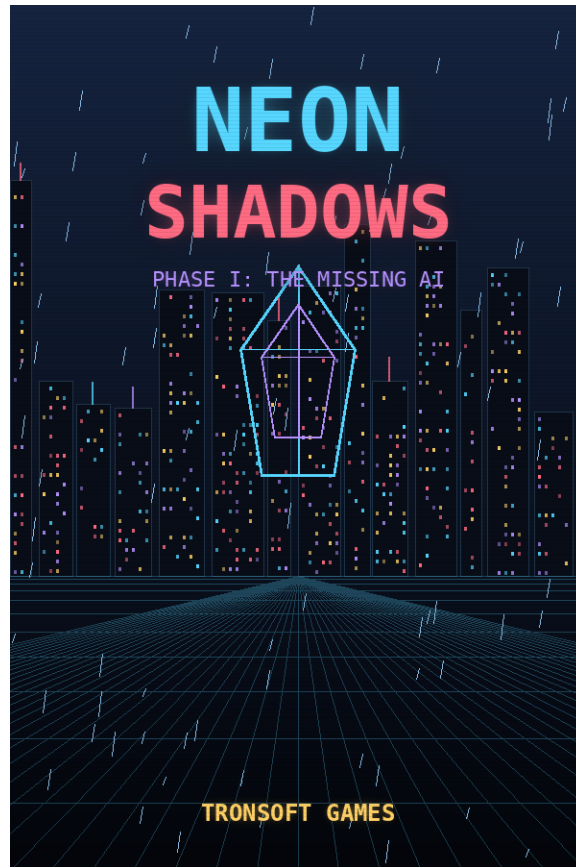




NEON SHADOWS

PHASE I: THE MISSING AI
PLAYER MANUAL

Version 1.0.0 · Tronsoft Games · 2026

1. WELCOME TO NEW AVALON

The year is 2189. New Avalon runs on ECHO — a civic artificial intelligence threaded through every power grid, security gate, and maglev line in the city. Thirteen hours ago, ECHO vanished. Districts are going dark one by one, Helix Security is sealing the lower city, and the only person who saw it coming — Dr. Mira — has disappeared.

You are a runner. Before she vanished, Mira left you a message: *Do not trust Helix. Find Cipher. Protect ECHO.* Phase I follows that message from your locked-down apartment tower, through the Neon Market, and into a hidden facility deep beneath the abandoned subway.

Neon Shadows is parser-driven interactive fiction. You act by typing commands — or clicking the buttons that mirror them — and the city responds one turn at a time. Nothing happens until you act, there is no way to die, and no puzzle can be made unsolvable.

2. THE RUNTIME INTERFACE

The TIFE runtime surrounds the story terminal with live panels:

Panel	Purpose
EXITS	One button per direction leaving the current room.
LOCATION	Current room and your active objective.
QUEST LOG	All seven quests with locked / active / complete status.
CHARACTER STATS	Health, credits, rooms visited, items carried.
ACHIEVEMENTS	Five unlockable milestones.
WORLD MAP	Auto-revealing city map; your position is marked.
INVENTORY	Carried items with one-click EXAMINE.
JOURNAL	Discoveries and evidence, newest first.
CONVERSATION HISTORY	Recent NPC dialogue lines.

The top bar tracks SCORE, MOVES, and the city clock. The footer opens the transcript viewer, save manager, hint system, an alternate color theme, a large-text accessibility mode, and settings.

3. COMMAND REFERENCE

Command	Effect
N S E W UP DOWN	Move. GO NORTH and friends also work.
LOOK (L)	Redescribe the room, visible items, and exits.
EXAMINE thing (X)	Study an item you carry, see, or a room feature.
TAKE item / GET item	Pick up a portable object.
DROP item	Put an object down (mission-critical gear refuses).
READ thing	Read terminals, messages, and recordings.
USE item	Apply an item in the current room.
HACK target	Break into drones, scanners, locks, and terminals.
TALK TO person	Open a dialogue tree.
INVENTORY (I)	List carried items and credits.
QUESTS / JOURNAL / STATS	Review progress systems.
MAP	Full-screen world map.
HINT	Progressive hint for the active quest.
WAIT	Let five minutes pass.
SAVE / RESTORE	Write or manage the local save slot.
TRANSCRIPT	Review and copy the session transcript.
RESTART	Begin again after confirmation.
HELP	In-game command summary.

