



CHAOS LEAGUE



USER MANUAL



Presentation

Chaos League is a new kind of game. It combines sport and action in a heroic fantasy universe. It can be played as an RTS or turn-based game. Chaos League offers new game-play possibilities. Don't look for notions of fair-play or the command "Help opponent back to his feet" because they don't exist ! However, if you've been longing to find in a sport's game such commands as "Stamp", "High Facial Kick", "Holding on the Ground", "Force Passage" or "Ball of Fire" then you've finally found the game of your dreams.

Take charge of a team; place 9 players in your half of the field, then go and touch the ball down in the opponent's end-zone. Nothing easier ! Except for one small detail ... there are a few opposition players determined to get the ball from you.

On the pitch, as in the changing-rooms, there are no rules. Let yourself be carried away on a gentle aroma of doping, corruption and hooliganism even before a match gets under way. Once on the pitch, if the ball doesn't really interest you, then carry on destroying the opposition using all the underhand tricks at your disposal. If that doesn't guarantee victory then magic and traps will come in useful.

Even if massacring the opposition is encouraged, you'll have to use far more subtle tactics to have a chance at winning. You'll have to manage, as best you can, the individual talents of each of your players; take into account the mood of the spectators; to finally be able to get a few points on the scoreboard and make the opposition look foolish. It's up to you whether you then comfort him or take advantage of him while he's down to hit him with a few well-chosen words.

Hardware Requirements

To play Chaos League, you must have at least a Pentium III 500MHz processor (or equivalent), 128Mb of RAM, a 32Mb DirectX (Ver. 9.0 or above) compatible video card, a CD-ROM drive, a DirectX compatible sound card and a mouse or similar pointing device. The game can then be played in 800 x 600 resolution and above.

However, for best results we would recommend the following hardware configuration : 1GHz processor and 64Mb GeForce 2 video card.

We recommend that you do not attempt to overclock your processor nor any other component. You run the risk of damaging it permanently and making the PC too unstable to run this or any other programme.

Operating System

To play Chaos League, you require one of the following Microsoft Windows operating systems : 98/ME/2000/NT/XP.

Graphics

An SVGA monitor is required as well as a DirectX video card equipped with at least 32Mb of RAM. We recommend that you install the most recent drivers for your video card.

IMPORTANT : DirectX 9.0 or above must be installed on your system

Sound

Your sound card must be DirectX compatible. We recommend that you install the most recent drivers.

Multiplayer

It is possible to play in multiplayer mode via a local area network (LAN). You require a 10/100Mbit network interface card and the TCP/IP protocol. A firewall may prevent the multiplayer mode from working.

You can also play via modem (28.8 Kbps or above), an ISDN connection, cable, a T1 or other broadband links offering Internet access.

Installing and running the game

To install the game insert the Chaos League CD in the CD drive. If your PC is configured to allow automatic execution, the installation process will begin. If the installation process does not begin automatically then run the SETUP.EXE programme present on the CD.

Make sure you close all applications on your PC when playing Chaos League so that the game will have maximum power at its disposal.

In case of video problems, go to the "Options" menu to reduce graphic requirements such as the resolution or number of colours.

To run the game click on the Chaos League icon on the desktop or navigate to the Chaos League group from the Windows "Start" menu. When the game is first run a configuration menu appears. From there you may change language, resolution, video driver, colour depth (16 or 32 bit), the level of detail and the sound parameters.

After a short introduction, which you can skip by pressing on the ESC key, the actual game menu appears.



Options

Profile

Your profile contains all your default parameters for the various options. You can create, delete and rename your profile. When you start Chaos League for the first time, make sure you create a "Profile"

Camera scrolling speed and information bubbles

The sliding gauges allow you to set the speed of camera movement and the latency of screen info bubbles.

Sound

Use the sliding gauges to set the volume of sound effects, in-game music and match commentaries. If you empty the tick-box at the end of one of the sliding gauges you deactivate that sound channel.

However, some sound effects warn you about certain important events during a match so you should keep the Effects channel active.

Video Options

You can choose the game resolution and refresh options and the number of colours (16 or 32 bits).

When the game is first started there is a hardware test that selects the best default settings. These should satisfy most players. The sliding gauge at the bottom left of the screen allows you to set brightness.

On the right hand of the screen are more options. Each affects the quality of the screen image, but higher quality draws more PC power. Again, it's best to leave the settings as you found them, unless you understand the options and know the video resources at your disposal.

Keyboard configuration

You can choose keyboard shortcuts as you wish. Just click in the box after a particular command and then press down on the key you wish to use. If you enter a key that is already being used for another command the original character will continue to show. To change the key you must first modify the existing key allocation.

Tutorial

When you run Chaos League for the first time we recommend that you pay great attention to the various stages of the tutorial. It is split into several parts, each having a specific theme. Read the texts in full. They will help you to better understand the subtleties of the game. To launch a tutorial just click on its name. A brief description appears in the window to the right. To confirm your choice click on the tag with the right-facing arrow at the bottom right of the screen.

Load

Load a Championship

Click on the name of the championship you want to load. A description appears in the window to the right. Click on the Load tab or on the right-facing arrow at the bottom-right of the screen. You may also delete a saved championship by selecting it in the list and by then clicking on the Delete tab. A pop-up window asks you to confirm the deletion.

