dwarves, goblins or trolls.

FATAL WOUND: (BLOOD) When a creature suffers a single blow causing more than 25% of its constitution to be lost then it suffers a fatal wound. This causes a steady decrease in constitution from turn to turn unless a healing potion is consumed.

INVISIBLE: (EYE) The creature is invisible to all enemy creatures.

The bar graph icons represent the following (from left to right);

ACTION POINTS: These are used up performing all types of actions.

STAMINA: This represents the physical fitness of the creature. Some actions, such as movement or combat, consume stamina. A certain amount of stamina is recovered each turn. If it goes below a certain level the creature becomes exhausted and only receives half its Action Point Allowance each turn.

CONSTITUTION: When constitution reaches zero a creature is killed. If it falls below 50% then Action Points, Combat and Defence are affected.

COMBAT: The attacking capability of a creature, taking into account weapons in use and potions consumed.

DEFENCE: The defensive capability of a creature taking into account weapons or shields carried and potions consumed.

CURSOR MODE

The following options are available in cursor mode;

NEXT UNIT

Move the cursor and map window onto another friendly creature and display its characteristics.

INFORMATION

Display the characteristics of the creature under the cursor.

BIG MAP

Display a strategic map. This map shows about half of the entire world with the map window position indicated by a flashing square.

Key to symbols;

▲ Wizard

● Ground creature

▶◀ Flying creature

□ Object (red)

END TURN

End the current wizard's turn.

SELECT MODE

To enter select mode click on the left mouse button when the cursor is positioned over your wizard or one of your creatures. The right mouse button displays the icons which control the actions of the selected creature. The selected creature may not be able to perform actions due to lack of action points or due to the limits its abilities. When a creature has moved on top of another friendly creature on the same level then there are usually only four options available - END MOVE, CENTRE, BIG MAP and RIDE (if the selected creature is capable of riding the creature underneath).

To de-select a creature click on the right mouse button (to display the icons) and click on the right mouse button again. If the creature is on top of a friendly creature at the same altitude then the creature is put back to a previous position which is empty (or back to the mount which it came from).

The icons control the following actions;

CAST AT GROUND

Cast a spell at a position on the ground. All summon and potion spells must use this option.

CAST IN AIR

Cast a spell at a position in the air. This only applies to a few spells.

INFORMATION

Display the creatures statistics.

THROW AT GROUND

Throw the object in use at a target position on the ground. When you select this option a yellow target cursor will appear. Move the cursor to the desired target position and press the left mouse button. If the cursor turns red then the position is too far for the creature to throw (the distance depends on the strength of the creature and the weight of the object). The error message 'no line of sight' will appear if the target position cannot be seen by the throwing creature. Press the right mouse button if you want to cancel the throw option.

THROW IN AIR

Throw the object in use at a target position in the air. When you select this option a blue arrow cursor will appear. The procedure is the same as for 'Throw at ground' except that different 'line of sight' rules apply. You will find that throwing from the air allows you to throw over terrain features which would normally block line of sight.

READ

If the object in use is a scroll then it can be read.

FIRE AT GROUND

Fire a ranged weapon (or flame breath) at a target position on the ground. The yellow arrow cursor will appear which will turn red if outside the weapon's range. The procedure is exactly the same as for THROW AT GROUND.

FIRE IN AIR

Fire a ranged weapon (or flame breath) at a target position in

the air. The procedure is the same as FIRE AT GROUND except that different line of sight rules apply.

CENTRE

Centre the cursor and map window over the selected creature. This is useful if you have moved the cursor a long way from the creature.

USE

This option can do a number of things. You must position the cursor over the target square (which must be adjacent to the selected creature) before clicking on the USE icon. The following conditions apply;

1. If there is a closed door it will be opened.
2. If there is a locked door and the creature has a door key in use then it will be unlocked and the key will disappear.
3. If there is a closed chest, drawer or wardrobe it will be opened.
4. If there is a locked chest and the creature has a chest key in use then the chest will be unlocked and the key will disappear.
5. If there is a special object in use then it can have various effects depending on its type. Consult the scenario instructions for your expansion kits (if you have any).

