Chron X

Version 3.0
User's Manual

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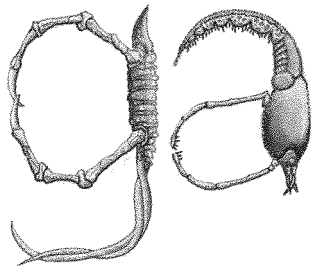
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Chapter 1: Introduction

Chapter Overview

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Welcome to Chron X!

Chron X is a Collectible Card Game in which you battle your opponent over the Internet with an arsenal of agents, weapons, programs, and bases chosen from your deck of virtual cards. Just like paper-based CCG's, *Chron X* cards feature beautiful artwork, specific rules, and fascinating statistics. Cards can be purchased (starter decks and booster packs), and traded. Genetic Anomalies' unique Collectible Bits™ technology keeps everyone honest and the cards legal.

Our Internet tournaments allow you to compete with players from all over the world, with rules and card restrictions handled by the computers. *Chron X* even tallies wins and losses to track your ranking among thousands of players worldwide.

The object of *Chron X* is to find and destroy the opponent's headquarters. You do this by deploying *bases* to provide you with resources and then spending those resources to deploy *assets*. Assets are used to find and attack enemy bases and assets. You can use *enhancements* to improve your assets and you can run *programs* and invoke *interventions* to give you advantages in the battlefield.

Unlike physical card games, *Chron X* utilizes the concepts of stealth, which keeps cards hidden from the other player, and perception, which finds hidden assets. Also, there is a far lower risk of paper cuts. Unfortunately, there is a slightly higher risk of electrocution.

The Object of the Game

The year is 2091, far enough in the future that the human population is straining the world's resources, but not far enough for technology to come to the rescue. The United States has collapsed into feudalism. A weakened United Nations vainly attempts to maintain order across the globe. Corporations have withdrawn from society to become micro-nations unto themselves. There is a feeling that a new dark age is coming. As more of the rich and powerful retreat behind real and virtual barriers, the rest of humanity is left to fend for itself.

For those on the outside there is hope, of sorts. Out of the urban expanse has emerged the legend of an approaching epoch. A time known as *Chron X*, when the destiny of mankind will be determined. Many speak of *Chron X* as the dawn of a new golden age; others believe it will herald the final destruction of humanity.

Existing on the edges of the decaying society is a mysterious organization called The Body. For generations it has worked for its own enigmatic purposes, revealing nothing about its inner mechanisms. Though many have worked for The Body over the years, none have seen its masters and its ultimate motives remain unknown.

But something has changed. Communications from the inner circle of The Body have ceased. In the outer circles, rumors have spread like viruses. Some say the masters of The Body destroyed one another in a cataclysmic struggle for control. Others believe the long sought grail of faster-than-light travel was attained and the masters departed for a new, better world. Still others believe the silence is a sign that the fabled *Chron X* is imminent.

Left to themselves, the individual command teams of The Body's outer circle have turned on one another. You are a leader of one such command team. In a race against time, you must find and destroy your opponent's secret headquarters before your opponent does the same to you. Resources in this world are scarce, and your agents aren't always what they appear to be. Against this backdrop you battle to unite the fragmented outer circle and solve the mystery of The Body's silence.

Using this Manual

This manual is meant to provide you with the basic tools & knowledge necessary to enter the world of Chron X. It is but one of many resources that you have at your disposal. We encourage you to frequent the official Chron X web site where you will find a constantly updated array of information. You can find it at http://www.station.sony.com/chronx. We also encourage you to read the news screen in the game each time you log in – you can't miss it… we won't let you. It's good clean fun.

System Requirements

- Windows 95, Windows 98 or Windows NT 4.0. *Chron X* will not work on earlier versions of Windows or Windows NT, so please don't try it!
- 800x600 resolution or higher and at least 8-bit (256) color depth.
- A Pentium or faster CPU with at least 16MB of memory.
- An Internet connection, either through a dial-up line to an Internet Service Provider (ISP) or a direct network connection.
- *Chron X* can generally deal with firewalls as long as they permit outbound connections and are not made of actual fire.

Contact Information

There are many wonderful ways to reach us, but the best by far is electronic mail, as we check it often. Email…Invented in 1942 by Walter Edgell, e-mail quickly found its way into the food rations of every American soldier during World War II. Wait, I might be thinking of Spam®.

If you have any problems using *Chron X*, or with your character, or with imitation meat products, e-mail us at this address:

> techsupport@station.sony.com

If you would like to send us your thoughts or comments, try this one:

> feedback@ChronX.com

For general questions about our company or game:

> info@GeneticAnomalies.com

The best place to find up-to-the-minute information about *Chron X* is at:

> http://www.station.sony.com/chronx

And best of all, don't forget to check out The Station:

> http://www.station.sony.com

Of course, if electronic forms of communication are just not your thing, you can always call Chron X Customer Support @ The Station:

> U.S. & Canada: 1-888-STATION
> Outside U.S. & Canada: 1-801-579-2300

Chapter 2: Cards

Chapter Overview

- Your Deck of Cards
  - Asset Cards
  - Base Cards
  - Enhancement Cards
  - Program Cards
  - Intervention Cards
- Card Resources
- Special Abilities for Cards
- Managing and Tuning Your Deck

Your Deck of Cards

Playing Chron X is heavily intertwined with the deck of cards assigned to your character. When you start playing, you will create a new character and Chron X will generate a *starter deck* consisting of sixty cards. These cards are randomly chosen from a larger set according to their frequency, or rarity. Some cards are common while others are rare. While not necessarily more powerful, rare cards often possess unique or exotic abilities. You can find a complete listing of the cards on the *Chron X* web site (http://www.station.sony.com/chronx/client-cards.jhtml). You can also trade your cards with other users… but more on that later. Let's just get down the basics.

There are five different types of cards in the game, listed below. (In addition, there are card *resources* described later in this chapter. Resources are produced by bases and consumed by cards.)

- Asset Cards
- Base Cards
- Enhancement Cards
- Program Cards
- Intervention Cards

Asset Cards

Assets are the human, mechanical, animal, or even vegetable (sure, you laugh now, but we'll see who's laughing when a mutant fern comes at you with leaves and stuff) used both to attack your opponent and to defend your headquarters. Assets can move around the world, search a city for enemy assets and bases, and (of course) attack enemy forces. Each asset costs a certain number of resource points to deploy. Once an asset has been deployed you can order it to attack, move, or search. Each of these actions will also cost resources.

All of these attributes can be modified by equipping an asset with enhancements. In addition, assets may have special abilities or follow special rules. These will be indicated on the back of the card. (See the Enhancement cards section on page 12 and the Special Abilities section on page 15 for more information.)

Asset Card Attributes

Every asset has a set of attributes that describes its capabilities:

- **Hit Points (HP)**: Hit points are a measure of an asset's health. Every time an asset is attacked, it loses hit points. When an asset is reduced to 0 hit points, it is killed.

- **Firepower (F)**: Firepower is an indicator of how much damage an asset will deal to its target during an attack.

- **Armor (A)**: An asset's armor rating measures how difficult it is to kill the asset.

- **Stealth (S)**: Stealth indicates how hard it is for an opponent to detect the presence of the asset.

- **Perception (P)**: Perception is directly related to stealth, in that they are completely different. Any asset searching will find every asset in the city whose stealth is not higher than the searching asset's perception (an asset with a perception of 5 will find every asset in the city as long as their stealth is not greater than 5).

- **CyberAffinity (C)**: CyberAffinity is a measure of a programmer's level of skill. Every program requires that the asset running it have a minimum CyberAffinity.

Asset Card Deployment Costs

The deploy cost for every asset—that is, the number of resources it takes to place an asset from your hand onto the playing field— is indicated in the upper left corner of the card front. The cost to attack, move, and search is indicated across the bottom. On the left side is an abbreviated

listing of the attributes. Just below the asset's picture is the domain it belongs to (see Domains below), along with any special attributes the asset might have, such as Sabotage, or Mech.

Asset cards are blue. Try to cheer them up.

Deploying an Asset

You can deploy an asset in any city containing a friendly base assuming you have an asset in your hand and enough resources to deploy the asset:

1. Select the asset in your hand.

2. Click the **Deploy** button to deploy the asset. If an asset has a Stealth greater than 1, the opponent will not see the asset and will not even know that it has been deployed. Assets with Stealth of 1 will be detected by the enemy if he or she has a base in the same city. When an asset is first deployed, it is *tapped.*

> *Helpful Hint: Tapped/Untapped Assets*
>
> Once an asset is tapped, the asset has done all it can do during this turn. You will know that an asset is tapped by the languid expression on its face and the little box in the corner with an X in it. At the beginning of your next turn, all your tapped cards will be untapped.

Moving an Asset

An untapped asset can move to any adjacent city. Moving costs a certain number of resource points for the asset and it causes the asset to tap. When an asset moves into a city, any enemy bases in that city are revealed to you. Assets can automatically detect enemy bases. You will *not*, however, see any enemy assets until you search, even if they are non-stealthy.

