



# SHADOWRUN CHRONICLES

## BOSTON LOCKDOWN

### MANUAL



ENGLISH



CLIFFHANGER  
PRODUCTIONS

nordic games





## IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES

### Epilepsy warning

Some people may experience loss of consciousness or epileptic seizures when exposed to certain light effects or flashes of light. Certain graphics and effects in computer games may trigger an epileptic seizure or loss of consciousness in these people. Previously unknown predispositions for epilepsy may also be stimulated. If you or someone in your family has epilepsy, please consult your doctor before playing this game. If you experience symptoms such as dizziness, blurred vision, eye or muscle spasms, unconsciousness, disorientation, or any sort of involuntary motions or cramps while playing this game, turn the device off IMMEDIATELY and consult a doctor before playing again.

### Epilepsie-Warnung

Es kann bei manchen Menschen zu Bewusstseinsstörungen oder epileptischen Anfällen kommen, wenn sie bestimmten Lichteffekten oder Lichtblitzen ausgesetzt sind. Bestimmte Grafiken und Effekte in Computerspielen können bei diesen Menschen einen epileptischen Anfall oder eine Bewusstseinsstörung auslösen. Auch können bisher unbekannte Neigungen zur Epilepsie gefördert werden. Falls Sie Epileptiker sind oder jemand in Ihrer Familie Epileptiker ist, konsultieren Sie bitte Ihren Arzt, bevor Sie dieses Spiel benutzen. Sollten während des Spielens Symptome wie Schwindelgefühle, Wahrnehmungsstörungen, Augen- oder Muskelzuckungen, Ohnmacht, Desorientierung oder jegliche Art von unfreiwilligen Bewegungen oder Krämpfen auftreten, schalten Sie das Gerät SOFORT ab, und konsultieren Sie einen Arzt, bevor Sie wieder weiterspielen.

### Avertissement sur l'épilepsie

Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de connaissance à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou lorsqu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en jouant à un jeu vidéo, veuillez consulter votre médecin avant toute utilisation. Si vous-même ou votre enfant présentez un des symptômes suivants : vertige, troubles de la vision, contraction des yeux ou des muscles, perte de conscience, troubles de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter un médecin.

### Avvertenze in caso di epilessia

Alcune persone possono subire crisi epilettiche o svenimenti in presenza di particolari effetti luminosi o fenomeni intermittenti. In queste persone, crisi epilettiche o svenimenti possono insorgere in presenza di determinati tipi di grafi ca o effetti prodotti dai videogame per computer. Anche persone che non hanno mai subito una crisi, possono correre questo rischio. Se al giocatore o a un membro della famiglia è stata diagnosticata una forma di epilessia, questi dovrebbe consultare il proprio medico prima di giocare. Se si dovessero avvertire sintomi quali vertigini, perdita di coscienza, contrazioni oculari o muscolari, svenimenti, senso di disorientamento o movimenti involontari e/o convulsioni, è necessario spegnere IMMEDIATAMENTE il computer e consultare il medico prima di riprendere a giocare.

### ADVERTENCIA SOBRE LA EPILEPSIA

Alguna personas pueden sufrir ataques epilépticos o confusión mental al exponerse a ciertas luces estroboscópicas o parpadeantes. Estas personas pueden padecer un ataque o perder la consciencia con ciertos gráfi cos y efectos de videojuegos. Asimismo, estos factores podrían fomentar tendencias epilépticas previas ya existentes. Si tú o alguien de tu familia tiene antecedentes de epilepsia, consulta a tu médico antes de utilizar este juego. Si experimentas mareos, alteraciones de la visión, espasmos musculares u oculares, desmayos, desorientación o cualquier tipo de movimiento involuntario o calambres mientras utilizas este videojuego, deja de jugar INMEDIATAMENTE y consulta con tu médico antes de continuar.





