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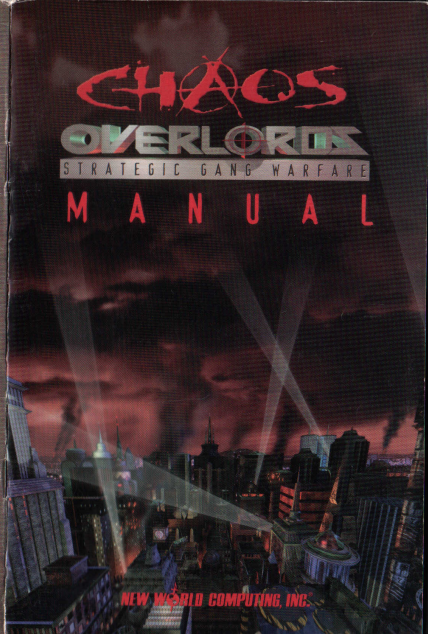


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CHAOS OVERLORDS

STRATEGIC GANG WARFARE

M A N U A L



NEW WORLD COMPUTING, INC.®

CHAOS OVERLORDS™

STRATEGIC GANG WARFARE



NEW WORLD COMPUTING, INC.®
ENTERTAINMENT SOFTWARE

PMN 430-001

Claos Overloads

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First Edition

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About Chaos Overlords

YEAR 2046. GOVERNMENTS OF THE WORLD HAVE BEEN GOING BANKRUPT. PRIVATE INDUSTRIES START TO PURCHASE NATIONAL GOVERNMENTS. THE WORLD BECAME A LARGE BUSINESS COMMUNITY.

YEAR 2050. WORLD "PEACE" HAS BEEN ACHIEVED WHEN ALL GOVERNMENTS HAVE MERGED UNDER ONE CORPORATION CALLED THE WORLD UNITED SOLIDARITY (WUS). LIKE ALL MONOPOLIES, WUS BECAME A BREEDING GROUND OF CORRUPTION. TO CONTROL THE PEOPLE OF THE WORLD, THEY INSTITUTED MASS CENSORSHIP. THEY BANNED OWNERSHIP OF ALL WEAPONS, DRUGS AND PORNOGRAPHY. WORLD WID ACCESS WAS LIMITED AND PROGRAMMING WAS STRIPPED OF SEX AND VIOLENCE. VIRTUAL NET TRAFFIC WAS SHUTDOWN. LIFE BECAME BORING.

ENTER THE CHAOS OVERLORDS. FORMER CRIMELORDS AND CORPORATE HEADS, THESE LEADERS SOUGHT TO EXPLOIT THE PEOPLE BY CREATING "CHAOS" - SELLING THE DRUGS, GUNS, AND PORN TO ANYONE THAT WANTED IT. THEY SHOOK DOWN BUSINESSES AND RAN THE NUMBERS. WUS DID NOT TAKE KINDLY TO THESE BLATANT INDISCRETIONS AND WOULD FREQUENTLY CRACKDOWN OVERLORD OPERATIONS. THE OVERLORDS BECAME MORE CUNNING AND CONDUCTED MANY SUBVERSIVE OPERATIONS. BRIBES AND KICKBACKS WOULD TURN WUS'S EYES AWAY FROM THE CRIMES THEY COMMITTED. THE PEOPLE WERE EAGER FOR MORE. MANY GANGS FLOCKED UNDER THE CHAOS OVERLORD'S BANNER FOR THEIR PIECE OF THE PIE. THE POWER OF THESE CHAOS OVERLORDS WAS TREMENDOUS AND THE ONLY ONES TO STOP THEM WERE EACH OTHER.

THE CITIES BECAME BATTLEFIELDS FOR THE CHAOS OVERLORDS. PEOPLE AND PROPERTY BECAME MERE PAWNS TO USE IN THEIR STRUGGLE TO DESTROY EACH OTHER. POWER AND MONEY WERE ALL THAT MATTERED TO THEM. THE CHAOS OVERLORDS BEGAN TO SAVOR THE MASS BRUTALITY AND KILLINGS. PEOPLE FEARED THEM, BUT WOULD DO NOTHING TO STOP THEM...

YOU ARE A CHAOS OVERLORD. THE CITY LIES BEFORE YOU LIKE A LAMB BEFORE THE SLAUGHTER. AS YOU SURVEY YOUR DOMAIN YOUR INFORMATIONAL NET INFORMS YOU OF THE PRESENCE OF FIVE OTHER OVERLORDS AWAITING TO PONCE UPON THE CITY

which is rightfully yours. These pretenders do NOT realize who they're dealing with! YOU HAVE TO SHOW THESE FOOLS WHO RUNS THE OPERATIONS AROUND HERE. GET OUT THERE AND KICK SOME NECK!



STARTING THE GAME

HOW TO USE THE MENUS

CHAOS OVERLORDS uses the standard menus with one exception. While you are playing CHAOS OVERLORDS, the menu bar is hidden. To gain access to the menus, you simply move your cursor to the top of the screen. While the menu bar is visible, you are free to select any items you wish. When you move the cursor away from the top of the screen, the menu bar will automatically hide itself (except the Windows 95 version). You may use the keyboard shortcuts even while the menu bar is hidden.

File Menu

The File menu contains the following commands:

NEW GAME...

Begins a new game. This option is available only from the title screen. If you wish to begin a new game while there is currently a game in progress, you will need to select **END GAME** first.

OPEN GAME...

Opens a scenario file, allowing you continue play where you last saved. To use this option, you must first have a game saved as a scenario file. When selected, it will open a dialog box prompting you for the scenario file you wish to open.

SAVE...

Saves the game you are currently playing into a scenario file. When selected, a dialog box will appear prompting you to name the scenario file.

END GAME

Ends the game in progress, returning you to the title screen.

HOST GAME...

Sets you up as the game host (see **Playing A Multi-Player Game** on page 53).

JOIN GAME...

Connects you to the game host. The game can be played over a modem or a network (see **Playing A Multi-Player Game** on page 53).

QUIT...

Exits CHAOS OVERLORDS, returning you to the Desktop.

Options Menu

The Options menu helps you configure CHAOS OVERLORDS to your preferences. It contains the following options:

Thousands of Colors (16-bit)

This option sets the number of colors that you wish the game to use. CHAOS OVERLORDS has two graphics modes: Thousands (16-bit) and 256 (8-bit). For best performance and quality, this should match the current setting of your system's configuration. On startup, CHAOS OVERLORDS will determine if the configuration is set to the same value that the game wishes to use. If they are not the same, you will be prompted with a dialog box allowing you to change your configuration. On exit, this setting will be restored. This option will be dimmed if your computer can only use one of the display modes.

Default: Checked

Music

The game will play a soundtrack in the background. You can adjust the volume of the music by using the slider control. The volume ranges from MUTE (NO MUSIC) to LOUD.

Default: Medium

SOUND EFFECTS

THESE ARE THE SOUND EFFECTS THAT ACCOMPANY THE GAME. YOU CAN CONTROL THE VOLUME OF THE SOUND EFFECTS JUST LIKE THE MUSIC. IT ALSO RANGES FROM MUTE (NO SOUND EFFECTS) TO LOUD. THE VOLUME OF THE MUSIC CAN DIFFER FROM THE VOLUME OF THE SOUND EFFECTS.

Default: Medium

BASE STATISTICS

WHEN CHECKED, THE GAME WILL DISPLAY AN ADDITIONAL COLUMN OF STATISTICS IN THE MERCENARY INFORMATION PANEL. THIS ADDITIONAL COLUMN DISPLAYS THE BASE INFORMATION (STARTING STATISTICS) FOR THE GANG CURRENTLY BEING VIEWED.

Default: Not Checked

DETAILED COMBAT

CHECK THIS OPTION IF YOU WISH TO WATCH THE INDIVIDUAL COMBATS TAKE PLACE. IF THIS OPTION IS NOT CHECKED, THEN A COMBAT SUMMARY PANEL WILL BE DISPLAYED INSTEAD.

Default: Checked

SLIDE PANELS

WHEN THIS OPTION IS NOT CHECKED, ALL SLIDE OUT PANELS WILL POP OUT INSTEAD. THIS IS HANDY FOR PEOPLE WITH SLOW COMPUTERS AND SOME LAPTOPS.

