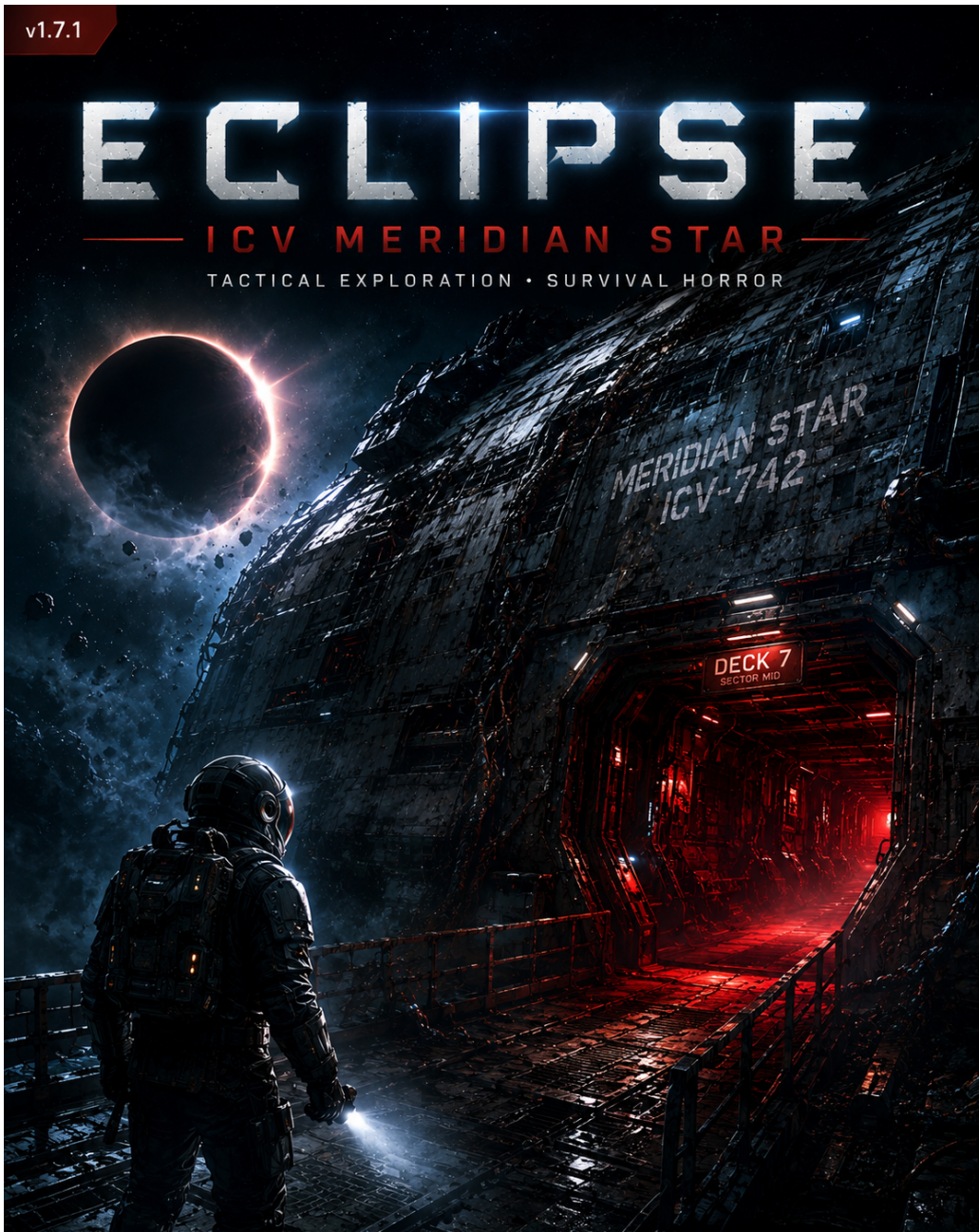




ECLIPSE

ICV MERIDIAN STAR — FIELD MANUAL v1.8.0

Mission: board the missing Olympian-class passenger liner, investigate the catastrophe, secure five mission objectives, and activate the emergency beacon before fusion-core detonation.

QUICK START

Choose **NEW MISSION** for a fresh run or **CONTINUE MISSION** when an autosave exists. Movement and selected actions consume Action Points (AP). When AP reaches zero, the turn advances automatically. The fusion-core clock runs continuously in real time.