RIDE

Ride a mount. The creature must be eligible to ride mounts and have sufficient Action Points. The mount must not already have a rider. When this option is chosen the mount becomes the selected creature and the rider is deselected.

SELECT RIDER

Select a rider for actions. A rider can perform any action that it can normally do (including close combat) except PICK UP. In order to pick up objects the rider must move off the mount first. If the mount is flying then the rider can not move off until the mount lands.

BIG MAP	Display the strategic map.
LAND/FLY	Land a creature if it is flying, or fly a creature that is on the ground. There are a number of restrictions; you cannot land on another creature, a building with a roof or impassable terrain. You cannot fly if you are in a building with a roof.
FILL	If a creature has an empty vial in use and it is standing on a cauldron full of potion then the vial will be filled.
PICK UP	Pick up objects on the floor. When this object is selected all the objects on the floor are displayed. Click on the objects you want to pick up with the left mouse button. Press the right mouse button to cancel this screen.
CHANGE OBJECT	Change the object in use. When this option is selected all objects carried by the creature are displayed. The object currently in use is displayed on the top right. Click on the Press the right mouse button to cancel this screen.
DROP	Drop the object in use.
EAT	Eat the object in use. Only some objects are edible, such as apples and mushrooms.
DRINK FROM VIAL	If there is a vial of potion in use then the contents are consumed.
DRINK FROM CAULDRON	If the creature is standing over a cauldron of potion then some of the potion is drunk.

LINE OF SIGHT

The computer calculates line of sight i.e. it determines whether a creature can see another creature or object. The hidden movement system uses line of sight calculations as you move your creatures around the map. You will only see enemy creatures if there is a clear line of sight to them.

SEEING DISTANCE

A creature on the ground can see a distance of 9 spaces. A creature in the air can see a distance of 11 spaces.

ROOFS

An airborne creature will not be able to see a creature on the ground, or vice versa, if there is a roof over the creature on the ground. Most buildings will have roofs over them.

GROUND LEVEL

When seeing from a ground position to a ground position then any intervening terrain can block line of sight, depending on its type. Walls, tall grass, and trees are the main obstacles to line of sight on the ground.

AERIAL RECONNAISSANCE

Flying creatures' vision is not normally blocked by intervening terrain, but they will have difficulty seeing into covered terrain such as magic wood, shadow wood or tall grass. Creatures on the ground can only be seen if the flying creature is adjacent to them. Objects can not be seen at all in covered terrain.

COMBAT

Conflicts will inevitably arise in 'Lords of Chaos'. They can only be resolved by combat. Each creature has a combat and defence rating. When a creature attacks by moving into an enemy, its combat value is compared to the defender's defence value and the damage is calculated involving a random factor.

ENGAGED TO ENEMY

When one of your creatures moves next to an enemy it cannot move any further during the current turn unless it kills all enemy creatures next to it. It is always possible, however, to move on the next turn. If a creature becomes engaged while on top of a friendly creature you must end the creature's move because you cannot attack unless you are in an empty space. The only exception to this is when a rider is selected. If you try to attack then the message 'attack not allowed' appears.

WEAPONS

You will find various weapons in each of the scenarios. If a weapon is in use then it will add a certain amount to the creature's combat. Shields, and weapons to some extent, will add to defence but they do not have to be the object in use. Weapons can also be thrown at enemy creatures. Each weapon has a thrown combat value (see weapons chart).

RETURN ATTACKS

If a creature is attacked and has some Action Points and Stamina remaining it will fight back automatically. If you wish to make use of this defensive ability be careful to save some Action Points when you move creatures.

DAMAGE AND FATAL WOUNDS

When a creature's constitution reaches zero it is killed. If a creature suffers a single blow causing more than 25% damage then it gets a fatal wound. This means that the creature will suffer a slow but steady loss of constitution until it dies or drinks a healing potion. Eating apples helps restore constitution but does not affect fatal wounds.

THE UNDEAD

Undead creatures are not living in the normal sense. They are either ethereal beings or dead creatures animated by powerful magic. An undead creature can only be damaged by other undead creatures, magic weapons or spells.

