

**! WARNING**

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support (see inside of back cover).

**Important Health Warning About Playing Video Games**

**Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Thank you for purchasing Chromehounds™. Please note that this software is designed for use with the Xbox 360™ video game and entertainment system from Microsoft®. Be sure to read this software manual thoroughly before you start playing.



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**NOTE:** This product is a work of fiction. Any similarities to actual people, organizations, and events are purely coincidental.

***In the late 1980s, peace held the world in check with a tenuous grasp.***

***Two of the world's superpowers faced off in lock step as mutual fear of nuclear war bonded them in a silent agreement for years.***

***However, a single devastating calamity brought an end to that uneasy balance. Deep rooted distrust and ignorance of one another led mankind down the foolish path to a third world war.***

***Twenty years have passed since that day.***

***The endless warring and struggles gave birth to unprecedented weapons of war – the machines known as "HOUNDS" redefined the rules of battle.***

## **BACKGROUND HISTORY**

### **Emergence of Solar Flares**

The phenomenon of solar flares expansion which produced radio interference on a global scale was first reported in 1980. Due to the delayed identification of the cause, confusion spread across the globe. Consequently, this suspended the logistics of products and materials around the world, which led to regional riots and looting. Several nations fell into a state of anarchy because their governments' chains of command were paralyzed by the disasters. With lack of order and control, the war situations all over the world fluctuated. However, weapons such as ballistic missiles (nuclear weapons) and air units became unreliable in the aftermath of solar flares.

### **U.S.S.R.**

In the U.S.S.R., due to the delayed understanding of its domestic situations, the suspension of information functions was prolonged. Consequently, the U.S.S.R. suffered a historic defeat in Afghanistan due to fierce defiance by anti-government forces. Furthermore, its region was invaded by Afghan troops (Bagram War). Also in its western region, conflicts with the three Baltic states intensified, each desiring their independence. As the U.S.S.R. maintained its tough stance, the war intensified and spread to East and North Europe (East European War).

### **U.S.A.**

When violence erupted in various parts of the country, the U.S.A. declared a national state of emergency and successfully kept damages to a minimum under the strong leadership of their president. Since then, the U.S.A. prioritized domestic reconstruction and declared isolationism based on Neo-Monroeism by withdrawing its fleets from the Pacific and Atlantic Oceans and redeploying them to local territories in response to the increasing threat to Homeland Security.

### **Asia**

In China, a shortage of materials triggered frustration against the central government. Riots throughout the nation developed into a state of near civil strife. Although the government quelled them by military means, the imbalance of commodities was unresolved due to their old-fashioned method of distribution. At the time, the government had to respond to both domestic and foreign (Central Asia) issues which consequently forced the national/regional modernization process in Asia.

In the meantime, Japan lost most of its American backing and decided to approach China for its national security and supply of resources.

### **Europe**

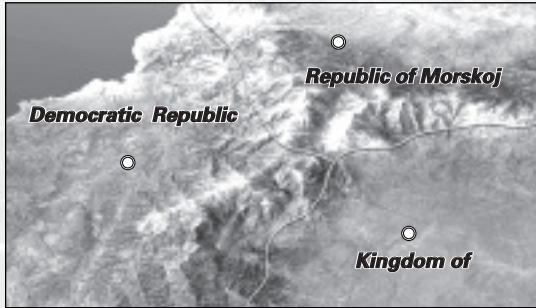
With much cooperation among Eastern/Central European countries, the Western nations struggled to overcome the crisis of the solar flares, and had difficulties securing enough resources for reconstruction. While the U.S. and U.S.S.R. both relaxed their foreign policies in the Middle East to resolve their domestic issues, Eastern/Central countries took it as a good opportunity to gain control of oil resources and intensified their intervention to the ongoing Iran-Iraq War. However, they also announced a policy of non-interference in the Baltic War of Independence.

### **Middle East**

The Iran-Iraq War began in 1980 and started to shift toward the advantage of Iran due to the delay of U.S.A.-U.S.S.R. intervention. But Iraq regained momentum with the assistance of Western nations who regarded this as a chance to strengthen their ties in the Middle East.

<b>1945</b>	End of World War II Establishment of Rafzakael (P.4)
<b>1960's</b>	U.S.A.-U.S.S.R. Space Race
<b>1970's</b>	Vietnam War
<b>1980</b>	Iran-Iraq War
<b>1980</b>	Expansion of the Solar Flares (P.2)
<b>1981</b>	Bagram War (P.2 see <b>U.S.S.R.</b> ) East European War (P.2 see <b>U.S.S.R.</b> ) President of the United States issued a new homeland security doctrine
<b>1982</b>	Japan-China Joint Statement (Shanghai Declaration)
<b>1986</b>	New Foundation of Far East Union (China, Japan, Southeast/South Asia)
<b>1988</b>	End of Iran-Iraq War
<b>1989</b>	Independence of Sal Kar
<b>1992</b>	End of East European War Independence of Tarakia
<b>1993</b>	End of Bagram War
<b>1994</b>	U.S.S.R. divided: Great Soviet Socialist Republic and Republic of Russia
<b>1996</b>	Independence of Morskoj

# NEROIMUS



## THE THREE NATIONS OF NEROIMUS



### **Democratic Republic of Tarakia**

A multi-ethnic nation located in the Western region of Neroimus. Although the nation declared independence after the Eastern European War (1981-92), the connections with its Western European allies to counter the Ex-Soviet/Afghan power within Neroimus is hard to deny. Since the War of Black Sea (1998-2000), the nation has been heavily supported by the U.S.A. which was interested in expanding into their Eurasian diplomacy. Tarakia is more modern and democratic compared to its neighbors in Neroimus, but it struggles to find a common consensus within the country.