Default: Checked

WARN IF IDLE GANGS

WHEN CHECKED, THE COMPUTER WILL WARN YOU IF YOU HIT **DONE** ON THE MAIN PANEL CONTROL (SEE **CONTROLS**) AND YOU DID NOT GIVE COMMANDS TO ALL OF YOUR GANGS.

Default: Checked

COMM MENU

THESE OPTIONS ARE FOR MULTI-PLAYER GAMES.

DISCONNECT

THIS WILL DISCONNECT YOU FROM ALL THE OTHER PLAYERS CONNECTED VIA NETWORK/MODEM.

MULTI-PLAYER TYPE

THERE ARE 4 TYPES OF MULTI-PLAYER OPTIONS FOR BOTH THE WINDOWS 95 AND MACINTOSH VERSIONS:

Windows 95

- **None:** This is the default setting. If you are not connected to a network or modem, then this option is automatically selected.
- **WinSock:** This will allow you to play against other Win95 PC's or Mac machines over a TCP/IP network. If you have a PPP/SLIP connection to the internet, you can also play over the internet.
- **Modem:** Used for modem connection.
- **Serial:** Used for a direct connection via a serial port.

Macintosh

- **None:** This is the default setting. If you are not connected to a network or modem, then this option is automatically selected.
- **AppleTalk:** This is the preferred network type if you are connecting up all Macs.
- **Communications Toolbox:** This is mainly used for modem/serial play.
- **MacTCP:** This will allow you to play against other Macs or Win95 machines over a TCP/IP network. If you have a PPP/SLIP connection to the internet, you can also play over the internet.

Playing Chaos Overlords

GAME SETUP

The Game Setup Screen can be broken up into three parts:

SCENARIO SELECTION CONTROL PANEL

On the left side is the Scenario Selection Control Panel. You choose which of the 10 different scenarios you wish to play.

The lower four scenarios involve attaining the most of a specific something (cash, support, sectors or a combination of all three) at the end of the predetermined time limit. You can set the time from 6 months (26 turns) to 4 years (208 turns) for each of these four scenarios by using the four Time Limit buttons on the bottom of the Scenario Selection Control Panel.

The upper six scenarios each have specific goals that must be obtained to win the game. These six have no time limits (and do not use the Time Limit buttons) and will continue to run until the goal is attained by one of the Overlords or until you are eliminated.

Each of the 10 scenarios require different strategies to defeat them. A strategy that works for Greed will not work for Big Man. Know your objective, adapt to the Sites/Gangs you are dealt and you will reign supreme. Here is a rundown of the various scenarios:

Timed Scenarios

Greed

You must accumulate the most cash at the end of the time limit to win. Your score = 1pt/cash.

Power

You must control the most sectors at the end of the time limit to win. Your score = 1pt/sector currently controlled.

Acceptance

You must influence Sites to give you Support. The winner is the one with the most Support from influenced sectors at the end of the time limit. Your score = 1pt/Support pt. Note that some Sites will give you a negative support. If you influence those Sites, your score will be lowered.

Dominance

Combines objectives of all 3 scenarios. Cash, sectors and Support are all counted toward the final score. Score is based on the time limit as follows:

| | |
|-----------|---|
| 6 months: | 1 cash = 1pt 1 Support = 10pts 1 controlled sector = 30pts |
| 1 year: | 1 cash = 1pt 1 Support = 30pts 1 controlled sector = 100 pts |
| 2 years: | 1 cash = 1pt 1 Support = 75pts 1 controlled sector = 250pts |
| 4 years: | 1 cash = 1pt 1 Support = 300pts 1 controlled sector = 1000pts |

Note: To win, you must have the highest score at the end of the time limit. The score is based on what you currently own/possess. It is not cumulative. For example, in Power, if on turn 5 you control 6 sectors, and on turn 6 you control 7 sectors, your score is 7 not 13.

Objective Scenarios

Kill 'Em All

Simple. Kill off all the other Chaos Overlords. Be the sole survivor.

Big 40

The first Overlord to control 40 sectors wins.

Eliminate

Each player starts the game with one gang...The Right Hands. Kill off all the other Overlord's Right Hands to win. If a player loses their Right Hands, that player is out of the game. All of that player's gangs will vanish and that fool's controlled sectors will become neutral.

Siege

Each of the six Overlords starts off in a controlled sector which is designated as a sector of importance by the two gray polygons inside the sector. To win, you must have all six of these special sectors under your control at the same time.

Big Man

Located in the center of the city are four sectors of importance. You will gain 1 point each turn for each special sector you control. Note that this is the only scenario where points are accumulated to your score. The first Overlord to accumulate 40 points wins.

Armageddon

The first Overlord to control all 64 sectors wins. Unfortunately, all the Overlords will start with 500 cash and every single item fully researched. This one can get nasty.

Game Settings Panel

Under the Scenarios Panel is the Game Settings Panel. This is where you set the difficulty levels of the Chaos Overlords. The easiest is Goon (also

known as the Pansy Level). The normal level of play is Criminal. Criminal is very hard, but very capable of being beaten. Play this level only if you are kicking some serious neck on Criminal. Homicidal Maniac should not be played with only on Human player due to its extreme difficulty. You can also set time limits on the turns. Normal game play has no time limits on the turns. You can set the limit from 30 seconds to 5 minutes. Setting time limits helps out on multi-player games because some players can take forever to finish their turn. A time limit will cause these slowpokes to hurry up.

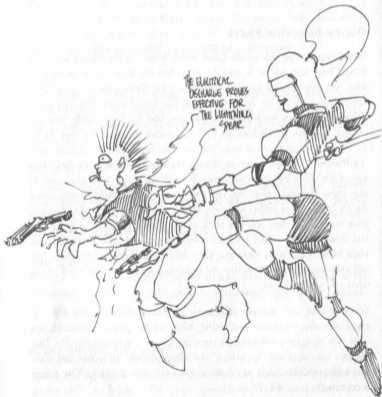
Player Selection Panel

In the upper right side of the Game Setup Screen is the Player Selection Panel. Your mug will be lit and the other five are shown as shadowy enemies. You can change your Overlord face by clicking on the two green arrows located on the face (they look like green ears). You can cycle through numerous mugs until you find one you are happy with. You can change the name by clicking on the name under the face. You can use up to 10 characters in your name (or you can leave it as the default name .i.e. Player#1). If you want to change your color, drag your face onto any of the other colors in the panel. If you have friends who also want to play using the same computer, you can click upon the **Add** button under the six faces. If you added too many human players or you realize that you have no friends, then you can click on the **Remove** button to revert the last human player added back to computer control. You can take over your friend's color by dragging your face onto your friend's face. This will exchange colors. Note that the starting position is random no matter what color you choose.

When playing with multiple players on the same computer, you will take turns inputting commands and hiring. After the last player finishes his/her turn, the computer will process everyone's turn simultaneously. The first player's turn does not "go before" the other players. All human and computer player's commands are done at the same time. Refer to **The Inner Sanctum** on page 44

OK, GET GOING PANEL

In the lower right side of the GAME SETUP SCREEN is the OK, GET GOING PANEL. All it consists of is the **BEGIN** and **CANCEL** buttons. ONCE all the information is chosen to your (and friends') liking, you click on **BEGIN** to start the game. If you don't wish to start a new game (and want to open a saved game or play a multi-player game) then click on **CANCEL** and you will return to the Title Screen.



CONTROLS

Hire

LOCATED in the lower right corner of the main play screen are three pictures of gangs that you as an Overlord can hire into your "army" on a particular turn. This is the Hire Screen. The number in green represents their initial cost. That is how much cash must be spent in order to hire that gang. By double-clicking on the face of that gang, a Gang Information panel will slide out to give you more information on that gang. In this panel is listed their upkeep. This is the amount of cash deducted every turn from your total cash reserves to keep that gang under your command. Numbers in red are costs or negative numbers, whereas numbers in green represent income or positive numbers. However, as mentioned above, the cost when hiring a gang is shown in green.

To hire a gang, simply click and drag the picture of one of the three gangs you want to a sector you control or to a sector where a gang of yours is in. The gang will show up in that sector next turn and can be given commands on that turn. Their cost and upkeep are automatically deducted. If you do not have enough cash to afford a gang's initial cost, they won't be hired and you will be advised about it next turn.

The little red "X" button under each gang face is the fire button. If you are unhappy with all three gangs up for hire, you can "fire" one of the gangs and another will fill its place next turn. A new gang will also replace any gang you decide to hire so there will always be three gangs available to hire.

