Walk-through of Mission One

This section explains how to play through the first mission.

Select the game difficulty

1. Click the Play button on Main Menu and the Difficulty menu pops up.
2. Click the Easy, Medium or Hard button to choose the game difficulty.

Note: You can also select Guided Tour on this menu.

Find out the mission objectives

Objectives are the same as *goals.*

Watch the video to find out your objectives for Mission One.   Afterwards, the Objectives screen pops up, displaying a summary of the mission objectives.

1. Read each goal carefully. You must complete all these goals to go on to Mission Two.
2. Click the OK button when you are finished reading.

Pick your team members

The Recruit menu displays characters you can choose for the mission.   In the first mission, you can only choose from 4 explorers.

1. Click once on a photograph.   The character's photograph changes to show what he will look like in the game.
1. Click the OK button.

Note: The number of characters you can recruit is based on total number of recruit points.

Read the Game Tips

1. Click the Next button to read the next tip.
2. Click the OK button to continue with the game.

Build a Base Camp

For nearly every mission you will be given enough supplies to build a Base Camp.   With a Base Camp, you can recruit explorers and store supplies.

1. Click on an explorer.
2. Click the Build button.
3. Click the picture of the Base Camp.
1. Place the Base Camp's blueprint on the map.   The blueprint must be completely blue with no red showing in order to start construction.
1. Watch as the explorer builds your Base Camp.

GAME TIP: Build your Base Camp close to supplies, that way your team members can collect them faster.

<u>Collect supplies</u>

As you explore, keep an eye out for yellow boxes.   These crates of supplies are the source of building material. Every time you build or upgrade, you will need supplies.

1. Click on an explorer.
2. Click on supplies.
1. Watch as the explorer walks to the supply drop, picks up supplies and carries them back to Base Camp.

Build a Tent

Once you have a Base Camp, you can build a Tent.   Notice how the Tent picture is now active on the Build menu.   You need to build two Tents to complete your mission objectives.

GAME TIP: Send wounded team members into Tents or Shelters to heal faster.

<u>Defend team members</u>

Wild dinosaurs may attack your team members while trying to complete the mission.   To direct a team member to defend himself:

1. Click on the explorer.
2. Move the cursor over a wild dinosaur (the cursor will look like a red target) and click once.
3. The explorer will attack the wild dinosaur.

Find Sarah Harding

Sarah is somewhere on the game map.   You must direct your team to explore the map, clearing the black fog, in order to locate her.   Once you have cleared the fog and can see Sarah, you need to direct one of your team members to walk up next to her in order to 'find' her.   Once she is found she becomes a member of the team and can be directed to do tasks.

<u>Winning the Game</u>

If you complete all the mission goals, you win the level.   If you win each level, you win the game.

{button ,AL(`recruit;supplies;build;explorers',0,"",`main')} <u>Related Topics</u>

Game difficulty

To play, you must first choose a level of game difficulty.   There are 10 missions for Easy and Medium. All 12 missions are playable on Hard difficulty.

To select game difficulty

1. Click the Play button on Main Menu and the Difficulty menu pops up.
2. Click the Easy, Medium or Hard button to choose the game difficulty.

Note: You can also select Guided Tour on this menu.

Basic interface

The main interface for Chaos Island is the PDA (Personal Data Assistant) – a virtual hand-held computer that allows the user to view and direct the actions of the team on the island.   The PDA is comprised of three main components: the Main View, the Mini Map and the Side Bar (through which the game controls are accessed).

Main View – The Main View includes most of the game screen and displays a detailed view of a portion of the level map.

Mini Map – The Mini Map is located in the top right corner of the screen and displays the entire level map.   Units, structures and supplies appear as color-coded dots on the Mini Map.

Blue indicates your units.
Red indicates hunter units.
White indicates wild dinosaurs.
Yellow indicates supplies or eggs.

Side Bar – The Side Bar is the area underneath the Mini Map at the right side of the screen.   It contains the buttons that allow you to access the game controls: Build, Repair, Options and Quit (designated by an icon).

Changing the Main View

There are two ways of viewing the action on the island: scrolling the map in the Main View and using the Mini Map to change the view region.

To scroll the map in the Main View:

In the Main View area, move the cursor in the direction you want to scroll (you can use the red arrows at the edges of the PDA as a guide). The cursor will display a red arrow and the map will scroll in the corresponding direction.

To change the view using the Mini Map:

On the Mini Map, click a new location with the left mouse button, or click and drag the white box to the new location. The Main View will change to reflect the new region.

{button ,AL(`upgrade',0,"",`main')} <u>Related Topics</u>

Grouping

Grouping lets you command or move several team members and friendly dinosaurs at the same time.

