



EPISODE 1

PLAYER FIELD MANUAL

CASE FILE 404 // DEMO VER 1.01

AUTHORIZED NET WALKERS ONLY. Keep this manual dry, offline, and away from anything that claims it can read your memories.

01 // BOOT SEQUENCE

THE CASE BEGINS WITH A BODY

Static City, 2055. Rain has turned Paper Street into a black mirror, and every reflection looks guilty.

You are **Puck**, a hacker known on the Net as **Jak-B1t**. Tonight, Apartment 404 is waiting with its door open. Inside: burnt ozone, cold ramen, a glowing headset, and Milo - your friend - dead on the couch.

Digital overdose? Murder? Somebody cleaned the feed, but the dead always leave a little noise behind. Work the rooms. Read the people. Follow the digital blood before Static City recycles the truth right along with Milo.

THE JOB: Find out what happened to Milo. Trust evidence before instinct. Trust neither for long.



FIG. 01 - APARTMENT 404. THE NIGHT STARTS HERE.

02 // MANUAL INDEX

KNOW THE HARDWARE. SURVIVE THE SOFTWARE.

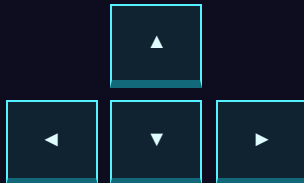
- | | | |
|----|-----------------|--------------------------------------|
| 01 | The Case | Why Puck enters Apartment 404 |
| 02 | Controls | Touchscreen and keyboard layout |
| 03 | Investigation | Interactables, close-ups, and INFO |
| 04 | Cyberdeck | Notebook, pouch, items, cards |
| 05 | Reading a Room | Main clues, dialogue, and scenery |
| 06 | Card Collection | Eleven reasons to look twice |
| 07 | Field Notes | Tips from the wrong side of midnight |
| 08 | The Challenge | Find every secret |

BEFORE YOU JACK IN: Turn the sound on. Read slowly. The city does not repeat itself just because you were admiring the neon.

03 // INPUT MAP

MOVE LIKE YOU BELONG THERE

ON-SCREEN CONTROLS

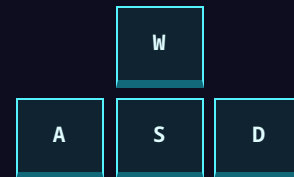


T	tools / open cyberdeck
M	menu / pause options
I	interact, investigate, information, inform
A	action, attack, punch, defend

Use the D-pad to move Puck. When an interaction prompt appears, tap it or use the action control. Menus and dialogue respond to the same deliberate press. Static City punishes button mashing with the ancient sentence: "Wait, what did that say?"

BUTTON LORE: I + A anagram to **IA** — *Interactive Artifact*. I plus the **P** in punch makes **IP** — *Intellectual Property*. Flip it and you get **AI** — the Easter egg for the artificial intelligence that helped code this game.

KEYBOARD



or use the arrow keys to move

SPACE or **ENTER** interact and advance dialogue

ESC back out of a close-up screen when
SPACE will not dismiss it

I open Puck's **INFO** notes on a close-up; press
I again to return to gameplay

F attack

Use the on-screen **T** for **TOOLS** and **M** for **MENU** when needed

PRO TIP: If Puck is facing the right thing and nothing happens, move a step closer. Even cyberpunk detectives have personal-space requirements.

04 // SCENE PROCESSING

LOOK FIRST. THEN ASK THE OBJECT WHAT IT KNOWS.

1

APPROACH

Green outlines mark nearby interactables. Pink circles may hint at hidden Easter eggs. If a room looks too quiet, it is probably lying.

2

EXAMINE

Trigger the prompt to open a first-person close-up. The artwork gets the whole screen before Puck starts editorializing.

3

PRESS INFO

Tap **INFO** to read Puck's notes and description of what he is looking at. Keyboard players can press **I** instead.

4

FOLLOW UP

Check the digital notebook often. Evidence, observations, and names form a trail only if you remember where you put them.

**FIELD RULE
404**

Examine everything. The obvious clue moves the case. The strange detail tells you what kind of case you are actually in.

05 // FIELD HARDWARE

THE CYBERDECK IS YOUR CASE DESK



FIG. 02 - BATTERED, RELIABLE, AND ONLY SLIGHTLY HAUNTED.

DIGITAL NOTEBOOK

Review observations, statements, and leads gathered during the investigation.

DIGITAL POUCH

Inspect physical evidence and other objects Puck carries out of the scene.

ITEMS

View weapons and tools, including the compact jack-knife cyberdeck interface tool.

CARD COLLECTION

Open every card earned by talking, investigating, and noticing what the city hoped you would miss.

ACCESS: Press **TOOLS** whenever the case gets noisy. The experimental password save system lives in **TOOLS > SAVE**. Memory is unreliable. A menu is merely judgmental.

