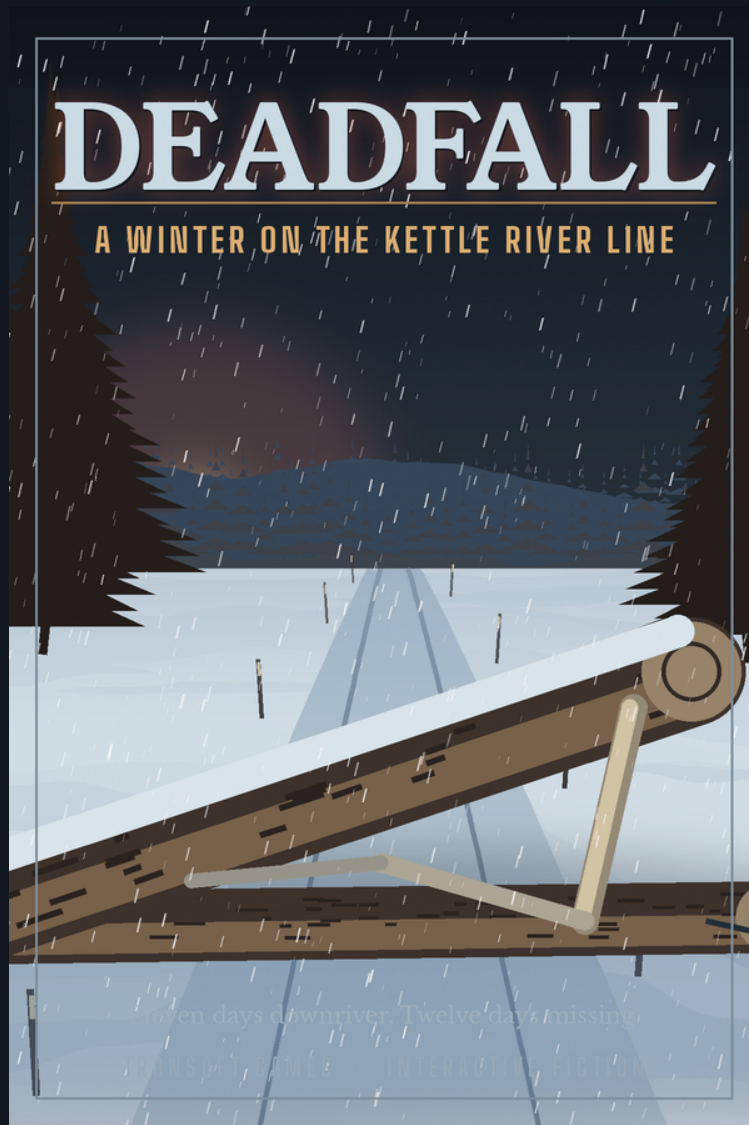




DEADFALL

A WINTER ON THE KETTLE RIVER LINE

PLAYER AND DEVELOPER MANUAL · VERSION 1.0.0 · TRONSOFT GAMES

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1 • The Story

Kettle River country, January 1911. Sixty miles of trapline running north from a Company post at Bellhouse Landing, through a burn that went over in 1907, up the Upper River, and onto a col under the divide. It is thirty below in the mornings. The nearest telegraph key is a shack behind the post. The nearest constable is a hundred and ten miles away at Fort Repose, and he does not come for rumour.

You are Wren Halloran. You have been eleven days downriver selling fur. You come back up the ice to find the landing swept clean, your dog chained without water, the stove in your own cabin dead for a week, and your partner Silas Crowe twelve days gone.

Your sets have been lifted — robbed and re-set, which is worse than robbed, because it means somebody intends to keep doing it. And there is something new on your trails. Deadfalls the size of a man. No bait on them. The toggle peeled white so it will not swell and stick. The trigger set at the height of a walking person's knee.

A deadfall is not a mystery. It is a weight, held up by a stick, released by a trigger. Anyone who has run a line knows how to build one and knows exactly what it is for. What you have to work out is who, and then — much harder — how to prove it to a man in a uniform who was not there. Everybody at the Landing already knows. Nobody will say it to a Company factor's face.