**Area:** 68,540km<sup>2</sup>  
**Population:** 4,520,000  
**Capital:** Xeres  
**Ethnicity:** Mixed  
**Language:** English  
**Religion:** Multi-religion/Denominational  
**Head of State:** President (4yr term)  
**Gov. Type:** Republic  
**Industries:** Farming, Iron & Steel, Machinery  
**Currency:** Tarakian Dollar

### RAFZAKAEL

A secret society founded by arms developers from around the world. With its powerful connections to every conceivable country, organization, and movement, they have access to just about anything related to war. They are rumored to have their own military which is dispatched to various war fronts to "control the market."



### **Republic of Morskoj**

The former Soviet state is located in the Eastern region of Neroimus. The people of Morskoj are now independent, but suffered many hardships as a minority when the U.S.S.R. had control. Geographically, the country is covered with rigid mountainous areas which were once rich with mining resources. Morskoj currently faces a state of tension against the Great Soviet Socialist Republic who is scheming for a reunion. However, the nations are on much friendlier terms with the Republic of Russia who is also in opposition towards the G.S.S.R.

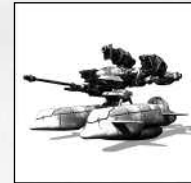
**Area:** 62,380km<sup>2</sup>  
**Population:** 3,580,000  
**Capital:** Ostrov  
**Ethnicity:** Native of Morskoj, others  
**Language:** Morskavian, Russian  
**Religion:** Russian Orthodox, others  
**Head of State:** President (4yr term)  
**Gov. Type:** Republic  
**Industries:** Mining, Timber, Farming, Metallurgy  
**Currency:** Isra



### **Kingdom of Sal Kar**

The extended history of the Sal Kari Dynasty is rooted to the ancestors of the great Ottoman Empire. Historically, the nation experienced a prolonged period of hardship since their kingdom's fall, but recovered greatly during the period when the Middle East was reorganized. Despite the fact that this nation was forced to depend on imported foods and consumer goods due to the nation's size and desert land, the world quickly turned its attention to Sal Kar since their abundant underground resources were discovered. Religiously, the nation pledges not to fight a war, but its military arrangements are aggressively updated.

**Area:** 20,800km<sup>2</sup>  
**Population:** 2,280,000  
**Capital:** Kaffa  
**Ethnicity:** People of Sal Kar  
**Language:** Karic  
**Religion:** Sal Kari State Religion  
**Head of State:** Prime Minister  
**Gov. Type:** Limited Monarchy  
**Industries:** Oil, Gas  
**Currency:** Ziyad



## GETTING STARTED

### Saving and Loading

Create a new **Chromehounds Game Data** file to store your offline (Story Mode) progress and game settings, or load any previously saved data from your storage device. A single **Chromehounds Game Data** file (140 KB) can be saved per Gamer Profile, but you are allowed to store a maximum of 50 files of your HOUND's structure (**Assembly Data** – 100 KB) from the Garage (P.11). Note that your data will be autosaved when a progress/ modification is made. In the event that there is insufficient memory, please refer to the **System** area of the Xbox Dashboard.

### HDTV Settings

To display the game in high definition display modes, connect your Xbox 360 console to a TV with component input using an Xbox 360 Component HD AV Cable. Slide the switch on the AV port connector to "HDTV." The HDTV position should be selected on the Xbox Dashboard if the TV supports HD resolutions such as 480p, 720p, or 1080i.

### Dolby® Digital

This game is presented in Dolby® Digital 5.1 surround sound. Connect your Xbox 360 console to a sound system with Dolby Digital technology using a digital optical cable. Connect the digital optical cable to the base of an Xbox 360 Component HD AV Cable, Xbox 360 VGA HD AV Cable, or Xbox 360 S-Video Cable. From the **System** area of the Xbox Dashboard, choose **Console Settings**, then select **Audio Options**, then **Digital Output** and finally select **Dolby Digital 5.1** to experience the excitement of surround sound.

## CONNECT TO XBOX LIVE®

### Xbox Live®

Play anyone and everyone, anytime and anywhere on Xbox Live®. Build your gamer card profile. Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Registration required to access online features. Internet connection required. Terms and condition are found at <http://www.xbox.com/live>. You must be 18 to subscribe to Xbox Live.

### Connecting

Before you can use Xbox Live, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to [www.xbox.com/live](http://www.xbox.com/live).

### Family Setting

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

### Member Content

Choose to access or block other players' Gamer Profiles and player-made content (image and text) from your **Privacy Settings** (via Edit Gamer Profile).

### Achievements

This game supports the Xbox Live Achievements system. As you play the game (Story Mode and Xbox Live), you will earn medals which will be credited as your Achievements to your Gamer Profile – refer to the Xbox Dashboard to view the status of your Achievements for *Chromehounds*.

