

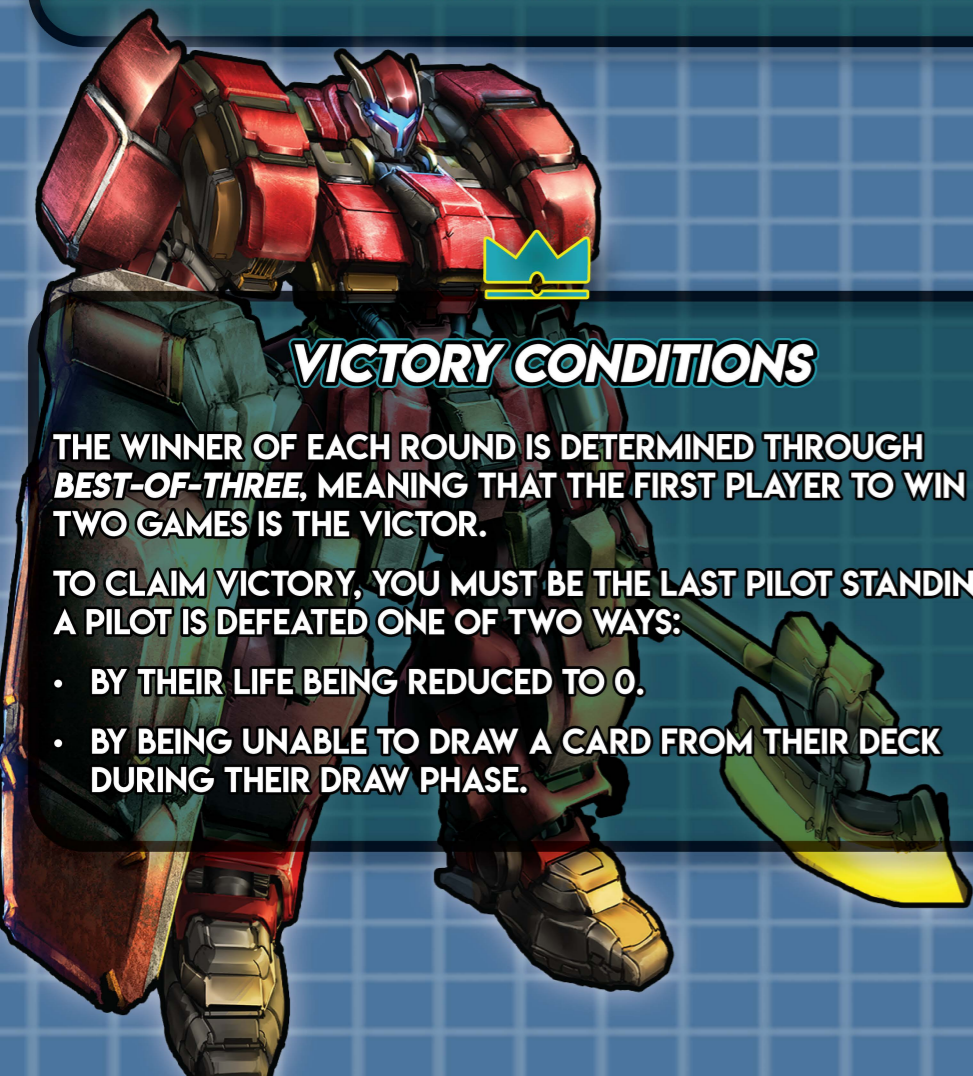


**CHRONO CORE** IS A FAST-PACED TRADING CARD GAME WHERE YOU TAKE ON THE ROLE OF A PILOT OPERATING A COLOSSAL MECH CALLED A **CHRONO**.

YOUR GOAL IS SIMPLE: JUMP INTO THE ARENA AND TAKE ON OTHER ENEMY PILOTS! REDUCE THEIR CHRONO'S SHIELD AND BRING THEIR PILOT'S LIFE TOTAL TO 0 TO CLAIM VICTORY.

TO GET STARTED, CHOOSE YOUR PILOT AND A CORE WITH A CORRESPONDING CHASSIS TYPE. THESE TWO THINGS WILL DICTATE HOW YOU BUILD THE REST OF YOUR DECK. YOU CAN THINK OF YOUR CORE AS THE FRAME THAT YOU UPGRADE THE REST OF YOUR CHRONO AROUND.