THE SHAPE OF THE GAME

This is a story about evidence and about weight. The evidence is physical and small: an ochre mark on a stretcher board, a fresh stamp scraped back to the older one under it, a line in a clerk's day-book, a photograph in a tent, a cut die in a fur press. The weight is literal. Three times in the story something heavy is held up by something small, and three times the answer is the same: bring it down on purpose, from outside its fall, with a pole longer than the drop.

2 • Getting Started

Press WALK THE LINE on the cover. You begin at the river landing below your own cabin.

The screen

The middle column is the terminal: the story is printed there and your commands are echoed back. The left panels show where you are, what you are carrying, and which chapters of the investigation are open. The right panels hold the region chart and your journal. Along the bottom are button rows for the commands you use most — including a STORY row with this game's eight particular verbs — and the box where you type.

Your first three commands in any new room

These three are always worth making, and none of them can hurt you:

Command	Why
LOOK	Prints the room again. Free; costs no turn.

Command	Why
EXAMINE thing	Most of the evidence in this story is found by examining something the room description already mentioned.
SEARCH thing	Caches, bunks, tents, ash piles and presses all hold things that are not listed until you go through them.

IF YOU HAVE NEVER PLAYED A PARSER GAME

The whole skill is this: read what is in front of you, look at the things it names, pick up what is loose, talk to whoever is standing there, and when the story tells you something is dangerous, believe it. HINT is free, always available, and never scored against you. Ask it three times and it will tell you the exact command.

3 • Commands

Type a command and press Enter, or click a button. Commands are not case-sensitive, and articles are ignored: take the axe and take axe are the same command.

Movement

Command	Effect
NORTH • SOUTH • EAST • WEST	Walk that way. N, S, E, W are accepted.
UP • DOWN • IN • OUT	Climb, descend, enter, leave. U and D are accepted.
MAP	The region chart of everywhere you have walked. Free.

Handling things and people

Command	Effect
EXAMINE thing	Look closely at it.
TAKE / DROP thing	Pick up, put down.
SEARCH thing	Go through it.
READ thing	Read a book, tally, day-book or label.
OPEN / CLOSE thing	Open or shut it.
USE thing	Use it in the obvious way.
INVENTORY	What you are carrying. Free. I works.
TALK name	Speak to someone. Talk again — people say more the second and third time, and more again once you know something they do not.

The eight verbs that belong to this story

These appear on the STORY button row. They are the trade, and the game cannot be finished without them.

Verb	What it means here
SPRING	Set off a deadfall from outside its fall, with a pole longer than the drop. The single most important command in the game; it is used three times.
CAST	Put the dog out to work a bank, a line or bad ice, and read what he finds.
SCRAPE	Take the top layer off something — a fresh stamp, a new mark — to see what is underneath it.
WIRE	Send a telegram. Eleven words, and only once you have something worth eleven words.
RIG	Reeve off the block and tackle for a lift no one person can make.
PRY	Work a bar or a peavey under a weight and shift it.
HARNESS	Put the dog and the toboggan together and haul.

Verb	What it means here
SHOUT	Call out. Useful in exactly one place, and lethal in exactly one other.

Progress, help and system

Command	Effect	Turn?
SCORE	Points so far, out of 150.	free
QUESTS	Chapters open and closed.	free
JOURNAL	What Wren has written down. The best record of the case.	free
ACHIEVEMENTS	The fourteen marks of a thorough run.	free
STATS	Moves, rooms walked, conversations held.	free
HINT	Three rungs, gentle to explicit. Ask again for the next rung.	free
WAIT	Let a moment pass. Right twice in this story.	1 turn
SAVE name	Save to a named slot.	free
RESTORE name	Load a slot back.	free
SAVES	List the slots you have.	free
RESTART	Begin again from the landing.	free

4 · How a Turn Works

Every command resolves in the same fixed order, and the game always prints its results in that order. It is worth knowing, because it means the sequence on screen is the sequence of events:

Step	What is printed
1	Your command, echoed back.
2	The action happening, or the room being described.
3	What follows from it: what fell, who moved, what you have just understood.
4	Quest, journal, score and achievement notices, last.

