

The Chaos Conspiracy

Start

Load

Intro

Exit



Welcome to Part One of The Chaos Conspiracy!

The Chaos Conspiracy is a two-part fantasy/adventure game that uses the original Might and Magic VI game engine. Part 1 uses the original MM6 map world. Part 2 uses a newly created map world. The Part 1 adventure takes place in the vast world of Nimradur; a land of diverse topology, realms, populations, myths, customs, and 'creatures'. The central game plot is unique, unfolds in nine 'chapters', and is supported by a plethora of local challenges.

Part 1 of the game has been extensively play tested both in the Alpha and Beta stages of development, and is now released to the Might and Magic Community at-large in its final version.

Part 1 of **The Chaos Conspiracy** contains a completely new main storyline, quests and subquests, dialogs, many new and/or imported graphics, and new weapon and creature stats. The *game-start* video sequence is new and reflects the new game as presented in both Part 1 and Part 2..

Introducing the 'Team'

The Part One Chaos Conspiracy Development Team consists of four members; Jeff, HodgePodge, The Maestro, and Big Daddy Jim.

Jeff is the principal local concept and quest author for the project, contributed to promotion quests and main story-line concepts, and carefully crafted the Drow story-line that is so finely woven throughout the latter part of the game. He is a constant contributor to the Celestial Heavens forums, has authored and published the Heroes IV campaign ***Dragon's Fate*** and is currently developing the Heroes campaign ***Lamentia's Story***.

HodgePodge (AKA: Anne Hodge) is one of the dialog authors and the primary game editor. She's been playing Might & Magic games for about 12 years and still loves these games more than any others. Her initial introduction to the world of Might & Magic was Heroes I, then Heroes II. That's when she learned about Might & Magic VI. In her own words, MMVI is

"still the best role-playing game ever conceived by the imagination of humankind. My biggest achievement or honor in the Might & Magic Universe was to be placed as a guardian in the Tomb of Lord Brinne in Might & Magic VIII. Visit me by going to Lord Brinne's Tomb in the northern region of Ravenshore."

The 'Team' (continued)

The Maestro is the gifted Graphic Wizard of **The Chaos Conspiracy**. He has, almost single-handedly, contributed all customize creatures, screens, and other assorted 'eye candy' to the game. His contributions will continue with more custom graphics until the game reaches the final release stage. He has also produced the **Meastro Mod** for the *MM7Rev4mod* game.

Big Daddy Jim is the team leader and main story-line author of **The Chaos Conspiracy**. He is the Principal Programmer, graphics importer, support author, game technician, database manager, and all-around "Go-for". He is the sole author, programmer, and publisher of the **MM7Rev4mod** game and author of the three-part *Modder's Guide* series for MM7 and various Graphics Modders Guides.

The Chaos Conspiracy Play-tester Group (Alpha and Beta) consisted of four main gamers; Zedd, LG, Klaravoyia, and Sir BG.

Zedd is a long-time gamer and MM aficionado and has play tested several modified Wizardry games. As **Zedd True Shot**, he was declared *A Friend of The Game* because of his contributions to the *MM7Rev4mod* game. He appears in **The Chaos Conspiracy** as **Sir Zeddicus Z'ul the Fifth**.

LG (AKA: Edelward) is the one person most responsible for the release of the *MM7Rev4mod*. His encouragement in the early stages of the game, and his detailed analysis during play testing earned him the title *Friend of the Game*. He appears as **Lord Godwinson** in both the *MM7Rev4mod* and **The Chaos Conspiracy**.

The 'Team' (concluded)

Klaravoyia is a long-time MM gamer and fan, and is somewhat of a legend in her own right for providing the Peasant games of the MM realm. Her attention to detail makes her a most welcomed play tester. She appears in **The Chaos Conspiracy** as the **Baroness Klaravoyia**.

