

# CHRONO-BOT

K.L.A.W.S. STUDIO

# SYSTEM REQUIREMENTS

## HARDWARE:

GRAPHICS CARD THAT SUPPORTS DIRECTX 9.0c  
AND SHADER MODEL 1.1

### MINIMUM:

1.6 GHz CPU, 384 MB RAM,  
1024x768 DISPLAY, 5400 RPM HARD DISK

### RECOMMENDED:

2.2 GHz OR HIGHER CPU, 1024 MB OR MORE RAM,  
1280x1024 DISPLAY, 7200 RPM OR HIGHER HARD DISK

## SOFTWARE:

WINDOWS XP SERVICE PACK 2 OR ABOVE, OR WINDOWS VISTA

## INSTALLATION INSTRUCTIONS:

DOWNLOAD THE CHRONOBOT EXECUTABLE INSTALLER FILE AT  
[HTTP://DARKPARADIGMS.COM/CHRONOBOT/DOWNLOADS.HTML](http://darkparadigms.com/chronobot/downloads.html)

ONCE THE FILE DOWNLOAD IS COMPLETE, NAVIGATE TO ITS DIRECTORY  
AND DOUBLE CLICK ON IT TO RUN THE INSTALLER

FOLLOW THE ON SCREEN INSTRUCTIONS TO INSTALL  
CHRONOBOT TO YOUR COMPUTER

## THE STORY

IN THE YEAR 3030,  
THE AOTHEONS HAVE INVADDED THE GALAXY

THUDRAEKER, RULER OF THE AOTHEONS,  
PLANS TO POWER HIS MEGATANK WITH THE ORIHALCOM  
FOUND ONLY ON EARTH!

YOU, XAZATHER, ARE  
CHARGED WITH THE TASK OF DEFENDING HUMANITY  
FROM THE AOTHEONS!

THE PRECIOUS ORIHALCOM CRYSTALS  
ARE STORED IN PRESSURIZED STORAGE VAULTS.

DO NOT ALLOW THE AOTHEONS TO REACH THESE VAULTS  
AND GET THEIR HANDS ON THE ORIHALCOM!

## LEVEL OBJECTIVES

### TIMED SURVIVAL

YOU MUST SURVIVE FOR A CERTAIN AMOUNT OF TIME.

### KILL QUOTA

YOU MUST DESTROY A SET NUMBER OF ENEMY TANKS.

### WAVE SURVIVAL

YOU MUST STOP ALL WAVES FROM REACHING YOUR BASE.

# CONTROLS

## BASIC MOVEMENT

YOUR ROBOT FOLLOWS THE MOUSE CURSOR,  
UNLESS YOU HAVE GIVEN IT OTHER INSTRUCTIONS.



## BOMB PLACEMENT

TO PLACE A BOMB SIMPLY  
LEFT CLICK ON A TILE.



THE ROBOT WILL AUTOMA-  
TICALLY MOVE THERE.

## BOMB SELECTION

WHEN YOU HOVER OVER A  
MENU ITEM WITH THE CURSOR  
IT WILL LIGHT UP



YOU WILL NEED TO UNLOCK  
CERTAIN BOMB TYPES AS YOU  
PROGRESS THROUGH THE GAME

HOLD DOWN THE RIGHT MOUSE BUTTON.  
THE SELECTION MENU WILL APPEAR, AND THE GAME WILL PAUSE.  
CHOOSE THE BOMB TYPE YOU WANT  
BY LEFT CLICKING ON ITS ICON.

# ADVANCED CONTROLS

## WAYPOINTS

YOU MAY PLACE MULTIPLE BOMBS IN A ROW BY CLICKING ON DIFFERENT TILES IN QUICK SUCCESSION. THE ROBOT WILL AUTOMATICALLY PLACE A BOMB AT EACH LOCATION IN THE ORDER YOU CLICKED ON THEM.

## CANCELING WAYPOINTS

PRESS SPACE TO UNDO THE LAST WAYPOINT YOU PLACED.

SPACE

## HOTKEYS

USE THE NUMBER KEYS 1 TO 5 TO TOGGLE BETWEEN BOMB TYPES QUICKLY.

COUNTDOWN

1

PROXIMITY

@  
2

#  
3

DECOY

\$  
4

%  
5

ELECTRO MAGNETIC

TELEPORTATION

# WEAPONS ARSENAL



## COUNTDOWN:

EXPLODES FIVE SECONDS AFTER DEPLOYMENT. LEARN IT AND LOVE IT.