So if you read a line about a log coming down and then a line about a chapter closing, they happened in that order. The notice is a record of the event, never its cause. Stock TIFE Core prints rule output before the text that triggered it; DEADFALL defers rule output specifically so that this reading order holds. See Appendix B.

FREE COMMANDS

LOOK, INVENTORY, SCORE, QUESTS, JOURNAL, ACHIEVEMENTS, STATS, MAP, HINT, SAVE, RESTORE, SAVES and RESTART do not advance the clock. Look around as much as you like; the only thing the move counter affects is whether you beat par.

5 · The Line

20 places in 5 regions, joined by 37 exits. The line runs roughly south to north: the landing and the cabin at the bottom, the burn above them, the Company post off to the south-west, then the Upper River and the col under the divide.

I. The Kettle River Line

Place	On the chart	Ways out
Kettle River Landing	Landing	NO, WE, SO*
The Line Cabin	Line Cabin	SO, EA
The Wood Yard	Wood Yard	WE, NO
The Marten Set	Marten Set	EA

II. The Burn

Place	On the chart	Ways out
Edge of the Burn	Burn Edge	SO, NO
The Deadfall	The Deadfall	SO, NO*
Charcoal Hollow	Charcoal Hollow	SO, EA, NO
The Stone Crib	Stone Crib	WE

III. Bellhouse Landing

Place	On the chart	Ways out
Post Yard, Bellhouse Landing	Post Yard	NO, EA, SO, WE
The Trade Room	Trade Room	WE, UP*
The Fur Loft	Fur Loft	DO
The Clerk's Office	Clerk's Office	NO
The Telegraph Shack	Telegraph	EA

IV. The Upper River

Place	On the chart	Ways out
Aubin's Winter Camp	Winter Camp	SO, NO*
Blackwater Crossing	Blackwater	SO, NO
Ladder Creek Draw	Ladder Creek	SO, NO, EA*
Leek's Camp	Leek's Camp	SO

V. The Col

Place	On the chart	Ways out
The Deadfall Col	The Col	WE, UP*
Under the Slide	Slide Scar	DO
Warden Rock	Warden Rock	EA

An asterisk marks an exit that is shut until something in the story opens it. Exits are always named in the room description; the chart shows only what you have walked.

6 • People

Talk to everyone, then talk to them again. Most people here have three things to say, and the third is usually the one worth having. Several of them change what they will tell you once you are carrying proof of something.

Who	What they are to you
Hutch	Your lead dog. Not scenery: he finds the crossing on the Blackwater, digs out what is buried at the first set, and is the reason a man with a peavey puts it down. He does not talk, and the game does not pretend he does.
Two-Bit Ferris	Freighter. Hauls whatever is put on his sled and does not ask. What he hauled, and when, is a third of the case against the factor.
Emmett Trask	Company factor at Bellhouse Landing. Wants the lease on your line and is patient about it. Never does anything himself.
Odile Marchand	Clerk at the post. Keeps the day-book, and the day-book keeps the account numbers. She will show you if you give her a reason.
Josephine Aubin	Winter camp. Has been up the river longer than anyone and has seen more of it than she says at first.
Deacon Leek	Trask's hired hand. Builds the sets. Is at the far end of the line with a peavey in his hands when you finally reach him.
Silas Crowe	Your partner. Twelve days missing when the story opens. Getting him off the mountain alive is the point of the whole thing.
Constable Pryor	Comes a hundred and ten miles on eleven words. Writes down what you can put in his hand and nothing else.

7 • The Investigation

Nine chapters. Eight are required and worth 15 points each; the ninth is the optional case against the man who paid for it, and is worth 10. QUESTS lists whichever are open.

Chapter	What it asks of you	Pts	
1 Walk the Line	Something has been lifting your fur and springing your sets. Read the sign at the first set and find out what.	15	required
2 Learn the Trigger	There is a man-killer rigged across the only run through the burn. Get past it without walking into it.	15	required
3 The Field Book	Silas dropped something under the stone crib in the rock alley. Get it out and read it.	15	required
4 Under the Stamp	Prove that the fresh-stamped bundle in the Company loft came off the Kettle River line.	15	required
5 The Clerk's Hand	Find out whose name your winter's catch has been going into.	15	required
6 Raise the Constable	Get word to Constable Pryor at Fort Repose, and get it there in words that will bring him.	15	required

