

THE SUNKEN THRONE

A Descent into the Buried Empire – Game Manual, v1.0.1 – Tronsoft Games, 2026

1. The Story

Three hundred years ago an empire folded itself into the earth and shut the door behind it. Last week, a rockslide opened the door again. You are the first to stand on the ledge above the Undergate – first, except for whatever stayed behind to keep the books. Descend, settle the Warden's toll, fill the altar of three, and bring the broken crown back to daylight.

2. The Screen

The status bar shows the game title, current location, turn count, and clock. The left pane lists your location and exits; the right pane shows your score, lantern state, and inventory. The story window sits center, with the ever-present prompt 'What will you do?'. The context-action bands beneath it – Movement, Objects, Characters, Inventory – are rebuilt from the world state after every turn; a band with no valid actions is hidden. Every button is a complete composed command with a typed equivalent. The quick row provides Map, Journal, Inventory, Save, and Settings.

3. Command Reference

Category	Commands	Examples
Movement	N, S, E, W, UP, DOWN	NORTH; GO EAST; D
Observation	LOOK, EXAMINE, SEARCH, READ	EXAMINE WINCH; SEARCH RUBBLE
Objects	TAKE, DROP, OPEN, CLOSE, USE	OPEN SATCHEL; USE OIL CAN
Conversation	TALK, ASK	ASK OSTRAYNE ABOUT TOLL
System	HINT, SCORE, INVENTORY, HELP	HINT; I

4. Scoring

Maximum score is 100: lantern 5, hollow coin 5, moon pearl 10, silver chalice 10, sunburst medallion 10, operating the altar 10, broken crown 25, and returning to daylight 25. Nothing you do can make the game unwinnable; the hollow coin is the only consumed item and has exactly one use.

5. Systems

Quests track the main descent and two optional objectives. The Journal fills with five field-record entries as you discover things. Five achievements reward milestones. HINT gives progressive help for your current obstacle – a nudge, a

pointer, then the answer. The Save manager supports named saves with restore and delete, stored in your browser on this device. The Transcript tab records the full session and exports to a text file. Settings offers amber or green phosphor themes and text sizing.

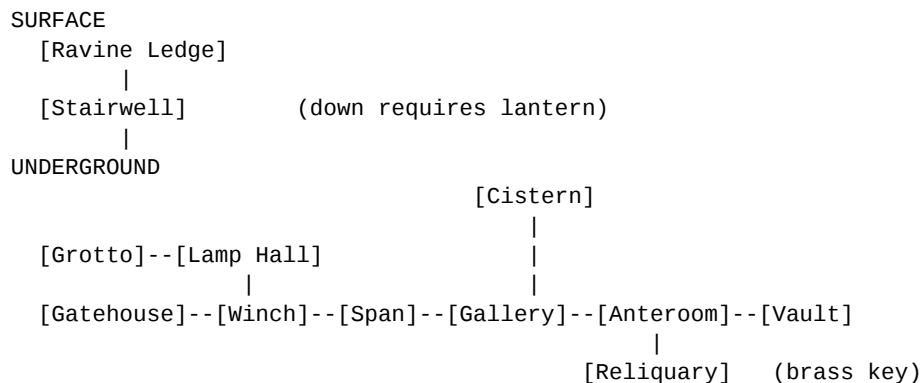
6. Complete Solution (spoilers)

A perfect run – 100/100 in 40 moves, all achievements and journal entries:

LOOK / OPEN SATCHEL / TAKE LANTERN / DOWN / DOWN / SEARCH RUBBLE / TAKE COIN /
READ COIN / NORTH / TAKE OIL CAN / WEST / TAKE PEARL / EAST / SOUTH / EAST / USE
OIL CAN / TURN WINCH / EAST / EAST / TAKE KEY / NORTH / TAKE CHALICE / SOUTH /
EAST / TALK TO OSTRAYNE / ASK OSTRAYNE ABOUT ALTAR / USE COIN / SOUTH / TAKE
MEDALLION / NORTH / EAST / USE ALTAR / TAKE CROWN / WEST x5 / UP / UP

Puzzle logic: (1) The lower stair requires the lantern, found in the supply satchel on the ledge. (2) The chasm span is raised; oil the rusted winch (USE OIL CAN), then TURN WINCH. (3) Ostrayne bars the throne-vault arch until paid – the hollow coin hides in the gatehouse rubble (SEARCH RUBBLE); USE COIN in the antechamber. (4) The brass key from the Clockwork Gallery opens the sealed reliquary. (5) Carry pearl, chalice, and medallion, then USE ALTAR: what grew below, what poured below, what shone below. (6) TAKE CROWN and return to the Ravine Ledge.

7. World Map (spoilers)



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