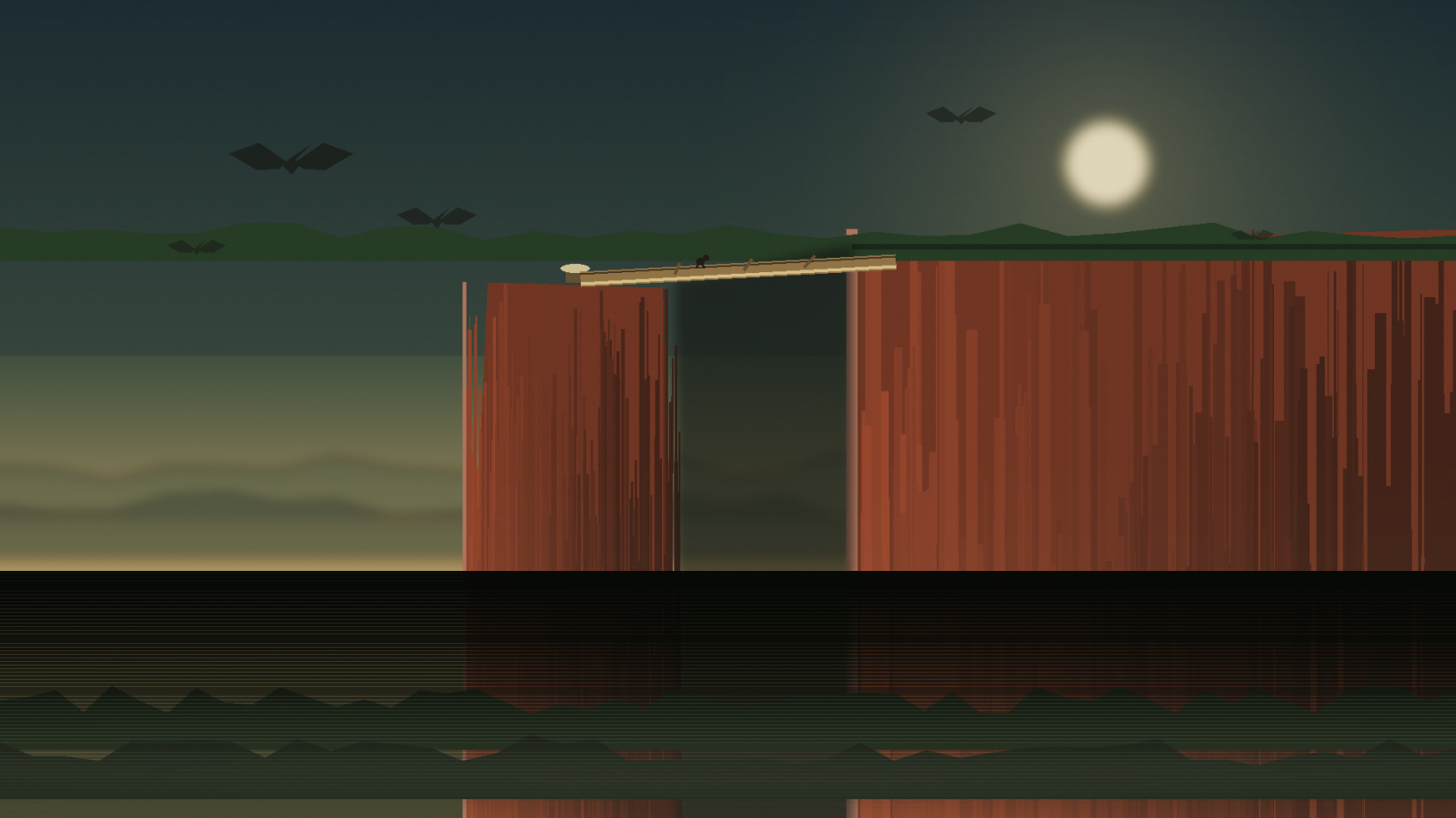




# THE LOST WORLD

Being the Account of E. D. Malone, Daily Gazette

PLAYER AND DEVELOPER MANUAL

Adapted from the novel by Arthur Conan Doyle, 1912  
which is in the public domain

Tronsoft Games · Version 1.0.0  
Tronsoft Interactive Fiction Engine Core 2.3.0  
Package Specification v1.4

## The Story

London, 1912. You are Edward Dunn Malone, a reporter on the Daily Gazette, and the young lady you have just proposed to has explained — kindly, and without the slightest doubt that this is a reasonable thing to say to a man — that she has made up her mind about the sort of person she will marry, and that he will be somebody who has done great deeds and looked death in the face. She suggests you go and find one.

