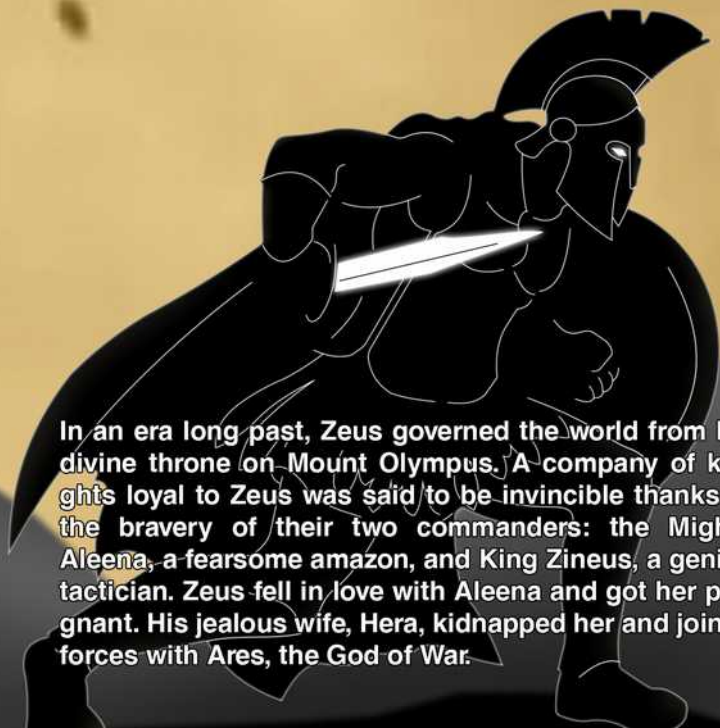


CHAOS

BEGINNS



In an era long past, Zeus governed the world from his divine throne on Mount Olympus. A company of knights loyal to Zeus was said to be invincible thanks to the bravery of their two commanders: the Mighty Aleena, a fearsome amazon, and King Zineus, a genius tactician. Zeus fell in love with Aleena and got her pregnant. His jealous wife, Hera, kidnapped her and joined forces with Ares, the God of War.

Thank you for selecting the Chaos Begins game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

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BACK TO GREEK MYTHOLOGY!

In an era long past, legendary paladins fought evil demons and gods ruled the fate of mankind. Zeus governed the whole world from his divine throne on Mount Olympus with wisdom and justice. However, sorrow awaited humans. Ares, God of War, secretly desired Zeus' power. He spread violence and chaos in human souls to weaken Zeus' authority. A dark age of war began.

A company of knights loyal to Zeus was said to be invincible thanks to the bravery of their two commanders: the Mighty Aleena, a fearsome amazon, and King Zineus, a genius tactician. Ares summoned a wicked army of monsters, yet thanks to Zineus' efforts and the unbeatable power of Zeus, the company remained proudly undefeated. Justice was about to triumph, but...

The wild winds of fortune made Zeus fall in love with Aleena, and she became pregnant. His jealous wife, Hera, kidnapped her and joined forces with Ares. Fearing for Aleena's life, Zeus could no longer help his army. Now, the world is swollen with darkness as if it would rob away everything. Zineus' only hope is to rescue Aleena and her unborn son to regain the favor of the King of Gods.

In this adventure game, you take on the role of King Zineus. Your mission is to save your companion and friend Aleena and recover Zeus' favor. Your quest starts in your own fortress, the renowned Zineus Castle, which is now under attack from Ares' minions.

A great legend is about to begin!



King Zineus



Mighty Aleena



King Hephaestus

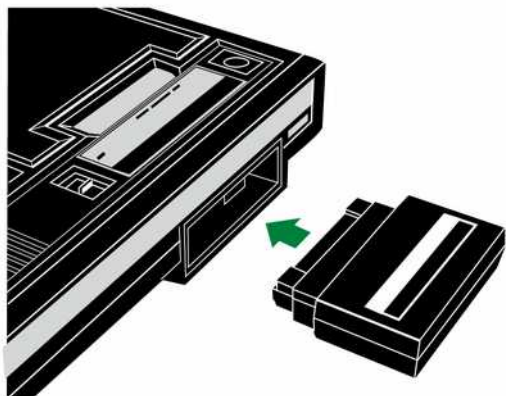
GAME SETUP

Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

Before you can play with the *Caos Begins* game cartridge, you must first insert the Coleco Super Game Module into the front expansion port, as described by the image below.