ONCE YOU MEET A SPECIAL CONDITION ON YOUR CORE CARD, YOU MAY FLIP IT OVER. THIS IS CALLED **OVERCLOCKING**. WHILE OVERCLOCKING DOESN'T RESTORE SHIELD, IT DOES PROVIDE UNIQUE ABILITIES THAT CAN SWING A BATTLE IN YOUR FAVOR.



### VICTORY CONDITIONS

THE WINNER OF EACH ROUND IS DETERMINED THROUGH **BEST-OF-THREE**, MEANING THAT THE FIRST PLAYER TO WIN TWO GAMES IS THE VICTOR.

TO CLAIM VICTORY, YOU MUST BE THE LAST PILOT STANDING. A PILOT IS DEFEATED ONE OF TWO WAYS:

- BY THEIR LIFE BEING REDUCED TO 0.
- BY BEING UNABLE TO DRAW A CARD FROM THEIR DECK DURING THEIR DRAW PHASE.

## TURN FLOW

### RESET PHASE

1. YOUR BEGINNING OF TURN: ABILITIES TRIGGER OR MAY BE ACTIVATED.
2. SET YOUR **CURRENT CORE CHARGE** TO MATCH YOUR **MAX CORE CHARGE**. (THE PLAYER GOING SECOND GETS +1 **MAX CORE CHARGE** ON THEIR FIRST TURN.)
3. RESET ALL DEPLETED SLOTS.



### DRAW PHASE

1. DRAW A CARD FROM YOUR DECK. (THE PLAYER GOING FIRST DOES NOT DRAW ON THEIR FIRST TURN.)
2. YOU MAY VOID ANY CARD IN YOUR HAND BY PUTTING IT FACE DOWN INTO THE VOID. IF YOU DO, DRAW AN ADDITIONAL CARD. (A PLAYER MAY DO THIS EVEN IF THEY ARE GOING FIRST AND THIS IS THEIR FIRST TURN.)



### MAIN PHASE

(THESE ACTIONS CAN BE DONE IN ANY ORDER AND ANY NUMBER OF TIMES.)

- PLAY A CARD FROM HAND BY PAYING FOR IT USING YOUR CURRENT CORE CHARGE, OR REVEAL AND PLAY A FACE DOWN CARD FOR FREE. (YOU MAY ALSO PLAY FACE DOWN CARDS FOR FREE WHEN AN OPPONENT PLAYS A CARD, ACTIVATES AN ABILITY, AN ABILITY TRIGGERS, OR A PHASE/STEP ENDS.)
  - IN TURN ORDER, BEGINNING WITH YOU, PLAYERS MAY REVEAL AND PLAY FACE DOWN CARDS AND ACTIVATE THEIR **ON REVEAL:** AND **ON PLAY:** ABILITIES, AND OPPONENTS MAY ACTIVATE **COUNTER PLAY:** ABILITIES. THIS CONTINUES UNTIL ALL PLAYERS PASS PRIORITY CONSECUTIVELY.
- SET A CARD WITH **ON REVEAL:** INTO PLAY FACE DOWN BY PAYING THAT CARD'S COST.
- ACTIVATE AN **ACTIVE MAIN:** ABILITY BY PAYING ITS COST.
- DECLARE AN ATTACK WITH A WEAPON AND BEGIN AN **ATTACK SUBPHASE**.



### END PHASE

1. ABILITIES THAT SPECIFY THE "END PHASE" OR "TURN END" TRIGGER OR MAY BE ACTIVATED.
2. "UNTIL END OF TURN/TURN END" EFFECTS CEASE.
3. TURN ENDS AND PASSES TO THE NEXT PLAYER.

## STARTING A GAME

1. REVEAL YOUR PILOT, PUT YOUR MKI EQUIPMENT AND WEAPON(S) FACE DOWN INTO THEIR CORRESPONDING SLOTS, AND PUT YOUR CORE UNDERNEATH YOUR PILOT TO HIDE IT FROM VIEW.
2. SHUFFLE YOUR DECK AND PRESENT IT TO AN OPPONENT TO CUT OR SHUFFLE.
3. DETERMINE WHICH PLAYER WILL CHOOSE WHO GOES FIRST BY A RANDOM METHOD. IF THIS IS THE SECOND OR THIRD GAME OF A ROUND, THE PLAYER WHO LOST THE PREVIOUS GAME CHOOSES.
4. BOTH PLAYERS REVEAL THEIR CORE, MKI EQUIPMENT LOADOUT, AND MKI WEAPON LOADOUT.
5. EACH PLAYER DRAWS 5 CARDS. THEN, IN TURN ORDER, EACH PLAYER MAY CHOOSE TO RETURN ANY NUMBER OF THOSE CARDS TO THE BOTTOM OF THEIR DECK. THEY THEN REDRAW THAT MANY CARDS, SHUFFLE THEIR DECK, AND ALLOW AN OPPONENT TO CUT/SHUFFLE THE DECK.
6. THE PLAYER GOING FIRST BEGINS THEIR TURN.

