



Basic User Manual

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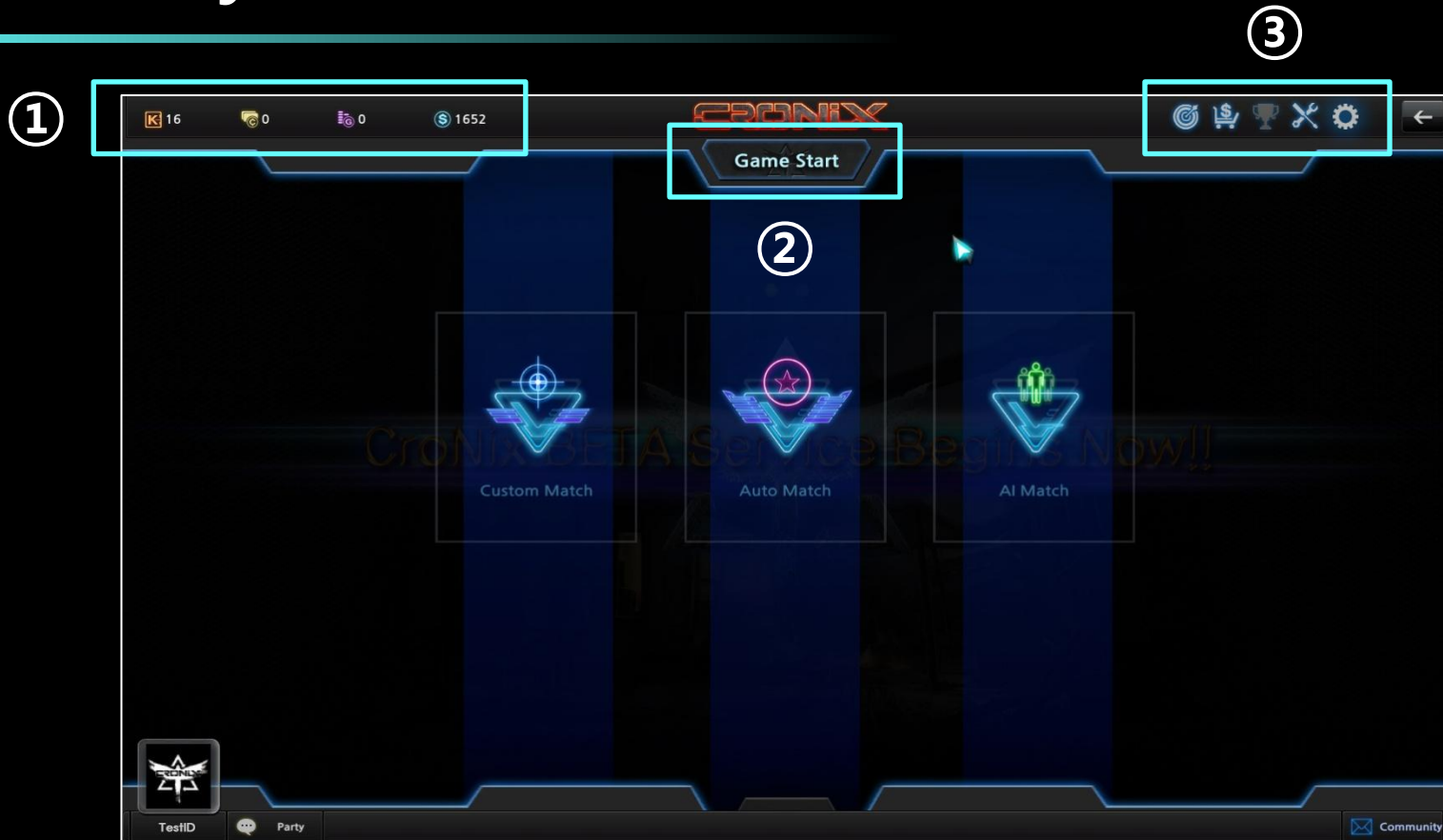
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CRONILX

1. Lobby



- ① Currencies – This is your current balance. (→ [page 12](#))
- ② Game Start – Press this button and choose from Custom Match, Auto Match, and AI Match to start game.
- ③ Training, Store, Achievements, Maintenance (→ [page 13](#)), Options

1. Lobby



- ④ My account – View your account information, history and manage your title and emblem. ([→ page 9](#))
- ⑤ Party – View your party or create one.
- ⑥ Community – View your community.

