JULES VERNE'S

THE MYSTERIOUS ISLAND

Castaways

Survive the island. Build a colony. Sail south.



INSTRUCTION MANUAL

Lincoln Island · The Voyage South · The Sea Chart — every picture in this book is drawn by the game itself

THE MYSTERIOUS ISLAND · CASTAWAYS

CONTENTS

being a complete account of the island, its castaways, and the ocean beyond

Part One · Learning the Island

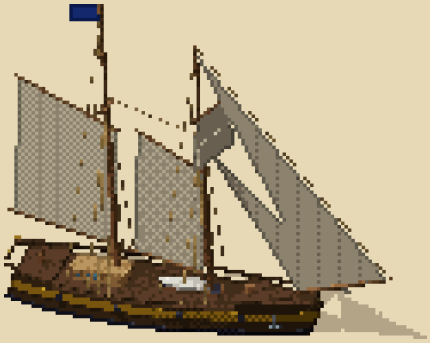
I The Castaways 3
II Getting Started 5
III The View from the Cliffs 7
IV Giving Orders 9
V The Colonists 11
VI Stores & Resources 13
VII Building the Colony 15
VIII Research 18
IX Tools, Arms & Gear 21
X Food, Farms & Beasts 23
XI Expeditions 25
XII Weather, Seasons & Night 27

Part Two · The Story

XIII Lincoln Island 29
XIV Under the Ground 32
XV The Voyage South 34
XVI Raiders & Forts 37
XVII The Sea Chart 39
XVIII Choices & Endings 42

Part Three · Reference

XIX Feats, Scores & Challenges 44
XX Options, Sound & Tools 46
Quick Reference 48



"We will not be castaways, we will be colonists."

— Cyrus Smith

✦ HOW TO READ THIS BOOK

Chapters I to XII teach the game: the screen, the castaways, building, research, food, expeditions and the weather. Chapters XIII to XIX describe Lincoln Island, its caves, the Voyage South, war, the sea chart and the endings, and give away more and more of the story.

Keys in `boxes` *are the defaults; every one of them can be changed in* Menu › Settings › Controls.

FROM SPILETT'S NOTEBOOK

24 March 1865. Five of us, one balloon, no basket left to speak of. Pencroff says the sea is wet and the land is not, and on that point at least he is right.





Chapter I

The Castaways

In March 1865, during the siege of Richmond, five prisoners of the Confederacy stole a balloon and flew off into a hurricane. They thought they would be free in an hour. Instead the storm carried them for five days across the whole width of the Pacific, and dropped what was left of them on the sand of an unknown island far in the south.

There was no ship, no settlement, no tool except a pocket knife and a watch. One of the five, the engineer, was missing. The other four had the clothes they stood up in, a basket full of holes, and the deep-rooted conviction of Americans of that age that anything can be built if one only knows how.

The Mysterious Island: Castaways is that story, and you are in charge of it. It is an isometric colony game in the spirit of the old Bullfrog classics: you do not walk a single hero around, you guide a small band of people who think, eat, sleep, argue, fall ill and work on their own. You decide what they should build, what they should learn, where they should look and when they should fight. They do the rest, sometimes better than you would.

Three Ways to Play

Lincoln Island is the campaign of the novel: five acts that take the castaways from a campfire on the beach to iron, steel, a laboratory, a telegraph line and the secret that lives under the island. It ends when the volcano wakes and they must build a ship and leave.

The Voyage South continues the story on five new islands, each with its own climate, its own problem and its own enemy: pirates, mutineers, deserters, sealers and privateers, all of them paid by the same man. Between the islands you sail the **sea chart**, an engraved map of the southern ocean full of fog, gales, islets, a hunting enemy brig and an island that refuses to stay where it is.

You can also start any Voyage island on its own, try a **challenge**, or play on **Survival**, where colonists can die, and in **Ironman** mode, with a single save.



Cyrus Smith — *engineer*
Gideon Spilett — *reporter & medic*
Pencroff — *sailor & builder*
Herbert Brown — *naturalist*
Neb — *cook & provisioner*
Ayrton — *shepherd*
Jup — *orangutan*

Fig. 1 *The castaways of Lincoln Island, and the two who join them later.*

The Company

Cyrus Smith is the brain of the colony. Some technologies can only be finished by him, and only he can mix nitroglycerin. **Gideon Spilett**, war correspondent, writes everything down, investigates whatever is strange and is the best medic you have. **Pencroff**, the sailor, builds a third faster than anyone else and will tell you so. **Herbert**, his young friend, knows every plant and animal, sees further and gathers faster. **Neb**, Cyrus's devoted companion, makes every ration go a quarter further and keeps food from spoiling.

Two more join on the way. **Jup**, an orangutan who used to live in Granite House, turns out to be a willing porter. **Ayrton**, a wild man found on a lonely island, becomes the best shepherd on the island and a man with a debt to pay.

FROM SPILETT'S NOTEBOOK

The engineer did not come ashore with us. Pencroff will not sleep until we find him. Neither will Neb. I am writing this by the light of the fire Herbert made with the last dry match.

What You Are Trying to Do

Every island has a goal, written as **objectives** in the top-left corner of the screen. On Lincoln Island they double as the tutorial: light a fire, find the engineer, put a roof over everyone, learn to make tools. Later objectives ask for bricks, iron, steel, a telegraph line, a ship. Each **act** ends when its key objectives are done; the optional ones are there for the curious and the thorough.

Behind the objectives there is a story that unfolds whether you are looking or not. Strange things happen on Lincoln Island. A chest washes up on a beach exactly when it is needed. A pellet of lead turns up in a young peccary. A light shines on the sea at night. The **Journal** keeps track of everything that cannot be explained, and you will want to read it.





CHAPTER II

GETTING STARTED

The game runs in a web browser, needs no installation and keeps its saves on your own computer. Everything, from the island to the sound of a saw, is made by the game itself, so a single file is all there is to it.

Starting the Game

The quickest way is to open **TheMysteriousIsland.html** (in the *dist* folder) in Chrome or Edge: it is one self-contained file. From the source folder, **run.bat** on Windows or **run.sh** elsewhere starts a small local server at *localhost:8080*. Published on a website, the game is a folder of plain files whose entry point is *index.html*; it must be served over https.

The game draws with **WebGPU** when the browser has it, and otherwise with a **WebGL2** renderer that looks the same, so it also runs on phones and tablets.

On a touch screen

- **Tap** selects; **long-press** gives an order (the right-click), or shows a tooltip when nobody is selected.
- **One finger** pans, **two fingers** pan and pinch-zoom.
- To build, tap once to see the ghost of the building, tap again to place it.
- The touch bar at the bottom right holds the side panel ☰, box select ▭, order mode ➤ and zoom.

The Main Menu

The title screen shows the cast and the island drifting behind them. Continue loads the last autosave; New game starts Lincoln Island. The menu also holds Save / load, Settings, How to play, Achievements and, during the Voyage, The Log of the Libertad. Esc opens it at any time.



Fig. 2 *A new game: difficulty, Ironman, the seed of the week, challenges and the island seed.*

Difficulty

	Story	Standard	Hard	Survival
Hunger, spoilage, thirst	×0.7	×1	×1.3	×1.3
Damage taken	×0.5	×1	×1.5	×1.5
Wild animals	×0.6	×1	×1.5	×1.5
Eruption countdown	≈ 78 days	52 days	≈ 44 days	≈ 44 days
Convicts landing	3 men	5 men	4 + 3	4 + 3

	STORY	STANDARD	HARD	SURVIVAL
Garrisons and raids	×0.7	×1	×1.3	×1.3
Time between raids	×1.3	×1	×0.8	×0.8
Colonists can die	—	—	—	yes
Score	×0.6	×1	×1.5	×2

Story is generous with food and slow with disasters. **Standard** is the intended balance. **Hard** keeps the pressure on and makes the last act a race. **Survival** is Hard where colonists can die: a wounded colonist left down for about a day and a half without care (sooner if he is also starving, freezing, parched or fevered), or struck again while down, dies. Recruits can be lost and the game goes on; if one of the six the story needs dies (Cyrus, Pencroff, Neb, Herbert, Spilett, Ayrton), the game is over. Nobody comes to rescue a colony that is all down at once.

The Island Seed

Seed **1865** is the classic island. Any other number shuffles the plants and rocks, varies the size of every deposit, changes the weather and the order of events. The **Seed of the week** gives everyone the same island for a week and keeps your best score for it.

Ironman

Tick **Ironman** for one autosave and no reloading, on any difficulty. The score is worth 30% more. Ironman with Survival is the hardest way to play.

First Steps

A new game opens with two engraved plates and a flight in from the sea. Then five short steps teach the basics, and the side panel opens one button at a time. You can skip them, or switch them off with **Tutorial hints** in the settings.

1. Click **Pencroff**, the sailor in the red cap, to select him.
2. Right-click the beach where the arrow points: he goes up the coast to look for the engineer.
3. Open **Build**, choose **Campfire** and place it near the wreck. The others fetch the wood.
4. Try the speed buttons at the top right (keys `1`–`4`) and `Space` to pause.
5. Read the objectives at the top left. Rest the mouse on one for a hint.

> ✦ **PENCROFF'S ADVICE**
> *Pause is free. Press Space whenever you need to think, give orders while paused, then let the clock run again.*

Saving

The game saves itself once a day (the **Autosave** slot) and has three slots of your own plus a quick save: `F5` to save, `F9` to load. **Export save file** writes your game to a .json file you can keep or move to another computer; **Import** reads it back. Saves live in the browser, so clearing the browser's site data clears them too.

Time

A day lasts four minutes at normal speed. The speed buttons run the world at 1×, 2×, 4× and 8×. Night falls at nine and lasts until six; seasons change every eight days, and a year is thirty-two days long.



Chapter III

The View from the Cliffs

The island is drawn as an isometric map, the way the old strategy games drew their worlds: true pixel art, magnified by a whole number so that every pixel stays sharp. The world takes the left of the screen; the right is the side panel, where the colony keeps its accounts.



Fig. 3 *A morning in Act V, with the eruption counting down. Spilett is selected and under direct control; his panel shows his needs, skills, traits and kit.*

1 **Objectives.** The current act and its goals. Click the title to fold it; ⌖ shows the place on the map.

2 **Alerts.** News, dangers and discoveries. Click one to look at the place.

3. **Header.** Day and hour, season, weather and act; the speed buttons; on the Voyage, the alarm bell and the next raid.
4. **Minimap.** Click or drag to jump. Yellow dots are colonists, red ones danger.
5. **Stores.** Colonists, food, storage used, and every resource you hold.
6. **Main buttons.** Build, Orders, Research, Journal, Colony, Gear, Explore and Menu.
7. **Selection.** Whatever you clicked: a colonist, building, animal, plant or cave.
8. **Name plates.** Who is who, and what they are doing. N hides them.

Moving the Camera

Scroll with W A S D, the arrow keys or the screen edges; hold Shift to scroll twice as fast. Drag with the middle button to pan. The wheel or + - zoom between 1× and 4×. H brings the camera home, and C follows the selected colonist. Clicking an alert or the ⌖ beside an objective takes you to its place.

The Header

The top line reads like a ship's log: **Day 84 · 10:35**, then **Autumn · Clear · Escape**. On the Voyage islands it also gives the temperature, blue below zero and red above thirty-two. The buttons pause and run the world at 1×, 2×, 4× and 8×. When something is coming, a last line counts it down: the eruption, the next raid, or the ship you are waiting for.

The Stores

The first row counts the colonists, the food (it turns red below three portions per head) and the storage used out of what you have. Below it is every resource you hold, with the food on its own row: fruit, fish, meat, meals, preserved food, flour and grain.

Objectives and Alerts

The objectives are your tutorial and your compass. Key objectives end the act; the others are optional. The hint of the first open objective is written under it. ✦ marks side quests and ⚑ marks expeditions that are out.

Alerts pile up on the left and fade after a while: ⚠ danger, **!** warning, ✓ good news, ⚗ research, ⚒ building, ✦ discovery and **?** a mystery.

Event Cards

When something important happens the story speaks through a **card**: a portrait or an engraving, a few lines, and a button to go on. Some cards ask you to choose. The game pauses while a card is open, and cards queue up if several arrive together.