Each Overlord can command a maximum of 80 total gangs at any one time. Each sector can be occupied by six of your gangs at one time. The three gangs for hire will always be different from each other, but you can have multiple gangs of the same gang type under your control.

When a gang is hired, they begin with a force ranging between five and nine. You can heal a gang up to ten.

GAME INFO SCREEN

This small screen is located on top of the Main Panel Control. This screen displays two sets of information.

The top set shows the name of the scenario currently being played. Under that is the date. The year starts as 2050.1 which means year 2050 week 1. Each turn lasts one week. If the scenario has a time limit, the right of the date will be a number which is the number of turns (weeks) left to play that scenario. Under the date is the score. Each scenario has its own scoring system based on the objectives. In Greed, the score will be equal to the number of cash hoarded. In Power scenario, score is equal to the number of sectors you control, etc. At the end of a scenario (objectives reached or the time is up) the words "scenario name" COMPLETED will be displayed under the score. This allows you to view any last turn combat and events that occurred but you will not be able to enter anymore commands (the game is over already). Hit **DONE** to see the results.

The bottom set shows cash first. This is the total amount of money held in your greedy little coffers. Keep an eye on cash when buying items and hiring gangs. Every turn your total cash will increase and decrease automatically depending on the gangs you hire, items you buy, Sites you influence, etc. Upkeep costs for all of your gangs will be deducted from your cash at the beginning of every turn. Cash income from influenced Sites are added to your cash every turn. For every sector you control, one cash is also added to your cash total every turn. If your cash total ever goes negative, the following happens:

- You will be unable to buy any equipment
- You will be unable to hire any new gangs (except any gang that has a zero initial cost).

- You will be unable to execute Bribe and Snitch commands
- You'll be labeled a loser and everyone will laugh at you (just joking, only some people will laugh at you)

Under Cash is all the information about the sector you have currently selected (your blinking cursor is on it). Displayed are Sector, Income, Tolerance, Cash, Support. Sector is the number ID of the Sector (A3,C5, etc.). Income is the social status of the people in that sector. UP=upper class, MI=middle class, LM=lower middle class, and LO=lower class. The higher the class, the more money will be gained from Chaos in that sector, but also the higher class, the lower the tolerance. Cash is the amount of money you gain from that sector and any influenced Sites on that sector. You gain one cash per turn from a controlled sector whether or not you have any gangs in them. Any influenced Sites in that sector will increase/decrease money in that sector per turn (based on the Site: an Arena will give 3 more cash per turn and a Research Lab will cost you 2 cash per turn). Support is the amount of help the people in the sector will give you in resisting control attempts from other Overlords. Support is gained by influencing Sites that are popular with the people like Temples and Hospitals.

GAME INFO BUTTON

Located to the right of the Game Info Screen is a button labeled **GAME INFO**. Clicking on this button will slide out a panel with game specific information. Listed will be the scenario type, the difficulty level of the computer players and a listing of each player, his/her/its name and intelligence (Human=human player, AI= computer player). This panel will automatically open up at the start of any multi-player game and at the start of a saved game when it is opened.

City View

In the City view, you will see the entire map of the city you are fighting over. The city is divided into 64 sectors. The six Chaos Overlords each

START OFF IN ONE OF SIX SECTORS ON THE MAP. THOSE SIX LOCATIONS ARE THE SAME FOR ALL THE SCENARIOS BUT WHERE EACH OVERLORD STARTS IS RANDOM. EACH OVERLORD WILL START OFF WITH ONE SECTOR UNDER THEIR CONTROL (SEE **COMMANDS:CONTROL** ON PAGE 30). WHEN AN OVERLORD CONTROLS A PARTICULAR SECTOR, THE COLOR OF THAT SECTOR WILL BE THAT OF THE CONTROLLING OVERLORD. WHEN A SECTOR IS GRAY, NO ONE CONTROLS IT.

ON THE MAP YOU WILL SEE VARIOUS ICONS IN THE SECTORS:

- small circle with a green middle = your gang(s) are in that sector
- small circle with a red middle = your gang(s) are in that sector and they detect enemy gang(s) there also
- small circle with a green/red middle with a white question mark = as above, except your gang(s) in that sector have not all been given commands
- any small circle with red marks on the circle = you just hired a gang into that sector
- small circle with a black middle & red marks = you hired a gang into your sector that has none of your gangs in it.
- two gray polygons = sector of importance in that particular scenario
- flashing white box cursor = Sector Selector. shows which sector you have chosen
- Site icons = Located on the left side of the sector, these indicate Sites you have influenced (see **Sites** on page 21)

Click on any sector to select it (the flashing Sector Selector will move to that sector). Double click to open to Sector view.

Shortcut: Use the arrow keys to select sectors and hit RETURN to go to Sector view.

- Crackdown Icon = Cops in the sector. WARNING; THE COPS WILL ATTACK ALL GANGS IN THIS SECTOR.

SECTOR VIEW

By double clicking on a sector in the City View, or by hitting RETURN (the sector with the sector selection icon on it), a Sector view screen will replace the city. The Sector View Screen shows a blow up picture of that particular sector and the three Sites in that sector (see **Sites** below) and the 9 square Mini-Map. Also, all of your gangs in that sector will be displayed. If your gangs detect any enemy gang in that sector, the controlling Overlord's face will be lit up on the Overlord Bar. Clicking on the Overlord's face will display that Overlord's gangs that you can detect. To return to the city view, click on the green arrow located in the lower left of the Sector View screen.

GANGS

If you have any gangs in that sector you will see them here. You can double click on the gang's face to open the Gang Information panel for exact stats on that gang. You can only look at your own gangs. The green/red bar above each gang is its force bar. All green equals 10 force. If that gang takes any damage, the green bar will turn red. A gang dies if their force is reduced below 1. The Command Bar is located under the Force Bar. You give commands to a gang here (see **Commands** on page 29). The three small boxes under the gang face are that gang's equipped items. The first box is for weapons, the second is armor and the last is for miscellaneous items. Double click on any item for the Item Information panel for more information on that item. You can also double click on items on enemy gangs for information too (but not on the gang itself).

Sites

THE 3 Sites ARE LOCATED TO THE BOTTOM LEFT OF THE SCREEN. DOUBLE CLICK ON SITE TO BRING UP THE Site Information panel. YOU CAN ONLY INFLUENCE Sites

in a controlled sector. You must influence Sites to gain their benefits. See **Commands: Influence** on page 31 and **Sites** on page 41.

9 Sector Display

In the upper left is a 9 square section of the City map. The middle sector is the sector you are currently displaying. Click on any adjacent sector in the 9 Sector Display to select and display that sector. You can also use the arrow keys to move from sector to sector. The grid coordinates will also be displayed here like in the City view.

Overlord Bar

Above the city map (or sector in the Sector View) is a small bar that shows all 6 Chaos Overlords currently playing the scenario. To the right of each ugly mug is the word "Wait". Anytime you see that "Wait", it means that player has not finished inputting their commands and has not hit **Done** on the Main Panel Control. If any Overlord is eliminated, there will be only video "snow" where his/her/its face was. It is always good to see that.

Main Control Panel

Located on the right side of the main play screen is the Main Control Panel. On it are 7 buttons which control the nifty little panels that slide out of it. The panels can also be accessed by other means, but these are important so read on. If there is more information than can fit in a single panel, the two arrow buttons on the left side of the panel can be used to toggle between all the different Events, Combats etc. Click on the arrows to switch or press the left/right buttons on the keyboard to switch information.

Event

Pressing this will bring out the Last Turn Events Panel. If you take over a sector, fully influence a Site, complete research on an item, a sector crackdown occurs, etc. then those events will be displayed in this panel. At the beginning of your turn, the Last Turn Events will automatically pop out if any events had occurred during your last turn (like controlling a sector or completing research on an item). If you close the Last Turn Events Panel before viewing all the events, a yellow light will blink on the Events button. This panel will not appear if nothing of note happened last turn.

Comlink

This button is broken up into 2 buttons (**View** and **Send**). The upper View button brings up any messages the other Overlords have sent you (Chaos E-mail). You can send messages to the other Overlords by clicking on the lower **Send** button. Type your message in the panel and click on the face(s) of the Overlords you wish to send the message to. You can send the same message to multiple Overlords by selecting their face. You Comlink will store up to 16 of the most recent messages sent to you. The button will blink if you have "mail" from another Overlord. This panel will not open if you have no messages (unless you want to send one). This button will only work in multi-player (human) games.

