

Hello, my name is Tommy, but you may know me by my other aliases named FTommy, Rockflor, or Vincent (Sprites Inc.) too. Since some of the users were asking about how this project started, who are we, and how it all began, I decided to write down the history of Megaman Battle Network: Chrono X. My main language is NOT English since I'm from Hungary(Europe), so, please ignore if I say something stupid.

This is Killer336/Giver336 reporting in. I've decided to edit the Chrono X history so that it's a bit more clean and proper. All revisions up to August 1st, 2011 will still be written from Tommy's point of view, however, I will write the history from my point of view on August 2nd, 2011, to May 10th, 2012. For those that don't know, I am this project's one and only writer. The history below will tell you of when I joined the team. I'll provide more of a viewpoint on when/how that took place. Let's dive in, shall we?

////Gotta Rock, Max!////

This project's birth all started on the forum of Undernet Uprising (they were trying to make a working online Battle Network game at the time). I helped out with the sprites there and even submitted a few of my own. One day, I got a private message from a user named MaxRock. He turned out to be a Polish guy with a Battle Network engine of his own, and upon seeing my sprites and my attitude (I guess), he asked me to help him in his project called Megaman Battle Network: Silver.

////The Start of a Beautiful Friendship////

I was a fan of the TUS EXE7 project, and REALLY wanted a new Battle Network game, thus I gave it a try. I wasn't sure at first, but after I tried his engine, I was positive that this could work out. At the start, that engine was a little off with the sprites and had some bugs. The whole thing was about ACDC town with a recolored Lan, Dex with Gutsman, and Chaud with Protoman fightable. What won my attention was that he made this from scratch, and the system looked like the exact copy of a real Battle Network game. On May 10th, 2009, we decided to make a Battle Network game of our own and a great friendship was born.

////Net Problems////

At first, Max didn't have internet at home, so we had meetings every day around 2 P.M. (GMT+1) at a local NetCafé. He was limited about 2 hours of online use every day. When he couldn't be online, he tried to access his neighbor's Wi-fi Router with his DS to get on MSN so we can talk. He would even sit outside on benches during terrible storms which would make me go: "Whoa! He really takes this seriously!" thus gave me more inspiration, too. Soon, he succeeded in using his phone and a net card to connect to the internet from home on his laptop which was WAY better than before. As soon as he did this, we could talk more, and decided that we wouldn't make a separate Battle Network game in a different universe, but continue the life of Lan and his friends through another story. This conversation started our project; what you would call MMBN Chrono X now.

////The Plot!?!////

We started to talk about this when everyone was getting rumors about Operation Shooting Star. I wanted the game to have time travel, time man and lots of time related concepts,

thus the name Chrono. Max didn't like my ideas since he knew something similar would happen in O.S.S. since Megaman Starforce is far away in time from Battle Network. Max also couldn't really say what he thought about story quality in English(he wasn't as good at speaking English back then as he is now). This spawned the decision to build an effective team and someone who could write a compelling story.

////The First Debut of CX////

To get a place where we can interact with the fans and wannabe teammates, I thought I would make a forum. I had experience making forums back then with Proboards, so I decided on making one with Invisionfree. Having a forum of our own wouldn't be enough, so I made a Youtube Account (RockFlor) and uploaded a video about the very first demo and some dialogue with mugs which Max programmed. It was mostly an introduction about us, what we were about, that we needed help, a link to the forum, and some gameplay with Gutsy and Proto. This was our first debut to the internet.

////Building Fame////

The beginning of our project's existence was really hard since only a few people noticed the game on Youtube, and most of them thought: "Meh,just another hack,get lost n00bz".The poor thing is, some of the people out there thinks the same right now too(as of May 10th,2012 when this has been last looked at), since the game looks like a real BN game. Meantime, we got our third team member, my old friend Inny (Hawkman/Sam),a sprite artist who made us Raven.exe. I was lurking around the net back then to get info on why the other projects are popular(Legacy and Advent at the time) and upon observing, they had a main site with information ,pictures ,F.A.Q.s, videos, etc. on it. I told Max that we should have a site too. Max agreed that this is a good idea and I started to look into site editing. That's when I met Saberman from Project Legacy. He had finished editing his .webs site which looked really easy to handle. Mark, my brother tried to make a site for us in HTML on a Hungarian web host, but the design and everything else failed horribly, so I decided on making the site with .webs, which turned out to be our first and official site until New Year's Eve.