ATTACKING TERRAIN

If a creature bumps into impassable terrain it may destroy it. Each type of impassable terrain has a toughness rating, E.g. walls are impregnable, but doors could possibly be smashed down.

THE SPELLS

There are 47 different spells in 'Lords of Chaos', 27 of which are 'summon creature' spells. If you use the wizard designer you can choose the spells you want, otherwise the computer will randomly select spells for you.

CASTING SPELLS

When you move the mouse pointer over a spell icon its mana cost and level will be displayed. The higher the level of the spell the more it costs. When you cast a spell its level will decrease

until it reaches 0 when it cannot be used again during the current game. If you are using a designed wizard then all spells are restored when you go on to the next scenario.

When you cast some spells (such as magic bolt) a yellow targeting cursor will appear which must be moved to the desired target position. Pressing the left mouse button will activate the spell. These spells can be cancelled without loss of mana by pressing the right mouse button.

Mana points are your most valuable assets. Wizards only recover mana at a slow rate; 4% of the initial mana level per turn. However, magic mushrooms, magic apples and various other objects will restore mana when eaten.

SUMMON SPELLS

When a creature spell is cast the number of creatures summoned is equal to the level of the spell. The creatures will appear in any empty space around the wizard. If there is insufficient space due to surrounding walls, for example, then creatures will not appear and mana will be wasted. Creatures cannot be summoned in the air or from the air; only the CAST AT GROUND option can be used.

POTIONS

The more experienced you become the more you will realise the strategic and tactical importance of potions. However, it is not easy getting a potion together. This is what you need to do;

1. Place an empty cauldron on the ground.
2. Place the ingredient on the ground in the same place as the cauldron.
3. Make sure your wizard is standing on the cauldron and ingredient.
4. Cast the appropriate potion spell using the CAST AT GROUND option.

There will be more than one helping (or gulp) of potion created. The number of gulps created depends on the level of the potion spell; number of gulps = level + 3.

THE POTION TABLE

POTION NAME	INGREDIENT	EFFECTS
Strength Potion	Mistletoe	Boosts combat
Protection Potion	Clover	Boosts defence
Invisibility Potion	Crystal	Creatures cannot be seen by enemy
Speed Potion	Sulph	Doubles Action Points and triples stamina recovery
Flying Potion	Fairywing	Enables airborne movement
Bomb Potion	Ambergris	A vial filled with a bomb potion will cause an explosion when thrown
Healing Potion	Apple	Restores constitution and Stamina, cures fatal wounds

POTION EFFECTS

There can only be more than one potion in effect at once. Potions do not last for ever. The number of turns a potion lasts depends on the level of the potion and the potion consumption rating of the creature (see the creature table). The larger the creature the shorter a potion will last.

DRAGONS

In order to summon a dragon a 'dragon potion' must be made. You will need an empty cauldron and one piece of dragon herb. Make sure your wizard is standing over these objects before you cast a dragon spell. The dragon potion will be created and the dragon will be summoned at the same instant. Dragons are only summoned from the other planes of existence by the lure of the potion's aroma. Dragon herbs are rare, so don't count on your dragon spells. All dragons have the ability to use flame breath. When this is directed at the ground a fire may start.

MAGIC FIRE

When you cast this spell the targeting cursor will appear. You must select a target space which is inflammable for the fire to 'catch'. You will find that most things are inflammable, but the only way to find out is to try the spell. Unlike most spells there is no line of sight required for the target space. Once the fire is created it will spread from turn to turn, or possibly die out. Many objects will be destroyed by fire. Any enemy creatures caught in it, including the undead, will suffer serious damage, however big their defence ratings are. Your own creatures and your wizard will suffer no damage. The higher the level of the spell the more damage it does and the better it spreads, but every time you cast fire it weakens the strength of all your fire currently in existence.

GOOEY BLOB

The Goopy Blob is a sticky, magical mess that behaves in a similar way to magic fire. The major difference is that it spreads over different types of terrain than fire. It is not as destructive as Magic Fire but it is more obstinate and tough. Undead creatures are harmed by the blob.

