



# CHROME



techland

RESPECT ALL  
AND FAMILIAR  
RESPECT

2

3

## Warning

### **Read this warning before running the game or allowing your children to play.**

Some people exposed to flashing light or some of its natural combinations might experience attacks of epilepsy or loss of consciousness. Watching television and playing video games might be reasons for such attacks and losses of consciousness.

People that were not **previously** diagnosed with epilepsy, and have never before suffered from an attack of epilepsy might experience such ailments.

If you (or any member of your family) show symptoms that might indicate epilepsy (epileptic attacks or sudden losses of consciousness) and you are susceptible to flashing light, you are advised to consult a doctor before running the game.

We also advise the parents to supervise children playing video games. In case any of the following symptoms appear: shortness of breath, sight disorders, eyelids and eye muscles cramps, loss of consciousness, labyrinth's disorders, or convulsions, **immediately** turn off the computer and call the doctor.

### **Safety Procedures:**

Sit an appropriate distance from the monitor, ideally as far away as the wires of the controls allow.

Avoid playing the game if you are tired.

Make sure the room you are playing in has appropriate lighting.

Take 10-15 minute breaks every hour.

# Table of contents

<b>01 Installation and running the game</b>	<b>4</b>	<b>09 Map</b>	<b>14</b>
<b>02 Quick start</b>	<b>6</b>	<b>10 Hacking</b>	<b>15</b>
<b>03 Introduction</b>	<b>7</b>	<b>11 Implants System</b>	<b>15</b>
<b>04 Options Menu</b>	<b>8</b>	<b>12 Default key settings</b>	<b>16</b>
Start New game	8	<b>13 Weapons and equipment</b>	<b>20</b>
Multiplayer	8	<b>14 Vehicles</b>	<b>26</b>
Options Menu	8	<b>15 Multiplayer</b>	<b>28</b>
Load	9	Player profile	28
Quit	9	How to create a multiplayer game	28
<b>05 In-game menu</b>	<b>9</b>	Multiplayer modes	28
Resume game	9	Maps settings	29
Restart mission	9	How to join existing multiplayer game	30
Options	9	<b>16 Technical Support</b>	<b>31</b>
Load/Save	9		
Quit to main menu	10		
<b>06 Game screen HUD</b>	<b>10</b>		
<b>07 Inventory room</b>	<b>11</b>		
<b>08 Inventory during the game</b>	<b>12</b>		

# 01 Installation and running the game

The Game Installer will run automatically upon inserting the Game CD into the CD-ROM drive. In case the Installer does not run automatically (this might happen if the "autorun" option is disabled), please run setup.exe file from the CHROME CD.

To do this, click on the Start button, then Run and type X:\setup.exe (X standing for the letter corresponding with the CD-ROM drive, usually it is D). The Installer will offer the following options:

**Install** – this will install the CHROME game on your computer;

**Readme** – this option will open readme.txt file with the information about the game, and the license agreement;

**WWW Techland** – this option will automatically connect to the Internet and open the game producer's website;

**WWW Strategy First** – this option will automatically connect to the internet and open the game publisher's website;

**Exit** – this option will close the installation program.

After successful installation, you can run the game by:

- Double-clicking the left mouse button on the CHROME icon on your computer desktop (provided the "add CHROME icon" option was ticked during the installation);
- After inserting the CHROME CD into the CD-ROM drive, the startup program should run automatically (if the "autorun" option is enabled). In this case choose "Play" option;
- Click on the Start button, next choose Programs, Strategy First, Chrome, and then click on Chrome.

## Minimum hardware requirements

Windows 98/ME/2000/XP

PIII 800MHz

256 RAM

32 MB video card compatible with DX 8.1  
(GeForce 2MX or ATI Radeon 7000 chipset)

DX 8.1 compatible sound card

1,7GB free HDD space

DirectX 8.1

CD-ROM

56k Modem

(for Internet multiplayer)

In case of any problems with starting the game you should check the BIOS settings if the AGP Fast Write Control is set to Disabled and the Graphics Aperture Size is set to Minimum 64MB.

Changing the manufacturer's settings of your devices (like CPU, Video Card or RAM overclocking) may also cause the game not to work properly.