This is a game for one player only, so plug a compatible hand controller into joystick port #1. Any compatible controller should normally function with *Caos Begins*, but if you use a third-party controller without a numeric keypad, you will not be able to execute your magic attack, access the weapon and item menus, or pause the game during play.

Insert the *Caos Begins* game cartridge firmly into the cartridge port, with the label facing you. Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing. (Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)



USING THE CONTROLLER

If you are using a standard Coleco controller, it is recommended to insert the keypad overlay (which is included with your game cartridge) into your controller. At the title screen, press the left trigger button to start the game.

During the game, you can walk left or right by pressing either direction on the joystick. Move the joystick up while King Zineus is standing at the bottom of a ladder to have him grab on and climb this ladder. If he is standing on a platform just above a ladder, you can make him climb down this ladder by moving the joystick down. Note that you cannot let go of a ladder, you must climb it all the way to the top or all the way down to the bottom.

Press the left trigger button to use the weapon which King Zineus is currently holding in his hand. Press the right trigger button to jump. Holding the joystick left or right while pressing the jump button will make you leap forward in those directions. To jump straight up, do not press any direction on the joystick.

Press **[0]** on the keypad to execute your magic fireball attack in the direction King Zineus is facing. You can launch magic fireballs as long as your magic meter is not depleted, and you can perform this maneuver while jumping or while falling down.

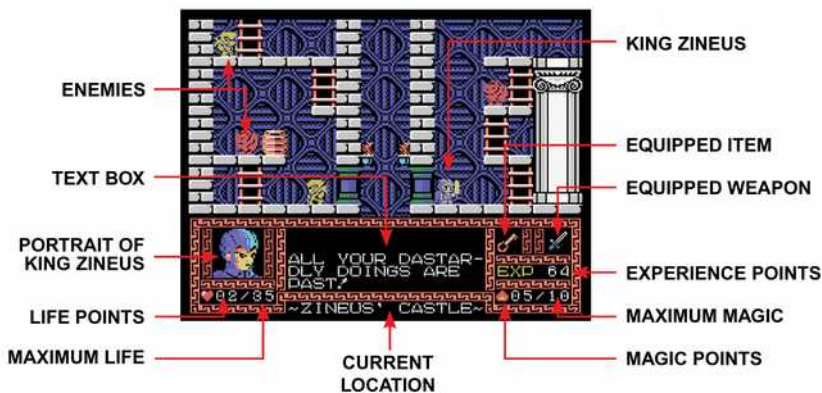
Press **[1]** on the keypad to access the items menu. The game is frozen while the menu is active at the bottom of the screen, and you can use the joystick to move the square cursor from one item to the next within the menu. To select an item in the menu, move the cursor over it and press the left trigger button. You can escape the menu without selecting an item by pressing **[1]** on the keypad.

Press **[3]** on the keypad to access the weapons menu. This menu works the same as the items menu: Select a weapon to equip by moving the square cursor within the menu, and pressing the left trigger button. You can escape the menu without selecting a weapon by pressing **[3]** on the keypad.

Press the **[*]** key on the keypad to pause the game at any time. Press the **[*]** key again to resume play.

HOW TO PLAY

As King Zineus, your main objective is to find Aleena and free her from her prison. You will need to explore your own castle as well as the surrounding areas for items and clues that will help you on your mission. The landscape is divided into individual screens, and you can cross over into an adjacent screen by simply crossing the edge of the current screen, as long as there is no wall or obstacle that blocks your path.



More than being a genius tactician, King Zineus is also a formidable fighter whose combat abilities are second to none. Use the weapon which you are currently wielding to strike down enemies. Most of the enemies you will encounter require multiple hits before they can be defeated. You must find stronger weapons that deliver more damage.

Each time you are hit by an enemy, a few points are taken away from your life meter. If your life meter falls to zero, King Zineus dies and the game is over.

HOW TO PLAY (continued)

MAGIC AS A TOOL OF WAR

King Zineus studied magic over the years, and learned how to cast a fireball spell which can be of great use to him on his current quest. You can cast fireballs (by pressing [0] on the keypad) as long as your magic meter is not depleted. The offensive strength of fireballs depends on the weapon you are carrying. See page 10 for more details.

EXPERIENCE BRINGS ITS OWN REWARD

Asclepius, the God of Medicine, has chosen to remain neutral in the conflict between Zeus and Ares. While he will not partake in war, Asclepius admires courage and will reward King Zineus when he deserves it: Every time Zineus kills a monster, his experience meter increases, and when this meter reaches 100 points, Asclepius increases the maximum number of points in Zineus' life and magic meters, and also restores some life and magic points. When this happens, the experience meter falls back to zero, and it's up to you to fill it up again, in order to gain more power. King Zineus can have a maximum of 99 life points and 99 magic points.