To group:

Click the left mouse button and drag the pointer over the group of team members and/or friendly dinosaurs, or hold down the CTRL key and click each individual.

To ungroup:

Click the right mouse button, or hold down the CTRL key and click each grouped individual.

{button ,AL(`explorers;dinosaurs',0,"",`main')} Related Topics

Moving

You can move team members and friendly dinosaurs.

To move:

1. Click on a team member or friendly dinosaur.
2. Move cursor to a location (cursor should be yellow).
3. Click a location.

To move a group:

1. Drag the cursor over a group to select them.
2. Move the cursor to a location (cursor should be yellow).
3. Click the location.

To de-select an individual or group:

Click the right mouse button.

{button ,AL(`grouping',0,"",`main')} <u>Related Topics</u>

Combat

A *unit* is a general term for anyone or anything that moves.   This includes team members, friendly dinosaurs, wild dinosaurs, hunters, hunter vehicles and hunter-controlled dinosaurs.

A *structure* is a general term for anything that can be built.

Health

Each unit and structure has a health status bar.   The status bar is displayed when you click once on a unit or structure.

>   **GREEN** – healthy
>   **YELLOW** – injured
>   **RED** – badly injured
>   **BLACK** – critically injured

Fighting

Hunter units and wild dinosaurs may attack your explorers or friendly dinosaurs.   If your units are attacked, they will defend themselves and/or can be directed to attack the opponent.   All units may cause damage when they attack – lowering the opponents' health status.

If a unit sustains too much damage (the status bar goes from red to black) the unit is taken out of play for the remainder of the mission.

Team members and friendly dinosaurs can be healed.   See the sections How can I heal explorers? and How can I heal my dinosaurs?

Attacking structures

Units can attack enemy structures.   A structure is destroyed if it takes too much damage (its health bar goes from red to black).

Team members can repair their damaged structures.   See the section How can I repair structures?

Note: You cannot attack your own team members, dinosaurs or structures.

{button ,AL(`heal;upgrade;grouping;explorers;dinosaurs',0,"",`main')} Related Topics

Mission results

When you successfully complete a mission, the Mission Results screen appears with your mission tally and your score.

EGGS FOUND - The number of eggs found out of the number of eggs on the map.
HUNTERS DEFEATED - The number of hunters, hunter vehicles and hunter-controlled dinosaurs defeated.

Scoring

You receive 100 points for winning the mission. You may gain additional points for the number of eggs saved in your inventory and the number of recruit points unused at the start of the mission.

Each egg remaining in your inventory at the end of the mission is worth 100 points.   For example, if you save 5 eggs, then you receive 500 points.

Any recruit points you did not use at the start of the mission are worth 10 points each.   For example, if you did not use 30 recruit points, you receive 300 points.

Your total score equals the base of 100 points plus any points gained by saved eggs and unused recruit points.

Options menu

During game play, click the Options button to access the Options menu.   While this menu is up, the Side Bar buttons are disabled and game is paused.   To exit the Options menu and return to the game, click the Resume button or press the ESC key.

Save
Click the Save button to save the paused game.

Load
Click the Load button to quit the paused game and to load a previously saved game.

Objectives
Click the Objectives button to see your list of the goals for the current mission.

Game Tips
Click the Game Tips button to get hints for winning the game.

Configure
Click the Configure button to adjust game speed, scroll speed, sound effects volume and music volume.

Quit
Click the Quit button to end the current mission and return to the Main Menu.

Restart
Click the Restart button to end the paused game and start the mission from the beginning.   (If you want to start over at Mission One, just click Quit to return to the Main Menu.   At the Main Menu, click the Play button.)

Resume
Click the Resume button to return to the paused game.

Saving and loading games

To save a game:

1. During game play, click the Options button.
2. On the Options menu, click the Save button.
3. Type the name of your game in the text box at the top of the screen.
4. Click the Save button.
5. Click the Resume button to return to your game.

To load a saved game:

1. At the Main Menu, (Credits, Quit, Load and Play buttons) click the Load button.
2. Click on the name of your game.
3. Click the Load button.

-Or-

1. During game play, click the Options button.
2. On the Options menu, click the Load button.
3. Click on the name of your game in the list.
4. Click the Load button.
5. Click the Resume button.

To delete a saved game:

1. During game play, click the Options button.
2. On the Options menu, click the Save or Load button.
3. Click on the name of the game you want to delete in the list.
4. Click the Delete button.

Objectives

The mission objectives screen can be accessed through the Options menu at any time during game play. It is useful if you need a reminder about what you need to do in order to successfully complete a level. While this screen is up, the Side Bar buttons are inactive and game play is paused.

