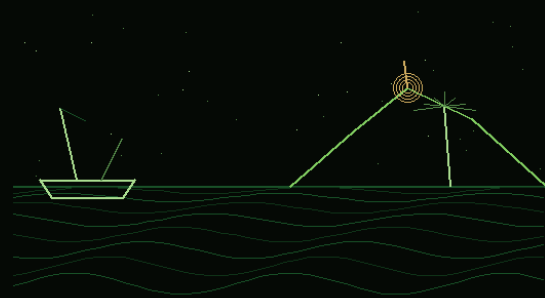


TRONSOFT INTERACTIVE FICTION



STRANDED

The Chronicle of the Robinson Family

A three-day gale. One ruined ship.
A family of six, and the whole
unknown island ahead of them.

Salvage. Survive. Build a home –
or a way back to the sea.
> what will you do_

TRONSOFT GAMES

PLAYER'S MANUAL

STRANDED – The Chronicle of the Robinson Family

Version 1.0.0 · Tronsoft Games · 2026

For the Tronsoft Interactive Fiction Engine (TIFE)

The Story So Far

A three-day gale has torn the sails from the merchant ship FALCON and driven her onto a reef within sight of an uncharted tropical island. The crew are gone — the ship's boats swept away in the night — and only one family remains below decks: a father, a mother, their four sons, and Turk the dog.

You are the eldest son. The ship groans on the rocks; water is rising in the hold; and a thin green line of land lies to the south, close enough to hope for. Whatever your family carries ashore this morning is all they will ever have. Everything else goes down with the FALCON.

“No panic. The lamp, the tools, the rope, whatever food the chest holds — gather it and get us to that shore. A family can lose everything but its head.” — Father

STRANDED is an original shipwreck-survival adventure in the tradition of Johann David Wyss's public-domain 1812 novel *The Swiss Family Robinson*. Over seven acts you will salvage the wreck, cross to the island, keep your family alive, build them a home, and finally choose between the sea that would take you back and the island that could become your own.

Getting Started

The screen at a glance

The story unfolds in the central window. Read it first, then act. Around the story:

- Location (left) shows where you are and the exits you can take.
- Player (right) shows your Score, the in-game Day, your family's Spirits, and what you are carrying.
- Context actions (below the story) are the heart of play: labelled buttons grouped into Movement, Objects, Characters, and Inventory bands. They change every turn to match the scene.
- Command box lets you type instead of clicking. Every button has a typed equivalent.
- Quick row at the bottom: Map, Journal, Inventory, Save, Settings.

Two ways to play

You never need to guess wording. If you prefer point-and-click, just tap the action buttons and never touch the keyboard. If you prefer a classic parser, type commands and press Enter — use the up and down arrows in the command box to recall what you typed before.

Commands

A short, forgiving vocabulary covers everything in the game:

Movement	N S E W UP DOWN IN OUT (or GO NORTH, etc.)
LOOK / L	Describe your surroundings again.

EXAMINE / X	Look closely: EXAMINE CHEST, X SPYGLASS
READ	Read text: READ LOGBOOK
SEARCH	Look inside or under: SEARCH CHEST
TAKE / DROP	Pick up or put down: TAKE ROPE, DROP GOURD
OPEN / CLOSE	Operate containers and lids: OPEN CHEST
USE	Use a thing: USE GOURD, USE SPYGLASS
BUILD	BUILD BOAT, BUILD NEST, BUILD FIRE
LIGHT / FILL / CHOP	LIGHT FIRE, FILL GOURD, CHOP PALM
TALK TO	Speak with someone: TALK TO FATHER
ASK ... ABOUT	Ask a topic: ASK ERNST ABOUT TREE
I / INVENTORY	List what you are carrying.
SCORE	Show your points and progress.
HINT	Get a progressive nudge for what you're stuck on.
MAP	Show the island map and where you've been.
SAVE / RESTORE	Manage saved games.
HELP	Open the in-game help.

Turns, Scoring & the Family

STRANDED is turn-based and unhurried. Each world action advances the clock a few minutes; the days pass as you work. There is no timer, no combat, and no way to trap yourself in an unwinnable state, so explore freely.

You are scored out of 200 points for salvaging useful things, reaching new places, completing your five objectives, and reaching an ending. Ten achievements reward exploration and both endings — several are hidden until you earn them. Check the Journal button for your journal, quest log, achievements, statistics, conversation log, and a full transcript of your session.

Your family are characters, not scenery. Father keeps everyone steady and points the way; Mother knows that survival means water, then food, then a roof, in that order; Ernst reasons things out; Jack is bold and finds the cave; Franz is small and brave; and Turk the dog will follow you to the ends of the island once you win his trust. Talk to them often — they carry the story, and the hints.

If You Get Stuck

Press HINT at any time. The hint system detects what you are currently working on and reveals help one step at a time, from a gentle steer to the complete solution — so you can take only as much as you need.

The shape of the journey (mild spoilers)

- Act I — The Wreck. Take the oil lamp, open the sea chest, read the log. Carry the lamp DOWN into the dark hold for the rope and tools. On deck, BUILD BOAT, then go SOUTH.
- Act II — Water. At camp, the family is parched. Go EAST to the stream, TAKE and FILL the gourd, carry it back, and USE it.
- Act III — Timber. Gather FIREWOOD at the forest edge. In the palm grove, CHOP the fallen palm for TIMBER.
- Act IV — The Nest. At the great fig tree, BUILD NEST with tools and timber. Climb UP for the spyglass and a view of the whole island.
- Act V — Rockburg. East off the ridge path lies a dry cave and an old wreck's strongbox — a refuge for the rains.
- Act VI — The Signal. Climb UP to Prospect Hill. BUILD FIRE with the firewood, LIGHT FIRE with the tinderbox from the chest.
- Act VII — The Choice. A ship has seen your smoke. **SIGNAL** it to be rescued — or **STAY** and make the island your family's home. Both are victories.

Saving, Themes & Accessibility

- The game autosaves after every turn. Use Save for named saves you can restore or delete.
- Saves are stored in your browser on this device (keys prefixed `tronsoft_stranded_`). There is no cloud sync; clearing site data removes them.
- Settings offers Green or Amber phosphor themes, three text sizes, a Sound on/off toggle, in-game Help and About, and Restart.
- The layout is responsive: on a narrow or touch screen the side panels fold into the action bands, and the story always reads first. Full keyboard control is always available.
- Sound. An original synthesised sound suite plays interface, movement, and event cues over a low ambient island bed. Ambient sound starts on your first command (browser autoplay policy); turn all sound off or on under Settings → Sound.
- The game runs entirely offline. It uses no network access, collects no personal data, and contains no advertising.

Credits & License

Design, writing, programming, and artwork: Tronsoft Games.

Source material: inspired by the public-domain 1812 novel *The Swiss Family Robinson* by Johann David Wyss. STRANDED is an original work and reproduces no text, map, or puzzle of

the novel or of any later adaptation.

AI-assisted development: portions of the engine code, game text, and artwork were produced with the assistance of an AI system, under human direction and review.

Third-party content: none. No external libraries or fonts are bundled; all sound is original and synthesised for this title.

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