Your editor sends you to interview Professor G. E. Challenger of Enmore Park, who came back from the Amazon two years ago with a story nobody believes, a dead man's sketchbook, and a photograph of what is probably a smudge on the negative. He has thrown two journalists down his own front steps this year. What he actually wants, it turns out, is not a believer at all. He wants a witness.

Six weeks later you are two thousand miles up a river that is on no chart, looking at a wall of red rock a thousand feet high with a fringe of green along the top of it, and everything the man swore to is true and every word of it is out of reach.

## What You Are Playing

A parser adventure. You type what Malone does, in plain words, and the game tells you what happens; every command can also be reached from the buttons under the command line, so nothing is hidden behind a word you have not been shown. There is a three-level hint ladder in every room, it is free, and using it costs you no points.

|                  |          |                                                                                 |
|------------------|----------|---------------------------------------------------------------------------------|
| Rooms            | 20       | across 5 regions                                                                |
| Objects          | 75       | 16 of them portable, 4 scored keepsakes                                         |
| Characters       | 8        | McArdle, Gladys Hungerton, Professor Challenger, Professor Summerlee and others |
| Objectives       | 9        | 8 required, 1 optional                                                          |
| Achievements     | 14       | including one for full marks                                                    |
| Notebook entries | 22       | written as you earn them                                                        |
| Hint ladders     | 64       | three rungs each, covering every room                                           |
| Points           | 150      | 130 objectives + 20 keepsakes                                                   |
| Measured length  | 87 moves | for full marks; 58 for a lean win at 120 points                                 |

## The Notebook

Malone is a reporter, and the notebook in his pocket is the only scientific instrument on this expedition that never once fails to work. **RECORD** writes down something remarkable that is in front of you. Both men who give you advice in London give you the same advice, and it is about writing things down.

There are 8 things in the game worth recording. You do not need all of them, but you need at least 5, and the reason is the best moment in the story to arrive at unprepared, so it is not described here. What can be said is this: the notebook is not a collectible. It is a key, it opens a door that nothing else opens, and a player who ignores the verb for four acts will find the fifth one shut.

It is also, deliberately, not enough on its own. Professor Challenger has already tried drawings, a photograph and his own word of honour in front of a large audience, and they laughed at him for eleven minutes. You will get exactly one chance to do better in front of the same audience, and what finally works is Doyle's own answer rather than ours.

## The Other Seven Verbs

| Verb           | What it does                                                                  |
|----------------|-------------------------------------------------------------------------------|
| <b>BRIDGE</b>  | Fell the beech westward across forty feet of air. Needs the axe.              |
| <b>CLIMB</b>   | The pinnacle at the foot of the cliffs, and the great gingko at the camp.     |
| <b>LIGHT</b>   | The camp fire, and the resin torch that the tunnel absolutely requires.       |
| <b>NET</b>     | Take a living specimen at the rookery, at the one hour of day it is possible. |
| <b>RECORD</b>  | Write a wonder into the notebook. The signature verb; see above.              |
| <b>RELEASE</b> | The last command in the game.                                                 |
| <b>SHOOT</b>   | Roxton's sporting rifle. Twice on the plateau, once optionally.               |
| <b>SIGNAL</b>  | Shout down to Zambo at the foot of the needle after the bridge is gone.       |