## ATTACK SUBPHASE

(PLAYERS MAY NOT ATTACK ON THEIR FIRST TURNS.)

### 1. DECLARATION STEP

DECLARE AN ATTACK.

### 2. ENGAGEMENT STEP

YOU MAY ACTIVATE ANY **ON ATTACK:** ABILITIES. THE OPPONENT BEING ATTACKED MAY ACTIVATE ONLY ONE **COUNTER ATTACK:** ABILITY. PLAYERS MAY ONLY USE ONE INSTANCE OF EACH KEYWORD DURING THE ENGAGEMENT STEP (FOR EXAMPLE, IF TWO ABILITIES HAD "POWER BURST," ONLY THE FIRST INSTANCE WILL BE APPLIED).

### 3. DEPLETION STEP

DEplete the WEAPON SLOT YOU ATTACKED WITH IF IT HASN'T ALREADY BECOME DEPLETED DUE TO AN ABILITY ACTIVATION.

### 4. DAMAGE STEP

DETERMINE TOTAL DAMAGE FROM THE ATTACK, THEN APPLY IT TO THE SHIELD OF THE OPPONENT BEING ATTACKED. IF THEIR SHIELD IS AT 0, THEN APPLY IT TO THEIR LIFE INSTEAD. (EXCESS DAMAGE TO SHIELD DOES NOT APPLY TO LIFE.)

### 5. POST-DAMAGE STEP

ANY "POST-DAMAGE STEP" ABILITIES TRIGGER.



## CHASSIS TYPE

THE CHASSIS TYPE OF YOUR CORE AND EQUIPMENT MUST MATCH THE CHASSIS TYPE OF YOUR PILOT.



## LIFE

WHEN A PILOT'S LIFE TOTAL REACHES 0, THAT PLAYER LOSES THE GAME.

## MK VALUE

YOU BEGIN THE GAME WITH MKI CARDS IN PLAY, AND YOU MAY ONLY HAVE 1 MKIV EQUIPMENT AND 1 MKIV WEAPON IN YOUR DECK.

**TIP!** YOU DO NOT NEED TO UPGRADE CARDS IN ORDER OF MK VALUE!

## DAMAGE VALUE

THE BASE DAMAGE DEALT BY A WEAPON WHEN ATTACKING.



## SHIELD

A CORE'S SHIELD MUST BE DEPLETED BEFORE ITS PILOT'S LIFE CAN BE ATTACKED.

**TIP!** EXCESS DAMAGE DEALT TO SHIELD DOES NOT APPLY TO A PILOT'S LIFE!

THE CURRENT CORE CHARGE THAT MUST BE PAID TO ACTIVATE AN ABILITY.

## ABILITY COST

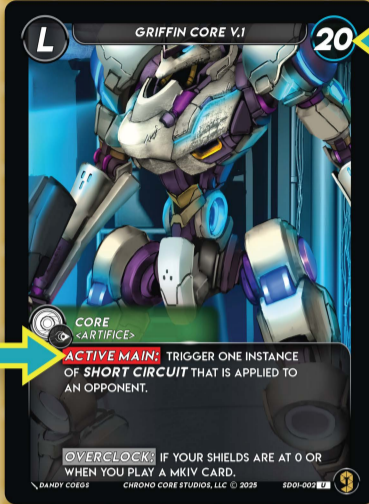
CONFIGURATIONS MAY ONLY BE PLAYED UNDER EQUIPMENT AND WEAPONS WITH SUBTYPES THAT MEET THEIR EQUIP REQUIREMENT.



## EQUIP REQUIREMENT

TIMING RESTRICTIONS DENOTE WHEN AN ABILITY CAN BE ACTIVATED.

## TIMING RESTRICTION



## CHARGE VALUE

EQUIPMENT PROVIDE YOUR MAX CORE CHARGE. DURING YOUR RESET PHASE, YOUR CURRENT CHARGE RESETS TO MATCH YOUR MAX.