## TITLE SCREEN

Press the START button at the Title Screen and choose from the following options:

**Story Mode:** Single player offline missions classified by various Role Types. Go to P.16 for details.

**Xbox Live:** Multiplayer online game – Xbox Live Gold Membership is required to participate. Go to P.18 for details.

**Options:** Change various game settings – see below for details. Options can also be accessed within the Story Mode and Xbox Live.



## OPTIONS

Use the D-pad/left stick  $\uparrow\downarrow$  to choose from the following settings and  $\leftarrow\rightarrow$  to adjust the settings.

**Brightness:** Display the color bars and adjust the brightness of the screen.

**BGM:** Adjust the volume of the background music.

**SE:** Adjust the volume of the sound effects.

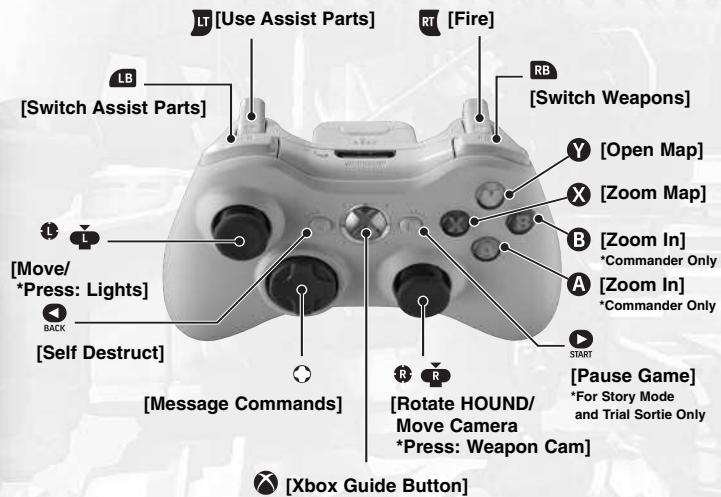
**Y-Axis:** When set to **Inverted**, the vertical controls are reversed (tilting  $\uparrow$  will turn down).

**X-Axis:** When set to **Inverted**, the horizontal controls are reversed (tilting  $\leftarrow$  will turn right).

**Language:** Change the language of the game – TEXT ONLY.

**Vibration:** Set the vibration feature of the controller On/Off.

## GAME CONTROLS



## DETAILED COMMANDS

### Message Commands:

Press D-pad (D-pad →)	Activate Macro Messenger
D-pad ↑↓	Select Message Item
D-pad →	Decide/Next Item
D-pad ←	Cancel/Previous Item

### Weapon Cam:

Press Down Right Stick	Switch Perspective (Normal/Weapon Cam)
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### Lights:

Press Down Left Stick	On/Off Lights
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### Rotate (Camera):

Right Stick	Horizontal/Vertical Rotation *Reversible via Options (P.7)
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### Map:

A/B Button	Zoom Into Squad Member *Tactics Commander only (P.17)
X Button	Zoom Map (third time – back to the original size)
Y Button	Open/Close Map

### Quit Mission:

Hold Down Back Button	Self Destruct HOUND
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## ATTACK OPERATIONS

First, use the right bumper (RB) to select one of the equipped weapons of your HOUND. Use the crosshairs window (sub-camera) on the top right of the screen to see where your sight is set – use the right stick to adjust the aim and press the right trigger (RT) to fire. Note that for heavier arms, it may require a few seconds to reload your shots.



For higher accuracy, click down the right stick and use the Weapon Cam to focus on your targets. The Weapon Cam is essential for Role Types such as Soldiers, Snipers and Heavy Gunners who must dispatch the enemy units.



## NAVIGATION

Press the Y button to open the map and locate your position on the battlefield. The triangle marker is your current position. If you are the Commander (HOUND with NA Maker – P.13), the units numbered in the same color represent the members of your squad, and the units in a different color are your enemies.



Use the X button to zoom in and out of the map. If you are the Commander, you can also zoom in on any of your members' positions by pressing the A/B button.

## COMMUNICATIONS

Use the D-pad to send messages, commands, and statements to your teammates via the Macro Messenger (bottom of the screen). Simply select the units, the action, and the area of your message and send. Voice Chat is also available for communications during online sessions if your teammates are playing with the Xbox 360 Headset. Note that you will lose communications with your members whenever your HOUND travels beyond the squad's Network Area (or NA).



### Network Area / COMBAS

Occupy a COMBAS (radio tower) or equip an NA Maker (P.13) to establish your team's communication zone – Network Area. Note that the linked Network Areas will be considered one extended NA.

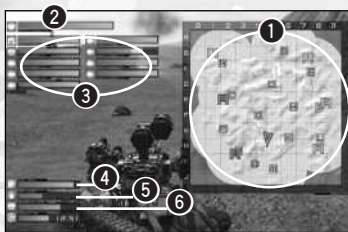


## SCREEN DISPLAYS

- 1 Sub-Camera**  
Crosshairs view during Normal Cam; overall view during Weapon Cam.
- 2 Weapon Slots**  
Slots 1 to 4 – press RB to change slots.
- 3 Ammo Counter**  
Remaining shots of selected weapon.
- 4 Timer**  
Remaining time of mission.
- 5 Team Members**  
Pilot status of your team. An NA indicator is lit for any member who can communicate. Member's icon is marked X when eliminated. \*Only in Xbox Live
- 6 Sonar**  
A compass radar which detects moving units.