FIG. 4 *A story card. Strange things wash up on Lincoln Island.*

Tooltips

Rest the mouse on any part of the map for a second and a tooltip says what is there: a colonist and what he is doing, an animal, a building, a resource and how much is left, the kind of ground. The side panel's buttons and bars explain themselves the same way.

> ✦ HERBERT'S ADVICE
> *Click a plant while Herbert is in the colony and its panel also tells you what it is good for: "Wild flax: strong fibre for rope and canvas." He has read every book on the subject.*





Chapter IV

Giving Orders

The castaways are not puppets. Left alone, each of them looks for the most useful thing he can do, does it, eats when hungry and sleeps when tired. Your job is to tell the colony what matters; you step in and give direct orders only when something cannot wait.

Selecting

Click a colonist to select him; **Shift-click** adds another. **Drag a box** over the map to select everyone inside it. Tab cycles through the colonists, Shift+Tab goes back, and C makes the camera follow the selection. Click a building, an animal, a plant or a rock to see its panel.

Right-Click Orders

With colonists selected, the right mouse button is a direct order, and what it does depends on what you click:

Right-click on…	Order
Open ground	Go there, under direct control. A group fans out.
Tree, rock, bush, ore	Gather it.
Animal	Hunt it. Shift: tame a mouflon (needs Animal handling).
Enemy soldier	Armed colonists attack.
Watchtower or bastion	An armed colonist climbs up and keeps watch.
Building site	Build it, or bring its materials.
Workshop, mine, farm…	Assign him to work there (one colonist).
Wounded colonist	Treat him.
Strange marker	Investigate it.
Cave mouth	Go into the cave; the camera follows the first one.

A new right-click always replaces the last order, even while the colonist is still walking.

Direct Control

A colonist sent to the ground is under **direct control**: he stops working and waits for your orders (his name plate shows ▶). Press X or Back to work to release him. If you forget him, he goes back to work after half a minute without orders, and he will leave anyway to eat or sleep: *"I need to eat."* Unarmed colonists run from danger to the nearest store; armed ones shoot whatever hostile comes into range.

Orders for the Colony

Most work is not given one man at a time. The Orders panel O holds tools that mark work on the map: **Chop trees**, **Gather plants**, **Mine rock & ore**, **Fish**, **Hunt animals**, **Tame goats** and **Cancel orders**. Choose one and drag a box over the land; whoever is free comes to do it. **Call to arms** Y is the opposite of all this: click a spot and every colonist who can walk drops his work and gathers there, armed men in front, all of them selected and under direct control. They wait there, fighting whatever comes, until hunger or sleep calls them or you press X. **Auto-forage when food is low**, on by default, sends people to the known bushes and fishing spots when food drops below five portions per head.



FIG. 5 *The Orders panel, and the work priorities in the Colony panel.*

Work Priorities

The Colony panel P has a table of the kinds of work against the colonists. Untick a box to forbid someone that kind of work; set a number from 1 to 5 to say how much each kind matters. *Higher priority work is chosen first; then skill, then distance.* The defaults put emergencies first (5), then food and cooking (4), then construction, gathering, crafting, research and farming (3), and hunting last (2).

Emergencies beat everything: a colonist who is down is treated at once, and a fire is fought as soon as it starts. Late in the evening nobody walks off to a job more than thirty tiles away.

Buildings Have Orders Too

- **Prio ▲ ▼** raises or lowers a building's priority from 1 to 5, so its site or its workplace is served first.
- **Keep stock up to N** stops a workshop when there is enough of what it makes (40 by default).
- ⟳ picks the recipe. *Auto* makes whatever is needed, starting with what a project is waiting for. A recipe picked by hand comes first and may use materials that projects are waiting for.
- **Assigned** names one colonist as the building's worker. He goes there before anything else except eating, sleeping and emergencies, even if that kind of work is switched off for him, and nobody else takes his place while he is about. With a recipe picked by hand he makes exactly that, past the stock limit, until you free him. When an ingredient runs out he fetches it himself: he gathers it, mines it, or makes it at another workshop (laboratory chemicals for medicine, say), then comes back. To free him: ✕ in his panel, or *Anyone* in the building's. Right-clicking a workplace with a colonist selected assigns him too.
- **Pause** stops a workplace; **Demolish** pulls a building down and returns half its cost.

> ✦ NEB'S ADVICE
> *If nothing is happening, look at the building's panel. It always says why: "stock limit reached", "needs coal", "Storage is full" or "Waiting for a free colonist (check work priorities)".*

The Alarm Bell

On the Voyage islands the header has a bell 🔔 K. Ring it and every armed colonist drops his work and runs to the towers, gun batteries and walls, while the others take shelter indoors. Ring it again for the all-clear. Chapter XVI tells the rest.





Chapter V

The Colonists

Every castaway has a trade, eight skills, one or two traits, friends and moods. They are good at different things, and the colony runs best when each does what he does well.

Skills

Skills run from 0 to 10: **ENG** engineering, **CON** construction, **EXP** exploration, **NAT** naturalism, **MED** medicine, **COM** combat, **COO** cooking and **LOG** logistics. A skilled worker is faster: a colonist with 10 works more than twice as fast as one with 0. Engineering also speeds up research.

	Colonist	Role	ENG	CON	EXP	NAT	MED	COM	COO	LOG	Gift
	Cyrus Smith	Engineer	9	6	5	5	3	4	2	4	Some advanced technologies need him.
	Pencroff	Sailor & builder	4	9	5	3	1	6	4	6	Builds 30% faster.
	Neb	Cook & provisioner	3	5	4	4	2	3	9	9	Food feeds 25% more and spoils slower.
	Herbert Brown	Naturalist	5	4	8	9	4	5	3	4	Sees further, gathers faster, knows the plants.
	Gideon Spilett	Reporter & medic	4	4	7	4	8	8	3	4	Investigates clues, heals the wounded.
	Ayrton	Castaway & shepherd	3	6	7	8	2	6	4	6	Pens yield double; tames quickly.
	Jup	Orangutan helper	0	3	6	3	0	5	5	8	Carries heavy loads; distracted by fruit.

Jup never studies and uses no tools or weapons, but carries sixteen loads at a time and his fur keeps him ten degrees warmer than anyone else. Only **Spilett** can finish *Basic medicine*; only **Cyrus** can finish Ironworking, Chemistry, Steel, Explosives and Telegraph, and make nitroglycerin. Others help with those at half speed.



Fig. 6 *The sprites wear what the colonists carry: tools, slung rifles, backpacks, coats and lanterns.*

Top

Top, Cyrus Smith's dog, is not a colonist: you cannot give him work, and nothing can hurt him. He follows a master

(Cyrus, or whoever you pick on his panel) and earns his keep. He **barks** when a predator, convicts or raiders come near, even at night while the camp sleeps, and goes for them. Now and then he **runs down a rabbit** and leaves it for the cook. His nose shows the ground around him, and a dog in camp keeps everyone's spirits up a little. He sails south with the crew.

Needs

The selection panel shows four bars: **Health**, **Satiety**, **Energy** and **Morale**, plus **Water** on Cinder Isle and **Cold** on the cold islands.

Hunger fills in about a day and a half. Colonists eat from the stores, best food first: meals, preserved food, fruit, fish, meat, flour. Raw fish and meat fill the belly but cost a little morale. A starving colonist loses health and walks slower.

Energy runs out in about eighteen hours of work. Everyone goes to bed after half past nine. A bed restores a night's sleep in seven hours, a camp in under nine, the bare ground in ten. Beds come from shelters (2), huts and cabins (3), the infirmary and outposts (2) and Granite House (8).

Morale

Morale drifts towards a mood the colonist feels he deserves. A bed, a cooked meal, a campfire, friends nearby, a lamp in the dark and every level of Granite House raise it; hunger, exhaustion, wounds, storms, cold, thirst and fever lower it. Morale changes how fast everyone works: a cheerful colonist can do a third more than a miserable one.

Wounds and Sickness

Below 40 health a colonist works and walks slowly. At 0 he is **down**: he cannot move until someone treats him. A medic needs eight seconds, does more with medicine in store and more again with a medical kit; Spilett is the best. Someone left alone gets up after two days, barely: *"I... can walk. Just."* Health returns slowly by itself, faster asleep, in a bed, or in the infirmary, which heals seven times faster than the ground.

Sleeping in the rain brings **fever**; raw food can bring **food poisoning**. An infirmary and herbal medicine keep both short.

Traits

TRAIT	WHAT IT MEANS
Leader	Colonists near him keep their spirits up.
Old salt	At sea, storms do less damage to the hull.
Devoted	Happiest near Cyrus Smith; sick with worry when he is hurt.
Writer	Spirits rise with every new journal entry, fall when nothing happens.
Young	Gets used to his tools twice as quickly.
Redeemed	Can talk down a mutiny; hates cruelty.
Strong	Carries more, works hard.
Handy	Builds 20% faster.
Brawler	Fights well; low spirits when there is no meat.
Homesick	Spirits fall slowly on long chapters.
Turncoat	A former enemy: may desert when spirits are low.

Friendships

Some friendships are old: Cyrus and Neb, Herbert and Pencroff. Others grow round the campfire in the evening, on expeditions, and fighting side by side. *Friends work faster side by side and keep each other's spirits up, and suffer when the other is hurt.* The Colony panel lists every bond; ♥ marks the close ones.

FROM SPILETT'S NOTEBOOK

Neb has not left the engineer's side since the dunes. Herbert follows Pencroff about like a ship's boy. Some evenings, at the fire, I think we are already a family.

Death

In a normal game colonists do not die one by one; but if *everyone* is down at once, the colony is in mortal danger. On **Survival** a colonist left down for a day and a half without care dies (sooner if starving, freezing, parched or fevered; you are warned when he is dying), and so does one who is struck again while down. If he is one of the six the story needs, the game is over.





Chapter VI

Stores & Resources

Everything the colony owns sits in its stores: the balloon basket at first, then stockpiles, warehouses and the cavern of Granite House. Colonists carry raw materials to the nearest store, fetch them from there for every building site and workshop, and eat from the stores when they are hungry.

Raw Materials

The island gives raw materials to anyone with the right tool and the patience. Trees give **wood** and grow back from their stumps; rocks give **stone**; flax gives **fiber**; the banks of the lake give **clay**. Deposits of **iron ore**, **coal**, **sulfur** and **saltpeter** lie hidden in the hills and need at least stone tools. Finding one is news: *"Iron ore discovered at Remote Plateau."*

	On the map	Gives	Notes
	Trees, pines, palms	wood	leave a stump that grows a sapling, then a tree
	Fruit bush	fruit	regrows (not in winter)
	Flax	fiber	regrows
	Herbs	herbs	needs Basic medicine
	Rock	stone	needs a pick to be quick
	Ore deposits	iron ore, coal, sulfur, saltpeter	need Stone tools; a mine works them forever
	Clay bank	clay	by hand, or with a clay pit
	Fishing spot	fish	needs Fishing
	Burnt ruins	coal	left by a fire; clear them

A hunted animal leaves a **carcass**: butcher it for meat, and for furs and oil on the cold islands, before it rots in two days.

Goods

Workshops turn raw materials into goods. Most of them follow a recipe, and colonists fetch the inputs, work at the building and carry the result back to the stores.



RECIPE	WHERE	IN	OUT	RECIPE	WHERE	IN	OUT
Cook food	Campfire	1 fish, meat or fruit	1 meal	**Smelt iron**	Forge	3 iron ore, 1 coal	2 iron
Cook meals	Cookhouse	2 fish, meat or fruit	3 meals	**Forge tools**	Forge	1 iron, 1 wood	2 tools
Bake bread	Cookhouse	2 flour	3 meals	**Make steel**	Blast furnace	2 iron, 2 coal	1 steel
Smoke food	Smokehouse	2 fish or meat, 1 wood	3 preserved	**Weave canvas**	Workshop	3 fiber	1 canvas
Twist rope	Workbench	2 fiber	1 rope	**Make rope**	Workshop	2 fiber	2 rope
Stone tools	Workbench	2 stone, 1 wood	1 tools	**Blow glass**	Glassworks	2 sand, 1 coal	1 glass
Saw planks	Sawbench	1 wood	1 planks	**Prepare chemicals**	Laboratory	1 sulfur, 1 saltpeter	2 chemicals
Fire bricks	Kiln	2 clay, 1 wood	2 bricks	**Nitroglycerin**	Laboratory	2 chemicals, 1 fiber	1 explosives (Cyrus only)
Burn charcoal	Charcoal burner	3 wood	2 coal	**Medicine**	Laboratory	1 herbs, 1 chemicals	3 medicine
Herbal medicine	Infirmary	2 herbs	1 medicine	**Machine parts**	Machine shop	1 steel	2 parts
Grind flour	Windmill	2 grain	2 flour	**Draw wire**	Machine shop	1 iron	3 wire

The Voyage islands add their own: quinine from cinchona bark, gunpowder and cartridges at the powder mill, steam-sawn planks, water, peat, seal oil and furs. They are described with their islands.

