

CHRONO RUNNER



MSX

クロノランナー

MSX Game Cartridge Manual

Table of Contents

Table of Contents	1
System Requirements	2
Controls	2
Room Elements	3
The Story	4
Mission Objective	4
Room Structure	5
How to Get the Key	5
The Rewinding-Clock	5
Time Rewind Ability	6
Tachyonioc Energy	6
Automatic Life-Saving System	6
Game Time	7
Score System	7
Game Areas	7
1 — Warehouse Sector	8
2 — Chemical Plant	8
3 — Maintenance Department	9
4 — Robotics Workshop	9
Enemies	10
Guardian Drones	10
Cleaner Drones	10
Welding Drones	10
Military Drones	11
Traps	11
Mines	11
Acid Pools	11
Poison Spikes	11
Boss	12
Meca Nazirobot	12
Tips for Players	12
The Secret Rooms	13
Developer Tricks	13
Credits	14
The Story Behind Chrono Runner	14

System Requirements

- Computer: **MSX / MSX2 / MSX2+ / MSX Turbo R**
 - Format: **ROM Cartridge**
 - Mapper: **ASCII16**
 - Controllers:
 - Keyboard
 - MSX Joystick
-

Controls

Key Joystick	Action
→	Move right
←	Move left
↑	Jump
Trigger 2	
↗	Jump right
↖	Jump left
SPACE Trigger 1	Activate Rewinding-Clock
ESC	Skip intro



Chrono Runner has **no weapons**.

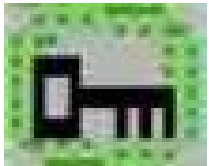
Your only tools are **speed, precision and time manipulation**.

Room Elements



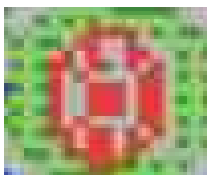
Exit door

You need the key to open this door



Key

To obtain the key you must jump on the guardian drone.



Tachyons Crystal

It charges $\frac{1}{4}$ the Rewinding-Clock



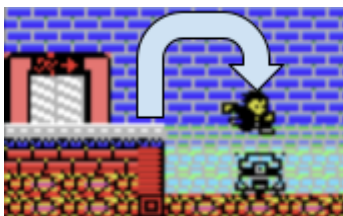
Tachyonic Energy

Time remain

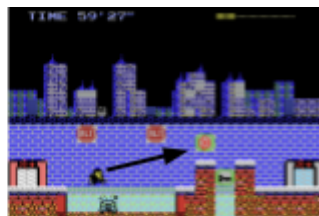
Tachyons Chrystal

Guardian drone

Gameplay:



jump on the drone, it will release the Key



take the Crystal and the key



use the Rewinding-Clock



go back in the time and in the space

The Story

In Berlin stands the Lefts-Vectors Research Center, a private advanced military research foundation built above the underground structures of the historic bunker where Adolf Hitler took refuge in 1945.

Scientists working at the facility have achieved a historic breakthrough: they succeeded in stabilizing four Tachyon Singularities, microscopic space-time anomalies created during the sublimation of tachyon crystals. These singularities contain enormous energy and are capable of powering an experimental time machine.

However, the singularities are extremely unstable. **Once created, Tachyon Singularities will decay within one hour.**

Dr. Yzarc, director of the elite Chrono Runners task force, learns that a mysterious scientist known only as Dr. Crazy is planning to steal them. If he succeeds, he will use their energy to travel back to 1945, deliver future technology to the Nazis and allow them to win World War II. To prevent this catastrophe, Dr. Yzarc sends his best agent: Chrono Runner.

Your mission is simple... but extremely dangerous: **Recover the four Tachyon Singularities before Dr. Crazy arrives.**

Mission Objective

Your goal is to collect the **4 Tachyon Singularities** stored inside the four departments of the Lefts-Vectors Research Center. Each department contains several **Rooms** protected by:

- drones
- traps
- automated defense systems

You must reach the final room of each department to retrieve the **Singularity**.

But remember:

You only have 60 minutes before the singularities decay.

Room Structure

Each room contains:

- **one entrance door**
- **one exit door**

The exit door is locked.

To open it you must obtain the **security key** carried by one of the **guardian drones**.

The drone carrying the key can be identified because it **periodically flashes red**.

How to Get the Key

To disable the drone:

1. Jump **on top of the drone**
2. The drone will deactivate
3. The **key will be released**

Be careful: the key may fall into dangerous areas.

Use the **Rewinding-Clock** to retrieve it safely.



The Rewinding-Clock



Chrono Runner carries a prototype device known as the Rewinding-Clock. This experimental tachyon device allows Chrono Runner to briefly rewind his personal timeline.

It operates using tachyon energy stored inside a stabilized crystal. To restore its energy, Chrono Runner must collect Tachyons Crystals.

The Rewinding-Clock also contains biometric sensors that constantly monitor Chrono Runner's vital signs. If the device detects the operator's death, it automatically triggers an

emergency temporal rewind, sending Chrono Runner back to the beginning of the current Room. However, this emergency rewind generates space-time disturbances that destabilize the Tachyon Singularities, reducing their stability by 5 minutes.