06 // PAPER STREET

READ EVERY ROOM LIKE A CRIME SCENE

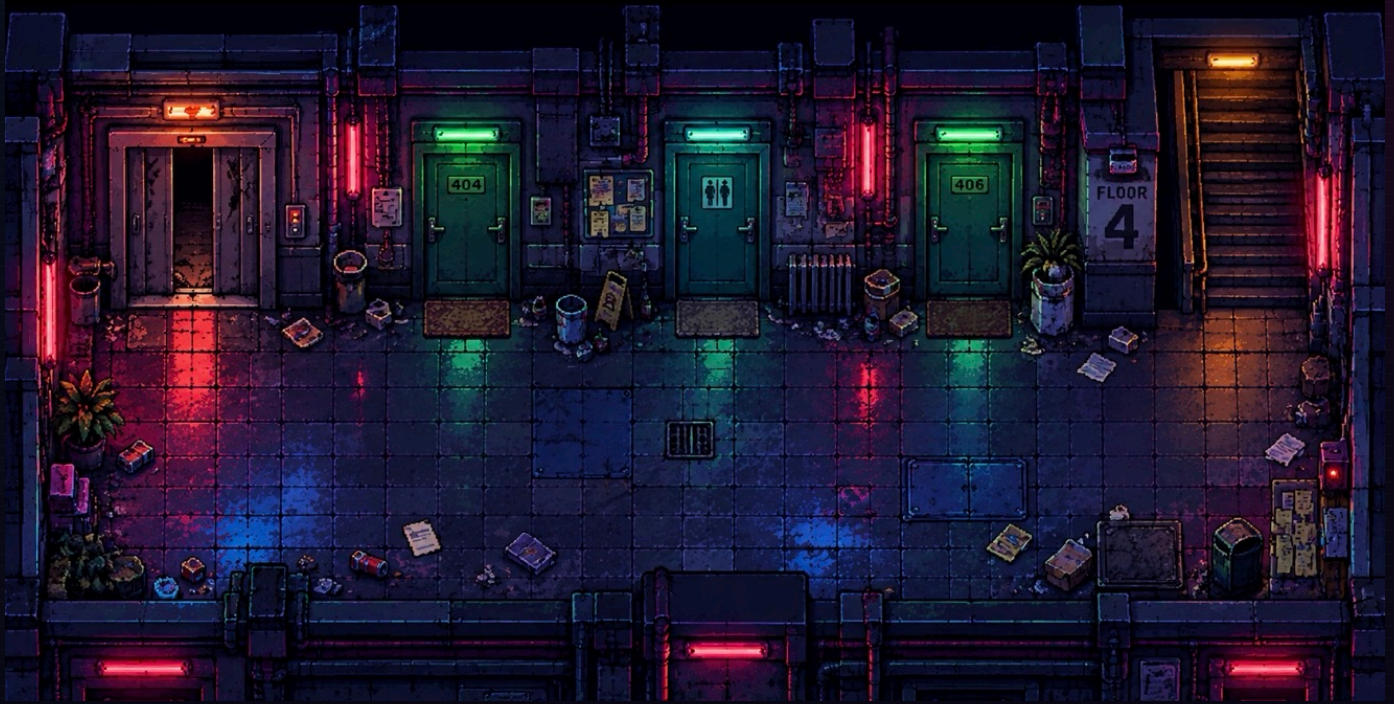


FIG. 03 - LVL 4. FOUR DOORS, ONE BATHROOM, TOO MANY STORIES.

MAIN CLUES

Find the evidence that advances the case. Some routes stay closed until the room has given up what matters.

PEOPLE TALK

Conversations carry leads, names, and suspicion. Listen past the answer; Static City citizens often confess by accident.

SCENERY TALKS TOO

Cold food, open windows, obsolete hardware, blood, and broken routines can say more than a witness.

"Every locked door looked like it knew why Milo died."

07 // COLLECTIBLE FILES

ELEVEN CARDS. NO FREE TRUTHS.

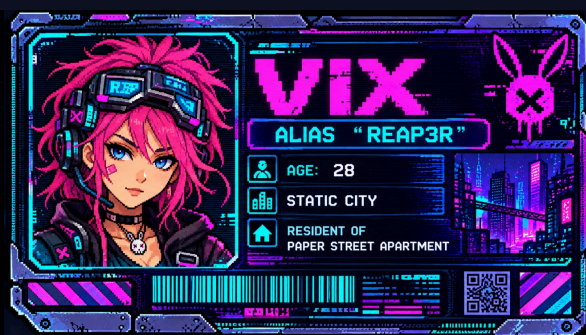
Talk to people, investigate key objects, and find clues to earn collectible cards. View them anytime through **TOOLS > CARD COLLECTION**.



PUCK



MILO



VIX



MI-OW

EXPERIMENTAL SAVE SYSTEM: Open **TOOLS** and choose **SAVE** to generate a password that captures your progress. Write it down like it's 1994. On the title screen, choose **PASSWORD** to jack back in where you left off. Reaching the end of Episode 1 automatically generates your Episode 1 completion code.

COLLECTION TARGET: 11 / 11

08 // DETECTIVE'S MARGIN

NOTHING USEFUL HAPPENS IN A STRAIGHT LINE

01 CHECK THE NOTEBOOK

After a discovery or conversation, review the new entry. The case is easier when all the lies are filed alphabetically.

02 SEARCH BEFORE LEAVING

A main clue may open the route forward. Optional details and cards reward the player who stays another minute.

03 FOLLOW THE SIGNAL

W-RAM 108.5 and DJ Nocturne bleed through at inconvenient moments. Inconvenient moments are usually where stories hide the good stuff.

04 LOOK FOR THE OLD TECH

In a city addicted to the newest machine, obsolete hardware can be the safest place to bury a message.

05 TALK TWICE, THINK THREE TIMES

A suspect is not a killer because the clue points at them. It only means the clue knows their address.

06 DREAMS COUNT

Puck's dream sequence is part of the signal. Watch the images. Read the words. Decide later what was real.

NET WALKER'S WARNING: If the city starts making sense, you have probably missed something.

09 // FINAL TRANSMISSION

THE SIGNAL NEVER DIES



Apartment 404 is only the first door. Milo left a trail through rooms, memories, blood, old machines, and a signal that should not exist.

Find every secret. Read every INFO entry. Open every route. Collect all eleven cards.

Then run it again and see what you walked past while you were busy being certain.

CASE STATUS: OPEN
PLAYER STATUS: JACKED-1N