

THE SUNLESS CROWN

A Descent in Three Regalia

Player Manual — Version 1.0.0

Tronsoft Games — TIFE 1.2.3+ — July 2026

This game is an original work. It reproduces no name, text, map, puzzles, or game data from any earlier commercial or historical adventure.

1. The Story So Far

For nine hundred years a Deepwarden has kept vigil beneath the moor, wearing a crown that has never seen the sun. The old signal fires have been lit: the vigil is ending, and someone must go down. A lamplighter tends the smokeless brazier by the standing stones, and the stair north of the moor descends out of daylight and into a dark that swallows the eye. The realm below still keeps its offices — a graven seal, an ashen cloak, a warden's staff — scattered so that whoever comes next must learn the roads before learning the burden.

2. Playing the Game

The Sunless Crown is parser interactive fiction. Read the story window, then act: type a command and press Enter, or click any button. The interface follows the TIFE v1.3 standard screen: a status bar; a three-pane layout with LOCATION and EXITS on the left, the STORY at center, and PLAYER meters and INVENTORY on the right; context-action bands beneath the story that recompose after every turn; and a quick row with Map, Journal, Inventory, Save, and Settings. On narrow screens the sidebars yield to the bands and the story still reads first. Every button has a typed equivalent, so the whole game can be played from the keyboard.

3. Commands

Category	Commands	Example
Movement	N, S, E, W, UP, DOWN (or GO <dir>)	GO NORTH
Observation	LOOK, EXAMINE, SEARCH, READ	EXAMINE CRATE
Objects	TAKE, DROP, OPEN, USE	USE ROPE
People	TALK TO <npc>, ASK <npc> ABOUT <topic>	ASK WARDEN ABOUT CROWN
System	INVENTORY, SCORE, MAP, JOURNAL, QUESTS, HINT, SAVE, RESTORE, RESTART, HELP	SAVE vigil-1

4. The Realm Below

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Windswept Moor
| north
Broken Stairhead
| down (requires lamp)
Rusted Hall of Dry
Armory -- Echoes ---- Aqueduct ==(secured rope)== Black Lake Shore
| \ down | south
north | Echoing Cistern Drowned Beacon
Gallery of Kings
| north (requires iron key)
Sealed Vault

Hall of Echoes --south-- Warden's Antechamber --south (seal)-- Crown Sanctum
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5. Scoring and Achievements

The game scores 100 points: each significant object scores once when first taken (survey lamp 5, climbing rope 5, iron key 5, graven seal 15, ashen cloak 15, warden's staff 15, old coin 10, sunless crown 20) and the coronation itself is worth a final 10. Five achievements reward the journey — First Steps, Deep Delver, Keeper of Regalia, and two hidden ones for the curious. The optional side quest, Coin of the Old Realm, rewards a SEARCH in the right silt.

6. Hints, Saving, and the Journal

HINT serves seven staged levels, from a gentle nudge to a complete walkthrough — each request advances one level and is counted in your stats. SAVE and RESTORE manage named saves in your browser's local storage (prefix tronsoft_sunless-crown); the Save Manager in the quick row lists them with room, score, and timestamp. The Journal dialog gathers your journal entries, quest log, achievements, stats, talk log, and the full session transcript.

7. Winning

Carry the seal, the cloak, and the staff to the Warden's Antechamber. Speak with the Deepwarden — courtesy first — then USE SEAL on the slate door and go south. What happens when you take the crown is between you and the dark. You cannot die, and no state is unwinnable; the only way to lose is to turn back. A perfect run scores 100 points in about 34 moves.

8. Credits and License

Design, writing, programming, and artwork by Tronsoft Games, with AI-assisted development (Anthropic Claude). Engine: TIFE — the Tronsoft Interactive Fiction Engine, v1.3 standard screen. No third-party libraries or assets. Copyright © 2026 Tronsoft Games; see LICENSE.txt in this package.