## Recommended configuration

Windows 98/ME/2000/XP

P4 1.5 GHZ

256 RAM

64 MB video card compatible with DX 8.1  
(GeForce3 or ATI Radeon 9000 chipset)

DX 8.1 compatible sound card

1,7GB free HDD space

Directx 8.1

CD-ROM

Broadband internet connection

(for Internet multiplayer)

## 02 Quick start

After launching Chrome use Start New Game button to begin, and then choose the difficulty level. The game tutorial, which begins just after the landing in the area of the first mission, gives you the opportunity to get familiar with the basic game features, such as control settings and actions.

The movement keys are: W (forward), S (backward), A (move left) and D (move right).

You can check the location of your objectives during the mission on the map (default key M). Use Left Mouse Button (LMB) to shoot and Right Mouse Button to aim. You can look around by moving your mouse. You can find more details about the key mappings in a later chapter of this manual (you can change the default key mappings in menu Options -> Controls).

Open the inventory by pressing I key. The inventory holds your equipment. At the beginning of the Prologue, you will receive information about the location of a box with ammo and additional equipment that you should take with you.

The Navigator on the bottom left side of the screen makes navigation in the area easier and enables you to estimate the distance to a given objective.

The Scanner at the bottom of your screen gives you the possibility of observing friendly and enemy units present in the scanner's range. F key is responsible for using vehicles, searching corpses, using elevators, etc.

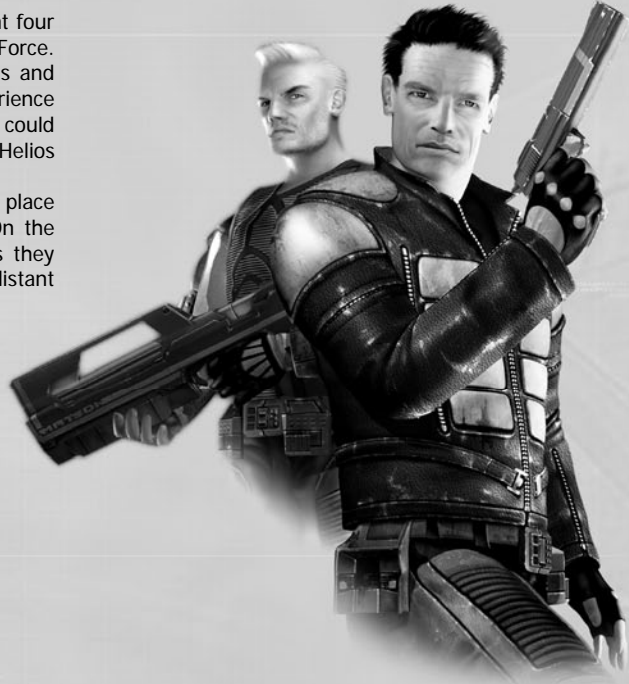
Press E key to use the active item that is visible in a bottom right side of the screen (you can change the item by pressing ',' and '.')



## 03 Introduction

Logan is a mercenary – one of the best. He spent four years in the Expedition Corps and four in SpecForce. Later on he has taken part in countless missions and has achieved a 100% success rate. With experience like this, one should be able to have it all. Logan could have made it big, if not for what happened on Helios over a year ago...

Now Logan is running away from his past to a place where he can start everything all over again. On the way he met Carrie. Because of similar interests they both found themselves in Valkyria – the most distant planetary system of the New Frontier.



## 04 Options Menu

### Start New game

Your partner and friend Ron "Pointer" Harper claims that this mission will be "a piece of cake". Your mission is to retrieve materials stolen from an Octolab base on one of the moons of Zorg...

Before starting the first assignment, you can choose the level of difficulty:

- Easy
- Medium
- Hard

### Multiplayer

The corporations still need new mercenaries to do their dirty work. Choose one of the sides and along with the rest of your team show your opponents who is the best! More information about the multiplayer modes and options can be found on page 28.

### Options Menu

**Controls** – keys used during the game.

The left column indicates actions performed by the player and the right column the keys corresponding with a given action. Double-clicking on the corresponding button allows you to assign any key to

the given action. Default Control settings can be found on page 16.

**Mouse/Joy** – Mouse and joystick settings.

Mouse sensitivity – changes the speed of the mouse movement on the screen.

Invert mouse – inverts the mouse up/down mouse movement.

Joystick sensitivity X/Y – changes the joystick sensitivity on the X/Y axis.

