

Introduction

The heart of the Chaos Engine explodes in a blinding flash of light and, from the twisted remains, the face of Baron Fortesque appears. He speaks, bows his head and the image fades. As the smoke clears no trace of the Baron can be found.

The Scientist steps forward and begins to examine the strange dials and bizarre read-outs that still seem to be functioning within the ruins. Suddenly he proclaims that the Baron has escaped and that the only way to catch him now is to use the remnants of the machine to follow him; back through time...

Chaos Engine 2 is a competitive action game. Both players are trapped within the Chaos Engine and can only escape by helping the Baron rebuild the engine. He will reward the character who helps him the most by granting him freedom. As the players adventure through the various scenarios that the warped machine has produced they amass points and it is the player that has gained the most that is determined the winner.

Select Game

Push the joystick either up or down to highlight the required option. Press the fire button to Select the current choice.

One Player & CPU

You must play against an adversary controlled by the computer. You will only be allowed to progress to the next level after you have defeated your opponent by scoring more points than him. At the end of every world you must face a terrifying Guardian; when he is defeated you will be given a password and be allowed to progress to the next world.

Two Players

After you have selected to play a two player game you will be asked to select how many levels you wish to play. The levels chosen will be picked evenly from all the worlds in the game. The selected levels are then played in order with the winner being the player who scores the most points overall.

Enter Password

You will be awarded a password at the end of each World. Select Enter Password, push the joystick in any direction to move the highlight over the desired symbol and press fire to select it, until you have entered the whole password. When you select End, play will start from the point at which the password was initially granted.

Choosing Characters

There are four Characters to choose between. Each player must select a Character to play with. Check out the statistics carefully and choose wisely as each Character has very different abilities.



Push the joystick either up or down to highlight each Character. The left hand side of the screen will show the statistics of the current selection. Press the fire button to Select the current choice. The chosen Character's portrait will disappear from the available choices and appear in one of the windows above.

In a One Player Game you must choose a character for the computer to play. The characters will play the game in very different ways with some being better at solving puzzles or fighting than others. Some will play much more aggressively and others will be more intelligent.

When both Characters have been chosen the 'EXIT' button will be highlighted. Press the fire button to exit the screen. If you have made a mistake press 'Esc' to return to the Select Game screen.

Character Attributes

Each Character has very different abilities



They have differing amounts of health and can move at different speeds. They carry very different weapons which are able to fire at different rates and do varying amounts of damage at different ranges. Each has a different reload time and can hold a different amount of ammunition.

Level Introduction

Before each level begins you will be shown the level introduction screen. This will show you an approximate map of the level and the Baron will tell you what tasks he wants you to perform.



When you have noted the information press fire to begin the level.

Playing the Game

Your main objective is to beat your opponent by scoring more points than him. You are awarded points for a number of different actions such as destroying monsters, solving puzzles, shooting your opponent and getting out of the exit first. You lose points for being shot.

Your secondary objective is to carry out the Baron's tasks for him. finding the items he needs from each section. When a Character has found the required number the Baron will reward the character by giving him the key that opens the door at the end of the current section. Be careful, you will drop any items or keys you are carrying if you are shot. The Baron needs the following items in order to rebuild the Chaos Engine

-  Future World: Circuit boards
-  Medieval World: Magic potions
-  Aztec World: Crystals
-  Chaos World: Power batteries

Controlling a Character

The joystick is used to move him in any of the eight directions.

Pressing the fire button will make the Character fire his weapon in the direction he is facing. Your character carries a limited amount of ammunition. Your gun will automatically be refilled when you have emptied the current clip until you have run out of spares. There are more clips to be found lying around and you might be able to win some.

If you are standing close to your opponent you can punch them by pressing the fire button. You will turn to face them automatically when you press fire if you are near enough. You can do this at any time but it is especially useful if you have run out of ammo.

You can jump down small heights by simply walking off the edge. If you land on any creatures,

Including your opponent, you will kill them.

To lean against a wall, which can be useful to avoid shots or to hide from an attacker, simply push the joystick into the wall in the direction you wish to lean and hold it there. You can look along the wall on which you are leaning by pushing the joystick in the desired direction. If you press fire from this position you will pop out from the wall to fire in this direction. When you let go of the joystick you will stop leaning, facing the direction in which you were looking.

What you can expect to see in play



The Radar shows the position of the two characters with Player 1 as the red dot and Player 2 as the green dot. The exit from the current section is shown as a white dot.

The Score Panel shows both players' scores and the number of the Baron's items which still remain to be collected. Remember one character must get them all before the Baron will give out the key to the current section.

Special Weapons


Pressing and holding the fire button for a couple of seconds will activate the Character's current special weapon, if he has one. When the button is released the special will go off (you will fire it in the direction you are facing if it is the sort of special which can be thrown).

If a Character has collected more than one special weapon, you may cycle through those available by pressing the left hand shift key to change Player 1's and the right for Player 2's. (You can't change Player 2's special weapon in a one player game.)

You can collect new special weapons by simply walking over them. Some are quite well hidden so keep your eyes open; you might even be given one for solving an especially difficult puzzle.

A few examples of some special weapons are shown below but there's a lot more to experiment with:-

Teleport - drops a token to which your opponent will be teleported after a short delay. Be careful though, if he manages to get to it before it works he will get a teleport special!

 **Duplicate** - produces a replica of yourself which will patrol the area in which it is created and will attack your opponent if he enters.

Trap - will "trap" all the objects on screen so that they will explode when any Character activates them.

Invisibility - stops you from appearing on your opponent's screen and makes you invisible to monsters.

The Bonus screen



The Bonus screen shows how well you did in the last level. The Character who has scored the most points is the Winner and his portrait will appear in full colour. The Loser is displayed in monochrome.

In a one player game the human controlled player must beat the computer controlled player before he is allowed to proceed. Every time you fail to do so you lose a life and when you have run out of lives the game will end.

Guardians

In a One Player game, when you have completed the last level of each world, you will meet a Guardian. You must defeat this terrible monster single-handedly before you will be allowed to leave the world.

Ranks and the Rank Award Screen



As a Character scores points his experience grows. When he has amassed sufficient points he will be awarded a higher rank and his abilities will increase. When this happens the Rank Award screen will appear to show which Rank the character has been awarded and how his attributes have changed.

Press fire when you have noted the information.