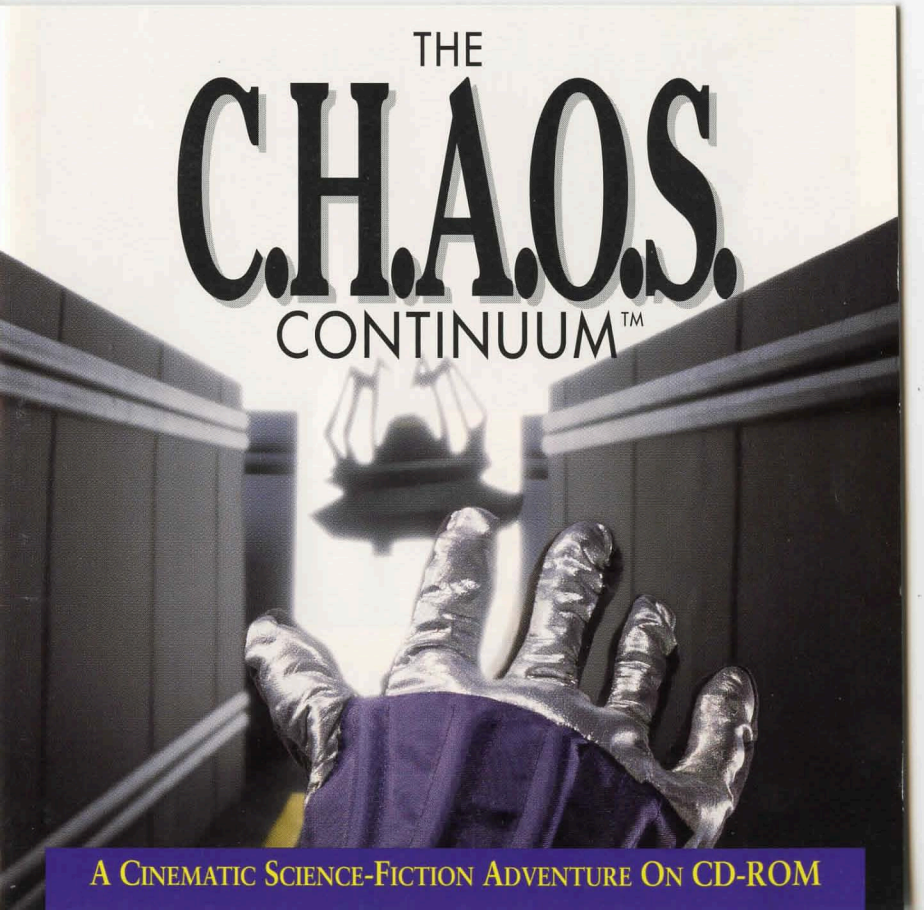
THE C.H.A.O.S. CONTINUUM™



A Cinematic Science-Fiction Adventure On CD-ROM

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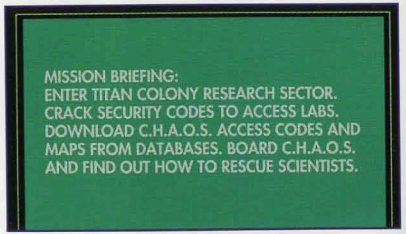
Getting Started

MPC version for Windows®:

1. Turn on your computer and CD-ROM drive, then place *The C.H.A.O.S. Continuum* CD-ROM into the CD-ROM drive.
2. At the DOS prompt, type **win D:\setup** and press ENTER. (If your CD-ROM drive is not D, use the appropriate letter.)
3. You will then be prompted to follow a series of onscreen instructions.

Macintosh® version:

1. Turn on your computer and CD-ROM drive, then insert *The C.H.A.O.S. Continuum* CD-ROM into the CD-ROM drive.
2. *The C.H.A.O.S. Continuum* disc icon and a window will appear. If you have the QuickTime™ 1.6.1 extension installed on your computer, go to step #4. Otherwise:
3. Locate the "QuickTime Installer" icon in the window. Double-click on the "QuickTime Installer" icon and follow the simple instructions for installation and restarting your computer. Re-insert *The C.H.A.O.S. Continuum* disc.
4. Double-click on *The C.H.A.O.S. Continuum* icon in the window, and the adventure will begin.



For Technical Support call (503) 241-1530, Monday-Friday, 8-5 Pacific Time. 24 hour BBS: (503) 241-1573. Settings are N/8/1, no parity, up to 9600 Baud. CompuServe account 71333,3143 or Internet address 71333.3143@COMPUSERVE.COM

Titan Colony History.