**Video** – settings of the game graphics options.

Video mode – screen resolution setup

Bits per pixel – 16 or 32-bit color depth

Filtering mode – text-filtering method

Bilinear/ Trilinear – bilinear/ trilinear filtering

Texture quality – setup of the quality of the textures displayed during the game

Force 16-bit textures – option forcing the display of 16-bit textures

Material quality – setup of the quality of the materials displayed during the game

Brightness – setup of the screen brightness

Shadows – option enabling the choice of shadows displayed in the game

Additional FX Effects – turns on/off some additional Video FX ( butterflies i.e.)

Important: access to certain video options depends on the installed video card.

**Important:** access to certain video options depends on the installed video card.

**Audio** – settings of the game audio options.

Sound mode – 3D mode for the sound card

Sound quality – setup of the quality of the sounds played during the game

FX volume – sound effects volume adjustment

Music volume – music volume adjustment

EAX extension – option enabling Environmental Audio Extensions (realistic surround sound) – sound card with EAX support required.

## Load

This option enables loading previously saved game

## Quit game

This option ends the game and exits to operating system.

# 05 In-game menu

This menu can be accessed by pressing the ESC button during the game

## Resume game

This option enables the player to continue the game.

## Restart mission

This option allows the player to start the mission from the beginning.

## Options

Options and game settings. Details on page 8.

## Load/Save

In case of character's death the Save button is disabled. Buttons for loading a previously saved game or saving the game (quick save) is always on the top of the list.

## Quit to main menu

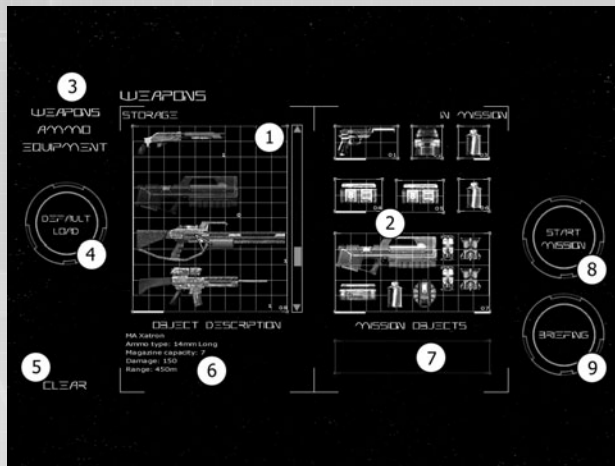
This option exits the game to the main menu.  
Important! Game that is not saved will be lost.

## 06 Game screen HUD

- 1 – Navigator – the mission goals are indicated (1a). The player can set his own goal (1b), to which the distance will be displayed (1c).
- 2 – Portable scanner – all living organisms are marked as white points.
- 3 – Combined ammunition (ammo loaded in the gun and clips in the backpack).
- 4 – Selected and ready-to-use item.
- 4a – Bar indicating ammo currently loaded in the weapon.
- 4b – Bar indicating health condition.
- 4c – Bar indicating the use of the implant system.
- 5 – Implants available in a given mission. The highlighted icon indicates the implant in use.
- 6 – Communicator window.



## 07 Inventory room



1 – Equipment available before the mission. To move item to the backpack, double-click on it or drag-and-drop it into the backpack (2).

3 – Bookmarks for different categories of items – weapons, ammo, and equipment.

4 – Button loading the default equipment settings for a given mission.

5 – Button removing the contents of the backpack.

6 – Information panel displaying information about the selected item.

7 – Slot for items essential to the mission (explosives, key cards, etc).

8 – Icon used to accept the list of equipment and launch the mission.

9 – Mission briefing.

## 08 Inventory during the game

In order to search the corpse, the character has to get close to the body and after „search corpse“ sign appears, press the Action button (default F).

1 – Equipment found by the corpse – double-click (or drag-and-drop) transfers a given item to the player's backpack (2). Reverse action is also possible.

3 – Items essential to the mission (nanochips, explosives, etc).

4 - Information panel displaying information about a chosen item.

5 – Dragging an item beyond the area of the backpack causes the character to drop the item. It is possible to pick up the dropped item by pressing the Action button on it (default F).

Pressing the Inventory button (default I) enables the player to view only the contents of the player's backpack.



## 09 Map



- 1 – List of objectives needed to complete the mission. This list can be modified during the mission.
- 2 – Location of target 1a.
- 3 – Target 1b.
- 4 – Checkpoint. It can be located in any given place. The direction and distance to the checkpoint will be indicated on the mini map.
- 5 – The arrow indicates the current position of the player.