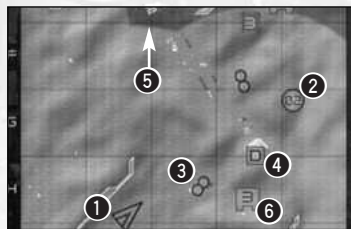
[Normal View]



[Displayed View]

- 1 Map**  
Map of the Battlefield – see below for details.
- 2 HP Gauge (Cockpit)**  
Hit points of your HOUND's Cockpit. Eliminated from the battle when gauge is depleted.
- 3 Parts Gauge**  
Hit points of all equipped parts.
- 4 Fuel Gauge**  
Remaining fuel of your HOUND. Immobilized when gauge is depleted.
- 5 Temperature Gauge**  
Increases when attacked – affects the Generator of your HOUND.
- 6 Energy Gauge**  
Power output decreases when the Generator and the Cockpit are damaged, or the fuel is depleted.

- 1 Player's HOUND (green or red triangle)**
- 2 Friendly Unit (green or red circles with number)**  
\*Tactics Commander only
- 3 Enemy Unit (red circles)**  
\*Tactics Commander only
- 4 COMBAS (squares with letter)**  
Radio towers that generate NA.
- 5 Network Area (highlighted area)**  
Communication area established by the player or teammates.
- 6 HQ (squares with number)**  
Headquarters of the respective team. Team's flag/color embedded on the true headquarters – one true HQ per team; rest are decoys.



[On the Map]

## GARAGE

Customize and view your HOUND in the Garage. Press the B button to leave the Garage.

### View Details (P.14)

Check the details of your HOUND.

### Assemble HOUND

Customize the physical and functional features of your HOUND using available parts.

### Change HOUND Name

Name your HOUND in the Garage.

### Assembly Data (P.14)

Save, load or clear a HOUND.

### Shop (P.14)

Buy and sell parts and patterns.  
\*Available only in Xbox Live.



### HOUND Details (P.15)

Customize the exterior of your HOUND.

### Trial Sortie

Test run the HOUND.

### Assembly Guide

Toggle on/off the help messages.

## ASSEMBLY

Choose one of the assembly options and use the controls below to assemble your HOUND. Once the action is implemented, press the B button to return to the assemble menu. Other situational commands are listed in the bottom section of the screen when available.



### Assembly Controls:

D-pad/Left Stick	Select Item / Adjust Position of Parts
Right Stick	Viewpoint
A/B Button	Decide/Cancel
Right Trigger	Undo/Redo HOUND
Start Button	Toggle on/off the on-screen display glossary

### Warning Icons

Certain restrictions are applied when assembling your HOUND – any structural or functional errors can be detected from the Warning Icons. If the icon is lit in yellow, it is only a precautionary sign. The HOUND is trouble-free when the green OK icon is lit.



	Complete the Weapon Settings		Power shortage: Change or add part(s)
	Overweight: Change or remove part(s)		Missing Leg: Add Leg Part
	Missing Cockpit: Add Cockpit Part		Oversized: Redo structure

### Parts Management / System Sockets

The maximum number of parts and system devices managed by the HOUND is determined by your Cockpit Part – refer to the **Parts Management** and **System Sockets** of the Cockpit from **Assemble HOUND** or **View HOUND** (Garage).

### Set System Device (COM)

Changing the HOUND's system device is one sure way to upgrade the performance of your HOUND. Check the on-screen descriptions and the **Socket Use** before you replace a device. There are three types of system devices in all:

- **Mobility COM**  
Enhances speed and acceleration of the HOUND
- **Weapon COM**  
Increases aim stability and weapon systems
- **Stability COM**  
Enhances stability and turning speed of the HOUND



### Weapon Settings

Four Weapon Slots are available for an attack, and a maximum of four different weapons can be installed per slot for simultaneous shots. Choose a Weapon Slot and select **Not Assigned** to add one of the equipped weapons – check the system device for your weapons before you install multiple weapons in a single Weapon Slot. To disarm a weapon, select the Weapon Slot and press the X button.



Additionally, the camera type (Weapon Cam) of the slot is determined by the weapon selected in the top weapon box with the blue "C" icon. Press the B button to return.

### Set Ammo Type

Change the ammunition and magazine of each weapon to improve firepower as well as refining its characteristics. Note that the ammunition costs are only charged during the **Neroimus War** (P.19). The abbreviations of the **Ammo Type** are the ammunition's energy properties are as follows.









- **KE (Kinetic Energy)**  
Destroys targets due to its speed and direct impact
- **CE (Chemical Energy)**  
Destroys targets due to its chemical explosions (blast and thermal energies)

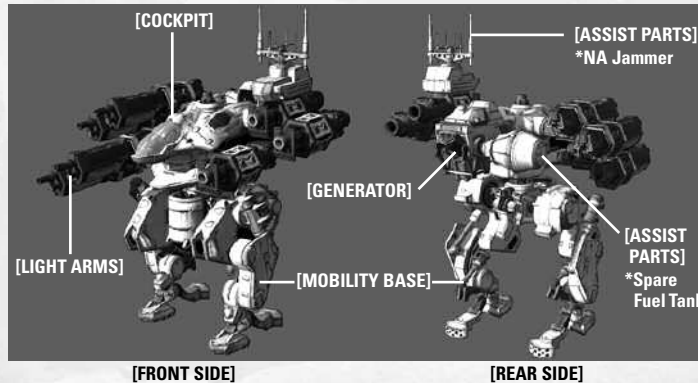
KE: CE Defense will give you basic defensive capability against each Ammo Type.