TANGLE VINE

Tangle Vine and Flood affect a certain area depending on the level of the spell. As with Magic

Fire and Goopy Blob the targeting cursor will appear to select the target space and no line of sight is required. Tangle vine will only cover terrain that is susceptible. Walls, for example, will not be affected. Any creature caught in the vines, including undead creatures, must fight their way out or suffer wounding.

FLOOD

This spell behaves in a similar manner to tangle vine except that different types of terrain are affected. Flood can be used to extinguish fire, for example. Any creature moving over a flooded area risks drowning unless it is naturally adapted to water.

ENCHANT

This spell is used to convert ordinary weapons into magic weapons. When it is cast into a space, either in the air or on the ground, then any weapons in that space become magic weapons. This will work on weapons carried by a creature or on the ground. Once a weapon is enchanted it doubles in power and can be used to slay the undead. However the enchantment does not last for ever. The higher the spell level the longer it will last.

SUBVERSION

An enemy creature can be subverted so that it comes under your control. The spell can fail, the chance of success depends on the level of the spell and the target creatures magic resistance. Riders and mounts are either subverted together (using the highest magic resistance of the two) or not at all. Wizards, and mounts with wizard riders cannot be subverted.

CURSE

A curse will inflict a number of fatal wounds on a creature or wizard. The success of the spell depends on its level and the magic resistance of the defending creature. The chance of success is generally better than subversion or magic attack.

MAGIC ATTACK

A magical attack can destroy one or more creatures. The success of the attack depends on the level of the spell and the magic resistance of the creature. If there are any creatures of the same type as the target creature within a certain range then they too will be attacked. Be careful because this can affect your own creatures as well as the enemy.

MAGIC BOLT

Magic Bolt and Magic Lightning are 'physical attacks', which mean the target creature's defence rating is taken into account. The amount of damage done to the target depends on its defence and the level of the spell modified by a random factor.

MAGIC LIGHTNING

Magic lightning has the same power as Magic Bolt but affects the eight surrounding spaces as well. If the spell is cast at a ground target then it can destroy terrain. The target space of lightning cannot be a solid piece of terrain such as walls.

TELEPORT

The Teleport spell can transport your wizard instantly to another part of the world. However, it is not very accurate except at short ranges. The higher the level of the spell the greater the range and accuracy. Once teleported a wizard will have no Action Points remaining. The spell can fail if the destination (which may be different to the desired destination) is a solid piece of terrain such as wall or rock.

MAGIC EYE

This spell can enable a wizard to see behind doors and reveal invisible creatures. When a target space is selected then you will be able to see from that position as if your wizard was there. The CAST IN AIR option will see from the air and CAST AT GROUND from the ground. Invisible creatures will only be revealed for the current turn.

MAGIC SHIELD

This spell will boost the defence rating of your wizard. The amount of increase and number of turns it lasts depends on the level of the spell. It does not matter whether you use the CAST IN AIR or CAST AT GROUND option for this spell.

THE GAME SET UP PANEL

Before you start a game you can select a number of initial options;

NUMBER OF PLAYERS: You can have one to four players in most scenarios, but some scenarios (such as number three) are for one player only, which means that this variable cannot be adjusted.

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

GAME LENGTH: You can adjust the game length from 1 (the shortest) to 5 (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 1 (the shortest) to 8 (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 your turn will end automatically. This option is useful for multiplayer games.

THE FILING SYSTEM

THE INITIAL SCREEN

When the game is loaded the initial screen shows a number of options with buttons. On the right of the screen the name and level of any wizards are displayed.

LOAD SCENARIO

This option will load a scenario into memory. You will be prompted to enter the filename of the scenario, which is simply the number of the scenario. Scenario one, 'The Many Coloured Land', has the filename '1', scenario two is '2' and so on. When the scenario has finished loading the number of the scenario in memory will be displayed at the top of the screen.

WIZARD DESIGNER

When you press select this option you must then click on one of the wizard icons (numbered 1 to 4 on the right of the screen). If the position is vacant then a new wizard will be designed. If the position already contains a wizard then the wizard designer can be used to spend any experience points the wizard has on improving his character. Consult the section below for details on the wizard designer.