**TIP!** YOU DO NOT IMMEDIATELY GAIN CURRENT CORE CHARGE WHEN YOU GAIN MAX CORE CHARGE DURING YOUR TURN!

## CARD COST

THE CURRENT CORE CHARGE THAT MUST BE PAID TO PLAY A CARD.

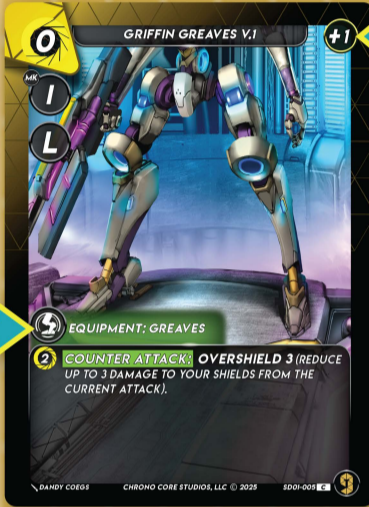
KEYWORDS ARE SHORTHANDED EFFECTS THAT OCCUR WHEN AN ABILITY IS USED, SUCH AS "POWER BURST 2" OR "ROOTKIT."



## KEYWORDS

THERE ARE 6 CARD TYPES IN TOTAL. EQUIPMENT AND WEAPONS ALSO HAVE SUBTYPES, SUCH AS GREAVES OR ONE-HANDED MELEE.

## CARD TYPE



## UPGRADING CARDS

MKI EQUIPMENT AND MKI WEAPONS ARE THE FOUNDATION OF YOUR CHRONO AND CAN NEVER BE REMOVED FROM PLAY.

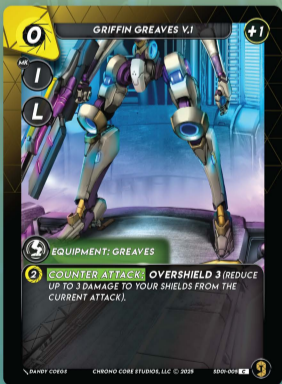
WHEN A NEW PIECE OF EQUIPMENT WITH A DIFFERENT NAME AND/OR MK VALUE IS PLAYED, IT IS PLACED OVER TOP OF THE EXISTING PIECE OF EQUIPMENT IN THAT SLOT.

WHEN A NEW WEAPON WITH A DIFFERENT NAME AND/OR MK VALUE IS PLAYED, ANY MKII OR HIGHER WEAPON IN THAT SLOT IS SCRAPPED AND MOVED TO YOUR SCRAP PILE.

**TIP!** SOME WEAPONS HAVE AN ON SCRAP ABILITY THAT TRIGGERS WHEN THEY'RE SCRAPPED, OFTEN NETTING YOU EXTRA CURRENT CORE CHARGE!

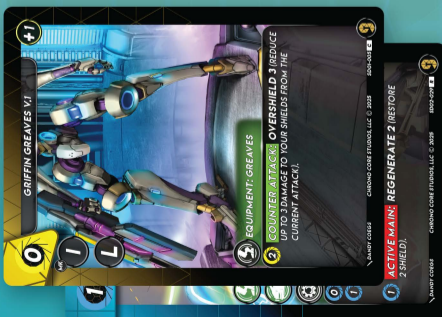
## SLOTS

ALL CARDS MUST BE PLAYED INTO THEIR APPROPRIATE SLOTS, AS DESIGNATED IN THE PLAY AREA. A SLOT INCLUDES THE APPROPRIATE PILOT, CORE, WEAPON, EQUIPMENT, OR SUPPORT, AS WELL AS ANY EQUIPPED CONFIGURATION.



YOU MAY ONLY ATTACK WITH AND USE THE ACTIVATED ABILITIES OF CARDS THAT ARE ACTIVE (VERTICAL).

WHEN AN ATTACK IS MADE WITH A CARD, OR WHEN AN ABILITY IS ACTIVATED, ITS ENTIRE SLOT IS DEPLETED (TURNED HORIZONTAL).



WHEN A CARD IS PLAYED INTO A DEPLETED SLOT, IT ENTERS DEPLETED. OTHERWISE, IT ENTERS ACTIVE. WHEN A DEPLETED SLOT HAS BEEN MADE ACTIVE AGAIN, IT HAS BEEN RESET. EACH SLOT MAY ONLY BE ATTACKED WITH ONCE PER TURN, EVEN IF IT WAS RESET.

**TIP!** WHEN A NEW CONFIGURATION IS PLAYED INTO A SLOT THAT ALREADY HAS ONE, THE OLD CONFIGURATION IS SCRAPPED!

