

Coastlines

A Game of Dreams and Discovery, by William Dooling



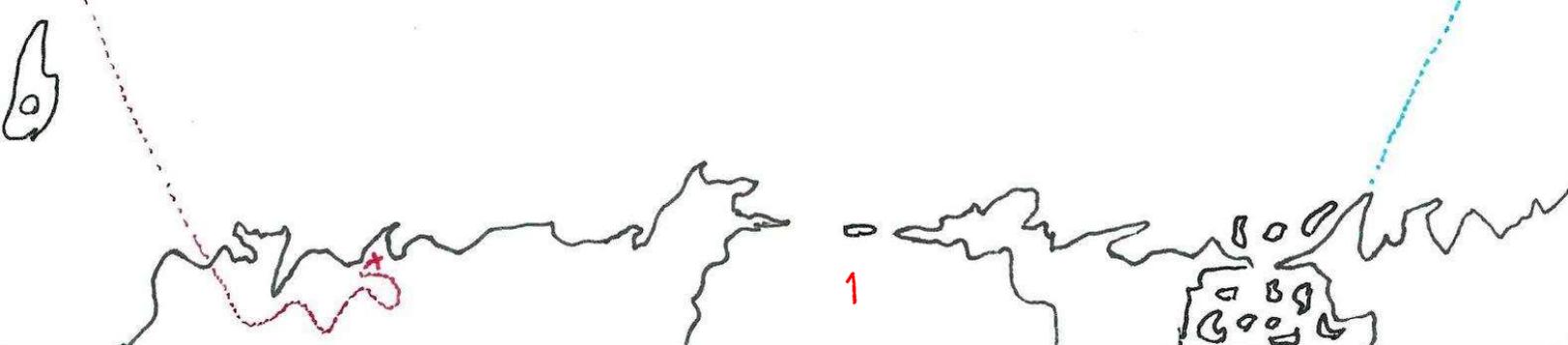
LOST COASTLINES

THE DREAM:

Lost Coastlines is a procedurally-generated, text-based, open-world role-playing game set in a dream that you, the player, are having. At the start of the game, an entire world is generated full of lost continents, mighty empires, crumbling ruins, pirate kings, and buried treasure. Because it's generated procedurally, every game has a totally unique world. You can play in this world for as long as you like: for hours upon hours, or for fifteen minutes before going to bed. The rules aren't complicated, and there's no way to lose. The dream is yours to do what you like with...just watch out for nightmares.

COMMANDS:

Lost Coastlines is a text-based game, which you interact with by typing commands. A list of general commands is provided later (see Commands, pg. 17). You can enter any command that appears on the screen in ALL CAPS. The game is generally smart enough to understand partial entries, so if the game gives you the option VISIT THE MARKET you can just type "Market"



GOING TO SLEEP...

Character Creation: The game will pose four questions to you at the outset, which will create the character you play within the game. Each choice will have a substantial effect on gameplay.

- ❖ **Where you fall asleep:** This will give your character a situation bonus (see Situation Bonuses, pg. 11) to one particular situation type. It will also make certain thematic situations within the dream more common. For example, if you choose to fall asleep somewhere dark and spooky, you will get a situation bonus to horror-themed encounters, and these sorts of encounters will be more common.
- ❖ **An item from the waking world:** Will give your character a possession to start the game with (see Possessions, pg. 12-13). This possession will grant the character a bonus to skills or situations if equipped.
- ❖ **Who you are in life:** There are five options: A fighter, an intellectual, a scoundrel, an explorer, and a dreamer. There's no wrong answer of course. Answering this question will give your character a corresponding ability bonus (see Abilities, pg. 5). This choice will also fill the world with opportunities to increase that particular skill. For example, if you choose "a scoundrel", you will begin play with a bonus to your "shadowcraft" skill, and you will find more opportunities to increase that skill.

Who are you within the Dream???