Finance

This button is broken up into 2 buttons (**City** and **Sector**). Clicking the upper **City** button will bring up the City Financial panel. Listed on it is a breakdown of your projected cash flow for the next turn.

Note: Red numbers mean what you will pay, Green numbers is cash you will earn.

Gang Upkeep: This is how much your gangs will cost you.

New Recruits: If you hire a gang, his cost will appear here. This will also show how many gangs that will be under your employ (barring any deaths from combat).

Note: you will have to also pay that gang's upkeep the turn he is hired in.

Equipment: If you Equip a gang with an item, the cost will be reflected here.

City Officials: This is the cost of all the Bribes your gangs initiate.

Sector Tax: For each sector you control, you will gain 1 cash.

Site Protection: This is the total cash squeezed out of all the influenced Sites in your sectors.

Chaos(Estimate): This shows how much you will make from all the Chaos your gang wreck upon the city. Since Chaos is random, the number is a rough estimate of the projected Chaos.

Cash Adjustment: This is the overall projected cash flow (adding all the costs and gains together). By clicking on the lower **Sector** button, a mini-report will show the Sector Financial. This panel is the same as the City Financial, except that the projected cash flow is for only one sector (useful in determining if your average Chaos in that sector is over the sector tolerance).

Combat

By far the most enjoyable panel to look at. At the beginning of your turn, a Combat panel (or Combat Results panel if Detailed Combat is turned off from the menu) will pop out if any of your gangs smacked somebody or got smacked. The gangs on the left are your gangs and the right side gangs are all the enemy gangs. Combat is simultaneous. So if your gang looks like he is being shot by a gang with a zero force don't panic; that gang is just getting his simultaneous shot in at you. The Combat button is broken up into 2 buttons (**Summary** and **Detail**). Clicking on the upper **Summary** button will bring up a Combat Results panel (no animation). This shows your gangs, per sector, involved in any combat. The left side shows the sector and all your shmucks in that sector. The right side shows all the enemy gangs in that sector. If more than one enemy Overlord has gangs in that sector, just click on that Overlord's face to bring up his boys. Your selected gang has a green box around him. On the right, any gangs that attacked that selected gang will have a yellow box around them

and any gangs attacked by your selected gang will have a red box around them. If two gangs attacked each other, the enemy gang will have a red/yellow box around him. Clicking on the lower **Detailed** button, you can bring up the Combat (Animated) Panel and watch the animation. This will work even if you turned off Detailed Combat in the menu. You can exit the detailed combat panel while the animation is running by clicking on the **Cancel** button in the panel. This panel will not open if no combat took place in a sector you have gangs in.

Gangs

This button is broken up into 2 buttons (**Sector** and **Hire**). Clicking the upper **Sector** button will bring out the Gang Information panel. It will show a stat breakdown of all your gangs in the selected sector. This panel



will NOT open if there are no gangs in that sector. Clicking the lower **Hire** button will bring out the Gangs for Hire panel. It shows stat info on your 3 gangs-for-hire in the Hire Screen.

Ranking

This button brings up the Player Ranking panel. On it the 6 Overlords are on a ranking scale. The face highest on the scale is currently leading in the scoring. In scenarios like Eliminate, where there can be only one winner, the faces are all in the middle, and anyone eliminated will have his/hers/its face removed from the panel.

Done

The most important button. When you have given all your gangs commands, hired/fired gangs etc., hit this button. The game cannot move on until you click here. The game will warn you if you hit **Done** and you did not give all your gangs commands (unless Warn if Idle Gangs is turned off). If the Done button is blinking, then the previous turn was the last turn and now you are just given the opportunity to look at the results of the last turn commands. Just click the **Done** button to go to the Endgame Screen.



Issuing Commands

Issuing commands is the most important aspect of Chaos Overlords.

Read this and Commands!

You start the game with a Right Hands in your one controlled Sector. On your first turn you can give a command to your Right Hands. Commands are the orders you give to a gang to tell them to do something. As you hire more gangs, commands can be given to them as well. Every gang you control can execute a single command per turn. You may choose not to give any commands to a particular gang, but it's more efficient to have them do something other than sap your cash with their enormous upkeep costs.

There are many ways to issue a command to a gang. You must be in the Sector view to give commands to a gang. On top of each of your gangs is a black bar with a single green arrow pointing down on the left and a double green arrow on the right side. This is the Command Bar. Click and drag down on the single green arrow on the Command Bar to choose a command from the list. Once chosen, the name of the command will replace the green arrow in that gang's Command Bar. That gang will execute that command for one turn. If you wish to change a command, simply choose another one and it will replace the old command with a new one.

Sometimes you want a gang to carry out a command that will take more than one turn to complete, like Heal or Influence. To have a gang do a command forever (or until done), choose the command from the double green arrow. You will have a smaller list of commands. These commands can be performed continuously or until that particular task is done. You can choose to stop the continuous command by choosing a regular command. Commands are not carried out until you hit the **Done** button on the Main Panel Control.

When you have multiple gangs in a Sector, you can issue gang commands. A Gang Command Bar will appear over the top two gangs in a sector when two or more of your gang are in a sector. When a command is chosen from the Gang Command Bar, it will issue the command to all of your gangs in that sector. Any gangs which had commands from before will change to the new command issued through the Gang Command Bar. Of course you can change a gang's command individually after that. You can also issue continuous gang commands by issuing the command from the double green arrow. You cannot give commands to enemy gangs and you will not be able to see what commands an enemy gang is executing. You will know if your gangs are attacked by an enemy gang, but only after being spanked by them.



COMMANDS

THESE ARE THE COMMANDS THAT YOU MAY GIVE YOUR GANGS:

Attack...

This allows your gang to attack an enemy gang foolish enough to trespass onto your turf. You can only issue this command if there are enemy gangs in that sector you can detect. Select Attack to open the Target Acquisition panel. Click on the enemy gang to be attacked. A target will appear on that gang's ugly face. You can change targets any number of times until you hit **DONE**. When attacking a gang, the defender always gets a retaliatory attack on the attacker (at 1/2 combat strength). If the attacker has Martial Arts (see **MARTIAL ARTS** on page ##), is unarmed, and is attacking a gang with no Martial Arts (or has the skill but is armed) then there is no retaliatory attack (the Martial Artist gets a free hit). Martial Artists will get retaliatory attacks against other Martial Artists. Also, any gang that Hides has no retaliatory attack if found and assaulted.

Note: All combat is simultaneous.

Bribe

Bribing the local city officials allows more crime and anarchy to occur in that sector. It costs 3 cash to temporarily improve a sector's tolerance. Tolerance will return to its original level at the rate of one point per turn. For example, Sector A2 has a tolerance of 14. You bribe it to increase it to 17. On the turn following it will drop down to 16 (and keep dropping until it reaches 14). Note that Sites permanently increase/decrease tolerance as long as they remain fully influenced.

Chaos

Basic command in the game. A gang will create anarchy in a given sector in order to increase your cash. If too much chaos occurs in a sector, then the sector will be **BUSTED** (no cash from chaos will be gained that turn in that sector...see **Crackdown** on page 42). If you chaos in a sector not

under your control, you will gain only 1/2 the cash, but your chaos will count as full toward that sector's crackdown. The higher the tolerance, the less likely a crackdown will occur. The higher the sector's class, the higher the chaos (see **MATH OF THE GAME** on page 48). Using 2 or more gangs to chaos in a sector is not too advisable unless you use a lot of Bribing or the sector has a high tolerance.

Note: It is almost impossible to win without using Chaos (hence the name Chaos Overloads).

Control

Attempt to control a sector. The more gangs attempting to control a sector, the easier it is to control. You need to control a sector in order to influence Sites. If you have gangs in a controlled sector, they will help against enemy attempts to wrest control of your sector from you.

Equip...

Buy any equipment for that gang. You have to Research most of the equipment before you can Equip them. Equipping an item will decrease your cash by the item's cost. Select this command to open the Equipment to Purchase panel. Select the type of item (melee weapon, ranged weapon, armor, or miscellaneous). A list of items available to purchase for that particular gang will show. Click on item to purchase then hit the OK button. If you double click on the item, the Item Information panel will pop out and show all the mods of that particular item. The performance of certain gangs will greatly benefit some equipment (always give a gun to Snipers). If a gang is killed, all of its equipment will be gone forever.

Give...