1. Select the asset card.

2. Click **Move**. You will be prompted to select a destination.

3. You can either click one of the city names below the globe icon, or, select one of the cities from the satellite view.

Searching with an Asset

An untapped asset can search for enemy assets in the same city. Searching costs a certain number of resource points for the asset and it causes the asset to tap. When an asset searches, all enemy assets whose *Stealth* is less than or equal to the searching asset's *Perception* will be revealed. Although your asset will appear as tapped to your opponent, the enemy does not necessarily know either of the following:

• You searched their assets.

• Their assets have been revealed.

To search with an asset, select the asset card and click **Search.** You will then see all enemy cards according to the stealth/perception provisions above.

Attacking an Asset

Bases serve to protect assets, so it is impossible to directly attack an opponent's asset when he or she has a base in the same city. If an asset is unprotected, then it can be attacked. In that case, the attack proceeds the same as if the target were a base. Other assets can step in and block the attack and the target asset can also block. An asset under attack will not automatically block—it must be commanded to defend itself. When the attack is resolved, damage is decided according to the rules for assets (See *'Example'* on page 12 for more information on how damage is calculated).

Base Cards

Bases provide the resources needed to deploy assets, run programs, pay rent on a one-bedroom in the city—basically everything. There are a number of rules/items to note about bases:

- Each base supplies you with one of three different kinds of resources (Resources are described in the Card Resources section on page 14.): Military (⚔), Covert (🗡), CyberOps (🖥). Basically, bases *produce* these resources and other cards *consume* these resources.

- Your headquarters counts as a base and generates one of each resource type each turn.

- A base card can be played in any city in the battleground, but you can only play one per turn.

- Bases do not have a deploy cost, but they do have a hit points attribute, and can have special abilities or rules. (See the Special Abilities for Cards section on page 15.)

- Once a base is deployed, you will get one resource point of the appropriate type at the beginning of each turn until the base is exhausted. Resource points build up, so if you don't spend them in one turn they will be available the next.

- Most bases stop providing resources after a certain number of turns.

- If at the end of the fiscal year you still have resource points left, they will be rolled over into the next fiscal year.

- Base cards are green.
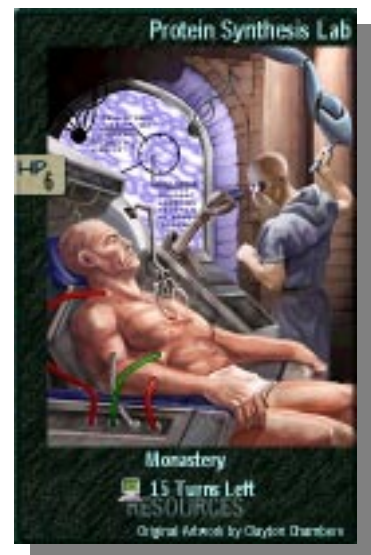
Deploying a Base

Bases can be deployed anywhere in the world as long as the type of resource produced by the base is not already being produced by some friendly base in that city. For example, if you have a *Desert Training Camp* (which produces 1 Military resource point per turn) and you place it in

Caracas, you can not later play an *Ammo Cache* in that same city (which also produces 1 Military resource point per turn).

Since your headquarters counts as a base and since it produces all three kinds of resources, you can generally not play any bases in your own headquarters city. Some bases, however, do not produce any resource at all (*Rejuvenation Tank*, for instance). These bases can be played anywhere. Also, note that only friendly bases are counted for this purpose—enemy bases do not affect you. In other words, if there is an enemy base in the city, you can still deploy your own base, even if it supplies the same resource type as the enemy base.

Bases can automatically detect any enemy base and any enemy asset of *Stealth* 1 in the same city. This means that when you deploy a base in a city, all the enemy bases and enemy assets of Stealth 1 become visible to you. In addition, if the enemy later deploys any bases or assets of Stealth 1 in a city in which you have a base, those cards will become visible to you.

Attacking and Defending a Base

The next three sections describe:

- Attacking a base
- Defending a base following an attack
- Dealing with the death of a base

Attacking a Base

One or more untapped assets can attack an enemy base in the same city. Only one base can be attacked at a time. Each attacking asset must be untapped and the attacker must have enough resource points available for the selected assets to attack. Attacking taps all assets involved in the attack. Not all the assets in a city need to participate in an attack. Assets are not real people, and will not feel left out.

1. Select an asset to attack with and click the **Attack** button. You'll be prompted to select the target base.
2. Select the target base, and click **Done** to proceed with the attack, or select more attackers.
3. If you decide to select additional attackers, simply select the asset and click **Attack**.

Defending a Base following an Attack

Once all attackers are picked and you've clicked **Done**, as described in the previous section, the attack is revealed to the defender.

Any attackers who were not already known to the defender are now revealed. The defender now gets a turn to defend against your attack. He or she has the option of blocking one or more of the attackers.

Each untapped asset that the defender controls can block one and only one attacker. A single attacker can be blocked by more than one defender. Defending does **not** tap an asset. Each defender that blocks will be revealed to you if you did not already know about it.

Once the defenders have been picked, the attack is resolved. Any attackers that were not blocked will get through and will do damage to the base. These attackers will do one hit point of damage for each point of *Firepower*.

Any attacker that is blocked will fight with the defender. Each will inflict one point of damage for each point of *Firepower* minus one half point for each point of *Armor* that the opponent has.

Example: Point Damage in an Attack
If *Meat Machine* (Firepower 5, Armor 4) is blocked by *Joe Jarusek* (Firepower 3, Armor 2), then *Meat Machine* will do 4 points of damage (5 - 2/2) and *Joe Jarusek* will do 1 point of damage (3 - 4/2). Damage is rounded up. Regardless of the numbers, each side will always do at least one point of damage.

If an attacker is blocked by more than one defender, then both defenders will do damage to the attacker, but the attacker will only do damage to the first defender that was picked.

It's Dead, Jim

When a base is destroyed (its HP drops to 0), it is removed from the game screen at the end of your turn. If an asset is killed, it is removed from play at the end of your turn and deposited in the Body Bank of its owner. Beware, it could come back to life!!

Enhancement Cards

Enhancement cards represent various equipment, biomechanic implants and surgical modifications that can improve the capabilities of an asset, for example: weapons to increase damage, titanium skeletons to resist injury, mimetic armor to improve stealth, etc. Each enhancement costs a certain number of resource points to use. Only assets can receive enhancements.

Enhancement cards are dark gray.

Enhancing an Asset

Enhancement cards can be used to improve the abilities of an asset. For example, the *UR10 Assault Rifle* card will increase the Firepower of an asset. When an asset is given an enhancement, the player must have enough resource points to use the enhancement. Once played, the enhancement stays with the asset and cannot be transferred.

To apply an enhancement to an asset:

1. Select the enhancement card in your hand.

2. Click **Equip**.

3. Click on the asset you want to enhance.

An enhancement which gives an asset a certain attribute level (as opposed to one that adds or subtracts from that attribute), will not generally enhance an asset *downwards*. For instance, if *Anceph Warrior*, which has a firepower of 8, is enhanced with *Bandido Pistol*, which gives an asset a firepower of 5, *Anceph Warrior*'s firepower will be the higher of the two. On the other hand, an enhancement like *Snake*, which raises firepower and armor, but at the expense of 2 points of stealth, *will* lower that attribute. That is, it would, except that *Anceph Warrior* already has a Stealth of 1, so, uh, never mind.

Program Cards

Program cards can do many wondrous things that help the player and often hurt the opponent. A program must be run by an asset in play. Each program has a *CyberAffinity* rating that indicates the level of knowledge required to use it. A program can be run by any asset who has a CyberAffinity equal to or greater than that required to run the program. In addition, running a program costs a certain number of resource points.

There are different kinds of programs. Some will work once, for example, doing damage to an enemy asset. Others will have an effect on all assets in the city. For example, *Quarantine* prevents assets from entering or leaving a city. The latter kind of program may last for a turn or two or it may be permanent and last for the rest of the game. A program running in the city will be displayed on the side of the battlefield in the city view. The specific rules for the program will be alluded to on the back of the card.
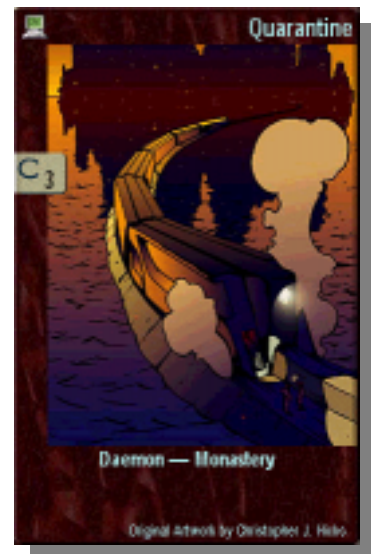
In general, the other player will know that a program has been run. If the asset running the program is known to the enemy, then the enemy will know who ran the program. If the asset is not known, it will not be revealed, but the enemy will still know that a program was run.