Sir BG has provided some early play testing support (Alpha 1 stage) and was declared a *Friend of The Game* in the *MM7Rev4mod* because of his valuable play testing insights. He appeared in the *MM7Rev4mod* as **Sir Bungleau**.

Contributions. *The Chaos Conspiracy Development Team* wishes to acknowledge the contributions of **Oleg Lunin** (some world history background and Promo Quest concepts), **Matt Otter** (some coding and game mechanic support) and **Sure Valla** (working out the Obelisk puzzle). In addition, each of the play testers has contributed concepts and suggestions to 'tweak' the game to a more balanced 'blend' of challenge and adventure.

Game Play Requirements

Game Requirements. You must have the original *Might and Magic VI* game completely installed, updated to Vs 1.2 and patched with either MOK's patch or the Grayface patch to play **The Chaos Conspiracy**. The updates may be obtained at the following link;

<ftp://ftp.telp.org/mm6/>

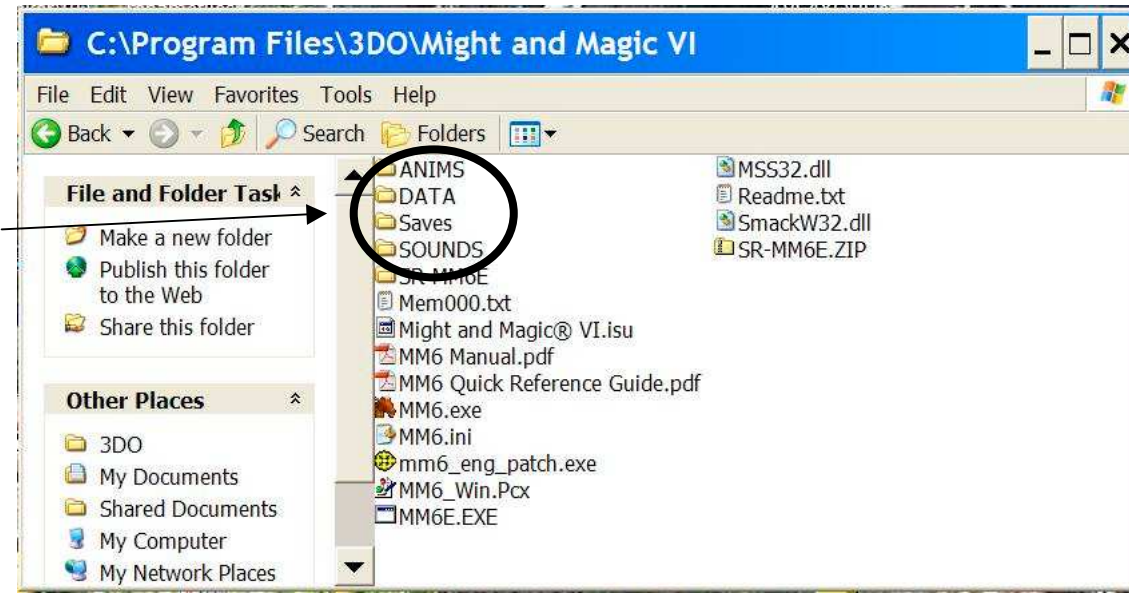
IMPORTANT! The MM6 game MUST BE FULLY PATCHED to V1.2 BEFORE applying MOK's patch!

Game Play Warning. Do *not*** use the AUTOSAVE until *after* you leave the starting area of Kat'an! Immediately after you start a new game, SAVE the game normally and then begin your adventure. If you must reload your game prior to leaving Kat'an, use your SAVED game.**

Download and Installation (concluded)

Download and UnZIP all TCC Part1 files. The unZIPped files should be placed in the original Might and Magic VI install directory. Before 'installation', the player should make a backup copy of the affected folders.

Make a backup copy of these folders; DATA, ANIMS, and SOUNDS.



The following folders will be replaced in the install directory by the newly UNZIPped folders; *DATA*, *ANIMS*, and *SOUNDS*.

START a new game and have fun!