A gang will give another one of your gangs his equipment. Select this command to open the Equipment to Give panel. Click on the item to give and then select gang to give the item to. One gang can only give items to one other gang but he can give all 3 items to that gang if he wants to.

Note: A gang's tech level will determine whether or not a gang can use a particular piece of equipment.

If the tech level of the item is too high for the gang you want to give to, that gang will be dimmed out when you select that item. You will be unable to give a gang an item if his tech level is too low to use it. If gang A gives gang B equipment, you can have gang B perform any command you want. If gang A gives an item to gang B, any similar item already equipped by gang B will be lost. You can have gang A and gang B give each other items (swapping).

Heal

The performance of a gang depends a lot on how healthy it is. Heal will have that gang rest to regain any lost force. The maximum force is ten; you cannot heal any gang above ten force. A healthy gang will perform much better in actions like combat and chaos. Any gangs with a large negative Heal will be almost impossible regain force. Try to move that gang to a sector with a controlled Hospital or equip that gang with items that increase their Heal skill.

Hide

Attempts to hide a gang from attack. If that gang is attacked, there is a chance that your gang will elude the attack altogether. Any hiding gang does not count toward control of a sector and will not get any retaliatory attack if successfully attacked. Also a gang hiding in a controlled sector will not count toward resisting any attempts of control initiated by enemy gangs. Hiding has no effect on whether your gang is detected or not (see **Hiding** on page 47).

Influence...

Intimidation and quile is what your gang needs to try to coerce a Site in your controlled sector to come under your influence. Any influenced Site will benefit (or hinder) your gangs in that sector (see **Sites** on page 41) as well as affect the entire sector itself. You need to influence certain Sites in order to win certain scenarios. Influencing Sites is also an important factor in winning most games.

Shortcut: You can also drag the gangs face onto a Site to have that gang influence that Site until it is fully influenced.

DON'T BE SQUEAMISH ABOUT MUSCLING IN A FEW IMPORTANT SITES. SOME SITES CAN MAKE OR BREAK A GAME. MANY PROVIDE CASH EACH TURN WITHOUT YOU HAVING TO DO ANYTHING.

Move...

MOVES GANG TO AN ADJACENT SECTOR. YOU SELECT THE SECTOR TO MOVE TO BY CLICKING ON IT. AN ARROW WILL APPEAR SHOWING THE DIRECTION OF THE MOVE. CLICK OK AFTER YOU SELECT THE SECTOR.



Shortcut: From the sector view, drag the gang to a sector on the 9 sector display. The destination sector will flash, and the gang will be given the command to move there.

Research...

RESEARCH ANY ITEMS YOU CANNOT CURRENTLY EQUIP. SUCCESSFUL RESEARCH WILL PUT THAT ITEM INTO THE LIST OF ITEMS ABLE TO BE EQUIPPED. SELECT TO BRING UP THE EQUIPMENT TO RESEARCH PANEL. SELECT TYPE OF ITEM TO RESEARCH. THE NUMBER IN THE RESEARCH PANEL NEXT TO AN ITEM REPRESENTS THE AMOUNT OF RESEARCH NEEDED TO SUCCESSFULLY RESEARCH THE ITEM. WHEN THAT NUMBER REACHES ZERO, THE ITEM IS RESEARCHED. YOU NEED TO RESEARCH IN CONTROLLED SECTORS WITH INFLUENCED SCIENCE CENTERS OR RESEARCH LABS IN ORDER TO RESEARCH THE HIGH TECH ITEMS.

Note: Some of you neophytes might think researching is a waste of time, until you find your Caap Pukes holding a Combat Pistol staring down Snipers with Rocket Launchers.

Sell...

SELLS ANY OR ALL ITEMS OWNED BY A GANG. WHEN YOU SELL AN ITEM, YOU RECEIVE HALF OF THE ORIGINAL PRICE (THIS DOES NOT INCLUDE DISCOUNTS FROM FACTORIES) ROUNDED DOWN. SELECT **SELL...** AND IT WILL OPEN THE EQUIPMENT TO SELL PANEL.

TO SELECT AN ITEM TO SELL, YOU SIMPLY CLICK ON THE ITEM. CLICKING ON THE ITEM TOGGLES THE HIGHLIGHT OF THE ITEM. ANY ITEMS THAT ARE HIGHLIGHTED WILL BE SOLD WHEN YOU CLICK THE **OK** BUTTON.

Snitch

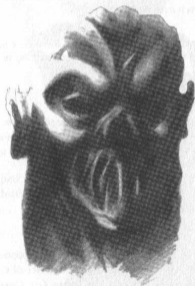
INFORMS POLICE OF ILLEGAL ACTIVITY IN THE SECTOR. THE EXACT OPPOSITE OF BRIBE EXCEPT THAT SNITCHING IS FREE. THIS REDUCES THE TOLERANCE OF THE SECTOR BY 3, THEREBY INCREASING THE CHANCE OF A CRACKDOWN (SEE **CRACKDOWN** ON PAGE 42).

NONE

THIS COMMAND WILL CLEAR ANY COMMAND ALREADY GIVEN TO THAT GANG AND RESET THE COMMAND BAR TO THE GREEN ARROW.

TERMINATE

REMOVES GANG FROM PLAY. ALL ITEMS POSSESSED BY THE GANG ARE ALSO REMOVED FROM PLAY.



GANGS

INFORMATION

Force

THE OVERALL STATUS OF THE GANG. THE HIGHER THE FORCE, THE BETTER THE GANG IS FEELING. THE FORCE RANGES FROM ZERO (DEAD) TO TEN (PERFECT). WHEN THE FORCE REACHES ZERO, THE GANG IS ELIMINATED.

Upkeep

THE CASH PAYMENT YOU MUST MAKE TO THE GANG EACH TURN.

Tech Level

THE UNDERSTANDING OF TECHNOLOGY. THIS NUMBER RANGES FROM ZERO TO TEN. A GANG CANNOT EQUIP OR RESEARCH ITEMS WITH A TECH LEVEL GREATER THAN THEIR OWN. THERE IS NO WAY TO INCREASE THE TECH LEVEL OF A GANG.

STATISTICS

COMBAT

THE ABILITY TO INFLICT DAMAGE UPON AN OPPONENT. THIS VALUE USUALLY INCREASES BY EQUIPPING THE GANG WITH A WEAPON.

DEFENSE

THE ABILITY TO ABSORB DAMAGE AND NOT GET HURT. THIS VALUE IS INCREASED BY EQUIPPING THE GANG WITH ARMOR.

STEALTH

THE ABILITY TO GO UNDETECTED IN A SECTOR. MOST HEAVY ARMORS WILL WIPE OUT ANY STEALTH A GANG HAS. IF THE ENEMY'S GANGS ARE UNABLE TO DETECT YOUR GANG, THEY CANNOT ATTACK YOUR GANG.

DETECT

THE ABILITY TO DETECT INTRUDERS IN YOUR SECTOR. IF YOUR GANGS ARE UNABLE TO DETECT A GANG IN THAT SECTOR, THAT GANG WILL NOT BE SHOWN TO YOU IN THE GAME. THE MORE GANGS IN A SECTOR, THE GREATER THE CHANCE OF DETECTION. IF ONE OF YOUR GANGS CAN SEE AN ENEMY GANG, ALL YOUR GANGS IN THAT SECTOR CAN ATTACK THEM.

COMMAND Skills

A GANG WITH HIGH COMMAND SKILLS WILL BE MORE EFFICIENT IN PERFORMING THE RELEVANT COMMANDS THAN THOSE GANGS WITH LITTLE OR NEGATIVE COMMAND SKILLS. A GANG THAT DOES POSSESS A NEGATIVE SKILL CAN SKILL PERFORM THAT COMMAND BUT WILL NOT BE VERY EFFECTIVE OR MAY FAIL.

CHAOS

THE ABILITY TO EXTRACT CASH OUT OF A SECTOR'S POPULOUS VIA ANARCHISTIC ACTIVITIES.

CONTROL

THE ABILITY TO GAIN CONTROL OF A SECTOR AND ALSO THE ABILITY TO PROTECT A CONTROLLED SECTOR FROM BEING TAKEN OVER BY ENEMY GANGS.

HEAL

THE ABILITY TO RECOVER FORCE. A GANG CAN HEAL UP TO A MAXIMUM FORCE OF TEN.

INFLU

THE ABILITY TO "PERSUADE" A SITE IN YOUR CONTROLLED SECTOR TO COOPERATE WITH YOU.