LOAD WIZARD

When you select this option you must then select one of the four wizard locations to load into. You must make sure you have a 'chaos formatted' disk in the disk drive. All the wizards will then be listed on the screen. Click on the button next to the wizard you want to load.

SAVE WIZARD

When you select this option you must then select a wizard to save by clicking on one of the four numbered icons. You must make sure that you have a 'chaos formatted' disk in the disk drive (see below) and the wizard will be saved using its filename. A wizard's filename consists of the first seven letters of its name plus its level. For example, if your first level wizard is called TORQUEMADA then its filename would be TORQUEM1. Only the first name of a wizard is included in the filename. If a third level wizard is called JOE ZAPPER then its filename would be JOE3

DELETE WIZARD

After clicking on this button select one of the wizards to delete by clicking on one of the numbered icons. The wizard will be deleted from memory.

LOAD SAVED GAME

If you have previously saved a game it can be reloaded with this option. Make sure that the disk with the saved game is inserted in the disk drive. The saved games on the disk will be listed. Click on the button next to the name of the saved game. As soon as the game has loaded it will be resumed where you left off.

DISK DIRECTORY

If you have a 'Chaos Format' disk in the disk drive this option will list all saved games and wizards on the disk.

DELETE FILE

This option allows you to delete a saved game or wizard from a 'chaos format' disk.

FORMAT 'CHAOS' DISK

If you want to save your games or wizards you must first prepare a disk. Format a disk in the normal way, or use a disk that is already formatted. Then select this option to prepare the disk for saving wizards or games. You can save a maximum of two saved games and twenty wizards on each Chaos formatted disk.

PLAY GAME

When you select this option you can select the number of players, unless the scenario is a one player only scenario (see 'Game set up panel' above). Select a number from one to four. Make sure that you have loaded or designed wizards in the correct position. For example, if you select three players then only the first three wizards will be used. If there is any position that does not contain a wizard then a random wizard will be generated. If you have selected a one player game you can use a random wizard or a designed wizard. If you are using a designed wizard then it must be loaded in the first position and its level must be equal to the scenario number (see 'The Role Playing Game' below).

SAVING GAMES

At the end of every game turn you will have the option of saving the game. When you select the 'save game' option you will be prompted to enter a file name. Make sure you have a chaos formatted disk in the disk drive. Type in a name and press the return key. You can use any combination of letters. In the one player game you will only be able to save and reload a game a maximum of five times in order to prevent too much cheating.

THE WIZARD DESIGNER

When you choose to design a wizard there are four options available.

NAME

Use the keyboard to type in your wizard's name and press RETURN when you have finished. Use the delete key to correct mistakes or change the name. Only letters and spaces are allowed.

CHARACTER

This section modifies the characteristics of your wizard. The number of experience points remaining is displayed at the top. The name of each characteristic is displayed with its value and the cost of increasing the value by one point. Click on the UP and DOWN arrows to increase or decrease the values. The values of characteristics can be increased to a maximum limit (depending on the characteristic) or until insufficient experience points are remaining. Values cannot be decreased below their initial value. When you have finished modifying the wizard press the right mouse button to return to the main menu.

SPELLS

The spell selection screen displays the number of experience points remaining at the top. As you move the mouse pointer over the spell icons the current level of the spell is displayed along with the experience point cost of increasing the level by one. Press the left mouse button to increase the spell level and the right mouse button to decrease the spell level. Spell levels cannot be increased above level eight or more than experience points will allow. The spell level cannot be reduced below the initial level. Click anywhere off the spell icons to return to the main menu.

EXIT

When you have finished designing your wizard select EXIT from the menu.

THE ROLE PLAYING GAME

The one player game is designed to be treated as a role playing game with the ability to develop your wizard character as you progress through the scenarios. Follow the procedure below;

1. Design a wizard in the first space of the wizard box using the wizard designer and make sure you save it.
2. Load the first scenario and play a one player game.
3. When you have successfully escaped through the portal and completed the game your wizard will become a level 2 wizard.
4. Any victory points you gained are converted directly into experience points. Load the wizard designer and spend these experience points to improve your wizard.
5. Save your wizard again, but keep the old level one wizard.
6. Load the second scenario and play a one player game. When you complete this you will have a level 3 wizard.
7. Continue playing through the scenarios in strict order. They will become more difficult as you go on.