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☎ **Phone Support:** +1 (206) 395-3545 (toll charges may apply when calling from abroad)

☎ **Phone:** +40 (0) 364 405 777 (toll charges may apply when calling from abroad)

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🌐 **Online Support:** <http://www.nordicgames.at/index.php/contact>

**Please note:** We do not provide hints via technical support.

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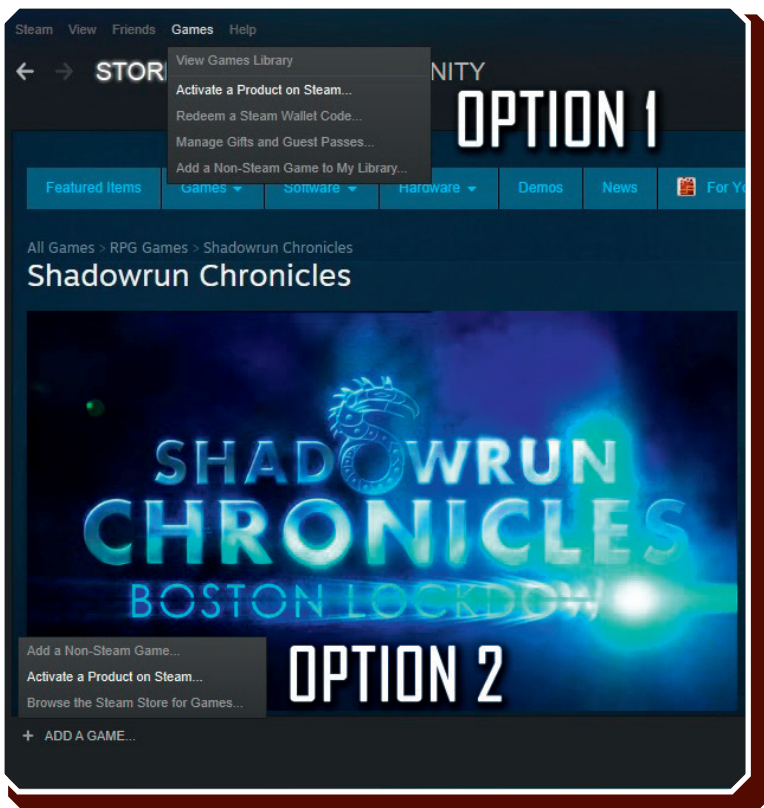
Manual available online: <http://manuals.nordicgames.at>



## 1. Installation and Launch

### 1.1. Activating the game on Steam

The game can be activated on Steam by going to the Steam -> Games tab and selecting the option: "Activate a Product on Steam...", accepting the Steam Subscriber Agreement and providing the product code when prompted to. Alternatively, the option + Add a game in the lower left corner can be used.





## 1.2. Activating the Non-Steam game version

After starting the game you need to enter a valid e-mail address and an account name to register your account. An e-mail with a verification code will be sent to you to make sure your e-mail address is the correct one. Afterwards please enter the game key to activate the game.

## 1.3. Launching the game

The game can be started from the Steam library or any of the shortcuts created when installing it. When starting the game, the launcher comes up. In the Graphics tab you can select the desired resolution and whether you want to play windowed or not. Here you can also enter more coupon codes for additional features and packages.

## 1.4. Do I have to be online to play Shadowrun Chronicles?

Yes. The game requires users to be online (Steam needs to be in online mode as well) when starting it, since it includes cooperative multiplayer and chat.





## 2. Getting Started

### 2.1. Career

Choose a career slot to start your runner's career. You can play as many simultaneous careers as there are slots. The difference will be, that your run through the campaign will develop according to the character you create. If you decide you want to delete a career to free up a slot and start anew, this can be done in the career selection screen.

### 2.2. How to create a character?

A new career will start with the Character creation screen where you will:

- Select the name, gender, metatype and background of your runner
- Customize the looks and voice of your character

These choices will be permanent for the started career, so it would be wise to consider the strengths and weaknesses that metatypes and backgrounds have to offer, and weigh them against the skills and weapons you plan to use. The traits specific to metatypes and backgrounds can positively/negatively affect values such as:

- skills (both combat and non-combat)
- chance to (critically) hit
- movement range
- hit points
- accuracy
- damage values
- magical/physical/technical armor
- being susceptible to enemy hits
- range

### 2.3. What happens next?

With your new runner all set up, you'll make your first steps in the tutorial, learning the basics. With the rewards you get from it, you can skill your character and buy some gear. After the tutorial you'll find yourself in the hub where you can buy gear.







## 2.4. What is the Hub?

The hub is the place where you meet fixers, shopkeepers, henchmen for hire and other quirky characters. Here you can stock up on gear by visiting the shops or hire henchmen to strengthen your team. Talk to the people inside the hub to get valuable insight on what is happening in Boston!