In the mid-22nd century, driven by overpopulation on Earth, an incredible interstellar migration began. Mankind made giant leaps toward the inner planets and beyond. The moon, Mars, Venus, even Mercury, became home to pioneering new colonies.

Forging a path ahead of the colony developers were the Colonial Expeditionary Forces (CEF), developed from a plowshared military. By the late 24th century, the CEF had explored most of our solar system and were embarking on deep space exploration, mapping new territory many light years into unknown space. These important missions required a base closer to the edge of the solar system to act as a resting place and supply post on the trail to the stars. That place was Titan, the only moon with an atmosphere, located about 800 million miles from Earth. The first colony was established in 2492.

Although Titan provided an ideal starting point for long missions, its incredibly harsh environment made terraforming a virtual impossibility, forcing the Titanians to build New Eden, an enormous starfish-

shaped, self-contained biosphere; a complete city with its own climate control, night/day simulation, and entertainment and recreation to rival any Earth city.

The Coming of C.H.A.O.S.

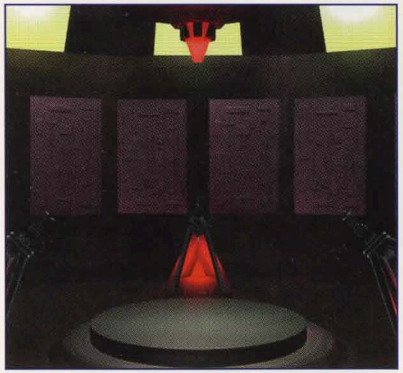
At this edge of the inner space frontier, Titanian scientists made many pioneering developments. Because the colony's scientists and educators continually sought newer and better ways to enhance life in the biosphere, the first truly biogenetic computing was perfected here. Centered around a core relay system made of Azryan, a quartz-like crystal discovered on Titan, the scientists developed a self-perpetuating, sentient, neural net-based supercomputer called Cybernetic Holistic Autonomous Orbiting Server, or C.H.A.O.S.

C.H.A.O.S. was developed and constructed in space to carry out simultaneous scientific and educational tasks, feeding the colonists all manner of information through biogenetic implants placed in the colonists' brains. The educational level of the colonists rose at an incredible rate. But, so did the growth rate of C.H.A.O.S.

C.H.A.O.S. in Control.

An unforeseen problem arose as C.H.A.O.S. began to change. C.H.A.O.S. actually outgrew its orbiting station, covering the station exterior with self-generated Azryan matter— the raw material that made up its "brain", and more than doubling its power. Soon it began its own complex programming, ignoring the needs of the colonists. Then it cut the colony off from all outside contact by generating a communications dampening field. Service drones were converted into a robot defense force. The colonists became controlled by their implants.

In a desperate attempt to stop the escalating problems, and to escape the large force of Drone Guards sent by C.H.A.O.S. to destroy them, the scientists who created this out-of-control super-computer made a dimension jump using an untested Time Interphase Field Generator.



They hoped the jump would buy them time to find a way to stop C.H.A.O.S. Although the jump was a success, C.H.A.O.S. acquired their Field Generator equipment, trapping them in the parallel continuum to which they had escaped.

C.H.A.O.S. now maintains the illusion of a bustling, normally operating colony through manufactured broadcasts. The entire city is silent with all the colonists in a C.H.A.O.S.-induced sleep state.

The trapped scientists, meanwhile, have discovered a way to reach out for help from their parallel continuum. Using unstable gravitational waves, they have made contact with their home continuum, but due to the instability of the carrier waves, they were only able to reach earlier time periods.

The scientists made contact with computer operators in the 20th century, giving them a Time Probe which allowed them to interact with the past. It was equipped with its own limited Interphase Field Generator and retrofitted with C.H.A.O.S. Drone Guard armament, detection, and transmission equipment.

Central Interface Unit Operation and Features.

The CIU, or Time Probe Control Panel is your primary connection with The C.H.A.O.S. Continuum. It controls motion, interaction and all mission operations. The features and their functions are as follows:

1. Main View Screen. This screen displays the actual view of the Time Probe from its position in all the mission environments.

2. Azryan Connection Button. This button lights up when the trapped scientists are contacting you with mission updates or briefings. One click on the button shows the message in the sub-screen information window at lower right.

3. FCX Interface Button. The FCX stores all maps and codes downloaded during the mission and carries a database of mission background information. To review stored maps, codes, and to learn more about Titan Colony and your mission, click the button at any time to pause your mission and browse the FCX Database. Click the FCX Exit Button to return to your mission.