Load a Replay

The best way to progress is to look at replays of your matches. Click on the saved match that you want to load. A description appears in the window to the right. Click on the Load tab or on the right-facing arrow at the bottom-right of the screen. You can also delete a saved replay by using the delete button. A pop-up window appears asking for confirmation. If you confirm, the saved replay will be wiped from the disk.

Load an Import

In championship mode you can export your own team so as to be able to use it in a multiplayer configuration. Click on the saved team that you wish to load. A description appears in the window to the right. Click on the Load tab or on the right-facing arrow at the bottom-right of the screen. You can also delete a saved replay by using the delete button. A pop-up window appears asking for confirmation. If you confirm, the saved replay will be wiped from the disk.

When you import a team you arrive directly on the Team page. Here you can make changes to the team (such as acquiring new players) before exporting it once again.

Scenarios

You can try your luck on one of the scenarios that are offered to you. Each one is a challenge and if you manage to achieve the various objectives imposed the next one is freed-up.

When you pass your cursor over a scenario its description appears in the window to the right. To select a specific scenario click on its name so the coloured tab settles on the name and then confirm your choice via the right-pointing arrow on the red tag at the bottom right of the screen.

During a game it is possible to see the initial objective and whether you have reached it.

Gallery

As you progress through championship mode you free up elements in your gallery. Each species and each promotion from one division to another enables you to benefit from new elements.

Credits

Discover the name of the people who have contributed to the development of Chaos League.

Quit

To quit the game, click on the “Q” tab and confirm your choice in the pop-up window.

Introduction to Teams and players

Races

Chaos League offers 10 different species/races, each having their own special players and style of play.

Humans

The humans are not the most savage, nor the best passers of the ball. However, they have a remarkable ability to adapt their game depending on the opponent. This makes them doughty adversaries. They can run, pass, hold the ball or make quick moves. Their ability to vary their style is their main force.

Dark Elves

The Dark Elves are gifted in the use of magic. The diversity of spells available should give them an advantage in any situation. And not only do they have magic in their favour. They are also great passers and receivers. However, given their slender build they don't like to rough it up.

Wood Elves

The Wood Elves are without doubt the masters of the air. They favour the long pass and swift movement. As with Dark Elves, they are adept at magic, but their frailty makes them very susceptible to strong challenges.

Orcs

The aggressive and hardy nature of the orcs explains, no doubt, their many successes. They are slow, but they are capable of the oft deft touch. However, it is difficult to escape the fact that their strength lies in the physical game, backed up by magic.

Dwarves

Dwarves really only have one style of play, but it serves them well. They don't really know much about long passes or dodging. They would prefer to go through an obstacle than around it. In fact the dwarf style (it that is what you can call it) is really only renowned for one thing : the number of mangled and dying players left lying on the pitch.

Goblins

Goblins are quick, but fairly weak and they are not especially gifted with the ball or with magic. To make up for this relative mediocrity they can call on some unsavoury characters such as Balgor, Troll and Minotaur in whose wake they can inflict some GBH on any opponents left lying on the ground.

Barbarians

The Barbarians are incredibly violent and are capable of varying their style of play during a game. This does allow for some interesting tactical choices, but they are handicapped by their lack of protection which does make them susceptible to injuries.

Undead

The Undead are back and boy are they upset ! Depending on team selection the playing style can vary greatly. However, it's usually based on the application of slow, brute force. Passing should only be thought of as a complement to, what are, very basic tactics.

Praetorians

The Praetorians' main asset is speed. Their game is based on mobility and avoiding combat against teams that are too physical. They can pass well and are adept at magic.

Mercenaries

The Mercenaries are a bunch of players banished for murder. For them, being part of the mercenary team is not a choice. It's their only solution. When they join the mercenaries their past is washed away and they start a new life with a clean slate.

Positions

Each player has a specific, non changeable position. Depending on the situation, a given position can provide or remove an advantage. A given position also allows a player to have access to a certain set of skills, which will impact on his career evolution. The position will have an important influence on the amount of breath consumed for a given action and how far a player can see into an opponent's smoke screen.

Position	Description	Advanatge/Disadvantage
Lineman	Physical players	Injures a quarterback more easily
Receiver	Fast runners and good at catching the ball	Dummies a runningback more easily
Linebacker	More interested in playing the opponent than the ball	Injures a Big Foot more easily
Quarterback	A great passer of the ball	Inflicts a dummy disadvantage on a receiver Quick pass bonus
Runningback	An all-round player and a strong runner with the ball	Armour bonus when faced by a linebacker
Big Foot	A group made up of special players such as Troll, Minotaur, Ogre and Balgor.	Inflict a protection disadvantage on a lineman
Champions	A unique set of players with extraordinary abilities.	

Player characteristics

Players are defined by 4 main characteristics

Speed (SP) : influences the speed at which a player can move. The higher the value, the faster the player.

Savagery (SA) : mainly concerns the ability to fight. The higher the value, the harder it is to beat the player in a one-on-one situation.

Dexterity (DE) : impacts on all actions with the ball and the ability to sell a dummy. The higher it is, the better able the player is in dodging, picking up the ball and throwing or catching it.

