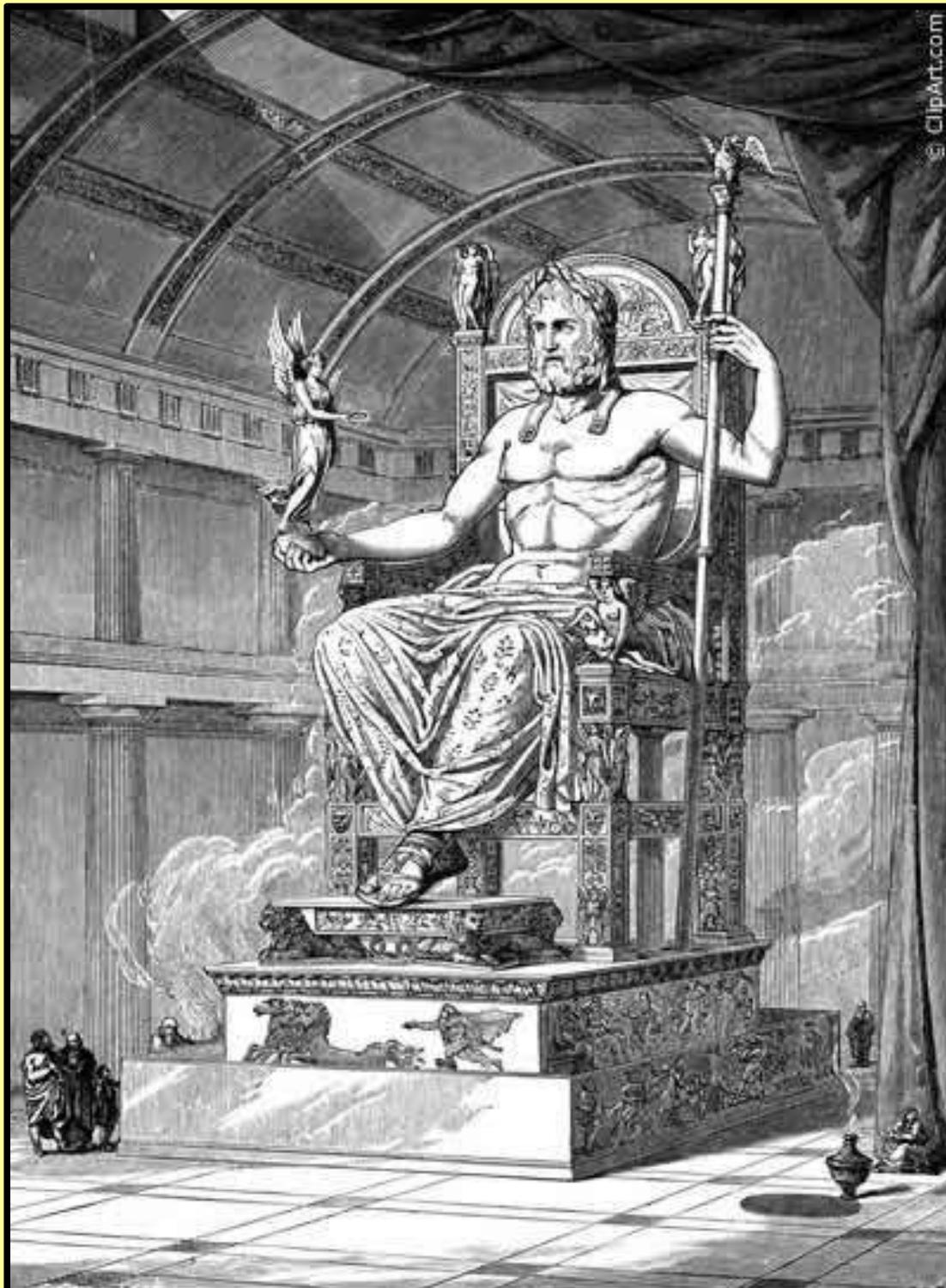


# CAOS

BEAMS



**MSX**  
16KB RAM

**ROM** 32KB  
SLN001



*"This is my quest, to follow that star  
no matter how hopeless, no matter how far.  
To fight for the right, without question or pause,  
to be willing to march into hell for a heavenly cause."*

The Man of La Mancha

### GAME REQUIREMENTS

This **Game Cardridge** is designed for **MSX Home Computers** with at least **16KB** of **RAM**. Both 50Hz and 60Hz refresh rates are allowed. However, it is **recommended** to run this game at 60Hz to fully enjoy it.

### RUNNING THE GAME

1. Turn **OFF** your MSX computer.
2. **Insert** the Game Cardridge.
3. Turn **ON** the computer.

During the computer startup sequence, you can push **[SELECT]** to force **60Hz** (only MSX2 and newer generations) and **[GRAPH]** to simulate **MSX palette** (only MSX2 and newer generations).

### WARNING!

**Caution:** Plugging or removing this cardridge while the MSX computer is ON may result in **severe** damage both in cardridge and computer.

**Caution:** Pluggin this cardridge into non MSX home computers may result in **severe** damage both in cardridge and computer.

