

NEON noir

A Blake Steel Investigation



INSTRUCTION MANUAL

Introduction



The acid rain washed the city's neon blood into the Gutter; home for those who ran out of options.

The Gutter wasn't just a cliche metaphor, it was the city's most ruthless and dangerous district. Few chose to live there willingly; when your credits ran dry, there was nowhere else to go.

When Danni Ashton went missing, her worried father came to you for help. Can I find her before it's too late?

NEONnoir was initially created for the Amiga Blitz Basic Game Jam, where it earned first place and became the judges' pick. It was a humbling experience, and I'm proud of how it turned out.

Inspired by Blade Runner, Rise of the Dragon, and the Tex Murphy series, NEONnoir is a cyberpunk adventure set in the backdrop of the neon-stained slums of the Gutter in an indeterminate far-off future. You're placed in the shoes of Blake Steel, a private investigator trying to make ends meet who is offered a large sum of money to find a man's missing daughter, Danni.

Danni has fallen in with a tough crowd and is addicted to the latest designer drug: Coral. Unlike conventional drugs, Coral is entirely digital and only affects those with cybernetic implants, but who made it, and where does it come from?

It's time to hit the streets and find some answers. Good luck!

-Mass

Getting Started

Requirements

NEONnoir requires an AGA-compatible Amiga (or emulator) with 2MB of Chip RAM, 4MB of Fast RAM, and at least 5MB of hard drive space.

The installer requires for LhA to be in your path.

Note: NEONnoir cannot run from disk; *it must be installed!*

Installing from Disks

Once booted into Kickstart, insert "NEONnoir Disk 1"

1. Locate and launch the NEONnoir Installer.
2. Follow the instructions.
3. Play the game!

Installing from a File

For convenience and speedier installation on devices that support it, NEONnoir also comes as one large LHA archive file on the included USB drive and is the preferred method for emulators. A download is also available from the game's webpage at <http://steamknight.itch.io/neonnoir>.
Warning: Do not plug Coral in your cybernetic ports!

1. Use the command "lha x NEONnoir.lha" to unarchive the file into a directory of your choice.
2. Play the game!

PAL and NTSC

If you want to force the game to run in NTSC mode regardless of your hardware or display, you can do so by adding a new ToolType to the "neonnoir.info" file. Simply add "**FORCE_NTSC**" and save. Next time you run the game it will force itself into NTSC mode.

Playing NEONnoir

Starting a new game

Once you've selected your language, you'll see four options on the main menu:

1. Start - Start a brand-new game.
2. Continue - Loads a game currently in progress.
3. Credits - Shows the game's credits.
4. Quit - Exits the game.

NEONnoir has only one save slot. Starting a new game will only override the save once you manually save the game.

If this is your first time playing or you want to start over, select "Start" and get to sleuthing!

If you want to return to your adventure, already in progress, select "Continue" and find that missing girl!



Interacting with the world

NEONnoir is a point-and-click/visual novel hybrid and it has a very minimal inventory system. You won't need to try every object on every surface in order to advance.

The game is entirely mouse driven. As such you will see 4 different types of mouse pointers:



The regular mouse pointer.



Will tell you something interesting when hovered over a part of the scene.



Will use or otherwise engage with whatever is under it.



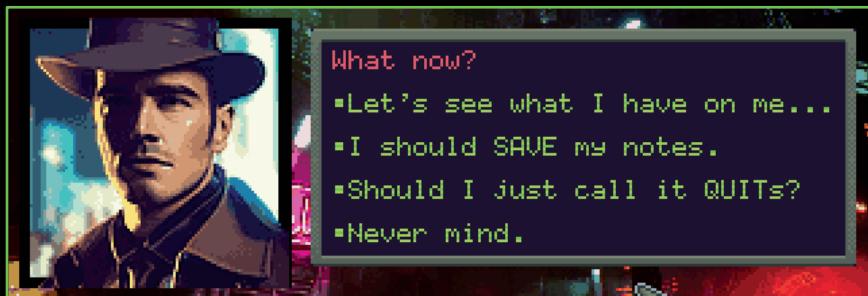
Leaves the current scene. A lot of times, the edges of the screen contain an exit.



Please wait, the game is loading.

Game Systems

Blake's personal digital assistant allows you to check your inventory, save, or quit the game. It can be accessed by pressing its icon at the bottom right of the screen, which will cause Blake to ask himself some important questions.



Let's see what I have on me... Shows Blake's inventory.

I should SAVE my notes. Saves the game. Remember, the game only has one save slot.

Should I call it QUITs? Allows you to quit the game. Blake will first confirm with you if it's something you really want to do. Any unsaved progress will be lost.

Glossary

The world of NEONnoir has colorful language. This glossary will help you understand it.

Gutter The slums where the game takes place.

Drek A highly versatile word that can take the place of many swear words. Can be a noun, an adjective, or a verb. It's one of the most used words in the Gutter.

Jackpot A bank machine.

Coral The latest digital drug, affects only those with cybernetics.

Chrome Cybernetics, especially visible ones.

Chromejob A pejorative used to describe people with cybernetics.

Hardware Cybernetics of any kind.

Tinman A heavily armored hired guard.

Steel Serpent The subway train.

Credits The currency in NEONnoir.

GovLink A government database network used by law enforcement.



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... everyone in the blitzbasic.dev community, and everyone who's played, streamed, or reviewed the game.

You all made it worth it!

Credits

<i>Massimo Loi</i>	Programming, Writing, Background Art
<i>Sandy Loi</i>	Character Art
<i>Matías Sosa</i>	Music
<i>Simone Battaglioni (SimonPPC)</i>	Italian translation
<i>Wolfgang "Torti" Hiptmair</i>	German translation

This game used Midjourney for some character and background artwork.



See you next game!

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