## Commands

|                    | Commands                                                    | Notes                                                  |
|--------------------|-------------------------------------------------------------|--------------------------------------------------------|
| <b>Movement</b>    | N S E W U D IN OUT NE NW SE SW                              | or GO                                                  |
| <b>Looking</b>     | LOOK, EXAMINE x, READ x, SEARCH x                           | SEARCH turns things up that EXAMINE does not           |
| <b>Handling</b>    | TAKE x, DROP x, USE x, OPEN x, CLOSE x                      | USE covers applying a tool to a problem                |
| <b>People</b>      | TALK x                                                      | conversations advance — talk to people more than once  |
| <b>Story</b>       | BRIDGE, CLIMB, LIGHT, NET, RECORD, RELEASE, SHOOT, SIGNAL   | the eight above                                        |
| <b>Waiting</b>     | WAIT                                                        | sometimes the answer; the rookery is the clearest case |
| <b>Information</b> | INVENTORY, JOURNAL, QUESTS, ACHIEVEMENTS, STATS, SCORE, MAP | all free                                               |
| <b>Help</b>        | HINT, HELP, ABOUT                                           | HINT is free and gives three rungs                     |
| <b>System</b>      | SAVE, RESTORE, UNDO, RESTART, TRANSCRIPT                    | UNDO works after a death                               |

A turn resolves in a fixed order: your command is echoed, the action's own result is printed, then anything it caused — objectives, points, achievements, notebook entries — and finally, if you moved, the new room. Looking, checking, reading the notebook, consulting the map, asking for a hint and restarting are all free and do not advance the move counter.

## The World

Twenty rooms in five regions. The two one-way boundaries are marked; both are announced before you cross them, and both cost points you might have collected rather than your ability to finish. There are no dead ends in this game.

| Region                                     | Room<br>s | Room identifiers                                                |
|--------------------------------------------|-----------|-----------------------------------------------------------------|
| <b>I. London and the Challenge</b>         | 4         | enmore_park, gazette_office, streatham_parlour, zoological_hall |
| <b>II. The Amazon and the Approach</b>     | 4         | cane_brake, manaos_quay, pinnacle_base, river_camp              |
| <b>III. The Crossing and the Marooning</b> | 4         | fort_challenger, gingko_top, pinnacle_summit, plateau_edge      |

| Region                   | Room<br>s | Room identifiers                                                              |
|--------------------------|-----------|-------------------------------------------------------------------------------|
| IV. Maple White Land     | 5         | allosaurus_thicket, ape_town, iguanodon_meadow, lake_gladys, pterodactyl_bowl |
| V. The Way Down and Home | 3         | accala_caves, arrow_cave, queens_hall                                         |

## Objectives and Points

| Objective or keepsake          | Kind     | Points |
|--------------------------------|----------|--------|
| A Commission Worth Dying For   | Required | 15     |
| The Lion of Enmore Park        | Required | 15     |
| The Committee of Investigation | Required | 15     |
| Maple White's Creek            | Required | 15     |
| Forty Feet of Air              | Required | 15     |
| Fort Challenger                | Required | 15     |
| Something Nobody Can Laugh At  | Required | 15     |
| The Way Down                   | Required | 15     |
| The Debt of the Accala         | Optional | 10     |
| Photograph                     | Keepsake | 5      |
| Wing Bone                      | Keepsake | 5      |
| Pocket Watch                   | Keepsake | 5      |
| Diamond Pouch                  | Keepsake | 5      |
| Total                          |          | 150    |

## Achievements

|                             |                              |
|-----------------------------|------------------------------|
| The Habit of the Trade      | The Whole Country at Once    |
| Talked Round the Lion       | Five Wonders Written Down    |
| Named to the Committee      | Taken Alive                  |
| Where a Dead Man Drew It    | The Pipe of Blue Clay        |
| The Beech Across the Gulf   | The Colony Broken            |
| Cut Off From the World      | Through the Hill in the Dark |
| Copy Filed From the Plateau | The Witness                  |

## Getting Killed

Four commands in this game will kill Malone, and every one of them is described in plain language in the room text before you can reach it. When a room tells you not to do something, that is the game being honest rather than daring you. Each death is written out properly, and each one offers UNDO, RESTORE and RESTART.

| Where                      | The command | What happens                                                                      |
|----------------------------|-------------|-----------------------------------------------------------------------------------|
| The summit of the pinnacle | WEST        | before the beech is down. Forty feet of air, a thousand feet of drop.             |
| The rim of the rookery     | DOWN        | into the bowl. Summerlee's coat is in ribbons for three steps.                    |
| The bamboo brake           | DOWN        | into the canes, where there is already a skeleton on the spikes.                  |
| The cave of the arrow      | WEST        | into the tunnel with no light. The far end is a hole in the outside of the cliff. |

Every other direction in each of those four rooms was swept during testing — 44 probes — and none of them is fatal. The full route was also resumed from 21 separate cut points and finished at full marks every time, which is how the claim that there are no dead ends is checked rather than asserted.

