
The Chaos Engine Download Install



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About This Game

Prepare for the dark world of The Chaos Engine, a steampunk Victorian age in which one or two players must fight the hostile creations of the Chaos Engine across four dynamic landscapes and take part in the ultimate battle.

Choose from six hard-nailed mercenaries each with their own unique weapons and skills.

Those who have the strength and skill to overturn the Chaos Engine will be remembered.

*(The Chaos Engine was originally known as **Soldiers of Fortune** in North America)*

Game Features

- Battle through four unique worlds in single player or online and local co-op modes.
- Play in 'Enhanced mode' or 'Classic mode' with its original graphics and controls for the true Amiga experience.
- Gamepad support with optional 16-directional movement.
- Steam achievements to test the mettle of both new players and old fans.

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- Relive the classic 90's Richard Joseph soundtrack.

Title: The Chaos Engine
Genre: Action
Developer:
Abstraction Games, The Bitmap Brothers
Publisher:
The Bitmap Brothers
Release Date: 29 Aug, 2013

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Minimum:

OS: Windows XP SP3, Windows Vista/7/8

Processor: Pentium 4 or AMD Athlon 64 (minimum 2.5 GHz)

Memory: 1 GB RAM

Graphics: GeForce 6200 or ATI Radeon X300

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 400 MB available space

Sound Card: DirectX 9.0c compatible, 16-bit

English,French,German,Polish,Russian







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The online coop is broken. Developers have promised a patch, but none has arrived. Would not recommend this game until the online coop is fixed.. I loved this game as a kid. I could never complete this game when I was younger, and I still can't now; but that is what I loved about it. The level of mechanics for such an old game is amazing. The diverse characters adds a lot of replayability. Steamworks integration allows Online Coop however, if you want to feel like a kid again, hook up two controllers and play locally.

Would definitely recommend picking up this game if you ever had it on older platforms, for those nostalgia trips and for those who love a good shooter.

Special power, FOOD!. I always was a huge fan of The Chaos Engine back in the Commodore Amiga 500 days. I thought the Music was fantastic, very steampunk and in some parts intimidating, the gameplay was enjoyable and simple to understand, the characters were clever and well designed and the worlds were also very well designed. The story is easy to understand and plays well through the campaign. This re-release is about as good as it gets as far as The Chaos Engine is concerned, they have correctly identified the positives in the game, such as the Music, and amplified them to be better on newer systems, the controls are smooth and simple, as was the case back on the old Amiga, the achievements are entertaining and though there may be a small glitch when it comes to fully upgrading your character, I would strongly recommend this game to anybody out there who a) Wants a challenge, this game is tough as nails. b) Enjoys the typical run and gun style game. and c) Want a nostalgia trip.

I have played the Co-op mode through Steam and it is alright, does take a while to adjust to the slight delays but soon it wears off and plays very well. Those of you who remember this game will know that the co-op mode was always difficult to follow and takes alot of practice, I regularly play the game with my borther over Steam and we do enjoy the challenge.

10/10

Steven Owen. It's certainly The Chaos Engine.

That's unfortunately where the praise ends, and admittedly, some of it isn't the games fault.

Online co-op is absolutely dead, immediately rendering one of the selling points of this quick and dirty rerelease moot. Of my 100+ friends on here, 2 own it, and they never want to play it, so I've been unable to try it out regardless. I'd hope that when you do get in a match, it at least runs well, but considering how quickly the search results for the online matchmaking went from "player found" and then dropping back to the menu, to outright failing to find anyone, I doubt it.

You can stretch the window to fit your monitor, but that looks just as terrible as it sounds. You'll want to leave it in the native resolution, which, thankfully, is bearable. It's just amazing that they give you the option to change the resolution, when all it does is stretch the game window and make it look like a big square of mud. The supposed graphical filters that they include just make things look worse.

I loathe this statement, but I am left to wonder if The Chaos Engine has been a victim of time. On it's own merits, just as a game, it simply isn't very good. Enemies are ruthless, and the characters all feel identical outside of their weapon and maximum health, despite the game adamantly stating they are very much unique in nature. I never saw a reason to play as anyone other

than the high health characters as a result of this. If I was going to be dodging bullets all the time, I'd rather have a lot of chances to screw up than only a handful before my game ends.

After each stage, you are able to increase your characters attributes. This should be awesome, but it is absolutely hamstrung but constantly having to babysit the other character. You already only make a handful of coins a level, but when playing solo, that amount is automatically cut in half, with half given to the AI. Because, you know, that's fair. So the most you can ever really do is buy an extra life for yourself, or maybe increase your maximum health. Those interesting, possibly viable upgrades like increased movement speed, firepower, and such? Don't even think about seeing them in action. Your little AI friend needs an extra life.

When you are actually on the field playing this mess of a game, enemies spawn from generators much like in a Gauntlet title. In those games, everything was restricted to movement in the four cardinal directions.