Storage

Every unit of every good takes room. The balloon wreck holds 80, a stockpile 150, an outpost 80, a warehouse 500; Granite House holds 150 plus 70 for each stage, up to 500. When the stores are full, colonists only do work that frees space or feeds a project, and an alert says so: build a warehouse, or pause whatever is filling it.

Spoilage

Fresh food rots. Every day the colony loses a tenth of its fruit, fish and meat, half that while Neb is on his feet. Cooked meals keep twice as long; **preserved food never spoils**. Smoke what you cannot eat.

> ✦ NEB'S ADVICE
> *Keep food above five portions per head. Below that, the colony starts foraging on its own, and the work you wanted done waits.*

Workplaces and Stock Limits

A workshop stops when its product reaches its stock limit (40 unless you change it) and a quarry or pit when it reaches three times that. Raise the limit for what you need in bulk, such as planks before the ship or bricks before the forge. Workshops also make equipment by themselves, but never with materials that a building site or an objective is waiting for, unless you ask: an order in the Gear panel or a recipe picked by hand only needs its materials. To make something in bulk, pick its recipe and assign a colonist to the workshop (Chapter IV).





Chapter VII

Building the Colony

To build, open the **Build** panel B, choose a tab and a building, and click the map. A ghost shows where it would stand: green if it can, red with the reason if it cannot. Nothing is built by magic. Colonists carry every plank and stone from the stores to the site, then build it, and the better builders build faster.

Placing

A building needs explored, fairly level ground. Many need more: a farm wants flat fertile soil, a quarry must touch rock, a clay pit needs a clay bank close by, a sand pit a beach, a mine a deposit next to it, a dock or shipyard must straddle the shoreline. The ghost says what is wrong: *"Too steep"*, *"Soil not fertile"*, *"Unexplored"*, *"Must be next to an ore deposit"*. Trees on the spot are cleared, and half their wood goes to the stores.

Hold Shift to keep the tool after placing. Right-click or Esc cancels. If the materials are not in the stores yet, you can place the building anyway: *"Materials will be gathered."*

Construction

Every site goes up in stages, from bare ground to scaffolding to the finished building. Its panel shows the materials delivered, the work done and what is missing. **Cancel** a site to get back whatever was delivered; **Demolish** a finished building to get half its cost back.



Fig. 7 *A forge goes up: the site, three stages of work, the finished building.*

Roads, Bridges and Stairs

Paths, roads, bridges, stairs and walls are not placed one by one: you **drag** them as a line that bends once. A **dirt path** is free and quick; a **stone road** costs a stone a tile and is the fastest way to walk. **Bridges** cross rivers; **stairs** climb a slope too steep for feet. Feet also wear their own trails in the grass, which grow back when nobody uses them.

With Explosives you can **Blast** a cliff into a ramp, or clear a rockfall, for one charge.

The Buildings

The tables that follow show every building, its cost and the technology it needs. Buildings marked ◆ are only offered on the Voyage islands.

SURVIVAL



Campfire
5 wood



Rough shelter
8 wood, 4 fiber
2 beds



Stockpile
6 wood
stores 150



Hut
24 wood, 8 fiber
Improved shelter · 3 beds



Water point
6 wood, 4 clay
Pottery · health +20%, farms +30%



Infirmary
15 planks, 10 stone
Basic medicine · 2 beds, medicine



Stilt hut ◆
20 wood, 6 planks, 6 fiber
Improved shelter · no fever



Log cabin ◆
16 wood, 14 stone
Cold-weather gear · heated, 3 beds



Stove ◆
10 stone, 6 clay
Cold-weather gear · heat



Well ◆
10 stone, 6 wood, 2 rope
Water works · water



Cistern ◆
16 stone, 6 clay
Water works · rainwater



Solar still ◆
4 glass, 6 planks, 4 clay
Water works · on a beach

FOOD



Fish rack
8 wood, 4 fiber
Fishing · near water



Cookhouse
15 stone, 15 wood
Cookery · meals, bread



Farm plot
4 wood
Agriculture · fertile ground



Animal pen
20 wood
Animal handling · 6 goats



Smokehouse
15 wood, 5 stone
Food smoking · preserved food



Windmill
25 stone, 15 planks, 6 rope
Mills · grain to flour

MATERIALS



Workbench
10 wood, 4 stone
Stone tools · rope, tools



Wood yard
10 wood
Woodworking · fells trees nearby



Quarry
10 wood
Masonry · on rock



Clay pit
6 wood
Pottery · by a clay bank



Sand pit
6 wood
Glassmaking · on a beach



Sawbench
12 wood
Woodworking · planks



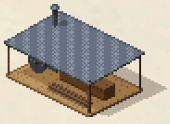
Kiln
12 stone, 10 clay
Pottery · bricks



Charcoal burner
10 wood, 4 clay
Charcoal · coal from wood



Peat cutter ◆
8 wood
Cold-weather gear · on a bog



Steam sawmill ◆
20 planks, 10 iron, 4 parts
Steam power · fast planks

INDUSTRY



Forge
25 stone, 10 bricks
Ironworking · iron, tools, arms



Blast furnace
40 bricks, 10 iron, 20 stone
Steel · steel



Workshop
20 bricks, 20 planks, 10 wood
Carpentry · canvas, rope, gear



Glassworks
20 bricks, 10 stone
Glassmaking · glass, lanterns



Laboratory
20 stone, 6 glass, 10 bricks
Chemistry · chemicals, explosives



Machine shop
30 bricks, 15 iron, 10 planks
Machinery · parts, wire



Mine
15 planks, 10 wood
Mining · next to a deposit



Fur workshop ◆
16 wood, 8 planks
Cold-weather gear · fur coats



Sealing station ◆
12 planks, 4 iron, 8 stone
Sealing · seal oil



Powder mill ◆
20 stone, 10 planks, 4 iron
Cartridges · powder, cartridges

INFRASTRUCTURE



Warehouse
30 planks, 10 stone
Storage · stores 500



Dock
20 planks, 10 wood
Bridges · fish, the launch



Outpost
20 wood, 5 planks
Storage · stores 80, 2 beds



Lookout beacon
10 stone, 10 wood
Masonry · sees far



Telegraph pole
4 wood, 2 wire
Telegraph · Lincoln



Lantern post ◆
3 wood, 1 iron, 1 glass
Glassmaking · light



Arc lamp ◆
4 iron, 4 wire, 2 glass, 1 parts
Electric light · Nemo's light

DEFENCE & SPECIAL



Palisade ◆
3 wood
Fortification · per stake



Stone wall ◆
4 stone
Stone walls · per section



Gate ◆
8 planks, 4 stone
Fortification



Watchtower ◆
24 wood, 12 planks
Fortification · +3 range



Bastion ◆
40 stone, 10 bricks
Stone walls · +3.5 range



Cannon battery ◆
20 iron, 10 planks, 10 stone
Artillery · grapeshot



Telegraph post ◆
4 wood, 3 wire, 1 parts
Field telegraph · early alarm



Shipyard
30 planks, 20 stone, 10 rope
Shipbuilding · on the coast



Signal beacon ◆
30 stone, 10 iron, 8 explosives, 20 oil
Signal rockets · Terra Nemo

Granite House

The castaways' home is a cavern high in a granite cliff, and it is not built but improved. First you must find it, by walking along the foot of the granite wall. Then select it and **Upgrade**, five times:

	STAGE	COST	NEEDS	GIVES
	**1 · Rope ladder**	6 rope, 10 wood	Crude rope	8 beds, the way in
	**2 · Expanded interior**	30 stone, 20 planks	Masonry	rooms, research to tier 3
	**3 · Hydraulic lift**	20 iron, 6 parts, 20 planks	Hydraulics	much faster access
	**4 · Lamps & forecourt**	20 stone, 8 glass	Glassmaking	glazed windows, lamps
	**5 · Telegraph station**	10 wire, 6 iron	Telegraph	the heart of the telegraph

Every stage adds 70 to the storage and lifts everyone's spirits. Inside, the cavern furnishes itself stage by stage: straw pallets, a fire on the floor and torches; plank floors, hammocks and a stove; the lift, Cyrus's desk and a tool rack; beds, rugs and oil lamps; and finally the telegraph and its batteries. Until the rope ladder is up, nobody can climb in, and something else lives there.

Day and Night

At night every building with windows lights up: houses until the small hours, workshops while somebody works in them. Forges, furnaces and kilns glow, and lamps throw warm pools of light that cheer anyone standing near.



FIG. 8 *One hut, five states: by day, lit at night, damaged, under snow, and snowed in with the lamps on.*

Damage and Fire

Storms wear buildings down, earthquakes shake them, and raiders batter them. A damaged building shows torn roofs and smoke. Lightning, sparks from a campfire in a heat wave, and torches can set a building **on fire**. A fire spreads to wooden neighbours after a while unless rain puts it out, so colonists drop everything to fight it. What burns down leaves a heap of **burnt ruins**, marked for clearing, which gives back some coal.

✦ PENCROFF'S ADVICE
Keep the kilns and the campfire a few steps away from the thatch. Stone does not burn; planks do.



Chapter VIII

Research

The castaways arrive knowing a great deal and owning nothing. Research is how knowledge becomes things: every technology unlocks buildings, recipes, equipment or a better way of working, and the tree climbs from flint axes to the electric telegraph.

How Research Works

Open Research R and click an available technology to study it now; Shift-click to put it in the queue. Up to three colonists study at once, each at a building of the right **tier**:

Tiers	Studied at
0 Survival	the campfire
1–2 Settlement, Construction	a workbench, or Granite House with its rope ladder
3 Industry	a workshop, or Granite House expanded
4–6 Engineering to Escape	a laboratory or a machine shop

Engineering skill and good spirits make research faster. Jup never researches.



FIG. 9 *The research panel, the current study and the tree by tiers.*

Locked Knowledge

Some technologies cannot start until something has been found on the island: **Pottery** needs clay, **Agriculture** needs seed, **Ironworking** needs iron ore, **Chemistry** needs sulfur, **Mining** needs a deposit. The panel says what is missing (*"Find iron ore (Remote Plateau)"*), so it doubles as a list of places to explore.

Others need a particular person to finish them. The rest of the colony can help at half speed, but *"Only Cyrus Smith can finish this."* He is needed for Ironworking, Chemistry, Steel, Explosives and Telegraph; Spilett for Basic medicine.

> FROM SPILETT'S NOTEBOOK
>
> Smith has made fire with two watch glasses and a drop of water. Pencroff now calls him "the engineer" in the tone other men use for bishops.

The Tree of Lincoln Island

TIER 0 · SURVIVAL	PTS	REQUIRES	UNLOCKS
Stone tools	30	—	Flint edges and hafted axes. Unlocks the workbench; gathering +20%. Lets you pick ore by hand.
Fishing	25	—	Hooks and lines. Fish at fishing spots; fish rack.
Crude rope	30	—	Twisted fibre. Rope at the workbench; Granite House rope ladder.
Bows & hunting	30	—	Bows and arrows. Hunt animals from range.

TIER 1 · SETTLEMENT	PTS	REQUIRES	UNLOCKS
Woodworking	60	Stone tools	Sawbench, planks, wood yard, stairs.
Pottery *find clay*	60	Stone tools	Clay pit, kiln (bricks), water point.
Agriculture *find seed*	70	Stone tools	Farm plots. Requires seed.
Animal handling	60	Bows & hunting	Animal pen; tame goats.
Improved shelter	50	Stone tools	Log huts with three beds.
Storage	50	Woodworking	Warehouses and outposts.
Basic medicine *Spilett*	50	—	Herbs, infirmary and herbal medicine.
Food smoking	40	Fishing	Smokehouse: food that keeps.
Cookery	40	—	The cookhouse: more meals from the same food.

