explosiveCHAOS guide

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COLLABORATORS

	TITLE : explosiveCHAOS guide		
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Chapter 1

explosiveCHAOS guide

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(c) 1998 – Blazing Iris Software: Leto Kauler

To the Menu

1.2   e x p l o s i v e C H A O S

```
                             e x p l o s i v e    C H A O S

        Billy & Joel VS Mr. Manix' Mutant Monsters


     (c) 1998 - Blazing Iris Software:
       Leto Kauler

        Getting Started
           The basics.

         Requirements
           POWER???... naaah.


             Plot
           Ooooo, story time.

           Controls
           Left, right, left...

        Passwords/Codes
           Level codes and extras.

            Load...
           Access to your own levels...


           Features
           What the full game features.

            Speed?
           I feel the need for it!

            Future
           eCHAOS II ? YEAH!


        I WANT THE FULL THING!
           Details on how to...


         Known Bugs
           Bugs? Errr... yeah.

        Other  Stuff
           Usual copyright notice.


         Contact Me
           How to get in touch.
```

1.3   How to Get Started...

```
-- GETTING STARTED -------------------------------------------------------

    Get the chaosdem.lha (or chaosdem.zip, which is still an LHA file)
    and extract it to any directory on a floppy or hard-drive. Don't
    move any of the files around or the game might stuff up.

    Okay... the full thing looks to be about 800K, or more, so the demo
    would be smaller! Fits on a disk! Hooray :)  Although I'm not sure
    if the full game (or demo for that matter) will fit on a DD disk
    with all the music, so there is a separate .lha file called
    "ec_music.zip" which can be downloaded if you wish to have title
    and finish music. Note that if the music is not present, the game
    will still continue!

    -- I've used "NoCorners!" MOD for the title music, but I don't
       know how to contact the authors for their "okay". I hope it is :)

    The main game file should be able to be run from CLI, but otherwise
    just click on the icon.

    You'll eventually be presented with the title screen.
```

1.4   The Plot (if you can call it that :)

```
-- THE PLOT --------------------------------------------------------------

    Mr. Manix, the psycotic scientist (aren't they all?), has been
    experimenting on innocent people, turning them into monsters to be
    controlled by his computers. Naturally you (Billy) and your twin
    brother (Joel) are the only ones who have the nerve (or the bombs)
    or save the day!

    Narrator: "Upholders of Justice, Truth, and the Planet Earth!"

    Billy:    "Ummmmm.... nah, it's our day off."


    Almost every level contains a number of computer consoles which must
    be destroyed to advance to the next area. If you manage to destroy
    all computers the remaining enslaved monsters (if any) break down
    into blobs which wiggle around the level. Once you have killed five
    of these you gain an extra life! YAHHOOO!

    This makes for a whole new gaming experience all together - you
    start playing the game with the intention of SAVING the badguys,
    not blowing them up! There comes a time when you start saying
    things like: "Oh, darn, I just blew up another one."
```

1.5   Give me the controls!!!

```
-- CONTROLS -----------------------------------------------------------

    Player One: Joystick in Port 1
    Player Two: Keyboard only (sorry):
                                    Arrow keys to move
                                    Return to drop bomb


    Keys:        P  -  Toggles pause on/off

                 Esq -  During game:     Quits to menu
                        While in pause:  Quits whole game
                        On title screen: Quits game to WB/DOS

                 S  -  Brings up a file requestor to save screen shot
```

1.6   Features of the Full Game

```
-- FULL GAME ----------------------------------------------------------

     The full game features:
 · No less than 30 levels of thrilling explosive CHAOS
 · Joystick and keyboard control
         · Three different Worlds
 · Four levels featuring MASSIVE bad guys
 · Passwords and Codes
 · Bonus Rounds
 · Level Creator! – Allows ENDLESS possibility for new and
                          exciting levels!
                       – Make 'em, Play 'em, Swap 'em!

        · Teleports
        · Good ol' one direction arrows
        · Keypads
        · Robots! (mean >:)
        · Mr. Manix himself!
```

1.7   Known Bugs... damm

```
-- KNOWN BUGS ---------------------------------------------------------

    Bugs? Eeek. Okay... I admit there's a few, but they aren't terribly
    serious so there is no cause for alarm.

    · Often when Player2, using keyboard, presses return to put down a
      bomb, he will come to a stop. You will have to repress what ever
      direction arrow was down when you layed it (If that makes any
      sense...)

    · When entering the bonus round, the blobs may jump about a bit,
      ie: onto walls and the like. Give them a moment to recover,
      they've just decomposed into gelatinous material!
```

· Boulders may flash after they are blown up. This will sometimes
  happen if a badguy was close by. Just a problem with AMOS's
  double buffering (or my programming :D)

· Powerups (if active) will flash... ummmm... no idea... call it
  a special effect.