# Contents

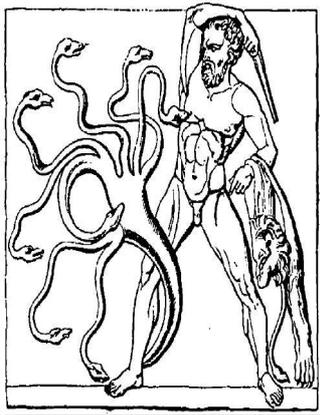
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# Back to Greek Mythology!

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 in **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. Nonetheless, 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**. He got Aleena **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 realizes that the only hope is to **rescue** Aleena and her unborn son to regain the **favour** of the King of Gods.

In this **adventure game** with epic storyline, you incarnate King Zineus. Your **mission** is to save your companion and friend the Mighty Aleena and recover the Zeus' favour. Your quest starts in your own **fortress**, the renowned Zineus' Castle, which is now under Ares attack.



A Great Legend is About to Begin!

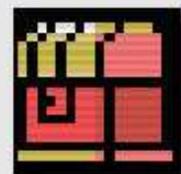
# The Game



"Caos Begins" is a **one player** game. It can be played with **keyboard** or **joystick** in port one. The game can be started by pressing **Fire** on the title screen.

The object of this game is to control **King Zineus**, explore the **Mythological Greece** and find clues about **Aleena's** whereabouts while fighting against **Ares'** evil army.

During his adventure, King Zineus will find **Chests** containing **Key Objects**. This objects are of crucial importance to explore the world. By pressing **F1**, the Key Object selection window appears and King Zineus is able to select any of the obtained objects.





Although Zeus can not openly help King Zineus, he will provide our hero with powerful weaponry. During his quest, King Zineus will find **Divine Spheres** containing the most amazing **weapons, armors, shields and more**. By pressing **F2**, the Weapon selection window appears and King Zineus is able to select any of the obtained weapons.



More than being a genius tactician, King Zineus is also a formidable fighter whose combat abilities are second to none. By pressing **Fire Button**, Zineus **swordmanship** is unleashed. The power of the attack depends on the selected Weapon.



King Zineus is also a learned person who masters the powers of Magic. By pressing the **Magic Button**, a powerfull **Fire Ball** is created. The **Magic Energy** contained in the Fire Ball depends on the equipped weaponry. The **Magic Points** and the **Maximum Magic Points** of King Zineus are shown on the bottom right of the screen. Each Fire Ball consumes one Magic Point.



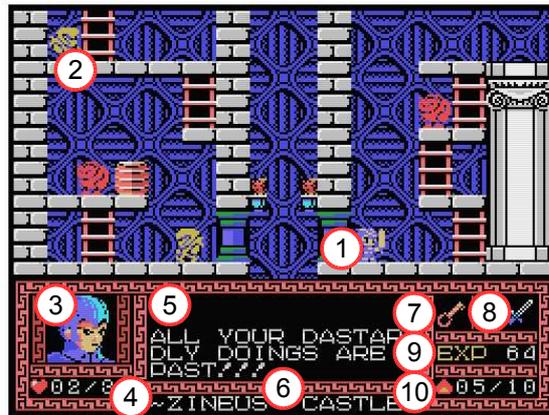
King Zineus has **Life Points** and **Maximum Life Points**. If one of the enemies hits him, Life Points will descend. The amount of Life Points that are lost depends on the enemy combat power and the equipped Weapon. **If Life Points descend to zero, King Zineus is defeated**. Both Life Points and Maximum Life Points are shown on the bottom left of the screen.

**Asclepius**, the God of Medicine, is behaving neutral. He will not openly take part in War, neither helping Zeus nor Ares. However, he admires courage and he **will reward Zineus** when he deserves it. Take a look at Zineus' **EXP**. Every time Zineus destroys a monster, it will be increased depending on the monster strength. When it reaches the value of 100, Asclepius will reward our hero.

The different characters that Zineus will find during his quest will give him important information through the **Text Window** on the bottom of the screen. Some other important messages will appear in the Text Window during the game.

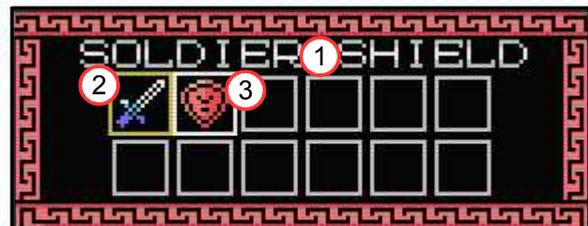


# Understanding Chaos Begins



## GAME SCREEN

- |                                    |                                       |
|------------------------------------|---------------------------------------|
| 1- King Zineus                     | 6- Current Area/Scenario              |
| 2- Enemy                           | 7- Equipped Key Object                |
| 3- King Zineus portrait            | 8- Equipped Weapon                    |
| 4- Life Points/Maximum Life Points | 9- Experience/Courage Points          |
| 5- Text Window                     | 10- Magic Points/Maximum Magic Points |