TIER 2 · CONSTRUCTION	PTS	REQUIRES	UNLOCKS
Masonry	90	Stone tools, Woodworking	Quarry, lookout beacon, Granite House interior.
Roads	60	Masonry	Paved roads: the fastest travel.
Bridges	80	Woodworking, Crude rope	Bridges across rivers and a dock.

TIER 2 · CONSTRUCTION	PTS	REQUIRES	UNLOCKS
Mills	90	Agriculture, Masonry	Windmill: grain to flour.
Boatbuilding	90	Bridges	A sailing launch: select a Dock and press "Build launch". Sea expeditions to other shores.
Improved tools	80	Woodworking	Gathering and building +15%.
Carpentry	80	Woodworking, Pottery	The workshop (research tier 3), canvas.

TIER 3 · INDUSTRY	PTS	REQUIRES	UNLOCKS
Mining *find a deposit*	120	Carpentry	Mines extract ore from deposits forever.
Ironworking *find iron ore; Cyrus*	140	Carpentry	The forge: iron and iron tools.
Charcoal	90	Pottery	Charcoal burner: coal from wood.
Glassmaking	120	Carpentry	Sand pit and glassworks.
Chemistry *find sulfur; Cyrus*	150	Glassmaking	The laboratory (research tier 4+).
Advanced tools	120	Ironworking	Iron tools: all work +20%.
Firearms	120	Ironworking, Chemistry	Rifles. Much stronger hunting and defence.

TIER 4 · ENGINEERING	PTS	REQUIRES	UNLOCKS
Steel *Cyrus*	180	Ironworking	Blast furnace.
Machinery	200	Steel	Machine shop: parts.
Explosives *Cyrus*	160	Chemistry	Nitroglycerin: blast cliffs into ramps and clear rockfalls.
Hydraulics	160	Machinery	Granite House lift.

TIER 5 · COMMUNICATION	PTS	REQUIRES	UNLOCKS
Wire drawing	150	Machinery	Iron wire.
Batteries	150	Chemistry, Wire drawing	Galvanic cells for the telegraph.
Telegraph *Cyrus*	200	Batteries	Telegraph poles; Granite House station.

TIER 6 · ESCAPE	PTS	REQUIRES	UNLOCKS
Shipbuilding	240	Machinery, Bridges	The shipyard.
Navigation	200	Glassmaking, Machinery	Sextant and compass for the voyage.
Structural reinforcement	180	Steel	Buildings take half damage from earthquakes.
Emergency logistics	150	Roads	Carry +50%, walk +15%.

The Voyage South

On the Voyage islands every Lincoln technology is already known, and eleven new ones answer the problems of the south: fever, thirst, cold and war. They carry over from island to island.

VOYAGE TECHNOLOGY	PTS	REQUIRES	UNLOCKS
Water works	70	Pottery	Wells, cisterns and solar stills.
Cold-weather gear	70	Improved shelter	Log cabins, stoves, peat cutters and fur coats.
Fortification	90	Woodworking	Palisades, gates and watchtowers.
Quinine *find cinchona*	80	Basic medicine	Quinine from cinchona bark cures fever; mosquito nets for every bed.
Cartridges	90	Firearms	Powder mill: gunpowder and rifle cartridges.
Sealing	80	Cold-weather gear	Sealing station: oil for lamps and stoves.
Stone walls	140	Fortification, Masonry	Stone walls and bastions.
Artillery	180	Cartridges, Steel	Cannon batteries.
Steam power	200	Machinery	Steam sawmill and a ship's engine.
Iron sheathing	180	Steel	Iron plates to armour a hull against the ice.
Signal rockets	150	Explosives	The great signal beacon.

Four more come from **Captain Nemo**. Each of his caches hidden in the island caves is a page of his log, and pages unlock his inventions:

NEMO'S TECHNOLOGY	PTS	REQUIRES	UNLOCKS
Electric light *1 of Nemo's caches*	160	Batteries	Nemo's arc lamps: bright all night, spirits rise around them, and raiders have nowhere to hide in the dark.
Field telegraph *2 of Nemo's caches*	170	Telegraph	Telegraph posts: they see far, and ring the alarm as soon as raiders come near any post.
Diving apparatus *2 of Nemo's caches*	170	Machinery	Nemo's diving dress: salvage the wrecks under water (on the islands, and Wreck Reef at sea).
Electric rifle *3 of Nemo's caches*	220	Firearms, Batteries	Nemo's electric rifle: long range, hard-hitting, no cartridges. Made at the machine shop.



Chapter IX

Tools, Arms & Gear

Every colonist has three slots and no pockets to rummage in: one **tool**, one **weapon** and one piece of **gear**. Workshops make what is needed, items wear out with use and are mended where they were made, and you never have to juggle an inventory.

Auto and Fixed

By default every slot is on **Auto**: a colonist fetches the best item in store for the work he does most. A woodcutter takes an axe, a farmer a sickle, a fighter the best gun, and in the cold a warm coat beats everything else. Choose an item in the colonist's panel, or in the Gear panel G, and it stays fixed.

Workshops make equipment by themselves whenever someone would equip an item and no spare is waiting. The Gear panel lists everything that can be made, where, and for how much; add orders there for spares. An order is made even when its iron or planks are wanted for construction. For a whole armoury, set the machine shop's recipe to *Rifle* and assign a colonist to it: he makes rifles until you free him, and goes for more iron himself when the store runs dry.

	Item	Effect	Cost	Made at		Item	Effect	Cost	Made at
	Stone axe	+15% felling	1 stone, 2 wood	Workbench		**Bow**	range 4.5, dmg 14	2 wood, 2 fiber	Workbench
	Iron axe	+30% felling	1 iron, 1 wood	Forge		**Rifle**	range 7, dmg 34	2 iron, 1 planks, 1 chemicals	Forge, machine shop
	Steel axe	+45% felling	1 steel, 1 planks	Forge, machine shop		**Revolver**	range 5, dmg 24, fast	1 steel, 1 parts, 1 chemicals	Machine shop
	Picks	+15 / 30 / 45% stone & ore	as the axes	Workbench, forge		**Electric rifle** ◆	range 9, dmg 46, no cartridges	2 steel, 3 wire, 2 parts	Machine shop
	Hammers	+12 / 25 / 40% building & crafting	as the axes	Workbench, forge		**Oilskin coat**	no rain fever; warm to 2 °C	2 canvas, 2 fiber	Workshop
	Sickles	+15 / 30 / 45% plants & fields	as the axes	Workbench, forge		**Hobnailed boots**	walk 12% faster	1 canvas, 1 iron	Workshop, forge
	Fishing rod	+35% fishing	1 wood, 2 fiber	Workbench, fish rack		**Lantern**	sees in the dark	1 glass, 1 iron	Glassworks, forge
	Backpack	carries 50% more	2 canvas, 2 rope	Workshop		**Medical kit**	treats better; patches its bearer once	2 medicine, 1 canvas	Infirmary, laboratory
	Fur coat ◆	warm down to −16 °C	2 furs, 1 canvas	Fur workshop					

Wear and Repair

Tools wear with every second of matching work, weapons with every shot, gear with every hour worn: a lantern only at night, a coat only in rain or winter. Below a quarter of its condition, a colonist takes his item back to the building that makes it and has it repaired for half its cost. An item that breaks is gone: *"Pencroff's iron axe is worn out."*



FIG. 10 *The Gear panel: every colonist's kit, the items in store, and what the workshops can make.*

Guns

Rifles turn hunting and defence upside down, and come with **Firearms**. On the Lincoln campaign guns go to colonists with a combat skill of 5 or more; on the Voyage, to anyone with 3. On the Voyage islands every shot also costs a **cartridge**. Without cartridges the riflemen load loose powder, slowly. Nemo's electric rifle needs none.

> ✦ HERBERT'S ADVICE
>
> *Young colonists get used to new tools twice as fast. A man works best with a tool he has used for a while, so do not swap kit for the sake of it.*

Some kit is found rather than made: a chest on the beach holds two rifles and iron tools, a wreck holds a revolver and a ship's lantern, and the islands of the south have their own surprises. The sprites wear all of it: tools in hand, rifles slung across the back, packs, coats and lanterns that light the night.





Chapter X

Food, Farms & Beasts

A castaway eats about two portions a day, and a cold, tired or frightened one would like more. The island feeds the careful: there are bushes and fish from the first day, game in the woods, a grain of wheat in a coat pocket, and goats on the slopes that can be persuaded to stay.

From the Wild

Fruit grows on bushes that regrow after picking, except in winter. **Fish** wait at fishing spots once you know *Fishing*; a **fish rack** by the water and later a **dock** bring them in steadily. **Hunting** needs bows or guns: mark animals with Orders › Hunt or right-click them, then butcher the carcass before it rots.

Cooking

Raw food fills a stomach, but cooked food fills it better and keeps spirits up. A **campfire** turns one fish, fruit or meat into a meal; a **cookhouse** turns two into three meals, and bakes bread from flour. The **smokehouse** makes preserved food, which never spoils and is what you will carry on every journey.

Food	Fills	Notes
Meals	55	cooked; spoil half as fast
Preserved food	45	smoked; never spoils
Meat	30	raw: a little sad
Fish	26	raw: a little sad
Fruit	22	
Flour	18	better baked into bread

A colonist eats when his hunger passes 80 (55 when he has nothing to do), best food first. Neb makes every portion go a quarter further.

Farming

Agriculture needs seed, and seed is rare on a desert island: watch Herbert's pockets. A **farm plot** needs flat, fertile soil. It is sown, grows for about four days (faster in spring, slower in autumn, not at all in winter, a fifth faster in rain) and is reaped for ten grain. Plots near fresh water or a **water point** grow 30% faster and give three grain more. A **windmill** grinds the grain into flour, faster in the wind.

Goats

With *Animal handling*, build an **animal pen** and mark mouflons with Orders › Tame goats (or Shift+right-click). A colonist calms one down and leads it home. A pen holds six; each day it gives meat for every two goats and fiber for every goat, and twice as much with Ayrton the shepherd.



FIG. 11 *The fauna of the islands. ◆ Voyage islands only.*

The Animals

Most animals run. **Peccaries** bite back when hit, and sometimes stampede through a field. **Jaguars** are hunters: they prowl at night, avoid broad daylight and keep away from fires, a lookout beacon and an inhabited Granite House. **Orangutans** raid the fruit stores and have taken over Granite House. On the Voyage islands crocodiles and leopard seals lie in wait by the water, wolves and wild dogs hunt in packs, bears and elephant seals defend their ground, and seals of every kind bring oil and furs.

Hostile animals go for the nearest colonist who is awake and outside a bed, a tower or a shelter. Hit a territorial or lurking beast and it is enraged for a while. Hunted herds slowly grow back, out of sight.

FROM SPILETT'S NOTEBOOK

We killed a young peccary today. In its flesh Herbert found a small lead pellet. None of us has a gun.





Chapter XI

Expeditions

The island is large, and most of it is hidden under the fog of war until somebody walks there. You can send a colonist by hand, but a proper **expedition** goes further: a party with its own supplies that travels, explores, camps at night, investigates whatever is strange, and comes home with a report.

Planning

Open Explore E and choose Plan a new expedition:

- **Members:** one to three colonists. The others keep the colony running. The hurt and the ill are *not fit to travel*.
- **Target:** click Pick on map, then the map or the minimap, and set the radius. The planner says how far it is, and from which store the party will leave.
- **Supplies:** food, medicine and rope, taken from the stores.
- **Come home when** the food runs out, someone is hurt, the area is explored, or after a number of days.

Then Set out. *Take a medic and a fighter for dangerous places.*



Fig. 12 *The Explore panel: parties out, parties back, and the planner for the next one.*

On the Road

The party musters at the store nearest the target. **Outposts** make good bases: they are stores with beds, and a party can resupply there. Then it travels, explores the unknown ground by itself, and at night pitches a tent and lights a fire. The members eat from their pack, a medic treats the wounded on the spot, and friendships grow on the way.