Protection (PR) : affects the degree to which a player is injured after losing a fight. The higher the value, the more protected a player is and the less likely he/she is to be injured.

Health and Breath

Health and breath are vital to a player and must be closely observed. Learning how to best manage these two parameters for each player is one of the keys to success in Chaos League. Health reflects the physical condition of a player. It obviously drops after a serious beating. Breath reflects a player's current capacity to carry out an action. During a match two bars (red for health and blue for breath) under each player, show the respective state of each. At the start of a match both bars are at maxi-

mum. Depending on the actions carried out as well as the characteristics and attributes of a player, these two parameters can vary greatly from player to player. One of the easiest ways to restore levels is to substitute a player, allowing him to recover on the bench before, once again, taking to the pitch.

Health

This parameter (red bar) is set at maximum level for all players at the start of a match. Maximum can be equated with a value of 100, but some players do actually start the match with more than 100. When the health bar reaches 0, the player be knocked out, injured or even killed. The latter, obviously, has a severe impact on career prospects ! A player loses points when beaten in a fight or when trampled on. The stronger the opponent and the less protected the victim, the more points the latter will lose. If a player is kicked or put in a hold while on the ground, his/her protection (PR ?) will be of no assistance.

Breath

This parameter (blue bar) is set at maximum level for all players at the start of a match. Maximum can be equated with a value of 100, but some players do actually start the match with more than 100. The blue bar fluctuates during a game depending on player actions. When breath is at maximum players can use it for special actions such as Master Power, casting a spell, healing themselves or haranguing the spectators. Once used, Breath drops to virtually zero and then builds slowly back up. To get Breath back quickly a player must be inactive. As soon as he does anything his recovery slows down. Certain attributes such as Endurance or 3rd lung help to build Breath back up more quickly.

Skills and Spells

A skill brings an advantage in a given situation to the player who possesses it. Certain players can have up to 4 skills or spells from the outset. Most have none or only one.

Both skills and spells can be acquired with Experience Points picked up during matches. Players who are lucky enough to enjoy a long career can learn up to 8 more skills/spells. Therefore a player with 4 skills/spells at the start of his career can, in fact, master a total of 12, with a maximum of 3 spells. When a player acquires a skill or spell the selection is definitive once it is confirmed. And once acquired, it cannot be lost. (For information on Experience Points and acquisition of skills/spells, see the Teams page lower down).


The use of skills in a game is fully automatic. You control nothing. Spells, on the other hand, are fully under your command. Certain skills and spells have two levels of learning and, therefore, effectiveness. You cannot acquire the second level without possessing the first level.

There are 3 types of spell : attack spells, zone spells and general spells. When a character casts a spell it consumes his/her Breath. Attack spells require a considerable amount of breath; zone spells require somewhat less and general spells use a normal amount.

During a match spells are shown via icons. If the icon is blinking it shows that the character is involved in a fight. If you want that particular character to cast a spell he/she will have to dodge away from the opponent in order to cast a spell. This is a risky option.

Each spell has one of three types of marker. Red markers mean that the spell must be cast on an opponent. A green marker means that the spell must be cast on one of your own players and a yellow marker means that the spell is intended for the playing surface.

The marker also gives information on the apprenticeship level of the spell. Two marks (🔴 🔴) indi-

cate a level one spell whereas four marks () indicate a level two spell.

Experience Points

When a player carries out a spectacular action in a match, it is recorded in his or her statistics. After a certain number of actions of the same type the player reaches a certain level in that type of action he gains Experience Points. By accumulating Experience Points your player will have the possibility to buy skills and magical powers. The number of Experience Points earned for each level of action depends on the type of player. For instance, a Quarterback and a Big Foot will not earn the same number of points if both reach level 3 in passing. (The more successful actions of a given type the higher the level attained).

Championship

Championship mode allows you to take control of a team that you build from the ground up and then manage from match to match. You start in division three and you have to work your way up to the Elite division through the 2nd and 1st divisions.

When you click on the Championship a drop-down menu invites you to select a level of difficulty (Rookie, Apprentice, Pro or Master). When you have made your choice, click on the tick tab. A new drop-down menu then asks you to choose a mode of play (Real-time or Turn-based). In the first mode, action is non-stop. In the second you have up to 40 seconds between action sequences to think about possible moves. The latter eases apprenticeship of the game. If you do choose a turn-based game a further drop-down menu offers 4 timing choices (5/10, 5/15, 5/25 or 5/40). The first figure concerns the amount of time allocated to on-screen action; the second defines the amount of time the players have to decide on moves. In real-time a game will last slightly more than 10 minutes. In turn-based mode it could last closer to 1-1/2 hours. It should be noted that these decisions on mode of play are definitive for that particular championship. Once you have decided on the mode of play click on the tick tag to be brought to the team page. Team creation is made up of 4 phases :)