The parser is forgiving: item aliases (PAD, COMM, SHARD, BADGE...) are understood, matching is case-insensitive, and the up/down arrow keys recall command history.

4. THE CITY

Thirty rooms span five districts:

District	Key locations
Sky Tower	Apartment 907, ninth-floor hallway, stairwell, rooftop, lobby.
Street Level	Rainline Avenue, Downtown Concourse, Afterglow Coffee, Corporate Plaza, Central
Neon Market	Market gate and stalls, Circuit Saint Electronics, food court, Mothlight Repair
The Under-Market	Hacker Alley, the data broker, Below-Zero nightclub, club storage, service pass
Helix Facility	Utility tunnel, abandoned subway, checkpoint, generator room, data corridor, s

Gates and obstacles — a security drone, the market scanner, the club bouncer, the Helix blast door, a dead generator, and a quantum lock — each state exactly what they require. Conversations, items, and hacks open them; several have more than one solution.

5. QUESTS AND SCORING

Maximum score is 100 points, earned by completing the seven story quests in sequence:

#	Quest	Goal	Points
1	Ghost Message	Read Dr. Mira's emergency message.	5
2	Red Corridor	Bypass the security drone and reach street level.	10
3	Neon Gate	Gain access to the Neon Market.	10
4	Find Cipher	Locate the hacker beneath the market.	15
5	The Hidden Facility	Breach the Helix checkpoint.	15
6	Cold Start	Restore generator power.	15
7	The Missing AI	Open the data vault and recover the ECHO shard.	30

Small bonuses exist for smart engineering along the way. The score display caps at 100.

6. ITEMS

Item	Found	Use
Datapad	Apartment 907	Mira's encrypted lead; take it before you leave.
Power fuse	Stairwell	Stabilizes tower emergency lighting.
Crowbar	Rooftop	A runner never leaves good steel behind.
Trauma kit	Lobby	Restores health when injured.
Fusion battery	Transit maintenance	Powers the facility generator.
EMP charge	Circuit Saint (20 cr)	Silently drops the hallway drone.
Market vendor pass	Mothlight Repair	Valid credential sample for the market scanner.
Helix security pass	Data broker booth	Level-3 identity for Helix systems.
Quantum decoder	Given by Cipher	Breaks Helix encryption at the checkpoint and vault.
ECHO memory shard	Data Vault	The objective of Phase I.

7. PEOPLE OF NEW AVALON

Character	Where	Why they matter
Dr. Mira	Missing	Her message starts everything; her recordings end it.
Officer Kane	Afterglow Coffee	A tired cop with a lead on the market and the subway.
Juno	Circuit Saint Electronics	Sells EMP hardware; knows how to find Cipher.
The Data Broker	Hacker Alley	Trades in identities and checkpoint fragments.
Cipher	Below-Zero nightclub	Mira's contact; supplies the quantum decoder.
The Bouncer	Below-Zero entrance	Only lets in runners the market vouches for.

Dialogue is choice-driven. Asking every question costs nothing and fills the journal with leads; several conversations quietly open doors elsewhere.

8. HINTS, JOURNAL, AND ACHIEVEMENTS

HINT reads the quest log and answers for the active quest — a nudge on the first press, a concrete instruction on the second. The journal records every discovery automatically. Five achievements reward the curious: First Steps, Urban Explorer (twelve rooms), Ghost Protocol (a silent drone takedown), Market Runner, and I Remember You.

9. SAVING

SAVE writes the complete game state — location, inventory, quests, flags, score, journal, conversations, achievements, and transcript — to one slot in your browser's local storage under the portal-standard `tronsoft_neon_shadows_` prefix. RESTORE opens the Save Manager to load or delete it. Saves persist on the same browser and device; clearing site data removes them.

10. IF YOU ARE COMPLETELY STUCK

A full spoiler walkthrough ships in this package as `docs/WALKTHROUGH.md`. The short spoiler-light version: read the message, deal with the drone, get street-side, let Kane and Mothlight Repair get you through the market gate, follow the moth symbol downward, earn Cipher's decoder, buy an identity, breach the checkpoint, restore power, and open the vault.

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