

THE
CHAOS.
CONTINUUM™



A CINEMATIC SCIENCE-FICTION ADVENTURE ON CD-ROM



© 1993, The Chaos Continuum Partnership

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:

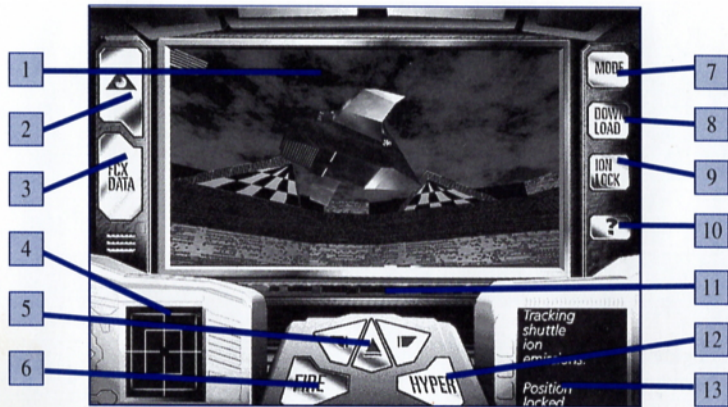
1. Turn on your computer and CD-ROM drive, then insert *The C.H.A.O.S. Continuum* CD-ROM into the CD-ROM drive.
2. *The C.H.A.O.S. Continuum* disc

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.

MISSION BRIEFING:

ENTER TITAN COLONY RESEARCH SECTOR.
CRACK SECURITY CODES TO ACCESS LABS.
DOWNLOAD C.H.A.O.S. ACCESS CODES AND
MAPS FROM DATABASES. BOARD C.H.A.O.S.
AND FIND OUT HOW TO RESCUE SCIENTISTS.

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



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.

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.

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. 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.

8. Remote Interface Download/Upload.

To access colony computers through the Drone Guard Connection Interface, click this button to connect with the computer using the Probe's mechanical 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.

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.

13. Information Sub-screen. Throughout your mission, the Information Sub-screen provides mission updates, Probe field strength status and ongoing information.

More About Your Missions.

The Time Probe will take you to New Eden Biosphere in the year 2577. Inside the colony, and 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.

Drone Guards appear 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!

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.

The FCX Database.

Clicking the FCX button pauses the mission and connects you to the FCX 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.

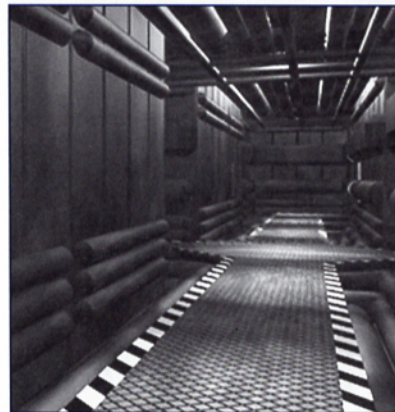
The main menu button takes you to a list of other available options, where you can find out more about Titan Colony, C.H.A.O.S. and other mission information.

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

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

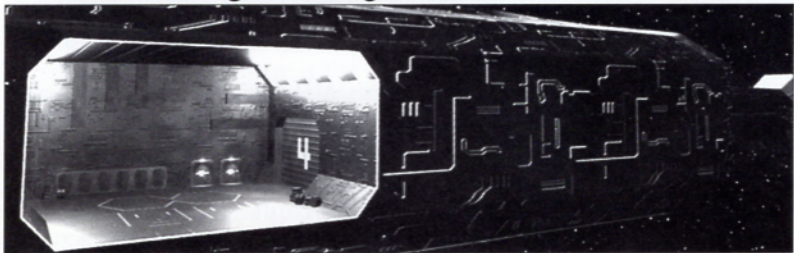
- **James Benson**, producer
- **Andrew Davies**, writer, design, creative director
- **Dale Fowler**, multimedia director
- **Pete Parks**, senior programmer
- **Bruce Powell**, animation/modeling
- **Gene Ragan**, music/ technical support
- **Gary Bellor**, music, sound effects

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; Mark Carnahan for design assistance; and Trey Schultz for quality control.



©1993, The C.H.A.O.S. Continuum Partnership.
Published by Creative Multimedia Corporation.
Produced by Dash Digital. Other words, images,
sounds copyright of their respective owners.

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.



Printed on recycled paper
with soya based inks.

