

INSTRUCTION MANUAL

CHASM

THE RIFT



CHASM

THE RIFT™



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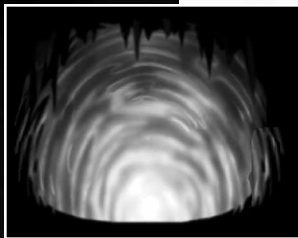
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THE STORY



Humankind, in the process of evolution, has encountered a mysterious phenomenon - the destruction of the normal flow of time. From the past to the future, time rifts are forming in Earth's atmosphere. These rifts lead to different periods of history. Through them the most aggressive creatures from the past, present, and the future, have begun to infiltrate our time. These mutants, known as Timestrikers, have begun a complete and systemic eradication of all human life.

You are a specially trained commando who has been volunteered to investigate a recent attack by the Timestrikers. Utilizing an arsenal of devastating weapons and mysterious items from the past and the future, you have been authorized to terminate any mutant creatures that attempt to obstruct your investigation.

Each assignment gets you closer to the heart of your goal. A mission briefing gets you moving in the right direction, but it's up to you to carry out your orders. Grab your weapon and report to the Commander immediately!

System Requirements

The minimum system requirements to play CHASM are:

- 486 DX4-100 (Pentium processor recommended).
- VGA or SVGA video card (2 MB VESA compatible card recommended).
- 16M RAM
- 75 MB of free hard drive space.
- MS-DOS 5.0 and higher or Windows(c) 95.
- Double Speed CD-ROM drive.



Getting Started: Installation of Chasm the Rift

CHASM will not run from your CD-ROM directly, so it is necessary to install it to your hard drive to play. The CHASM CD also contains audio tracks for your listening pleasure, whether or not you are playing CHASM.

Windows 95 Users

Refer to the README file on the game CD-ROM.

DOS Users

- 1 Place the CD into your CD-ROM drive.
- 2 At the DOS prompt type D: (Where D is your CD-ROM drive).
- 3 Type DOSSETUP and press the Enter key to begin the installation processes.
- 4 Follow the onscreen directions to complete the installation.

Windows 3.1 Users

- 1 Place the CD into your CD-ROM drive.
- 2 From the program manager select File and Exit (to exit Windows).
- 3 At the DOS prompt type D: (where D is your CD-ROM drive).
- 4 Type DOSSETUP and press the Enter key to begin the installation processes.
- 5 Follow the onscreen directions to complete the installation.

Starting a game

DOS Users

1. To start Chasm the Rift change to the directory where you installed the game files (C:\Chasm is the default directory).
2. Type CHASM at the DOS prompt and press Enter (see Command line parameters chapter for more info).

Windows 95 Users

1. To start CHASM under Windows 95 open the appropriate folder and simply double-click on the CHASM icon.



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Playing Chasm - The Rift Menu

To bring up the main menu, press the Esc key. In the single play menu, the Esc key will pause the game. Pressing Esc again will bring you back to the game or to the main menu from a submenu. Use the Up and Down arrows to highlight selections through the menu. Press the Enter to select the option you wish to choose. Options available in CHASM are:

NEW

Starts a new game and ends the current running game.

NETWORK

CHASM supports network multiplayer game by using an IPX protocol with up to 8 players in one network game or a Serial link with two players.

To enable netplay under DOS, you should load an IPX.COM driver provided by Novell(c). If you play CHASM in a Windows 95, be sure that the IPX protocol is installed.

To run the multiplayer game you must select one machine (preferably the fastest one) to work in the SERVER mode.

SERVER

The machine in the network game that controls all game processing and passes calculated data to other computers (CLIENTs) in network. You may also play CHASM on the server, but some lag may be experienced depending on the machine specifications.

CLIENT

All other computers in a network game that receive game information from the server.

KALI

To make CHASM playable over KALI(c) or any other IPX-internet emulators, run chasm.exe with parameter "-kalarateXX", where XX specifies maximum send speed (packets/second) and tells CHASM to use little packets. XX must be from 06..20, for example: chasm.exe -kalarate10 will set the send speed to 10 packets/second. (see "Readme.txt" for further information)

START

Brings up a submenu that allows you to choose the desired game mode (deathmatch, deathmatch with monsters or cooperative), enables or disables teamplay, and selects the difficulty (easy, normal or hard), the level of game you want to play on and the type of connection (IPX or serial link, com port and its baud rate). Note: You must START a multiplayer game on one PC (SERVER), other computers (CLIENTS) should just JOIN the game.