2. Character Select



- ① This is the character you have selected.
- ② This is the list of characters you can select.
- ③ Information – You can view detailed information about the selected character.

2. Character Select



- ④ Consumables – View and manage Tonics. (→ page 15)
- ⑤ Attributes – This is attributes of the selected character.
- ⑥ TP Stock – Displays current TP stock. TP is required when you change your character in mid-battle. TP is replenished over time.

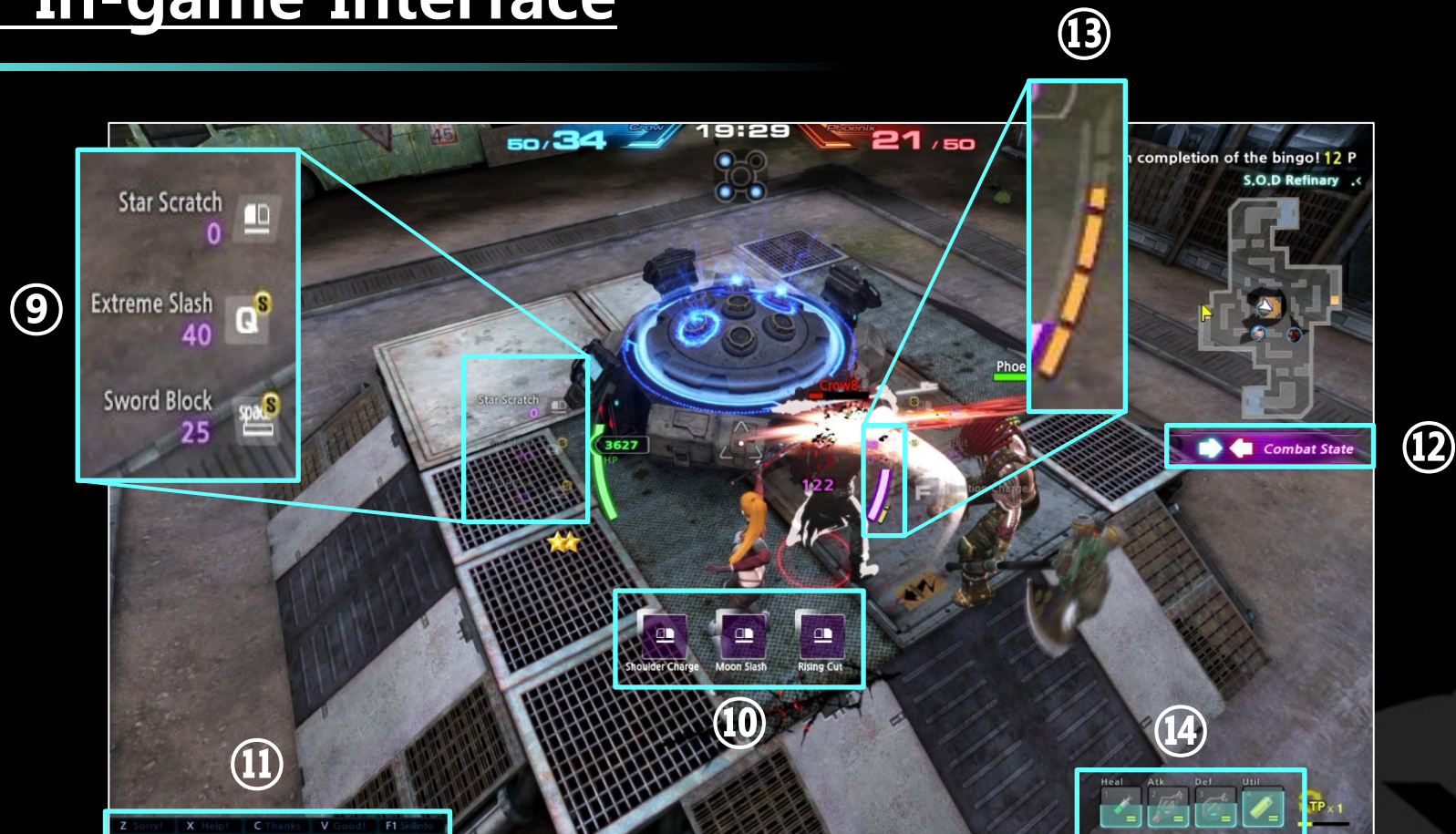
3. In-game Interface



- ① Match Status – Displays team score, match time, etc.
- ② HP Gauge
- ③ AP Gauge – AP is consumed when using a skill. Replenishes over time.
- ④ EP Stock – EP is required for certain skills.

- ⑤ Reticle – This is where you're aiming.
- ⑥ Minimap – Shows map of the arena and position of important elements.
- ⑦ Chat window – Displays player chats and system messages.
- ⑧ TP Stock – Displays number of TP.

3. In-game Interface



⑨ Skills – List of skills and their bound keys.

⑩ Link Skills – Skills that can be used while performing specific skills.

⑪ Quick Chat

⑫ Combat Status – Displays your combat status. Sprint is available in non-combat status only.

⑬ SP – This is a special resource used for Special skills and Shift skills.