The Chaos Engine hates you, so you are stuck moving and shooting in the four cardinal directions. Meanwhile, enemies can move wherever they damn well please, and some can shoot in 8 directions as well. Are you having fun yet?

To complete a stage, you have to shoot all the posts in the stage to open up the exit. There are unlisted hidden posts that can open up secret exits, but the game isn't enjoyable enough to make that an enticing idea in the slightest. When you finally complete a stage, you really just wish you would run out of lives already.

Luckily for you, the game has some mercy. When you do run out of lives, there is no continue option. You just lose. You can "continue" from the main menu, but this just loads you at the start of the last stage you were on, in whatever horrible shape you were in before you got murdered. So that's great.

Why did I like this game when I was a kid?. This classic Amiga game contains some minor enhancements and gameplay improvements like the 360 direction aim and the render options to make the GFX less eye straining.

It maybe a old game, but Bitmap Bros. made a lot of amazing games with a lot of hidden bonuses and plenty of surprises that, made that game addictive in the 1990s.. I played the Sega Mega Drive version. It was fun.

This is not. It's not fun, it's not worth the money I paid for it. The only reasons that I haven't uninstalled it are due to the nostalgia I get from playing it every now and then, as well as it's not taking up a lot of hard disk space. But seriously, you're better off downloading an emulator for the consoles and getting the rom if you're planning to play the game at all.

It's supposed to be a "remastered" version of the original game, but little about this game seems "remastered". Pointless and useless features don't count, especially those that make the game look worse.

Online multiplayer is poorly optimized. The framerate drops drastically even if you're playing with a teammate sitting right next to you in the same room. As I have mentioned earlier, if you want to play with a friend, get the emulator and play local co-op. Unless playing Chaos Engine on 0.5x speed is a fine thing for you.

1V10 Would download Sega Mega Drive emulator and Chaos Engine rom again. Love how all the bad reviews are "It's HARD!" followed by some literal on screen tears.

This is what games were like back in the day. No aim assist bullcrap. Not super long, so they made it harder to get through. This game is amazing, the controls are just fine, it's totally beatable. Don't listen to the people who suck at old games, this is a gem, and very worth your time and money.. classic 90's Amiga Action.

Which will mean nothing if you don't know what that is, so...

It's a top down 2-D scrolling shooter, set in a kind of steam-punk setting.

This is very much it's own unique product in terms of setting and character, with sort of techno sound track that gets the blood pumping, and makes you want to shoot things.

In terms of game play, players unfamiliar to this format (in our current age of FPS) will need to acclimatise to it, but as 2-D shooters go it's as good as it gets.

Compared with today's games there is a high difficulty level so don't expect to blow through first 5 levels on first life, but the

difficulty is challenging and rewarding, not cheap.

Lastly if you remember the game when it came out, and were wondering, then I can tell you they call him 'The Priest' not 'The Scientist' as he mysteriously changed jobs in the port to the SNES.. This is a return of an old classical 2 players game. This is not a new remake. As I noticed they changed only three things:

1. Added a filter that makes pixels look smoother. Can be disabled, but I really liked it (steam store screenshots have it turned on).
2. Added autosave of the last unlocked password. No need to write them down on a sheet of paper. Handy.
3. Not only local, but also a network multiplayer (2 players coop campaign).

None of these features really make this game better or worse than it was before. I highly recommend it to those who played this game years ago and liked it. It's still the very same fun game. On the other hand, mashing Fire is still a need as this way you shoot faster than if you just hold Fire key/button.

For those of you who didn't... Well, it's a good 2 players coop game, played good if using the same computer (keyboard or controller for each player). The game is of average difficulty. It can kill you really quick if you are careless, but not unbeatable and doesn't require super reaction or precision. No combos, dirty tricks, you can play it straight out of the box. A lot of guessing elements appear later in the game and make you life easier or harder depending on your choices. This game will not take much time, it has autosave every half an hour or an hour at later stages when you reach a new world.. or if you lose all your lives before that :D. If everything goes good, you'll be able to complete it in one go in something like 3-4 hours. Six different characters and different special power (unlocked later) give this game some replayability, but not too much. Finishing it 1-3 times will probably be enough for most players.

If this sounds fun - you should try it. If not - pass by, this game is quite good, but not a must see.

What a great game, I think I actually enjoyed it more now, then I did back in the day. I highly recommend this game to anyone who was gaming in the early 90s for a good dose of nostalgic rage (when then CPU player takes all your food/power ups!). The majority of the game is flawless but there are still issues which have not been addressed. Like for instance the online multiplayer being laggy to the point of unplayability and some of the achievements are inaccessible/broken. Apparently there are "minor sound issues" and a friend has also mentioned "laggy menus" but I myself have not experienced these problems or neglected to notice them. All in all this is a great remake and was worth every penny, do yourself a favor and buy this classic masterpiece.. Played this a lot on sega mega drive but on steam i feel it's lacking something not sure what it is but i will recommend it because in the day it was a great game and when i seen it in steam i had to buy it.