JOIN

A submenu appears allowing you to choose the connection type (IPX or serial link) and connect to a running server. If no server is running at the time you try to join a game you will not be able to connect.

OPTIONS

In this submenu you can choose the desired color of your shirt and enter your name. If teampay is enabled, players of same color will not hurt each other when shooting.

MONITOR

The network monitor is a mode of the multiplayer game that can be activated on the SERVER machine and allows two main features:

1. View the action of up to 4 players in different windows.
2. Make the SERVER machine work in dedicated mode.

If you have a VESA compatible video card and your computer runs in the SERVER mode you will see a monitor screen. The SERVER cannot play the game while the Monitor is active. The Monitor screen consists of four windows showing you directly what other players see on their screens, and the Control Panel is in the lower left hand corner of screen. The list of players with their kill counts is located in the right part of the screen.

Press Esc to switch between the Control Panel and Monitor windows. If you are in the windows mode, the current window is highlighted with a border. To move selection, use the arrow keys. At the start, the first window is assigned to the first player, the second window to the second player and so on. You can reassign any window to any player by simply pressing the number of player ("1".."7") when the desired window is highlighted. To disable the active window press "0". If all windows are disabled the SERVER switches to DEDICATED mode. This mode is the best mode for multiplayer game. The SERVER will not show anything on the screen and will only control the game. This provides the smoother action for all the other players in network.

To return to the normal game mode, select BACK TO GAME in the Control Panel's local menu and press ENTER. You will return to the same position you were before starting the Network Monitor.

SAVE

Allows you to save up to ten games. The save feature does not apply to multiplayer games.

LOAD

Loads a previously saved game. A list of all available saved games appears showing the level number and the health counts a player had when they saved the game.



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OPTIONS

Pops up a submenu giving a list of CHASM options. Options include:

Setup controls - allows you to set your own control keys.

Video modes - CHASM supports variety of video modes depending on the available video card and the VESA version. Standard mode is 320x200, which is supported on all video cards.

If you have VESA 1.x compatible card with no additional drivers loaded you will get two additional modes: 640x400 and 640x480, but only with BANKED access to video memory. Against FLAT/LINEAR access this can be extremely slow. In this case we recommend that you use any VESA 2.0 compatible driver. The good choice is SciTech Display Doctor© (UniVBE) designed by SciTech©. It provides support of VESA 2.0 for a variety of video adapters. Currently the latest video cards have a built in VESA 2.0 compatible BIOS, so you don't need to load any TSR drivers.

If you use SciTech Display Doctor (UniVBE), be sure that VBE 2.0 support is ON and linear framebuffer support is ON.

To increase the frame rate, VESA 2.0 provides a wider list of available video modes such as 400x300 and 512x384 that make a good compromise between speed and graphics quality. We do not recommend set modes with YResolution higher then XResolution (320x400, 360x480). Proportional modes always give better quality for its decrease of frame-rate.

You can set video mode, using "Video Mode..." in the Option menu. In the command line, use command -vmodeN, where N is the desired video mode number in the video modes list.

Note: If you set a video mode that makes your monitor crash and you can't return to the normal video mode then restart CHASM with "-safe" command (it will set 320x200 mode at start).

Display - gives you the ability to change the display settings like contrast, color and brightness.

Difficulty - allows you to change the game difficulty (Easy, Normal and Hard). You don't need to restart the current game to change the game difficulty.

Always run - enables or disables permanent acceleration.

Crosshair - Turns the crosshair on or off.

Reverse mouse - Inverts the direction of mouse look.

Reverse stereo - exchanges left and right stereo channels.

FX volume - increases or decreases the sound effects volume.

CD volume - increases or decreases the CD output volume.

Mouse sensitivity - increases or decreases the mouse sensitivity.

Load defaults - changes all the settings to their default values.



QUIT

Quits to the DOS prompt while saving current configuration.

Command line parameters

You can use these options when launching CHASM from DOS command line:

- "-safe" : sets a safe loading mode, recommended if you have any problems while loading CHASM.
- "-vmode N" : N=1..MaxModeNumber, sets the video mode
- "-nosound" : disables the sound.
- "-warp <#level>" : warps to the map of the designated level.
- "-user" : runs user defined levels. You need to create a directory "CHASMDAT" in your CHASM directory and put your levels in it. Then just run CHASM with the parameter "-user".
- "-nomonsters" : runs CHASM without any monsters.
- "-chojin" : starts CHASM in god mode.
- "-nodemo" : starts CHASM without playing any demo.
- "-monitor" : starts CHASM in the network monitor mode.
- "-kalirateXX" : specifies the maximum send speed(packets/second) and tells CHASM to use little packets. XX must be within the range 06..20.
- "-skill N" : sets skill level. N can be in range 0..2. 0 is for easy.
- "-color N" : sets player's shirt color 1..8.
- "-nocd" : disables CD audio.

