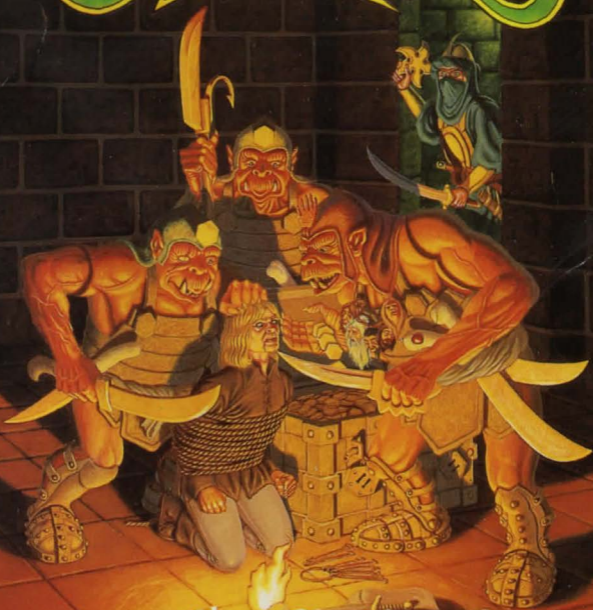


the causes of CHAOS



the first
multiplayer adventure

CBM 64

"THE CAUSES OF CHAOS"

For many years, the land of Ix has been ruled fairly and benevolently, by King Arnid. The people respect his judgements, and he has their interests at heart, and so, despite the hostility of other nearby countries, Ix has prospered greatly. So it was with great consternation that King Arnid discovered that the crown jewels, whose aura of beneficial magic was responsible for his personal charisma, had disappeared! Since that day, life in Ix has been deteriorating. Crops are diseased, lifelong friends quarrel about trivial matters, and King Arnid's power is crumbling.

Knowing that the only way to reunite the kingdom is to regain the crown jewels, the king commissioned a soothsayer to ascertain their whereabouts. He found that the jewels, (consisting of a crown, a sceptre, a silver chain, a ruby, a medallion and a goblet), had been stolen by the Evil Count Vladimir, a nobleman from the nearby island of Ognid.

In an attempt to further the CAUSES OF CHAOS, the Count has hidden the jewels in various places, and is rumoured to have taken the sceptre back to his castle stronghold in Ognid.

Your task, brave adventurers, is to retrieve these six emblems of power from wherever they might be - to win the game, you must type 'score' whilst carrying all six treasures at once.

The Causes of Chaos' is really two games in one - it can operate as a conventional text adventure, but it also features the unique multi-player game. To select the one-player game, simply answer '1' when the computer asks you how many people wish to play, and the game will start. If, on the other hand, you reply with a number between 2 and 6, the computer will ask some more questions before the game starts. It needs to know:

(A) The names of the players, and

(B) How many separate inputs the players wish to have during each turn.

After these questions have been answered, the game will start.

Each player takes his turn at the keyboard, and the computer will call for the player whose turn it is. Only one player is at the keyboard at once except during combat. Players can interact in various ways - they can speak to one another, lock each other in mazes, (if they have the right key), help each other in certain situations, and, of course, kill one another.

Combat is resolved by a combination of weaponskill, stamina, reflexes, and luck. Each player's stamina score starts at a random value between 90 and 100, and is reduced in combat. If the stamina score reaches 0, then the character dies, but stamina can be replaced (slowly) by resting - type 'WAIT'. Unfortunately, a player's turn ends at this point - if a player chooses to wait, he must do so for the whole of the rest of his turn.

Each player's weaponskill score, on the other hand, starts at 0, but increases (usually) as the game progresses, to reflect the character's experience. (Players of 'Dungeons and Dragons' will be familiar with

this concept). Remember, however, that the weaponskill rating will not increase if a player makes no progress, and will progress rapidly if the player retrieves any of the crown jewels.

The mechanics of combat are as follows:

Combat is initiated when a player types "KILL (the name of another player in the same location)". The computer will ask for the attacked player to be called to the keyboard, and the program will go into combat mode, displaying each players' weaponskill and stamina scores. After a pause of random length, the message "STRIKE NOW" will be printed - as soon as this happens, each player should try to hit his own player-number on the keyboard. (These are displayed under the players' names). The player who manages to hit his number first has a chance to hit his opponent. (Don't try to cheat by hitting before the prompt appears!) This chance is based on the relative weaponskill ratings of the two players. If the player successfully hits his opponent, the damage done by the hit is calculated, again on the basis of the player's weaponskill. Combat continues until either one player is reduced to 0 stamina, (and thus killed), or one of the combatants disengages by pressing the 'F1' key instead of his player-number. Of course, while attempting so to do, the player is still subject to attack by the other player!

The Causes of Chaos' can understand simple sentences, such as 'GET THE BARREL', 'WEAR IT', 'GO NORTH', 'LOOK THROUGH THE TELESCOPE', but also understands abbreviations for some of the more often used verbs. These are:

'G' meaning 'GET' or 'TAKE' an object.

'D' meaning 'DROP' or 'LEAVE' an object.

'I' meaning 'TAKE INVENTORY' - this lists the objects you are carrying.

'H' meaning 'HELP' - sometimes gives a clue.

'N', 'S', 'E', 'W', 'U', 'D' meaning move in the relevant direction; the directions accepted are North, South, East, West, Up and Down.

'L' meaning 'LOOK' or 'EXAMINE' an object.

The word 'LOOK' or its own, (or the abbreviation 'L') means 'LOOK AROUND', and will redescribe the location. One other command which players might find useful is 'DIAGNOSE'. This gives the current values of the weaponskill and stamina ratings. All objects described by 'The Causes of Chaos' will have one word beginning with a capital letter - this is the word that should be used when referring to the object in your input. For instance, to pick up an object described as 'a leather bottle containing a Potion', the correct command is 'GET THE POTION', or 'G POTION'. Note also that all words can be abbreviated to their first three letters to aid typing. Thus the example above could be represented 'G POT'.

'The Causes of Chaos' is a large and difficult adventure. If you wish to succeed, you should always draw a map, (especially in the maze sections), and play with a friend whenever possible - often your ideas will spark off one another, and solutions will be forthcoming. There's just one more thing

GOOD LUCK!

the causes of chaos

Welcome to 'The Causes of Chaos' - the first multiplayer Adventure for the Commodore 64.

The land of IX.

King Arnids power is crumbling. In an attempt to further The Causes of Chaos the evil Count Vladimir has stolen the Crown Jewels of IX. The six Jewels whose aura of beneficial magic was responsible for keeping the Kingdom in perfect harmony.

Your task brave adventurers, is to retrieve these six emblems of power from wherever they might be.

'The Causes of Chaos' presents maybe the greatest challenge you will ever meet.

To succeed, you will need skill, determination, a little luck, and a little help from your friends.

For 1-6 players.

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