⑭ Tonics – Displays consumable items and their cooltime.

4. My Account

Information

The screenshot shows the 'My Account' information screen. At the top, there are three icons: a purple triangle, a blue square, and a blue circle. The screen is divided into several sections. On the left, there is a profile section with a character icon (1), the name 'Test0002', a title 'No Title' (2), and a level bar showing 'Lv. 6' and '70 / 295' (3). Below this is a statistics section (4) showing a win rate of 45.7%, 35G, 16W, 17L, and 2Leave. It also includes a table of statistics: KILL (189), ASSIST (123), DEATH (162), MVP (13), KA/D (1.9), and Score (2464). On the right, there are two sections: 'Manner Point' and 'Achievement Point' (5), and a section for 'Boosters' (6) showing 'SEED', 'EXP', 'EXP', and 'Equip Booster'. Below these is a 'Most Pick' section (7) showing the top 3 characters: Gordon (35.4), OldHand (12.8), and Charles (11.8).









- ① Emblem – View and change Emblem.
- ② Title – View and change Title.
- ③ Account Level – Displays your level.
- ④ Statistics – Displays various statistics of past records.

- ⑤ Manner Points / Achievement Points
- ⑥ Boosters – Displays Boosters you have.
- ⑦ Most Picks – Top 3 characters that you have selected most.