Control Panel

The Control Panel provides control of the game modes and parameters and is designed for experienced users. Use the Backspace key to toggle the Control Panel. The Control Panel is divided in two parts: Local Menu and Console. Use the <TAB> key for switching between Local Menu and Console.

Local Menu contains following options:

- NEW the same as NEW in Main Menu.
- MONITOR. starts a network monitor.
- DISPLAY changes the display settings: contrast, color and brightness.
- QUIT quits to DOS.

The Console consist of a Command line and a Message display. The Command line intended for entering Console commands. The Message display shows the results of executed commands and special internal system messages. The Console has a command history. Pressing the up and down arrows in the Console will change to the last command entered.



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Here is the list of some of the main Console commands:

NEW starts new game.
RESTART restarts current level.
QUIT quits to DOS.
KILL kills all monsters on the level.
REANIMATE reanimates all monsters.
RESPAWN <#time> - sets the monsters' respawn time.
(#time=0 means no respawn)
REVERSE swaps right and left sound channels.
DEPTH <number> sets depth level.
SHADOWS<number> sets the upper limit of shadows cast by a 3D object.
GO <#level> warps to the specified level.
NEXT warps to the next level.
PLAY <number> plays the demo with the specified number.
CDPLAY <number> plays CD track with the specified number.
CDSTOP stops playing the CD audio.

MULTIPLAYER COMMANDS

KILLP <number> kills the player with the specified number.
KICK <number> disconnects the player from the multiplayer game.
NICK NEWNAME sets your name for multiplayer gaming.
NICK without a NEWNAME shows current name.
RESETFRAGS available only on the SERVER machine and
sets all frags to 0 state.
AMMO <number> adds full ammo to the specified player.
WEAPON <number> adds all weapons and full ammo to the specified player.
INVISIBLE <number> makes the specified player invisible for 2 minutes.
ARMOR <number> sets the armor level to 200% for the specified player.
SAY message sends a message to all players in the multiplayer game.

A command without a parameter returns its current state.

<number> is the player number.



Keyboard commands

Here is a list of keyboard commands that do not control the gameplay and cannot be changed in OPTIONS\SetUp Controls.

| | | | |
|------------------|-----------------|------------------|----------------|
| Main Menu | ESC | Quit menu | F10 |
| Control Panel | BackSpace | Save screenshot | F12 |
| Save Game | F2 | Get Status bar | +,- |
| Load Game | F3 | Info Bar | CapsLock |
| Options Menu | F4 | Show Map | Tab |
| Multiplayer Menu | F5 | Change map scale | [,] |
| Quicksave | F6 | Select weapon | 1..8 |
| Quickload | F9 | | |

Sound

CHASM automatically detects the type of sound card installed on your computer by checking ULTRASND variable for Gravis(c) and BLASTER variable for Sound Blaster(c) in AUTOEXEC.BAT.

CHASM gets the PORT address, IRQ number, DMA number, and CARD TYPE from this variable.

A typical Sound Blaster setting for SB16 looks like this:

```
SET BLASTER=A220 I5 D1 H5 P330 T6
```

A typical Gravis setting looks like this:

```
@SET ULTRASND=220,7,5,5,10
```

You have to set this variable in your autoexec.bat manually or run your Sound Blaster diagnose.exe utility to automatically set this variable. If you can't get CHASM working, try to start it with "-nosound" command in command line. It will disable all sound code.

Missions

CHASM consists of four episodes, each divided into four missions (levels). The last mission of each episode contains a master Timestriker that you must destroy to complete the episode. The Fourth and final episode ends with the destruction of the TimeJudge, the final creature of CHASM.

In addition to the single player episodes, six deathmatch arenas are included for multiplayer gameplay. To jump to any level type GO and the level number from the console.