The device is also equipped with a tachyon containment chamber, allowing Chrono Runner to safely store the Tachyon Singularities recovered during the mission.

Time Rewind Ability

When charged, the device can rewind time up to: **2 seconds**

This allows you to:

- correct jump mistakes
 - escape traps
 - retrieve keys
 - avoid fatal accidents
-



Tachyonioc Energy

The Rewinding-Clock consumes **tachyon particles** stored in its internal crystal.

Energy can be restored by collecting **Tachyon Crystals** found inside the rooms.

Each crystal provides: $\frac{1}{4}$ **charge**

When the energy is depleted, the **rewind function stops working**.

Automatic Life-Saving System

The Rewinding-Clock constantly monitors Chrono Runner's **vital signals**. If the device detects death, it activates an **automatic emergency rewind**. Chrono Runner is sent back to the **beginning of the room**.

Temporal Warning

However this causes a dangerous **space-time disturbance**. Each emergency rewind reduces the stability of the Tachyon Singularities by: **5 minutes**

Use this function carefully. Too many temporal disturbances may cause the singularities to collapse before you finish the mission.

Game Time



The Tachyon Singularities will remain stable for only:

60 minutes

If the timer reaches zero:

- the singularities collapse
- the mission fails
- the game ends

Score System

Your final score equals: **Remaining mission time**

The faster you complete the mission, the higher your score.

Game Areas

The Lefts-Vectors Research Center is divided into four main sectors.

Each sector increases in difficulty.



1. Robotics Workshop
2. Maintenance Department
3. Chemical Plant
4. Warehouse Sector

Progress bar

1 — Warehouse Sector



Storage area for raw tachyon crystals and experimental materials.

Expect many **Cleaner Drones.**

2 — Chemical Plant



Industrial area where tachyon crystals are processed. Hazards include:

- acid tanks
- chemical machinery
- high-temperature systems

3 — Maintenance Department

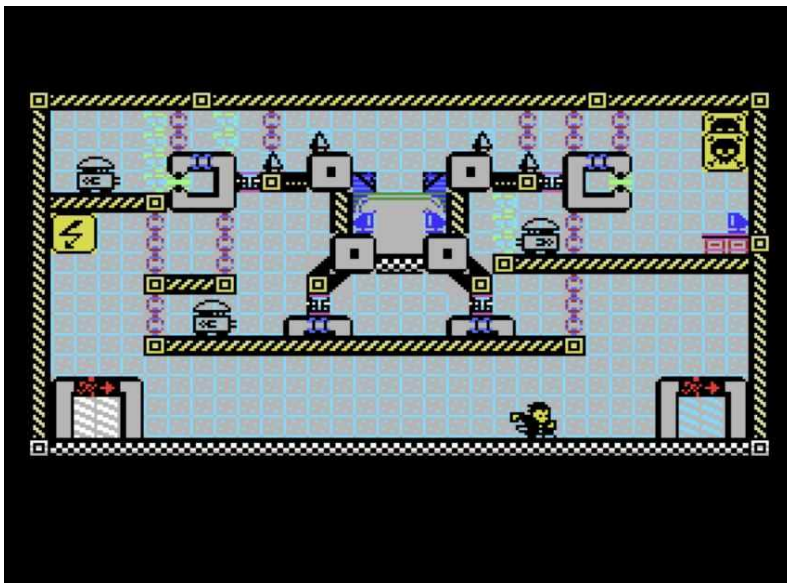


Technical corridors and electrical systems.

Dangerous features include:

- electrical discharges
- repair drones
- moving platforms

4 — Robotics Workshop



The most dangerous area of the facility.

Here the research center builds:

- military drones
- security robots
- experimental combat machines

The final singularity is stored here.

Enemies

Guardian Drones



Guardian robots can kill you if he touch you.

Contact = **instant death**

Cleaner Drones



Maintenance robots that collect crystal fragments.

Contact = **instant death**

Welding Drones



Industrial robots used for repairs.

They emit **10,000 volt electric discharges**.

Contact = **instant death**

Military Drones



Security units equipped with firearms.

Contact = **instant death**

They shoot **mortal projectiles**.

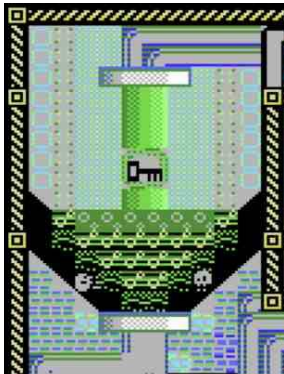
Traps

Mines



Explode when the **red trigger** is touched.

Acid Pools



Instant death on contact.