////The First Site////

The site was well-built, had options like "Story","Screenshots","Videos", well, basically the options you see on our current site now. In the meantime, Max and I were working on the demo so we could get some more help. I posted even more screenshots and information about what are we doing. It was at that time when we got Sharpman(Jeremy), our old plot writer, who turned out to be a good and kind person too ,and what we needed, an expert at the English language! We got ourselves a writer and our fourth team member. As soon as we got his MSN address, we had meetings about the plot. What we discussed got us REALLY excited. Many versions of the plot were created, debated, rejected, but we're using the plot you currently see in the demos. While this was happening, Max ordered me to get us a musician a brand new game look with music re-used from old Battle Network games would look stupid. I agreed and my hunt started for the Music composer of Chrono X!

////The Hunt For The Perfect Composer////

While I was searching, a guy named Nintenjoe64 registered on our Invisionfree forum. He

was from another Battle Network game (Legacy) and told us that he'll help us with music composing. Unfortunately, his music style didn't really win over Max's taste, thus the guy left. Meanwhile, I hunted on Newground's audio portal and found a really great musician called SoulRed12. I must have sent out like 6-7 messages.... All without a reply. I really doubted that he would answer, but when I got on the portal the very next day, he replied. I was so happy that at least someone replied but when I opened the PM.... I was even happier since he told me he's curious about the project and would love to help under the condition that he would look at what we had. Once he saw everything, he registered on the forum and we got our fifth team member! Now we only needed sprite artists.

////Sprite Artists Wanted////

Day by day, we got new users on the forum, only a few were sprite artists, though and I REALLY needed help with sprites since handling a whole game as the only artist was really eating my time. One day, a guy named Goren registered on the forum and man...He was a FAST worker! He made two maps in a under few hours and some more sprites and seeing his attitude and work, Max and I decided to let him in the team, too. We had our sixth team member. Sadly, I had to kick him out after several months since his inspiration to help us was lost, and wouldn't answer any of my calls.

////Interacting With Fans////

When we didn't work with Max, we were browsing our forum or using the chat on the main site to meet new users. That's where we met DSH, and Killer336 who are our mods on the forum. This respective, diabolic duo helped us with handling the tasks around the forum and the chat these days as well as making our days brighter with their strange and obscure humor which I personally like. We've met a lot of others, too, such as: Megafan21, Blues, NekoKitty, OmegaChaos, WindsofthePast, Blademan and his little bro Armyman and the others. I'm really glad I could meet you all! Thank you!

////Oh, The Delays...////

In October of 2009, we released some tasty screenshots of the upcoming demo like a battle screen with Raven.EXE, and a mysterious new ally, too. We had a lot of delays in the release dates because of different situations like health, internet and time problems. We wanted to release the FULL demo with the entirety of chapter 1 in December, but due to the previously listed problems, we couldn't. But in exchange, we introduced our new sprite artist, Rebecca, the Sixth Team Member (Goren got kicked out, remember?)! We did manage to release a demo later on – the one that ended at ACDC 2 (do you remember the FridgePart from the demo?). As December went by, our users were requesting a new site since the .webs templates was not unique enough and a real site would get us more attention.

////Transforming To Pro////

I talked with my brother, Mark and we decided to build up a PHP based website and upload it to a real host. Mark became the seventh team member since he helped me a lot with the current site. What we built is the site you are viewing right at this very moment. The only thing changed in the past few months is our host. The previous host we had did not let certain users view the site for some reason. Thank god for ByetHost. As time passed, I started to add more and more to the site such as the counter, the earth globe, and the

weekly poll. Our users were really happy about the site change because it looked way more official and smoother than our previous .webs one. We started to get more and more attention by uploading vids of the newest beta that Max gave me, but most of the fans were askin': "Where is the demo??"