This will be your most important choice. You must then decide what role you wish to play within the dream-world. This choice will give your character several ability bonuses (see Abilities, pg. 5) and a very powerful special ability that you can use by typing the appropriate command. As with the above option, this option will also populate the dream with options to increase corresponding skills. The six options are:

- A Pirate: Gives a large bonus to seacraft and a small bonus to shadowcraft and might. The Pirate's special ability is to SCOWL at certain navigational hazards, allowing you to instantly bypass them without the risk of a negative encounter. Unlike other roles, the pirate's special ability does not require magic. The pirate is probably the easiest role to play.
- A Hero: Gives a large bonus to might, and a small bonus to talent and dreamcraft. The Hero's special ability is to SAVE THE DAY, which dramatically increases your might, talent, dreamcraft, and seacraft skill for a few turns. Use this ability before dangerous encounters begin to overcome them with ease (see Encounters, pg. 9). Like most special abilities, this one requires your character to consume magic, but it's totally worth it.
- A Thief: Gives a large bonus to shadowcraft, and a small bonus to talent and might. The Thief's special ability is to ABSCOND with treasure. In certain encounters (any encounter set in a city, or a ruin, a dungeon, or an evil shrine) the thief can spend magic to instantly escape unharmed, and with a few handfuls of treasure.
- A Scientist: Gives a large bonus to talent and a small bonus to seacraft and dreamcraft. The Scientist's special ability is to PUBLISH research. Whenever you are in an academy (see academies, pg. 16) you can spend magic to turn the discoveries you've made into profits.
- A Mystic: Gives a large bonus to dreamcraft and a small bonus to shadowcraft and talent. The Mystic's special ability is to FLY. When sailing, you can spend magic to instantly fly up to twenty spaces without losing food or supplies (see movement, pg. 7).
- A Magnate: Gives a large bonus to talent and a small bonus to shadowcraft and dreamcraft. The Magnet's special ability is to INVEST their profits. Whenever you are in a market (see markets, pg. 16) you can spend magic to make an instant 10% profit off of your character's total wealth (see pleasance, pg. 14).

After creating a character, the game will generate the dream-world by randomly placing points of interest and fantastic, far-off lands at random throughout the dream. The player will have two options upon entering the world, to play a tutorial that explains many of the same concepts as this manual (by swimming to shore) or to immediately begin play without the tutorial (by swimming to their ship).

WAKING UP (WINNING THE GAME)...

As an “open world” game, there is no overarching storyline or goal within the dream. You can “win” anytime you want simply by typing the words “WAKE UP.” When you do that, the game will end, and calculate a score based on the amount of pleasure you’ve accumulated (see pleasure, pg. 14) minus the amount of displeasure you’ve accumulated (see displeasure, pg. 14).

There is likewise no way to die. Unlike most role-playing games, your character has no “health” or “hitpoints.” Nor are there “lives.”

As you explore the dream, you may find far-off wonders that afford you other ways to win the game. These locations will apply a different formula to calculate your score. While there are a thousand ways to increase your score by gathering pleasure (see pleasure, pg. 14), four options are likely to rise above all others, you can do each of these things once per game:

- ❖ **SHARE YOUR STORIES** at a tavern (see Stories, pg. 13 and taverns, pg. 16)
- ❖ **RECORD YOUR SECRETS** at a library (see Secrets, pg. 13, and libraries, pg. 16)
- ❖ **ANSWER YOUR QUESTIONS** at an academy (see Questions, pg. 13, and academies, pg. 16)
- ❖ **RENOUNCE YOUR POSSESSIONS** at a holy shrine (See Possessions, pg. 12-16, and shrines, pg. 16)

Naturally then, it’s worth your time to locate taverns, libraries, academies, and shrines as you explore the dream.