Poison Spikes



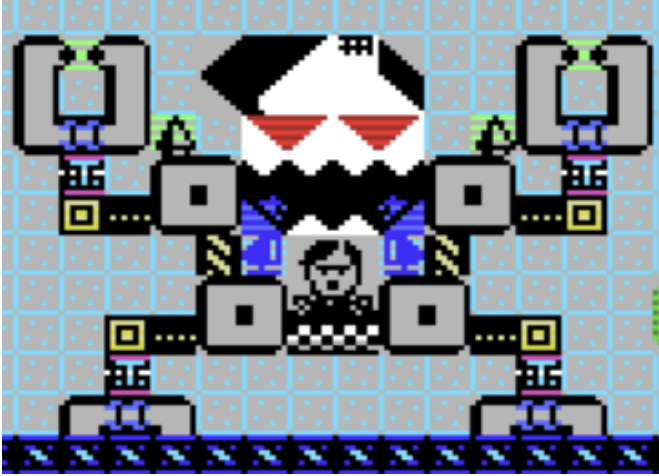
Extremely deadly defensive traps.



Boss

At the end of the Robotics Workshop you will encounter final Boss:

Meca Nazirobot



A gigantic experimental war machine powered by unstable tachyon energy.

One of its attacks cannot be avoided using the Rewinding-Clock, not even the automatic life-saving system. To defeat it, Chrono Runner must jump on the machine and seize the Tachyon Singularities powering it..

Tips for Players

Observe enemy patterns before moving.

Do not waste tachyon energy.

Plan your jumps carefully.

Always collect crystals when possible.

Remember: **Time is your real enemy.**

Good luck, Chrono Runner.

The fate of time itself depends on you.

NB: the game is for the PAL version, if you play in NTSC all will be faster also the time flux.

The Secret Rooms

Chrono Runner Can Escape Not Only the Boundaries of Time... but Space as Well



Somewhere inside the Lefts-Vectors Research Center there are four hidden Rooms that are not part of the normal facility layout. These secret areas exist outside the usual spatial structure of the complex, just as Chrono Runner can sometimes move beyond the ordinary flow of time.

Those who manage to find them will be rewarded: Secret Rooms grant extra mission time and completely recharge the tachyon energy of the Rewinding-Clock. Each Secret Room also contains a small surprise: a QR Code hidden in the environment. By scanning it with a smartphone, players can access special web pages connected to the game, revealing additional content and secrets from the world of Chrono Runner.

There is a special trick that allows access to these hidden Rooms... but discovering it is part of the challenge. No further hints will be given. Good luck, Chrono Runner.

Developer Tricks

For development and testing purposes, Chrono Runner includes a hidden method that allows rooms to be skipped in order to move forward more quickly through the game. This feature was used during debugging and level testing and is not intended for normal gameplay.

Developers or enthusiasts interested in learning more can contact:
associazioneMSXitalia@gmail.com

Credits

Project and game concept, design and graphic

Leonardo Vettori

Programming and code

Lorenzo Mancini

Music & Splash Screen

Fabrizio Luglio

Sound Effects, Storyboard, Manual & Rooms revisions

Massimiliano Privato

Room Platform Design

Associazione MSX Italia members (Orazio Cacciola, Antonello Carlomagno, Alfio Antonino Corsaro, Stefano Forte, Gianluca Gaggi, Lorenzo Moretti, Massimiliano Privato, Gabriele di Siena, Leonardo Vettori)

Beta Testers:

Associazione MSX Italia members (Orazio Cacciola, Massimiliano Privato, Gabriele di Siena, Gianluca Lazzari)

Special Thanks for the consultancy to

Nicola Brogelli

Special Thanks for MSXgl libraries to

Guillaume Blanchard

The Story Behind Chrono Runner

A Community Project

Chrono Runner is more than just a game: it is the result of a unique community effort within the Italian MSX scene.

The idea was born in the most classic way possible—over a beer and a sandwich—when Leonardo Vettori proposed to Massimiliano Privato the concept of creating a game whose development would be open to all members of the MSX Italia Association. The goal was simple but ambitious: build a complete game together, where anyone in the community could contribute according to their skills.

Programmers, beta testers, and especially level designers were invited to participate by creating the many Rooms that make up the Lefts-Vectors Research Center. In this way, Chrono Runner became a truly collective project.

The initiative officially started during the MSX Italia social dinner on September 27th, 2025, and thanks to the enthusiasm of the community the project quickly gained momentum. In particular, the tireless work of Lorenzo Mancini and Leonardo Vettori helped turn the idea into reality in record time.

The project also attracted new talents to the MSX scene. Thanks to Chrono Runner, a real musician joined the group: Fabrizio Luglio, who composed several music tracks dedicated to the game and enthusiastically experimented with MSX music trackers and sound systems.

With this initiative, Chrono Runner represents a first-of-its-kind project in Italy: an open, collaborative MSX game developed by the community, for the community—giving a powerful new push to MSX programming in Italy.

In the same collaborative spirit that inspired the project, once the development contest is completed the source code of CHRONO RUNNER will be publicly released and published on the website of the MSXgl libraries created by Guillaume Blanchard.

By sharing the code with the community, the MSX Italia Association hopes to contribute to the international MSX development scene, allowing other programmers to study the project, learn from it and build new games for the MSX platform.

www.MSXItalia.org