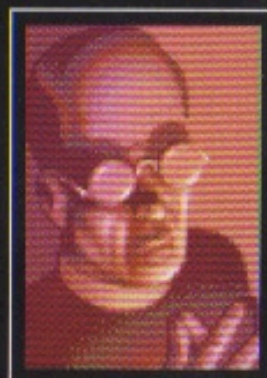
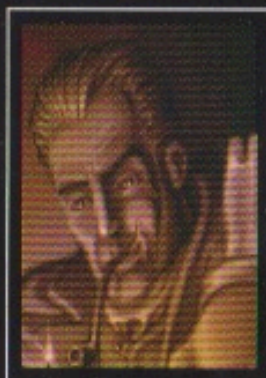
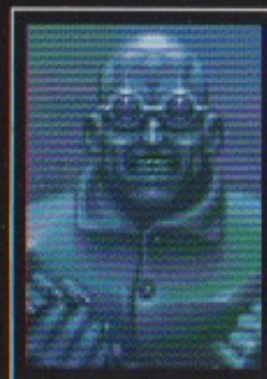
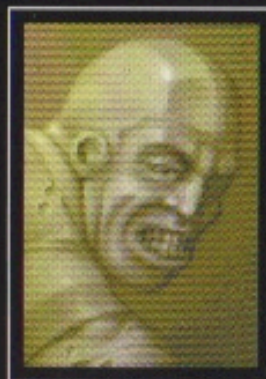


AMIGA CD32™

Commodore

THE CHAOS ENGINE



• 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 NAVVIE •

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

• 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.

• 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.

• 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.

• THE BRIGAND •

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

• 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.

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.