## 10 Hacking

Access to some rooms or terminals is secured with a password. In order to bypass the security, the player has to use universal cyber link, connect to the door control panel or the terminal, and try to break the password by playing a memory game. The player

should take into consideration the higher risk of neural overload during such procedures. The automatic circuit breaker will cancel the transmission if the nervous system is close to overload.

## 11 Implants System

Implantation is a process in which a bio-cybernetic device is embedded into the living tissue of a human organism. Usually the goal of implantation is to enhance the performance and to change the limitations of the human body. Similarly to transplants, the human body needs time to assimilate a new implant.

The time needed for full assimilation of the implant is individual for each character and depends on many factors, that is why with time the player may use the implant more intensively.

The disadvantage of using the implant system is that the implants affect the nervous system, which might lead to fatal accidents. That was the reason why in early stages of tests with the first implants, the devices were equipped with circuit breakers that would automatically disable the implants before neural overload. These switches come in standard with the

first implantation. The shutdown of the implant system is very rapid and quite brutal. It involves a minor loss of health but prevents from fatal overheating of the brain.

This is the list of the most popular implants used by military forces and mercenaries.



### **TS12 Eye Scope**

Anchor product of the monopolist in the eye-implantation market, Toshi-Sendai Corporation. Cyber-retina of the left eye enables optical zoom-in while aiming with any non-heavy weapon not equipped with any kind of optical instruments.



### **FDA210 Dermal Armor**

It is a bio-cybernetic dermal transplant, manufactured by several corporations under a government license.

The main customer is the army, but there are several versions available to civilians. Dermal armor is a layer covering the entire body. It is designed to reduce any injuries to the body.



#### **HITENDO Motion Improver**

Ceramic sinew implants integrated with a strengthened, artificial heart. The effect is a substantial increase in the running speed of the user. The HITENDO model, designed by world-famous Yusagi Ko, is almost twice as effective as similar products of other companies.



#### **OCI TAS v1.4 Targeting Assistance**

TAS v1.4 is a second-generation neural coordinator, manufactured for almost a year now by OCI Corporation. OCI is mostly known for high quality firearms. The tests ordered by the SpecForce showed a remarkable 27% increase in aiming accuracy with any given weapon not equipped with integrated optical instruments.



#### **ML-2002 Muscle Improver**

ML-2002 is a set of forearm hydraulic servomotors. It is very popular among mercenaries because of its low price and high quality. It considerably reduces the recoil while firing any weapon. ML-2002 is equipped

with automatic weapon stabilizer, which enables continuous and accurate firing even when being hit by enemy fire.



#### **Szarzkohl Thermo IV Thermovision System**

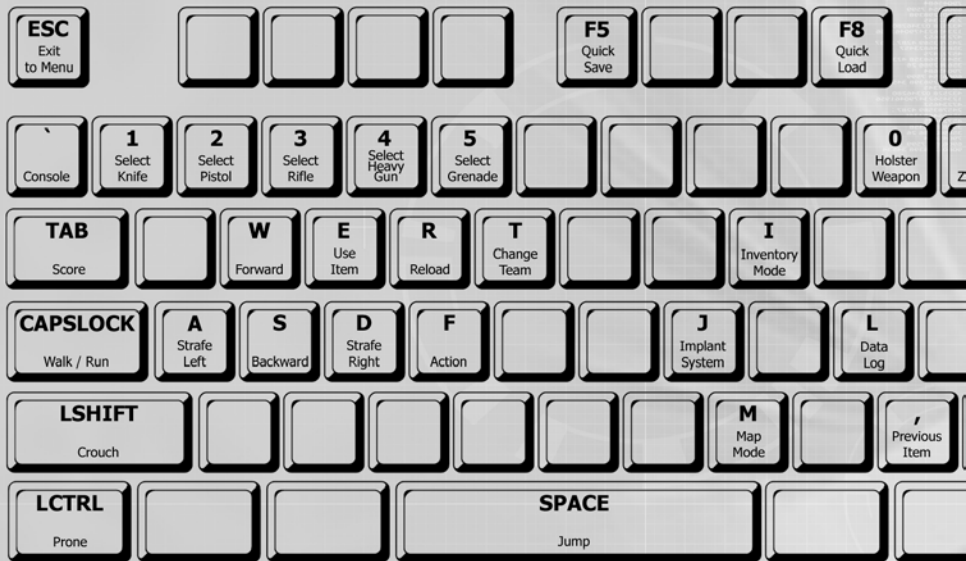
This retina projection system based on infrared technology, even though out-of-date, is still used. It is very popular, although it is not recommended by the Federal Cybernetics and Humanity Institute due to lack of tech-support from the manufacturer.