To exit the Objectives screen and return to the Options menu, click the OK button or press the ESC key.

Ian's Journal

One of the features of the Objectives screen is Ian's journal which is an audio reminder of the mission goals. To access the journal, click once on the speaker icon.   The green light will turn on and the audio will start to play.   To stop the audio, click again on the speaker icon.

{button ,AL(`results',0,"",`main')} <u>Related Topics</u>

Game tips

You can access hints for winning the game by clicking the Options button on the PDA, then clicking the Game Tips button.

There are two categories of game tips that are available though this screen: General Tips and Level Tips.

General Tips – General tips are hints and strategies that can be used throughout the game, e.g. "Wounded dinosaurs can become healthy again when they eat".

Level Tips – Level tips are hints and strategies that are specific to the current level, e.g. "Sometimes the hunters set up explosives to clear pathways.   You can set them off yourself if you're clever!"

The tip category is indicated at the top of the screen.   You can switch between sets of tips by clicking on the corresponding title.   You can look through all of the tips that are available in that category by clicking the Next button.

If you want the Game Tips screen to automatically appear at the beginning of every mission, click inside the box that reads: SHOW TIPS AT STARTUP.   If don't want Game Tips to appear automatically, just click inside the box so that the "X" mark disappears.

Configuring the game

You can adjust game speed, scroll speed, sound effects volume and music volume in the game.   Access the Options menu by clicking on the Options button on the Side Bar, then click the Configure button.

To adjust game speed:
Click on the left side of the slider bar to slow the game down.   Click on the right side to speed the game up.

To adjust scrolling speed:
Click on the left side of the slider bar to slow the scroll speed.   Click on the right side to speed up scrolling.

To reset the game and scrolling speeds to medium speed:
Click on the DEFAULT SETTINGS button.

To adjust sound effects/voices volume:
Click on the left side of the SFX slider bar to lower the volume.   Click on the right side to raise the volume.

To adjust music volume:
Click on the left side of the MUSIC slider bar to lower the volume.   Click on the right side to raise the volume.

To adjust volume of videos and mission briefings:
Click on the left side of the OTHER slider bar to lower the volume.   Click on the right side to raise the volume.

Shortcuts

To stop playback of any video, press the Spacebar or ESC key.

Game play

To select several units, press and hold down the CTRL key while clicking on the unit with the mouse pointer.

To de-select units, click the right mouse button.

To cancel a building (before the blueprint has been placed) click the right mouse button.   Then click the Yes button.

Screens and menus

To dismiss most screens press the ESC key.

On screens with the OK or YES buttons, you can press the Enter key instead of clicking on the buttons.

On screens with the CANCEL or NO buttons, you can press the ESC key instead of clicking on the buttons.

To access the Options menu during game play, press the ESC key.

How do I pick explorers for the mission?

Recruiting at the start of a mission

Before each mission begins, recruit points are given based on the difficulty level. Each explorer may have a different recruit point cost depending on his inherent skills (e.g. speed) and any upgrades he has been awarded in previous missions. You can't recruit an explorer more than once, except for the Research Assistant.

To recruit team member(s):

1. Move the mouse cursor over a picture to see an explorer's name and point cost.
1. Click once on a picture.   The explorer's picture changes to show what he will look like in the game.
1. Check how many recruit points you've used.   For example, if the Recruit menu displays "Points: 40/55", this means you used 15 out of the 55 points you were given.   You have 45 remaining points.   Unused recruit points will add to your final score on the Mission Results screen.
1. If you change your mind and want to de-select an explorer, just click on his game image again.
1. When you are done picking your team, click OK.

The Research Assistant is unique in that more than one can be recruited during the course of a mission. Because of this, the selection mechanism for the Research Assistant is slightly different- allowing the player to recruit more than one at a time.

To recruit Research Assistant(s):

1. Click on the picture of the Research Assistant –OR- Click on the up arrow (at the bottom right corner of the image).   The Research Assistant's game image will replace the picture and the number "1" will appear.
1. Click the game image again –OR- Click on the up arrow again.   The number will change to "2".
2. When the desired number of Research Assistants has been selected, click OK to recruit them.

To de-select Research Assistant(s) on the Recruit screen:

1. When multiple Research Assistants are selected, click on the down arrow to lower the number by one.
2. When the number of Research Assistants selected equals 0, the Research Assistant's picture will replace the game image.

Recruiting during a mission

Recruiting an additional team member during game play costs supplies and requires a Base Camp.   The number of additional explorers you can recruit during a mission depends on how many supplies you have collected. If an explorer is lost during game play, he cannot be recruited again until the next mission.   You can recruit multiple Research Assistants, but only one at a time from the Recruit screen.