4. My Account

Match History

Match History X

①	②	③	④								
WIN	Regular	 Survival S.O.D Refinery	<table><thead><tr><th>KILL</th><th>ASSIST</th><th>DEATH</th><th>SCORE</th></tr></thead><tbody><tr><td>1</td><td>12</td><td>13</td><td>1858</td></tr></tbody></table>	KILL	ASSIST	DEATH	SCORE	1	12	13	1858
KILL	ASSIST	DEATH	SCORE								
1	12	13	1858								
LOSE	Regular	 Round N.F.S.L B7 Sector	<table><thead><tr><th>KILL</th><th>ASSIST</th><th>DEATH</th><th>SCORE</th></tr></thead><tbody><tr><td>2</td><td>8</td><td>7</td><td>1484</td></tr></tbody></table>	KILL	ASSIST	DEATH	SCORE	2	8	7	1484
KILL	ASSIST	DEATH	SCORE								
2	8	7	1484								
LOSE	Regular	 Domination HAINEL Electricity Station	<table><thead><tr><th>KILL</th><th>ASSIST</th><th>DEATH</th><th>SCORE</th></tr></thead><tbody><tr><td>4</td><td>7</td><td>6</td><td>2921</td></tr></tbody></table>	KILL	ASSIST	DEATH	SCORE	4	7	6	2921
KILL	ASSIST	DEATH	SCORE								
4	7	6	2921								
WIN	Regular	 Round N.F.S.L B7 Sector	<table><thead><tr><th>KILL</th><th>ASSIST</th><th>DEATH</th><th>SCORE</th></tr></thead><tbody><tr><td>0</td><td>1</td><td>0</td><td>80</td></tr></tbody></table>	KILL	ASSIST	DEATH	SCORE	0	1	0	80
KILL	ASSIST	DEATH	SCORE								
0	1	0	80								
LOSE	Regular	 Round N.F.S.L B7 Sector	<table><thead><tr><th>KILL</th><th>ASSIST</th><th>DEATH</th><th>SCORE</th></tr></thead><tbody><tr><td>0</td><td>0</td><td>5</td><td>0</td></tr></tbody></table>	KILL	ASSIST	DEATH	SCORE	0	0	5	0
KILL	ASSIST	DEATH	SCORE								
0	0	5	0								
LOSE	Regular	 Survival S.O.D Refinery	<table><thead><tr><th>KILL</th><th>ASSIST</th><th>DEATH</th><th>SCORE</th></tr></thead><tbody><tr><td>20</td><td>9</td><td>13</td><td>4424</td></tr></tbody></table>	KILL	ASSIST	DEATH	SCORE	20	9	13	4424
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KILL	ASSIST	DEATH	SCORE								
7	1	5	2051								

In Match History tab, you can view records of past matches.

- ① Match result
- ② Match type – Regular or Ranked.
- ③ Used Character and game mode
- ④ Statistics

4. My Account

Character  Character X



Phoenix
LiuLian

LV. 1

Skills: S, A, F, D, C, S

Attributes:

A	85
D	10
S	5

Stats:

840	60
+ 3450	1000
120	400

Play Time Rank: **6**

Total Play Time: 0 h 13m

KA/D: **4.3**

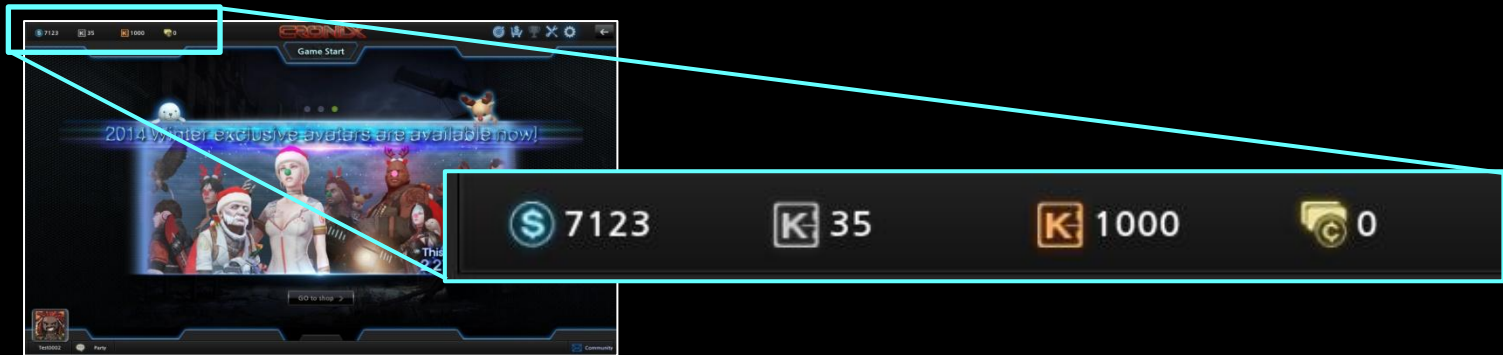
TOTAL KILL	54
TOTAL ASSIST	2
TOTAL DEATH	13

Skills:  

- ① Attributes
- ② Stats
- ③ Play time
- ④ Statistics

- ⑤ Skills – Click to view skill information.
- ⑥ Cards – Click to view and manage Skill cards.