ABILITIES

As a role-playing game, Lost Coastlines will track five ability scores for your character, representing their expertise in five separate domains:

- **MIGHT:** Represents how tough your character is, and how good they are at physical combat
- **TALENT:** Represents how smart and skillful your character is
- **SEACRAFT:** Represents your character's sailing ability, as well as their prowess in naval combat
- **SHADOWCRAFT:** Represents your character's skill at stealth and dark magic
- **DREAMCRAFT:** Represents your character's focus, willpower, courage, and magical power

Your character's ability score will determine the likelihood of success or failure at various encounters (See Encounters, pg. 9-10). You can increase your character's ability score by finding magic items (See Possessions, pg. 12-13) and by succeeding in certain encounters.

You can see your character's ability scores at any time by typing STATUS.

5

EXPLORING THE DREAM

Every dream will be filled with more than 300 locations your character can explore, though most will be empty ocean, connecting islands and continents packed with marvelous things to see and do (and a few horrors and dangers, as well). When you come to a new location, you will have the option of taking one “action” at that location before moving on. Here is an example of a location:

ghulmaiden empire

A palace with walls of alabaster has been built a little further along the coast. It has docks, the palace has been made to receive ships: white ones, with silvery sails. You can VISIT THE PALACE.

The locals speak of a mountain, very close by, that is filled with slumbering fire. There is a volcano here, hidden in the hills. You can EXPLORE THE VOLCANO.

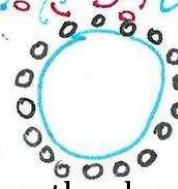
There is a vault here, full of treasure. The locals protect it jealously. It may be in your interest to PLUNDER THE VAULT. Routes are south, southeast and northwest.

Every location has a procedurally-generated name at the beginning of its description. The location’s description will often list various “places of interest” within that location. You can interact with a particular place of interest by typing the capitalized words in its description. Recall that you do not need to type the whole thing. This example location, the Ghulmaiden empire, has a palace. To interact with the palace, you can type “VISIT THE PALACE” or simply “PALACE”

You can only take a single action at a location before moving on. A traveler to the Ghulmaiden empire will have to decide whether to VISIT THE PALACE, EXPLORE THE VOLCANO, or PLUNDER THE VAULT. Each one will likely generate different encounters (see encounters, pg. 9-10).

YOU CAN ALWAYS RETURN TO A LOCATION LATER, AND TRY TO INTERACT WITH OTHER PLACES OF INTEREST (OR THE SAME ONE, OVER AND OVER AGAIN). JUST BE SURE NOT TO RETURN TOO SOON, INTERACTING WITH A SINGLE LOCATION TOO FREQUENTLY WILL CAUSE THE DREAM TO BECOME UNSTABLE (SEE INSTABILITY, PG. 8).

NOTE THAT EVERY LOCATION ALSO LISTS THE ROUTES THAT YOU CAN TAKE TO LEAVE THAT LOCATION. ONCE YOU INTERACT WITH A PLACE OF INTEREST AT A LOCATION, IT'S TIME TO MOVE ON TO SOMEWHERE NEW.



MOVEMENT: you can move across the dream, aboard your dream-ship, simply by typing the cardinal direction you want to move next (for example, you can type “north” to move north or “northwest” to move northwest). As a shortcut, you can type the first letter (you can type “n” to move north, or “nw” to move northwest).

Movement will occasionally deplete your cargo of supplies and food. If you have no supplies or food, your ship will break down, or your crew will grow hungry. Both these outcomes will cause you to accumulate worry, which will ultimately lower your score (see Unpleasantness, pg. 14). As such, it pays to carry a good deal of food and supplies as you travel the dream. Using the mystic’s FLY ability will allow you to move without losing food or supplies.

Movement in Lost Coastlines is completely free with a few exceptions: you cannot move if you are in the middle of an encounter (see encounters, pg. 9-10). You also cannot leave locations with navigational hazards until you face those hazards (see below).

NAVIGATION HAZARDS: A small number of locations within the dream will contain navigational hazards: storms, cold weather, sea monsters, or pirates. You cannot leave these locations until you interact with the hazard, potentially exposing your ship to grave risk. An example is provided below.