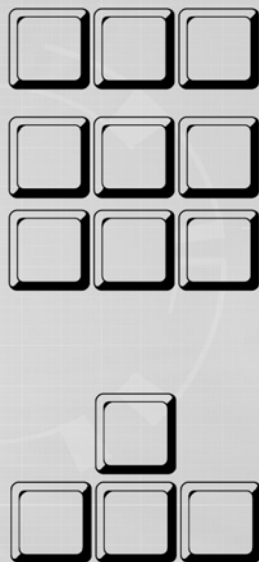


#### **TX 483-01 Reflex Improver**

This is a direct brain implant enabling immediate submission of all physical functions to one purpose – increase reflex and reaction time of the user. Upon activation, the implant takes control over secretion of some hormones and influences the control of the impulses coming into the brain.

## 12 Default key settings





## Movement

Forward	- <b>W</b>
Backward	- <b>S</b>
Strafe left	- <b>A</b>
Strafe right	- <b>D</b>
Jump	- <b>SPACE</b>
Crouch	- <b>LSHIFT</b>
Crouch toggle	- not assigned
Prone	- <b>LCTRL</b>
Prone toggle	- not assigned
Walk/Run	- <b>CAPS LOCK</b>

## Weapons

Fire	- <b>MOUSE BUTTON 1</b>
Aim/Alternate attack	- <b>MOUSE BUTTON 2</b>
Aim toggle	- not assigned
Reload	- <b>R</b>
Drop Weapon	- <b>BACKSPACE</b>
Select knife	- <b>1</b>
Select pistol	- <b>2</b>
Select rifle	- <b>3</b>
Select heavy gun	- <b>4</b>
Select grenade	- <b>5</b>
Holster weapon	- <b>0</b>

Next weapon	- <b>]</b>
Previous weapon	- <b>[</b>

## Items & Navigation

Use Item	- <b>E</b>
Action (enter vehicle, use lift...)	- <b>F</b>
Inventory mode	- <b>I</b>
Next item	- <b>.</b>
Previous item	- <b>,</b>
Map mode	- <b>M</b>
Zoom in	- <b>=</b>
Zoom out	- <b>-</b>
Data log	- <b>L</b>
Console	- <b>`</b>

## Implants

Implant system	- <b>J</b>
Eye scope	- <b>1 NUMPAD</b>
Dermal armor	- <b>2 NUMPAD</b>
Motion improver	- <b>3 NUMPAD</b>
Targeting assistance	- <b>4 NUMPAD</b>
Muscle improver	- <b>5 NUMPAD</b>
Thermovision system	- <b>6 NUMPAD</b>

Reflex improver - **7 NUMPAD**  
All implants off - **0 NUMPAD**  
Implants set - **F1...F4**  
Turn on the Implants Menu (key **J**), press and hold **CTRL**, mark the chosen implants with **LMB** and then press **F1...F4** to assign the key to the implants combination. Now release the **CTRL** key and **F1...F4** keys will toggle the selected implants combination.

Quick Save - **F5**  
Quick Load - **F8**  
Exit to Menu - **ESC**

In the multiplayer mode, the following additional options are available:

Say - not assigned  
Say team - not assigned  
Voice menu - not assigned  
Score - **TAB**  
Change team - **T**



## 13 Weapons and equipment

The following weapon descriptions are extracts from an article by cmdr John Cusack (ret.), which was published in "Mercenary Monthly" (issue 7/2196). The magazine does not take any responsibility for the use of the included data in any ways, which might violate the federal laws.

### TC234

TC234 Pistol is a dependable, accurate, and cost-efficient weapon. Manufactured in several versions by TechCode, quickly became the most popular pistol among SpecForce agents, as well as in the corporation units. Since 2182, the civilian version of TC234 is part of the standard equipment of the colonization expeditions.

### TC235 SUP

This is a limited edition of TC234 with an integrated silencer, used exclusively by SpecForce units. Possession of this weapon by civilian personnel is strictly prohibited in all Federation systems.

### BjornHD

This is a heavy revolver firing huge 12mm MagFor rounds. Although it is "revolver" size, this weapon is very effective with distant targets due to its great range and high accuracy. It is the most popular firearm among Peacemakers. Because of its remarkable accuracy and firepower, BjornHD gained the nickname "Cyberkiller".