////The 3rd Demo////

On February 12th, to make the fans less angry, I posted some screenshots in the update with a new battlefield, new mug shots ,new custgauge, which blew everyone's minds and thanks to this we renewed attention on the project. The release date was near, or at least that's what I thought because Max had to redo almost all of the systems to make the demo more stable. February 18th had more screenshots about our new title screen, and on March 3rd, I made a teaser trailer for the big 3rd demo of ours which drew a lot of attention and fame to us. We got 2-3 new forum registrations daily which made us really happy. Note that Max had to prepare for his final exams and he still worked really hard to release the demo. On had March 24th we finally released it, but it had some folder bugs which were fixed in a few days. The next question was: "What now?"

////Still Improving////

We rested a bit, but seeing that we get so many fans of the game (the site counter is at 18,932 at the moment I'm writing this and we published the site in February of '09, not counting the comments and support), we have to keep on moving forward so we started to continue our work on doing chapter 2 of the game – which will be playable in the upcoming fourth demo. Meanwhile, the game's FULL Soundtrack got uploaded to the site, free to download. I wanted to make the forums more user friendly and customizable, so I decided with Mark to make a PHP forum for our little PHP site. The forum got published and changed on April 24th which caused mixed feelings for the users. They liked the layout, the look, and the functions but not the fact that they can't use HTML anymore, AND that they had to get back their post counts back. Not all felt this way, though.

////Greetings! From Russia! ////

On May 10th, 2010, we celebrated our 1 year anniversary and we were all really happy that we made so much progress in the past year! I still hope to this day that we'll have lots of these anniversaries in the future. One sprite artist registered from Russia on the new forum called Exl who was our new seventh team member, because Inny decided to leave since he no longer had time to work with us. Exl is an expert at creating sprites of viruses, and perhaps other things, too. We didn't know him long enough for us to be sure.

////Let's go! Demo 4 is a go! ////

We took a little break after the third demo had been released, but we couldn't slack off long, because when the fans played the 3rd, they already were demanding a 4th demo! We dusted off the keyboard, and had to start working on our little game again to please the fans with even more Battle Network sweetness. For starters, a guy named Megarock.exe made us a banging awesome new title screen logo which we used until about...July, 2011 when he made an even newer one. Some of the screenshots then showed the new net tiles and some interesting objects, but sadly, by that time I had to block the comments on the site news because we got a horrible bot attack on them, spamming our updates with

nonsense. From that day, only registered users can comment on the news (The registration procedure is written down on the forum)

////Rock the Rhythm *guitar solo*////

The development of the 4th demo continues as our artists were working on more arts of CX to show off. It didn't take long for us to spoil the second boss navi of Chrono X, the most rockin' navi of the internet, Riffman! It's not hard to guess that he's an Electric type, holds a skull guitar in his arms, has punk-like hair, and he's in a rockin' red outfit. People really liked the navi, and by the time, I started experimenting with photoshop and made more and more wallpapers of the game and their characters, while I worked my magic with sprites, of course. Since we got kind of popular after we released the 3rd, we tried to spread the word around the world about us in every way possible, thus we started establishing ourselves on the social networks (Twitter and Facebook).

////Introducing the Heros...and the new Co-Writer!////

From the moment when the fans saw that blue kid (No, not megaman) in the 3rd demo, they were all curious about who he is, where is he from, what his role was, etc., so we took the chance and introduced the two new heroes and their Navis who are going to aid Lan in his journey in Chrono X. They were Max, his navi Zeta, (the blue guys) Tommy and his navi Strikeman (the green guys).

Writer's Input: Just as a friendly note for whoever's reading this. The NetOp's names got changed, as well as their personalities, so they are completely new characters as far as I'm concerned.

Not much could be told about them, though, because that would spoil story elements, but what we could tell is that you'll be able to meet the blue team in the 4th demo for a time and they were going to get introduced, at least the Operator that is. Oh yeah, almost forgot that by this time, we changed our old Compact PET's (the watch) design into something more 'Personal Terminal-like' at the request of Max (actually he did the art too). Jeremy A.K.A. Sharpman, our writer, became busy with life and stuff so we hired one of our trustworthy forum users called Killer336 to be our co-writer because we saw his talent in story writing thanks to his forum fan fiction he had been writing at that point. In the meantime, we were preparing content for the first teaser of the 4th demo.