## Accessibility

Six profiles are provided through the ACCESSIBILITY button, each fully adjustable afterwards, and all settings are stored on your own device only.

| Profile               | What it changes                                               |
|-----------------------|---------------------------------------------------------------|
| Standard              | The default presentation.                                     |
| Low Vision            | Larger type and controls, high contrast, reduced motion.      |
| Blind / Screen Reader | Text-to-speech narration on, simplified layout, live regions. |
| Hard of Hearing       | Captions for every sound cue; no puzzle needs hearing.        |
| Motor Assistance      | Larger click targets and a simplified control set.            |
| Cognitive Support     | Simplified layout, reduced motion, plainer presentation.      |

Narration uses the browser's own speech synthesis; where no English voice is installed, the panel's TEST NARRATION button reports why and captions can be used instead. All sound is synthesised at run time, so the package contains no audio files and every cue has a caption. The game is completable in silence.

## Developer Notes

This half is for whoever maintains the package next. It records how the game is put together, what the engine needed at run time, and what was measured.

### Package Layout

| Path                    | What it is                                           |
|-------------------------|------------------------------------------------------|
| manifest.json           | Package Spec v1.4 manifest, schema_version 1.4       |
| index.html              | the shell and cover; game-specific, deferred scripts |
| js/core/*.js            | nine TIFE Core 2.3.0 engine files, byte-identical    |
| js/game.js              | the kit's DOM adapter, byte-identical                |
| js/data.js              | the story as data (window.TIFE_GAME)                 |
| js/interface.js         | the prototype patch layer                            |
| js/map.js               | the region chart                                     |
| js/sound.js             | five procedural ambient beds                         |
| css/game.css            | the kit stylesheet, byte-identical                   |
| css/theme.css           | every presentation change this game makes            |
| docs/engine-purity.json | SHA-256 of all eleven engine files                   |
| docs/engine-patches.txt | the technical companion to this section              |
| validate.js             | the in-package validator (Node built-ins only)       |
| sounds/README.txt       | why the folder holds no audio files                  |

### Engine Purity

Eleven files ship byte-identical to the TIFE Core 2.3.0 kit: the nine services, the DOM adapter `js/game.js`, and `css/game.css`. Their SHA-256 digests are in `docs/engine-purity.json` and are recomputed by both the build harness and the in-package validator, which additionally sweep those files for this story's proper nouns — if a character name ever turns up inside a file we claim is pristine, something has been edited. All story behaviour is added at load time by prototype patches in `js/interface.js`.

### Rule Vocabulary

|            | Core 2.3.0 | This package                | Used here |
|------------|------------|-----------------------------|-----------|
| Conditions | 8          | 36                          | 16        |
| Actions    | 10         | 27                          | 17        |
| Triggers   | 9          | 9 + move.attempt + 8 verb.* | 18        |
| Rules      | —          | 87                          | 87        |

The grouping conditions `all`, `any` and `not` exist for a specific reason: a repeated key in a JavaScript object literal is silently discarded, and on an earlier game in this line that turned a guarded death rule into an unguarded one, killing the player on the safe route. With grouping operators no literal in the story data ever needs a repeated key. Both validators still scan every literal; the scan covers 2639 keys in this package.

## Core Defects Worked Around

Twelve, all fixed game-side without touching an engine file. They are listed in full in docs/engine-patches.txt; the ones most likely to matter to the next story on this line are the RESTART crash (reset() nulls lastAction and dispatch() then reads it), the once-guard being written after the do-list rather than before it, the save key being built from the story id instead of the package slug (and its accessor needing both a getter and a setter, or the constructor's own assignment throws), the absence of presence checks on USE, SEARCH, READ and OPEN, and followers arriving after the room.enter rules have already read the room as empty.