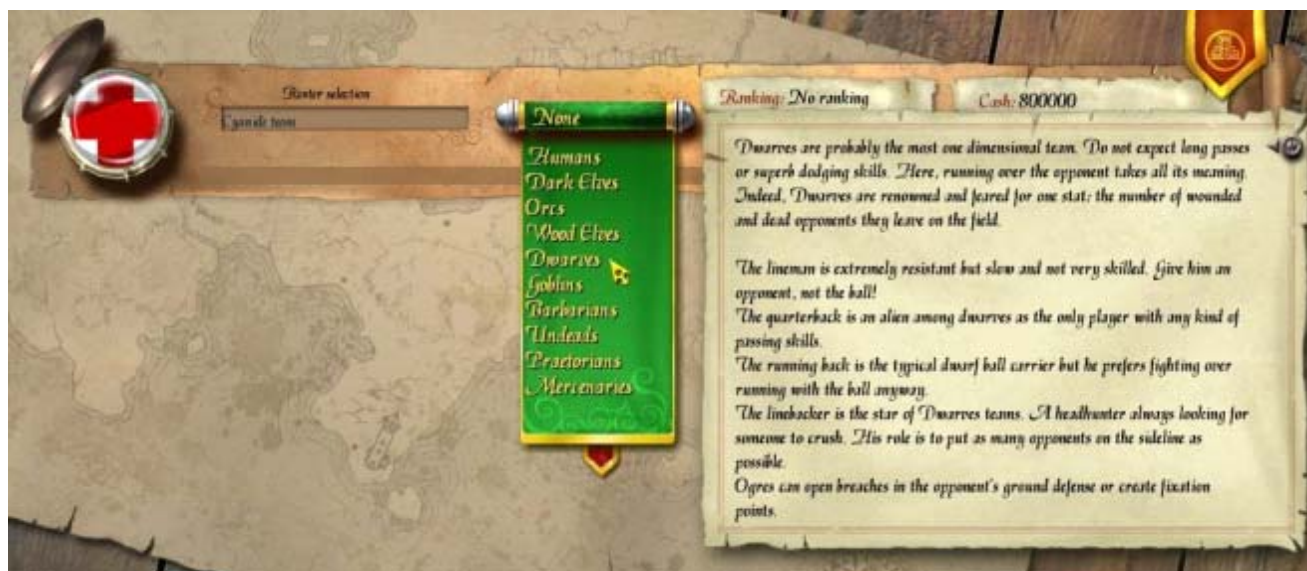
Choose team logo : Click on the round distorted face in the top left-hand corner of the screen to view the logos on offer. You can create your own logos. They should be round, inside a 128 point diameter circle, and saved in TIF format. You can then load them into the logos sub-directory inside the Chaos League directory

Team name : The next step is to name your team. Don't go wandering off, clicking on other tabs because you'll forget this stage and all the way through your career you'll be saddled with a side called "New Team". So right now enter a name in the box at the top-left of the screen.

Choice of race/species : You choose your team from the list that drops down when you click on the red tag that emerges from the green scroll. As you pass the cursor over the names on the list a brief description appears in a window to the right. Study the description to find the team you are most comfortable with. That said, if you are comfortable with any of these teams you

should probably seek medical help !

You can find out much more about each team by looking at the pages that sit behind the red tag at the top right of the screen. The attributes and skills of each player are shown in detail. However, at this stage of your Chaos League apprenticeship such a quantity of data may lead to information overload so it's probably just best to note the existence of the page. Should you choose to visit this section at this stage, you use the "X" tag to return to the general management bar. You can find out more about teams and players in the Characteristics and Attributes section just below.



Validation : Use the tick tag at the bottom-right of the screen to validate the above choices. A pop-up window asks you for confirmation before finally saving race, logo and team name. These three choices are definitive for the current championship.

Purchases

You have chosen the race of player for your team and given it a name and logo. Now you must acquire players and staff. Fortunately you do not start the game empty handed. Chaos League, being a planetary sport, is well-endowed and the authorities have seen fit to hand over a large sum so that you can join the fun. You'll see the amount allocated, in the top-right of the screen, beside the word "Cash". It won't buy you anything at your local supermarket, but it oils the workings of Chaos League. "Where does the money go when you buy a player ?" you may ask. You may well ask, but do not expect a full answer. Let's just say that Chaos League is a vast and sometimes mysterious operation. By some devious means a certain percentage will make its way back to you in the form of a Slush Fund.

As you make your player purchases your available funds decrease, but your team "Value" increases. You will notice that an initial team value of 750, for example, was derived from player purchases of 750 000. Any budding chartered accountants should be able to see the relationship.

We would advise any members of that particular profession to keep silent about their Chaos League proclivities as it may impede future career prospects.

The team value will increase as it gains experience or you add new players.



You must have a minimum of 9 players to take part in a championship and you can buy a maximum of 15. A purchase is done via the drop-down menu that appears in the Position column. Click on the white parchment marked “None”. It fully unfolds revealing a list of players and their price. A red tag on the right follows your cursor movements along the list. As you move the cursor up and down you will see the particular attributes of that player on another white parchment, lower to the right. Default attributes depend on race and position. More attributes can be acquired later in the game through “Experience points”.

Click with the left mouse button on the player you wish to purchase. The player’s image appears on the right of the screen. Just to the left, two columns, Xp and Act, show the number of times the player has completed a particular action (pass, touchdown, interception, ...) in a match and the number of Experience points that that has generated. For a new player with no match experience both columns will be empty. In the table on the left the players name and characteristics enter the team sheet and the white player selection parchment moves down one line so that you can select a new player. You may change the player’s name whenever you want. Click on the name and it moves to the left. Use the delete or backspace keys to erase the name and then enter the name of your choice.