////Goodbyes and Hellos!////

Since we didn't hear about ExI for MONTHS, we decided to kick him out of the team, yet he came back after several months complaining (Will mention more on that later). The teaser video was a huge hit, everyone loved it. We showed off that Megaman is okay after the fight with Raven, new viruses you can fight, the punk Navis are back (black ones from BN6) and now fightable as well, and what most of the fans loved...the epic SKIPPING TUTORIAL OPTION. While we were bathing in the glory, a new sprite artist popped up on the chat and the forum AGAIN whose skills was amazing and superior to ExI's. His name was Synapse and we hired him after a short time. Now our team had 7 members again and we worked full time, blazing ahead with progress. Finally, we had found a person who is as twisted as we are and it was really fun working with him, until he suddenly started being offline for a while. We were confused with Max about him, I mean, what the hell could be going on? One day, though, he came online and told me that he had a lot of family and real-life issues and couldn't really work for us. We told him that he's always welcome at our team and hope

that things get better. He occasionally helps out the team with a few sprite assignments here and there, but nothing full-time. After that, he took his leave and I was left alone as a sprite artist again on CX.

////Sounds of the Megadudes Wannabes////

Being the only sprite artist on the development team is hard. Max can sprite, too, but he's busy with programming most of the time so he can't really help, thus, he posted an update on the site about how people could join the team as sprite artists, sending us their application towards the team in an e-mail with their sprite portfolio. I don't think it was so surprising, but approximately 99% of the applications were childish sprites. We even got stolen ones! Naturally, this didn't help us at all. While we waited for more sprite artists, Soulred12, our musician, remixed our boss battle song with different (more GBA-ish) instruments and we really liked how it came out, so, we wrote out a poll about changing every song in the game to this style or not, and guess what? It won.

////Evil Host and the Russian Comeback////

Around March, 2011, we noticed that we weren't getting new users on the forum AT ALL! This was weird, considering the fact that we got 3-4 daily registrations until that month. To check on this matter, I dug myself into our host's support website and found out that the mass e-mail function of the forums and sites have been banned from use on their free customers because some people were abusing the feature. Fine, fine, but they could have at least SENT US A FRIGGIN' E-MAIL ABOUT IT!!! Seriously, they send me an e-mail every month with "Oh your site is really popular, don't you wanna be a Premium member?" ...Well, like this? HELL NO! Not to mention the random shut down of their servers and their funny little trick when they block certain proxies making certain countries unable to access the site. MEANWHILE, IN MOTHER RUSSIA... Exl came back. His excuse for his absence was that he was WAITING for assignments from us. When we told him we don't care about his excuse because he was horrible to work with anyway, he started to say that THIS IS SLAVERY and that we don't let him sprite what he want. Hello? This is a fan game? We are your bosses? We tell you what to sprite, and if you don't like it, then GTFO. Either way, we got rid of him for good.

////You Just Became Fools////

April Fool's Day was near and we were brainstorming about how could we trick you guys. We had lots of ideas, but what Max thought out was the best of all. He said he was going to make fake screenshots of Chrono X and paste them onto real life DS pictures made by him, so that you would think that Chrono X would be able to run on the DS (while we told you guys like dozens of times that it is impossible at the moment with the current hardwares). But, that alone wouldn't be that much of a hit, so, we searched up some website scripts made for april fool's jokes and found one where all the content on the site would twist around like the site is in a middle of a huge tornado! Applied that to the site on April 1st and everybody thought that THAT is the joke...Well, it wasn't. Sometime around in the afternoon, Max posted the pictures about him playing CX on his DS (tee-hee) making you guys rage and be so friggin' happy we never saw you before, and then we laughed HARD the next day when we spoiled our little joke (actually, it sounds a bit harsh when I'm reading this back...ah well). So yeah, Chrono X won't be ported to the DS. It's a PC GAME! BEAR WITH IT!

////The Winds Have Changed////

We started posting more and more screenshots of the precious 4th showing off the concert hall, and Riffman's dungeon. Remember the dude I mentioned at the early parts of this history lesson called WindsofthePast? Well, he had been giving us good ideas and he had been a sprite artist for some time now. We also connected with him, seeing he's an idiot like us, and trustworthy as well, we decided to give him a chance on the team as my sprite artist slav- er, I mean, sprite creator team mate. Yeeeeeeaaaahhh, so YES! FINALLY! I GONNA HAVE SOMEONE TO WORK WITH!!! YAY!

