



A note from Andrea Davis:

Welcome to the backup of the original online TCG, Chron X. I have acquired the Chron X assets and IP again, this time as a personal project.

The original server is dead and it basically can't ever come back. The amount of technical and legal hurdles that would need to be cleared is quite large. There might be a new digital Chron X game at some point in the future, but in the meantime I wanted to post what the original game had in 2007.

In this zip file, you'll find the executable and two account files: **Aduro** and **Captura**. You can use those, or your own .cxc Chron X Character files if you still have them. (I don't have the ability to recreate or rebuild character files at this point, and that is unlikely to change.)

While there is no server, it is possible to play Chron X peer-to-peer. One player needs to be the host, and the other the client.

HOST PLAYER

1. Ensure your router allows incoming traffic on ports 5666 through 5668.
 - a. This can be a problem for many people – the software was written in 1997 when dialup was the way most people played the game. Didn't have the problem then!
2. Go to whatismyip.com and see what your IP address is, and give that info to the Client player.
3. Launch Chron X using the **Chron X Fullscreen PvP Host** shortcut.
 - a. If you did not install in C:\Games\Chron X then you will need to edit the shortcut.
4. Enter the game with the character of your choice.
5. Hold down shift and click **Manage Character**.
 - a. On many versions of Windows, this will cause a security popup. Click Yes or Accept to allow the game to accept incoming connections.
6. Tell the Client player they can connect.

CLIENT PLAYER

1. Edit the **Chron X Fullscreen PvP Client** shortcut to change 127.0.0.1 to the IP address of the Host player.
 - a. If you did not install in C:\Games\Chron X then you will need to edit the shortcut.
2. Enter the game with the character of your choice.
 - a. (To make your life easier reading the game text, don't choose the same character name as the Host player.)
3. Hold down shift and click **Manage Character**.

At this point, both of you should be in the game lobby! It's 1997 all over again!

Development on a tabletop card game is underway, and I hope you will see what we're building. Please join us [on the Facebook group](#), and [follow us on Twitter](#).

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