Program cards are red.

Running a Program

An asset running a program must be untapped to run the program.

1. Select the program card from your hand.

2. Click **Run**.

3. Click the asset you want to run the program. Running a program taps the asset.

Intervention Cards

These cards represent high-level interventions by greater powers in the world. For example, a 7th Air Cavalry Strike counts as an intervention. These are generally one-time events that are discarded after use[1]. Each intervention generally costs a certain number of resource points to invoke.

Some interventions (For example, *Peacekeeping Force*) can be used during your defense round, after the other player has declared his or her attackers, but before you have committed your forces to defend.

Intervention cards are gold.

Invoking an Intervention

Interventions have some of the same effect as programs but they do not require an asset. Interventions can be invoked at any time as long as it is your turn and you have the required number of resource points. In general, the other player will know that an intervention has been invoked.

1. To invoke an intervention, select the intervention from your hand.

2. Click **Invoke**.

Card Resources

Resources are earned by bases and consumed by cards. There are three types, each representing the funding and materials needed to support a different form of combat:

- **Military:** The brute force of modern warfare, and military combat includes all types of overt firepower. Military assets are trained for survival in the face of enemy fire and death against opposing targets.

- **Covert**: Throughout history, wars have been fought hand-to-hand, but starting in the 20th century, a technological arms race developed that favored concentrations of power. The first machine gun was very powerful; so powerful, in fact, that the enemy tried to destroy machine guns first. This meant that machine guns had to be protected in armored tanks. But this made the tanks a primary target and even bigger and more expensive tanks had to be built. By the beginning of the 21st century, this model of warfare was obsolete. Technological developments allowed the creation of elite commando teams that could pass through a traditional battle line and penetrate deep into enemy territory to deliver anything from an

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[1] You may notice an almost extravagant use of words like 'usually' and 'generally' when dealing with game rules, and where such words are not used, they should generally be assumed. That is because for every rule there is almost always (meaning usually) a card that somehow circumvents it. As a rule (and this particular rule is an exception to the last rule, in that there are no exceptions to it), where a card rule and a game rule are in conflict, the card rule takes precedence.

assassin's bullet to a city-busting nuclear device. Covert assets are trained to work in secrecy, relying on deception and surprise to achieve their objectives.

- 🖳 **CyberOps**: The third major category of combat is the newest and vaguest of them all. The technological revolutions of the 21st century have created not only new ways of killing but also new battlegrounds. With so much of the world dependent on the computing and communications power of the Core (the homogenous computing engine of the planet), attacks on virtual targets can have effects on the real world. For example, a simple computer virus can disrupt communications between two military bases, preventing one from coming to the defense of the other. In 2091, there are special assets dedicated to mastering the intricacies of the Core and the various ways in which it can be used to attack and defend.

Special Abilities for Cards

Some assets and bases have a special ability that can be invoked when the card is in play. For example, *Eros Mercenary* can temporarily increase his Firepower by using his special ability.

If the opponent knows about the asset or base using a special ability, then he or she will know that the special ability was used. Using a special ability does not reveal the user, though.

The rules for special abilities depend on the actual card. Some examples of rules are:

- Some special abilities can only be used when the asset is untapped.
- Some can only be used once per game.
- Some cost a certain number of resource points.

Invoking Special Abilities For Enhancements

Some enhancements have a special ability. The special ability for an enhancement can only be used by the player who controls the asset on which the enhancement is played. For example, *Cut & Patch Kit* heals 4 points of damage if you use its special ability.

To use a special ability for an enhancement:

1. Click on the picture of the enhancement in the large image of the card. You will now see the enhancement card and your will see a button labeled "special" below it.

2. Click on the button labeled "special" to invoke the special ability.

Managing and Tuning Your Deck

You know the phrase "Practice makes perfect." Well, in terms of playing Chron X with a maximum advantage, we need to modify that saying to be "Practice *and tuning your deck* makes perfect." Deck tuning is one of the most important aspects of playing *Chron X*, and takes a great deal of skill and experience.

When you create a character, a starter set of 60 cards is generated, and your default deck consists of these cards. But generally, you will not want all 60 of these cards in your playing deck. The first reason is, not all of the cards will be usable. For example, if none of your programmers has a

CyberAffinity greater than 5, you probably won't want to have a card like *Tetsujin's Transformation* in your deck, since it requires a CyberAffinity of 8 to run. Or you might have *Portable Launcher*, but no missile to use with it.

The second reason is that not all cards work well together. Some cards have very specific uses, like *Organlegger*, which steals dead assets from your opponent's Body Bank. Ideally, you want to include only the cards that will be strategically important to your deck, whatever that means to you. Also, remember that different assets will need different types of resources, and you should have enough of the right kind of bases to supply them.

The fourth reason for not including all 60 cards in your deck is that the smaller your deck, the greater the odds of drawing a card you need when you need it. The smallest allowable number of cards in a deck is 40, and for a consistent chance of winning, you should try to get as close to that number as possible. This is especially true when playing games in America, where it's not unusual for a game to last only five or six turns. You will very rarely last longer than thirty-two turns against a human opponent, which is when you would stop drawing cards with a 40-card deck. If you were playing with a 60-card deck, and the game only lasted twenty turns, you would never have seen more than half your deck. For slower battlegrounds, you might want to add more cards, especially games played in The World, which can be much longer. In general, though, you will benefit by having as small a deck as possible.

At this point you may be wondering how you would go about tuning your deck.

Tuning Your Deck

- **Bringing up the Manage Decks screen**. Select the Manage Decks button from the main screen. This brings up the deck management screen that displays all your cards. From here you can arrange all of the cards in your collection and change the cards in your deck, or create new decks (from which you can choose in the Game Settings screen).

- **Viewing cards you have, but are not currently displayed on the top row.** If there are more cards than can be displayed on one row, you'll see a small arrow on the top right side of the screen. Click it to scroll to the next card. If you hold down the **Ctrl** key while clicking the arrow, you'll scroll by page.

- **Viewing cards more closely, for more information.** Selecting a card brings up a close-up of it in the space to the left of your collection. Clicking on the close-up shows the back of the card, where you can see a full listing of the statistics for the card, along with any special rules, abilities, or flavor text.

- **Modifying the current deck.** The top row of cards is your current deck. The rows below are scrap piles where you can arrange your cards and keep any that you don't want in your deck. You can select cards and drag them individually, or you can select blocks of cards by holding

down the shift key while clicking on the first and last cards that you want to select. If you click on the label to the left of a row, you'll get the option of selecting the entire row. You'll also see a list of sorting options. You can sort a row by name, card type, resource type, rarity, and artist. You can also export a list of the cards in the row to a text file.

- **Creating new scrap piles.** Click on one of the New Pile buttons on the right side of the screen. A new scrap pile divider will be created at the center of the row, and the New Pile button will change to **Delete Pile**. Pressing this button will merge the two piles together again.

- **Creating new decks.** Click on the leftmost part of the status bar at the top of the screen (where you see the words "Default Deck"). Decks are subject to certain restrictions; no deck can have fewer than 40 cards or more than four of any one type of asset, enhancement, program, or intervention. Also, you may not include more than four of any particular special base. (Special bases are bases that have a special ability. Check the back of the card to see if it has such a special ability). For example, you can have more than four *Akashic Detraining* bases, but not more than four of *CIA Archives* or *Rejuvenation Tank*.

- **Thinking more about the tuning process.** Begin the process of tuning your deck by familiarizing yourself with the cards in your collection. Then try to weed out any cards that you can't use.

  Next, take a look at what you have left. If you have a lot of programs, make sure that you have enough programmers to use them. If you have 5 programs in your deck, but only one programmer, you run the risk of not drawing the programmer until very late in the game, if at all, in which case any programs in your hand will be dead weight.

  Any cards which depend on other cards to be useful—interventions, any enhancements, or programs—in fact, programmers themselves, are potentially risky. There are great rewards when a combo works— when you can pair up a *Yasuban Operative* with a *Plasma Torch* and drop it into your opponent's HQ before he or she can deploy an AntiTerrorism asset to stop its attacks— but it's unwise to base your deck on chance.

  If you still have too many cards, try pulling out some of your bases. Try to keep an even mix of Military, Covert, and CyberOps bases. Once you begin to play a game against the trainer, you will see how long you can last. Play defensively and pay attention to your resources: Are you constantly running low on them, unable to deploy the assets you need? Maybe you have much more of one resource type than you can use. Go back to the Manage Decks screen and change your mix of base cards until you find a configuration that works.

  If you find yourself losing, try to figure out why. Is the computer constantly beating you with sabotage assets? Try to include more AntiTerrorism assets in your deck. Are you falling prey to surprise attacks? Try to keep a high-perception asset handy, and search every turn.