////The New NEW Logo and the Senpai!!!!

In early July of 2011, MRE (Megarock.EXE) asked Max if he could make our current logo better since he improved by that time and thought we deserved an EVEN BETTER logo for our dear game. The team agreed that we should see how it looks then decided about if we would use it or not. Me, well, I didn't really want to use it since at the time, our current logo was good enough and it became our trademark over the year. We built every advertisement around it. When we got our hands on the final product, everyone liked it and down voted me so that is how we got the new logo you're seeing on the site now (2011.Aug.1). On the other hand, we were advertising the game on DeviantArt for some time now and a guy found us named Denpa-Senpai. He was really interested in joining our team as an artist and sprite artist. Max and I had an interview with him on MSN and guess what? He's nice, funny, and DAMN talented so we hired him on a test phase to see if he cuts it to be in CX or not. That phase is still ongoing but so far, we don't see any problems with him being on the team.

/// More Videos, Stat! ///

After we had released Chrono X's second teaser – which revealed that Miss Madd would be in our game – we were wondering about when we should show demo 4's final trailer. We had many debates about when we would finish the demo, so on Aug 3rd, 2011, we released it to the public. In order to make the trailer, we asked a user known as MidniteW to help with editing and effects. He is really talented, and with it, we were able to produce an awesome trailer for our fourth demo! It was lots of fun for me to record parts to it and discussing how it should be edited. The fourth trailer helped to raise a lot of hype, and while we thought we would be able to finish the demo quickly enough, more real-life problems got in the way. Damn, can't we get a break?

/// A Contest For Navis ///

On August 26, 2011, we held a huge contest. The contest was made to determine who would Mr. Famous' new NetNavi be. Yes, we thought it would be best if the fans would submit their best entries and we would vote on what would be the best one for our game! The contest went on until October 2, 2011, so just a little over a month. We had some GREAT Navi concepts, so great in fact, that we had a lot of debate about which one to pick. But, in the end, we chose CactusMan.exe as Mr. Famous' new NetNavi. Why? Well, out of all the ideas we had, CactusMan had the edge in that he was radically different from everything else, and we were thinking of potentially EVIL attacks that he would have. So, CactusMan won (But, not by much, there were some really great entries. Thanks for participating, guys!).

/// Customization! Need More! ///

In the middle of October, Max was able to create a program that allows the user to easily define custom control schemes in Chrono X. That's right, as of demo 4, Chrono X will now have customizable controls (it was always this way, it's just a lot easier now)! Fans were happy about that, and we were able to make it work pretty well in our game. In the same program Max made, there is an option to make it easier to set up controls for a joy pad. Woot!

During this same time, however, we were looking into getting a new host for our precious site. We had enough of Byethost's poor service, what with blocking certain proxies, random site black-outs, and among other things. So, all the members of the team pooled money together to pay for a host of our own. We never thought we would do it, but we finally gave in and decided to pay for a host. We managed to get one for a fairly cheap price. But, the software we used for our forum had to be myBB (we were using PHP before), so this meant another forum reset. This alienated the users again as they had to work for their post count again, BUT the new default skin for the forum looked awesome, and it was worth it, in our opinion. We even used this time to get a new site header (the one you see now), and we got rid of the counter in the top right corner.

/// 'Tis the Season to Spoil Things ///

Christmas was coming up, and Max was gaining more and more real-life problems by the day, as was the rest of the team, and to add the cherry on the pie.... We had finals in all of our classes (just kill us now). On the beginning of December, we received a message from the leader of the aforementioned Legacy project. The message said that TREZ (a very popular EXE community for those that don't know) was hosting a Winter Festival. Confused? Well, at one point, Legacy's base of operations was forced to fuse with TREZ due to them having lost their site. Legacy's team was made moderators/exclusive members on the TREZ forums. Anyway, the leader of Legacy cordially invited us to attend TREZ's Winter Festival because one of the events in the festival was called Fan Game Day. And well, Chrono X being the most progressive one to date only made Saberman want to invite us. As you can guess, TREZ's Winter Festival was created solely to bring more attention to their forum, but Max and I also saw this as a chance to do something cool. Fan Game Day was supposed to have Legacy and Chrono X doing their presentations on the same day, followed by a Q&A session. People's questions were going to be answered live with our voices!