Chapter		What it asks of you	Pts	
7	The Dog's Road	The Blackwater does not freeze clean. Find the way across that a dog can find.	15	required
8	Bring Him Down	Get Silas Crowe out from under the slide and onto the toboggan alive.	15	required
9	Name the Man	Optional. Leek packed the logs, but somebody paid for them. Take the constable enough to reach past the hired hand.	10	optional

8 • Scoring

Source	Points
Eight required chapters, 15 each	120
The optional case against the factor	10
Four objects worth carrying out, 5 each	20
Maximum	150

Par is 94 moves. A player who knows the route finishes in about 91. Points are never deducted, and hints cost nothing.

The four objects

Object	Where	Pts
Line's Brass Bell	Buried at the first set, where the dog will find it if you cast him.	5
Silver Flask	In the ashes of the charcoal hollow, where somebody sat a long while.	5
Beaded Mitts	In the trade room. Not evidence. Worth carrying anyway, and worth looking at twice.	5
Cut Die	In the fur press up in the loft. The thing that cuts the false stamps, and one third of the case against Trask.	5

SWEEP THE LANDING BEFORE YOU GO NORTH

All four of these sit south of the Blackwater. There is a point in the Upper River where the ice goes out behind you and the road south closes for the rest of the run — the story says so plainly before it happens. Miss them and you finish at 130 rather than 150. The game is still completable and still winnable; it is not a dead end, and nothing else is behind you.

9 • Staying Alive

Three places in this story will kill you. All three are described before you can walk into them, all three have a hint ladder warning about them, and all three are the same mistake: getting under a weight that is held up by something you have not dealt with.

Where	The mistake	What to do instead
The Deadfall	Walking the run north under a bull-log that has not been sprung.	SPRING it with the spruce pole first.
The Blackwater	Crossing the lead straight on, because it looks like ice.	CAST the dog. He finds the beaver dam.
The Col	Making a loud noise under a loaded cornice.	SPRING the crib-log and bring the cornice down on purpose.

THE ONE RULE

Never touch a set trigger with anything shorter than the log it is holding up. Cut the sixteen-foot green spruce pole in the burn as early as you can, carry it the whole way, and **SPRING** anything you do not like the look of from outside its fall.

Death ends the run but never traps you: **RESTORE** puts you back. Nothing you can do will make the story unwinnable. There is no puzzle you can lock yourself out of, no object you can destroy that you needed later, and no timer that runs out. The validator proves this on every build by finishing the game from twenty-two different points along the route.

10 • Achievements

Achievement	How it is earned
Off the Chain	Feed Hutch and take him off the meat pole.
The Leather Side	Learn the mark that goes on every skin off the Kettle River line.
Knee High	Recognise a set built for the height of a walking person.
Trigger Man	Spring a man-killer from outside where the log lands.
Square Hand	Recover and read Silas Crowe's field book.
Proud of the Stamp	Bring the line's ochre up through a fresh Company mark.
Written Very Plainly	Read the post day-book with the clerk's finger on the column.
Ten Cents a Word	Raise Fort Repose on the wire.
Nine Seconds	Cross the Blackwater on the road the dog found.
Deacon Runs	Take the peavey out of Deacon Leek's hands without touching him.
Brought It Down	Put twelve feet of cornice down the chute on your own terms.
Don't Pull, Lift	Get the spar off Silas Crowe.
Everything the Line Owed	Recover the bell, the flask, the die, and your mother's mitts.
A Clean Season	Finish the story with all one hundred and fifty points.

11 • Saving

SAVE writes to the default slot; SAVE followed by a name writes to a named one. SAVES lists what you have, and RESTORE loads a slot back. None of these cost a turn.

Saves live in your browser's local storage under the key `tronsoft_deadfall_save`, which is the key the portal specification requires of a package with this slug. They belong to that browser on that device: clearing site data for the portal deletes them, and a save made in one browser will not appear in another.

THREE SLOTS WORTH KEEPING

One at the cabin, as soon as you have the axe and the pole. One at the Landing, after you have swept it and before you go north. One at the winter camp, before the ice goes out.