To recruit an additional team member or Research Assistant:

1. Double-click the Base Camp.
1. Click on the picture of an explorer or Research Assistant you want to recruit.   His game image will appear.

2. If you change your mind and want to de-select an explorer, just click on his game image again - OR- Click the CANCEL button.
1. Click OK.

The additional team member will appear next to the Base Camp.   The cost in supplies will be deducted from your total.

{button ,AL(`info;equipment;results',0,"",`main')} <u>Related Topics</u>

How do I control explorers?

To move an explorer:

1. Click on an explorer.
2. Move the cursor to the location where you want him to go (cursor should be yellow).
3. Click on the location.

To direct an explorer to collect supplies:

1. Click on an explorer.
2. Click on supplies (they look like yellow boxes).
1. Watch as the explorer walks to the supplies, picks some up and carries them back to Base Camp. The explorer will drop supplies if instructed to do something else.

Note: An explorer will only go to pick up supplies once.   You will have to direct him again if you want him to pick up more supplies.

To direct an explorer to collect an egg:

1. Click on an explorer.
2. Click on the eggs in a nest.
1. Watch as the explorer goes to the nest, picks up one egg and carries it back to Base Camp.   The explorer will drop the egg if instructed to do something else.

To direct an explorer to build a structure:

To direct an explorer to repair a structure:

To direct an explorer to go into a containing structure, such as a High-Hide or Tent:

1. Click on an explorer.
2. Click on the structure.
3. Watch as the explorer walks into structure.

To direct an explorer to exit a containing structure:

1. Double-click on the structure.
2. Watch as the explorer appears outside of the structure.

Notes: An explorer heals faster inside some containing structures.   Only one explorer at a time can be inside a containing structure.

To direct an explorer to attack an enemy unit or structure:

1. Click on an explorer.
2. Click on an enemy.   Notice the cursor looks like a red target when moved over an enemy.

3.   Watch as the explorer goes to the enemy and begins to attack.

Note: You cannot attack team members, friendly dinosaurs, or explorer structures.

To de-select an explorer or group of explorers:

Click the right mouse button.

{button ,AL(`resources;build;repair;fight;grouping',0,"",`main')} <u>Related Topics</u>

How can I find out more about the explorers?

As you recruit your team, there are six explorers you can choose from. Each explorer has different skills and abilities.

Note: Not all six explorers are available for every mission.

Explorer profiles

You can access an explorer's profile by double-clicking on his picture in the Recruit menu or by double-clicking on him in the Main View window.

In an explorer's profile you can:

- Read the explorer's full name, occupation and a brief biography.
- Listen to John Hammond's description of an explorer by clicking once on the photograph.
- Learn more about the explorer's skills, abilities and upgrades (see below).

Abilities

Each explorer has different strengths and weaknesses.

Carry - indicates explorer's ability to carry supplies
Armor - indicates how much damage the explorer can withstand
Vision - indicates how far the explorer can see (the distance at which black unexplored areas of the map are exposed)
Damage - indicates how much damage the explorer can do
Speed - indicates how fast the explorer moves

Note: You can enhance explorer's abilities by giving him or her special equipment.   See the section <u>What does the special equipment do?</u>

Health

To check a team member's health, click on him once.   A health status bar appears.

GREEN – healthy
YELLOW – injured
RED – badly injured
BLACK – critically injured (out for the duration of the mission)

Team members are often hurt when fighting.   Over time, injured explorers will heal, but there are ways to speed up the healing process.   See the section <u>How can I heal explorers?</u>

How can I heal explorers?

Team members are often injured while fighting.   Over time, an injured team member will gradually heal to full health (if he stays out of combat).

To check an explorer's health, click on him once.   A health status bar appears.

GREEN – healthy
YELLOW – injured
RED – badly injured
BLACK – critically injured (out for the duration of the mission)

An explorer will heal faster when inside certain structures.   Each of these structures will heal an explorer at a different rate.

TENT – minimum healing
SHELTER – average healing
HARDENED SHELTER – maximum healing

To move an explorer into a structure:

1. Click on an explorer.
2. Click on a Tent, Shelter or Hardened Shelter.
3. Watch as the explorer enters the structure.

To direct an explorer to exit a structure:

1. Double-click on the structure.
2. Watch as the explorer appears outside of the structure.

What does the special equipment do?

Each explorer has different strengths and weaknesses. Equipment upgrades can enhance team members' natural abilities. For example, an already quick team member will move faster when given the boots upgrade.