5. Currencies



There are 4 types of currency in CroNix; Seed, Kit, Premium Kit, and Cash.



Seed

Seed is the basic soft currency of CroNix. Use it to buy basic items in the store.



Kit

A Kit is a box containing a random reward that can be opened after a match. 5 Kits are replenished every day. You cannot hold more than 35 Kits.



Premium Kit

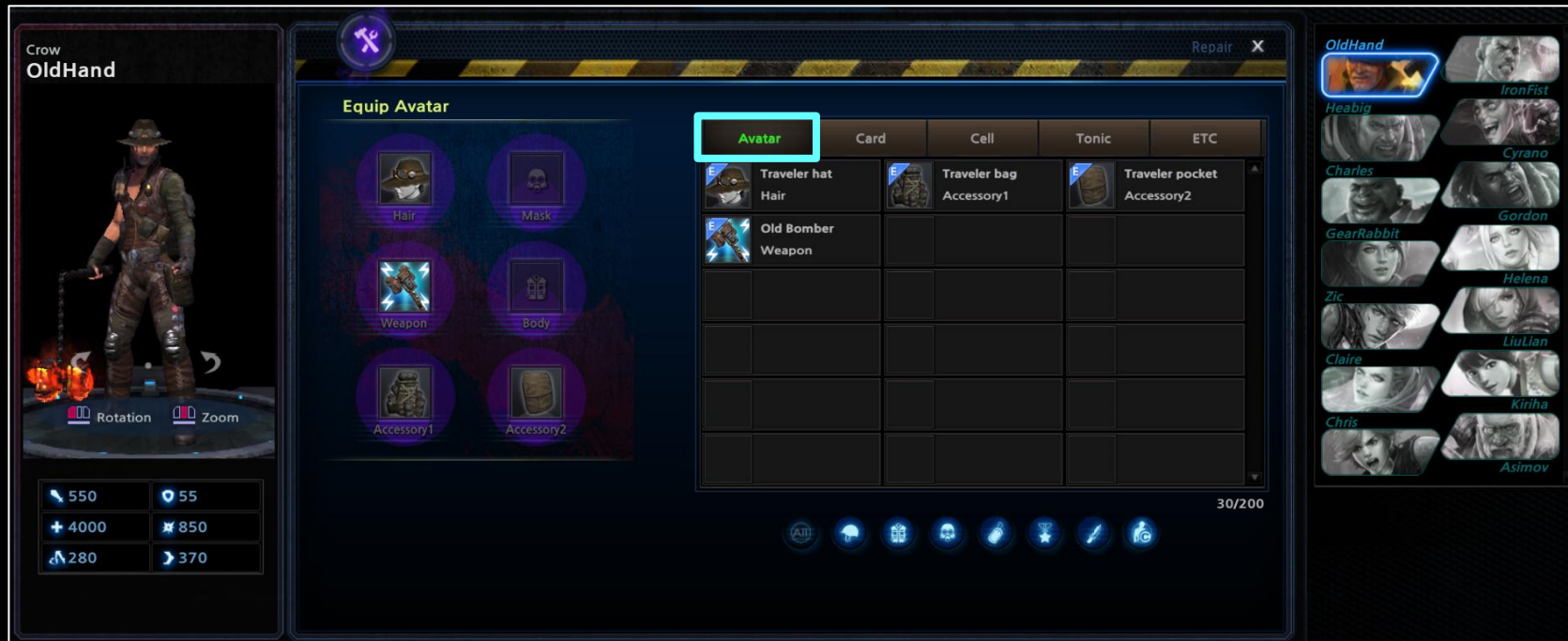
A Premium Kit is a special Kit that can be purchased with Cash.