Episode 1 - The CondemNATION

- Mission 01 - The Power Station by Yaroslav Kravchenko
- Mission 02 - The Military Base by Andrey Sharanevitch
- Mission 03 - The Underground Base ... by Denis Vereschagin
- Mission 04 - The Pit of Sarcophagus ... by Yaroslav Kravchenko



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Missions (cont)

Episode 2 - In Search of Inception

- Mission 05 - Dead River by Denis Vereschagin
- Mission 06 - Underdune by Denis Vereschagin
- Mission 07 - The Tomb of Death by Denis Vereschagin
- Mission 08 - The Curse of the Pharaohs . by Denis Vereschagin

Episode 3 - The Shadow Zone

- Mission 09 - The City of Dander by Alexey Pechenkin
- Mission 10 - The Fortress of Desolation . by Alexey Pechenkin
- Mission 11 - Subterranean Horror by Alexey Pechenkin
- Mission 12 - Phantom's Keep by Alexey Pechenkin

Episode 4 - The Stronghold of Evil

- Mission 13 - The Weird Dimension by Andrey Sharanevitch
- Mission 14 - Forsaken in Time by Andrey Sharanevitch
- Mission 15 - Abreast With Terror by Andrey Sharanevitch
- Mission 16 - Beyond Reality by Andrey Sharanevitch

Deathmatch Arenas:

- level 21 - Deathmatch Arena 1 by Alexey Pechenkin
- level 22 - Deathmatch Arena 2 by Andrey Sharanevitch
- level 23 - Deathmatch Arena 3 by Andrey Sharanevitch
- level 24 - Deathmatch Arena 4 by Oleg Slusar
- level 25 - Deathmatch Arena 5 by Alexey Pechenkin
- level 26 - Deathmatch Arena 6 by Denis Vereschagin

Weapons, Artifacts and Tools of the Trade

WEAPONS

Weapons available in CHASM the Rift include:



1. Shotgun

The weakest weapon in the game, but hey you've got unlimited ammo with this one.



2. Super shotgun

Slow, yes, but very powerful, particularly if the enemy is close.

A few headshots can slow down even the most persistent mutant.



3. BladeGun

A nip here a tuck there, these circle-blades cut to the quick, making fast work of monster's limbs.





4. Arrow gun

An evil weapon from the distant past that blasts energy-boosted arrows. Fire a few rounds and watch the body parts go flying.



5. Volcano

Light up a room or an opponent with this lead spraying wonder. This is the one that slows them all down.



6. Grenader

The most deadly weapon in the game, and not just for your opponent. Take care when using this weapon or you could be serving giblets while making your own gravy.



7. Land mine

It's almost invisible, it's quiet and best of all it's deadly. If you know where the bad guys are coming from, lay a few of these babies down and watch the chunks fly.

8. ??? You'll know when you find this one.

Artifacts

Here are a few of artifacts in CHASM that give you a bit of an advantage over your enemies.



The Helmet gives you 100 armor points and you'll need them.



Armor Suit gives you 200 armor points, a little extra protection.



This health artifact gives you 20 additional life points. Think of a giant bandage.



Double Health gives you 100 additional life points and as you know health is something you can't take for granted.



Invisibility, always nice to have when stalking your quarry. Careful, they can still hear you, and if you get too close, they just might smell you too.



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Weapons (cont)



The Chojin Mask grants you immortality for a little while. It's best to exercise this new advantage by slapping down everyone in your path. Don't worry about putting an eye out.



The Reflector shield lives up to its name by reflecting some of your favorite projectiles like the rockets, disks and arrows back from whence they came.



Keys come in many shapes and sizes and will get you into many a locked place, of course if the door's locked, you're probably not welcome.

Know Your Enemies

The enemies in CHASM will spark terror in the most ruthless soldiers. From the cackle of the Skeleton to the kiss-off of the Joker, each of your foes is just waiting to turn you into tender chunks of sinew and bone. If you're careful and skilled enough, you just might catch the Punisher flexing his muscles, or the Mong cocking his gun before your stealthy attack.



Mong - The foot soldier with an attitude. This persistent mutant will switch to hand to hand combat if you blow off his shooting arm. Taking off his other arm doesn't slow him down much either, he'll get his kicks anyway he can.



Faust - A foot soldier packing a powerful punch. Here's a guy that takes pleasure in removing the grin from your face. Duck for cover when he launches his rockets because if you don't, they'll find you one way or another.



Stratos - The mutant eye in the sky. Stratos fires two powerful rockets from his fists, leveling the land he surveys. It's best to hit him in the head with whatever you've got.



Scorpion - Persistent and agile, this menace is the ankle biter of the mutant world. You can take pleasure in eliminating them with a couple of shotgun blasts.



Turret - Luckily this gun doesn't chase after you. Not every weapon is effective against the laser turret, so if you're not getting the results you're looking for try another gun.



Joker - With a smile a mile wide, razor claws on one hand and a saw on the other, this is not the class clown. It's best to take cover and fire at his saw hand to eliminate his range attack.