Team members carry equipment upgrades with them from mission to mission and will cost more in recruit points. If an explorer is defeated during a mission, he loses all his upgrades. Research Assistants cannot be given equipment upgrades.

You can find out which upgrades an explorer has by double-clicking on his picture in the Recruit menu or by double-clicking on him in the Main View window.

Carry – (small pack, backpack, and camper's backpack) Carrying gear gives the explorer a greater carrying capacity.

Armor – (jacket, flak jacket, super flak jacket) Armor protects the explorer from enemy hits and increases his endurance.

Vision – (sunglasses, binoculars, pro-binoculars) Vision gear enhances the explorer's ability to see further into his surroundings (clearing black fog). This equipment is useful for exploring unknown territory.

Damage – (cattle prod, stun gun, tranquilizer rifle) Weapons increase the amount of damage that an explorer inflicts when attacking.

Speed – (shoes, boots, hiking boots) Better footwear helps an explorer move faster.

{button ,AL(`recruit;info;technology',0,"",`main')} <u>Related Topics</u>

What can I do with eggs?

Once the explorers have recovered the Artificial Nest technology they can begin to build up their forces by hatching dinosaur eggs.   Dinosaurs will become very valuable team members as they aid in protecting the explorers and attacking enemies and enemy structures.

Dinosaur nests are hidden on almost every level of the game. In the course of the game you can find up to eight different types of dinosaur eggs.   If you pay close attention to what different dinosaur nests look like, you can learn to identify which dinosaur eggs are in a nest.

Explorers can collect eggs and bring them back to base camp where they will be added to the egg inventory.   An explorer can only carry one egg at a time.   Any eggs that you collect and do not hatch during a mission will stay in your inventory for the next mission and will add to your score on the Mission Results screen.

Hatching a dinosaur requires an egg and an Artificial Nest or Incubator.   You can hatch only one egg at a time per nest.

To hatch an egg:

1. Double-click the Artificial Nest or Incubator.
2. Click on a dinosaur egg to select it.
3. Click OK.

The egg will hatch in a few moments and the fully-grown dinosaur will appear next the nest.   If you want to check on the progress of an egg while it is hatching, click once on the nest to display the blue status bar.

GAME TIP: Eggs hatch more quickly in an Incubator than in an Artificial Nest.

{button ,AL(`results;technology',0,"",`main')} <u>Related Topics</u>

How do I control dinosaurs?

Friendly dinosaurs wear **blue** collars.   They are hatched from eggs in an Artificial Nest or Incubator. Eggs are collected from wild dinosaur nests by explorers and brought back to Base Camp.   Friendly dinosaurs are hatched full-grown and obey your instructions.

Friendly Dinosaur Tasks

To direct an friendly dinosaur to attack an enemy:

1. Click on a dinosaur.
2. Click on an enemy.   Notice the cursor looks like a red target when moved over an enemy.

Notes: You cannot attack explorer team members, buildings or other friendly dinosaurs.   Some dinosaurs are better at fighting and tougher at taking damage.   Use them to protect team members and distract hunters.

To direct a friendly plant-eating dinosaur to eat a plant:

1. Click on a dinosaur.
2. Click on a plant, bush or tree.

Notes: Plant-eating dinosaurs gain health by eating plants.   See section How can I heal my dinosaurs? *for more information.   Also, when trees block your path, use plant-eating dinosaurs to clear the way.*

To de-select a friendly dinosaur or group of friendly dinosaurs:

Click the right mouse button.

How can I find out more about my dinosaurs?

In a dinosaur's information screen you can:

- Read the dinosaurs full name (including pronunciation) and a brief description.
- Listen to a description of the dinosaur by double clicking on the photograph.

To access a friendly dinosaur's information screen:

1. Double-click on the friendly dinosaur.
2. Click the picture on the screen to hear a description of the dinosaur.

Identification

All dinosaurs wear colored collars.   The color indicates who is controlling a dinosaur's actions.

Wild dinosaurs wear **white** collars.
Friendly dinosaurs wear **blue** collars.
Hunter-controlled dinosaurs wear **red** collars.

Health

To check a dinosaur's health, click on it once.   A health status bar appears.

GREEN – healthy
YELLOW – injured
RED – badly injured
BLACK – critically injured

Dinosaurs are often injured while fighting but given enough time, injured dinosaurs will heal.   A plant-eating herbivore dinosaur heals faster when it eats vegetation, like trees and bushes.   If a dinosaur is a meat-eater, it heals as it fights and damages hunters and wild dinosaurs.

How can I heal my dinosaurs?

A friendly dinosaur may be injured while fighting.