Player purchases are not as straightforward as you may think. Some players are temperamental and they require that they be the sole representative of their category in your team. Such players include trolls, balgors, minotaurs, As for the others you can buy as many as you want of each. Though, for some strange reason of racial promiscuity, the price may rise after a certain number of purchases.

You should not spend all available cash on players as you will require team doctors, cheerleaders and that useful little tool for distorting the time-motion continuum, a slo-mo ! You can buy up to 5 doctors, 10 cheerleaders and 10 slo-mos by clicking on the “+” sign on the corresponding scroll at the bottom-left of the screen. All have their part to play in the victory of your team. The team doctor can put a groggy or injured player back on his feet. Even a dead one !! Cheerleaders increase spectator support for your team. The slo-mos allow you a few moments respite in which to regain composure and give orders to your players.

Should you have gone overboard on players, meaning that you have no money for some of the above, you can cancel a player purchase and the money will be restored. (It should be noted that if you wish to get rid of a player after he has played a match you recuperate nothing). To make things easier a fully reimbursable player has a green shield in front of his name and a zero-return player has a red shield. When you are happy with all your purchases you must confirm them with the tick tag at the bottom-right of the screen. Spending is then definitive.

Fixed user interface

In the management section of championship mode you are presented with various types of information but throughout certain parts of the interface remain the same, allowing you to quickly find your way.



Along the top of the screen you have the general management bar. This bar already contains your team logo and name. After that the green scroll shows the race of player you have chosen. To its right is information on your current league and standing within that league. Further to the right you see current funds and team value. Team value translates team quality. In theory, the higher the value of the team the more difficult it is to beat.

Above the general management bar you'll find 4 tags : Team, League and Hall of Fame that give access to further pages on your championship (see below). The downward pointing tag on the far right gives access to detailed data on player attributes and skills by race.



Towards the bottom left of the standard interface is a button in the form of a wax seal. By clicking on the button you gain access to four new tags : Export (team), Save (championship), Load (championship) and Quit (game). At the bottom right of the screen, a right facing arrow on a red tag allows you to confirm management decisions and to move towards your (next) match.

Team

The team page is broken down into 3 sections accessible by 3 tabs : Characteristics, Statistics and Results.

Characteristics

You access a page giving you information regarding your players. To the right of each name you can see the values of the Speed (Sp) , Savagery (Sa), Dexterity (De), and Protection (Pr) attributes. To the right of these is the Experience (Exp) points column. If your player has enough points to acquire new skills these points will show up as a green button.



The screenshot shows a scrollable table with two tabs: 'Characteristic' and 'Statistics'. The table has the following columns: 'Name of players', 'Position', 'Sp', 'Sa', 'De', 'Pr', and 'Exp'. There are three rows of player data. The 'Exp' column for the second player has a green button.

	Name of players	Position	Sp	Sa	De	Pr	Exp
1	Thomas	Left Hammer	73	40	56	45	0
2	Kercick	Common	40	36	10	50	0
3	Dumbord	Common	40	36	10	50	0

When you click on the button a new screen appears listing all possible skills. Your player may acquire those skills written in darkened letters. Those written in a lighter colour are inaccessible because the player may either have not enough points or the required level. If you want to acquire a skill for your player click on its name and the red arrow tag will settle to the left. A description of the skill appears in the window to the right. Confirm your choice with the tick tag at the bottom right of the screen.

As we saw when you made your original team purchases, a 3D image of each player appears on the right of the screen when you click on his/her name. The player's in-match actions and experience points generated appear in two columns next to the image. Below you see skills that the player possesses. When you pass the cursor over an individual skill its description appears in a box to its right.

Statistics

Here you find your team's statistics in the form of two tables. The left-hand table shows statistics since the creation of your team. The right-hand table shows equivalent information for the current season.

Results

On this page you can consult all the league and cup results of your team. To liven it up a little you may even win yourself some images.

League

Ranking

You can consult your own league table as well as those of the other divisions. Next to the name of the team you'll see its species/race and its points total.

You begin a championship in division 3. It is divided into two groups of 10 teams each. To get promoted to division 2 you must first top your group and then beat the winner of the other group in a play-off final. Only one team can be promoted each year. The Premiership is the dream of many, but it will take many seasons to reach it. As for relegation, the system is similar to promotion. The two teams at the bottom of their respective groups fight it out in a relegation play-off. The losing team

drops down a division. This, of course, does not apply to the 3rd division because you can go no lower. Each year the groups are randomly drawn from teams in each respective division.

When you click on the name of a team a window opens, giving details of the players. This allows you to check on your next opponents. You will no doubt find some interesting information.

Calendar

When you click on the Calendar tab your team's match schedule will appear. You can consult other team's schedules by clicking on their name. You may change divisions by clicking on the Division choice drop-down menu tag.

Championship mode has a dual structure. The first is a challenge structure and the second is a points attribution system. During a season each team must play 10 games – 5 home and 5 away. When you play an away match you cannot choose your opponent. However, when you play at home you can challenge a team from the list that is proposed. Depending on the position of a given team in its group and depending on its value you can earn more or less points by winning or drawing a game. It should be noted that although the divisions are divided into 2 groups you can challenge a team from the other group. This wide variety of possible opponents makes for a lively group phase with an uncertain outcome.



