

NOTE: Windows 95 and Macintosh are compatible through modem and serial connections using the appropriate protocols. Network compatibility between Windows 95 and Macintosh is available only through TCP/IP (WinSock and MacTCP).

LOCATING YOUR IP ADDRESS

You can locate your IP address immediately after you have connected to your internet provider.

For Windows 95:

- Under the START menu go to Settings to open the CONTROL PANEL.
- Open NETWORK by double-clicking on the Network icon.
- Double-click on TCP/IP under the CONFIGURATION tab to view the TCP/IP PROPERTIES.
- You can locate the CURRENT IP address under the IP Address tab.

For Macintosh:

- Under the Apple menu go to CONTROL PANELS.
- Open MacTCP.
- You can locate the CURRENT IP address within this window.

HOSTING A MULTI-PLAYER GAME

After specifying the correct multi-player protocol from the COMM menu, select **Host GAME...** from the FILE menu. Some protocols will need additional information about the host connection.

If you selected WinSock, you will be given a choice of one or more IP addresses. Choose which IP address you wish to Host on. As the Host, you need to provide the IP address to the other players. You can do this by sending them email.

You will then be taken to the host screen where you will be able to select the scenario you wish to play. You can also set the difficulty level, enter your player name and change the face. After all players are ready, you can hit the **Begin** button. A highlighted player face means the player is ready.

JOINING A MULTI-PLAYER GAME

After specifying the correct multi-player protocol from the COMM menu, select **Join GAME...** from the FILE menu. You will need to specify information about the host.

If you selected WinSock or MacTCP, you must manually enter the IP address you have been provided with by the Host. More than likely the Host will do this via email.

If all of the information you entered about the host was correct, a control panel will appear allowing you to enter your player name and change the face. Hit the **Begin** button when you are ready. After all players hit **Begin**, the game will start.

CHAOS OVERLORDS STRATEGIC GANG WARFARE

<http://www.replacementdocs.com>

REQUIREMENTS, INSTALLATION AND REFERENCE CARD FOR WINDOWS 95 AND MACINTOSH

MINIMUM SYSTEM REQUIREMENTS

Windows 95:
486/66 or 100% compatible
Windows 95
8 MB RAM
2X CD-ROM drive
SVGA 256 colors or greater
15 MB hard drive space

Macintosh:
68030 and Power Mac
4 MB free RAM for 256 colors or 6 MB
free RAM for Power Mac/25,000 colors
2X CD-ROM drive
13" monitor
20 MB hard drive space

If you have any questions about installing Chaos Overlords, contact our Technical Support at (818) 889-5650 9AM-12 NOON or from 2pm-5pm Mon-Fri PST.

Windows 95 Installation

1. Run your computer with Windows 95. Exit all other programs.
2. Insert the Chaos Overlords CD into your computer's CD-ROM drive. The installation program will automatically appear. Click on the **Install** button to enter the Setup screen. If the installation program doesn't appear, click on **Run** from the Start menu, then type **D:\SETUP.EXE**, where D: represents your CD-ROM drive.
3. Click **Next** to continue with the setup program. You can click **Cancel** to exit the setup program at any time, or click on **Back** to return to the previous step during the process.
4. Click **Next** to accept the default directory (**C:\Program Files\Chaos Overlords**). If you wish to set the directory yourself, click **Browse**. Type the directory you wish to install to, or select an existing directory. Click **OK**, then click **Next**.
5. Next you have a choice which type of installation you prefer: Typical, Compact, or Custom.
Typical: This option is recommended for most users and will install Chaos Overlords with the most common options. Approximately 40 MB of hard drive space.
Compact: To save on hard drive space this option will install Chaos Overlords with the minimum required options. Approximately 15 MB of hard drive space.
Custom: Recommended for advanced users, this option allows the user to select which options will be installed (such as DirectX).
Click on the option you want then click **Next**.
6. You are now ready to play Chaos Overlords. Click **Play** to enter the game, or click **Exit** to leave the autorun menu.

For future sessions of Chaos Overlords click on **Play** from the autorun menu, or if your CD is already in the drive, click on **Programs** from the Windows 95 Start menu, then click on **Chaos Overlords**. From there you can click on **Chaos Overlords** to begin play.

Macintosh Installation

1. Insert the Chaos Overlords CD into your computer's CD-ROM drive.
2. Double-click on the **Install Chaos Overlords** icon.
3. If you wish to install some place other than the default drive, click **Drive** to cycle through all the available drives Chaos Overlords can be installed to.
4. By default, Chaos Overlords is set for an **Easy** install, however, advanced users may select **Custom** in order to have more control of the installation.
5. If you are ready to install with the preferences you have chosen, click **Install**. If you prefer not to install Chaos Overlords at this time, click **Quit**.
If you have a previously installed version of Chaos Overlords and wish to uninstall it, click **Remove**.

You are now ready to play Chaos Overlords. Open the **Chaos Overlords** folder and double click on the **Chaos Overlords** icon.

Setting Up A Multi-Player Game

To play a multi-player game, the players must decide who will be the host and what protocol will be used (the host should be on the fastest machine possible). All other players will be connecting to the host as nodes. When the host player is selected, he must enter Chaos Overlords and begin specifying all of the information about the game (scenario, difficulty level, turn time limit, etc.). After the host process, all of the nodes can connect. When the node players connect, they will be given a face and a color. They can change their face and name, but not their color. When each node has their information entered, they should click the **Begin** button to signify that they are ready. After all node players are ready, the host must then click **Begin** to start the game (the hosting player cannot click **Begin** until after all node player have done so). You will now be playing.

Selecting A Multi-Player Protocol

For Windows 95:

WinSock

Allows you to play over the internet or a network using TCP/IP. For the internet, you must first login to your internet provider, so that you can be assigned an IP address (you only need to know your IP address if you are the Host).

Modem

Allows you to play through a modem connection. The Host automatically waits for the slave to connect. When joining, make sure your dialing properties are set correctly, enter the phone number, then click **Dial**.

Direct Connect

Allows you to play through a serial connection. When hosting and joining, select and configure the COM port you are using to connect, then wait for both computers to establish the connection.

For Macintosh:

Appletalk

Allows you to play over an Appletalk network.

Comm Toolbox

Allows you to play through a modem or serial connection using the Apple Modem or Serial Tools, respectively.

Apple Modem

Configure your port settings, and if joining, enter the phone number of the Host, then click **OK**.

Serial

Configure your port settings, then click **OK**.

MacTCP

Allows you to play over the internet. You must first login to your internet provider, so that you can be assigned an IP address (you only need to know your IP address if you are the Host).