  You may find that your card collection is missing some vital components—maybe you don't have enough assets, or you have too many Military assets and not enough bases to support them. Try generating new characters. Each new character will probably contain cards that you've never seen before. Familiarize yourself with them. Tune some decks. Find out what works, and what doesn't.

When you start beating the computer more often, and you feel comfortable with your deck, it might be time to try a living opponent. Unless, of course, you're scared…

Chapter 3: Battlegrounds and Domains

Chapter Overview

- Battlegrounds
  - America
  - Asia
  - Europe
  - The World
- Domains
  - Corporate
  - Former United States (FUS)
  - Monasteries
  - No Names
  - United Nations (UN)

Battlegrounds

The battleground you choose affects the number of cities in the game and the connections from city to city. Each battleground presents different logistical challenges. Games on one third of the world will generally be shorter than games on the entire globe—it's a big planet after all.

The next four sections describe the four different battlegrounds to choose from.

America

This battleground represents the American continents. There are 7 cities in America and the two opposing headquarters are randomly placed so that they are at least three cities apart (i.e., it should take at least three moves to go from one HQ to the other).

Helpful Hint: America as a Battleground
America is a good battleground to choose if you're just starting out, or looking for a fast game. Because of the arrangement of cities, your opponent's HQ can only be in two possible locations. Of course, the same is true from your opponent's point of view.

Asia

This battleground represents the Asian continent and part of the Pacific Ocean. There are 9 cities in Asia and the headquarters must be at least two cities apart. The cities in Asia are arranged in a

spider-like pattern, branching out from one central point. There are many dead ends, which makes searching more challenging.

Europe

This battleground represents the European and African continents. There are 10 cities in Europe and the headquarters can be one city apart. That means the opponent's HQ could be in the next city over, or on the other side of the continent. Games in Europe are generally longer, because both sides usually have a chance to build up their defenses before their HQ is discovered.

The World

This battleground is the combination of the previous three. Headquarters must be at least three cities apart.

Once the battleground is chosen, choose the deck you would like to play with by clicking on the deck label. If you have not created any decks there will be only one entry in the list: Default Deck. If you wish, you may also change the deck the Trainer will use. There are currently two options for this: Default and Expert. For your first game you should leave this setting at Default. Once you have selected the battleground and the decks you wish to use, click the checkmark button. The game will then begin.

Domains

The world of 2091 is a superposition of *domains*, each sharing the same physical space but almost never interacting. To a person who lives in one of these domains, the other domains seem like shadow worlds that are barely comprehensible, like calculus.

There are five major domains in the world of *Chron X*. Some cards in the game belong to one of these five domains and some of the rules apply only to some domains. Although each domain is a rich and varied environment, it is possible to determine general trends for each domain:

Corporate

Corporations adapt. When the streets became too dangerous for employees, the companies hired security guards and militias. When the government-run education systems collapsed, the corporations created their own schools. And when international law failed to protect their corporate interests, the companies built their own intervention forces. Although, strictly speaking, corporations still compete with each other, the rules of that competition are such that inter-corporate war is rare. Instead, the corporate hierarchy attempts to preserve its own world against the outsiders who are jealous of the corporations' riches. Because corporations are reluctant to draw attention to themselves, they tend to rely on covert assets.

The corporate domain is opposed to the monasteries ("because of their technological power, which is threatening") and the Nonames ("because they seek to siphon profits").

Former United States

The United States began its slow disintegration with the secession of California and Texas in the mid-21st century. In 2091, the territory of the Former United States is controlled by local militias who combined with the armed forces and federal and local law enforcement. Because of this, the FUS is strong in military assets.

In general, the FUS is opposed to the United Nations ("because they seek to assimilate the US") and to the monasteries ("because they are mad scientists bent on the destruction of the world").

Monasteries

Since the beginning of the 21st century, it has been clear to many people that the world was sliding toward a new dark age. The combination of the population explosion with the chaos of international relations was working to steadily erode the gains of the 20th century. The first monastery was set up in China by a few wealthy and idealistic engineers who wanted to ride out the coming dark age in a fortress that could maintain the technical knowledge needed to rebuild the world. Soon there were dozens of monasteries all across the world, each dedicated to preserving as much of civilization as possible. Unfortunately, their success attracted too much attention, and fear and jealousy have served to alienate the masses left outside the walls. In 2091, the monasteries system is the most secretive of the five major domains. Although the monasteries are generally loath to interfere in the rest of the world, they are often forced to defend themselves and lately they have begun to attack pre-emptively against their enemies. The technological advantage makes the monasteries strong in CyberOps assets.

The monasteries domain is opposed to the corporate domain ("because the corporations are short-sighted greedy materialists") and to the FUS ("because military power without discipline is unpleasing to the monasteries").

Nonames

With the upper-class protected by corporations, and the middle-class retreating into walled-enclaves, the unskilled and the refugees were left outside to fend for themselves. Surviving on the margins, and with no formal allegiance, the Nonames are organized into competing clans. Living in the 21st century wilderness, the Nonames are very independent and very aggressive.

The traditional enemies of the Nonames are the corporations ("who took all the good bits of the world for themselves") and the UN ("who left them to rot while taking care of 'legitimate' citizens").

United Nations (UN)

Along with the FUS and China, the United Nations is the last major government on Earth. Because of a historic opposition to violence, the UN is largely a defensive organization; its assets are quite powerful, however, and when committed to battle, they are a match for any of the other four domains.

The traditional enemies of the UN are the FUS ("because of unfortunate historical incidents") and the Nonames ("who refuse to be integrated as legal citizens").

Chapter 4: Getting Started

Chapter Overview

- Logging in

- Understanding the Main Screen Options

- Playing Chron X.

- Exiting Chron X.

Step 1: Logging in

When you first start the game you will see the login screen. No matter what you decide to do - play the trainer off-line, or play an opponent online - you must log in to Chron X.

Helpful Reminder: Don't Forget Your Password
If nobody else has physical access to your computer you can leave the password blank, but if you are sharing a machine with other people we recommend that you use a password, but don't forget it.

To log in to Chron X:

1. From your Windows "Start" menu, select Chron X. This brings up the Chron X login screen.

    - To login as an existing character, select the character name from the list on the right and then select OK.

    - To login as a new character, select the New Character button. You must choose the character's name and an optional password. *Do not forget this password,* however, as it is the only way to access your character. (See section the Manage Character section on page 25 for more information about creating a new character.)

2. If you selected an existing character in step 2, and you entered a password for this character when you created it, the Password screen appears. Enter your password and select OK. The main Chron X screen appears.

Step 2: Understanding the Main Screen Options

The Main Screen has a number of options. The five buttons at the bottom of the Main Screen are described in the next five sections of this document. It is recommended that you read each section so you can make an educated decision about which direction you want to take as you get started with Chron X. Once you get started, use the guidance information on the screen to help you navigate through your chosen path.

Play Trainer

This allows you to get started easily with Chron X. This is what we recommend to first-time users. It helps you get acquainted with the wild, crazy world of Chron X.

Built into the trainer are the Chron X Missions. Missions are designed to take a novice user from the basics of Chron X up to the point where they have a good enough understanding of the game to go online and take on the world. **We highly recommend that new users go through the Missions.** To do so, click on "Play Trainer", then on "New Campaign". Trust me, you'll like it!

The best way to learn is to play a few practice games against the computer. The trainer is intended to teach new players the basics before they go up against live opponents. Although it seldom provides a challenging game to experienced players, it will usually win the first few games while you are learning to play, and is also useful for testing out new deck configurations.

Built into the trainer are the Chron X Missions. Missions are designed to take a novice user from the basics of Chron X up to the point where they have a good enough understanding of the game to go online and take on the world. We highly recommend that new users go through the Missions. To do so, click on "Play Trainer", then on "New Campaign". Trust me, you'll like it!

For the more experienced Chron X players, the trainer offers "Expert Missions". These are designed to teach users advanced strategy. Think you're good? Make my day…

Manage Decks

This allows you to select and optimally manipulate the deck of cards you want to use for the game you're going to play - quite important! See the Managing and Turning Your Deck section at the end of Chapter 2 for the full scoop about Deck Management. It'll be worth the time.

Register

Chron X has no pay-per-play fees and no online charges. You are welcome to play Chron X for free in unranked games or against the Trainer for as long as you like.

However, if you love the game and want more, you can register and take advantage of the following most-awesome benefits:

- More Cards to add to the starter you've already created.
- The ability to trade cards with other players.
- The ability to be ranked among all Chron X players worldwide.
- The ability to buy booster cards.
- The ability to participate in tournaments.

Before you decide to register, there are a few important things you should be aware of:

You should make sure that you can play the game before you register. If you try to run *Chron X* in 640x480 screen resolution, you will not see the entire screen – translation: the game is not playable at 640x480 resolution. Also, if on-line play is important to you, make sure that you can successfully play against others on the Internet. We will do whatever we can to fix any

connection problems, but there are certain aspects of the Internet that are beyond our control, such as unreliable ISP connections.