RESEARCH

THE ABILITY TO RESEARCH ITEMS. A GANG CAN ONLY RESEARCH ITEMS OF A TECH LEVEL EQUAL TO OR LESS THAN THEIR OWN. WITHOUT ANY CONTROLLED SCIENCE

CENTER OR RESEARCH LAB SITES, A GANG MAY ONLY RESEARCH UP TO TECH LEVEL 5 (EVEN IF THEIR TECH LEVEL IS GREATER THAN 5).

COMBAT Skills

THERE ARE 5 OTHER OVERLORDS COMPETING FOR THE SAME SCRATCH OF CITY YOU ARE. YOUR GANGS WILL EVENTUALLY HAVE TO FIGHT FOR WHAT IS YOURS. COMBAT SKILLS DIRECTLY ADD TO A GANG'S COMBAT RATING WHEN THE APPROPRIATE WEAPON IS EQUIPPED. CAREFUL INSPECTION OF A GANG'S COMBAT SKILLS WILL ENABLE YOU TO EQUIP YOUR GANG EFFECTIVELY. ALL COMBAT SKILLS ARE CUMULATIVE. FOR EXAMPLE, IF A GANG WITH A 2 STRENGTH AND 4 BLADE SKILL EQUIPS A BLADE WEAPON, THEY WILL GET BOTH BONUSES (2+4) TOWARD COMBAT IN ADDITION TO THE WEAPON'S COMBAT BONUS.

STRENGTH

OVERALL PHYSICAL STRENGTH OF A GANG. STRENGTH ADDS TO COMBAT WITH BARE HANDS (NO WEAPON) OR ANY MEELE OR BLADE WEAPON.

BLADE

COMBAT ADDS WITH ALL BLADE WEAPONS.

RANGE

COMBAT ADDS WITH ALL RANGED WEAPONS.

FIGHTING

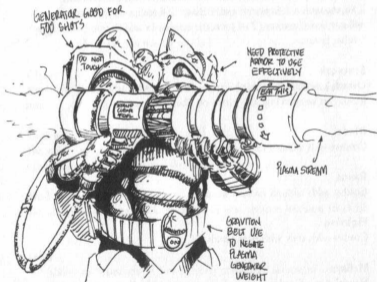
COMBAT ADDS ONLY WITH BARE HANDS.

M ARTS

MARTIAL ARTS. COMBAT ADDS ONLY FOR BARE HANDS. IF A GANG WITH MARTIAL ARTS ATTACKS WITH BARE HANDS, THEY WILL NOT TAKE ANY RETALIATORY DAMAGE UNLESS THEY ATTACK ANOTHER MARTIAL ARTIST WITH BARE HANDS.

ITEMS

THERE ARE FEW GANG (LIKE THE MONK ORDERS) THAT ARE GOOD "OUT OF THE BOX": MEANING THEY ARE EFFECTIVE WITHOUT ANY ITEMS. MOST GANG WILL NEED TO EQUIP ITEMS FOR YOU TO TRULY GAIN THE BENEFITS THAT THEIR HIGHER UPKEEPS WARRANT.



Type

GANGS CAN ONLY EQUIP ONE ITEM FROM EACH OF THE FOLLOWING THREE CATEGORIES:

- **WEAPONS:** BROKEN INTO 3 sub-classes, MELEE, BLADE AND RANGED. FOR GAME PURPOSES, THERE IS NO ADVANTAGE TO HAVING A MELEE, BLADE OR RANGED WEAPON EXCEPT THAT SOME GANGS ARE MORE EFFECTIVE WITH ONE TYPE OVER THE OTHER.
- **ARMOR:** THE MAIN FUNCTION OF ARMOR IS TO PROTECT YOUR GANGS BY IMPROVING THEIR DEFENSE. BIG ARMORS WILL TEND TO PREVENT DAMAGE FROM SMALL GANGS.
- **MISCELLANEOUS:** EVERYTHING NOT A WEAPON OR AN ARMOR (MEDICAL KIT, SCANNERS, SMOKE BOMBS, ETC.)

INFORMATION

COST

ALL ITEMS COST MONEY TO OBTAIN. RESEARCHING ITEMS MAKES THEM AVAILABLE TO PURCHASE. GENERALLY THE MORE EXPENSIVE AN ITEM IS, THE MORE BENEFICIAL IT IS.

Tech Level

ALL WEAPONS HAVE A TECH LEVEL. A GANG CAN ONLY EQUIP AN ITEM IF THEIR TECH LEVEL IS EQUAL TO OR GREATER THAN THAT OF THE ITEM. THE TECH LEVEL OF A GANG OR AN ITEM IS IMMUTABLE... IT CAN NEVER CHANGE.

Statistics/Skill Mods

WHEN A GANG EQUIPS AN ITEM, IT CAN MODIFY ANY STAT OR SKILL OF THAT GANG. WEAPONS WILL IMPROVE COMBAT (UNLESS A GANG HAS NEGATIVE COMBAT SKILLS FOR THAT WEAPON). ARMOR WILL IMPROVE A GANG'S DEFENSE. MISCELLANEOUS ITEMS

TEND to modify a GREAT RANGE of STATS and SKILLS. All STAT and SKILL MODS ARE CUMULATIVE. If a WEAPON GIVES +1 to CHAOS, and an ARMOR GIVES +1 CHAOS and a MISCELLANEOUS ITEM GIVE +3 CHAOS, EQUIPPING ALL 3 ITEMS WILL GIVE THAT GANG +5 TO CHAOS. NOTE THAT SOME ITEMS WILL GIVE NEGATIVE MODIFIERS. FOR EXAMPLE, BIG, HEAVY ARMORS TEND TO GIVE GANGS A HUGE PENALTY TO THEIR STEALTH STAT, MAKING THEM WALKING (HARD TO KILL) TARGETS.



SITES

EACH SECTOR ON THE MAP CONTAINS THREE DIFFERENT SITES OF IMPORTANCE. A SECTOR MUST BE CONTROLLED BEFORE ANY SITES CAN BE INFLUENCED (SEE **INFLUENCE COMMAND**). ANY FULLY INFLUENCED SITE WILL AFFECT ALL OF THE CONTROLLER'S GANGS IN THAT SECTOR AS WELL AS THE SECTOR ITSELF. OTHER GANGS BELONGING TO OTHER OVERLORDS WILL GLEAN NO BENEFIT FROM THESE SITES.

WHEN A SITE IS INFLUENCED, THE CITY VIEW WILL SHOW THAT SITE'S ICON IN THE SECTOR IT WAS INFLUENCED IN. ONLY YOUR INFLUENCED SITES WILL BE REVEALED TO YOU. YOU CANNOT SEE IF AN OPPONENT HAS INFLUENCED SITES IN HIS/HER SECTOR.

DATA

RESISTANCE

ALL SITES HAVE A RESISTANCE LEVEL. THE HIGHER THE NUMBER, THE MORE DIFFICULT IT WILL BE TO INFLUENCE THAT SITE. IT ALSO IS A BAROMETER TO DETERMINE HOW MUCH BENEFIT THAT SITE WILL HAVE TO THAT SECTOR AND YOUR GANGS. AS GANGS INFLUENCE A SITE, THE RESISTANCE WILL FALL. WHEN RESISTANCE IS ZERO, THE SITE IS INFLUENCED.

Note: If you lose control of a sector with influenced Sites, all Sites in that sector will REVERT to their maximum resistance.

SECTOR MODIFIERS

INFLUENCED SITES CAN AFFECT THE STATS OF THE SECTOR THAT SITE IS IN.

TOLERANCE

TOLERANCE IS THE LEVEL OF CHAOS WILL CAN OCCUR IN A SECTOR EACH TURN. IF TOLERANCE IS EXCEEDED IN A TURN BY CHAOS, THE SECTOR WILL CRACKDOWN (SEE

Crackdown below). A Site can increase tolerance (promote chaos) or decrease tolerance (curb chaos).

Support

Certain Sites are looked upon very favorably by the people. These Sites will improve Support. Having a positive support will make it harder for rival Overlords to take control of that sector. Also in the Acceptance Scenario, the object is to garner the highest total support at the end of the time limit.

Cash

Some Sites house profitable businesses. Influence of these Sites provide a steady income every turn. A couple of Sites have a negative cash flow, so you have to pay money every turn to operate the Site. Influencing a few high cash Sites is a good way to finance your war machine.