12 • Accessibility

Provision	How it works here
Keyboard only	The game is played by typing. Every button has a typed equivalent, and focus order runs terminal, input, buttons, panels. The winter theme adds a visible focus ring that the stock stylesheet left to the browser default.

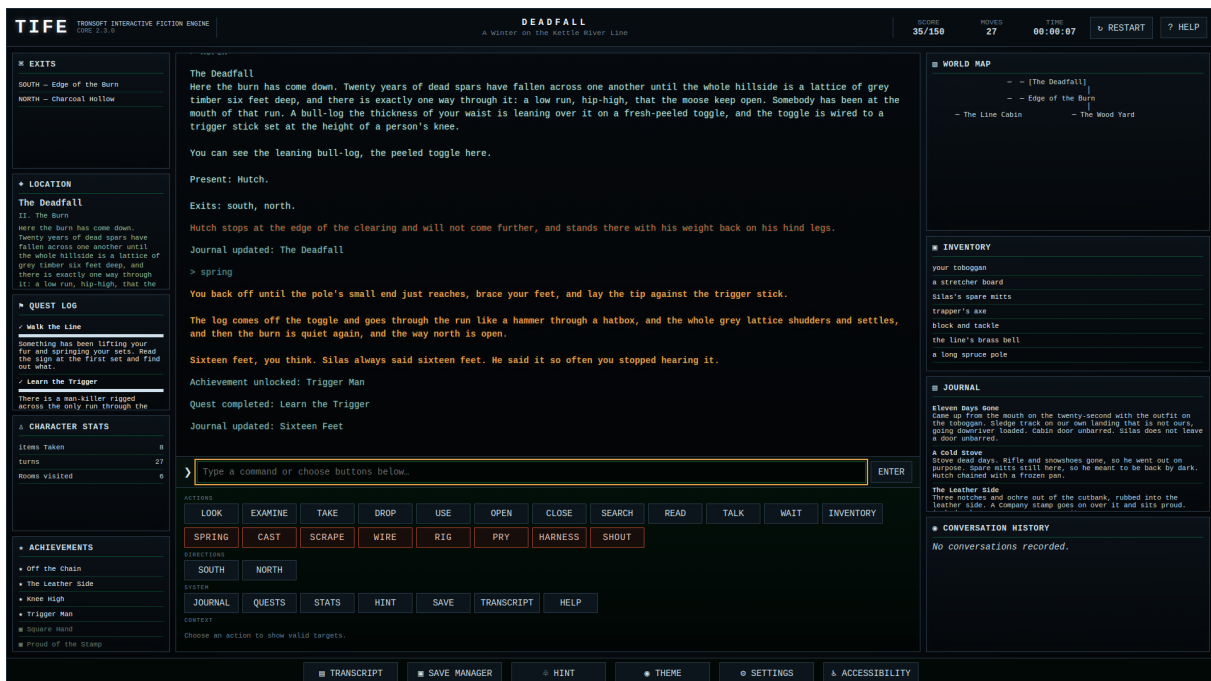
Provision	How it works here
Screen reader	TIFE Core's accessibility service narrates room text, action results and notices into a live region. The cover narration is replaced with this story's own text rather than the engine's sample.
No audio-only cues	Nothing in the story is signalled by sound alone. Every warning, including all three lethal ones, is written in the room text. The game is fully playable in silence.
No timed input	Nothing is on a clock. The move counter only decides whether you beat par, and par has no effect on the ending.
Reading order	Command, then action or room, then consequences, then notices — fixed, so a linear reader hears events in the order they happen.
Colour	No information is carried by colour alone; the chart marks unvisited places with a symbol as well as a shade.

13 · The Game on Screen

Four moments from a complete run. These are captures of the shipping build responding to typed commands, not mock-ups.



The line cabin: the tally book, the chained dog and eleven days of absence.



The Burn: springing a man-killer with a sixteen-foot spruce pole.

EXITS

NORTH – Post yard, Bellhouse Landing

LOCATION

The Clerk's Office

III. Bellhouse Landing

A cubby of a room with one window, a good stove, a wall of pigeonholes, and the day-book open on a slant desk under a lamp. Every pound of fur that comes across the counter is weighed here in a small upright hand before it.