### **NoN 'Frager'**

At first produced with Peacemaker units in mind, "Frager" in appearance and mechanism resembles 20<sup>th</sup> century shotguns. Due to its effectiveness indoors, it quickly became popular with among headhunters. It is often used by SpecForce members as a "close combat" weapon.

### **C9/A5**

C9/A5 was designed in the early 50-ies of the 22nd century by not a very well known company, Masashita Technologies. Due to its simplicity, low price, and high cyclic rate, C9/A5 became the most popular weapon in the whole universe known to man. Although out-of-date, it is still being produced in more than 10 varieties by several Masashita plants. This weapon is still the top choice among colonists, mercenaries, and members of private agencies. Unfortunately, the pirates and terrorists also use it very often.

### **C9/S**

This is one of the varieties of C9/S with an integrated silencer. The silencer decreased the cyclic rate and range. Although C9/S does not have the Masashita license (the silencer is illegal), and all the weapons from the SpecForce have been destroyed, this firearm can be purchased on the black market.



### **Matson CAFS**

CAFS is a great assault rifle constructed by Matson Industries for the Expedition Corps. Due to its modern design enabling considerable firepower, ergonomics, and versatility, CAFS became the basic weapon in all Federation troops.

### **Matson ACC**

The experience gained by Matson Ind. while constructing CAFS enabled this corporation to create another terrific weapon – Matson ACC sniper rifle.

Mass production, which started right after the first government orders for this gun, combined with the weapon's reliability, make this rifle the top choice for snipers across the entire Federation.

### **OCI Crom**

High quality (just like any other OCI product), long range, and big caliber – these are the most important features of this weapon. Unfortunately, very high price and limited production make Crom the elite sniper rifle, practically available only to SpecForce marksmen.



### **ASR Nitron**

Designed by Advanced Security Research Inc. this heavy assault machinegun Nitron is a perfect piece of equipment for the infantry. Capacious magazine for 14mm ammo along with high cyclic rate makes it an ideal direct support fire weapon.

### **LeRogue BM4000**

BM4000 is a handheld variation of B4000 HE cannon, mounted as standard armament on GOLEM-IV and GOLEM-V walking machines. Although BM4000 provides great firepower and considerable cyclic rate, it is being withdrawn from the federation units due to its great size. GL Dragoon antitank rocket launcher is replacing it.

### **Xatron Mark IV**

OCI started manufacturing Xatron hunting rifles in 2190. They were exclusively designed for hunting Rectan predators. The brand new version, Xatron Mark IV, uses revolutionary CR12 technology. The quality of this weapon is hard to match, and with the use of 14mm Federal Long ammunition, Mark IV can deal even with 4-inch chitinoid armor.



### **GL Dragoon**

GL Dragoon is the successor of LeRouge, but in this case we cannot talk about replacement, because this is a brand new antitank weapon concept.

The use of GL-4 rockets makes drawbacks of close combat rocket weaponry (low cyclic rate, small ammo capacity) almost disappear. The explosion power of the GL-4 rocket compensates these drawbacks, and much higher velocity (when compared to HEX weaponry) makes GL Dragoon the best antitank weapon available, even when it comes to comparing the size.

### **OCI X-4 Electra**

Not a typical weapon firing the electro-magnetic beam. Because of the specific type of ammo – energy charges - it is not a very popular piece of equipment of modern units. The biggest customer of that weapon are the Special Forces that favor its ability of striking targets hidden behind the obstacles – the energy beam generated during the firing goes through the solid materials (e.g. walls, crates).



## Equipment

**Heltex** – it is a compact medical kit, which includes nanovirus auto injector. The nanoviruses very effectively and quickly rebuild damaged tissue.

**Binoculars** – laser telemeter and 8x zoom might be very useful during terrain reconnaissance and observation of distant targets.

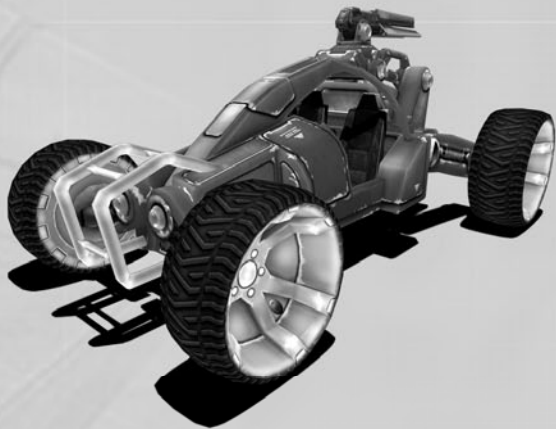
**Explosive charges** – correctly installed demolish everything in the blast radius. Charges are equipped with time detonator.