## BASIC HOUND PARTS

Build your HOUNDS from the following parts categories. The HOUND must have at least a **Cockpit** and **Leg Parts** to be operational.

\*Icons of equipped parts are displayed by opening the Map during battle – Parts Gauge (P.10).

 <b>MOBILITY BASE</b>	Determines the traveling properties and the total weight restrictions of the HOUNDS. Two-legged, reverse-legged, multi-legged, treaded, hover, and wheel types are available.
 <b>COCKPIT</b>	Section of the HOUND that controls the whole mech. If this part is destroyed, the HOUND will break down. It has a small built-in generator for emergency purposes.
 <b>GENERATOR</b>	The device that supplies the energy to the mech. When the amount of energy provided is insufficient, the speed of travel and turning will be decreased. More than one can be attached.
 <b>NA MAKER</b>	Radar of the HOUND. Network Area is generated from the HOUND, making it possible to communicate with friendly units within NA range, and locating both friendly/enemy units.
 <b>HEAVY ARMS</b>	Larger weapon part with extremely high offensive power such as missiles and rocket launchers. The number of installations is limited due to their shape and size.
 <b>LIGHT ARMS</b>	Common weapon part for a HOUND. These weapons are built in a standardized form for multiple installations. Arms are available in a variety of power, range and ammo types.
 <b>SPACER</b>	Parts that will allow the HOUND to structurally expand by adding on more parts. These parts comes in various shapes to create open junctions to power up the mech.
 <b>ASSIST PARTS</b>	Parts that allows the mech to have various additional functions such as NA Jammer, night/thermo vision, spare fuel tank, armor, radiator, and much more. *Use left trigger (LT) to use the part.



## VIEW DETAILS

Press the left bumper (LB) while accessing **View Details** or **Assemble HOUND** in the Garage to cycle through different statistics. Description on the left side of the screen represents the currently selected part; information on the right is the currently assembled HOUND.

\*Color and abbreviation of the RT are listed as below.



- **RT Compatibility Graph (left)**  
Displays the part's RT capabilities.
- **RT Proficiency Chart (right)**  
Displays the HOUND's RT competence.

**CMD (red):** Commander **DEF (orange):** Defender **SNP (yellow):** Sniper **SCT (green):** Scout  
**SOL (blue):** Soldier **HVG (purple):** Heavy Gunner

## ASSEMBLY DATA

Saving a HOUND to Assembly Data will come in handy, especially if you don't want to keep your friends waiting too long for an online battle. Unless you purchase Assembly Data or sold/traded your parts at the **Shop**, loading your Assembly Data will instantly rebuild the saved HOUND in the Garage. The Assembly Data will be stored with a name and a date of creation. To rename the data, select **Change HOUND Name** from the top menu of the Garage.

## SHOP

Acquire new HOUND parts, complete HOUNDS, color patterns, special parts, or sell parts at the Shop from the Garage in **Xbox Live**. The items available at the Shop will vary by the player's affiliated country and its national defense budget (see Budget and Funding P.20). Purchasing the items will require money (Funds) you earned from the **Neroimus War** and **Individual Missions**. Another way to increase your income is to sell your unwanted parts at the Shop.

\* Special parts are only accessible if you are in a squad.

Complete HOUNDS are also available at the Shop, but please note that the parts required to complete the HOUND must be purchased separately if you do not already have them in your inventory.



## HOUND DETAILS

Customize your HOUND with decorative elements and color patterns from the following options of **HOUND Details** (Garage).



### DECALS

Decorate your HOUND with ready-made and player-made design elements – a maximum of eight decorative items can be applied per part.

To apply a design element, first choose an individual part by selecting a blank slot or an existing part, then select **Apply Decals** and choose an item using the D-pad/left stick (press A button to confirm). For the final step, use the following commands to adjust the decorative element and paste them to your part.

#### Decal Controls:

D-pad	Adjust the size of the decorative item
Left Stick	Move HOUND part (any direction)
Right Stick	Rotate HOUND part (360 degrees)
Right Trigger/Left Trigger	Rotate HOUND part (right/left)
X / Y Button	Zoom in/out HOUND part
A Button	Apply decorative item / Final (Save)
B Button	Cancel / Return to Decal Menu
Left Bumper + D-pad	Fixed height / width ratio during size adjustments

The decorative items can be layered (on top of one another) by bringing the element forward and backward using the decal slots.

### EDIT HOUND NO.

Change the typeface and the color (RGB) of the HOUND Number you are using in **Xbox Live**. The edited HOUND Number will be made available when you are applying a new design element to your HOUND from **Decals**.

### EDIT EMBLEM

Create a unique emblem to represent yourself or the entire team. The User Emblem will be made available when you are applying a new design element to your HOUND from **Decals**.

