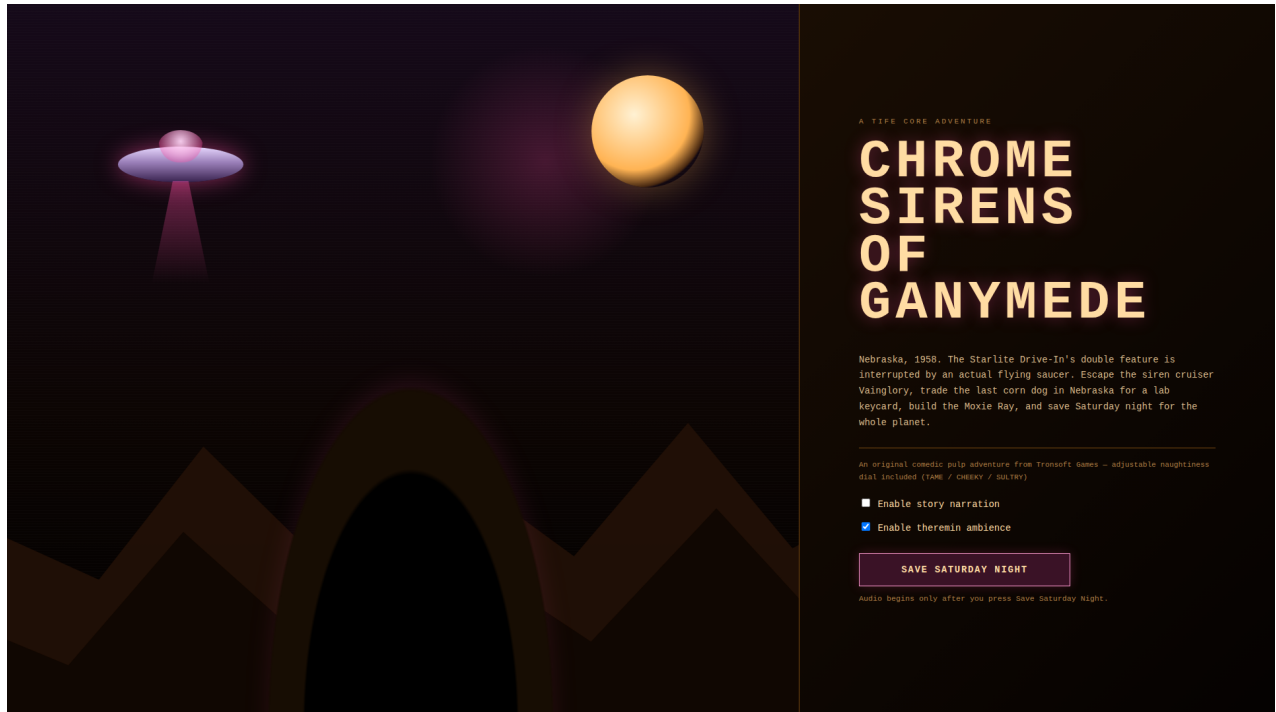


CHROME SIRENS OF GANYMEDE

Official Game Manual — Version 2.0.0 (TIFE Core 1.1)



Nebraska, 1958. The Starlite Drive-In's double feature — 'Mars Needs Chaperones' — is interrupted by an actual flying saucer. Abducted aboard the siren cruiser Vainglory, you must escape your cell, out-gossip a robot, out-negotiate a lieutenant, out-build a queen's engineers, and save Saturday night for the entire planet. An original comedic pulp adventure from Tronsoft Games.

1. Starting the Game

Open index.html (or launch from the Tronsoft Games Portal). The story cover offers two optional audio switches — story narration (text-to-speech) and theremin ambience — then press SAVE SATURDAY NIGHT. Audio begins only after that press, and the game is fully completable with all audio disabled.

2. The Screen

The TIFE Core 1.1 shell is a three-column terminal. Left: EXITS, LOCATION, QUESTS, and ACHIEVEMENTS panels. Center: the story terminal, the command entry line, and a button palette (ACTIONS, DIRECTIONS, SYSTEM, CONTEXT). Right: MAP, INVENTORY, JOURNAL, and CONVERSATION panels. The top bar tracks SCORE, MOVES, and TIME; the footer offers TRANSCRIPT, SAVE MANAGER, HINT, THEME, SETTINGS, ACCESSIBILITY, and the ■ DIAL button.

3. Commands

Type commands or click palette buttons. Movement: NORTH, SOUTH, EAST, WEST, UP, DOWN. World: LOOK, EXAMINE, TAKE, DROP, USE, OPEN, SEARCH, READ, TALK TO. Information: INVENTORY, JOURNAL, QUESTS, ACHIEVEMENTS, STATS, SCORE, HINT. System: SAVE name, RESTORE name, RESTART, HELP, ABOUT.

Looking and checking inventory are free actions; everything else advances the move counter.

4. The Naughtiness Dial

NAUGHTINESS TAME, CHEEKY, or SULTRY — or the ■ DIAL footer button — restyles all prose, dialogue, and messages at any time, including mid-game. TAME is wholesome as a church picnic; CHEEKY (the default) winks; SULTRY is maximum innuendo with zero explicit content. Puzzles, map, locks, and scoring are identical at every setting, and the preference persists between sessions.

5. Scoring

100 points: six key items to take (45), one act of corn-dog diplomacy (10), assembling the Moxie Ray (20), and the finale (25). Three quests — Save Saturday Night, Corn Dog Diplomacy, and Local Color — plus five achievements track your progress. A perfect run takes 36 moves.

6. Hints

HINT gives staged nudges tuned to your current situation: gentle first, practical second, explicit third. Talking to characters repeatedly is always worthwhile — gossip is a resource aboard the Vainglory.

7. Saving

SAVE name and RESTORE name manage named slots in browser storage; the ■ SAVE MANAGER footer button lists, restores, and deletes them. RESTART begins anew while keeping

your dial and audio preferences.

8. Accessibility

TIFE Core 1.1 ships a required accessibility service with six profiles (Standard, Low Vision, Blind/Screen Reader, Hard of Hearing, Motor Assistance, Cognitive Support) and individual switches: narration with TEST and STOP controls, captions, visual sound indicators, high contrast, larger controls, reduced typing, simplified layout, reduced motion, and screen-reader optimization. Preferences persist on this device. Every audio cue duplicates information already present in text.

9. Audio

All sound is synthesized live via WebAudio — a theremin pad-and-wisp ambience, palette clicks, and event tones. The package contains no recorded audio files and makes no network requests. Ambience and narration are opt-in from the story cover and adjustable afterward.

10. Credits & License

An original Tronsoft Games production with AI-assisted development. See docs/credits.txt and LICENSE.txt in the package. (c) 2026 Tronsoft Games.