## KEY OBJECT SELECTION

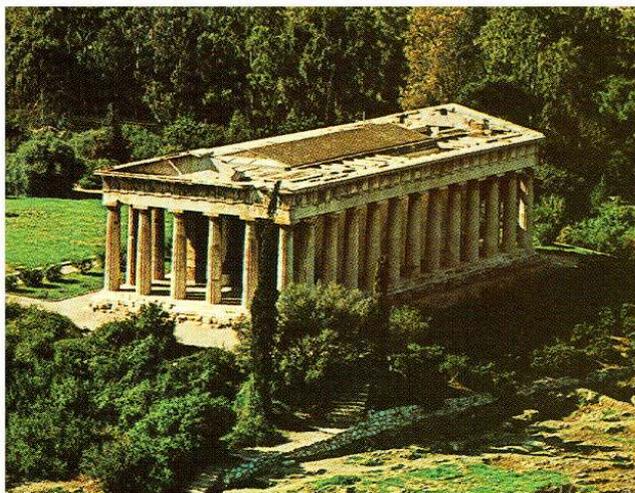
- 1- Selected Key Object Name
- 2- Equipped Key Object
- 3- Selected Key Object

## WEAPON SELECTION

- 1- Selected Weapon Name
- 2- Equipped Weapon
- 3- Selected Weapon

# Game Controls

Scene	Key	Effect
Game screen	Right, Left	Move Zineus
	Up	Jump, climb up a ladder
	Down	Climb down a ladder
	Fire Button (Spacebar, SHIFT, joystick button A)	Use Sword
	Magic Button (M key, joystick button B)	Create Fire Ball if enough Magic Points.
	F1	Open Key Object selection window.
	F2	Open Weapon selection window.
	STOP	Summon Kronos power.
Key Object selection window	Right, Left, Up, Down	Move around the available objects.
	Fire Button (Spacebar, SHIFT, joystick button A)	Change equipped object and exit window.
	F1	Exit window without changing equipped object.
Weapon selection window	Right, Left, Up, Down	Move around the available weapons
	Fire Button (Spacebar, SHIFT, joystick button A)	Change equipped weapon and exit window.
	F2	Exit window without changing equipped object.



# Exploring the Mythological World



**Lost?** The ancient Science of Cartography shall help you. **Make a map**, and do not forget to annotate it with item and door locations.

Do not know what to do **next?** Try to remember what the characters you found told you. You can also go back and talk again to the them. **Pay attention** to their words and you will gain wisdom.

You know where are you and what to do, but not how to **reach** your goal? Sometimes a passage is blocked and you need the **Key Object** to unblock it. The utility of each object is clear. Try using the objects you have in different places. Or, maybe, you have to **look around** to find the right Key Object.

**Enemies** are too strong? No enemy is so strong for a true hero, and King Zineus certainly is. If enemies seem to be too strong, you will need better weapons. Look for the Divine Spheres and you will find **stronger weapons**.

Zineus is walking slower than usual? Does the hero do not **behave** as it did before? That's surely the effect of a Weapon. Some Weapons are too heavy that Zineus can not jump as high as usual. Some other slow down Zineus motion. Some other... well, **experiment** with the Weapons, you will be surprised.

# Characters

**King Zineus**: Born in **Athens** and grown up in **Sparta**, he is the Master of the renowned Zineus' Castle. He is an exceptional man due to his wisdom, intelligence and physical strength. He masters the science of **tactics**, the art of **Magic** and the craft of **swordsmanship**. His army has never been defeated thanks to the help of Mighty Aleena, who has been kidnapped by Ares, the God of War. He is now on a quest to help Aleena and to renew his **alliance** with Zeus.



**Mighty Aleena**: She is an **Amazon** with amazing combat abilities. According to Homer the Poet, she managed to defeat **Hydra** in single combat. That is why King Zineus entrusted her with the **command** of his army. While fighting against evil together with King Zineus, she fell in love with Zeus, who got her **pregnant**. Because of that, Hera, Zeus' wife, joined forces with Ares and kidnapped the Mighty Aleena. His old friend, King Zineus, is now on a quest to **rescue** her.



**King Hephaestus**: Lame in one foot, his poor physical strength is compensated by his amazing intelligence and **skills with machinery**. He rules **Crete**, and his army is said to be unbeatable thanks to **Talo**, the giant bronze soldier built by Hephaestus himself. He is now about to **marry** the gorgeous goddess **Aphrodite** and become a God. He went to Zineus' castle to invite King Zineus to the wedding, and was **attacked** by Ares' army.



# Adventurer Notes

*Zineus' Castle is under attack, Find King Hephaestus, he may help Zineus.*



# Crew

<b>Game programming and design</b>	Toni Burguera
<b>Additional code</b>	Sharon Valerii
<b>Graphics</b>	Corbomite Maneuver
<b>Music</b>	Carlo Bandini
<b>Game manual</b>	Toni Burguera
<b>Some Manual Images</b>	Google Images

**Hikaru Games** is grateful to the **testers**, for their useful comments and feedback, to **King Zineus** and the **Ancient Greek Gods** for providing such an amazing background, and to all **MSX game designers** that preceeded us for feeding our minds with very nice game concepts.

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