The road has its own events: a flash flood (rope protects the pack), a rockslide, fog that gets them lost, a jaguar at the camp, a twisted ankle. It also has finds: an old sea chest, a grove of fruit, a meadow of herbs, a vantage point that reveals the land all around. The panel shows each party's state, food and health, and you can **Recall** them at any time.

The Report

Every party comes home with a **report card**: days out, tiles mapped, places discovered, things found, who was hurt and why they came back, and a sepia chart of the route, with camps, finds and discoveries marked. The last reports can be reopened from the Explore panel.



FIG. 13 *A report card, with the chart of the route.*

By Sea

With **Boatbuilding**, select a dock and press **Build launch** (20 planks, 8 rope, 4 canvas, 2 iron). From then on a party can sail to other shores. Pick a target out on **open sea** instead and the expedition becomes a **sea survey**: the launch sails round the area, charting the water as she goes, and comes home. Any launch under sail clears the fog around her. Two places on the Lincoln campaign can only be reached by sea:

Tabor Island, far out to the north-east, where a message in a bottle points. There is a hut, and someone who does not want to be found. On the same island's far reef lies a wreck worth salvaging.

Seal Islet, a rocky knob in the south-east sea, with seals, guano for saltpeter, and something bolted to the rock.

> ✦ PENCROFF'S ADVICE
> *Send the youngster. Herbert sees further than any of us, and the fog lifts wherever he walks.*

Vantage Points

Height helps: colonists see further from high ground. A **lookout beacon** keeps a wide circle of land in view forever, and from the summit of Mount Franklin, the whole island lies open.





Chapter XII

Weather, Seasons & Night

The island has a sky, and the sky has opinions. Weather changes every few hours, the seasons every eight days, and the sun sets every evening. All three change how fast people walk, what grows, what burns and who is out hunting.

The Weather

Weather	Walking	What it does
Clear	1	—
Cloudy	1	windy: windmills turn faster
Rain	0.95	crops grow faster; fires do not spread; sleeping outside brings fever
Heavy rain	0.88	rivers may burst their banks
Storm	0.8	lightning can set buildings on fire; buildings wear; spirits sink
Heat	0.95	slower work, quicker tiredness, a high risk of fire
Fog	0.95	everyone sees less; expeditions get lost
Dust storm ◆	0.85	slow work, thirst
Snow ◆	0.88	snow settles on the ground and the roofs
Blizzard ◆	0.6	bitter cold: get everyone near a fire

An **oilskin coat** keeps its wearer from rain fever and takes the edge off a storm. On Lincoln Island autumn and winter are wet and stormy, summer brings heat waves, and in the last act storms come twice as often.



Fig. 14 *Heavy rain: puddles on the ground, rings on the water, and the roofs darken.*

The Seasons

Spring, summer, autumn and winter last eight days each. Farms grow best in spring and stop in winter; wild plants do not regrow in winter either. The leaves turn in autumn and fall in winter, and on the cold islands of the south, winter means snow.



Fig. 15 *The same tree in summer, autumn and winter, under snow, and a snowy pine.*

Night

Night falls at nine and lasts until six, with a long dusk and a

misty dawn. In the dark everyone sees less, colonists go to bed after half past nine, and jaguars and wolves come out. A **lantern** lets its bearer see in the dark and lights the way.

The colony lights up: windows glow, forges and kilns burn red, and the campfire throws its circle of light. On the Voyage islands, **lantern posts** and Nemo's **arc lamps** light the streets, and colonists standing near a lamp at night are a little happier. Arc lamps only glimmer on their own batteries: a coal power plant within reach makes them blaze.



FIG. 16 *Late at night. Every building with windows has its own lights.*

The Climates of the South

Lincoln Island has weather but no thermometer. Each Voyage island has a climate of its own, with a temperature in the header that swings from day to night: the tropical hurricanes of Vermilion Key, the burning desert of Cinder Isle, the snowy winter of Thornwood, the sub-antarctic gloom of Desolation Island, and the ice of Terra Nemo, where even summer stays well below freezing. Cold, thirst and fever are described with their islands in Chapter XV.

FROM SPILETT'S NOTEBOOK

Lightning struck the kiln shed tonight. We formed a chain from the river and saved the bricks, if not the roof. Pencroff swore at the sky for a quarter of an hour, and I believe the sky listened.



Chapter XIII

Lincoln Island

Cyrus Smith gave the island the name of the president the castaways had served, and they explored every corner of it. You will too. This chapter follows the campaign act by act. The first three acts are described freely; the last two give away the island's secret, and are marked.



Fig. 17 *Lincoln Island from the air, late in the game, with the names the castaways gave it. Tabor Island lies off to the east, Seal Islet to the south.*

Act I · Survive

The balloon has come down on the **Crash Coast**. Light a campfire, gather food and wood, put up a rough shelter, research stone tools, and above all **find Cyrus Smith**. His dog **Top** is with him; before long Top comes bounding into camp, barks and runs off, looking back: follow him and he leads you to his master. Or send someone far up the beach. If nobody finds him in a few days, the island gives a hint: smoke, or something moving in the dunes. Cyrus is alive but hurt, and needs care.

OBJECTIVES OF ACT I	HINT
Light a campfire	Build › Survival › Campfire, near the wreck.
Gather 15 food	Orders › Gather over fruit bushes, or leave auto-forage on.
Collect 20 wood	Orders › Chop, then drag a box over trees.
Search the coast for Cyrus Smith	Follow Top, or right-click far along the beach, beyond the granite cliffs.
Build a rough shelter	A bed restores more and raises morale.
Research Stone tools	Someone clever will study by the campfire.
Build a stockpile	The balloon basket holds little.

Act II · Settle

Now the castaways intend to be colonists. Find the cavern in the granite wall and make **Granite House** habitable, which takes a rope ladder and some persuasion of its present tenants. Fire twenty bricks from the clay by the lake, build a workshop, plant the first field, and explore up the Mercy River to **Lake Grant** and **Prospect Heights**.

The island starts to give gifts. A single grain of wheat. A chest on a beach, full of exactly what you lack. A message in a bottle that names another island. Something large moving in the lake.

Act III · Industrialize

Iron, then steel. Find iron ore on the Remote Plateau and coal in the Northern Cliffs (or burn charcoal), research Ironworking, build a forge and a blast furnace. Glassmaking and Chemistry lead to the laboratory, sulfur from the volcano to explosives. The key goal of the act is a **telegraph line** from Granite House to the old **corral** at the foot of Mount Franklin: poles no more than eight tiles apart, while gold rings show where the line reaches.

One night Pencroff sees a light on the sea. Soon after, a black flag.

> ✦ PENCROFF'S ADVICE
> *When the convicts land, they come either to burn, to steal from the stores or to fire the fields. Keep the rifles near the people, and the people near the walls of Granite House.*

SPOILERS BELOW

Act IV · Understand

The telegraph speaks by itself: *COME TO THE CORRAL IMMEDIATELY.* A second wire leads from the corral to the sea caves under the eastern headland, and on through the **Hidden Caverns**, where bats, jaguars and crocodiles live. Send armed colonists first and Cyrus after them. At the end of the wire waits the man who has been watching over the island all along: **Captain Nemo**, and his *Nautilus*.

Act V · Escape

Nemo's warning is the last thing he gives: the volcano is waking, and the island will be destroyed. A countdown appears in the header: **52 days** on Standard, fewer on Hard and Survival. Build a **shipyard** on the coast (Port Balloon is a good harbour), build the ship in five stages, provision it and get everyone aboard.

THE SHIP	MATERIALS
Keel	25 planks, 10 iron
Frames	35 planks, 6 tools
Hull planking	50 planks, 10 rope, 10 iron
Masts & rigging	30 wood, 30 rope, 6 steel
Sails & fitting	24 canvas, 6 parts, 4 glass
Provisions	40 preserved, 10 meals, 8 tools, 4 medicine and the navigation instruments

The mountain does not wait politely. First come earthquakes, then rockfalls on the roads near the mountain, then lava flowing down set paths and destroying whatever stands in its way, while quakes shake the buildings (Structural reinforcement halves the damage). The sky reddens, ash falls, storms come twice as often. Press **EMBARK** at the shipyard; everyone must be able to walk.



FIG. 18 *Mount Franklin awake. The lava follows the valleys down to the sea.*

Side Quests

The castaway of Tabor Island. Follow the bottle with the launch. On Tabor there is a hut, and a wild man who runs. He tires; catch him then. Brought home, he needs time, and a few evenings at the fire. **The Britannia** lies on Tabor's far reef, with iron, planks, rope, a revolver, a lantern and her captain's log. **Seal Islet** has seals, guano, and an iron box with a chart of every coast.

The Mysteries

The Journal's Mysteries tab collects every unexplained

thing: the rescue in the dunes, the lead pellet, the chest, the dugong, the light on the sea, the footprints, the destruction of the brig, the quinine and more. Until the truth is out, Spilett's verdict stands: *"Someone else is on this island."* That someone helps when things are desperate: food at the door when everyone is starving, medicine for a dying man, an unseen marksman when a jaguar has someone at its mercy.

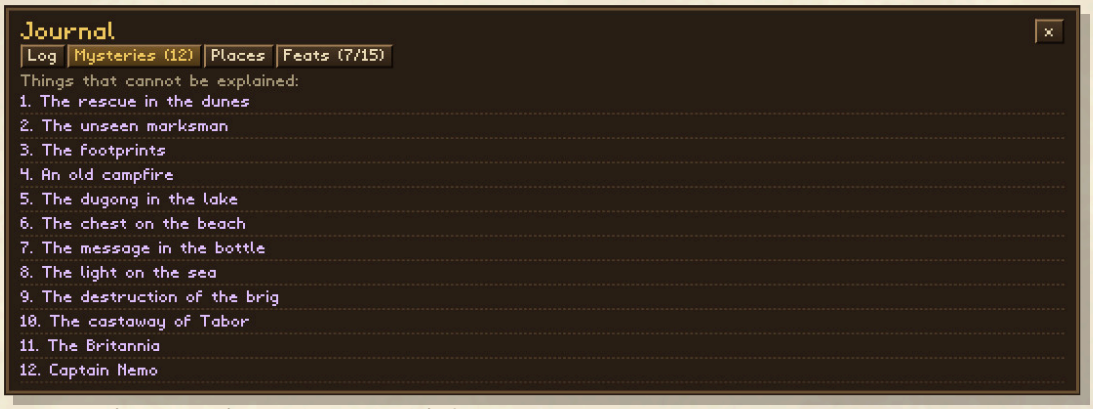


FIG. 19 *The Journal keeps the mysteries, the places discovered and the feats.*

The End of Lincoln Island

If the ship sails before the mountain explodes, the island is won: *Farewell, Lincoln Island.* Then **Load the ship & set sail**: choose up to 300 units of cargo for the hold and put to sea on the chart. There is no steering on that first passage: a hurricane drives the ship south-west for three days and wrecks her on the reef of Vermilion Key, where the Voyage South begins with the crew, their kit, everything they have learned and whatever the longboat saved from the hold.





Chapter XIV

Under the Ground

Every island has caves, and the caves are real places: dark passages with water, bones and the things that live there. Lincoln Island has two, Granite House and the Hidden Caverns; each Voyage island has one more, and each of those hides something left by Captain Nemo.

Looking Inside

Click a cave mouth (or Granite House) and choose Look inside. The camera goes in, the surface disappears, and only the cave is drawn; the minimap shows the cave too. To come back, press ▲ Back to the surface in the bar at the top of the screen.

That moves only the camera. To send colonists in, select them and **right-click the cave mouth**; the camera follows the first of them. To bring them out, go back to the surface and right-click anywhere outside: they walk to the mouth and out by themselves.

In the Dark

Each colonist carries a small light, a bigger one with a lantern, and sees only a few steps along the open passages. **Armed** colonists fight what they meet; the unarmed run. Cave animals defend their dens and chase intruders through the passages, but never leave the cave.

✦ Spilett's advice

Draft the riflemen, send them in first, and keep the others outside until the cave is quiet. When nothing is left alive in the dark, the cave's secret is searched by itself, or you can send someone to it.