To check a dinosaur's health, click on it once.   A health status bar appears.

GREEN – healthy
YELLOW – injured
RED – badly injured
BLACK – critically injured

Herbivores and carnivores heal in different ways. Check the dinosaur's informational screen for its eating habits.   To do this, just double-click on your dinosaur.

To heal a herbivore (plant-eater):

1. Click on a plant-eating dinosaur.
2. Click on a plant, e.g. a palm tree or bush.

The dinosaur will go to the plant and eat until you direct him elsewhere.

To heal a carnivore (meat-eater):

1. Click on a meat-eating dinosaur.
2. Click on a hunter or wild dinosaur.

Carnivores are trickier to heal than herbivores.   A carnivore dinosaur gains health each time it damages an opponent.   However, the dinosaur may also suffer damage while fighting.

Enemy Dinosaur

Enemy dinosaurs can heal by the same means as friendly dinosaurs do.

Which dinosaurs are enemies?

Wild dinosaurs wear **white** collars.   Hatched in their natural nests, they are wild and cannot be controlled. They may attack any creature, including dinosaurs of the same species!   Dinosaurs guarding nests are especially aggressive.

Hunter controlled dinosaurs wear **red** collars.   Hunter dinosaurs will attack wild dinosaurs as well as your explorers and friendly dinosaurs.

How do I build?

A *structure* is a general term for anything that can be built.
A *unit* is a general term for anyone or anything that moves.

There are two types of structures you can build: technology structures and defense structures.

Technology structures make it possible to access new technology.   For example, a Tool Shed allows you to assign special equipment to your explorers and/or upgrade the Base Camp.

Defense structures, such as Tents and Fire Barriers, protect your team from harm.   For example, a Fire Barrier will scare away wild dinosaurs.

To build a structure:

1. Click on an explorer.
1. Click the Build button on the Side Bar.   The Build menu, containing pictures of structures, appears.   The structures that are available to be build appear in color - all other structures appear in silhouette.
1. Move the cursor over the picture of the structure.   Notice the cost in supplies shown at the bottom of the menu (along with the number of available supplies).
1. Click the picture of the structure you want to build.
1. Use the cursor to place the blueprint (representing the building) in the Main View.   The blueprint must be completely blue with no red showing in order for construction to begin.
2. Watch as the explorer walks to the construction site and disappears while the structure is slowly built up.   When the structure is complete, the explorer will appear next to it.

Notes: If another unit moves to the construction site before the explorer gets there, he won't build.
Also, you can build more than one of each structure. For example, you might build two Base Camps or three Tents.

To cancel building a structure:

1. Before placing the blueprint down, click the right mouse button.
2. Click Yes when asked, "Are you sure you want to cancel this building?"

How can I repair structures?

Any structure may be damaged by enemy attacks.   Too much damage will destroy a structure.

To check a structure's damage, click on it once.   A damage indicator bar appears.

GREEN - Ship-shape
YELLOW - Run down
RED - Trashed
BLACK - Rubble

To repair a structure:

1. Click on an explorer.
2. Click the Repair button on the Side Bar.
3. Click on the structure needing repair.
1. Watch as the explorer walks to the structure and starts to repair it.   Gradually the structure will be restored.   Repairs do not cost supplies.

GAME TIP: Send multiple team members to repair a structure. This will speed up the repair process.

{button ,AL(`technology;supplies',0,"",`main')} Related Topics

What are the functions of the buildings?

There are two types of structures you can build.

•   Technology structures enable you to recruit additional units, build special equipment upgrades, and build new types of structures.   For example, a Tool Shed enables you to assign special equipment to your team members and to upgrade the Base Camp.

•   Defense structures, such as Tents and Fire Barriers, protect your team from harm but do not allow you to acquire new units or technology.

Technology

Artificial Nest
Base Camp
Base Camp 2
Electronics Shed
Incubator
Science Lab
Tool Shed

Defense

Fire Barrier
Hardened Shelter
High-Hide
Shelter
Tent

Technology Structures

BASE CAMP

Prerequisites: None.

Cost: 20

The Base Camp is the central structure in an explorer camp and will be needed in almost every mission. It is where team members take eggs and supplies to be added to the general inventory.

You can build more than one Base Camp.   Team members will automatically return to the last Base Camp built to drop off eggs or supplies.   You will have to re-direct them if you want them to go to a different Base Camp.

The Base Camp enables you recruit additional explorers and build Tents, Artificial Nests, Fire Barriers, and Tool Sheds.

Technology Structures

BASE CAMP 2

Prerequisites: Build Base Camp and Tool Shed.