You can create as many unregistered characters as you want before registering. Make sure that you choose a character that you're happy with before you activate your registration. The quality of starter decks will vary, but the number of rare cards will be the same.

Your collection of cards is recorded by our server when you register your character, and every time you make a trade or buy boosters. If anything ever happens to the character file on your computer, we can easily restore your cards. So, while we do recommend that you keep a backup of your character file and update it any time you make a change to it, you should not be concerned about losing your investment due to a hard drive crash.

To register your character, you must first purchase a registration code via our web site. To find out more, visit the Registration page on our web site at:

http://www.station.sony.com/chronx/client-register.jhtml.

Enter The Core

Entering the Core allows you to go deep into the live Chron X world experience.

The Core allows you to:

- **Chat.** You can chat with other players about all kinds 'o stuff, including card trades.

- **Challenge.** This is where you challenge and select opponents.

- **Trade.** This is where you trade cards (registered players only)

Manage Character

To play *Chron X* you must first create a character. Your character contains all the information about you that is relevant from game to game, the most important of which is the collection of cards that you own. You can create as many different characters as you wish; each one will have a different mix of cards.

After you have created a character, you are brought to the main screen (a.k.a. the News screen). At this time, the game will attempt to connect to the *Chron X* server through the Internet.

No matter how much you try to plan ahead, eventually you are going to realize that your character's name sucks… um, isn't exactly as robust as you might like. Or perhaps you chose the wrong gender (we get a lot of that). Fortunately, the Manage Character button allows you to easily fix problems such as these.

To create a new character or modify an existing character:

1. Select the **Manage Character** button to bring up the Manage Character Screen.

2. Enter the information about the character you are creating or make modifications to an existing character.

3. Select the Check mark to save your new character or modifications to an existing character. (To exit without saving your changes, select the X.)

Step 3: Playing Chron X

After you have found someone to play with (or are playing with the trainer), the game starts and places your headquarters in some random city in the world. The opponent's HQ is likewise randomly placed.

Taking Turns

The deck that you chose to use is shuffled and you are dealt seven cards at the beginning of the game. At the beginning of every turn, you draw one card from your deck (this includes your opening turn, so you actually start with eight cards in your hand).

Each turn allows you to deploy one base card and any other cards that you have resources enough to play. Once there is nothing more that you want to do, you can end your turn and allow your opponent to play.

The game continues even after both players have drawn every card from their decks. The first person to utterly destroy the other's headquarters wins the game.

The Interface

The game screen is divided into different sections. If you hover over any particular part of the screen you will get a brief pop-up explaining what it is that you are pointing at.
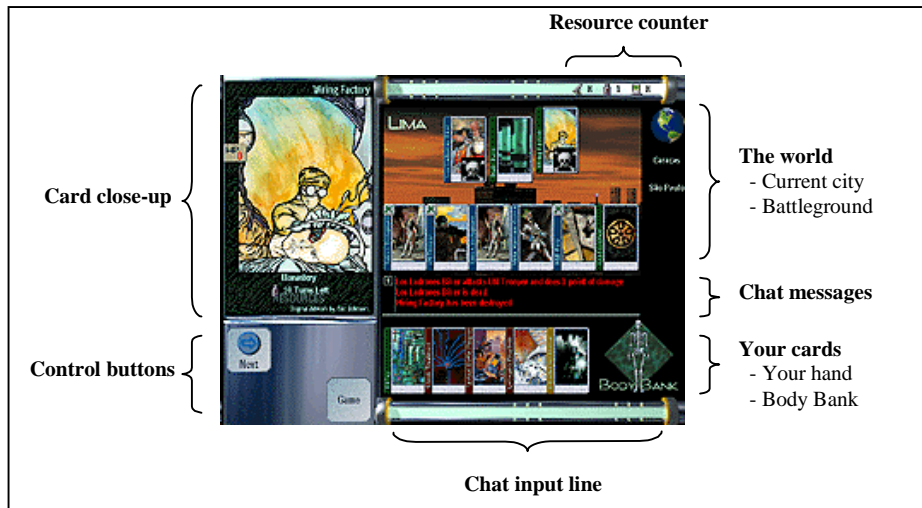
The World
In this section of the interface, you will see a close-up of the city that you are currently in, as well as a globe that allows you to change your view to any city in the world. Beneath the globe, you may also see one or more city names.

The close-up view of the current city will show all known cards in that city. The row of cards on the bottom of the city close-up are your cards, the ones at the top are those of your opponent.

The globe is the main navigation tool in Chron X. When you click on it, your screen will change to a satellite view of the entire battlefield (America, Europe, Asia or world). Clicking on any one of the cities in this view will instantly transport you to that location.

Any cities listed directly beneath the globe are cities adjacent to the city you are currently in. These are shortcuts to jump 1 city at a time around the battleground.

Your Cards
As you draw cards from your deck during the course of the game, they will appear in your hand. Any cards that are killed by your opponent will appear in the Body Bank.

Chat
Chatting with (and sometime taunting) your opponent is a key part of Chron X. The chat input line is located at the bottom of the screen. All incoming and outgoing chat messages are listed in the chat messages area located just above the cards in your hand.

Resource Counter
The resource counter keeps constant track of the military, covert & cyberops resources that you have available to you.

Card Close-Up
Clicking on any visible card will give you a close-up view in the upper left section of the interface. Clicking on the card close-up image will "flip" the card allowing you to see the information on the front and back of the card.

Control Buttons
The control buttons allow you to control certain actions in Chron X. Depending on the section of the game, one or more of the following control buttons may be available to you:

- Next: End your turn & pass control of the game back to your opponent.

- Attack: Use the currently selected asset to attack a given target.

- Move: Move the currently selected card to another city.

- Search: Use the currently selected card to search for any hidden assets that your opponent might have in the current city.

- Intervene, Run, Equip: Use the currently selected intervention, program or enhancement.

- Discard: Discard the currently selected card from your hand.

- Defend: Use the currently selected card to defend against an opponent's attack.

Step 4: Exiting Chron X

To exit Chron X, press **Esc** at any time. The options panel appears with the following options:

- **Quit Game**. Allows you to quit the game.

- **Minimize**. Allows you to minimize the game, but keeps it open.

- **Done**. When you are finished adjusting the options on this screen, and/or if you decide that you do not want to exit Chron X, selecting Done returns you to the previous Chron X screen.

- **Sound**. Enables/disables sound.

- **Pop-up Help**. Enables/disables pop-up help. When it's enabled, help automatically pops up where the cursor is to offer you information about different parts of the screen.

> *Helpful Hint: Getting Help*
>
> If you don't have the Pop-up Help option enabled and you still want help from time to time, you can press the **Ctrl** key at any point and get the pop-up help.

- **Download Images**. Enables/disables the dynamic updating of images in the background.

- **Save Game Logs**. Automatically records play-by-play logs of your Chron X games to a local file. If there is ever any question about any aspect of a game, these logs can be sent to Genetic Anomalies to help us make a determination.

Chapter 5: Getting Advanced

Chapter Overview

- Playing and Trading with Others

- Advanced Strategies and Concepts

Playing and Trading with Others

Playing Against Another Player

- From the main screen, click on the **Enter Core** button.

  This connects to the *Chron X* server and allows you to chat with other players who are ready to play. If you should fail to connect, see the troubleshooting guide on the *Chron X* web site (http://www.station.sony.com/chronx/client-help.jhtml).

- Check out the potential opponents.

  The top part of the screen shows the potential opponents currently on the server.

- Chat with the person you want to play with.

  The bottom part is a chat screen where you can talk to other players. Clicking on the chat room name (The Core) will bring up a menu of other available chat rooms. Additionally, you can create new private chat rooms at any time.

  To send private messages: Normally, your chat messages are transmitted to everyone in that chat room. By using the **whisper to** option (click the button on the right side of the screen, or use the **Ctrl-Enter** keyboard shortcut), you can send private messages to the person whose name is selected. Click on any name to select that person, and you will see the spinning *Chron X* logo appear on either side of the name. On the upper right side of the screen you will see that person's ranked game record, including wins, losses, draws, and the percentage of unresolved games. You will also see a gold **Challenge** button.

- To challenge or be challenged:

  - **To challenge an opponent.** Select the person from the list, and then click the **Challenge** button. The other player should then click his or her **Accept** button to accept the challenge.

  - **If you are challenged.** If someone challenges you, you will see two gold buttons appear: Accept and Decline. Click on Decline if you are not ready to play.

- Wait for the Game Settings screen to appear.

  When the challenge has been accepted, the Game Settings screen appears (be patient— if you or your opponent have a slow Internet connection, this might take a minute or so).

- Chat with your opponent until you agree on the following:

  - **Where?** Decide what battleground you want to play on.

  - **Who?** Decide who takes the first turn. By default, the challenge takes the first turn, but this order may be reversed, or chosen randomly.