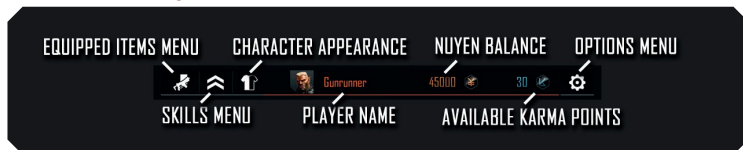
When playing missions in co-op, you can invite fellow runners to the hub, once they join your group.

## 2.5. How can I buy gear?

You can buy gear from the shopkeepers. Depending on what you want to buy you can visit merchants specialized in magic, firearms, melee weapons, rigging & hacking, cyberware or armor. Ask them to show you their wares and pick out a category of items (i.e. weapons or consumables). It will display the list comprising both the items on sale and your own items (marked in a different color). Clicking on an item will show you its stats, price in Nuyen and the buy option.

You can also sell items by selecting the owned ones from the respective categories. Select an owned item from the list to see how much you can get for it.

## 2.6. How can I equip gear?



Go to the menu bar at the top of the screen and click on the weapon symbol to open the loadout customization. This menu allows you to pick your primary and secondary weapon, consumables and armor. To choose the primary, click on the designated weapon slot and pick a weapon from the list on the right side. When you have made up your mind, press the equip button on the right. Same goes for your secondary weapon, consumables (e.g. grenades, medkits) and armor (for increased hit points, movement range, physical, magical or technical resistance).





You can always compare your currently equipped weapon or armor with others in the list by clicking on them. The comparison will be done automatically, taking as a reference point your currently equipped item. The points in which your selected item is better than the equipped one will be highlighted in green while the ones in which it is weaker will be marked red.

## 2.7. How can I skill my character?

You can base your choice of skills on the type of attacks you want to use in combat, but browsing through the skill trees should also help make your pick. Move to the preferred skill trees and invest karma points in the skills that appeal to you. This will give you a wider range of attacks and actions when the matching weapons are equipped. Note that you can only ever take two weapons, foci or decks into a mission. Active skills that you don't have weapons for are not going to be available as skill choices in your mission. So you should focus your skills on a maximum of two active skill groups initially.

Besides combat oriented skills you can also invest in mind or body skills which enable you to interact with the environment by hacking, harvesting organs, demolishing or picking locks. Investing in non-combat skill trees will increase the chance of getting loot but can also improve your accuracy, chance to hit/crit, shooting- or movement range, hit points, damage. These will apply regardless of which active skill groups and weapons you have selected for your mission.

In the top menu bar you can see how many karma points you can invest in skills.





## 2.8. How can I dress my chummer?

The Clothing interface (top menu bar) allows you to customize your character's appearance and turn him/her into a cool looking Shadowrunner. Clothing is purely aesthetic and does not influence your armor values or physical resistance. In the clothing menu you can dress up your character from head to toe by picking items from each category, selecting and equipping them.

## 3. How do I play the campaign?

You receive missions and jobs by talking to fixers in the Hub who have an exclamation point above their head. There are two types of runs: campaign- and side missions. The campaign can be played through once, for each started career and finishing it implies that all campaign missions are finalized successfully. Side jobs are not mandatory in the campaign. Completing one campaign mission will allow you to cash in the rewards, proceed with the main story and get the next main job.





### **3.1. How many times can I complete the main missions during one career?**

Each campaign mission can only be completed once per career. If you fail to complete it, you can try again until you can successfully finish it. You cannot replay a completed mission during the same career, except for the cases when you are invited by a fellow to play this mission again in co-op (in that case you will not get mission rewards and karma, but can gather loot).

### **3.2. What about side missions?**

Opportunities to take on well-paid side jobs arise at various points in your campaign. Solving them will help you get your hands on great loot which in turn can be sold for a handsome sum. Side missions are only active for a limited period of time and might no longer be available once you advance further in the campaign. They are meant to help you: get more Nuyen, improve your equipment and gear up for the more challenging campaign missions, but also give small karma rewards which can be invested in skills.

### **3.3. What happens if my main character dies during a mission?**

You will have a set number of turns to complete the ongoing mission successfully with the remaining henchmen. The remaining turn counter will be displayed on-screen. If you do not manage to complete the run in the given amount of rounds, you can always try again.