If you are having difficulty in a later scenario you can always go back to an earlier scenario and attempt to get more victory points. This is why it is best to keep a saved wizard at each level. Once you have reached level 4 you will have run out of scenarios. Extra scenarios are available from Mythos Games (see the offer at the end of the manual).

THE SCENARIOS

There are three scenarios provided with 'Lords of Chaos'. Read the scenario descriptions before playing each one. The following information is provided;

PORTAL ARRIVES:	The game turns on which the portal can arrive.
PORTAL REMAINS:	The number of turns that the portal remains. This is displayed on the game turn panel when it arrives.
TREASURE:	The names of various treasure items are shown with their victory point values.

VICTORY CONDITIONS

In a multi-player combat the game will finish when all wizards have either exited through the portal or been killed. Victory points are gained for killing enemy wizards or creatures (even if by fire, flood, blob or tangle vine), finding treasure and escaping through the portal. Victory points for killing creatures are doubled if the wizard is directly responsible, but not if they use ranged weapons. Victory points for treasure items can only be gained if the wizard is carrying them when he exits through the portal. If a wizard fails to get through the portal before the end of the game, or gets killed during the game, then he will receive 0 victory points.

SCENARIO ONE: THE MANY COLOURED LAND

This world contains everything a wizard could need; a nice home, an attractive environment and plenty of potion ingredients for supplying a wizard's favourite hobby. As a new day dawns and the birds sing in the magic wood everything seems calm. Unfortunately you are not alone. Torquemada is not far away, and he is not just going to come round for a cup of tea and chat. There is only one choice - all out war. When you have dealt with Torquemada you might find time for some treasure hunting, but be careful when you go into the woods today - you're sure of a big surprise!

TREASURE:	Rune Stone	6
	Wand	8
	Emerald	10
	Ruby	20
	Diamond	30
	Gold	40

SCENARIO TWO: SLAYER'S DUNGEON

It is well known that many mortals dress up in funny clothes, call themselves 'heroes' and go wandering into deep, dark dungeons looking for a fight. Such behaviour would be regarded as fairly abnormal by most people. As far as wizards are concerned the idea of going into a smelly dungeon is ridiculous, especially because hideous creatures usually seem to live in such places. You would never catch a wizard down a dungeon - that is until now. This particular world is 100% dungeon. It is green with mould and has absolutely no sanitary facilities. It was once rumoured that Arhg the Barbarian came to this dungeon in search of adventure and died from dysentery. His mighty weapon, the Slayer, is hidden somewhere in the dungeon. If you can find the Slayer and escape from this world you will be richly rewarded. There are many dangers in this place. Be careful when you open doors, and bear in mind that some dungeon denizens are so ugly they just don't want to be seen.

TREASURE:	Emerald	10
	Ruby	20
	Diamond	30
	Gold	40
	Slayer	60

SCENARIO THREE: RAGARIL'S DOMAIN

This is a one player only scenario, you will not be asked to input the number of players. You can play this scenario with a random wizard, but you will find it difficult.

Ragaril is a devious wizard. His main pleasure in life comes from luring unsuspecting wizards to his palace in order to torment them. He has built many puzzles and traps to deceive many foolish wizards. There is a way out of the world, and many treasures can be found on the way. There are even some very helpful scrolls lying around which will provide a few clues. Now it is your turn to visit Ragaril's domain. You will find some spells very useful, particularly in relation to flying.

TREASURE:	Emerald	10
	Ruby	20
	Diamond	30
	Gold	40
	Ragaril's jewel	50

EXPANSION KITS

The expansion kit contains 2 extra scenarios allowing your wizards to progress to level 6! It is only available direct from Mythos Games. Send a cheque or postal order for £5 (UK) or £6 (overseas) made payable to 'Mythos Games Ltd.' at 19 The Rows, The High, Harlow, Essex, CM20 1BZ. Price includes postage and packing.