Shortly after Max and I (Killer336) heard the news, we started to think about what we would show on our presentation. We had trouble deciding what we would show, but it all came down to what you saw in the Livestream (now on Youtube, check it out!). Now another hard part: the delivery. How were we going to present it? We didn't simply want to sit and talk for 3 hours and show random stuff. That's when Max had the idea to use green screens. Yes, green screens. We knew that our head moderator, DSH, had green screens that he would use in some of his videos. We pitched the idea to him, the idea to create an awesome presentation revealing stuff about Chrono X. Naturally, he agreed. I got to work creating the script of what DSH would say, as well as some screenplay. DSH must have gotten no sleep through all of this since we were preparing the materials, programming them, writing the script, rehearsing, editing, and just trying to spread the word all at once. We were supposed to go on the 23rd, but due to the aforementioned real-life problems and such, we had to push the date back twice. We were final able to showcase what we did on the 29th.

Honestly, I had a LOT of fun writing the script for our presentation. When we saw how hyped people were at what we presented, it made us happy, too. Not only that, but doing the Q&A session right after was fun for me as well as the rest of the team. Even though I wrote the script, I had never counted on Soul wanting to show something of his own. Remember how I said that everyone was busy and stuff? Well, Soulred12 managed to free up some time and put together a new sound font comprised of the instruments used in Battle Network 3. The first track he ever composed with it was Dark Mega's Battle Theme. Man... That theme KICKS ASS! It's addictive, and most of the fans thought it was excellent,

too. Right then and there, the decision was made to use that sound font for our new music. Of course, this meant re-writing all of the old tracks, but I don't think Soul minded.

/// Another contest... Wait, what?! ///

After the hype died down on our presentation, we met a user that goes by the name of Saito on a site called EXE Center. We recognized as an old member of some old forums. He came to us with the idea to collaborate on a contest together. The team and I were skeptical about the prospect of another contest as that means we would be making another Navi we had not planned for, but we decided to go for it. The contest started on February 14th, 2012. Saito's part of the contest was to decide who the best fan Navi was and the best one would win the Battle Network Official Complete Works book (essentially art of all the characters in the game... all of them). Soon after the contest ended on March 14th, 2012, we kept getting asked: "Who is the winner?" Now, believe me, we want to reveal the winner, but we are still currently waiting on when to reveal it. I won't say much, but we want to show an epic art of it before we reveal it.

/// Snake? Snake? SNAAAAAKKKKEEEE!!!! ///

Sometime after the contest ended, a new user came on to the chat box named Srazysnake. He was from Korea, and although he seemed crazy at times, the main thing we liked about him was his epic sprite creating skills! Seriously, this guy is talented. Naturally, we were able to give him assignments and get them completed relatively quickly. He did say that he did not want to be a full-fledged team member, however, but even still, his skills are a valuable asset for our team.

/// Only the Tip of the Iceberg ///

On March 18th, 2012, we revealed something we had kept quiet for quite some time now. We called it: Project Iceberg (P.I.). P.I. was basically our codename for Chrono X's built-in online mode! Everyone was so hyped for it, that it got US hyped too! Then, we also showed screenshots of ACDC and Central areas, complete with their respective cybersquares. Yep, those will be returning in our game. They are already programmed, so you can scratch that off the list of tasks left for the demo 4.

/// What We Are Doing Now ///

These days, our lives are filled with pretty much what you expect. Work, work, work. It is Chrono X's 3rd year anniversary at the time this is written, so, yippie! Three years and counting. Though this demo still continues to loom over our heads, we try to get it done. The plot is really the only major thing left. Many thanks to the team, and our volunteer help! MidniteW, Srazysnake and Synaps3, you guys are all good, and I hope we can continue to work together.

We're still trying to spread the word of Chrono X everywhere we can, so there's always that. We constantly suggest that the fans sign up, and spread the word.

This is how the project Megaman Battle Network Chrono X and its team came to be. We shall forever persevere. Long live Chrono X. Thanks for your time, and thanks for reading our testament to our hard work.

-Killer336/Giver336
May 10th, 2012