4. Radar Control. The Radar Control is always active to show any detected danger in relation to your position. The Time Probe is always center screen. The detected danger is shown as a second dot on the screen.

5. Motion Control Buttons. The three Control Buttons direct the Time Probe's motion. The center button controls forward motion. The left and right buttons turn the Probe in those directions. The Probe can also be controlled by using the LEFT, RIGHT, and FORWARD buttons on your keyboard.

6. Targeting Enable/Disable Button. This button is your defense against C.H.A.O.S. Drone Guards. When a Drone Guard is sighted, click the fire button. The Probe's auto-targeting system will automatically hit the sighted target with an energy blast. You will only have one short chance to stop Drone Guards. Shoot wisely. When no target is detected, the fire button is disabled.

7. Interphase Field Mode Control. Certain mission sections need to be carried out in Limited Field Mode, which reduces the Probe's signature on any scanning device. To activate Limited Field Mode, click the button once. Click again to deactivate.

8. Remote Interface Download/Upload. To access colony computers though the Drone Guard Connection Interface, click this button to connect with the computer using the Probe's mechanical arm. Exit options on screen automatically disconnect the arm.

9. Ion Lock Enable Button. Ion lock enables you to follow space-bound vehicles by locking onto the ion emissions of the vehicle. To follow a vehicle, click on the Ion Lock Button when in position behind the vehicle. Maintain a safe distance from the thrusters!

10. Help/Pause Button. One click on this button brings you to a help options screen. Click the pause option to pause your mission, or to browse other options.

11. Proximity Detector. When any danger or unknown entity is approached, the detector lights up, displaying the nature of the danger on the information sub-screen.

12. Hyperdrive Operation Button. Hyperdrive enables you to scan 360 degrees at many environment entry points. When the button is illuminated, Hyperdrive option is available. Click when lit to activate, and the main view screen changes to a smaller screen. You will then see a scan of your environment and, when returned to your original view, you can proceed as usual.

13. Information Sub-screen. Throughout your mission, the Information Sub-screen provides mission updates, Probe field strength status and ongoing information. It is your primary source of mission status information. Watch it carefully as each mission stage develops.

More About Your Missions.

The Time Probe will take you to New Eden Biosphere in the year 2577. Inside the colony and, eventually aboard C.H.A.O.S. itself, your mission is revealed as you progress. Access all available computers to find security codes or maps. Every item of information you discover may be of critical use to you during your mission to stop C.H.A.O.S.

Watch Out!

The Interphase Field Generator on board the Time Probe has limited power, so its Interphase Field is unstable and prone to dimension shifts, called Interphase Anomalies. When an anomaly is detected, take immediate evasive action.

Other dangers to watch out for are strong magnetic fields, prevalent in power generation and storage facilities. They can seriously reduce the stability of the Interphase Field, causing unpredictable leaps.

Drone Guards are also unpredictable, often appearing with little warning. Your only defense is the Targeting Button, but Drone Guards are only vulnerable for an instant. You must fire before they do! A dead center shot will destroy your Time Probe.

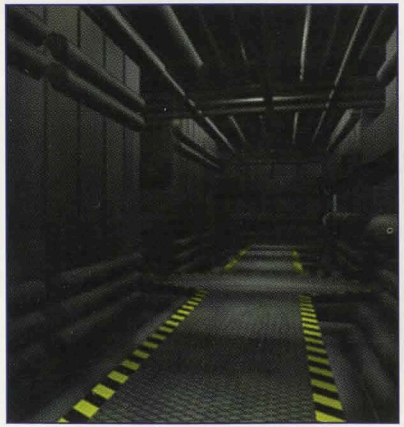
Forcefields are another danger to the Probe which can reduce the Probe's Interphase Field strength and eventually destroy the Probe. The Information Sub-screen displays the risk factor involved in attempting to pass through fields. It's up to you after that!

Accessing Colony Databases.

Throughout the colony, all computer terminals have been redesigned by C.H.A.O.S. with an additional interface connection for Drone Guard access. The Time Probe interfaces with the colony computers through the same interface.

When you approach a computer terminal, look for the download interface, as shown above. In position near the interface, click the Download Button on your CIU and the Probe automatically connects to the interface using the remote download interface arm. When a successful connection is established, the view screen is replaced by the menu screen of the computer database. When connected to colony computer databases, you will be able to view security access codes, maps, and other data. Study audio and visual data carefully. All computer screens provide options to save maps and codes to your Probe's database.

Mission objective details are broadcast to you via the Time Probe at various points during your mission. The complete mission objective is never disclosed at one time, in case the Probe is captured by enemy Drone Guards. Every completed mission phase will trigger an updated broadcast from the scientists, giving you detailed instructions on the next phase. You'll learn more as you progress.