**Cloaking device** – generates light of a specific spectrum around the player. Without sophisticated optical devices the player can be spotted only from very close range.

**OCS** – Overload Cooling System uses nanotechnology to quickly and painlessly bring nervous system back to safe levels.



## 14 Vehicles



### **RMG Conquistador**

Four-wheel utility vehicle. It is universal, durable, and reliable. Often called the „conqueror of the frontier“, RMG was created in 2184 in federal laboratories. Two-person RMG is the standard federation land vehicle and at the same time the most popular civilian vehicle on the frontier.

### **B303 Speeder**

One-man anti-gravity speeder. Because of high maintenance costs, it is not as popular as the wheeled vehicles. However, because of its undoubted advantages, especially at high maximum speed on any kind of surface, it earns more and more fans. From 2192, the terraforming troops working in Valkyria system have been equipped with Speeders.

### **ArmoBeetle Mark 4**

Armored land transporter. Used during many expeditions by the Expedition Corps, ArmoBeetle4 has modern polyceramic alloy armor and a 20 mm HEX cannon. ArmoBeetle can carry up to five people and it is equipped with a complex battlefield management system.

### **GOLEM IV**

It is an enormously durable, ergonomic, heavy walking vehicle. Golem IV is a standard walker for federation combat troops. Armed with huge HEX cannon and easy to transport, GOLEM IV is a core of the quick response units.

### **TC SteelGuardian**

SteelGuardian is a light walking vehicle manufactured by TC, designed for urban areas as a response to the

demand created by private agencies and civil forces. Because of its ability to cope with hard conditions, SteelGuardian finds more and more applications on the planets of the frontier as an irreplaceable scout and guard of the corporation property.

### **Samson 7T7**

Samson 7T7 is a light air transporter. It has high cargo capacity, small size, but at the same time extremely good flying parameters. Together with high quality these features make 7T7 a perfect means of air transport.

### **T3 Corsair**

T3 Corsair is a short range vehicle transporting up to 6 full equipped men (including the pilot). Despite its short range, it is an ideal vehicle for quick raids on the enemy territory due to its high maximum speed.



# 15 Multiplayer

This option enables the player to create a game server (create game), to join another game (join game) or configure a player profile.

## Player profile

Player profile enables the configuration of the following parameters of a network game:  
the choice of the character the player will be using during the game – MODEL;  
the choice of player's name – PLAYER NAME;  
individual control settings – CONTROLS.  
SAVE PROFILE option saves the profile under the name of the player.  
Pressing the DELETE button will cause deletion of the given profile.

## How to create a multiplayer game

Create game enables the player to create a game server.  
When creating a server, the player can change the following server settings:

**Server name** – the name of the server.

**Max players** – the maximum number of players that can join the game.

**Loop levels** – this option enables indefinite repetition of maps from the list.

**Dedicated** – the server is dedicated. The server will work faster, but it cannot be used to play.

**Password required** – after choosing this option a window will appear. The player is supposed to enter a password to the server. From this moment on, any player will have to enter this password before joining the game.

## Multiplayer modes

Chrome offers the following network game modes, each mode assigned to a different map.

### Death match

The first player to reach the given frag number or with the most frags after the time expires, wins.

### Team Death Match

The first team to reach the given frag number, or with the most frags when the time expires, wins.

### Team Domination

Teams receive points for capturing and defending bases on the map. The first team to reach the set

point limit or the team that will have the most points when the time expires, wins.

### **Team Total Domination**

Just like in Team Domination, the goal is to capture and defend the base. The difference is that the points are awarded for keeping all bases for a given time period.

### **Assault**

The first team has to destroy a given target while the second team has to stop them at any cost.

### **Capture The Flag**

Each team base has a flag. The goal is to capture the opponent's flag and deliver it back to your own base without losing the flag from your base.

The point is awarded when the enemy flag is delivered to the base with your flag (your flag has to be in place).

To choose map/maps, select the given map from the list and then click "add map to list" button. The chosen map will appear on the right side of the table. This way the order and the number of maps in the game can be determined. By pressing "remove map from list", any selected map can be removed.