Total carnage on Sega mega drive.. This game is literally the FIRST game I've ever played on a computer. It actually took me some effort to find the game since I could not remember the name of it. It feels soooooo great to be able to play the game again, bringing back so much good memories. OH BOY, SUCH NOSTALGIA!

Throwback to the early '90s, when I was 5 or 6, I had a lot of fun playing this game in my mom's office. Those damn leaping frogs and running hands had really given me some heart attack lol. It's such a difficult game that I never made it to world 3, well maybe another story if I was allowed to play a little longer as a kid :)

Even I see myself as a better gamer today, I still find this game to be difficult just like the original version. It gets somewhat frustrating after dying few times. It might just take me forever to finish the game without using cheats haha.

. Hi guys,

I was looking for a good gift for my dad who is an Amiga games fan. I found this game (I was playing it with my dad on Amiga a few years ago) and I thought it is a really nice gift for him. I saw that this game was not recommended by players but I thought that they just don't understand old games.

I wasn't actually right. I had to purchase this game twice: for me and my dad. What we actually found (this version problems):

- choosing champions (however I should call them) and purchasing upgrades just sucks, nothing changed since Amiga game and this is definitely not good idea for keyboards. It is so idiotic,
- graphic didn't change. I mean I like it but I gave too much money to have the same thing what my dad actually has,
- there should actually be some facilitations (other than saving game after each level) - no, it wouldn't be too easy because it is typical arcade game so pretty hard one,
- nothing really interesting and innovating about in-game control.

This game is a huge mistake. Studio did an emulator just to gain money. It would be okay if this game costs 5-10 euro for you and your friend. I don't recommend this game right now. Maybe if it is a little bit (you know what actually "a little bit" means:) less.

Of course if you want to play with me (I am going to finish this game anyway - I don't wanna waste that much money) - write to me.

Watch videos, I think I'll record also The Chaos Engine soon. www.youtube.com/Vc/PearlyEu

[Bye and see you soon in other reviews!](#)

[Regards,](#)

[Pearly. I'm not sure if I am missing a large issue with this re-issue of this classic game, but the low metascore and bad reviews are something I just can not relate to or agree with at all. The Chaos Engine is a fantastic game that has a rock solid design, it is also one of the first games I ever played on the Amiga and was thrilled to see a remastered version released on Steam. Playing this again for the first time in about 18 years was the ultimate nostalgia trip. This game was way ahead of it's time, as was it's music.](#)

[Even though the game is still hard as hell, that isn't an issue to me, it just makes me even more determined to try and beat it again. With the addition of online play, leaderboards and achievements, the Steam version of this game gives you more of a reason to keep coming back to have a go at it.](#)

[There are some small issues with this port however, none of which are truly game-breaking but can be annoying. The main issue](#)

is the co-op play. 9 times out of 10 the game play is extremely choppy and make it very difficult to play properly. I believe a patch was promised for this and I really hope it comes along soon.

Another thing that bothers me are some sound bugs that weren't present in the Amiga version. The sound of the the computer player teleporting to your location is elongated and high-pitched. it goes right through you now. especially after hearing it so frequently. The theme after completing a level is also bugged and doesn't play properly. instead it just cuts straight to the menu music. not a big deal at all but it's just something I noticed. It could just be my memory, but I'm sure that the monsters use the wrong death and pain sounds too. I don't ever recall the monsters using the same sounds as the player characters.

All in all, this is a good port of a great game and I definitely recommend it to old and new fans alike. There are some small issues but it doesn't make it any less of a great game. If nothing else in this game does anything for you, play it just for the soundtrack.. Terrible port with broken steam co-op and laggy controls making an already infuriatingly difficult game almost impossible to play. Not worth buying even on sale.. This game is very hard, but can be very rewarding and enjoyable once you get a handle on things. Once you get used to how Chaos Engine does stage layout - with lots of walls and stairs appearing or vanishing to create new paths - and get a better handle on positioning, distance and pacing, the game becomes a lot more manageable. But expect your first couple of runs to end in misery - it happens to everybody.

They made some changes to the game with this port but for the most part they are minimalistic and geared mainly towards making the game look and play better. The new save system let's you enjoy the game without having to punch in long passwords for one, but it won't help you cheat like an emulator would.

Picking the Navvie (one of the six playable characters) makes things a little easier for beginners. His initial stats and powerful weapon makes him a very sturdy character, and his special is a no-nonsense smart-bomb. The other characters are more technical and require a little more knowledge of how the game works to use properly.

Playing online with a friend is an absolute blast, but the netcode is so-so.

. A trip down memory lane.... I actually still have my copy of Amiga Power with this game on the cover from 1994ish.

Unfortunately the nostalgia does not outweigh the fact that the game does not hold up at all. Clunky, inaccurate, frustrating - the hallmarks of a good game in '94 but not something I can recommend today.

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