First select the layer of the emblem using the D-pad/left stick  $\updownarrow$ , then press the A button to display an option for the selected layer slot. To add design element to the selected layer, select **Select** or **Edit Parts** and choose an item (use RT/LT to browse items) and press the A button to confirm. Additionally, there are options to move the design element (layer) front/behind and redo a layer while the layer is being selected, or press the B button to return to the layer section (layer slot).

### COLOR

Change the design pattern and color of your HOUND. The color/pattern can be changed on a part-to-part basis or by selecting the complete HOUND.



# STORY MODE

**Story Mode** is a series of offline missions designed to train various Role Type (RT) skills. Once you pass the initial combat tutorial, there will be six different storylines to choose from – each storyline is assigned with RT-specific missions. As a mercenary, aim to clear every mission of all RTs to hone your skills and play through the conflicts of Neroimus.

Note that any mission you've completed can be replayed in **Free Play** mode.

## ROLE TYPE (RT)

There are six major roles on the front classified by the specifications of the HOUND and the combat style of the pilot. The characteristics of the six Role Types are detailed below.

<b>SOLDIER</b>	A front line specialist who plays a vital role in close combat situations. Their main role is to destroy the enemy headquarters based on information and strategies brought by their Scout.
<b>SNIPER</b>	A sharp shooter who supports their members from the rear. Their main role is to back up the friendly units and make pre-emptive moves to the enemies who are making progress.
<b>DEFENDER</b>	An escort that protects friendly HOUNDS and headquarters. Their primary role is to intercept the enemies that are invading headquarters and to guard Heavy Gunner and Commander.
<b>SCOUT</b>	A reconnaissance specialist who is capable of covering large areas of land with speed. Their main role is to charge the enemies early and grasp the progress of the battle.
<b>HEAVY GUNNER</b>	An artillery specialist who is capable of terminating an enemy headquarters from a distance. Their role is to successfully stay away from the action and knockout the enemy HQs.
<b>TACTICS COMMANDER</b>	A leader who collects information and verbally orders the squad units to carry out their strategies. Their role is to analyze the map and to effectively communicate with the squad members.



**SOLDIER**  
Two-legged with high speed and great flexibility for terrains, it carries close-range weapons on either side of the cockpit.



**SNIPER**  
Equipped with sniper weapons of different attacking powers on both sides, this mobile-type Sniper secures a certain level of maneuverability by scaling down its armor.



**DEFENDER HOUNDS**  
This tank-like HOUND specializes in offensive power in close-range combats with its rocket launchers and shotguns.



**SCOUT**  
Mounted with highly mobile hover-type part, it secures the traveling speed by scaling down its arms and armor.



**HEAVY GUNNER**  
Fully loaded with two large-scale cannons (one of heavy arms) on either side, this Hound specializes in bombardment from long distances.



**TACTICS COMMANDER**  
This Commander has limited its equipment to only the NA Maker for greater mobility. Defense can be boosted by adding armor.

## BRIEFING

The Briefing screen will be displayed immediately after the pre-mission commentary. Confirm the objectives as well as the set conditions of your mission from the window on the left (use LB to switch information). View the terrain and the locations of HQ/COMBAS on the Battlefield from the briefing map to organize a strategy. Also, checking your NPC member's military files could further prepare your actions on the front. Rookie pilots without a HOUND can borrow a HOUND. If you wish to use your own HOUND, select **Change HOUND** and enter the **Garage**, but make sure the HOUND is equipped with the necessary parts to carry out the given duties.



## DEBRIEFING

The mission is complete when your objectives from the briefing are fulfilled within the given time. The result screen will display your statistics, points, and a Clear Rank. Level is based on your performance, a few HOUND parts will be rewarded to upgrade your own HOUND. At the end of your mission, you will automatically proceed to the next mission's prologue/briefing. Note: There are no rewards when completing the same missions.



## XBOX LIVE

Here you can organize a squad with other Xbox Live players to join an extended campaign (**Neroimus War**), or play a one-time competition battle (**Free Battle**). If you cannot immediately match up with any opponents, you can always battle against the COM enemies in the **Individual Missions** and collect funds for the **Neroimus War**.

### DATA CONVERSION

You can transfer the progress (Game Data) of the **Story Mode** to **Xbox Live**. Parts, Patterns and RT Performance of your saved data will be implemented to the online settings. Note that the progress of your Story Mode will not automatically transfer to your online settings after the initial data conversion.

### REGISTRATION

If you are entering **Xbox Live** for the first time with *Chromehounds* or have no Game Data of *Chromehounds*, you are prompted to register your affiliate country and a HOUND Number. If you are planning to create/join a squad with your online friends, it may be a good idea to confirm each other's country prior to registration.






### RICH PRESENCE

Rich Presence is seen when accessing a friend list on Xbox Live. This feature shows if friends are online or not, online and playing another game, or online playing *Chromehounds*. If a friend is online playing this game, Rich Presence provides additional information for viewer including the type of event being played.

## MAIN LOBBY

First, select one of the lobby icons in the bottom left of the lobby screen using the D-pad/left stick  $\leftarrow$ , then use  $\uparrow$  to select its options. Press the right bumper (RB) to display/hide the information of your squad members.



