

CHAOS DOMAIN

A GAME ABOUT
SHOOTING BAD PEOPLE IN THE FACE

MANUAL

We think you know what to do with the game (you run and you shoot), so we'll keep everything as short as possible. Only the necessary information.

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// STORY

As you already know, Chaos Domain is a game about shooting bad people in the face. The game is obviously not story-driven, it's all about action. But if you want some kind of plot, we have it.

It goes like this:

EPISODE I
CHAOS DOMAIN

It is a dark time for the galaxy.

ANUBIS, a jackal-headed cyber-god, encountered a mysterious spaceship near the unnamed planet in the distant solar system. The spaceship is occupied by the CHAOS CULTISTS, who apparently are VERY BAD PEOPLE.

He infiltrates the SPACESHIP. His mission is to help the souls trapped on this wreck of metal to make a relatively pleasant and relatively painless journey into the afterlife.

He also hopes to save his PRINCESS. He is pretty sure that she is in this castle, since there are no other castles around.

That's it. Time to kill.

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// GAMEPLAY

Chaos Domain is a run and gun platformer.

You can run. You can jump. You can shoot. And you can use special abilities/ items.

You can aim, which means you can choose the angle of your gun. 8 possible directions are available. If you want to jump off the platform, you can press jump+down. You also can shoot and aim in mid-air.

You can collect medkits and weapons on a level.

Killing enemies (you can get a combo bonus if you do it fast) and collecting ankhs give you points. Points define your rating. Good rating = good money. You can spend money on weapons and items.

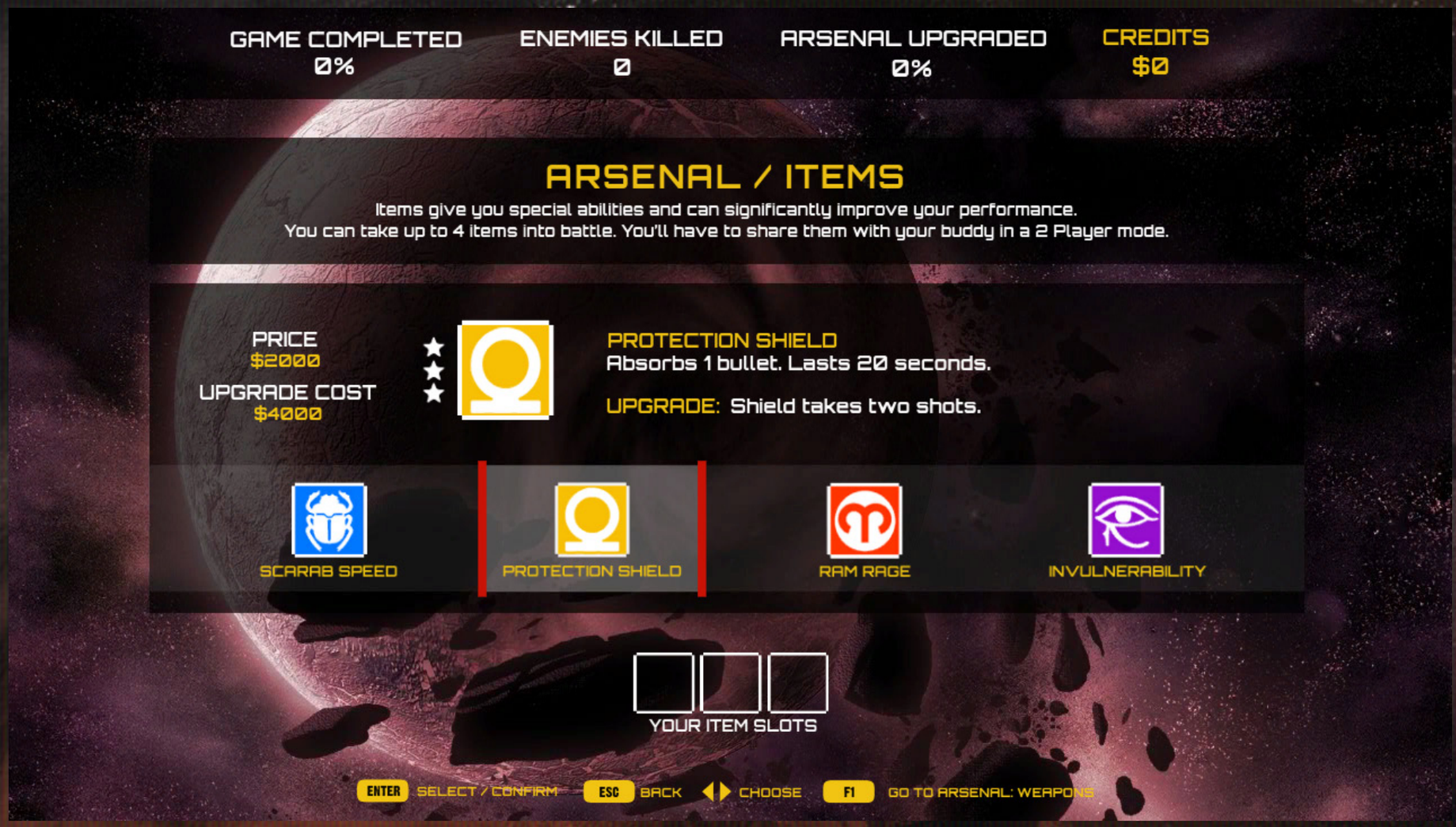
At the start of any level you have 3 lifes. If you get any kind of damage, you lose 1 life. If you're playing on EASY mode, once you out of lifes, you can continue with a new set of lifes. But there's only 1 continue (and 0 on NORMAL mode). Using a continue kills all of the enemies around you. It also resets all of your points. So most of the time if you want to get a 5-star rating, that means you shouldn't use any continues.