### **3.4. Do I lose my gear and consumables if I fail a mission?**

No. If the mission is failed, your crew gets set back to the status it had before starting it. If you win the mission but use up consumables, these will not be restored afterwards.

### **3.5. How do I navigate to missions?**

Once a mission is received from a fixer in the hub, you can take the car from the hub and choose where to go by clicking a location on the world map. You can receive one main and several side missions at the same time. When navigating to the map you can choose which of the active missions you want to do next. If you change your mind you can always go back to the hub to gear up and prepare.





## 4. How can I create my Runner Team?

Missions can be played with a team of henchmen or with fellow players in co-op. Once a mission is chosen, you will go to the team selection window, where you can add runners to your roster in 2 ways:

- Have randomly picked team members from the list of available runners (you can see their Character Information sheet by using the i-button under the selected characters)
- Press the Plus button and add the desired henchman from the list (their stats can be inspected by left clicking them in the list)

### 4.1. Where can I find henchmen?

There are various henchmen out there, which can be recruited when heading for a mission. The henchmen available for hire are generated from already existing player characters and their perpetually changing presence in the hub, is a reflection of the choices and development of your fellow Shadowrun players. You can inspect their stats on mouse over in the hub. This will reveal that henchmen have only one active skill group and their attributes, skills or gear cannot be modified. They will however, level up in accordance to your own character, as you progress through the campaign. Beside the henchmen's main attacks, it's always good to keep an eye out for their passive skills, if you plan to use them when looting or interacting with the environment during missions.



## 5. Playing Shadowrun Chronicles in Co-op

### 5.1. How can I meet and befriend other Shadowrunners?

You can find mates to discuss the game or team up for co-op games, by using the global chat, where you can see the currently active players. You can communicate with players in the global chat, invite them to a group chat, add them as friends and play co-op missions.

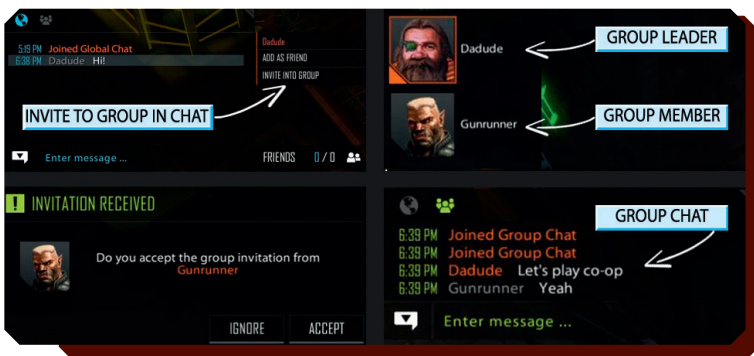
There are 2 options when upgrading your friend base:

- You can add a friend by right clicking his/her username in the chat and selecting the corresponding option
- You can go to your "Friends" tab, type the username of a friend in the search field, find and add him. You can also inspect your friend's character by right clicking on him in the search results list.

After adding a friend, you can see his username and online status in your friends list. You can select a friend in the list in order to invite him/her to join a group and to play co-op. Adding friends can be helpful as you can always check if they are online by consulting your friends list. This makes it easy to play cooperative missions with them time and again. There is also an option to unfriend players if you decide you no longer want them in your friends list.

### 5.2. How can I play a mission in co-op?

You can team up with other Shadowrunners and play missions together for a more intense tactical experience. Co-op missions can be played by up to 4 players at once.





Teaming up does not necessarily imply adding your team members as friends, but it is necessary to invite them all to the same group. You can do that by clicking player names in the chat and selecting the option "Invite to group" or by selecting a friend in your friends list and pressing the Invite button.

Once you've created a group with one to three other players, you will automatically be the group's leader and have a running group chat for it. As long as you do not assign another chummer as team leader, you can decide which mission to play by navigating to one you've already accepted or accepting one from a fixer in the hub. Once the mission is determined you'll get to the team selection window where you can see and inspect your mates. When everyone is ready the start button can be pressed and the mission will commence.

### **5.3. What happens if I or other mates leave the group?**

You can leave the group by selecting the X button next to the leader's name. If you have to leave the group during a mission, your character will join the leader's group as a henchman. If the leader leaves the group before starting or during the mission, a new leader will be automatically assigned.