To challenge a team you have to click on the Challenge button. A new window opens up, showing two tables, each made up from teams in a given group. You can check on team race, ranking, value by clicking on a name in either table. The data appears in a window to the right. With a team selected, you can look at individual players by clicking on the blue tag that hangs from the data window. This opens up a new page which also shows the number of team doctors, cheerleaders and slo-mos it currently possesses. To get back to the challenge page, click on the tick tag at the bottom-right. Should you wish to consult the résumé of any match you can click on the score on the challenge page. You will be taken to a page showing score, winnings and the main events of the match. It is possible to slide the silver marker up/down the red strip to view all details.

At the end of the league season the cup competition starts. It's a true knock-out competition (in both senses of the word). All teams can take part and the draw is totally random so you could find yourself up against some of the big guns. If you have a relatively weak side you might find the adventure costly in terms of player health. However, if you do manage to pull off a surprise victory the financial rewards are generous. The pros and cons of entering the cup have to be weighed carefully.

Hall of Fame

The Hall of Fame brings together all the most interesting records and exploits. They are sorted by division and broken down into 3 topics : best teams, best players, best matches. The topics are chosen from the first drop-down box on the Hall of Fame page. Depending on this first choice a second drop-down box will appear, offering from 6 to 8 rankings and the screen décor changes. You may click on the name of a player or team and consult the various details.

Game

The following chapter applies to the Game option chosen in the main menu. It concerns one-off matches which have no bearing whatsoever on Championship mode. The following chapter, Playing a Match, is common to both Championship and Game mode.



Teams

On this screen you fix match conditions. Your team is always red and the computer's is always blue.

Choose the mode of play from the drop-down box at the top-left. As standard, it is set to Real-time. If you change the mode to turn-based mode a second drop-down box appears to its right. Here you can fix the amount of time to think about possible moves, from 10 to 40 seconds. Next choose the level of the game's Artificial Intelligence (AI). The higher the level, the faster the game and the more often opposition team-members receive orders. Machine analysis of a given situation is also improved.

Choose the race for you and the PC from the two coloured scrolls and then choose a team from the drop-down box in the form of a parchment. The more stars a team has the better it is. If you're an adept of suicidal challenges, select a weak team to play against a PC 3-star team. You can also set the game's AI to the hardest level !! Once you have selected race and team (but not yet confirmed your choices) you can consult the relative merits of the players by clicking on the small red (your team) and blue (computer team) tags that emerge from the value/league parchments. Once you have made up your mind you confirm your decisions by clicking on the tag at the bottom right of the screen. The tag at the bottom left brings you back to the main Chaos League menu.

Pitches

Choose the stadium in which you want to play (or “where you want to die”, as the game so nicely puts it) by clicking on an image. If you want a random selection, click on the question mark. To confirm pitch choice, click on the red tag at the bottom-right of the screen. The tag in the opposite corner brings you back to team selection.

Dirty tricks

In Chaos League nothing is hidden from view. We know that other sports are not as clean as they claim to be. Well in Chaos League we are not ashamed to announce the fact that doping and bribery are an integral part of the game. How else is the ref going to be able to afford a new Porsche ?

Each team receives a certain sum of money from a slush fund to compensate for certain player weaknesses. The amount of money received is directly related to the relative values of the two teams. The weaker a team is relative to its future opponents, the more money it receives. All money made available at this stage must be spent immediately. It is impossible to spend more or to carry money over to another match. The amount of money available is shown in the bottom left. As you make purchase a second set of figures shows spending. If you go over budget this second figure will blink, meaning that you'll have to cut-back on one or two items.

The small red and blue upward-pointing tags at the top-right allow you to check the merits of each team. The large downward pointing red tag allows you to view race and position characteristics for Chaos League in general.

Corruption

Bribery allows you to nobble the referee. When, for example, he sees one of your players attacking an opponent on the ground he's liable to pull out a red card. A small bribe makes him turn a blind-eye. You can acquire up to 10 bribes if you have the necessary funds.

Hooligans

What's a game without a few supporters shouting for your team ? Especially if they manage to mute opposition support by their menacing appearance. You may despise them, but sometimes you just can win without them. They have a calming effect on opponent's cheerleaders and spectators alike thus reducing their positive impact on a game.

Doping

The injection of 100% natural products can only improve player health. So it should not of course be overlooked. A healthier player will run faster and be more aggressive and agile. Unfortunately the game's authorities don not fully approve of these “dietary supplements” and so if any player is found to have taken something he/she will be excluded from the match.

Anti-drug tests

Given that the opposition are a bunch of cheats they are bound to be doped to the eyeballs. As we know, their dietary supplements are solely aimed at improving performance through wholly illicit means. Such practices should, of course, be severely sanctioned. You can ask for a drugs test on up to 5 opposition player within the limits of your budget.

Once you have spent your allocated funds click on the red tag in the bottom-right. A new screen will confirm your bribery and hooligan purchases as well as showing the results of anti-drugs testing on your own and opposition players. Any player named as positive will be excluded from the forthcoming match.