Fig. 20 *Granite House by lamplight: the lift, the hall, the dormitory with four colonists asleep, the store and the workshop.*

Granite House

The cavern in the granite wall cannot be entered until it has been **found**, by walking along the foot of the cliff, and until the **rope ladder** is built: select Granite House and Upgrade. Until then, *"The cavern is too high to climb."* Inside, a troop of orangutans has made itself at home. They leave when you move in, all except one.

Every upgrade furnishes the cavern. With the rope ladder come straw pallets, a fire on the floor and torches; the expanded interior lays plank floors and flagstones and brings hammocks, a stove, a pantry and a workbench; the lift adds Cyrus's desk, shelves, a tool rack and an anvil; lamps and glass bring real beds, rugs and oil lamps; the telegraph comes last, with its row of batteries. Look inside at night to see who sleeps there: one bed each in the dormitory.

The Caves of the Islands

CAVE	ISLAND	WHO LIVES THERE	WHAT WAITS
Granite House	Lincoln	orangutans, until the ladder	a home
The Hidden Caverns	Lincoln	bats, jaguars, crocodiles	the end of the wire (Act IV)
The Smugglers' Grotto	Vermilion Key	bats, crocodiles, jaguars	a cache of the *Nautilus*: medicine, quinine, cartridges
The Lava Tubes	Cinder Isle	bats, wild dogs	casks in the dark: water, steel, parts
The Bear Caves	Thornwood	bats, bears, wolves	the *Nautilus*'s smithy: steel, iron, furs
The Sea Caves	Desolation	leopard seals, elephant seals, bats	the last cache: coal, oil, explosives, steel
Nemo's Grotto	Terra Nemo	leopard seals, bats	Nemo's stores (Act IV)

Nemo's Log

Each cache of the *Nautilus* holds a page of Captain Nemo's log. The pages matter twice over. They unlock his inventions (electric light with one page, the field telegraph and the diving apparatus with two, the electric rifle with three), and with three pages you can land on Terra Nemo even without a chart of the far south. The wandering island at sea hides one more.

NEMO'S LOG, A LOOSE PAGE

N. 1867. The mountain sleeps, it does not die.





Chapter XV

The Voyage South

Lincoln Island is only the beginning. The ship that escapes the volcano is caught by a hurricane and wrecked on another shore, and the story goes on across five islands of the southern ocean, each one bigger than Lincoln and each with its own climate, its own problem and its own enemy. One man is behind every one of them.

How the Voyage Works

The islands are chapters of one continuous game. **Vermilion Key** always comes first; after it you choose the order yourself on the sea chart. You keep the crew, their equipment, every technology and whatever cargo you load into the hold. All the Lincoln technologies are known from the start; eleven new ones answer the troubles of the south. Each island ends with its own victory, a page of the Libertad's log and a score.

Every chapter also improves the ship, whatever the order: Vermilion gives her **guns**, Cinder a **steam engine**, Thornwood **iron sheathing** against the ice, and Desolation the Ravens' **chart of the far south** and coal bunkers.

ISLAND	CLIMATE	THE PROBLEM	THE ENEMY	THE GOAL
Vermilion Key	tropical jungle, mangroves, hurricanes	marsh fever	Rourke's pirates: a lookout camp and Fort Libertad	take the fort, refit the pirates' schooner
Cinder Isle	black volcanic desert	thirst	the *Cormorant* mutineers: Kane's camp and the walled Old Mission	take the spring, fit a steam engine
Thornwood	temperate forest, snowy winter	winter, wolves and bears	the Grey Company: three camps and Grey Keep	iron-sheathe the hull
Desolation Island	sub-antarctic peat, tussock, glacier	cold and the long night	the Ravens, sealers	coal and stoves for the ice
Terra Nemo	antarctic ice round a steaming volcano	deep cold	the *Fury*'s privateers	Nemo's grotto, then the signal

Vermilion Key

Tropical jungle, fever swamps and a pirate fortress. The hurricane has wrecked the ship. Light a fire, salvage the wreck on the reef (planks, rope, canvas, iron, cartridges and two rifles) and explore Mount Scarlet. Then Herbert falls ill. **Marsh fever** strikes at night anyone not sleeping in a **stilt hut**, and more easily near mangroves and jungle. The cure is **quinine** from the bark of the cinchona trees on Cinchona Heights: research Quinine and every bed gets a mosquito net. Then smoke over the cape: Rourke's pirates. Build palisades and a watchtower, make cartridges, beat off two raids, burn their lookout camp, and storm **Fort Libertad**. Their schooner becomes your ship, the *Libertad*.

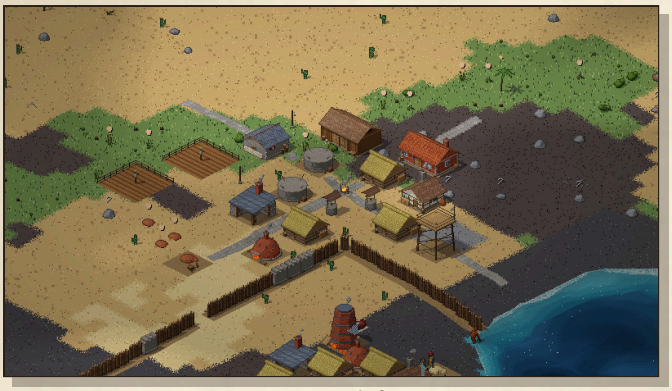


FIG. 21 *Cinder Isle: wells and cisterns in the black sand.*



FIG. 22 *Thornwood in winter: log cabins, stoves and snow.*

Cinder Isle

A burning desert island with a single spring, and mutineers who hold it. Here the colonists need **water**: the bar fills in about a day and a quarter, faster in a heat wave or a dust storm, and a thirsty colonist works badly and then suffers. Research **Water works**: a **well** on low ground (a worker draws water), a **cistern** that fills with rain and dew, a **solar still** on a beach that works in full sun. The water overlay shows where each can go. The mutineers raid your wells. Kane holds the island with two bases: first take **Kane's camp**, a palisade fort under Mate Doyle between your landing and the mission, which also shows you where the mission lies; then the **Old Mission** itself, a whitewashed Spanish chapel and the island's only spring inside **stone walls** with a single way in, held by Bosun Kane and the strongest garrison on the island. Bring rifles or a cannon to the gate. Once freed, its spring gives thirty water a day and the chapel sleeps six; then research Steam power and fit the engine. Steam power also brings the **coal power plant**: within 18 tiles it lights arc lamps at full strength and makes the machine shop, sawmill, laboratory, forge and workshop work 30% faster, burning a coal an hour while anything draws power.

Thornwood

A great green island, wolves and bears, and an army of deserters with a stone keep. Winter comes on day 25: snow, bitter nights, and wolves that hunt all day. Build walls and towers against the **Grey Company**, destroy their three camps in the forest, the moors and the east wood, then **Grey Keep**, whose iron-bound gate needs a breaching charge or a cannon. The reward is iron sheathing for the hull.

Desolation Island

Wind, snow and peat bogs at the edge of the ice. Keep warm, and beware the sealers. This is the island of **cold**. Research Cold-weather gear for log cabins, stoves, peat cutters and fur coats; store fuel; put every colonist in a fur coat before the polar night; render seal oil at a sealing station. Then take the Ravens' station at Couvreux Bay and its chart, which has a name on it: NEMO.



FIG. 23 *Desolation Island at night: cabins, stoves and lantern posts against the dark.*

Terra Nemo

Ice, fire and the last secret of Captain Nemo. The final chapter. On the ice even summer kills; only the **fumaroles** of the ridge give warmth for free. Salvage the whaler's wreck, follow **Nemo's three cairns**, destroy the *Fury*'s camp, blast open **Nemo's grotto** and fight through to his stores. Then research Signal rockets, build the great **signal beacon**, light it, and hold out for two and a half days while the raiders come in waves, until the *Duncan* arrives.



FIG. 24 *Terra Nemo: arc lamps, cannon and cabins on the ice.*

Keeping Warm

On the cold islands each colonist feels a temperature: the air, plus his coat (an oilskin adds 10°, a fur coat 28°), plus a fire nearby (a campfire 14°, a lit stove 24°, a log cabin 20°), plus a bed or a roof. Below zero, **cold** builds up; above four degrees it fades. A cold colonist works and shoots badly; a frozen one loses health, and walks to the nearest fire by himself. Stoves

and cabins burn **fuel** (peat or coal for two hours, seal oil for three, wood for one), and go cold when it runs out. The **warmth overlay** shows how warm every tile feels without a coat.



FIG. 25 *The warmth overlay on Thornwood: blue freezing, white mild, red warm.*

THE LOG OF THE LIBERTAD

Ice on the rigging this morning. Jup has been given a corner by the galley stove and will not be moved from it. Nobody has tried very hard.





Chapter XVI

Raiders & Forts

Every island of the south belongs to somebody already, and they do not want company. Each has an armed faction with forts, a captain, and the habit of raiding.

Lincoln Island has only a shipload of convicts; the Voyage has wars.

The Enemy



Fig. 26 *The captains of the south, and the man who pays them.*

Unit	HP	Range	Dmg	Notes
Musketeer	70	7	13	the backbone
Cutlass	100	melee	12	hacks through walls
Marksman	55	10	20	long range
Grenadier	75	6	12	grenades hurt groups and buildings
Captain	240	7	16	when he falls, his men lose heart



Fig. 27 *A pirate, a mutineer, a deserter, a sealer and a privateer.*

Enemies shoot worse at range and at night, and worse still at a colonist in cover. Each faction mixes its units in its own way: the pirates love cutlasses, the deserters marksmen, the privateers both.

Raids

Once a faction knows you are there, it raids every five to eight days, depending on the island, and the raids grow as time goes on. Raiders march overland from the direction of their fort, or row ashore on a beach. The header counts down: ⚔ *Next raid in ~3 days.* They hack through walls, batter buildings (sometimes setting them alight), and if left alone they **plunder** a fifth of your cartridges, powder, food, medicine, tools and more, then pull back. They break and run when they have lost most of their men.



FIG. 28 *The defence overlay* V *: the reach of every tower and gun, gaps and damaged walls.*

Defences

- **Palisades** (150 hp) and **stone walls** (420) are dragged as lines; **gates** swing open for colonists and shut on raiders. Walls give cover to those behind them.
- **Watchtowers** and **bastions** give a rifleman more range, better aim and cover (55% and 70%).
- A **cannon battery** fires grapeshot at range 11 when someone mans it, and uses a gunpowder per shot.
- The **powder mill** makes gunpowder and cartridges. Keep cartridges in store: *riflemen without them load loose powder, slowly.*
- Nemo's **telegraph posts** see far and ring the alarm as soon as raiders come near any post.

The Alarm Bell

Ring the bell 🔔 K and the colony goes to war: riflemen run to the gun batteries and towers (Cyrus first), the other armed men to the edge of the settlement facing the raiders, and the unarmed hide in the nearest building. Wounded riflemen take shelter. It rings by itself when raiders come close, and stands down shortly after the last of them is gone. After the fight, colonists mend the walls.

> ✦ AYRTON'S DRILL
>
> *On the first island with raids, Ayrton runs a short drill: raise eight palisade stakes, build a watchtower and send a rifleman up, ring the bell, then face a two-man scouting party. The scouts wait for the drill, but never more than five days: the drill box says how long is left. You can skip it, but it is worth doing once. Raiders on the march carry torches, so you see them coming even through the fog.*

Forts

Each enemy holds one or more forts. A **camp** is three tents and three men. A **fort** is a palisade ring with barracks, five men and a captain. A **keep** is a stone ring with an iron-bound gate, a tower and seven men and a captain. A standing fort replaces a lost guard every three days. To take one, kill the garrison and send an armed colonist to its **flag**. Its walls, huts and stores become yours, with powder, cartridges, food and iron, and up to three fleeing men surrender.



FIG. 29 *Riflemen before Fort Libertad on Vermilion Key. The bars over the guards are their health.*

Without Storming Them

Select any building of a fort for three other options:

- **Scout**: someone creeps close and counts the garrison. Safer at night.
- **Parley**: Spilett, Cyrus or Ayrton under a white flag. A weak garrison may surrender; a strong one may agree a truce for goods; or the envoy is shot.
- **Sabotage** (2 explosives, at night): their powder store goes up, with two guards and the nearby walls.