1.8   Requirements - not much!

```
                -- REQUIREMENTS  ←↩
                  -------------------------------------------------------

 Okay, looks great, needs a 68060 AGA Amiga, right? Wrong!

 explosive CHAOS only needs:
· An Amiga (even non AGA!)
· 68000, although '020 is seriously recommended
· 1Mb RAM ! (0.5 Chip/0.5 Fast)
· Can be run from floppy disk, but hard-drive recommended

      · Needs an estimated 800K of disk space (plus a bit more if
        using all music)


 You can check out speed results here:
           Speed?
            .
```


1.9   How to get in touch with Leto Kauler

```
-- CONTACT -----------------------------------------------------------

  I (Leto Kauler) can be contacted by email:

        Email:   letok@geocities.com
        WWW:     http://www.geocities.com/Paris/Metro/4280/

        Snail:   P.O. Box 486
                 Kingston      7051
                 Tasmania, Australia

  There will be updates about this game and other games on my
  homepage. Just follow the links to the AMOS PROgramming page (YES!
  explosive CHAOS was programmed in AMOS Pro! OH THE SHAME!!!......
                  Don't be put off...)
```


1.10   Other (un)important Stuff

-- OTHER STUFF --

    "explosive CHAOS" and all files remain the property of Leto Kauler
    under copyright laws. The demo version may be freely distributed
    provided all files are kept together and not altered in any way.

    Blazing Iris Software / Leto Kauler shall not be liable for any loss
    or damage whatsoever suffered (including, but not limited to,
    indirect or consequential loss) or personal injury suffered or
    sustained. (Sounds cool, huh? Got this off a jam competition :)

1.11   Passwords/Codes

-- PASSWORDS / CODES --

    On the title screen is the Password option.

    Selecting this will present you with the opportunity to enter a
    five digit code. This may be a level password or a code to change
    preferences (since I haven't put a proper menu in).

    Here are some codes present in the full-game:

        01001 - Player One off
        01002 - Player One on

        02001 - Player Two off
        02002 - Player Two on

        03001 - Powerups off
        03002 - Powerups on (note: most of these won't work. They also
                             cause annoying flashing effects)

        040xx - Set Bomb time, where xx is a two digit number.
                Default is 10, higher is slower, lower is quicker.

                Resets to 10 every time you leave the game to return
                to the menu.

        05001 - FPS display off
        05002 - FPS display on - shows frames per second out of 50 max.

        ????? - Cheat (gasp!) ;D

1.12   I see a bright future... oh, they're headlights.

                    -- FUTURE ↩

    Well I've got to say that explosiveCHAOS II is a definate
    possibility! There is a tonne of things I've left out of this game

which really need inclusion...

So... here's a list of some neat-o nifty cool ideas:

- · Proper menu system – access to better prefs.

- · THREE players – two joystick + keyboard

- · Death matches

- · Selectable character appearance – using individual graphics
  files. Would allow almost endless different players

- · Replacable sound FX – already possible if you've got AMOS

- · Serial linkage

- · Different weapons – missile launchers? mines? Yeeee-haw!

- · Gore mode – seems to be popular :/

- · Collectable items from dead guys

- · Better LevelEditor – able to include destination of
                          teleports in level data.

    Any more ideas? How about
            contacting me
              ?

1.13   Extra Levels... I can't wait!

-- EXTRA LEVELS --

    From the title screen option Load..., (not available in
    demo)you have the ability to select whole new series of levels!

    Once selected, a requester will appear. This is where you select
    any one of a new collection of levels.

  To revert to the "in-built" levels, go to Load... and press cancel.

    The new levels must have their names in the format of:
                                        nameXX.map

    Where name is anything you choose. XX starts at 00 for the first
    level, then to 01, 02, etc. All levels need to end in ".map"

    If there is a gap of two numbers (ie: name03.map then next one is
    name06.map) in the numbering the game will quit to the menu,
    resetting to usual levels.

1.14   I feel the need for Speed! - (Not the drug)

```
              -- SPEED  ↩
                -------------------------------------------------------------

   Okay. One slight problem with explosiveCHAOS is the speed at
   which it runs. Below are some results:


   SYSTEM:                      AVERAGE FPS:         MIN FPS:

   A1200 020 10Mb RAM           48/50                22/50

   A500  000 1Mb RAM            23/50                10/50


   Not the greatest, sure, but it's the best I can manage. It also
   sounds worse than it is. On my A1200 it is quite playable.

   If you find you can't run from the bombs fast enough, they can be
   slowed down. Click here for the
             Codes
               .
```

1.15   How to get the FULL GAME

```
-- REGISTRATION  ------------------------------------------------------

   There should be enough good reasons for you to want the full
   version of explosiveCHAOS -- the best part is that it's free.

   BUT --

   For it to be free you need to do one of the things below. Just pick
   one or roll a die and follow the details of the corresponding die
   number (!)


        1 - SwapWare: I will "swap" explosiveCHAOS for a game / util /
            creation you have made. As long as it's not utter crud
            which you made in 3.5 minutes, it will be accepted.

        2 - Postcard Ware: Send a nice postcard to the address given
            on the Contact page, with a reply email address.

        3 - Best URL Ware: Email the BEST web-site you know of (no
            pornos, etc.)

        4 - Same as #1

        5 - Same as #2

        6 - Same as #3
```

ALTERNATIVELY, I will accept any amount of money (more than $5)
(AUS$ would be good) for which you will receive a SPECIAL,
PERSONALISED copy! You just can't beat that!

I'm not trying to make it a hassle to get the full game! It should
be fun! Go on, roll that die! :D