## Verification

| Gate               | Result                                                                                                 |
|--------------------|--------------------------------------------------------------------------------------------------------|
| Build harness      | 2667 assertions, 0 failures                                                                            |
| Full route         | 87 moves, 150 of 150 points, 20 rooms, all objectives, all achievements                                |
| Lean route         | 58 moves, 120 points, 8 objectives                                                                     |
| Fatal commands     | 4, each warned in the room text; 44 direction probes swept                                             |
| Dead-end sweep     | 21 resume points, all completable at 150                                                               |
| Parser             | 64 malformed or hostile commands, nothing thrown                                                       |
| Duplicate-key scan | 2639 object-literal keys                                                                               |
| Live browser       | 40 assertions, 150 of 150 in 87 moves, 8 story-verb buttons, 38 keyboard focus stops, 0 console errors |

## Appendix: Walkthrough

The measured full-marks route, 87 moves for 150 of 150 points. It is here so the package can be checked, and it is the last thing in the manual on purpose.

|                       |                       |                     |
|-----------------------|-----------------------|---------------------|
| 1. TALK GLADYS        | 30. TAKE RIFLE        | 59. RECORD ROOKERY  |
| 2. TALK GLADYS        | 31. SEARCH GUN CASE   | 60. SEARCH BONES    |
| 3. TALK GLADYS        | 32. TAKE CARTRIDGES   | 61. TAKE WING-BONE  |
| 4. NORTH              | 33. WEST              | 62. WAIT            |
| 5. TALK MCARDLE       | 34. TALK GOMEZ        | 63. NET             |
| 6. TALK MCARDLE       | 35. USE SKETCHBOOK    | 64. WEST            |
| 7. TALK MCARDLE       | 36. SEARCH REEDS      | 65. SEARCH CLAY     |
| 8. SEARCH DESK        | 37. WEST              | 66. TAKE POUCH      |
| 9. TAKE LETTER        | 38. USE AXE           | 67. RECORD LAKE     |
| 10. TAKE ASSIGNMENT   | 39. WEST              | 68. EAST            |
| 11. RECORD ASSIGNMENT | 40. RECORD PINNACLE   | 69. SOUTH           |
| 12. SEARCH PROOFS     | 41. CLIMB             | 70. EAST            |
| 13. WEST              | 42. UP                | 71. SHOOT           |
| 14. TALK CHALLENGER   | 43. BRIDGE            | 72. SEARCH SKELETON |
| 15. TALK CHALLENGER   | 44. WEST              | 73. TAKE WATCH      |
| 16. TALK CHALLENGER   | 45. SIGNAL            | 74. NORTH           |
| 17. TALK CHALLENGER   | 46. NORTH             | 75. RECORD APE-MEN  |
| 18. TAKE SKETCHBOOK   | 47. USE AXE           | 76. SHOOT           |
| 19. RECORD SKETCHBOOK | 48. TAKE LIANA        | 77. WEST            |
| 20. TAKE PHOTOGRAPH   | 49. SEARCH SHEET      | 78. TAKE TORCH      |
| 21. NORTH             | 50. TAKE NET          | 79. TALK MARETAS    |
| 22. READ RESOLUTION   | 51. CLIMB             | 80. TALK MARETAS    |
| 23. TALK SUMMERLEE    | 52. RECORD PLATEAU    | 81. USE NOTEBOOK    |
| 24. TALK ROXTON       | 53. EXAMINE WATCHER   | 82. IN              |
| 25. OUT               | 54. DOWN              | 83. LIGHT TORCH     |
| 26. TALK ZAMBO        | 55. NORTH             | 84. READ ARROW      |
| 27. TALK ZAMBO        | 56. RECORD IGUANODONS | 85. WEST            |
| 28. TAKE AXE          | 57. SEARCH TRACKS     | 86. USE NOTEBOOK    |
| 29. TAKE ROPE         | 58. NORTH             | 87. RELEASE         |

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