SURVIVAL SYSTEMS

System	Meaning
Suit Integrity	Health. At zero, the operative is lost.
O■ Reserve	Drops during movement and between turns. Recharge or use O■ supplies.
Action Points	Movement and selected actions consume AP. AP refills each turn.
Threat	Escalates hostile activity. Noise thresholds and nearby contacts can raise danger.
Noise	Generated by movement, scans, and events. Thresholds increase threat.
Core Timer	Real-time detonation countdown. Some objectives add time.

MAP & EXPLORATION

The Meridian Star contains 81 sections across Fore, Mid and Aft hulls and Upper, Main and Lower decks. The current section is highlighted. Adjacent reachable sections pulse. Visited sections can show breadcrumbs. Use the map zoom controls, mouse/pointer drag, or touch gestures to navigate the schematic.

The **Tactical Route Planner** lets you set a waypoint on an explored section. The game calculates the shortest known route through explored sections and Mission Intel reports the next step.

The **Advanced Sensor Suite** provides three reconnaissance modes: **Passive Scan** for low-cost anomaly awareness, **Bio Scan** for possible biological contacts, and **Tactical Scan** for confirmed room classification and hazard intelligence. Scan data persists in saves.

COMBAT

SHOOT consumes ammunition and normally avoids the standard immediate counterattack. Ranged attacks now have a 10% critical-hit chance and provide distinct hit/critical feedback. **MELEE** deals close-range damage but exposes the operative to retaliation. **EVADE & RETREAT** can break contact. **USE ITEM** consumes an appropriate carried item.

Combat statistics track shots, confirmed hits, accuracy, critical hits, damage taken, kills, and retreats. The end-of-mission debrief summarizes these results.

HOSTILE AWARENESS

Active hostile contacts near the operative can generate a hostile-movement warning at the beginning of a turn. This raises threat and provides an audio cue, giving nearby enemies a stronger presence without forcing an automatic combat encounter.

MISSION OBJECTIVES

The objective list tracks five major mission goals. Some require prerequisites such as authorization data or clearing a hostile room. Timer-extension objectives can add five or ten minutes. Activating the emergency beacon completes the escape sequence when its conditions are met.

SAVE / RESUME

The game stores a browser-local autosave during normal progress and before leaving the page. The SAVE control creates a manual checkpoint. Continue Mission restores player state, inventory, room changes, explored areas, objectives, hostile status, sensor intelligence, route planning, and mission statistics.

Save data is local to the browser profile. Clearing site data, using private browsing restrictions, or changing devices can remove or hide the save.

MISSION DEBRIEF

Completed missions display a structured debrief with mission score and rank, combat accuracy, damage taken, sections explored, sensor contacts, ship events, achievements, objectives, critical hits, retreats, and final location.

ACCESSIBILITY

LARGE UI increases interface scale. **HIGH CONTRAST** strengthens borders and secondary text. **REDUCE MOTION** suppresses nonessential animation. Accessibility preferences are stored locally and do not alter mission saves.

AUDIO

Audio is generated locally in the browser. Version 1.8.0 adds distinct feedback for weapon fire, hits, critical hits, damage, scans, successful retreats, contact doors, and mission success. Use AUDIO ON/OFF in the Mission Log header.

CONTROLS

Mouse/touch: click map sections and controls; drag/pan the map; right-click or long-press an explored section for a waypoint. Keyboard: **M** map focus, **S** save, **A** audio, **E** end turn, **+/-** map zoom.

OFFLINE OPERATION

All gameplay, fonts, audio generation, documentation, and artwork are local to the package. No internet connection is required.

RELEASE HISTORY

v1.8.0 Combat polish, richer debrief, expanded statistics, accessibility controls, audio feedback, and hostile-awareness events.

v1.7.1 Cinematic cover artwork without gameplay controls.

v1.7.0 Advanced Sensor Suite and touch/pointer map support.

v1.6.0 Persistent sensor reconnaissance.

v1.5.0 Tactical Route Planner.

v1.4.0 Captain's Log and map filters.

v1.3.0 Dynamic events and Mission Intel.

v1.2.0 Difficulty, scoring and achievements.

v1.1.0 Save/resume and map/audio foundations.