Know Your Enemies (cont)



Skeleton - While he's lost his muscle, he sure hasn't lost his might. His sword isn't what it might first appear to be, so take care when you see him in the distance. The skeleton takes great pleasure in disemboweling his enemies from a cozy range.



Viking - Dressed to kill from head to toe in the height of fashion, this Norse playboy really likes to show his axe off.



Gross - Here's one of the big men on campus. This large, lumbering oaf would love to make you part of his club. If you can see him, he's just a stones throw away.



Punisher - Nobody really knows what lies under his hood and I wouldn't try to take it off him either. Don't let the beer gut fool you, this guy is no couch potato. He has an axe that would stop traffic...in a hurry.



Werehog - Here a hog, there a hog, everywhere a werehog. Here's a pig with a lot of poke. Use the BladeGun to carve him into tasty little sausage patties.



Zombie - A creature that didn't let a little thing like death spoil his dreams. Not much for personal hygiene, or small talk, he only wants to keep you from getting ahead. If you hear him howl you better take cover.



Alien Warrior - This cybergenetic killing machine shows the worst the future has to offer. Don't let his good looks fool you either, his laser range attack is second only to his powerful claws. Step to the side if he gets up close and personal, and never, ever shake his hand.



Alien Captain - Deadly accuracy and an incredible rate of fire makes him a formidable adversary. His sloping forehead and his prominent lower jaw are a dead giveaway to his lack of good breeding. Keep your distance and keep moving.



Lionman - Don't let his flowing mane and pretty-boy looks fool you, this cool cat is one tough cookie. Not a big talker, he lets his mace speak for him up close and personal.



Mincer - The result of a horrible typographical error, the mincer is both fast and furious. Preferring to travel in packs, he's still dangerous on his own.



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MASTERS

These are the foes you will encounter at the end each episode. Careful, it's not necessarily firepower that brings these giants down.

Sarcophagus - He has a surgically implanted chainsaw arm and rocket launcher. You can shoot at him all day, but eventually you'll blow him away!

Phantom - Two swords, a fireball and an enchanting personality, he's just dying to see the light!

Sphinx - There's more to him than meets the eye!

Time Judge - The final act!

Acknowledgements

ACTION FORMS AND MEGAMEDIA TEAM

| | |
|----------------------------|---------------------|
| Oleg Slusar | Programming |
| Yaroslav Kravchenko | Artwork |
| Alexey Pivtorak | Artwork |
| Oleg Naprasniy | Artwork |
| Alexey Serhiy | Character Design |
| Alex Kot | Sound FX & CD Music |
| Maxim Novikov | Level Editor |
| Andrey Sharanevitch | Level Design |
| Denis Vereschagin | Level Design |
| Alexey Pechenkin | Level Design |
| Igor Karev | Biz |
| Denis Vereschagin | Biz |
| Sean Spitzer (Strickland) | Voice |
| Robert Sallade (Commander) | Voice |
| Lamberto M. Alvaro | Development Support |

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| Brian "Pez" Ewoldt | Testing |



| | |
|---|---------|
| Mike "Chew Toy" Cucchiarella | Testing |
| Dan "It don't work" Kruger | Testing |
| Drew Boggs | Testing |
| Nate "Who killed me THIS time" Birkholz | Testing |

Troubleshooting

Q: I have Cirrus Logic video card and have problem with video mode 640x400 and NETWORK MONITOR.

A: This problem is caused by an incorrect refresh rate for this mode. You can correct it by using the SciTech Display Doctor (UniVBE) utility and adjust refresh rate to 71Hz. (Check this address: www.scitechsoft.com)

Q: I set a video mode that corrupted the screen and can't return it to normal view.

A: Try starting CHASM with -safe parameter.

Q: I can't start CHASM at all.

A: Try to start it with -safe parameter, "-safe" disable sound system, set video mode 320x200 and no joystick and mouse checking.

Q: The sound doesn't work on my system.

A: Be sure that you have a Set Blaster line and the "T" value is correct for your sound card (Most older sounds cards are 2 or 4). See the Sound section of the manual for details.

Technical Support

Before calling for technical support, please try the following:

- 1 Make sure your system meets the minimum requirements.
- 2 Look at the bottom of the CHASM the Rift CD and make sure there are no scratches or smudges.
- 3 If you have problems installing, make sure you are using the correct drive letters and that your CD drive can read other CDs.
- 4 If you are playing CHASM the Rift in multi-player and you are having problems connecting make sure your modem, serial, or network connection is working with other applications.

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