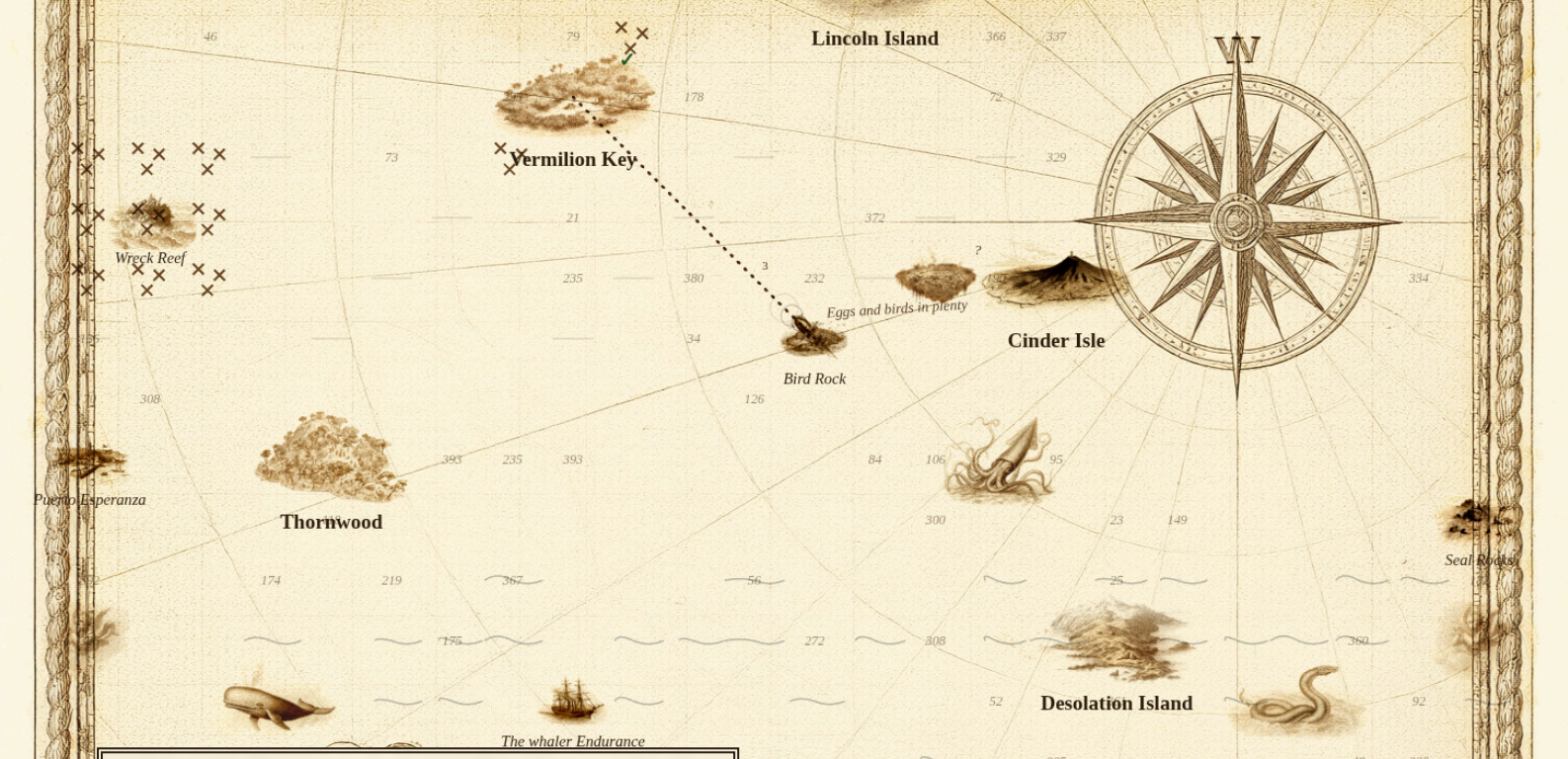
At night their sentries see only half as far: a good time to attack.

Prisoners

The Colony panel lists your prisoners. **Recruit one**: he joins the crew, though turncoats may desert when spirits are low. **Question them**: every standing fort becomes scouted. **Let them go**, which counts as mercy.

Lincoln's Convicts

On Lincoln Island the convicts of a black-flagged brig land by boat in Act III, in one of three moods: to **raid** and burn buildings, to **steal** from the stores and row away (kill the thief and the goods are recovered), or to **burn the fields**.



CHAPTER XVII

THE SEA CHART

Between the islands lies the southern ocean, drawn as an engraved chart of 1866: parchment, a compass rose, rhumb lines, soundings, sea monsters in the margins, and an ink wash of fog over everything nobody has seen yet. The *Libertad* crosses it one square a day.

Loading the Hold

When Lincoln Island or a Voyage chapter is won, press **Load the ship & set sail**. The hold takes **300 units** (400 with coal bunkers). *Whatever goes into the hold sails with you: food and water for the days at sea, and everything the next island will not give you. What stays behind is lost.* **Suggested load** fills it sensibly: three weeks of food and two of water first, then medicine, quinine, cartridges, powder, explosives and tools, then the rest. The crew, their equipment, the research, the friendships and every choice you have made sail with you anyway.



FIG. 30 *Loading the Libertad. The bar shows how many days of food and water are aboard.*

Sailing

Click a square to set a course; islands are destinations, not waypoints. **Sail 1 day** or **Sail on ▶▶** until something happens, ■ **Heave to** to stop. The ship sees two squares around her, three with a crow's nest. Rourke's charts mark Cinder, Thornwood and Desolation roughly with a **?**; gulls, a land bird on the yard, driftwood and kelp, and Pencroff sniffing the wind all point towards land nearby.

The right-hand panel is the ship's state: the date, the season of the ice, the race with Blackwood, the hull, the crew's spirits, food and water in days, the riflemen and cartridges, her refits.

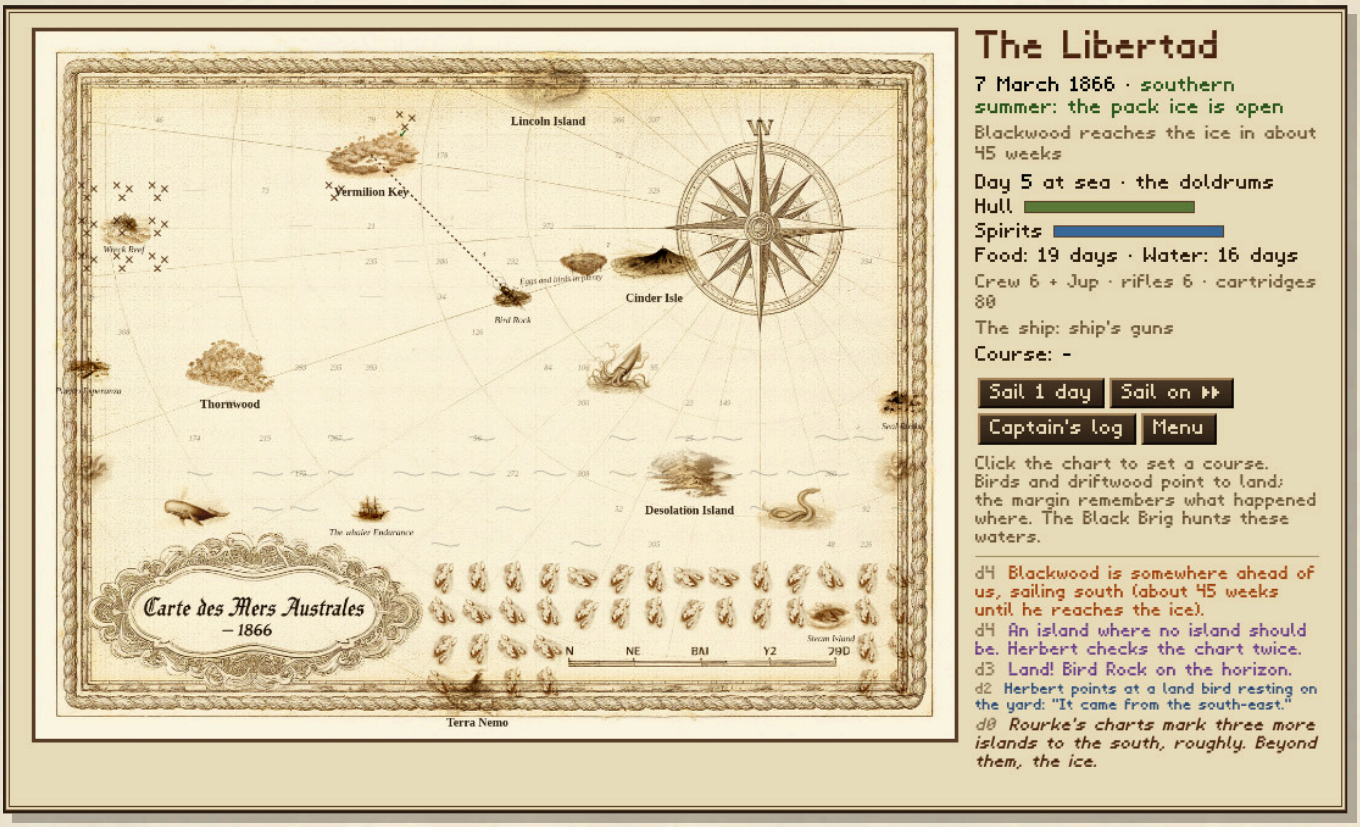


FIG. 31 *Five days out of Vermilion Key, with every island shown (the fog cheat is on). The dotted line is the track; the log of the voyage runs down the right.*

The Weather at Sea

WATERS	WHAT HAPPENS
Open sea	mostly fair; a gale now and then
The doldrums	often becalmed: no wind, no progress, unless you have the steam engine
The westerlies	gales: the hull takes damage, cargo goes over the side, the ship is blown off course. Pencroff's barometer warns a day ahead.
Reefs	may scrape the keel, unless the hull is copper-bottomed
The pack ice	needs iron sheathing, and is open only from mid-November to mid-March

Each day costs a ration per man (Jup eats free) and water for half the crew; fresh food spoils fast at sea. Hunger and thirst sap spirits, and below 25 the crew **mutinies** and steers for the nearest land, unless Ayrton talks them down. In winter you can WINTER HERE in a safe port and wait for the ice to open.

The Race

The calendar runs from 1 March 1865. Blackwood is heading for Terra Nemo too, and gets there 320 days after you first put to sea. Arrive later and his men hold more of the island, and half of Nemo's stores are gone. Landing on Terra Nemo needs the Ravens' chart of the south, or three pages of Nemo's log.

Places at Sea

PLACE	WHAT IT OFFERS
Lincoln Island	home: Granite House still stands, with its stores, farms and pens. Load supplies, repair, leave settlers.
Bird Rock	preserved food, water, high spirits
Wreck Reef	a Dutch barque: planks, iron, rope; more with Nemo's diving apparatus
Seal Rocks	seal oil, furs, food
The whaler *Endurance*	a choice, and later a trading partner
Steam Island	hot springs: the hull repaired, spirits restored, water
Puerto Esperanza	a Chilean trading post that asks no questions
Islands already won	safe harbours: hull repaired, spirits up

Somewhere north of the ice drifts **an island where no island should be**. It is never where it was. Find it three times to learn what it is.

The Black Brig

Blackwood's brig patrols these waters, faster than you under sail. Within three squares she gives chase (*"Sail ho!"*); she loses you in storms, in shoal water and beyond six squares. If she

catches you, there is a fight in rounds:

ORDER	EFFECT
Broadside	needs the ship's guns and powder; long guns hit hard at range
Rifle fire	at musket shot or closer; two cartridges a rifleman
Close in	one range step nearer
Board her!	alongside only: your fighters against her crew
Run	better with steam, in the westerlies, or when she is battered

Sink or beat her and Blackwood flees in a boat, and his last fight will be weaker. Lose, and she boards and takes a third of everything in the hold.



FIG. 32 *A fight with the Black Brig, and a deal at Puerto Esperanza.*

Trade

Three places will trade, in pesos: **Puerto Esperanza** sells medicine, quinine, cartridges, tools and food and buys furs, oil, steel and explosives; the **settlers of Cinder Isle** (if you shared the spring) sell water and food; the **whaler** (if you did not rob her) sells oil and medicine. The deal must balance and fit in the hold.