### **5.4. How do I manage my team when playing co-op with one or two other fellows?**

If you are short of 1 or 2 human players in your team of 4, you can complete it with henchmen. If you team up with only one other player, you will each get to pick one henchman. If you team up with 2 players, the leader of the group will get a henchman on his/her team.

### **5.5. Does playing co-op depend on the progress already made?**

The leader of a co-op group can pick the mission which will be played, according to how far he/she has advanced in the story. If the other members have already played this mission or haven't reached that point in the campaign yet, they will still be able to play the mission in co-op but their progress will not jump forward or back to this particular mission. In such cases the team members will not receive campaign specific rewards but can gather loot, to sell it for Nuyen later.

If however, all team members are at the same point in the storyline, they can advance in the campaign together. They will all be able to take the outstanding mission from the fixer in the hub, navigate to it and receive campaign specific rewards after solving the job. They will also be able to continue their campaign progression together and accept further missions as they advance.





## 6. Can I play PvP missions?

PvP missions are not currently a feature of the game but will be included later on. Shadowrun Chronicles can support PvP and we will include this game mode with coming updates. Stay tuned!

## 7. Tips and tricks

### 7.1. How many actions and interactions do I have per turn?

You have 2 actions per turn. You can use these actions differently, for example you can run to a point in your walking area (outline closest to your character) and then attack from there. You can also attack directly from where you stand which means that you will lose your second walk action unless you make use of special skills (e.g. when going berserk for a few rounds, or when making a critical hit with pistol quick shot, which grants you an extra action). You can also combine an interaction with a movement or attack action.

### 7.2. What happens if an interaction fails?

Mind and body skills, similar to weapons, have a calculated chance to succeed, for example when picking locks, harvesting organs, hacking or demolishing something. The chance to succeed depends on your skill level, which means that there are cases in which an interaction can fail if your skill level is low. In these cases, it is always possible to try again until you are content with the results, unless one of the actions critically fails breaks the object.

### 7.3. How can I reload my weapon?

Guns will use up ammo and require a reload once their cartridge is empty. Reloading takes up one of your 2 actions per turn and needs to be planned well to avoid high exposure. When a gun has no more ammo it will flash red and you will be prompted to reload. It can be done by clicking the red weapon symbol or by pressing the R button. Reloading is always possible and does not depend on gathering ammo packs. Shadowrunners always carry enough ammo with them, so buying more is not necessary.

### 7.4. Does reload apply to Foci and Hacking Decks as well?

Foci and Hacking Decks do not need to be reloaded since they do not use ammo. Foci are used for magical attacks and summoning. Instead of ammo they will use up endurance points.







### 7.5. What is Endurance?

When casting spells or conjuring spirits, your character uses up endurance (the magical equivalent of ammo). Depending on the magical skill and attack you want to perform, your character will use up different amounts of endurance. Your character will regain an endurance point every turn but there might be cases in which you might have too little endurance to cast more advanced spells. This is why it is prudent to build up a character with enough endurance, to be effective in battle.

Each metatype comes with a predefined amount of essence which reflects how humanoid a character is. Based on your character's essence, skills and traits the endurance will be calculated. If you plan to have a character specialized in spellcasting or conjuring, it would be advisable to create your character in such a way as to maximize your essence, since having more essence points will generally mean you will have more endurance and thus be able to cast more spells in missions without dealing with fatigue. Throughout the game you might choose to have cyberware implants for your character, but these should be chosen wisely since they will render your character less humanoid and implicitly lower its essence and the available endurance points.

### 7.6. What are cyberware implants?

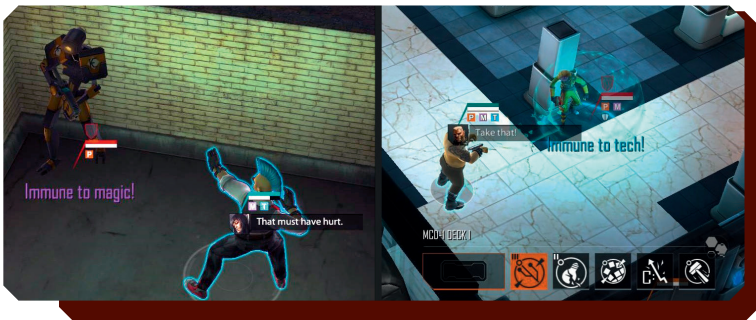
While advancing in the campaign, you will have the option of implanting cyberware into your character. This can positively affect aspects such as: HP, movement, damage values, range, accuracy, ammo, chance to hit critically but it will always detract essence and lower your total endurance points. This effect is especially felt when specializing in magic. Cyberware can only be implanted, as long as you still have enough essence points to trade out. Keeping a good balance between how much essence is deducted and what perks you get from cyberware is always a good idea, since cyberware cannot be uninstalled and its effects are permanent.