Statistics/Skill Mods

Like items, any influenced Site will add mods to a gang's statistics and/or skills. A fully influenced Site will affect all of your gangs in that sector only. For example, a Hospital will give a big bonus to all Heal skills of your gangs in that sector. If you buy items in a sector with an influenced Factory, the item will cost less. Once a gang moves out of that sector, he will lose any bonus from those Sites. Note that if you lose control of a sector that has fully influenced Sites, you lose all the Sites too.

Crackdown

When the Chaos in a sector exceeds the Tolerance, a Crackdown will occur in that sector. A Crackdown in a sector will cause no money will be gained from any Chaos activity in that sector. If three Crackdowns occur in a sector in a five turn period, the controlling Overlord will lose

control of the sector and control will revert to neutral status. The Cops will appear in that sector and proceed to "clean house". The Cop icon will appear in that sector and you will be able to see it even if you have no gangs in that sector. Cybernetic Monsters, these Cops will attack every gang in the Crackdown sector they can find from 3 to 5 turns. They use armored cars with Pulse Cannons and cannot be targeted for attack and cannot be killed. No gang can attempt to re-control that sector until the Cops are gone. The higher a gang's Stealth, the better the chance it has of avoiding a Cop's wrath. Hiding a gang will increase its chance of avoiding attack but does not guarantee it. If your gangs Crackdown the sector while the Cops are there, the Cops will stay even longer.



THE INNER SANCTUM

This section is for the people that like to have that extra edge when playing. To be able to kick some serious neck in this game, it is useful to know the information in this area. If you are a goon that just wants to "tinker around" with the game, you can skip this section.

THE STRUCTURE OF A TURN

A turn is divided into five phases. These phases take place sequentially, in the order given. The Command phase is where you will spend most of your game time. The other four phases happen instantaneously. Here is an explanation of the phases:

Upkeep

You are required to pay upkeep on all of your gangs. You also collect any taxes owed to you by sectors or Sites.

Command Phase

This phase is where you give commands to your gangs.

Execution Phase

All commands given to your gangs are performed in this phase. See Command Sequence for more information.

Hire Phase

If you chose to hire a gang this turn, it is brought into play. If you removed one, it is replaced with a new one.

Player Elimination Phase

Any player without at least one sector or gang is eliminated from the game. Also, in certain scenarios, you can be eliminated in other ways.

COMMAND SEQUENCE

The commands given to your gangs are divided into 6 phases. Each phase is executed for all players simultaneously. Here is a listing of the phases and the commands executed within them:

INSTANT PHASE

Bribe, Heal, Hide, Influence, Research, Snitch

COMBAT PHASE

Attack

TRANSACTION PHASE

Equip, Give, Sell

CHAOS PHASE

Chaos

MOVEMENT PHASE

Move, Terminate

CONTROL PHASE

Control

DESIGNER NOTES: The Give, Equip and Sell all occur after Attack. If the transacting gang is killed, any items involved will be lost. Chaos occurs after Give, Equip and Sell so you will be able to do these item transactions before Crackdown (if it occurs). By looking at the timing, you can figure out strategies to take advantage of it (you can have one gang Give an item to another gang that is moving out of the sector or to stop someone from controlling a sector you can smack him around to make him a weaker controller).

Endgame Screen

AFTER A SCENARIO is finished (and you are not eliminated) you will see the Endgame Screen. The Overlords' pictures are posted on the left in order of place (1st place on top, last place on the bottom). There are two sets of information available to view.

Awards

VARIOUS AWARDS will be given to the different Overlords based on their performance in the game. These awards have no impact on who wins or loses but it gives you a little idea of the way each Overlord played.

Skull

This is awarded to the Overlord whose gangs did the most total damage in combat.

Fist

This is given to the Overlord with the most Overthrows. An Overthrow occurs when you take control of a sector directly from another Overlord.

Dollar Sign

This is bequeathed upon the Overlord who spent the most cash during the game.

Safe

This is bestowed upon the Overlord who spent the least amount of cash during the game.

Big Fat Chicken

This is slapped on the Overlord who did the most Hiding during the game.

IF NO SIGNIFICANT COMBAT/HIDING OCCURS, THEN NO AWARDS FOR THOSE CATEGORIES will be given at all.

Stats

THESE ARE THE EXACT NUMBERS OF THE GAME.

Cash Earned

THE TOTAL AMOUNT OF CASH GAINED DURING THE GAME.

Cash Spent

THE TOTAL AMOUNT OF CASH SPENT DURING THE GAME.

Damage Inflicted

THE TOTAL NUMBER OF DAMAGE POINTS ALL OF YOUR GANGS INFLECTED AGAINST YOUR OPPONENT'S GANGS DURING AN ATTACK. NOTE: DAMAGE FROM A RETALIATORY ATTACK IS NOT ADDED TO THIS TOTAL.

Casualties

THE NUMBER OF GANGS UNDER YOUR CONTROL THAT DIED.

Overthrows

THE NUMBER OF SECTORS YOUR GANGS STOLE CONTROL OF FROM ANOTHER Overlord.

HITTING THE **DONE** BUTTON ON THE Endgame Screen will return you to the Title Screen.

THE MATH OF THE GAME

Dice

UNLESS STATED, all numbers are in terms of 6-sided dice. WHENEVER a roll is needed (like CHAOS), the total number = # of dice rolled. A '5', or '6' rolled is a success. i.e. if CHAOS total dice is 15, the average success would be 5.

SECTOR BASE TOLERANCE and CHAOS/CONTROL BASE is based on the social class of the SECTOR as follows:

| SECTOR CLASS | code | income | tolerance(base) |
|--------------|------|--------|-----------------|
| Lower | LO | 3 | 14 |
| Lower Middle | LM | 4 | 13 |
| Middle | MI | 5 | 12 |
| Upper Middle | UM | 6 | 11 |
| Upper | UP | 7 | 10 |

IF CHAOS in a SECTOR is GREATER than the SECTOR'S TOLERANCE, then CRACKDOWN OCCURS. TOLERANCE changes with the influence of Sites and by BRIBE and SWITCH commands. INCOME of a SECTOR is the number of dice added to the total CHAOS roll in a SECTOR (SEE CHAOS on page 49). INCOME is the CONTROL needed to CONTROL a SECTOR.

HEAL

RESTORE a GANG'S FORCE. $4d6 + \text{HEAL skill}$. Each success = +1 FORCE. MAXIMUM FORCE a GANG can have is 10.

BECAUSE FORCE is so prevalent in many of the commands you do, it is IMPORTANT to keep your GANGS healthy to make them more effective.

RESEARCH

GAIN RESEARCH points (cumulative toward 1 item). Roll = FORCE + RESEARCH skill. Each item has a RESEARCH number. Each success on a RESEARCH roll is subtracted from that item. ONCE an item's RESEARCH number reaches zero, you can purchase that item. Success on RESEARCH is only on a "6" rather than '5' or '6'. Since only SCIENCE CENTERS and RESEARCH Labs will allow you to RESEARCH big ticket items, it is important to PROTECT your RESEARCHERS and the SECTOR they are in. It is advisable to equip your RESEARCHERS with the items they RESEARCHED to PROTECT them from HARASSING ENEMY GANGS.

CHAOS

SAP TERRITORY FOR MONEY:

CHAOS Roll = TOTAL (FORCE+CHAOS skill) of all your GANGS CHAOS-ing + SECTOR INCOME.

EACH success will bring 1 cash to you. IF CHAOS in a NON-CONTROLLED SECTOR, CASH on a success is only 1/2 cash, but full success is counted toward CRACKDOWN.

IF TOTAL CHAOS success of all your GANGS and all ENEMY GANGS CHAOS-ing > TERRITORY TOLERANCE, then CRACKDOWN OCCURS.

INFLUENCE

TRY TO COERCE a Site in a CONTROLLED SECTOR.

INFLUENCE Roll = TOTAL (FORCE + INFLUENCE skill) of all your GANGS INFLUENCING

EACH Site has a RESISTANCE. Each success subtracts one from that Site's RESISTANCE number. WHEN the RESISTANCE = zero, that Site is INFLUENCED and UNDER your control. IF a Site has a positive SUPPORT, it helps that

SECTOR FROM BEING CONTROLLED BY OTHER Overlord GANGS. If CONTROL OF THAT SECTOR IS LOST, ALL INFLUENCED SITES IN THAT SECTOR IS ALSO LOST. If YOU REGAIN CONTROL OF THAT SECTOR, ALL THE SITES IN THAT SECTOR WILL HAVE FULL RESISTANCE AGAIN.