The Tropic of Zael

There are those that say the seas here are stained with blood...there is, indeed, a reddish tint to the waves. Murderous pirates hunt here, feeding off treasure ships that sail from Zultusk to the North. You will have to BRAVE THESE WATERS if you want to sail on...
Routes are north, east, south, west, southeast and southwest.

> n
You cannot sail on until you BRAVE THESE WATERS.

In this example, an explorer cannot leave the Tropic of Zael without typing “BRAVE THESE WATERS” (or just “brave”), exposing their ship to the possibility of a pirate attack.

Of course, as aforementioned a pirate character can simply type SCOWL to bypass the hazard entirely, incurring instead only a small amount of Fury (see Unpleasantness, pg. 14).

BEWARE: INSTABILITY

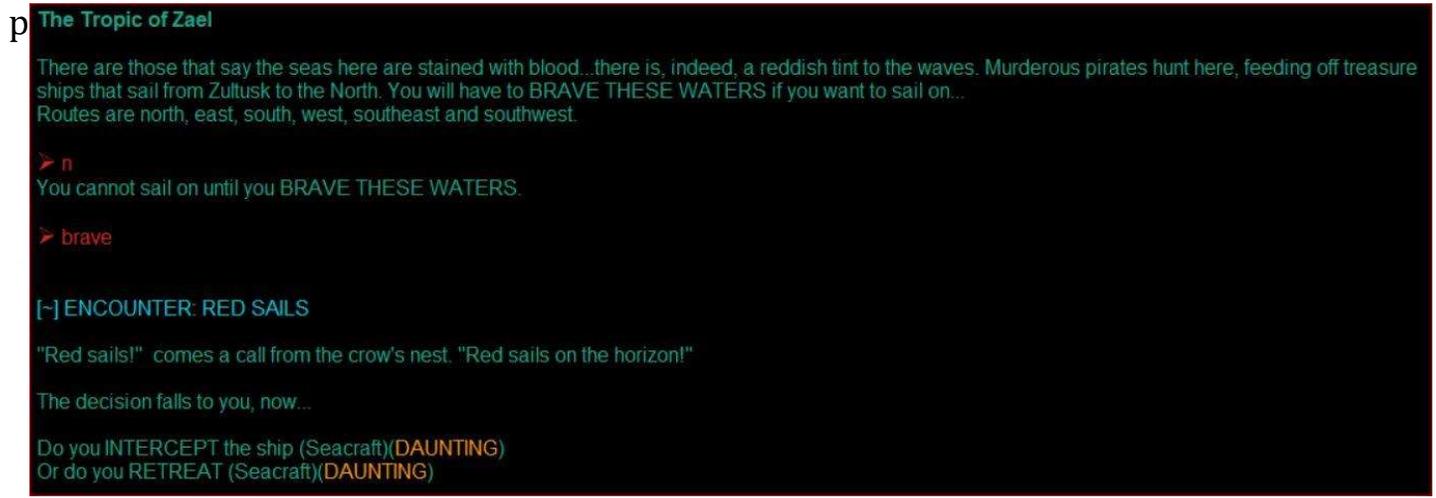


THE WORLD OF LOST COASTLINES IS A DREAM, OF COURSE, AND AS A DREAM, IT'S INHERENTLY UNSTABLE. IT CAN COME APART ENTIRELY IF YOUR CHARACTER LOOKS TOO CLOSELY AT THE MAGICAL FABRIC UNDERLYING THE WORLD. ONCE YOU TAKE AN ACTION AT A PLACE OF INTEREST, IT'S BEST TO MOVE ON TO ANOTHER LOCATION. ANY LOCATION WHERE YOU'VE PREVIOUSLY TAKEN AN ACTION SHOULD NOT BE REVISITED UNTIL THE MAP RESETS (YOU'LL GET A MESSAGE ALERTING YOU WHEN THE MAP RESETS).

