


INSTRUCTION BOOKLET

MODRETRO **CHROMATIC**

FIRST CONTACT PROTOCOL

F.C.P.





ModRetro has carefully assessed  
this product, confirming it meets  
our exacting standards for quality  
craftsmanship, reliability, and  
unadulterated fun.

OFFICIAL

**MODRETRO**  
**PRODUCT**

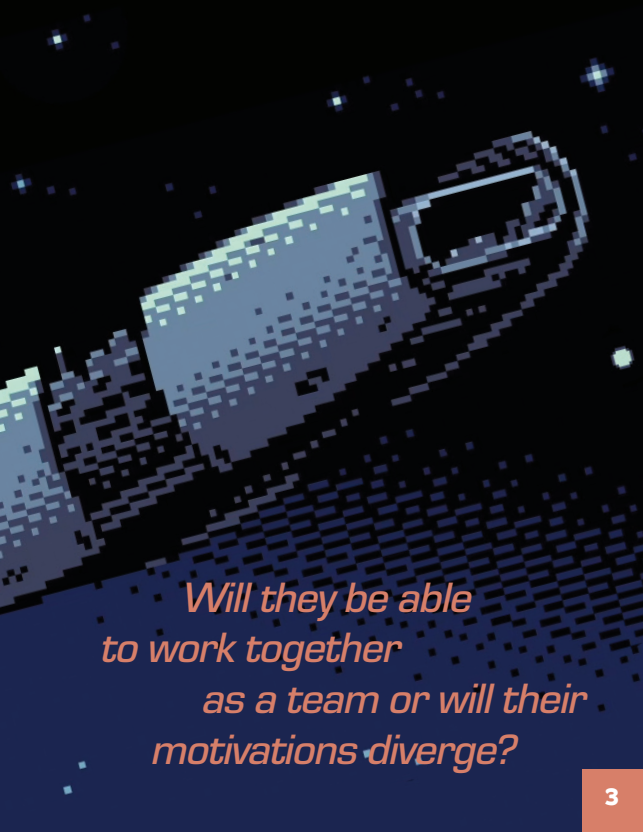


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Embark on a gripping interstellar journey in *First Contact Protocol*, where humanity's mission to inhabit new worlds takes a catastrophic turn. On one of the monitor vessels, a critical collision unleashes a bio-contamination threat, forcing the crew into a desperate battle for survival while repairing the ship and protecting its fragile mission.





*Will they be able  
to work together  
as a team or will their  
motivations diverge?*

# ***THE MOTHERSHIP***



The Dia Modrona is humanity's first interstellar vessel. It is protected by a fleet of 20 Monitor Vessels. a huge population are

stored in deep sleep on this ship waiting to be reanimated when they reach their destination.

## ***MONITOR VESSEL 18***

Monitor Vessel 18 is the monitor vessel where the story takes place. It looks out for problems that the Dia Modrona might encounter in deep space. Typically there are no issues but the ship is there to keep it that way.



# ***FIRST CONTACT PROTOCOL***

The First Contact Protocol is an advanced AI program designed to handle diplomacy in a first-contact scenario. Since the outcome of the interaction has dire consequences for the fate of the species, the AI has broad authority.



## ***FCP POST***



Enter an FCP post to do things like:

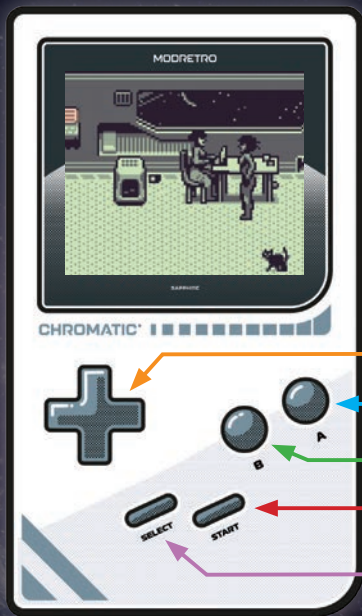
- Save your game
- View achievements
- Edit game settings

## ***MAP POST***

Map posts can be found throughout the ship. If you interact with one, you can see where you are.



# CONTROLS





**Control Pad** - Move Character

**A Button** - Interact, Advance text

**B Button** - Cancel

**Start** - Pause game

**Select** - Unused



## ***THE CREW***



### **Tobias Pappas**

Tobias is the ship's captain. He has always been a hard worker and is a little bit of a math nerd.

Sometimes he can be a little overbearing but the crew mostly admires him.

### **Elena Pappas**

Elena is the ship's engineer and Tobias' wife. When she's not maintaining the ship's engines, Elena has a somewhat carefree spirit.



### **Petros Makris**

Petros is the Science Officer. He does basic research and a little bit of gaming. He often wishes he had better facilities so he could carry out more interesting experiments.



## Lyra Kouris

Lyra is the ship's botanist. Botany is quite important on the ship because the ship's food comes from a process of growing genetically modified plants in human waste.



## Valeriana Dimou

'Val' is the ship's nutrition specialist. She's the youngest member of the crew so she is still finding her footing.

## Calix Nikolaou

Calix is responsible for cleaning and maintaining lower end systems. He was transferred to the ship at the last minute so the rest of the crew doesn't know much about him yet.



## NOTES

[illegible]

## NOTES

[illegible]

# CAUTION DURING USE

1. Take a 10 to 15 minute break every hour during extended play sessions.
2. This equipment is precisely crafted. Avoid extreme temperatures, rough handling, and do not disassemble the unit.
3. Keep connectors dry and avoid contact with water to prevent malfunction.
4. Avoid using volatile solvents like thinner, benzene, or alcohol to clean this equipment.
5. Store the game in its box when not in use.



## **WARNING - REPETITIVE MOTION INJURIES**

Playing video games for extended periods can cause discomfort in your muscles, joints, or skin. To prevent issues like Tendonitis, Carpal Tunnel Syndrome, or skin irritation, follow these guidelines:

- Take a 10 to 15 minute break every hour, even if you don't feel the need.
- If your hands, wrists, or arms start to feel tired or sore, stop playing and rest them for several hours.
- If discomfort in your hands, wrists, or arms persists during or after play, stop playing and consult a doctor.



## **WARNING - SEIZURES**

Some individuals (about 1 in 4000) may experience seizures or blackouts triggered by flashing lights, such as those in TV shows or video games, even if they've never had a seizure before. Anyone with a history of seizures, loss of consciousness, or symptoms related to epilepsy should consult a doctor before playing video games. Parents should monitor their children while they play. STOP IMMEDIATELY and seek medical advice if you or your child experience any of the following: convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.

### **TO REDUCE THE RISK OF A SEIZURE WHILE PLAYING VIDEO GAMES:**

1. Sit or stand as far from the screen as possible.
2. Use the smallest screen available.
3. Avoid playing when tired or in need of sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

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