### 7.7. What are damage and armor flavors?

Depending on the skills you pick and the weapons you use, there will be different types of damage: physical (done by guns, blades and blunt weapons), technical (done by decks) and magical (done by foci). This is also the case for enemies, as they are also specialized in different types of damage. Keeping an eye out for skills that offer resistance against certain types of damage thus becomes essential when developing your main character.



Damage flavors also play an important role when assessing your enemies, since they have certain immunities: magical enemies are usually immune to tech damage, while tech enemies are immune to magic attacks. Beside immunities, all characters from the universe of Shadowrun can have armors that protect them from specific damage flavors. You can buy armor from the shopkeepers and inspect the resistance it offers.



## 8. Usability

### 8.1. How can I check what in-game symbols mean?

Icons and symbols that depict skills or weapons in missions, as well as other interface elements can always be checked by hovering over them with the mouse cursor. This will trigger the corresponding tooltip that includes explanatory descriptions.



### 8.2. How does cover work?

Characters can take half or full cover against surrounding objects on the map. To be in full cover from an enemy means that an object fully blocks the enemy from seeing your character. If your character takes cover against an object but is in line of sight of the enemy he will not be protected. Characters lean against objects that provide full cover, such as walls, while they will take a crouching position behind objects that only provide half cover such as sofas or desks. Half cover reduces the chance to hit but your character will still be visible to enemies. Taking cover at the edge of objects allows enemies to flank your character from the side. The same applies when targeting enemies which are in cover.



### 8.3. Why can't I move to certain places? Why can't I shoot an enemy I have in line of sight?

If you get the feeling, that your commands are not registered by the game, for example when moving a character or trying to shoot an enemy, you might try to move the camera (rotate and/or zoom in/out) so as to avoid having objects in the way of the points you want to click.

### 8.4. What does it mean when a skill is on cool down?

When a skill with a cool down has been used, the interface will inform you how long the cool down lasts by the turn number displayed on top of the greyed out skill icon. Once the indicated number of turns has passed, the skill will be reusable. Different skills have different cool down times.



# QUICK REFERENCE KEYS

Key/Command	Alternative
<b>Navigate the camera view</b>	
[W] upwards [S] downwards [A] left [D] right	[↑] OR: Hold down left/right mouse button (can be chosen in the game settings) and move mouse. If border scrolling is enabled you can also move the mouse cursor to the edge of the screen to move the camera. [↓] [←] [→]
<b>Rotate camera</b>	
[E] Clockwise [Q] Counterclockwise	Hold down the Mouse Wheel and move right Hold down the Mouse Wheel and move left
<b>Zoom</b>	
[+] in [-] out	Scroll up or down with the mouse wheel
<b>Move camera to the active character</b>	
<input type="text"/>	Click on active character portrait
<b>Select party members (left to right)</b>	
[F1] Main character [F2] Second henchman [F3] Third henchman [F4] Fourth henchman [Tab] Switch to the next party member	Click on the portrait of the party member you want to select. The portraits appear in the upper left mission selection interface
<b>Reload weapon</b>	
[R]	Click on the (red when empty) weapon symbol
<b>End turn</b>	
[↩] Backspace	Click on the end turn symbol next to the character portraits
<b>Choose skills and weapons</b>	
[1] Primary weapon basic skill [2] Primary weapon skill 2 [3] Primary weapon skill 3 [4] Primary weapon skill 4 [5] Primary weapon skill 5 [6] Secondary weapon basic skill [7] Secondary weapon skill 2 [8] Secondary weapon skill 3 [9] Secondary weapon skill 4 [0] Secondary weapon skill 5	Click on the desired skill in the lower interface to select it
<b>Open Options menu</b>	
[Esc]	Click on the cogwheel in the upper menu bar
<b>Hide the user interface</b>	
[F11]	





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<http://steamcommunity.com/app/267750/discussions/>

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