-  Create or join a squad, or change your country. See the facing page for any options available after you've become a squad member.
-  Assemble your HOUND from the **Garage** (P.11). You may purchase additional HOUNDS and HOUND parts from the **Shop** (P.14).
-  Enter the **Neroimus War** (P.19), **Individual Missions** (P.21), or **Free Battle** (P.22). \*You must be part of a squad to participate in Neroimus War.
-  Check the Neroimus War records, current events, rankings and more.
-  Access the Options Screen (P.7) or return to the Title Screen.

## SQUAD

A squad is a group of players who are affiliated with the same country. Up to 20 players can be enrolled per squad, but a maximum of six players can be deployed to the same Battlefield for action. You must become a member of a squad for you to participate in the **Neroimus War**, so create or join a squad and become the most wanted team in Neroimus.

### SQUAD MEMBER LIST

List all of the current members of your squad. By selecting one of the members on the list, you may send a mail, conduct a trade, and view their player information such as their HOUND and medals. The squad leader may also remove you here.

### SQUAD PROFILE

Adjust the Squad Profile before you create or search for a squad. Leave the settings to **ANY** if your squad is willing to recruit any type of players, otherwise, please change the preference of each setting. The RT-specific settings will assist you/your squad with the recruiting process – set the RT-specific setting **ON** if you are recruiting or applying for any particular RT(s).

### SQUAD EMBLEM / COLOR

Register and make available your previously saved emblem/color you've created in the Garage for your entire squad.

### HISTORY

Time, date, and description of the battle records and team related affairs.

### WITHDRAW FROM SQUAD

Leave the team to join/create another squad.

### TRADE ROOM

Enter the trade room to make a trade with other member of your squad. Trades are made with one's parts, pattern, emblem, Assembly Data, and money.

### EXILE

Option to join another country when your affiliated country is eliminated in the campaign. Note that the option is a squad-based decision, only available to the founder of the squad.

## NEROIMUS WAR

**Neroimus War** is an online campaign mode you can participate in, as a member of a squad that represents your affiliated country. Your squad will battle against squads representing the other two nations in Neroimus. Squads are rewarded with funds whenever they win a battle, and this income will keep the members equipped for the next battle. Note that you can play against COM enemies for less rewards and merit.

The war will continue until two of the three nations are annexed; however, the campaign will reset to its pre-war condition if the war is undecided for over a two-month period.

### SERVER MAINTENANCE

When the outcome of the **Neroimus War** is decided, the *Chromehounds* server will require a maintenance period to set up the next campaign. During such maintenance, you will be limited as to what you can access from the Main Lobby, or may not be able to access **Xbox Live** at all.

### NEROIMUS MAP

At a glance, the map of Neroimus (see right) when you enter the **Neroimus War** will immediately display the real-time situation of the war. The battles will take place in the border Areas where your squad and enemy squads can infiltrate from the routes displayed on the map. The pink Areas are the capitals of the respective countries, and when a nation loses its capital, the nation will cease to exist in the campaign.



### OCCUPYING THE AREA

Squad-based battle is fought in one of the Battlefields of an Area. Each Battlefield has its territorial ratings that determine which country controls the Battlefield. Winning a battle on enemy turf will decrease the power and control of the enemy in that particular field. The Area is surrendered to another country if the infiltrating squads successfully conquer more than half of the Battlefields in that Area.

### BUDGET AND FUNDING

Regardless of the outcome of your battles, your squad will need to pay for the ammunition, fuel, and damages of the HOUNDS. In addition to the victory rewards, there is a larger budget system on the national level determined by the number of occupied Areas. Increases in the defense budget will allow your government to develop advanced weapons and parts for the HOUNDS, and raise the rates of your victory rewards.

### JOINING A MISSION

There are three ways to enter a **Neroimus War** battle:

- **Rendezvous with Squad**  
Join your squad members who have already set up a mission.
- **Search for Missions**  
Search for available missions hosted by an opponent nation based on your match preference.
- **Launch Mission**  
Create a mission in the available Area/Battlefield for others to join.

### BRIEFING

You will report to the squad's briefing screen once you've joined or created a mission. Check the map of the Battlefield and discuss the strategies with your members using voice chat and **Set Markers** (icons to pin-point the map). The Headquarters (starting point) of the squad will be set up by the host player who has the **Set HQ** option. Enter the Garage if you need to modify your HOUND, and select **Ready** when you are prepared.



### BATTLE OBJECTIVES

In the **Neroimus War** campaign, the objective of your mission is to seek and destroy all enemy HOUNDS or to destroy the correct enemy Headquarters before the enemy does. If the battle is not determined within the given time limit, the squad that seizes the most COMBAS on the Battlefield wins. The battle ends in a draw if both sides have the same number of COMBAS. In the event of a draw, the victory is decided by the number of surviving team members, or number of COMBAS attained.

### DEBRIEFING

Check the results of the battle and your squad's statistics at the conclusion of the battle. If your squad was victorious, decide how to split the rewards amongst the squad members.

### ENTERING A MISSION

Follow the steps below to play a battle in the Neroimus War campaign.