CONTROL

ATTEMPT TO CONTROL A SECTOR.

CONTROL OF NEUTRAL SECTOR = TOTAL (FORCE + CONTROL skill) OF ALL YOUR GANGS CONTROLLING - SECTOR INCOME.

CONTROL OF ENEMY SECTOR = TOTAL (FORCE + CONTROL skill) OF ALL YOUR GANGS CONTROLLING - SECTOR INCOME - TOTAL (FORCE + CONTROL skill) OF ALL CONTROLLING ENEMY GANGS IN THAT SECTOR THAT ARE NOT HIDING - TOTAL SUPPORT OF ALL INFLUENCE SITES IN THAT SECTOR.

NO DICE ROLL. If NUMBER IS POSITIVE, CONTROL IS ESTABLISHED. If NUMBER IS NEGATIVE, NO CONTROL. If NUMBER IS ZERO, THERE IS A 50% CHANCE OF CONTROL OF THAT SECTOR. If MULTIPLE ENEMY GANGS TRY TO CONTROL A NEUTRAL SECTOR ON THE SAME TURN, THE Overlord WITH THE HIGHEST NUMBER WILL CONTROL THE SECTOR.

BRIBE

INCREASES TOLERANCE OF A SECTOR BY 3 FOR 3 CASH. MAX. 40 BASE TOLERANCE

NOTE: A BASE TOLERANCE CAN BE > 40 OR < 0 IF THERE ARE INFLUENCE SITES IN THAT SECTOR. A SECTOR WITH A NEGATIVE TOLERANCE WILL AUTOMATICALLY BUST EVEN IF NO ONE IS CHAOS-ING IN THAT SECTOR. A SECTOR'S TOLERANCE WILL INCREASE/DECREASE BACK TO ITS ORIGINAL SECTOR TOLERANCE (MODIFIED BY SITES) BY ONE EACH TURN IF IT IS HIGHER/LOWER THAN NORMAL.

SNITCH

DECREASES TOLERANCE OF A SECTOR BY 3. MIN. 0 BASE TOLERANCE. (SEE BRIBE)

NOTE: Snitching is free. Take advantage of that fact to weaken and Cackdown enemy sectors. Don't worry, they will be doing the same thing to you too.

COMBAT

ATTACKING GANGS GET AN ATTACK ROLL AGAINST AN ENEMY GANG.

ATTACK ROLL = GANG'S COMBAT - DEFENDERS DEFENSE.

GANG'S COMBAT = COMBAT STAT + ALL ITEM MODS + APPROPRIATE MOD SKILLS LIKE STRENGTH, RANGED, MA, ETC.

DEFENDERS DEFENSE = ATTACKED GANG'S DEFENSE STAT + ALL ITEM DEFENSE MODS.

IF ATTACK ROLL IS POSITIVE, THEN THAT IS NUMBER OF DICE ROLLED. EACH SUCCESS = 1 DAMAGE INFLICTED ON TARGET GANG (FORCE GOES DOWN BY ONE).

DEFENDING GANGS GET A RETALIATORY ATTACK ROLL AGAINST THE ATTACKING GANG.

REVERSE ATTACKER & DEFENDER. SAME AS ATTACK ROLL BUT NUMBER IS THEN HALVED (ROUND UP??).

NOTE: Attacking gang which uses MA (martial arts) will not suffer a Retaliatory Attack unless the Defender also uses MA.

HIDING

CHANCE FOR BEING HIT WHILE HIDING ARE AS FOLLOWS:

IF THE ATTACKERS DETECT IS EQUAL TO THE DEFENDER'S STEALTH, THERE IS A 30% CHANCE OF BEING HIT WHILE HIDDEN. THIS IS ADJUSTED BY 5% FOR EACH POINT OF DIFFERENCE. NOTE THAT YOUR GANG'S DETECT INCREASES WHEN YOU HAVE MUL-

multiple gangs in the sector, but the gang's individual detect will be used when determining if he can hit a hidden gang. (see **Stealth/Detect** below).

STEALTH/DETECT

If a gang's Detect is => an enemy's Stealth, you will be able to see the other in the same sector. Multiple gangs in a sector greatly improves your ability to detect other gangs. Take the gang with the highest Detect. Add to it for each other gang as follows:

| | |
|----------------------|--------|
| GANG DETECT = 0 - 10 | add +1 |
| = 11-12 | add +2 |
| = 13-14 | add +3 |
| = 15-16 | add +4 |
| = 17-18 | add +5 |
| = 19+ | add +6 |

Crackdown

The Cops will attack all gangs in that sector at a 20 Combat. They may not see the gang depending on their stealth. Stealth 3 or less = 100% of getting spanked by the Cops. For every 1 stealth above 3, their chance of finding you will decrease by 5%. So a 23 stealth will make you undetectable to the Cops. If you attempt to Hide, the Cops will attack with a Detect of 12.

Playing A Multi-Player Game

Setting Up A Multi-Player Game

To play a multi-player game, the players must decide who will be the host and what protocol will be used (the host should be on the fastest machine possible). All other players will be connecting to the host as nodes. When the host player is selected, he must enter Chaos Overlords and begin specifying all of the information about the game (scenario, difficulty level, turn time limit, etc.). After the host process, all of the nodes can connect. When the node players connect, they will be given a face and a color. They can change their face and name, but not their color. When each node has their information entered, they should click the **Begin** button to signify that they are ready. After all node players are ready, the host must then click **Begin** to start the game (the hosting player cannot click **Begin** until after all node player have done so). You will now be playing.

Selecting A Multi-Player Protocol

FOR Windows 95

WinSock

Allows you to play over the internet or a network using TCP/IP. For the internet, you must first login to your internet provider, so that you can be assigned an IP address (you only need to know your IP address if you are the Host).

Modem

Allows you to play through a modem connection. The Host automatically waits for the slave to connect. When joining, make sure your dialing properties are set correctly, enter the phone number, then click **Dial**.

DIRECT CONNECT

Allows you to play through a serial connection. When hosting and joining, select and configure the COM port you are using to connect, then

wait for both computers to establish the connection.

FOR MACINTOSH

Appletalk

Allows you to play over an Appletalk network.

Comm Toolbox

Allows you to play through a modem or serial connection using the Apple Modem or Serial Tools, respectively.

Apple Modem

Configure your port settings, and if Joining, enter the phone number of the Host, then click **OK**.

Serial

Configure your port settings, then click **OK**.

MacTCP

Allows you to play over the Internet. You must first login to your Internet provider, so that you can be assigned an IP address (you only need to know your IP address if you are the Host).

Note: Windows 95 and Macintosh are compatible through modem and serial connections using the appropriate protocols. Network compatibility between Windows 95 and Macintosh is available only through TCP/IP (WinSock and MacTCP).

LOCATING YOUR IP ADDRESS

You can locate your IP address immediately after you have connected to your Internet provider.

FOR WINDOWS 95

- Under the Start menu go to Settings to open the Control Panel.
- Open Network by double-clicking on the Network icon.
- Double-click on TCP/IP under the Configuration tab to view the TCP/IP Properties.
- You can locate the current IP address under the IP Address tab.

FOR MACINTOSH

- Under the Apple menu go to Control Panels.
- Open MacTCP.
- You can locate the current IP address within this window.

HOSTING A MULTI-PLAYER GAME

After specifying the correct multi-player protocol from the Comm menu, select **Host Game...** from the file menu. Some protocols will need additional information about the host connection.

If you selected WinSock, you will be given a choice of one or more IP addresses. Choose which IP address you wish to host on. As the Host, you need to provide the IP address to the other players. You can do this by sending them email.

You will then be taken to the host screen where you will be able to select the scenario you wish to play. You can also enter your player name and change the face. You should also make sure of the difficulty setting (see **Game Settings Panel** on page 14). After all players are ready, you can hit the **Begin** button. A highlighted player face means the player is ready.

JOINING A MULTI-PLAYER GAME

After specifying the correct multi-player protocol from the Comm menu, select **Join Game...** from the File menu. You will need to specify information about the host.

If you selected WinSock or MacTCP, you must manually enter the IP address you have been provided with by the Host. More than likely the Host will do this via email.

If all of the information you entered about the host was correct, a control panel will appear allowing you to enter your player name and change the face. Hit the **Begin** button when you are ready. After all players hit **Begin**, the game will start.

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