SEEK THE HELP OF FRIENDS

Your castle and surrounding areas may be infested with Ares' minions, but you will also find friends who will give you important items or clues about where you should go next. Their words are displayed in the text box at the bottom of the screen. Look at this text box for important messages as you progress in your quest.

THE ITEMS MENU

Items are found inside chests in many locations. Just touching a chest will transfer its contents to the items menu.

Items act as keys within this game, and when you use them, they either remove obstacles such as locked doors or large boulders, or they reveal hidden paths. To use an item, you must select it in the items menu (see page 5 for details on how to access this menu)



If you equip the correct item, the obstacle which is blocking your progress will be removed automatically, or a hidden path will be revealed, no matter where King Zineus is currently standing on the screen.

Obstacles which can be removed by using an item are not always immediately noticeable to the naked eye. However, once you discover exactly which type of obstacle an item can remove, you can be sure that this item will remove only that type of obstacle and no other.

Once you leave a screen which contains an obstacle and return to it later, the obstacle will return, and you will have to use the same item to remove the obstacle again. If you are carrying the correct item as you enter the screen, the obstacle will be removed immediately.

THE WEAPONS MENU

King Zineus starts his adventure with his trusty sword, but he can acquire and use other weapons during his adventure. These weapons are locked inside Divine Spheres, and when Zineus touches a sphere, its contents are transferred to the weapons menu.



You can find weapons, shields and pieces of armor inside Divine Spheres, and this equipment alters one or more of Zineus' stats while he wears or wields it. See page 10 for more details about these stats alterations.

You can only equip one piece of weapon/armor at a time, so manage your equipment wisely according to the situations you encounter. If you use a shield or a piece of armor, Zineus will use his original sword for attacking enemies, but the sword's attack power can be enhanced by the equipment Zineus is currently wearing.

ENHANCING YOUR CAPABILITIES

When you select a weapon, shield or armor in the weapons menu and carry it as your “equipped” weapon, this equipment will often alter the capabilities of King Zineus, and not always in a positive way.

Here are the characteristics that can be altered by the equipment you wear or wield:

- **Maximum walking speed:** Walk slower or faster.
- **Inertia:** Start walking slowly or fast.
- **Jumping power:** Jumps are either smaller or higher.
- **Gravity bonus:** Zineus falls down more slowly, or faster.
- **Attack power:** Attacks deal less or more damage.
- **Defense power:** Enemy hits cause less or more damage.
- **Health:** Your maximum number of life points may be increased.
- **Magic power:** Your maximum number of magic points may be increased.

When you extract new equipment from a Divine Sphere, testing this new equipment to see how it affects King Zineus is always wise. For instance, if Zineus walks more slowly or doesn't jump as high as before, the equipped weapon is usually the culprit, although such disadvantages can be counter- balanced by other interesting power enhancements. Learn when to use your equipment when it's actually needed.

TIPS AND HINTS

At the start of the game, locate King Hephaestus who is waiting for you somewhere in Zineus Castle, and talk to him.

If a ladder leads up to another screen, you will not be able to climb back down when you reach the top. Find another way to go back down if you need to.

Making a map of different areas as you explore can be of great help, especially if you annotate the maps with the locations of chests and Divine Spheres.

If you're not sure what to do next, remember the clues that friendly characters have told you. Go back to talk to them again if needed.

You know where you want to go but you can't seem to find a way to get there? There's probably an item you haven't found yet which will allow you to remove a specific obstacle or reveal a hidden path.

If enemies seem too strong, try to find and equip better weapons.

TEAM PARTICIPANTS

- Antoni Burguera: Game design, programming and beta-testing
- Miguel A. Fernández: Graphics
- Carlo Bandini: Music
- Armando Pérez Abad: Additional programming
- Luc Miron: Game manual, software beta-testing
- Vincent Godefroy: Box and label
- Brad Dillon: Software beta-testing
- Dale Crum / Doc4: Game manual layout (<http://doc4design.com>)
- Toby Saint-Aubin: Electronic sourcing and assemblies

SPECIAL THANKS: Albert Yarusso, and all AtariAge forum members.

Team
Pixelboy
COLLECTION

by

COLLECTOR **VISION**
Games

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