## **Maps settings**

Each map has additional parameters, which can be adjusted after pressing the „map settings“ button. Availability of different settings depends on the game mode.

### **Death Match**

**Frag limit** – the number of frags, which the player has to get in order to win

**Time limit** – time, after which the game will end

**Inventory room** – enabling/disabling the choice of weapons and equipment before joining the game. Types of weapons and equipment depend on the parameters in the settings file for the given map (these settings can be modified – more in readme.txt file). In case the inventory room is disabled, each player starts with the standard equipment for the given map.

**Respawn limit** – the limit, after which the player cannot rejoin the game after death

Respawn min. Time – amount of time, after which the player can rejoin the game after death.

The following options will be available if the map enables the use of vehicles:

**Vehicle respawn limit** – the limit, how many times a given vehicle can reappear after being destroyed

**Vehicle respawn time** – the amount of time before a destroyed vehicle can reappear in the game

## Team Death Match

In Team Death Match, the following options will appear next to the Death Match options:

**Enemies visible on map** – the enemy units will be indicated on the map

**Team balance** – automatic teams balance. If one of the teams is outnumbered, the computer will generate a new player for the outnumbered team.

**Friendly fire** – after enabling this option it will be possible to shoot the members of your own team.

## Team Domination

### Team Total Domination

Additional options available in that modes:

**Points limit** – the number of points needed for the team to win the match

**Score update time** – the amount of time after which a point is awarded to the team for defending the base

(Team Domination) or all bases (Team Total Domination).

**Bases visible on map** – this option enables the player to see the locations of the bases on the map

## Assault

The Assault mode has the following additional options:

**Round Time Limit** – the time limit for each round

**Change side every round** – the teams switch sides after each round

**Revenge match** – this option enables “a rematch” after the assumed number of rounds.

**The CTF mode also includes Flag Auto Return Time** – it is the amount of time, after which a dropped flag automatically returns to the base.

## How to join existing multiplayer game

To join an existing CHROME network server, choose the Join Game option. In case of a LAN Game, the list of servers can be refreshed by clicking the Refresh List button.

If the connection to the game server is an Internet connection, click on Internet Games and enter the IP address of the server.

Join the game by double-clicking the left mouse button, or selecting the server and clicking on the Join Game button.

There is an additional option of adding chosen servers to the list of favourites. To do this, choose the Favourites option.

## 16 Technical Support

Before contacting the tech support center, please read the readme.txt file from the Chrome CD.

In order to run readme.txt file:

- Double-click the left mouse button on My Computer icon
- Right-click on the CD-ROM icon with CHROME CD inside, and choose the Explore option
- Double-click the left mouse button on the readme.txt file.

If the information included in this file does not solve your problems, please contact us:

Phone number: +48(062) 737-27-46  
www.techland.pl  
info@techland.pl

Before contacting the tech support center, please prepare the following information:

Title of the product  
Version of your operating system  
Type of your processor  
Amount of RAM memory installed on your computer  
Type of video card  
Version of the video card drivers.

# Default key settings

Forward	- W	Map mode	- M
Backward	- S	Implant system	- J
Strafe left	- A	Eye scope	- 1 NUMPAD
Strafe right	- D	Dermal armor	- 2 NUMPAD
Jump	- SPACE	Motion improver	- 3 NUMPAD
Crouch	- LSHIFT	Targeting assistance	- 4 NUMPAD
Prone	- LCTRL	Muscle improver	- 5 NUMPAD
Walk/Run	- CAPS LOCK	Thermovision system	- 6 NUMPAD
Fire	- MOUSE BUTTON 1	Reflex improver	- 7 NUMPAD
Aim/Alternate attack	- MOUSE BUTTON 2	All implants off	- 0 NUMPAD
Select Weapon	- 1...5	Quick Save	- F5
Reload	- R	Quick Load	- F8
Drop Weapon	- BACKSPACE	Exit to Menu	- ESC
Use Item	- E	Zoom in	- =
Action	- F	Zoom out	- -
Inventory mode	- I		

This manual and product are protected by copyrights. No part of this manual or the program described may be reproduced, transmitted or translated in any form or by any means for any purpose other than the purchasers' personal use, without the express written permission of Techland.

All the information contained within was true and current at the moment of production, Techland does not accept responsibility for any damage caused by its use.

Techland reserves the right to change any part of the instructions.