

ECLIPSE

ICV MERIDIAN STAR — GAME MANUAL

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1. THE SITUATION

The ICV Meridian Star — an Olympian-class luxury passenger liner carrying 318 souls — went silent 847 days ago. Your operative boards the derelict vessel with a single mission: investigate the cause, complete critical objectives, and transmit an emergency beacon before the ship's deteriorating fusion core detonates.

You have at most 20 minutes of core time remaining. Power relay objectives extend the timer. Do not waste time.

2. SHIP LAYOUT

The Meridian Star is divided into three hulls, each with three decks, each deck containing nine sections — 81 sections total.

FORE HULL — Bridge, passenger lounges, medical bay, airlocks, cargo

MID HULL — Research labs, engineering core, shuttle bay, crew quarters

AFT HULL — Economy class, cryo-sleep deck, main engines, emergency systems

Sections connect north/south/east/west within a deck. Rightmost columns connect to the next hull east. Right-column sections connect up/down between decks via service crawlways.

3. TURN STRUCTURE

Each turn you begin with 3 Action Points (AP). Every action costs AP:

- Move to adjacent section — 1 AP
- Search room (re-search) — 1 AP
- Recharge O2 — 1 AP
- Repair suit (with parts) — 1 AP
- Field repair (at engineering) — 2 AP
- Bio scan — 1 AP

When AP reaches zero, the turn ends automatically — the END TURN button flashes to confirm. You may also press END TURN to pass remaining AP.

Each turn end: O2 drains 5%, threat may escalate, noise may increase.

4. MOVEMENT

Adjacent sections pulse teal on the ship map. Click any pulsing section to move (1 AP). Hostile adjacent sections pulse red — entering triggers combat. Items in each section are automatically picked up on entry at no AP cost.

5. COMBAT

Entering a hostile section triggers a combat encounter. Combat options:

SHOOT — Ranged attack using equipped weapon. Entity does NOT counter-attack.

MELEE — Close combat. You deal and receive damage.

RELOAD — Use an ammo pack to restore full ammunition. No counter-attack.

EVADE — Attempt retreat. Some enemies (Hunting Pack) cannot be evaded.

USE ITEM — Use a med-kit or stim pack from inventory mid-combat.

Defeating an entity clears the section. Failing reduces suit integrity.

6. ENTITIES

ATRIUM STALKER — Quadrupedal, fast. Tracks heat. Medium HP.

PASSENGER SWARM — Dozens of infected. Coordinated. Low HP each.

CARGO DRONE — Automated freight handler compromised. High HP, Armor 4.

SPORE COLONY — Biological mass. Drains O2 on attack. Armor 2.

ENGINE BRUTE — Four meters. Enormous HP. Armor 5.

COLD ADAPTED — Sub-zero entity. First round you act first.

HUNTING PACK — 8-12 infected. Cannot evade. Medium HP.

COMMAND-STAGE — Tactical intelligence retained. High HP. Calls backup.

DRIVE TITAN — Apex thermal form. Maximum HP. Armor 8. Boss enemy.

7. SUIT STATUS

SUIT INTEGRITY (HP) — Reduced by combat and O2 failure. Restore with med-kits, stim packs, repair parts, or field repair at engineering sections.

O2 RESERVE — Drains 2% per move, 5% per turn end. Recharge at airlocks, water reclamation, or with O2 tanks/canisters from inventory.

8. OBJECTIVES

Five objectives must be completed. A popup confirms each completion.

[1] Reroute fore power relay — Fore Hull, Lower Deck, Section 6 (+5 min)

[2] Reroute mid power relay — Mid Hull, Lower Deck, Section 2 (+5 min)

[3] Reroute aft power relay — Aft Hull, Lower Deck, Section 4 (+5 min)

[4] Activate manual core damper — Aft Hull, Lower Deck, Section 3 (+10 min)

[5] Activate emergency beacon — Command Bridge, Fore Hull, Upper Deck (LOCKED)

The Bridge is locked. Find the Fore Keycard in the Comms Array (Fore Hull, Upper Deck, Section 5).

9. INVENTORY

Your loadout holds up to 40 items. Item types:

WEAPON — Equip to use in combat. Plasma Cutter: 3-12 damage, 100 rounds.

CONSUMABLE — Med-Kit (+25/+50 HP), Stim Pack (+30 HP +1 AP), Ammo Pack (reload), O2 Tank/Canister (+40/+50 O2), Repair Parts (+30 HP), Evac Suit (+20 max HP).

KEYCARD — Auto-unlocks matching doors on entry. Does not consume AP.

TOOL — Bio Scanner reveals hostile adjacent sections (1 AP).

DATA — Mission data items. Required for final objectives.

10. WINNING AND LOSING

WIN: Complete all five objectives and activate the emergency beacon before the fusion core reaches zero.

LOSE: Fusion core countdown reaches 00:00 (detonation), or suit integrity drops to zero.