Cash

Cash is the hard currency of CroNix. Use it to buy premium items in the store.

6. Maintenance



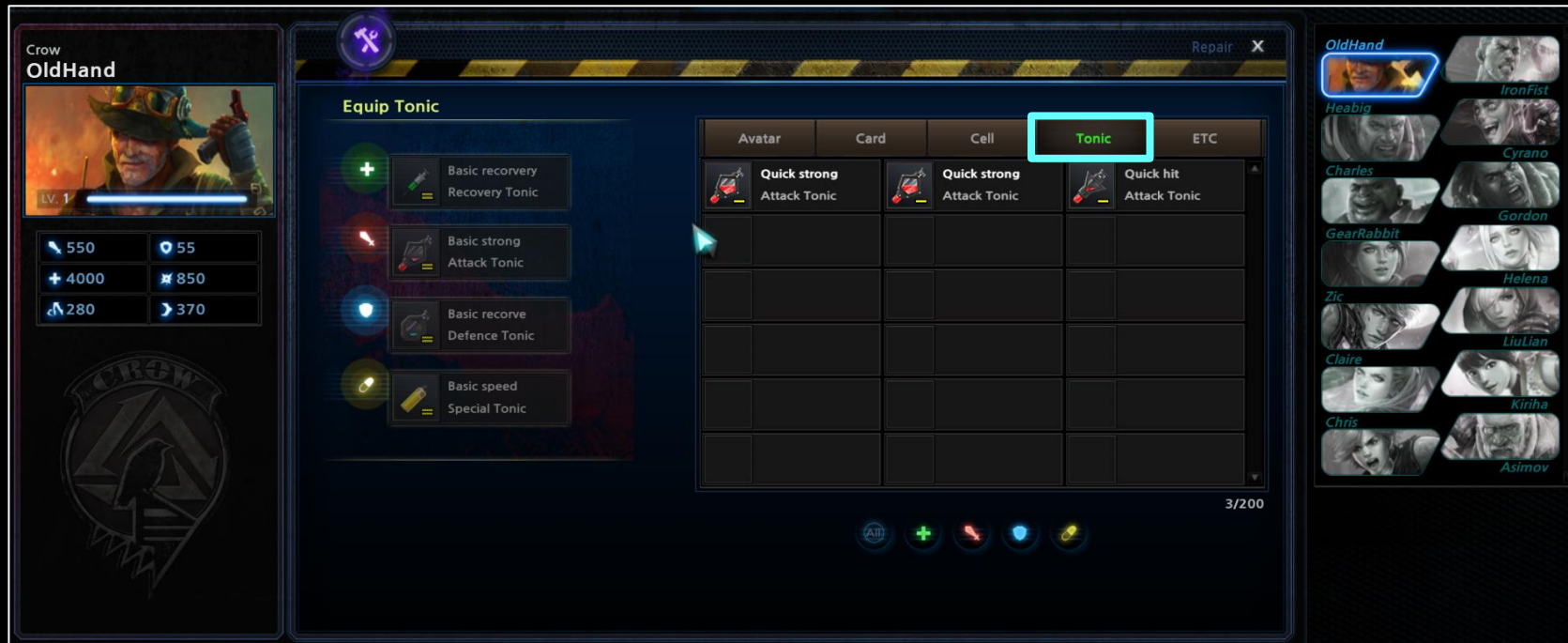
Avatars are cosmetic items for character customization.
They do not have any stats.

6. Maintenance



A Skill Card can alter a skill's attributes in various ways; for example, increasing a skill's AP cost for higher damage. While skill cards does not always guarantee positive effects, a carefully selected set of Skill Cards can give you more edge in the battle.

6. Maintenance



Consumables, also known as Tonics, can be changed with other type of Tonic. Select your choice Tonics to use them in battle.