  - **Ranked or skill test game?** If both of you are registered, you must also decide whether you want to play a ranked game or a skill test game. (Ranked games count towards each player's rating, and therefore directly affect each player's overall rank.)

Once you have agreed on the game settings, click the **checkmark** button to begin.

If your opponent selected different settings than you, you will receive a warning message and will be returned to this screen. If the settings agree, you will enter the game.

From this point things proceed just as they did when you were playing the Computer Trainer, except now there's a thinking, blood-thirsty, power-hungry human being on the other end of the game. Hope you brought a few *Plasma Torches* along…

Trading

Trading works only between registered players. To trade:

- Select **The Core** button from the main screen.

- Highlight the person you want to trade with and click the **Trade** button. Initiating a trade with someone is the same as challenging for a game. The person can then either accept or decline to trade with you. If your partner accepts, you will both be taken to the trading screen, described in the section below.

The Trading Screen

There are three rows of cards:

- **Top row.** Contains the cards that your partner is offering to trade.

- **Middle row.** Contains the cards that you want to offer to trade. You can drag cards from the bottom row to the middle row. Any cards in that row are visible to your trading partner.

- **Bottom row.** Shows the cards in a particular deck of yours. To switch the deck, press the down arrow on the status bar at the top (just like the Manage Decks screen). In this screen there is also an option to show only the cards in your collection that are not part of any deck.

Cards other player is offering

Cards you are offering

Your deck (visible to you only)

Chat area
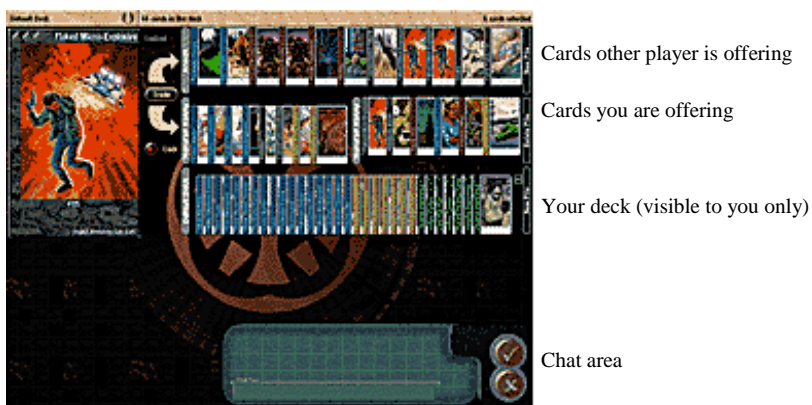
Trading Basics

To offer cards for trade:

1. **Drag the cards.** Drag them from the bottom row to the middle (trading) row. You can drag as many cards as you like.

2. **Unlock your cards and pick the ones to trade.** Once all of the cards you are offering are in the trading row, select **Unlock** to allow for your partner to rearrange the cards in your trading row. At this point, your should also unlock his/her trading row (the top row) so that you can rearrange the cards he/she is offering.

3. **Lock your trading row.** Once you have both decided which cards you want to trade, lock your trading row and drag all of the extra cards back to the bottom.

4. **Execute the trade.** To execute the trade, click the **trade** button to the left side of the trading rows. If the other player agrees to the trade, you will then both get a **confirm** button. If both players confirm, then the trade will be completed and the cards in the two rows will switch places. It is possible to trade cards for nothing, if you want.

As soon as you confirm the trade, every card in the middle row will be traded for every card in the top row. This includes cards in the scrap pile. Be careful!

> *Helpful Hint: Resolving Unsuccessful Trades*
>
> In the rare instance where a trade might fail to complete for some reason, you must exit *Chron X*, restart, and log in using the same character. The game will then connect to the server again to either complete or cancel the unresolved trade. Until this is done, additional attempts to trade with that character will probably fail because the previous trade was partially completed.

Advanced Strategies and Concepts

Now that you know the basic rules of Chron X you may have noticed that almost every rule has an exception. For example, not all assets tap when they are deployed (*RAT Team, for example*). Similarly, a card like *Freelancer* can run programs that are higher than her CyberAffinity. While both of those concepts are easy to understand, there are many others that are a little bit more intimidating. This section will describe some of the more advanced rules and combinations in Chron X.

Alternate Headquarters

By default, you start the game with a generic Headquarters that has 25 hit points and produces one of each resource for the rest of the game. But it is possible to use different HQs that might be more compatible with the deck that you are using. For example, if you have a very fast deck that is designed to quickly find and destroy the other player, you might want to use an Armored HQ. The Armored HQ has more hit points, so it can last longer while undefended, but it immediately gives away its location, so you can expect the other player to attack quickly.

If you have one of these alternate HQs in your collection, you can use it in a game simply by including it in your deck. The game will automatically use it instead of the generic one. If your deck has more than one HQ, the game will use a random one.

There are five new HQs in the Overture expansion set. They are: Armored HQ, Distributed HQ, Hive HQ, Mobile HQ, and Underground HQ. For more information on each of these headquarters, please consult the full card list at:

http://www.station.sony.com/chronx/client-cards.jhtml

Radiation, Poison, and Viruses

There are many ways to die in Chron X, and taking combat damage is only the most common way. There are interventions like *Death Dust* that instantly kill an asset unless he or she is immune to Viruses. Other cards, such as *Hanford Death Squad*, for example, kill with Radiation.

All Mechanical assets (assets that have the **Mech** keyword) are non-organic creatures that are automatically immune to Viruses and Poison. Unless otherwise stated, however, all other assets

are vulnerable. All assets are vulnerable to Radiation (including Mechanicals, which get their CPUs scrambled) unless otherwise stated.

There are some enhancements (such as *NBC Armor*) that make assets immune to Poison, Viruses, and Radiation, and there are some assets that are intrinsically immune.

Missiles

Missiles are a special kind of enhancement. An asset can be equipped with a Missile only if he or she has a Launcher. Some assets (like *Hellspawn WarMachine*) have an intrinsic Launcher capability. Others need to have a *Portable Launcher* to be able to use Missiles.

To fire a Missile you must first click on the Missile's picture in the big image of the asset. This will select the Missile and now you can use the special ability for the Missile. Using the Missile will generally tap the asset and will cause the Missile to be discarded.

There are some cards, like *Utopia Heavy Infantry* that pull a Missile from your deck when they are deployed.

Upkeep Costs

Some cards, for example, *Hypnotic Worm*, consume resource points at the beginning of your turn. This is called an *upkeep cost* and there are usually penalties for failing to pay the cost. The upkeep cost is consumed after all your bases have generated resources. If you have multiple cards with an upkeep cost, the cost will be paid in the order in which the cards were played.

In general, the upkeep cost is paid by the player who controls the card. For example, suppose you deploy a *Hellspawn WarMachine*, and your opponent later steals it with a *Command Bolt*. Because your opponent controls the *Hellspawn*, he or she is required to pay the upkeep for it.

As usual, there is an exception. Cards like *Hypnotic Worm* and *Command Bolt,* that change the controller of a card, always require their *owner* to pay for the upkeep. In other words, imagine the example above. Your opponent has stolen your *Hellspawn* with a *Command Bolt* and now he has to pay for the upkeep on the *Hellspawn* and the *Command Bolt.* Now imagine that you run *Joyrider* on that *Hellspawn*. You control the *Hellspawn* again, so you pay for the upkeep on the *Hellspawn*. But because *Command Bolt* is an exception, you do not pay for the upkeep on *Command Bolt.*

You Know that I Know that You Know

When an asset searches and finds hidden enemy assets in a city, those enemy assets remain visible to you for the rest of the game unless the opponent is able to hide them again. The opponent doesn't necessarily know that the assets where found, however, and if you search with an asset that has a high Stealth, it is likely that the opponent will not know that you know.

When an asset uses a special ability, the other player is told that the ability was used only if the other player knows about the asset.

If the opponent uses an intervention, you will be told that the intervention was invoked and (if it is relevant) where the intervention was invoked in.

If the opponent runs a program, you will be told that the program was run and (if it is relevant) where the program was run. If you know about the asset who ran the program, you will be told that it was him or her who ran it. Otherwise, you will only be told that the program was run. Likewise, if you know about the target of the program, you will be told who it was ran on.

In general, if there are cards that affect all assets in a city (e.g., *Napalm Strike*) you will only be told of the results for the assets that you know about.

The Storage Box

If you have a very large card collection, you may find it difficult to tune your deck, especially if you have a small screen. One solution is to put cards that you don't often play with in the **Storage Box**. One of the options in the main pull down menu in the Manage Decks screen is called "Storage Box". This menu item shows you the contents of the your Storage Box. By default, the Storage Box is empty. If you place cards into your Storage Box, those cards will not be visible when you are tuning other decks. If you want to use those cards again, you can go back to the Storage Box and remove them.

There is also a short-cut from each of the pile menus (where the sorting options are). From any other deck, you can select some cards and then move them to the Storage Box. Those cards will disappear from your deck. You can get them back by going to the Storage Box and moving them back to the lower piles.

