



CHAOS CONTROL

THE HUNT BEGINS
HERE AND NOW!!

PHILIPS

DIGITAL VIDEO ON CD-I

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and Jean-Claude Larue present
A production of Philips Media France

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The Compact Disc Interactive System gives your television a completely new dimension: it meets all the expectations you have of an innovative multimedia system with interactive titles, digital video and high-quality sound reproduction.

You can choose between different input devices. One of these is the mouse, another is the CD-i remote control with thumb control, which is standard on most CD-i models. With the input device you first start your CD-i title and then control its progression. To make using the CD-i system easy and problem-free, we have combined all operating functions in just three elements, namely the control element and the two input buttons on the input device. These are described below:

Using the control

The mouse is simply moved. With other input devices, the control element is, for example, a thumb control or a trackball. On the screen, this corresponds to a control symbol, which, depending on the title, is represented by an arrow or a star, for example. You move the control symbol across the screen with the control element. Move it to the desired selection field. If the corresponding program function can be activated, the field is highlighted graphically.

Most program functions are offered via selection fields. Selecting an activatable function and then pressing a suitable input key is also called a "quick click". Input devices sometimes have additional buttons for controlling music playback.

Most CD-i titles contain a "Help" function that provides detailed instructions on how to use the program. For more information, please refer to the instruction manual for your CD-i player.

CD-i discs must be handled with the same care as conventional compact discs. You should only touch your discs by the edges and put them back in their cases immediately after playing. In this case, no special cleaning is necessary. If a CD-i disc causes problems during playback, please remove it from the CD-i player and clean it - from the inside out - with a clean, soft, dry cloth. Please ensure that your discs never come into contact with a solvent.

Using the enter keys

All input devices have an input key marked "I" (or ") and an input key marked "II" (or "). The functions of the input keys depend on the title. In many titles (e.g. most children's titles) both input keys perform the same function, but often key II also offers additional functionality, in particular a pause function. By pressing a key, you perform the corresponding function.



Commander Darkhill



Hank Mc Bride



Captain Yoko Nakamura



Major Karanov

Jessica Darkhill





D

GERMAN

4

3

On March 3, 1972, the Pioneer 10 space probe was sent into space for research purposes with a message containing the coordinates of the Earth. In the year 2050, when Pioneer 10 had long since crossed the boundaries of the solar system and was continuing its long journey through space, it was suddenly and mysteriously stopped and radio transmissions were interrupted. On Earth, this radio silence was interpreted as a breakdown. A fatal mistake: someone had intercepted the Earth's careless message and now wanted to exploit it in their own way...

Goal of the game

You are Lieutenant Jessica Darkhill and you have been assigned to lead the fighting against the Kesh Rhan, a race of aliens who have seized the coordinates of Earth... with the sole aim of destroying it.

As the Kesh Rhan mothership approaches, signalling the start of the major attack, you and all other combat units will be transferred to Earth's large headquarters, from where all defense measures will be commanded.

Chaos Control is an action game consisting of interactive sequences of computer images, introduced by great, full-screen video sequences that tell the story and tell you the objective of your missions.

The controls

With the input device you can move the pointer on the screen (in the form of a triangle or a sight), make your selections and enter into dialogue with the program.

- Key 1 () (Action Key): Press this to confirm (i.e. "click") your decisions. During a game, you can use it to fire at the enemy.
- Key 2 () (Action key): Pauses the game.
- Control: For moving the pointer. This can be used to move the sight during the game.

NOTE:

- A gamepad is preferred for this game.
- This game requires a CD-i player with a Digital Video Cartridge.

Starting the disk

Turn on the TV and CD-i player and press the OPEN/CLOSE button on the player to open the disc tray. Insert the disc with the printed side facing up. Close the tray by pressing OPEN/CLOSE again. Click "Play CD-I".

Main selection

When Chaos Control starts, you will be taken straight to the main selection screen. On this screen, you can select and adjust certain parameters before you start your adventure...

Five parameters can be set in this main selection.

Introduction

This option allows you to play the introductory sequence. It contains a lot of information and will therefore be useful to you on your hunt. To end it, press one of the action buttons.

Options

Here you can set the movement speed of the sight. If you click here, a sub-selection appears:

- "Slow": the sight moves more slowly, but is easier to use and shots can be fired with greater accuracy.
- "Fast": this setting is intended for experienced players; it is not as precise but allows you to resist a large number of enemies, which can be very useful at times.

New game

Click this option if you want to start a new game.

Continue

Chaos Control has an automatic saving system: every time you emerge victorious from a game stage (there are four stages: Manhattan, Computer, Space,

DMothership), the program automatically saves the game (and replaces the last saved game if necessary). Click "Continue" if you want to continue playing the game from the point where the last save was made.

ATTENTION: The data is not saved on the CD-i, but in the memory of the CD-i player. If you need to gain space, please consult the CD-i player's manual.

Quit

If you want to end the game, click on this option. A sub-selection will appear where you must confirm your choice.