Playing a Match

Whether you came to a match via Championship mode or a one-off game the same rules and interface apply.

Before each match or restart you have up to one minute to set up your team. You can position your players in your half of the field and swap players as you wish. There are two constraints on positioning. Firstly, you cannot have more than 9 players on the pitch and, secondly, you cannot place your players inside the opposition half (it is coloured red) until hostilities begin. Substitutes stand behind the goal-line. If you are ready before the minute is up you can click on the OK tag at the top of the page. If your opponent is ready, the game can begin and a gong strikes. If you do not click on the OK tag the gong will strike and the game will begin as soon as the 60 seconds are up. The clock in the top-left hand corner of the screen starts to count towards 10 minutes.

To help you in placing your team-members you can use one of the four placements tags (Balance, Run, Pass, Defence) on the right of the screen. The players will position themselves in preset positions depending on which you choose. You can modify the positions if you wish and then save a particular setup by then clicking on the Save tag. To recall your specific setup use the Load tag. You can also recall the setup at the previous gong by clicking on the Remember tag.

A match always lasts 10 minutes. The ball starts the match on the back of a pig. You can try your luck and dispossess him, but you can just wait a couple of seconds until he explodes, following some strange Chaos League ritual that goes too far back in time to find a fitting explanation. A clock at the top-right of the screen counts the time. It stops when a point has been scored and it takes up again once the match resumes. When a point has been scored the team who conceded it restarts the match with the ball directly in their half. (Pig lovers among you will be pleased to hear that no pigs are required to restart a match). For a restart after a score only 30 seconds are allowed to position players.

1 – Score and elapsed time

14 – Preset group positions

13 – Group tags

12 – Player marker tags

11 – Spectator spells and traps

10 – Spectator appreciation bar (green)

9 – Team doctors, Bribery and team Slo-mos

8 – Actions possible with player's Breath

7 – Spell(s) possessed by selected player

4 – Presentation area of selected player



2 – Spell icons of all the players currently on the pitch

3 – Player placement tags

6 – Player Health and Breath bars

5 – Players currently on the pitch

Cursors

The cursor changes shape depending on the context and the element selected.



Normal cursor : select one or several players and it will change shape



Movement cursor : one or several players are selected. You can give a movement command.

The four cursors below are attack cursors. You can give an order to selected player/players attack targeted opponent.



Red target : difficult combat for your player



Yellow target : balanced combat with uncertain outcome



White target : combat slightly in favour of your player.



Green target : your player should have the upper hand.



Support cursor : one or several players are selected. You may give an order to assist a team mate involved in a fight.



Protection cursor : one or several players are selected. You may give the order to protect the chosen team-mate



Pick-up ball cursor : one or several players are selected. You may give the order to pick the ball off the ground.



Ball throwing cursor : the ball carrier is selected. You may give the order to throw the ball to chosen team-mate.



Team-doctor cursor : it appears when you select the team-doctor command from the menu bar and you then select one of your players who is injured. You can treat the chosen player.



Spell cursor : it appears when you select a spell and then target one of your players or an opponent. The spell either comes from one of your players or from the spectators. You may use the spell whenever you want. As well as this cursor you may see the spell icon. The latter is red when it is impossible to use it.



Loading cursor : wait for a few seconds as the element loads.

Pause

When you hit the Escape key during a match the game pauses and a menu appears. It allows you to access setup options so that you can change sound and brightness settings. You can return to the game with the Resume game button. If you want to quit the game click on the Quit game button. The same menu is available via the left facing tag on the bottom right.

In multiplayer games pauses are limited to 3 per player.

Screen camera

To move the camera around the area of play you have three possibilities : mouse/cursor; keyboard and on-screen .

When you move the cursor to the edge of the screen the camera tracks in that direction and when you turn the mouse wheel you can zoom in and out.

The Page Up and Page Down keys allow you to raise and lower the camera. The arrow keys allow movement in the back/forward and right/left. You can also use any shortcut keys you have configured.

At the top left of the screen is a tag with a “C” through which you can access various fixed-view cameras.

Selection

You select a player by clicking on him/her with the left mouse button. Once the player is selected you will see a red circle at his/her feet, below which appear the Health and Breath bars. To deselect a player, click anywhere on the open pitch. When you double-click on a player you select all players of that type in your team and currently on the pitch. To add a player to an existing selection, press down the CTRL (control) key and without releasing it, left-click on the player to be added. Then release the CTRL key. To remove a player from a selection, press down the CTRL (control) key and without releasing it, left-click on the player to be removed. Then release the CTRL key.

Selection frame

You can draw a frame on the screen to select one or several players. Place the cursor in one of the right angles of the frame, click with the left button and hold the button down as you draw the cursor to the opposite angle. The select zone is defined by a coloured border and all selected players are ringed.

Assign a number to a player or group of players

Select a player or group of players and then press on one of the following key combinations : “CTRL” + “1”, “CTRL” + “2”, up to “CTRL” + “8” (do not use the “+” key). It is thus possible to create up to 8 groups of players that can be selected by the corresponding numeric key. The tags, numbered 1 to 8, on the left-hand side of the screen can be used to select each group. It is also possible to select players for a group and then to attribute that group directly to a numbered tag. Select a group keeping the CTRL key pressed down. Do not release the CTRL key and, with the group still selected, left-click on a numbered tag and then release the CTRL key.