Shortcut Keys

The function keys have been pre-defined to help streamline some of the common gameplay functions. They are defined as follows:

        <F2> Deploy/Run/Intervene/Equip
        <F3> Move
        <F4> Search
        <F5> Done
        <F6> Cancel
        <F7> Attack/Defend
        <F8> Special
        <F9> Next
        <F10> Discard

Adding Sound to Chron X

Chron X is able to make quite a lot of noise. If you go into the Windows "Sounds" applet in the Control Panel, you will find a variety of Chron X events to which you can attach sounds. If you really want to express your creativity, this is the place to do it!

Chapter 6: The Station

Chapter Overview

- What is The Station?

- Chron X and The Station

- Station Membership

- Chron X Charges and The Station

What is the Station?

The Station is Sony's online entertainment service. It is one of the largest game services on the Internet with over 1.7 million registered users. It is operated by Sony Online Entertainment (SOE). SOE is a joint venture of Sony Corporation of America and Sony Pictures Entertainment. You can check out The Station today at http://www.station.sony.com.

Chron X and The Station

Chron X is distributed exclusively on The Station. This means that all Station members have access to Chron X, and likewise that all Chron X users have access to the wide array of games and services on The Station.

Station Membership

Membership on The Station is free, but it provides access to many games and an enormous number of gamers.

All registered Chron X users will need to be registered Station members. If you already have a Station account, you're all set. If you don't, you will be stepped through the simple process of creating a new account when you register your Chron X character. [NOTE: You do not need to have a Station account in order to play Chron X as an unregistered character.]

Chron X Charges and The Station

Chron X takes advantage of Sony's central billing system. So, when you go to buy anything in Chron X, it will be charged to your Station account.

Glossary of Terms

This section is an alphabetized section explaining various terms and concepts in *Chron X*. In the definitions, terms in **bold** refer to other entries in the Glossary.

AntiTerrorism

The AntiTerrorism ability allows an asset to block **sabotage** assets.

Armor

Armor is a measure of how hard it is to damage an **asset**. The higher the armor, the harder it is to damage an asset. See **firepower** for a description of how to calculate damage.

Asset

An asset card represents a person or machine that can attack, move, and search. Assets can be deployed in any city where there is a friendly base. It costs a certain number of **resource points** to deploy an asset. Once deployed, the asset stays in play until it is killed.

Assets have six main characteristics: **hit points, firepower**, **armor**, **stealth**, **perception**, and **CyberAffinity**.

Base

A base card is a permanent installation, building, or structure. Bases cannot move, attack, or search. It costs nothing to deploy a base, but only one base can be deployed per turn. Most bases produce one of the three types of **resources**. A base can be deployed anywhere in the world as long as the resource produced by the base is not already being produced by a friendly base in that city.

Bases have a certain number of **hit points** which measure how hard the base is to destroy. Each time the base is damaged, some number of hit points are subtracted. When the base reaches zero hit points, it is destroyed.

A base automatically detects any enemy bases in the same city. In addition, a base automatically detects any enemy assets with a **stealth** of 1.

Bases can be used for defense. When a player has a base in a city, the opponent cannot attack any of the player's assets unless the base is first destroyed.

Body Bank

The Body Bank is a place where dead **assets** go. A dead asset on the battlefield will go to the Body Bank at the end of the turn of the player who owns the asset. This means that an asset killed during the opponent's turn gets one turn to be **regenerated** before going to the Body Bank.

When an asset goes to the Body Bank, it loses any **enhancements** that it had. An asset in the Body Bank cannot be regenerated, but there are some cards that can affect assets there (e.g., *Organlegger, Spark of Life*).

Construct

Constructs are global **programs** that affect actions all over the world. For example, *DNA Scanner* can scan dead assets anywhere in the world. Constructs continue to have an effect for as long as they continue running.

Corporate

This classification indicates that the card is a product of the Corporate domain. The megacorporations of the 21st century form a wealthy global community that uses stealth and high technology to preserve its grip on power. Corporations generally rely on **covert resources** to achieve their goals.

Covert Resources

One of the three types of **resources**. Covert resources represent the training, gadgets, and support required to deploy stealthy secret operatives around the world.

CyberAffinity

CyberAffinity measures an asset's ability to use program in the global network known as The Core. **Programs** can only be run by assets who have a CyberAffinity equal to or greater than that required to run the program.

CyberOps Resources

One of the three types of **resources**. CyberOps resources represent the technical skill and the Core access time required to implement and invoke both sophisticated nano-technology compilers and more common procedural Core programs.

Daemon

A Daemon is a **program** that affects the actions in a particular city. For example, *Tactical Battle Program* gives a bonus to all assets in a city for as long as it is running. A card like *EM Scrambler* can terminate Daemons that are running in a city.

Enhancement

Enhancements are cards that represent equipment or items that can be used to improve the capabilities of an asset. An enhancement costs a certain number of **resource points** to use. Once an enhancement has been given to an asset, the enhancement stays with the asset until the end of the game.

Firepower

Firepower is a measure of how much damage an asset can do. The higher the firepower, the more damage the can do. When doing damage to a base, an asset does 1 point of damage for each point of firepower. When doing damage to an asset, the damage is adjusted downwards by one half of the target's **armor** (rounded down). For example, if an asset with firepower 10 does damage to an asset with armor 5, the target takes 8 points of damage:

firepower - armor$/2 = 10 - 5/2 = 10 - 2.5 = 10 - 2 = 8$

FirstStrike

FirstStrike is the ability of an asset to do damage before the opponent can respond. Normally, damage between two assets is resolved simultaneously. If *General Trelain* is blocked by *Urdan Tech*, then they will each do one point of damage to the other. Since this is enough to

kill each one, and since damage is dealt simultaneously, both are killed. FirstStrike gives an asset the ability to damage the opponent first. If the damage is enough to kill the opponent, then the asset with FirstStrike receives no damage. In the example above, if *General Trelain* had FirstStrike, *Urdan Tech* would be dead before he could do damage to *Trelain*.

When both assets have FirstStrike, damage is resolved simultaneously.

If multiple defenders block an attacker, all defenders must have FirstStrike in order for FirstStrike to have an effect.

If multiple defenders block an attacker with FirstStrike, the first defender will be affected by FirstStrike, but the others (since they receive no damage) will not be.

FUS

A card with this classification is a member of the Former United States. After the secession of California and Texas, the remainder of the union split into a loose association of city-states. The military power of the FUS is unrivaled. The FUS relies mainly on **military resources** to achieve its goals.

Gear

This is a type of **enhancement** that is worn or carried by an asset.

Global Interventions

A Global intervention affects actions all over the world. For example, *UN War Crimes Tribunal* affects assets in every city of the world. Global interventions continue to have an effect for as long as they remain in play.

Headquarters

A player's headquarters is the central command base for the player's operation in the world. The player's HQ counts as a base for most purposes, but if the HQ is ever destroyed, the player loses the game.

Heal

Some cards are able to heal other assets. Healing an asset restores some or all of the hit points lost in combat or by other means. Only organic (non-**mechanical**) assets can be healed. Dead assets cannot be healed.

Implant

This is a type of **enhancement** that must be surgically implanted into the user. **Mechanical** assets cannot receive implants.

Intervention

Interventions are cards that represent major events orchestrated by a player to influence the game. For example, the *7th Air Cavalry Strike* card can be played to do damage to an enemy base. Interventions cost a certain number of **resource points** to invoke.

Hit Points

Hit points are a measure of how much damage an asset or a base has taken. When an asset is reduced to 0 hit points, it is killed. Likewise, when a base is reduced to 0 hit points, it is destroyed. An asset or base that has been killed does not immediately leave the battlefield. At

the end of the turn of the player who owns the dead card, the card is removed from the battlefield. Assets are sent to the **Body Bank** (where they may later prove useful) while bases are removed from the game.

Launcher

This is an ability of an asset. An asset with a launcher is able to use **missiles**.

Local Interventions

Local interventions affect actions in the city in which they were played. Local interventions continue to have an effect for as long as they remain in play.

Mech.

See **mechanical**.

Mechanical

Mechanical assets are inorganic assets such as robots, androids, and autons. Mechanicals are immune to **stimulants**, **viruses**, and **poison** and cannot receive **implants**. Many specific cards differentiate between organic assets and mechanicals. For example, *UN Field Surgeon* cannot heal mechanical assets.

Military Resources

One of the three types of **resources** in the game. Military resources represent the training, ammunition, and support required for a military operation.

Missile

Missiles are a type of **enhancement**. Missiles can only be used by assets who have a launcher (such as *Missile Tower*) or by assets who have some enhancement that gives them the ability to launch missiles (such as *Portable Launcher*).

Monastery

A card with this designation is a creation of the Monasteries domain. Fearing that the world is about to plunge into a new Dark Age, many elite scientists and engineers have retreated to impregnable fortresses. They hope to preserve humanity's technology against the approaching chaos. The Monasteries rely on **CyberOps resources** to achieve their goals.