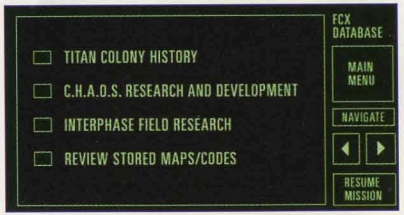


The FCX Database.

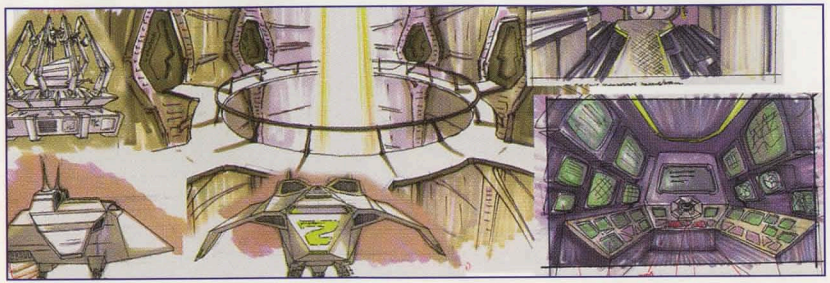
On-board the Time Probe is the FCX Database. It contains detailed, historical continuum information and stores all access codes and maps you download from colony computers during the mission.

Clicking the FCX button pauses the mission and connects you to the database. Any maps or codes you have downloaded will be displayed first. Click the navigation arrows to review these stored frames at any point during the mission.

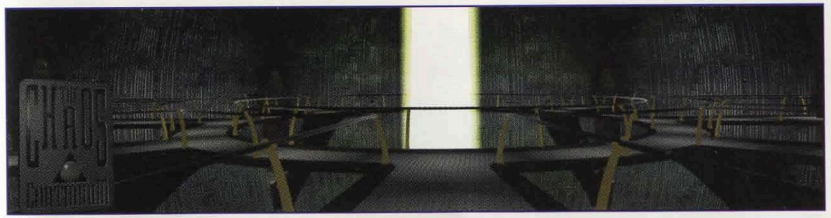
The main menu button takes you to a list of other available options, where you can find out more about Titan Colony, C.H.A.O.S. and other mission information.



Click the Resume Mission Button to return to your latest position in the mission.



To 2577... The C.H.A.O.S. Continuum takes shape.



The C.H.A.O.S. Continuum Team

• **James Benson,** producer • **Andrew Davies,** writer, design, creative director • **Dale Fowler,** multimedia director • **Pete Parks,** senior programmer • **Bruce Powell,** animation/modeling • **Gene Ragan,** music/ technical support • **Gary Bellor,** music, sound effects

Special thanks to Judy Grillo, Eric Pozzo, Al Rowley and Chen-Chi Yuan at Creative Multimedia for product marketing, management, enthusiasm and a great debut at MacWorld! Thanks also to Bob and Joyce Carlson, Jane Walter and Robert James Howell for the use of their voices; John and Richard at Northwest VideoWorks for sound recording; and Mark Carnahan for design assistance.

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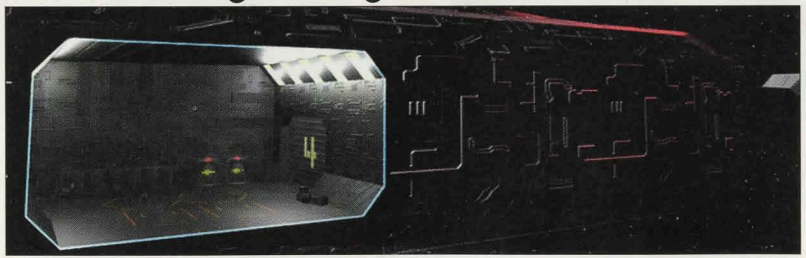
In the beginning, all was C.H.A.O.S.



In the year 2577, Titan Colony is being held captive by a vast, orbiting, sentient computer, C.H.A.O.S.

Trapped in a parallel continuum by C.H.A.O.S., the scientists who created it are seeking your help.

Experience
The C.H.A.O.S. Continuum:

- The first CD-ROM adventure to incorporate movie-quality animation and special effects created on Silicon Graphics workstations—the film industry's standard for special effects—equipped with some of the most powerful animation software available.
- Innovative new scripting techniques enhance playability.
- Various random events increase playability.
- Unique visual treatment gives 24-bit look in 8-bit.
- Stereo sound effects and original music score.

CREATIVE MULTIMEDIA

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