Your tasks

In the first game, you must fight the alien warriors of the Kesh Rhan, who have landed on Manhattan and are trying to block access to the GHQ.

In the second game, you will be transported into a world of virtual reality in which you must neutralize the Kesh Rhan virus program.

In the third game, you are in command of the prototype of an extremely powerful fighter plane, with which you fly into space to attack the main part of the Kesh Rhan fleet.

In the final game, you will find yourself in a labyrinth of terror, full of pitfalls and traps. At the end of this gauntlet, you will finally be able to take on the mothership of the Kesh Rhan.

Good luck!

Pass the challenge

Visor

The green circle is your sight. You can move it with the controls; when it turns red, you know that you are targeting an enemy and that he will be hit if you shoot at that moment. If it turns yellow, on the other hand, it means that you are targeting an ally who you should spare.

Energy bar

This bar represents your energy reserve. The more you are hit by enemy shots, the more your reserve dwindles.

gun heating indicator

When you fire, a bar appears in the bottom right corner of the screen that shows the heating of your gun. The heating level changes depending on the frequency of fire. When you repeat the fire, the color changes from green to red. In this case, you must wait a moment before firing again (until the gun has cooled down again).

Scorekeeper

A counter at the top of the screen shows you the number of points. You will notice that just staying alive increases your score! Each enemy you hit earns you 1000 points, unless it is an indestructible enemy, where you can only gain 100 points. On the other hand, if you shoot at your allies, you will lose 2000 points. As a reminder, if you emerge victorious from a battle, the game is automatically saved.

persons

The allies

Jessica Darkhill: Jessica is one of the best pilots in the Orbital Defense Forces. She belongs to the 11th Company. At the beginning of the story she is a first lieutenant. When she arrives in Manhattan, she is promoted to major and has to lead Operation FUNSAI - with the goal of breaking through the enemy lines and, above all, destroying the Kesh Rhan mothership. Her fiancé, Major Morgan Kain, was one of the many victims of the Kesh Rhan attack on Mars.

Hank Mc Bride: This is one of the pilots belonging to Group 1 of the 11th Company: he is Jessica's right-hand man. He is not easily frightened. He never misses an opportunity to tease Jessica, for whom he feels much more than just sympathy... **Commander Darkhill:** Commander Darkhill is Jessica's father. He raised her like a son he never had, so that she could overcome difficulties boldly and coolly. Today is

Although he is proud of her, he sometimes regrets that she is in the military. He runs the moon base.

Captain Yoko Nakamura: She is a science officer and works in the research department of the GHQ in Manhattan. Like Jessica, she lost her husband in the battle on Mars. That's why she uses all her resources to help Jessica fight the virus that the Kesh Rhan have introduced into the control system of the defense network.

Morgan Kain: He was Jessica's fiancé. He was killed in action during the Battle of Mars. His death is an additional incentive for Jessica to fight the Kesh Rhan.

The enemies

Arakh'Kreen: This is the Lord Commander of the Kesh-Rhan fleet. He is on board the mothership, from where he is waging a fierce battle against the Earth's inhabitants. His goal is to destroy the Earth.

Atmospheric Fighter Pilot

Standard fighter aircraft used to protect landing troops.

Transporter

Device used to land both troops and combat robots. Considered indestructible for spaceships.

Antigravity speeder

Light assault vehicle specially designed for combat operations in difficult terrain: cities, ravines, forests... It is maneuverable but lightly armored and therefore easy to destroy.

Kesh Rhan Battle Bot (red, blue, purple depending on strength)

Combat robots of the Kesh Rhan, whose pilot/machine connection is still unknown.

Command Warbot

Commando robots equipped with a rather primitive but nevertheless terrible weapon: a mono-hot wire sword that can cut through even particularly thick armor.

Light orbital fighter aircraft

Standard space fighter of the Kesh Rhan fleet, equipped with a central plasma cannon.

Heavy orbital fighter aircraft

Like the light orbital fighter, but with much stronger armor, but remains just as mobile. In terms of performance, it is on a par with the fighters of the Orbital Defense Forces.

Autonomous defensive gun

Unmanned gun that reacts to movement. It serves as a defensive barrier for the alien fleet.

Chain mail

Anti-gravity tank with extraordinary penetration power due to its three continuous-fire plasma cannons and its two front anti-personnel laser turrets.

Light cruiser

Troop transport cruiser that can reach all fronts thanks to its maneuverability. It is the most represented heavy unit in the fleet. Indestructible, it requires more powerful shots than those of the spaceships.

Heavy cruiser

Heavy transport vehicle. Due to the numerous turrets lined up along the missile, any approach becomes dangerous. Like the light cruiser, this vehicle is also indestructible.

Defense tower

Corresponds to the autonomous gun on the ground. Thanks to its special mount, it adheres to any surface.

Combat programs produced by the virus

Originally anti-virus programs that were recompiled from the alien virus. They attack and destroy any program that is not of extraterrestrial origin.