Cost: 20

A Base Camp 2 lets you recruit additional explorers and build High Hides, Electronics Sheds, and Hardened Shelters.

Technology Structures

ARTIFICIAL NEST

Prerequisites: Build Base Camp.

Cost: 12

An Artificial Nest lets you hatch dinosaur eggs.

Technology Structures

INCUBATOR

Prerequisites: Build Base Camp and Tool Shed.

Cost: 25

An Incubator lets you hatch dinosaur eggs faster than an Artificial Nest.

Technology Structures

TOOL SHED

Prerequisites: Build Base Camp.

Cost: 25

A Tool Shed lets you assign special equipment for carry, speed, vision and armor abilities to team members.   It also allows you upgrade to Base Camp 2 and build Shelters and Incubators.

Technology Structures

ELECTRONICS SHED

Prerequisites: Build Tool Shed and Base Camp 2.

Cost: 35

An Electronics Shed lets you assign special equipment for vision, speed, defense and carry abilities to team members.   It also enables you to build a Science Lab.

Technology Structures

SCIENCE LAB

Prerequisites: Build Tool Shed, Base Camp 2 and Electronics Shed.

Cost: 50

A Science Lab lets you assign special equipment for armor and defense abilities to team members.

Defense Structures

TENT

Prerequisites: Build Base Camp.

Cost: 3

A Tent protects and heals an explorer inside it.

Defense Structures

SHELTER

Prerequisites: Build Base Camp and Tool Shed.

Cost: 7

A Shelter protects and heals an explorer inside it faster than a Tent.

Defense Structures

HARDENED SHELTER

Prerequisites: Build Tool Shed and Base Camp 2.

Cost: 15

A Hardened Shelter protects and heals an explorer inside it faster than a Shelter.

Defense Structures

FIRE BARRIER

Prerequisites: Build Base Camp.

Cost: 15

A Fire Barrier scares away wild dinosaurs.   This is useful for protecting your Base Camp.

Defense Structures

HIGH-HIDE

Prerequisites: Build Tool Shed and Base Camp 2.

Cost: 10

A High Hide protects an explorer inside it (enemies do not attack high-hides) and allows him to see farther.   This is useful for scouting unexplored areas on the island.

What are supplies?

Creating units, building upgrades and researching technology cost supplies.   Supply drops can be found throughout the levels and look like yellow boxes.   Supplies are gathered by explorers and deposited at the Base Camp.   Surprise special equipment upgrades may be in some supply boxes.

In some missions, a hunter airplane will periodically drop off supplies.   You can send team members to pick up hunter airdrops, but watch out for hunters who may pick up supplies too.

To display the amount of supplies a drop contains, click on the boxes.   When all the supplies have been collected from a drop, the boxes will disappear.   The number of total collected supplies appears in red on the Side Bar.

To increase your inventory of supplies:

1.   Click on an explorer.
2.   Click on the yellow boxes.
1.   Watch as the explorer walks to the boxes, picks up supplies and carries them back to Base Camp.

Note: The explorer will drop supplies if instructed to do something else.

Audio Troubleshooting

Most sound cards can play only one sound at a time. Some sound-producing programs, like a screen saver or any program that makes a sound in the background, may take over the sound capability of your computer and interrupt Chaos Island sounds. If you suspect you have such a program, do not run it or any other sound-producing programs at the same time as Chaos Island.

"I don't hear any sound."

- Make sure your speakers are plugged into a power source, if applicable, and that the power is turned on.

- Try adjusting the sound card volume with a program that is often called a "mixer."   To access the sound mixer:
    1. Click the Start button, point to Programs, point to Accessories, point to Multimedia and click Volume Control.
    1. Turn up the volume using the volume slider bars under Volume Control and Wave Balance. Make sure that the Mute box is unchecked, then close the Volume Control window.

- Make sure your speakers are plugged into the correct connection on your sound card.

- Make sure the sound card is pressed securely into its slot.

- Make sure the sound card switches and settings were set correctly when the sound card was installed. Refer to your sound card manual for more information on your sound card settings.

- Make sure the sound card doesn't conflict with other hardware by using the Hardware Conflict Troubleshooter. The Hardware Conflict Troubleshooter was designed specifically to help with hardware conflicts in Windows. To use the Troubleshooter:
    1. In Windows, click the Start button, and then click Help.
    2. Double-click Troubleshooting.
    3. Double-click "If you have a hardware conflict" and follow the on screen instructions.

"The sound stutters and breaks up."

- If the sound is distorted, try adjusting the sound card volume with a program that is often called a "mixer." See instructions above on how to do this.