## ELECTRO MAGNETIC:

TEMPORARILY DISABLE ENEMY TANKS WITH A POWERFUL EM SHOCKWAVE



## PROXIMITY:

AUTOMATICALLY DETONATES WHEN AN ENEMY TANK IS WITHIN RANGE



## DECOY:

DEPLOY A DECOY TARGET TO SIDE-TRACK ENEMY TANKS



## TELEPORTATION:

DEMATERIALIZER ENEMY TANKS AND TRANSPORT THEM ELSEWHERE

# THE ADOTHEAN ARMY

## GRUNT TANKS

PRETY BENIGN, UNTIL THEY GET TO YOUR BASE



## DESTROYER TANKS

AGGRESSIVE FIGHTERS WHO POSSESS ANTI-AIRCRAFT CANNONS.  
TAKE THEM OUT QUICKLY.



## SCOUT TANKS

DON'T LET THESE GUYS SLIP BY.  
THEY ARE VERY AGILE BUT LACK GUN TURRETS.



## COMMANDER TANKS

CARRIES EXPERIMENTAL COUNTER-BOMB TECHNOLOGY,  
RENDERING THEM IMMUNE TO SOME OF OUR BOMBS!





# CONTROL PANEL

5 KILLS LEFT

ENEMY TANK

ENTRY POINT

RECENTLY EXPLODED BOMB

DEPLOYED BOMB

ONE OF YOUR BASES

YOUR CURSOR

YOUR CHRONOBOT

ENEMY MISSILE

MONEY: 7500

3 :500 (15 LEFT)

LIVES: 3

HEALTH: ██████████

REMAINING MONEY

SELECTED BOMB  
TYPE AND COST

LIVES  
REMAINING

HEALTH BAR

## NOTES FROM THE CHIEF ENGINEER

### DON'T BLOW YOURSELF UP!

WE'RE USING EXPLOSIVES FAR MORE POTENT THAN THOSE PUNY SHELLS THE AOTHEONS ARE THROWING AT US. AND OUR CHRONOBOT'S ANTI-GRAVITY DRIVES ARE RATHER HARD TO COME BY.

### KNOWN ENEMY BEHAVIORS

IT'S NOT EASILY NOTICED, BUT THE AOTHEON TANKS HAVE HORRIBLE TURNING RADII PREVENTING THEM FROM MAKING U-TURNS ON OUR RATHER THIN PLATFORMS. NOT ENTIRELY UNINTENTIONAL; A SPARKLING IDEA FROM OUR ENGINEERS TO MAKE THEM JUST WIDE ENOUGH FOR OUR USE BUT NOT ENOUGH FOR THOSE ENERGY-GUZZLING VEHICLES.

THEY DON'T SEEM TO LIKE STOPPING OR RETREATING EITHER; THE TANK OPERATORS HAVE BEEN TRAINED TO BE AGGRESSIVE CREATURES WHO BACK DOWN FOR NOTHING.

### CHAIN REACTIONS

IS A COUNTDOWN BOMB ABOUT TO BECOME A NEAR MISS?  
PLACE ANOTHER ONE WITHIN ITS BLAST ZONE SO IT'LL BLOW UP THE ENEMY THROUGH A CHAIN REACTION!

### SPECIAL BOMBS

PROXIMITY MINES ARE GOOD FOR SEALING OFF AOTHEON PATHS, BUT SOMETIMES ONE WILL TRY TO CLEAR THE WAY FOR THEIR BUDDIES BY TAKING ONE FOR THE TEAM AND COMMITTING SUICIDE.

ALTHOUGH EXPENSIVE, TELEPORTATION BOMBS CAN SAVE THE DAY BY TELEPORTING AWAY TANKS THAT GET TOO CLOSE TO YOUR BASE.

### HOLOGRAPHIC DECOYS

YOU'LL SOMETIMES BE GIVEN THE OPPORTUNITY TO DEPLOY STATE-OF-THE-ART HOLOGRAPHIC DECOYS THAT TRICK THE AOTHEONS INTO THINKING THEY ARE MOVING TOWARD YOUR BASE.

MIND, THOUGH, THAT THE HOLOGRAM LASTS ONLY AS LONG AS THE AOTHEONS DON'T REACH THEM.

CONSIDER HOW TO USE THEM WISELY!

WILL YOU PLACE THEM TANTALIZINGLY CLOSE TO YOUR ENEMIES?

AS FAR AWAY AS YOU CAN FROM YOUR BASE?

WILL YOU DEFEND THEM CLOSELY, OR LET THEM FALL?

EXPERIMENT TO SEE WHAT WORKS FOR YOU!

# CREDITS

PROGRAMMERS


ALEX YUAN  
WEI XIN YUAN  
LIPENG PENG

ARTIST

STEPHEN TSEOU

MUSICIAN

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<http://www.darkparadigms.com/chronobot>