Preset formations

When three or more players are selected, three buttons (circle, line and triangle) appear alongside the numeric tags. When you click on one of the buttons, players arrange themselves according to the given pattern.

Marking players

You can use the shape/colour tags (purple circle, orange square, green triangle and blue diamond) that appear at the lower left-hand of the screen to mark individual players. Marking is useful if a player possesses special skills or powers. Each mark instantly stands out when you look at the screen, meaning that you can quickly find your most important elements.

Orders

To get a player to carry out a given action you have several possibilities.

When a player is selected, right-click on a target. The selected player will carry out a default action depending on the context (attack, throw the ball, stamp, pick up the ball, support a team-mate in a fight,). It is possible to give multiple orders by keeping the Shift key pressed down as you right-click a series of actions. This is especially useful if your player possesses special powers.

The middle mouse button, or wheel, can be used to call up a menu that allows you direct access to actions that depend on your Breath. The menu shown depends on whether you target the ground, an opponent or one of your own players.

You may, of course, attribute orders to certain shortcut keys.

Players can also carry out actions without any given orders. Depending on aggressiveness and the proximity of an opponent, a player may decide to attack. However, the same player will not attack if he/she is carrying the ball. A player who misses a pass will also try and pick up the ball without being told. If a player finds himself in between opposing throwers and receivers he/she will also try and intercept, without you having to issue a specific order.

Breath

The blue horizontal bar below a character indicates the amount of Breath currently available. When the Breath bar is full you can use it for different actions such as Master Power, Magic, When you carry out one of the actions a certain amount of Breath is consumed. Each type of player has a given consumption of Breath for a given action. For example, a Dark Elf will use less Breath than a Human to cast the same spell. The speed at which Breath builds back up depends on the player and what he is doing. An active player will see his breath build up slower than a resting player.

Here are the actions possible with Breath



Master Power : an attack more violent than normal. The savagery of the player is boosted for the current fight.



Sprint : allows for a burst of speed over short distances



Fire up the crowd : the player asks the spectators to support his team. This action increases spectator support which is then translated into a spectator spell or trap.



Smoke screen : allows a player to conceal the activities of his team from his opponents in a certain part of the pitch. His own vision remains unimpaired. When a smoke screen is created all team-mates in that zone disappear from view, except if an opponent is standing next to one. Smoke screens vary in their lifetime and amount of pitch concealed. Player attributes affect these parameters. If several smoke screens are created over the same area, the first one created takes precedence. As soon as the first smoke screen fades, the second takes over.



Self-healing : allows a player to recover all his Health points



A player is surrounded by a zone in which he will systematically seek to attack an opponent who crosses into it. The player attitude will impact on the size of the zone. A player is either Passive, Aggressive or Very Aggressive. At the start of a match a player is always Passive. With Aggressive and Very Aggressive attitudes a player will always be consuming Breath. In Passive mode, the player consumes no Breath.

Intermittent images that appear at the top of the screen



The referee has his eye on you



The referee is reaching for his red card. It's time for you to use some financial persuasion.



A player is injured.



(Blinking icon) A player is knocked out.



(Blinking icon) A player has passed on.

Multiplayer

In multiplayer mode up to 6 players can compete over a network or the Internet. Players can communicate via the chat box at the bottom of the screen. The box can be adjusted vertically so as to view more or less text.

LAN and Direct IP

Enter your pseudonym at the top-left of the screen.

Creation

To create a multiplayer match click on the Create game button towards the bottom right of the screen. A new window opens asking you to enter the name of the game, a description of the game and the number of players that will take part. Once this is done, confirm your entries by clicking on the xxx tag.

Join

To join a game click on a name from the list in the table on the left and then click on the Join game button towards the bottom right of the screen. If you want to join a game hosted on a server, whose IP address you know, enter the digits in standard IP syntax in the IP Connect box.

Preparation

If you have created or joined a multiplayer match you arrive at the preparation screen. For multiplayer games with only 2 participants, each person must be in a different team. For games with more than 2 players each person must choose the team in which he or she wants to play. A minimum of one and a maximum of three players can play on one side at a time. One player in each team must be captain. To nominate a captain you must tick the click-box in front of the player's name. Only the captain can confirm the choice of the team, the allocation of on-screen players to control and the organisation of the team's dirty tricks.

Teams

(See the description of this screen in the "Pre-match" chapter below). There are two parameters specific to multiplayer games. If the players are using their own exported teams, the instigator of the game can choose to use these teams by clicking on the tab (?) at the top of the screen. At the end of the match the personal teams are automatically saved along with experience points gained in the match.

The other specificity in the multiplayer game is that the right hand side of the screen is veiled as long as no opponent has joined the match. As soon as an opponent joins the match the screen takes on a normal aspect.

Orders

This section is only active in multiplayer games. It allows you to allocate the on-screen players to the various people taking part. To take control of a player, click on the shield in front of his/her name so that it changes to your colour. (Your colour is indicated at the bottom of the screen). As standard, the whole on-screen team is under the control of Player 1.