QUEST LOG

Walk the Line

Something has been lifting your fur and foraging your sets. Read the sign at the first set and find out what.

Learn the Trigger

There is a man-killer rigged across the only run through the

CHARACTER STATS

Items Taken18

turns49

conversations6

Rooms visited19

ACHIEVEMENTS

Off the Chain

The Leather Side

Knee high

Trigger Man

Square hand

Proud of the Stamp

DEADFALL

A winter on the Kettle River Line

SCORE79/150

MOVES49

TIME00:00:11

RESTART

HELP

Odile Marchand: "Miss Malloran. You have the look of somebody who has walked in from the burn."

> talk odile

Odile Marchand: "I keep this book. I do not decide what goes into it, but I decide how plainly it is written, and I have written it very plainly indeed these two months. Silas Crowe stood exactly where you are standing, on the ninth of January, and I showed him the same column."

> talk odile

Odile Marchand: "Take this key, then. Whatever is stamped up there was stamped inside the last four days, and I would look at it before it is baled and gone. And Miss Malloran – the leather side."

The loft key is in your hand. The day-book is turned around on the desk with her finger still on the column.

> read day-book

Odile turns the book around for you and puts her finger on the column.

Nov 30 – 22 marten, Kettle River mark credit D. LEEK
Dec 14 – 31 marten, 2 fisher, Kettle mark credit D. LEEK
Jan 04 – 18 marten, 1 lynx, Kettle mark credit D. LEEK
Jan 09 – 18 marten, Kettle mark credit D. LEEK

"Deacon Leek," she says quietly, "has never set a trap in his life. And the account is drawn down every second week, in cash, by Mr. Trask himself. I have written it that way because I was told to write it that way. I have also written the dates."

Quest completed: The Clerk's Hand

Achievement unlocked: Written Very Plainly

Journal updated: Credit D. Leek

Type a command or choose buttons below.

LOOK EXAMINE TAKE DROP USE OPEN CLOSE SEARCH READ TALK WAIT INVENTORY

SPRING CAST SCRAPE WIRE RIG PRY HARNESS SHOUT

NORTH

JOURNAL QUESTS STATS HINT SAVE TRANSCRIPT HELP

Choose an action to show valid targets.

TRANSCRIPT SAVE MANAGER HINT THEME SETTINGS ACCESSIBILITY

WORLD MAP

– The Deadfall

– Edge of the Burn

The Line Cabin

The Wood Yard

INVENTORY

your toboggan

a stretcher board

Silas's spare mitts

trapper's axe

block and tackle

the line's brass bell

a long spruce pole

a silver flask

JOURNAL

Eleven Days Gone
Came up from the mouth on the twenty-second with the outfit on the toboggan. Sledge track on our own landing that is not ours, going downriver loaded. Catch door unbarred. Silas does not leave a door unbarred.

A Cold Stove
Stove dead days. Rifle and snowshoes gone, so he went out on purpose. Spare mitts still here, so he meant to be back by dark. Match chained with a frozen paw.

The Leather Side
Three matches and ochre out of the gutbank, robbed into the leather side. A company stamp goes on over it and sits proud.

CONVERSATION HISTORY

Two-Bit Ferris: Wren Malloran. Heard you was down at the mouth selling. Heard a few other things too, but you did not come to me for whether.

Two-Bit Ferris: Since you ask, I hauled for Deacon Leek three loads this month, up as far as the blackwater, and I would not go past it. Green lugs Wren. Lined lugs, eight and five feet, and a keg of spikes and four coils of wire. A man does not build a cabin at one thousand feet in January, and he does not build one out of green spruce ever.

Two-Bit Ferris: He paid me in company scrap drawn off the fur account, and told me twice not to talk about it, which is how a man makes sure a thing gets talked about. You want that said in

The clerk's office at Bellhouse Landing: the day-book names the account.

EXITS

EAST – Ladder Creek Draw

LOCATION

Warden Rock

V. The Col

The grey boulder at the mouth of Ladder Creek that every trapper on this river steers by, and the place where the line's mark has hung since before you were born. There are four sets of snowshoes standing in the drift and a police

QUEST LOG

Walk the Line

Something has been lifting your fur and foraging your sets. Read the sign at the first set and find out what.