- If the sound occasionally skips or cuts off, it is possible that the CD-ROM drive doesn't meet the minimum requirements. Chaos Island requires a quad-speed (4X) or higher CD-ROM drive. If you keep using the same CD-ROM drive, you probably will continue to hear the sound break up or skip. Or you can upgrade your CD-ROM drive for better performance.

- If you have a Media Vision Pro Audio 16 sound card and the sound is scratchy, the Direct Memory Access (DMA) may be set incorrectly. For instructions on changing your DMA settings, refer to your sound card manual.

- You may have to re-install DirectX. See the ReadMe section 4.1 Specific Sound Cards for instructions on how to do this. Click the Start button, point to Programs, point to DreamWorks and click Chaos Island ReadMe.

- Your sound card may not be supported by DirectX 5.0. . See the ReadMe section 4.1 Specific Sound

Cards for a list of known unsupported sound cards. Click the Start button, point to Programs, point to DreamWorks and click Chaos Island ReadMe.

Video Troubleshooting

"A message appears telling me to run in 256 color mode or higher."

- Your computer must display at least 256 colors to run The Lost World: Chaos Island.

To display 256 colors:
1. Click the Start button, point to Settings, and then click Control Panel.
2. Double-click the Display icon.
3. Click the Settings tab.
4. Under Color Palette, click 256 Color.
5. Click OK.

If you don't have the necessary 256-color driver, or if you're not sure that your video card supports 256 colors, contact your video card manufacturer.

- Make sure you have the correct Monitor Type selected for your computer.

To do this use the following steps:
1. Click the Start button, point to Settings and click Control Panel.
2. In Control Panel, double-click the Display icon.
3. Click the Settings tab and click Change Display Type.
1. Under Monitor Type, verify that the correct Monitor Type is selected. If the incorrect monitor is selected or if the Monitor Type is set to Unknown, click Change to select the correct monitor.

"Video is choppy and breaks up."

- Try switching from high-resolution video to low-resolution video.

To do this use the following steps:
1. Open My Computer.
2. Move the mouse over the Chaos Island icon and click the right mouse button.
3. Click Open and double-click the Setup folder.
4. Double-click setchaos.exe.
5. Click the box next to "Always use low-resolution videos" so that a check appears.
6. Click OK.

- You may need to re-install DirectX 5.0.   See the ReadMe section 5.1 Specific Video Cards for instructions on how to re-install DirectX video drivers. Click the Start button, point to Programs, point to DreamWorks and click Chaos Island ReadMe.

- Your video card may not be supported by DirectX 5.0.   See the ReadMe section 5.1 Specific Video Cards for a list of unsupported video cards. Click the Start button, point to Programs, point to DreamWorks and click Chaos Island ReadMe.

- If your computer has a graphics acceleration card, then try disabling Direct3D Hardware Acceleration.

To disable Direct3D Hardware Acceleration:
1. Run the file \Setup\Directx\Dxsetup.exe from the CD-ROM.
2. Clear the Direct 3D Hardware Acceleration check box.

   - If the problem still occurs, change Graphics Acceleration to "Basic".

1. In the Windows 95 Control Panel, double-click System.
2. On the Performance tab, click Graphics.
3. Change the Acceleration slider to one notch above None.
4. Click OK, then click Close.

- Your computer must have a PCI video card with 1 MB VRAM to display video scenes properly. If your computer has an ISA video card or a video card with less than 1 MB of VRAM, it is recommended that you upgrade to a PCI video card with at least 1 MB of VRAM.

"How can I shut off the flashing PDA lights?"

To shut off the flashing diodes on the PDA:
1. Open My Computer.
2. Move the mouse over the Chaos Island icon and click the right mouse button.
3. Click Open and double-click the Setup folder.
4. Double-click setchaos.exe.
5. Click the box next to "Enable flashing diodes during game" so that the box is unchecked.
6. Click OK.

"The desktop area and resolution are different after I quit the game."

It is recommended that you have your display area size set to 640x480 and 256 colors before playing Chaos Island.

To do this use the following steps:
1. Click the Start button, point to Settings, and then click Control Panel.
2. Double-click the Display icon.
3. Click the Settings tab.
4. Under Desktop area, move the slider to the left so that 640x480 pixels is displayed.
5. Under Color palette, select 256 Color.
6. Click OK.
1. You may have to reboot your computer before changes take effect. Be sure to close all any open applications before doing so.

"The display utility program doesn't work anymore."

If your video card was installed with extra utility software programs, these may be disabled after installing DirectX. You may want to re-install the video card utility programs.

"The Windows 'wait' cursor appears next to the game cursor."

Your video card may not be supported by Direct X 5.0.   Check ReadMe file for a list of unsupported video cards.