Nonames

A card with this designation belongs to the Nonames domain. In the end, the poor and the powerless are left outside the walls of civilized society. Those that are neither owned by a corporation, citizens of the FUS, members of the Monasteries, or subjects of the UN, are left to fend for themselves.

Perception

Perception is a measure of an asset's ability to find hidden enemy assets. The higher the perception, the better the asset is at searching. An asset can search to find all enemy assets whose **stealth** is less than or equal to the searching asset's perception.

Poison

Poison kills organic assets unless they are immune to poison. Some **enhancements** provide immunity to poison. Others, such as *Scorpion Claws* rely on poison for their effect.

Mechanical assets are immune to poison.

Program

Program cards can be used to do various useful things in the game. Each program has a **CyberAffinity** rating that corresponds to the CyberAffinity need by an asset to run the program. Programs can only be run by assets who have a high enough CyberAffinity. A program card must be run by an **untapped asset** and the asset who uses the program **taps**.

Regenerate

Regeneration is the ability to completely restore an asset to maximum hit points even if the asset is dead. Regeneration only works on organic (non-**mechanical**) assets. Assets in play can be regenerated, but assets in the Body Bank cannot be.

Resources

Resources are used to do things in the *Chron X* universe. There are three types of resources: **military**, **covert**, and **CyberOps.** Each type represents a different way of exerting power. Military resources allow you to have brute force power; covert resources provide clandestine and subversive power; and CyberOps resources invoke technological power.

Resource Points

This is a way of measuring **resources** of a certain type. Each player has some amount of resource points for each type of resource. These points are used to deploy assets, run program, invoke interventions, etc.

Sabotage

The sabotage ability allows an asset to attack in a special way such that only assets with the **AntiTerrorism** ability can block it. Normal assets cannot block an asset with sabotage.

Sacrifice

Some cards call for the player to sacrifice an asset. This means that the player must choose to kill a friendly asset in play in order for the card's ability to come in force. The asset sacrificed cannot already be dead. Depending on the actual card, the sacrificed asset will either die, go immediately to the Body Bank, or be removed from play.

Spearhead

A card with Spearhead is the lightning rod for an attack. In any attack, if there are assets with Spearhead, only those assets can be blocked by more than one asset.

Stealth

Stealth measures an asset's ability to avoid detection. The higher the stealth, the better the asset is at avoiding detection. Assets of stealth 1 are automatically discovered by any enemy base in the same city. Assets of stealth greater than 1 or assets deployed in cities without enemy bases are not automatically known to the enemy.

The enemy can search for enemy assets in a city using one of his or her own assets. See **perception**.

Stimulant

A stimulant is a drug that affects the abilities of an asset. Some **enhancements** are classified as stimulants if they rely on drugs for their effect. For example, *Twitch Paste*, which increases the reflexes of an asset, thus increasing its **armor**, is considered a stimulant.

Mechanical assets are immune to stimulants.

Structure

A structure is a special enhancement that can only be used on bases. For example, *Ferro-Concrete Wall* can be used to increase the number of **hit points** on a target base (including your HQ).

Tap

A tapped asset is an asset in play that has already done all that it can do this turn. Tapped assets cannot attack, move, search, or run programs. Some assets can use their special ability while tapped, but others cannot.

"To tap" an asset means to cause the asset to become tapped in order to do something. For example, an asset card might say, "Tap to do 1 point of damage to target asset". This means that when the special ability of the asset is used, the asset will tap and do 1 point of damage to the target. If the asset is already tapped, then the special ability cannot be invoked.

UN

A card with this classification belongs to the United Nations. With the collapse of the United States and the growing power of the corporations and the Monasteries, the last sovereign governments of the world banded together to form a global government.

Untap

The opposite of **tap**. An untapped asset can attack, move, search, or run programs.

Virus

A virus is a DNA fragment that uses an organic host to reproduce and thus potentially alter the organic make-up of the host.

Some **enhancements** provide immunity to viruses. For example, *NBC Armor* makes the wearer immune to all viruses, poisons, and radiation. Some other cards, like *Death Dust*, affect all assets who are not immune to viruses.

Mechanical assets are immune to viruses.

Worm

A Worm is a **program** that attaches itself to an **asset** or a **base**. The Worm looks like an enhancement, but often has a deleterious effect on the subject. A program like *Penicillin 3.1* can get rid of Worms.

Appendix A - Playing without the *Chron X* Server

It is possible to play without the *Chron X* server. If you have a firewall that prevents a direct connection to the *Chron X* server, you can use these instructions to play with a friend on the same network.

First decide on one of your machines to be the master and the other to be the servant. The player whose machine will be the master should launch *Chron X* with a special command line option: /m. (Please consult your operating system documentation to figure out how to enter command line arguments).

The other player should launch *Chron X* with the /s option followed by the DNS name of the machine running the master. For example:

chronx /s thor.olympus.org

Now both players should select **Manage Character** while holding down the shift key. If the connection was established properly, both players will now be in the game settings screen.

It is also possible to play against the trainer without having *Chron X* constantly berate you about not being able to connect to the server. Just start *Chron X* with the /u option, like this:

chronx /u

This will stop the program from trying to update the news and rankings data from our server. You can easily create a shortcut to chronx.exe and add the /u flag to the Target line in Properties.

Appendix B - Troubleshooting

- **Network Anomalies**. Occasionally while playing *Chron X* you will see a dialog box that indicates a Network Anomaly has occurred. When this happens *Chron X* will immediately attempt to reconnect to the other player (they're seeing the same message). *Do not quit* Chron X. Instead, verify that you are still connected to the Internet. Due to Internet traffic, such a reconnection may take up to two or three minutes, though often they are resolved within a few seconds. Sometimes, due to Internet problems, *Chron X* will not be able to reconnect at all. If you've waited for over three minutes and the dialog has not disappeared, then you should quit the game (by pressing **Esc**) and try again.

- If you can see other players in the chat area but cannot see them typing anything and cannot see the text that you type appear in the chat window, try running *Chron X* with the /O command line option. This option enables a different system for receiving chat (similar to socket OOB data) that may help.

- If you are attempting to trade cards with another player and the trade fails for some reason, subsequent attempts to trade will probably continue to fail because the previous trade was not resolved. The solution is to exit the game, restart, and log in using the same character. If the last trade attempt was not completed, the game will then check with the server to either complete or cancel the trade and will inform you of the outcome.

- *Chron X* has some sound effects that are available if you have a sound card. If you do not hear any sounds while clicking buttons in the game screen, first check the options by hitting the **Esc** key and make sure sounds are enabled. If sounds are enabled check your Windows Control Panel.

  After running *Chron X* the first time there will be entries in your Control Panel's sound settings where you can set up sounds to be played when certain events occur in *Chron X*. Make sure Windows sounds are enabled and there are sounds specified for the *Chron X* events.

- If *Chron X* appears to freeze just after you run it and you have an odd sound card, try running with the /Q command line option to bypass the sound.

- There are palette problems when running in 8-bit color mode. The game works, but might not look its best. Alt-Tab'ing in and out of other apps sometimes fixes the palette. This is a feature of Windows 95, not a bug in *Chron X*.

- There are problems with some video card drivers, such as the Diamond Stealth 3D. If your screen is garbled when running *Chron X*, first try to get an updated driver from your vendor. If that doesn't work, you might try one of the standard Microsoft SuperVGA drivers on the Windows installation disc.

- *Chron X* works with AOL, but you need to check with them for instructions on installing 32-bit Winsock support. You must be running AOL version 3.0 for Windows 95.

Rules, Legal Notices, Other Fun Stuff

Please read the *Chron X* license agreement. By installing and using the game you are agreeing to the license terms and you should understand those terms.

A large part of the *Chron X* experience is the online chat space. Please observe the same rules of conduct you would observe in any public place. Abusive or offensive behavior including excessive use of bad language will not be tolerated. Use good judgement.

Cheating, specifically by pulling the plug on your modem when you are about to lose, will not be tolerated. Since we can't tell the difference between that and an accidental disconnection we just count how many times it has happened and trust you not to disconnect intentionally. Don't break our trust and we won't have to revoke your registration.

Note that we may need to change the capabilities of some cards in the future if they are found to be too powerful, or not powerful enough, or otherwise imbalanced. GA reserves the right to change any card at any time, but we will try really hard to use this as a last resort.

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8. You shall not attempt to cheat in any manner. Examples of cheating include intentionally disconnecting from a game in play to avoid losing, intentionally delaying a game to force an opponent to concede or quit, conceding games in exchange for money or other consideration, and interfering with any player's communications. Genetic Anomalies, Inc. reserves the right to define additional behaviors that constitute cheating at any time. Cheating is a breach of this Agreement and will be grounds for the revocation of on-line privileges without refund.

9. Genetic Anomalies, Inc. reserves the right to change the rules, behavior, and capabilities of the Chron X game and virtual collectible cards.

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