

<div>Mini-game</div> <div>Memory Echo</div> <hr/> <div>TYPE</div> <div>Pattern Recognition</div> <hr/> <div>CORE LOOP</div> <ul style="list-style-type: none"> <li>Sequence recreation</li> <li>Timeline manipulation</li> </ul> <hr/> <div>TECH NEEDS</div> <ul style="list-style-type: none"> <li>Fragment system</li> <li>State tracking</li> </ul> <hr/> <div>STORY IMPACT</div> <ul style="list-style-type: none"> <li>Understanding shift</li> <li>Narrative branching</li> </ul>	<div>Mini-game</div> <div>Heartbeat Control</div> <hr/> <div>TYPE</div> <div>Rhythm Management</div> <hr/> <div>CORE LOOP</div> <ul style="list-style-type: none"> <li>Match rhythm patterns</li> <li>Maintain timing</li> </ul> <hr/> <div>TECH NEEDS</div> <ul style="list-style-type: none"> <li>Dynamic rhythm system</li> <li>Audio sync</li> </ul> <hr/> <div>STORY IMPACT</div> <ul style="list-style-type: none"> <li>Reaction changes</li> <li>Relationship impact</li> </ul>	<div>Mini-game</div> <div>Lock Focus</div> <hr/> <div>TYPE</div> <div>Concentration Test</div> <hr/> <div>CORE LOOP</div> <ul style="list-style-type: none"> <li>Steady aim control</li> <li>Disruption handling</li> </ul> <hr/> <div>TECH NEEDS</div> <ul style="list-style-type: none"> <li>Precision input</li> <li>Difficulty scaling</li> </ul> <hr/> <div>STORY IMPACT</div> <ul style="list-style-type: none"> <li>Approach options</li> <li>Character confidence</li> </ul>
<div>Mini-game</div> <div>Evidence Connect</div> <hr/> <div>TYPE</div> <div>Logical Deduction</div> <hr/> <div>CORE LOOP</div> <ul style="list-style-type: none"> <li>Link evidence</li> <li>Form theories</li> </ul> <hr/> <div>TECH NEEDS</div> <ul style="list-style-type: none"> <li>Connection mapping</li> <li>Logic validation</li> </ul> <hr/> <div>STORY IMPACT</div> <ul style="list-style-type: none"> <li>Case progression</li> <li>Knowledge gain</li> </ul>	<div>Mini-game</div> <div>Trust Balance</div> <hr/> <div>TYPE</div> <div>Social Navigation</div> <hr/> <div>CORE LOOP</div> <ul style="list-style-type: none"> <li>Balance relationships</li> <li>Resource management</li> </ul> <hr/> <div>TECH NEEDS</div> <ul style="list-style-type: none"> <li>Relationship tracking</li> <li>Resource system</li> </ul> <hr/> <div>STORY IMPACT</div> <ul style="list-style-type: none"> <li>Alliance formation</li> <li>Group dynamics</li> </ul>	<div>Mini-game</div> <div>Shadow Hide</div> <hr/> <div>TYPE</div> <div>Stealth Timing</div> <hr/> <div>CORE LOOP</div> <ul style="list-style-type: none"> <li>Movement timing</li> <li>Pattern reading</li> </ul> <hr/> <div>TECH NEEDS</div> <ul style="list-style-type: none"> <li>Light/shadow system</li> <li>AI patterns</li> </ul> <hr/> <div>STORY IMPACT</div> <ul style="list-style-type: none"> <li>Information access</li> <li>Approach options</li> </ul>
<div>Mini-game</div> <div>Voice Analysis</div> <hr/> <div>TYPE</div> <div>Audio Pattern</div> <hr/> <div>CORE LOOP</div> <ul style="list-style-type: none"> <li>Pattern recognition</li> <li>Timeline marking</li> </ul> <hr/> <div>TECH NEEDS</div> <ul style="list-style-type: none"> <li>Audio analysis</li> <li>Pattern matching</li> </ul> <hr/> <div>STORY IMPACT</div> <ul style="list-style-type: none"> <li>Truth discovery</li> <li>Trust dynamics</li> </ul>	<div>Mini-game</div> <div>Chaos Control</div> <hr/> <div>TYPE</div> <div>Multi-tasking</div> <hr/> <div>CORE LOOP</div> <ul style="list-style-type: none"> <li>System monitoring</li> <li>Priority management</li> </ul> <hr/> <div>TECH NEEDS</div> <ul style="list-style-type: none"> <li>State tracking</li> <li>Resource management</li> </ul> <hr/> <div>STORY IMPACT</div> <ul style="list-style-type: none"> <li>Crisis resolution</li> <li>Character impact</li> </ul>	<div>Mini-game</div> <div>Memory Dive</div> <hr/> <div>TYPE</div> <div>Exploration</div> <hr/> <div>CORE LOOP</div> <ul style="list-style-type: none"> <li>Space navigation</li> <li>Fragment collection</li> </ul> <hr/> <div>TECH NEEDS</div> <ul style="list-style-type: none"> <li>3D navigation</li> <li>Collection system</li> </ul> <hr/> <div>STORY IMPACT</div> <ul style="list-style-type: none"> <li>Past revelation</li> <li>Character growth</li> </ul>

