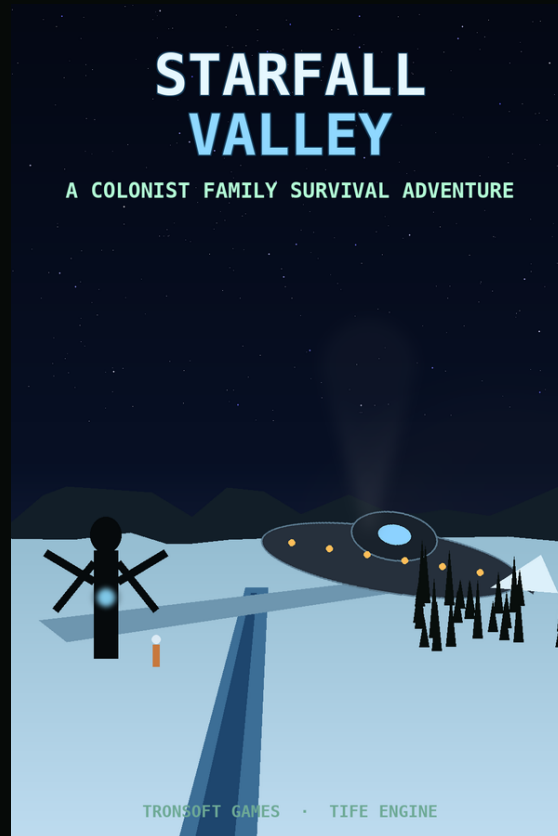


# STARFALL VALLEY

*A Colonist Family Survival Adventure*



*Tronsoft Games · TIFE Engine 1.2.3 · Package 1.0.2 · Package Specification v1.4*

## THE SITUATION

The colony jumpship **Aurora Nine** never reached the transfer point. Something tore the convoy apart in the dark, and your family's ship fell – down through a white sky, onto a glacier on a world with no name.

The hull is holding. The reactor is cold. Your mother, Commander Reyes Vega, went out onto the ice before the hull cooled and has not come back; her boot tracks end at a collapsed crevasse. Your father is hurt but keeping the essential systems breathing. Your kid sister Juno swears the scope caught something inhuman falling into the forest east of the ridge. And the southern horizon is turning the color of a bruise.

When the storm arrives, nothing flies out of this valley for a week – and you do not have a week of heat. Get your family off this rock.

## YOUR OBJECTIVES

Five quests stand between you and the sky: reach the surface (**Abandon Ship Protocol**), free your mother from the ice (**The Frozen Rescue**), deal with what fell into the forest (**The Machine in the Wreck**), give the reactor fuel this planet is willing to provide (**Fuel the Aurora**), and get everyone off the ground before the storm (**Liftoff**). A perfect expedition scores **100 points**.

## PLAYING THE GAME

Starfall Valley is parser interactive fiction on the standard TIFE screen. The story window is the heart of the game; beneath it, context-action buttons recompose after every turn – Movement, Objects, Characters, Inventory. Every button has a typed equivalent, and the parser accepts free commands at all times.

Talk to your family. Everyone aboard knows something you need, and what they say changes as the situation does. The **Ask About** buttons surface topics worth pressing.

## COMMANDS

LOOK · EXAMINE <thing> · TAKE / DROP <thing> · INVENTORY · compass directions (N, S, E, W, UP, DOWN) · TALK TO <person> · USE <thing> · OPEN <thing>

JOURNAL · QUESTS · ACHIEVEMENTS · STATS · HINT · TRANSCRIPT · SAVES · SAVE [name] · RESTORE [name] · SCORE · RESTART · ABOUT · HELP

Stuck? **HINT** always speaks to your current obstacle – three levels deep, from a nudge to the answer. The quick row keeps Map, Journal, Inventory, Save, and Settings one tap away; Settings holds themes, text size, and optional speech narration.

## FIELD NOTES (LIGHT SPOILERS)

Nobody steps onto a forty-below glacier without an envirosuit – the crew lockers survived the crash. Nobody climbs down a crevasse without an anchored line – carrying rope is not the same as securing it. Focused heat solves what picks and boots cannot. A colony-standard power cell fits more sockets than the colony ever intended. And the purifier in the engine bay will eat almost any volatile this planet throws up – but never feed the reactor anything raw.

## SCORING

| Points | Achievement                       |
|--------|-----------------------------------|
| 5      | Envirosuit recovered              |
| 10     | Plasma torch recovered            |
| 5      | Piton line recovered              |
| 5      | Fuel canister recovered           |
| 10     | Power cell recovered              |
| 15     | Commander Vega freed from the ice |
| 15     | The Custodian brought online      |
| 10     | Raw fuel captured at the geysers  |
| 15     | Reactor-grade fuel cell refined   |
| 10     | The Aurora Nine lifts off         |
| 100    | Maximum score                     |

## ACHIEVEMENTS

Boots on the Ground · Icebreaker · First Contact · Wildcat Refiner · Sky Again

## SAVING

SAVE and RESTORE keep named saves per browser, and the Save manager on the quick row lists them all. Saves carry your full state – world, inventory, journal, quests, achievements, statistics, conversations, and transcript. Saves made under v1.0.0 and v1.0.1 remain compatible with this release.

## CREDITS & LICENSE

Design, prose, and program: Tronsoft Games, 2026. Built on the Tronsoft Interactive Fiction Engine (TIFE) 1.2.3 per the TIFE Game Developer Kit, and packaged to Tronsoft Games Package Specification v1.4. Original work; the game reproduces no name, text, map, puzzles, or data from any earlier commercial adventure, film, or television property. tronsoft.ltd