Learn the Trigger

There is a man-killer rigged across the only run through the

CHARACTER STATS

Items Taken14

turns91

conversations13

Rooms visited28

ACHIEVEMENTS

Off the Chain

The Leather Side

Knee high

Trigger Man

Square hand

Proud of the Stamp

DEADFALL

A winter on the Kettle River Line

SCORE150/150

MOVES91

TIME00:00:17

RESTART

HELP

Pryor writes it all down and reads it back and then stands up and puts his notebook away and turns round, and Emmett Trask is still looking at the fire.

"Mr. Trask," says Pryor. "You will come back to Fort Repose with me."

Achievement unlocked: Everything the Line Owed

Achievement unlocked: A Clean Season

You come down off Ladder Creek in the last of the light behind a police toboggan, and Hutch will not be taken out of the traces and has to be unhitched by two men.

Silas Crowe keeps the leg. He will limp at it for the rest of his life and complain about the weather with more authority than before. Odile Marchand goes down to Fort Repose in March with the day-book under her arm and gives four hours of evidence in a small upright voice, and Two-Bit Ferris gives twenty minutes of it and enjoys himself. Deacon Leek is picked up at the mouth of the river before the ice goes.

In April, when the Kettle goes out for real and the whole country is running water, you walk the line from the landing to the burn and pull every set that is not yours out of the ground and burn the toggles. Then you go up to Warden Rock with an auger and a can of ochre, and you spike the old cedar board back where it belongs, and cut the three notches fresh, and rub the red into them with your thumb.

It says, to anybody who can read this country: the Kettle River Line is worked. It is worked by somebody who is coming back.

*** You have brought him down. ***

Final score 150 of 150 in 91 moves.

Type ACHIEVEMENTS or JOURNAL to look back over the season, or RESTART to walk the line again.

Type a command or choose buttons below.

LOOK EXAMINE TAKE DROP USE OPEN CLOSE SEARCH READ TALK WAIT INVENTORY

SPRING CAST SCRAPE WIRE RIG PRY HARNESS SHOUT

EAST

JOURNAL QUESTS STATS HINT SAVE TRANSCRIPT HELP

Choose an action to show valid targets.

TRANSCRIPT SAVE MANAGER HINT THEME SETTINGS ACCESSIBILITY

WORLD MAP

– The Deadfall

– Edge of the Burn

The Line Cabin

The Wood Yard

INVENTORY

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a stretcher board

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Two-Bit Ferris: He paid me in company scrap drawn off the fur account, and told me twice not to talk about it, which is how a man makes sure a thing gets talked about. You want that said in

Warden Rock: the constable takes the statement, and the factor with it.

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Appendix A • Package Layout

The archive is flat-rooted: manifest.json and index.html are at the top level, with no wrapping folder. Nothing loads from the network.

Path	What it is
manifest.json	Schema 1.4 manifest, including the news object.
index.html	Cover and shell. Loads fifteen local scripts, all deferred.
README.txt / LICENSE.txt	Required package documentation.
validate.js	The in-package validator. Node built-ins only; see Appendix C.
css/game.css	Stock TIFE Core stylesheet. Unmodified.
css/theme.css	The winter skin, layered on top. Cover art is pure CSS.
js/core/*.js	Nine TIFE Core services. Unmodified, digest-pinned.
js/game.js	Stock TIFE Core shell adapter. Unmodified.
js/interface.js	The patch layer. All behaviour beyond stock Core lives here.
js/map.js	The region chart panel.
js/sound.js	Five procedural audio beds. No audio files.
games/deadfall/game.js	The story: rooms, objects, people, quests, rules, hints.
assets/	Cover, icon, banner, logo, loading image. All generated procedurally.
screenshots/	Four 1920x1080 captures of real play.
docs/	Description, tutorial, credits, this manual, engine notes, digests.
patches/	Patch notes for this version and the full change history.
sounds/	Documentation of why there are no audio files in it.

Appendix B • The Patch Layer

TIFE Core 2.3.0 ships here byte-for-byte unmodified. No file under js/core/, nor js/game.js, nor css/game.css has been edited; the SHA-256 digest of each of the eleven engine files is recorded in docs/engine-purity.json and checked on every validator run.