1. **CREATE OR JOIN A SQUAD**  
Create a squad and become a leader, or search and apply to join an existing squad.
- 2.1. **CREATE A MISSION (HOST PLAYER)**
  1. Select the Area from the Neroimus map using the left stick.
  2. Choose the Battlefield from the selected Area using the left stick.
- 2.2. **SEARCH FOR MISSIONS**  
Search for any missions opposing nations are hosting in a connecting area.
- 2.3. **RENDEZVOUS WITH SQUAD**  
Search for any missions your squad are creating and join the available mission.
3. **BRIEFING**
  - Use the Voice Chat feature to discuss the strategies of the mission.
  - Prepare your HOUND for the mission from the Garage.
  - Host player can set up the HQ on the Battlefield map.
4. **DEPLOYMENT**
  - All squad members including the enemies are ready – Both squads are deployed.
5. **DEBRIEFING**
  1. Check the results of the battle.
  2. Receive medals, and/or distribute the victory earnings.

## INDIVIDUAL MISSIONS

**Individual Missions** can financially aid you and the entire squad if you are facing an extensive losing streak in the **Neroimus War**, or when you wish to purchase new HOUND parts your country has just released. The Individual Missions are freelance missions to support your Neroimus War activities, and you will never lose money playing the Individual Missions since all of your HOUND's maintenance fees are fully covered. There are various types of freelance missions so find the most suitable mission (rank) for you and your friends.

Note that these missions will in no way affect the situation of the Neroimus War.

## FREE BATTLE

Launch or join a one-time online competition from the **Free Battle** option. The ammunition and the repairs are free of charge, so join a battle where a maximum of 12 players can participate – even challenge your squad members in a free for all competition to earn bragging rights. Play in **Ranked Match** if you want to level up from your performance and have your results entered in the Xbox Live leaderboards; or enter **Standard Match** to keep your performance reserved.

### QUICK MATCH

Immediately proceed to play an available Free Battle based on your previous performance in Story Mode, Xbox Live and Gamer Profile settings.

### CUSTOM MATCH

Enter a Free Battle based on the match settings you select.

### HOSTING A MATCH – CREATE A MATCH

Host a Free Battle by selecting a Battlefield, Rule (type of battle), and adjusting other match settings. As a host of the match, start inviting players from your Friend List by sending mails or voice messages to increase the competition on the field.

### RULES OF THE BATTLE

The following are the default rules of the Free Battle. Note that battles marked with an asterisk can either be played in teams or on an individual basis.

<b>STANDARD</b>	Defeat all of the HOUNDs on the opposing team or destroy their HQ. Number of COMBAS or surviving team members will determine the winner if the battle is undecided when the time runs out. There are no extra lives.
<b>CAPTURE THE FLAG</b>	A competition based on the number of flags captured and returned to your HQ. You are penalized if you are destroyed by anything other than your enemies, but extra lives are available.
<b>COMBAS KEEPER</b>	A competition based on the total time each team occupies the COMBAS. You are penalized if you are destroyed by anything other than your enemies, but extra lives are available.
<b>DEATH MATCH*</b>	A competition based on the number of enemies you (team) eliminated. You are penalized if you are destroyed, but extra lives are available.
<b>UNLIMITED*</b>	A competition based on the number of enemies you (team) eliminated in a battle supplied with unlimited ammunition. You are penalized if you are destroyed, but extra lives are available.
<b>SURVIVAL*</b>	A survival match – the last man (team) standing on the Battlefield is the winner. There are no penalties, and no extra lives.
<b>KEEP THE FLAG*</b>	Collect the flag and keep it in your possession. The competition is based on the total time your team held on to the flag. You are penalized if you are destroyed by anything other than your enemies, but extra lives are available.

## BREAK ALL\*

A competition based on the number (points) of objects you (your team) destroy on the Battlefield. You are penalized if you are destroyed by anything other than your enemies, but extra lives are available.

### MODIFYING THE RULES

You are allowed to adjust the following settings when you are creating a battle.

- **COMBAS**  
On/off setting of communication via COMBAS Network Areas.
- **Time**  
Setting to adjust the time limit by five-minute intervals.
- **Supply**  
On/off setting of resupply (ammo and fuel) at Headquarters.
- **Free Chat**  
On/off setting of unrestricted voice chat.

\*Free for all: Settings for COMBAS (OFF) and Free Chat (ON) are fixed.

\*COMBAS Keeper: Setting for COMBAS (ON) is fixed.

### LOBBY

Have a voice chat conversation with other players in the lobby. For a team battle, choose your side (green or red) using the Y button. Press the right bumper (RB) to display/hide the information of the players who are in the lobby. Once the teams are confirmed, proceed to your Briefing screen to set up and play the battle.

## WORLD AFFAIRS

Check the news, records, and leaderboards from **Xbox Live**. The latest information of **World Affairs** can be browsed over the Internet by accessing <http://chromehounds.com>.

### NEWS HISTORY

Read the headlines of current events and check the archive of past reports.

### PILOT RANKING / SQUAD RANKING AND ELECTIONS

Leaderboards are sorted either by pilots (individual) or squad-based format. There are various ranking categories and the leaders of the current campaign as well as the all-time record holders can be browsed.

### DONATE

Make a contribution to your county defense budget by donating money.

\* Only available if you are in a squad.

### TIMELINE

Scroll through the past events leading to the ongoing war in Neroimus.

### ELECTION

An election will take place to determine the leader of your affiliated country. The newly elected leader will affect the national defense budget and rates of your victory rewards.

\* Only available if you are in a squad.

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