<div>Mini-game</div> <div>Signal Trace</div> <hr/> <div>TYPE</div> <div>Pattern Track</div> <hr/> <div>CORE LOOP</div> <ul style="list-style-type: none"> <li>Signal following</li> <li>Interference manage</li> </ul> <hr/> <div>TECH NEEDS</div> <ul style="list-style-type: none"> <li>Signal system</li> <li>Movement tracking</li> </ul> <hr/> <div>STORY IMPACT</div> <ul style="list-style-type: none"> <li>Data discovery</li> <li>Path changes</li> </ul>	<div>Mini-game</div> <div>Emotional Resonance</div> <hr/> <div>TYPE</div> <div>Empathy Challenge</div> <hr/> <div>CORE LOOP</div> <ul style="list-style-type: none"> <li>Read emotional cues</li> <li>Match responses</li> </ul> <hr/> <div>TECH NEEDS</div> <ul style="list-style-type: none"> <li>Emotion system</li> <li>Response tracking</li> </ul> <hr/> <div>STORY IMPACT</div> <ul style="list-style-type: none"> <li>Relationship depth</li> <li>Character bonds</li> </ul>	<div>Mini-game</div> <div>Reality Check</div> <hr/> <div>TYPE</div> <div>Perception Test</div> <hr/> <div>CORE LOOP</div> <ul style="list-style-type: none"> <li>Spot differences</li> <li>Mark real elements</li> </ul> <hr/> <div>TECH NEEDS</div> <ul style="list-style-type: none"> <li>Reality states</li> <li>Mark system</li> </ul> <hr/> <div>STORY IMPACT</div> <ul style="list-style-type: none"> <li>Reality grasp</li> <li>Mental state</li> </ul>
<div>Mini-game</div> <div>Pressure Point</div> <hr/> <div>TYPE</div> <div>Precision Time</div> <hr/> <div>CORE LOOP</div> <ul style="list-style-type: none"> <li>Timing precision</li> <li>Pressure control</li> </ul> <hr/> <div>TECH NEEDS</div> <ul style="list-style-type: none"> <li>Input precision</li> <li>Pressure system</li> </ul> <hr/> <div>STORY IMPACT</div> <ul style="list-style-type: none"> <li>Physical outcome</li> <li>Approach result</li> </ul>	<div>Mini-game</div> <div>Code Break</div> <hr/> <div>TYPE</div> <div>Pattern Solve</div> <hr/> <div>CORE LOOP</div> <ul style="list-style-type: none"> <li>Pattern finding</li> <li>Solution testing</li> </ul> <hr/> <div>TECH NEEDS</div> <ul style="list-style-type: none"> <li>Pattern system</li> <li>Solution check</li> </ul> <hr/> <div>STORY IMPACT</div> <ul style="list-style-type: none"> <li>Knowledge gain</li> <li>Path access</li> </ul>	<div>Mini-game</div> <div>Trust Fall</div> <hr/> <div>TYPE</div> <div>Faith Test</div> <hr/> <div>CORE LOOP</div> <ul style="list-style-type: none"> <li>Signal reading</li> <li>Timing action</li> </ul> <hr/> <div>TECH NEEDS</div> <ul style="list-style-type: none"> <li>Signal system</li> <li>Trust tracking</li> </ul> <hr/> <div>STORY IMPACT</div> <ul style="list-style-type: none"> <li>Bond strength</li> <li>Future trust</li> </ul>
<div>Mini-game</div> <div>Chaos Coordinate</div> <hr/> <div>TYPE</div> <div>Team Manage</div> <hr/> <div>CORE LOOP</div> <ul style="list-style-type: none"> <li>Role assignment</li> <li>Progress tracking</li> </ul> <hr/> <div>TECH NEEDS</div> <ul style="list-style-type: none"> <li>Team states</li> <li>Progress monitor</li> </ul> <hr/> <div>STORY IMPACT</div> <ul style="list-style-type: none"> <li>Team cohesion</li> <li>Group success</li> </ul>	<div>Mini-game</div> <div>Memory Match</div> <hr/> <div>TYPE</div> <div>Recognition Test</div> <hr/> <div>CORE LOOP</div> <ul style="list-style-type: none"> <li>Fragment matching</li> <li>Chain building</li> </ul> <hr/> <div>TECH NEEDS</div> <ul style="list-style-type: none"> <li>Memory system</li> <li>Chain tracking</li> </ul> <hr/> <div>STORY IMPACT</div> <ul style="list-style-type: none"> <li>Past understanding</li> <li>Knowledge gain</li> </ul>	<div>Mini-game</div> <div>Influence Web</div> <hr/> <div>TYPE</div> <div>Social Strategy</div> <hr/> <div>CORE LOOP</div> <ul style="list-style-type: none"> <li>Info control</li> <li>Relationship balance</li> </ul> <hr/> <div>TECH NEEDS</div> <ul style="list-style-type: none"> <li>Relationship system</li> <li>Info tracking</li> </ul> <hr/> <div>STORY IMPACT</div> <ul style="list-style-type: none"> <li>Social power</li> <li>Alliance shifts</li> </ul>

<div>Mini-game</div> <div>Crisis Point</div> <div>TYPE</div> <div>Decision Manage</div> <div>CORE LOOP<ul style="list-style-type: none"><li>• Priority setting</li><li>• Resource allocation</li></ul></div> <div>TECH NEEDS<ul style="list-style-type: none"><li>• Priority system</li><li>• Resource tracking</li></ul></div> <div>STORY IMPACT<ul style="list-style-type: none"><li>• Crisis outcome</li><li>• Life impact</li></ul></div>	<div>Mini-game</div> <div>Truth Trace</div> <div>TYPE</div> <div>Investigation</div> <div>CORE LOOP<ul style="list-style-type: none"><li>• Evidence linking</li><li>• Theory testing</li></ul></div> <div>TECH NEEDS<ul style="list-style-type: none"><li>• Evidence system</li><li>• Theory validation</li></ul></div> <div>STORY IMPACT<ul style="list-style-type: none"><li>• Case resolution</li><li>• Story reveal</li></ul></div>
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