Everything this story needs beyond stock Core is applied at run time by js/interface.js, which patches prototypes after the engine classes are defined and before the shell constructs the engine. docs/engine-patches.txt is the full technical account; what follows is the summary.

Six stock defects worked around

Defect	Worked around by
RESTART nulls the last action, then dereferences it, and throws.	Restoring a safe last action before dispatch runs.

Defect	Worked around by
The once-guard is written after the do-list, so a rule that re-enters its own trigger can recurse.	Writing the guard before the do-list.
The save key ignores the package slug, breaking specification 23.	A prototype accessor with both a getter and a setter — the class body assigns to it, so a getter alone throws under strict mode.
Rule output prints ahead of the room text that caused it.	Deferring rule output into a buffer, flushed after the action or room text.
USE, SEARCH, READ, OPEN, CLOSE and EXAMINE act on absent objects.	Presence checks on all six, with optional written refusals.
Followers are relocated after room.enter fires.	Reimplementing move so followers arrive first.

Extensions

Rule conditions go from the stock 8 to 26; rule actions from the stock 10 to 27. A move.attempt trigger resolves before movement so a rule can block a move with a written reason. Characters can be hidden and revealed. HINT and RESTART no longer cost a turn. A character marked voiceless narrates instead of speaking, so the shell's quotation marks are not wrapped around a stage direction. The shell's hard-coded sample narration is replaced through the accessibility service, and the story verb buttons are appended with a mutation observer keyed on a marker class, because the shell replaces its palette markup wholesale on every repaint.

WHY THIS MATTERS FOR MAINTENANCE

Dropping a newer TIFE Core into this package will not break the story data; it may break the patch layer, which is exactly why the two are kept apart. Run validate.js after any engine change: section B reports the purity mismatch, and section E reports any behavioural regression as a failed playthrough rather than as a silent difference.

Appendix C • Validation

validate.js ships inside the package and uses Node built-ins only. Run it from the extracted archive, exactly as the portal would see it, with `node validate.js`. It exits non-zero on any failure.

Section	What it checks
A • Package	Every required file; the manifest against schema 1.4, including non-empty patch notes and changelog text and the news object; image dimensions read from PNG and JPEG headers; prohibited extensions, symlinks, traversal components and misleading double extensions; file count, per-file and total size limits; empty directories; the thirteen README fields; the license sections; the documentation topics required of the description, tutorial and credits.
B • Engine purity	SHA-256 of all eleven engine files against the pinned digests, and that nothing under <code>js/core/</code> escaped the pinning.
C • Source hygiene	No remote, data: or blob: loadable references anywhere; every script deferred and resolving locally; correct load order; every shell element the adapter requires; and a scan for duplicate object-literal keys, which JavaScript drops silently.
D • World integrity	Room, object, character, quest, achievement, hint and rule structure; every exit target real; forward reachability from the start and reverse reachability to the finale; the points ledger summing to the declared maximum; per-room name collisions; a hint ladder for every room; every rule condition, action and trigger supported by the patch layer; teleport and endings last in their do-lists.
E • Playthroughs	The complete route to 150, the lean route to 120, all three lethal routes, a twelve-direction sweep of every hazard room, the refusals that are not deaths, the gear gate, the one-way boundary, save and restore, restart, free-command accounting, hint availability at every step, reading order, parser junk, and a completion sweep resumed from twenty-two separate save points.

This build passes all 3,478 assertions.

Appendix D • Credits and License

Design, writing, programming	Calvin Robert Glomb
Engine	TIFE Core 2.3.0, included unmodified
Artwork	Generated procedurally with Python and Pillow. No stock photography, no traced reference, no third-party image assets.
Sound	Synthesized at run time by the Web Audio API. No audio files are shipped.
Third-party libraries	None. The package contains no third-party library, framework, font file or media asset.
AI-assisted development	Portions of this title were developed with the assistance of an AI system working under the author's direction. All design decisions and final content are the author's. See docs/credits.txt.
Source material	None. DEADFALL is an original work and is not an adaptation of any existing property. Its characters, places and incidents are invented. "Deadfall" is an ordinary term of the trapping trade.

License

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