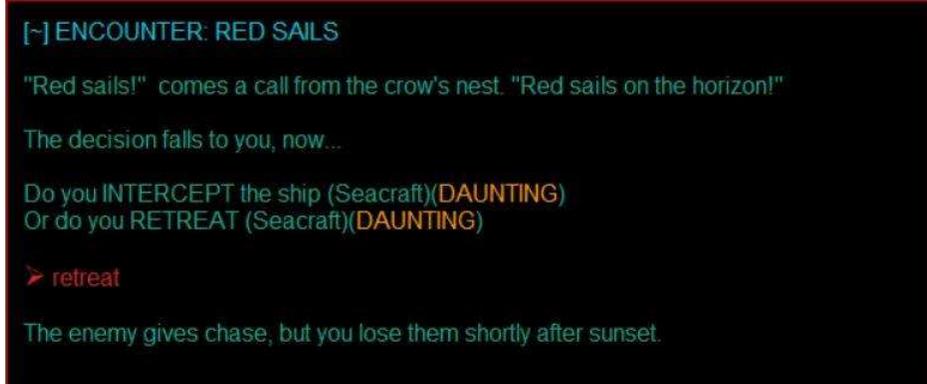
IF THE PLAYER REVISITS A PLACE OF INTEREST BEFORE THE MAP RESETS, THEY WILL INCUR "INSTABILITY", AND A WARNING FROM THE GAME. IF A PLAYER HAS INCURRED ENOUGH INSTABILITY, THE DREAM WILL END AND THE PLAYER WILL WAKE UP.

THIS MEANS A PLAYER THAT INTENDS TO PLAY A LONG GAME SHOULD PLAN THEIR ROUTE THROUGH THE DREAM ACCORDINGLY, TAKING CARE NOT TO REVISIT ANY PLACES OF INTEREST TOO SOON.

ENCOUNTERS: The real substance of the game. Encounters are your primary way of gaining fame and fortune within the dream. An encounter represents a challenge, or an obstacle, or an opportunity for reward...an episode in the adventure that is your life. The most common way your character will initiate encounters is by interacting with places of interest. Let's look at an example related to the navigation hazard on an earlier



Here, the player has chosen to BRAVE the waters of the Tropic of Zael...and predictably, run into some pirates (or perhaps it's a merchant ship with red sails, who knows?). The character is now posed with two options: they can INTERCEPT the ship, or attempt to RETREAT from it. The game reports the odds of success for both options ("Daunting", meaning the option is more likely to result in failure than success). As reported, the odds of success for both options are influenced by the character's seacraft ability bonus (see abilities, pg. 5) and by the character's Nautical situation bonus (indicated by the blue title of the encounter, and the "[~]" symbol in the encounter's description, see Situation Bonuses, pg. 11). Choosing an option in this encounter will yield different results depending on whether the option succeeds or fails. Here's an example:



Had the player failed, this would have happened:

```
[~] ENCOUNTER: RED SAILS

"Red sails!" comes a call from the crow's nest. "Red sails on the horizon!"

The decision falls to you, now...

Do you INTERCEPT the ship (Seacraft)(DAUNTING)
Or do you RETREAT (Seacraft)(DAUNTING)

> retreat

You attempt to flee, but to no avail. The enemy hoves up alongside you! The ship is a pirate raider: The Adventure Galley
Your Ship: Shipshape
Your Crew: Ready for Action

[!] ENCOUNTER: FULL BROADSIDE!

Your crew scrambles to load powder and shot. Fuses are primed and cannons are ready. For one brief second, the ship is silent, before you give the order...

FIRE! (Seacraft)(CHANCEY)
```

Now, instead of making a clean getaway, the player has been cornered by a vessel chock-full of vicious pirates, and will have to fight it out. Failing the first encounter led to a second encounter, one that threatens to damage the player's ship, or kill their crew.