2 Players can participate in a local co-op, just press [F2] when you want to add another player. Items and continues (there's only one) will be shared among them. Otherwise it's just not fair, your enemies have feelings too and they want to live.

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// WEAPONS AND ITEMS

Weapon and item purchases are available in the ARSENAL. You can enter the Arsenal by pressing [F1] on the Level Select screen.



Arsenal is divided into two sections: Weapons and Items. To switch between the sections you should press the [F1] key. [Esc] is to exit back to the Level Select screen.

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// WEAPONS AND ITEMS

There are four items/abilities available:



SCARAB SPEED

You move faster than your enemies for a short period of time. Well, to be honest, you don't really move faster – the enemies are moving slower. Basically, it is like a slo-mo.



RAM RAGE

Allows you take a melee damage and survive it. So if you get shot, you die. But if you collide with the enemy, you'll live.



PROTECTION SHIELD

Absorbs one bullet and lasts for some time. Once the bullet is absorbed, the shield is gone. So essentially is allows you to take 1 projectile hit without dying.



INVULNERABILITY

Total protection against everything. It's like a God Mode, but it lasts only a short amount of time.

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// WEAPONS AND ITEMS

You have 3 slots for items. Which means, well, that you can take only 3 items with you. And you have to use them in exactly the same order as you purchased them. So be careful, you can't switch between items while you playing.



Once you use the item, it is gone. If you don't use the item, it will still sit in your inventory slots.

Instead of just buying an item, you can upgrade all of this abilities. There are stars near the item's icon which indicate the level of upgrade. Obviously, the upgrades make items more powerful, they last longer.

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// WEAPONS AND ITEMS

There are 5 types of guns in the game:



STANDARD GUN

You can't buy it, only upgrade.
This is your default gun.



ASSAULT RIFLE

Greater fire rate than the default Standard Gun. Nice red particles too.



ROCKET LAUNCHER

Shoots rockets, but initially uses a parabollic trajectory. To get the most out of the Rocket Launcher, you should upgrade it. Well, we can tell the same about any gun in the game.



PHOTON GUN

A powerful beam of energy that pierces all of the enemies on the way. But you can't shoot constantly, it will result in overheating. Which means you'll have to wait for some time until the weapon cools down.



MULTI GUN

Shoots in different directions, allows to kill multiple enemies simultaneously. Super-powerful.

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// WEAPONS AND ITEMS

You can pick up the weapons on the levels. If you upgrade a gun, that means the weapon is more powerful now. Sometimes significantly more powerful. And here's a tip: it is wise to upgrade your Standard Gun (default weapon) first.



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// CONTROLS

Controls scheme is extremely important in this kind of games. You must feel comfortable playing a hardcore run and gun platformer. So the first thing you want to do is go to the SETTINGS menu, choose CONTROLS and configure the keys. We're serious.



Note that the default layout for Player 1 uses WASD. This is very logics. If you want to play with your buddy, you definitely need to adjust your controls.

You can use your gamepad if you want.

If you have an Xbox 360 controller, than X is for SHOOT, A for JUMP, B for USE ITEM and Start is for... wait for it... START.

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// GAME PROGRESS

There are 10 levels/environments in the game. Every level is split into 3 sub-stages, or AREAS. So we have 30 stages in total. And 10 bosses.

Once you've unlocked the level/area, it will become available from the LEVEL SELECT screen.



So that's all you need to know. Good luck. KIII the bastards, save the princess.

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