Refits

Any island's shipyard can refit the *Libertad*: **repair the hull**, add a **crow's nest** (see further), **water tanks** (a third less water), a **copper bottom** (storms hurt less, reefs not at all), **long guns** (better odds against the Brig) and **crew quarters** (spirits recover faster). The ship token on the chart changes with her refits: sails, then a funnel, then iron bows.

Events at Sea

Some days bring a decision: a man overboard, a waterspout, a derelict drifting with nobody aboard, fever below decks, a sperm whale, a message in a bottle, ice ahead, a stowaway, news of Blackwood. Most have a safe answer and a bold one.

THE LOG OF THE LIBERTAD

Day 9 at sea. Flying fish on deck at dawn. Neb served them for breakfast before the captain could object.





Chapter XVIII

Choices & Endings

The Voyage South is one story, and you write part of it. After every main fort falls, and once or twice at sea, a card asks what is to be done, and the answer follows you to the last page. Nothing here is a trap: mercy and hardness both have their price.

This chapter is all spoilers

Silas Blackwood

Every enemy of the Voyage has been paid by the same man: **Silas Blackwood**, captain of the **Black Brig**. Each island shows a sign of him, black sails, a message in the sand, a deserter's story, the sealers' talk, and each main fort holds his papers. His brig hunts you at sea, and on Terra Nemo, while the signal burns, he comes in person. Bring him down and his men break.

The Choices

When	The options
Rourke's men *Fort Libertad falls*	Hang them (feared: smaller raids later) · Maroon them with supplies (the Brig finds you sooner) · Take the willing ones as crew
The barrens *the Old Mission falls*	Share the spring (a recruit, and trade later) · Drive them into the desert · Trade water for what they know (iron, and the island mapped)
Major Hale *Grey Keep falls*	Hang him · Release him on parole (he may come back to help) · Keep him for the *Duncan*
The Ravens' brig *the station falls*	Burn her (iron and coal) · Let them sail away · Sell them their freedom (furs and coal)
Not a boy any more *Herbert asks for the watch*	"The watch is yours." · "Not yet."
The whaler *Endurance* *at sea*	Trade fairly · Take what you need at gunpoint · Warn them about the Black Brig
Blackwood *he falls*	Ayrton ends it · Bind him for Lord Glenarvan's justice
Nemo's legacy *the Duncan arrives*	the three endings

Each choice is tinted as merciful or hard. Some change the size of later raids, how soon the Brig finds you, or how many men Blackwood brings to the last fight; some bring recruits, allies who come back, trade partners. Spirits remember too: Ayrton, the redeemed man, hates cruelty.

The Crew's Stories

One chapter after another the crew tell their own stories: Ayrton recognises an old tattoo (Blackwood was second mate of the *Britannia*); Herbert asks for his first command; Spilett reads his dispatch to the crew, and it is as honest as your record; at the last, Ayrton asks to face Blackwood himself.

FROM SPILETT'S DISPATCH

I have written down every decision we made on these islands, the good and the bad. Let those who read it judge us. We have judged ourselves already.

The Three Endings

When the *Duncan* answers the signal, Lord Glenarvan offers passage home, and Captain Nemo's legacy must go somewhere:

- **Homeward**: give it to Lord Glenarvan, and go home.
- **Nemo's heirs**: stay on Terra Nemo and keep his secret.
- **The engineer's return**: take it home to America in the *Libertad*.

Each ending has its own engraving and an epilogue that remembers what you did: Blackwood's fate, the men you hanged or spared, the village on Cinder Isle, Major Hale, the whaler, whether Herbert became an officer or a naturalist, and whether Spilett's book was an honest one.

The Crew Who Join

Recruits from the choices and from prisoners keep their names, their faces and their traits from island to island: Joe Marsh and Danny Coyle, once Rourke's men; Tom Hollis, the *Cormorant*'s carpenter; Kit Garland, a stowaway. Former enemies may be **turncoats**, who desert with some of the food when spirits are low and they have no friend aboard.





Chapter XIX

Feats, Scores & Challenges

There is more to an island than winning it. The Journal keeps a list of feats, the main menu a list of achievements, and every chapter ends with a score you can copy and share.

Feats of Lincoln Island

Feat	How
Cartographer	Map 90% of the island's land.
Every corner	Discover every region, Tabor Island included.
Wired island	Telegraph Granite House to the corral and to Port Balloon.
Encyclopaedia	Research every technology.
Detective	Collect 12 mysteries in the journal.
Friend of the apes	Welcome Jup before day 25.
Redemption	Bring Ayrton home from Tabor Island.
Island hopper	Land on Tabor Island and on Seal Islet.
Salvager	Salvage the Britannia.
Plenty	Hold 300 food in store.
Not a scratch	Reach Act V without anyone ever being incapacitated.
Steel crew	Every colonist who uses tools carries a steel one.
Pathfinders	Bring five expeditions home.
Shepherd	Keep 12 goats in pens.
Home	Complete Granite House (telegraph station).

Achievements

Sixteen achievements are kept by the browser across all your games: **Farewell, Lincoln Island** · **South again** · **The end of the log** · **Iron nerves** (an island in Ironman) · **Strike your colours!** (beat the Black Brig) · **Blackwood** · **First to the ice** · **Islands do not move** · **Nemo's heir** (five caches) · **Mercy** and **The law of the sea** (four merciful or four hard choices) · **Band of brothers** (six friendships at once) · **A fair price** (three deals at sea) · **Keep the fires lit** (settlers on Lincoln) · **Up for a challenge** · **Seed of the week**.

The Score

Each chapter	Points
Island won (not won)	1000 (200)
Each day under par	+12
Each raid beaten off	+60
Each enemy down	+5
Each of Nemo's caches	+150
Each feat	+40
Each colonist lost	−150

Par is 110 days for Lincoln Island, 55 for Vermilion Key, 45 for Cinder Isle, 70 for Thornwood, 60 for Desolation and 55 for Terra Nemo. The total is multiplied by the difficulty (Story ×0.6, Hard ×1.5, Survival ×2), by 1.3 in Ironman and by 1.5 for a challenge. Copy score to share puts a one-line summary on the clipboard.

Challenges

CHALLENGE	ISLAND	RULES
Desolation with three	Desolation	only Cyrus Smith, Pencroff and Ayrton
No guns	Vermilion Key	no firearms, no cartridges or powder: axes, cutlasses, and cunning
One cask	Cinder Isle	no water and half the food
In shirtsleeves	Terra Nemo	no coats and no furs
The Grey Company	Thornwood	raids twice as often

The Log of the Libertad

During the Voyage, the menu (and the Captain's log button on the chart) opens a printable page with the route, the islands and their scores, the choices you made, the crew, the settlers left on Lincoln, those who were lost, your achievements and the entries of the log at sea. Print it, and keep it with this manual.





Chapter XX

Options, Sound & Tools

The game can be fitted to your eyes, your hands and your ears, and it ships with the tools that made it: an audio editor for every sound and a sprite lab for every picture.

Settings

Setting	What it does
Edge scrolling	scroll when the mouse touches the edge of the screen
Tutorial hints	the first steps and the hints under the objectives
Name plates N	names and activities over the colonists
Map tooltips	rest the mouse for a second to learn what is there
Autosave daily	save every morning in the Autosave slot
Reduce screen shake	quakes and explosions without the shaking
Reduce flashes	softer lightning and muzzle flashes
Colour-blind friendly colours	safer colours for the map marks and bars
Large text, UI scale	bigger panels and lettering
Music, Effects, Ambience	three volume sliders; M mutes
Controls...	change every key; a clash swaps the two keys



Fig. 33 *The settings.*

Sound and Music

Every sound is made by the game, and every sound can be replaced. The music is layered: each mood (Survival, Settlement, Mystery, Exploration, Storm, Eruption, Siege, Polar, Finale) has four stems that play in step: a base, a rhythm that follows how busy the colony is, a melody near home, and a tension layer for predators, raiders, fire and the eruption. A regional colour layer grows as you explore coasts, forests, marshes, caves, jungle, desert or ice. Stingers mark objectives, new acts, discoveries and victories.

The ambience is positional: surf, wind and rain, birds by day and calls at night, hammering near busy workshops, the creak of windmills, the rumble of the volcano as it wakes, and footsteps on sand, grass, rock, planks and snow when you are zoomed in close.

The Audio Editor

AudioEditor.html lists every sound the game makes. Drop your own wav, mp3 or ogg files on it (they are matched by name), set volume, pitch, trim and loop points, and mix the music stems while a simulated game plays. Each sound comes with a detailed prompt for audio generators. With Use in game the game in the same browser plays your set at once; Save to folder writes it into the game's audio folder.

The Sprite Lab

lab.html shows every sprite in the game and plays its animations. Export any of them as PNG, alone, as a strip or every frame in a zip. Replace any sprite with your own picture, one or many at once, and download a repacked atlas: the game, and every future atlas the generator builds, will use your art.

For the Curious

The island is drawn into a small picture and magnified by a whole number, so every pixel is true. The ground is a height field lit by one sun and quantised into a few bands of colour with ordered dithering. Every sprite was ray-cast by a Python program from spheres, boxes, cylinders and polyhedra, through the game's own projection, and stores a depth for each pixel, so buildings, trees and people sort themselves against the terrain without any sorting at all.

Cheats and Debugging

Add **?debug** to the address for a Debug section in the main menu: start any Voyage island on its own, jump to the sea chart, and the cheats **Immortal colonists** and **No fog of war** (on the island and on the chart). **?immortal**, **?nofog** and **?gl** (force WebGL2) work too. F3 cycles the debug overlays, F4 opens the developer panel with resources, research, time, storms, the terrain editor and the island export.

> ✦ CYRUS SMITH'S ADVICE
> F12 *saves a screenshot of the island as it is drawn, without the panels. Every screenshot in this manual was taken that way.*





APPENDIX

QUICK REFERENCE

Keys

KEY	ACTION
Space	pause / resume
1 2 3 4	speed 1× 2× 4× 8×
W A S D, arrows	scroll (Shift: faster)
+ -, wheel	zoom
H	camera home
Tab	next colonist (Shift: previous)
C	follow the selection
X	back to work
Del	demolish the selected building
B	Build
O	Orders
R	Research
J	Journal
P	Colony and work priorities
G	Gear
E	Expeditions
K	alarm bell (Voyage)
Y	call to arms
V	map overlays (Voyage)
N	name plates
M	mute
F1	how to play
F5 / F9	quick save / quick load
F12	screenshot
Esc	cancel, close, menu

Mouse

DO	TO
Click	select (Shift: add)
Drag	select a group
Right-click ground	move, under direct control
Right-click tree, rock, bush	gather
Right-click animal	hunt (Shift: tame)
Right-click enemy	attack
Right-click tower	climb up and keep watch
Right-click site	build
Right-click wounded	treat
Right-click cave mouth	go in
Middle-drag	pan
Rest one second	tooltip

Alerts

⚠ danger	! warning	✓ good news
⚗ research	⚒ building	✦ discovery
? a mystery	⚑ expedition	⌖ show on map

Research Tiers

0	campfire
1–2	workbench · Granite House (ladder)
3	workshop · Granite House (expanded)

4–6 laboratory · machine shop

Good Habits

- Keep food above five portions a head, and smoke the surplus.
- Beds early: a night in a bed means more rest and better spirits.
- Watch the panel of an idle building: it says why.
- Raise stock limits before big projects.
- Need one thing in bulk? Pick the recipe and assign a colonist to the workshop.
- Send armed men first: into caves, into forts, into the dark.
- On the Voyage, keep cartridges in store and ring the bell early.
- Load food and water first. What stays behind is lost.



FIVE MEN. ONE ISLAND.

And the whole southern ocean beyond it.

A balloon falls out of a hurricane onto an unknown island. Five castaways with nothing but a watch and a knife must make fire, shelter, bricks, iron, steel, a laboratory and a telegraph, before the volcano wakes. And someone on the island is watching over them.

Then the voyage south: five islands, five enemies, an engraved sea chart full of fog and gales, an island that will not stay still, and Captain Nemo's last secret under the ice.



THE MYSTERIOUS ISLAND · CASTAWAYS

Based on Jules Verne's novel (1875). All art generated by math.