CREATURE TABLE

	ACTION POINTS (GROUND)		ACTION POINTS (FLYING)		STAMINA	CONSTITUTION	COMBAT	DEFENCE	MAGIC RESISTANCE	CARRY LIMIT	POTION CONSUMPTION	VICTORY POINTS	MOUNT	RIDE MOUNTS	UNDEAD	USE WEAPONS	USE OPTION	WOOD TYPE	WATER TYPE	ROCK TYPE
GOLD DRAGON	38	40	86	90	50	42	82	30	10	9	no	no	no	no	no	yes	no	yes	no	no
GREEN DRAGON	32	36	80	82	40	43	75	26	10	8	no	no	no	no	no	yes	yes	no	no	no
RED DRAGON	34	40	90	72	32	34	90	32	10	7	no	no	no	no	no	yes	no	no	no	yes
PIXIE	34	0	40	16	4	6	67	30	2	1	no	yes	no	yes	yes	yes	yes	no	no	no
DWARF	26	0	37	25	6	6	40	35	2	1	no	yes	no	yes	yes	yes	no	no	yes	no
GOBLIN	30	0	45	32	9	9	46	42	2	1	no	yes	no	yes	yes	yes	no	no	no	no
TROLL	32	0	88	47	12	16	46	40	2	2	no	yes	no	yes	yes	yes	no	no	no	no
GIANT	30	0	48	66	21	15	50	50	4	3	no	no	no	yes	yes	yes	no	no	no	no
CENTAUR	48	0	62	36	8	10	54	34	3	1	no	no	no	yes	yes	yes	no	no	no	no
UNICORN	56	0	72	40	12	9	42	0	3	1	yes	no	no	no	no	no	no	no	no	yes
PEGASUS	46	56	80	40	8	9	50	0	3	1	yes	no	no	no	no	no	no	no	no	no
GRYPHON	42	52	73	53	24	21	37	0	4	4	yes	no	no	no	no	no	no	no	yes	no
ELEPHANT	36	0	55	73	14	22	40	0	6	2	yes	no	no	no	no	no	no	no	no	no
GORILLA	34	0	56	38	15	14	43	26	4	1	no	no	no	no	no	yes	yes	no	no	no
LION	54	0	64	34	21	14	46	0	4	2	no	no	no	no	no	no	yes	yes	no	no
BEAR	38	0	70	48	22	26	48	0	5	3	no	no	no	no	no	no	yes	no	no	no
CROCODILE	26	0	52	62	26	20	55	0	4	2	no	no	no	no	no	no	no	yes	no	no
GIANT BAT	24	62	75	20	9	7	41	0	3	1	no	no	no	no	no	no	no	no	no	no
HARPY	28	52	60	28	22	14	60	16	4	3	no	no	no	no	yes	no	no	no	no	no
GIANT SPIDER	44	0	74	52	41	24	55	0	7	2	no	no	no	no	yes	no	no	no	yes	no
ZOMBIE	24	0	90	50	6	5	50	30	3	1	no	no	yes	no	yes	yes	no	no	no	no
GHOST	36	36	92	30	8	18	60	0	6	2	no	no	yes	no	no	no	no	yes	no	no
VAMPIRE	34	40	85	60	18	17	65	30	5	4	no	no	yes	no	yes	yes	no	no	no	no
SPECTRE	38	0	80	72	28	24	70	0	7	5	no	no	yes	no	yes	yes	no	no	no	no
DEMON	30	0	90	78	38	31	78	0	9	7	no	no	yes	no	yes	yes	no	no	no	no

WEAPONS TABLE

	WEIGHT	COMBAT	DEFENCE	THROWN COMBAT	RANGED COMBAT
SWORD	10	10	4	16	0
KNIFE	3	4	1	20	0
SHIELD	8	0	13	0	0
BOW	4	0	0	0	15
SPEAR	5	8	4	23	0
CLUB	9	5	1	8	0
AXE	7	9	0	28	0
NINJA STAR	4	0	0	25	0
SLAYER	9	12	4	8	0
MAGIC SLAYER	9	30	12	16	0

All magic weapons, except for the Slayer, have double the values for combat, defence, thrown combat and ranged combat