Of course, not all encounters are bad. Let's take a look at another example. In this example, the player has come to Brinescape cove, the site of a massive ruin. They have chosen to explore the ruin:

```
brinescape cove

Long ago, a dead civilization came to this island to build a temple, though no one knows exactly why. The temple still stands, though its mighty domes are cracked and caved in, and its great columns lie toppled on the beach. There are tunnels dug deep into the mountain at the center of the island, as well. What lies buried there? You can STUDY THE RUIN or PLUNDER THE RUIN.

Routes are north and northwest.

> plunder

[~] ENCOUNTER: THE FLOODED HALLS

The lower halls of this ruin are largely untouched...but completely flooded.

You may DIVE to the lower halls, full of sparkling sea-treasures, but there is great danger down there... (Might)(EASY)

It may be better just to LEAVE.

> dive

You swim through the sunken places of the world, through grottos where royalty once trod, now filled with the lights of anglerfish and the gleam of treasure.

...fortunately, the treasure gleams brightly. In the watery depths below, you find something worth bringing back to the surface.
You have found the Amulet of Protection!
```

Here, upon exploring the ruin, the player encountered a flooded hall, and chose to take the risk and DIVE for some treasure. In doing so, the player found a rare artifact, the amulet of protection! (see possessions, pg 12-13). Things wouldn't have gone so well for them if they failed.

SITUATION BONUSSES: In addition to ability scores (See Abilities, pg. 5) success or failure in a particular encounter will depend in part on the character's situation bonuses, which are visible by typing the STATUS command. These bonuses represent how effective the character is in certain themes or genres of encounters. The situation bonus that applies to a particular encounter is denoted by the color of the encounter, as well as the symbol that appears immediately before the title of the encounter:

- [~], in blue: Represents encounters that have a nautical or oceanic theme.
- [!], in red: Represents encounters that have an action or adventurous theme.
- [#], in purple: Represents encounters that have a horror or supernatural theme.
- [^], in dark green: Represents encounters that have a wild or outdoorsy theme.
- [%], in light green: Represents encounters that have an academic or scientific theme.
- [=], in yellow: Represents encounters that have a social or religious theme.
- [&], in orange: represents encounters that have an intriguing or mysterious theme.
- [*], in white: represents encounters that have a cold-weather or arctic theme.

The most common way for a character to increase their situation bonuses is by finding and equipping items (See possessions, pg 12-13).

For example, let's take a look at that item the player found by diving in the ruins, previously:

```
> look amulet of protection
```

```
An amulet that wards off nightmares. The cord is made of solid copper. It is exactly a century old.  
Value: 19  
Bonuses: +5 [#]
```

We can see by using the LOOK command that this item gives a +5 bonus to any encounter marked with [#], this represents a small, but still significant, boost to these sorts of encounters. By equipping this item, the character can increase their situation bonus to [#] encounters, like so.

```
> equip amulet of protection  
You wear the Amulet of Protection around your neck.  
  
> status  
Pleasance:0| Sadness:0| Madness:0| Fury:0| Worry:0  
  
.....Might:20  
.....Talent:0  
.....Seacraft:20  
.....Shadowcraft:10  
.....Dreamcraft:0  
  
=====
```

Situational Advantages:

```
=====
```

```
[~]: 10  
[^]: 0  
[!]: 0  
[=]: 0  
[%]: 0  
[#]: 5  
[&]: 0  
[*]: 0
```

Notice that the character now has a bonus of "5" to the [#] field under "situational advantages". This is due to the amulet of protection (the character also has +10 to [~] situations because they chose to fall asleep on a boat when they created their character.

If you are a quantitative person and care about how these bonuses translate to probability of success in encounters (see Rolls and Probabilities, Pg. 17). If you aren't, don't worry! You can generally tell your rough odds of success by the colored text reporting the probability of success in the encounter.

POSSESSIONS

the possessions your character carries will play a large role in determining your character's abilities and situation bonuses. You can see the possessions your character carries at any time by typing INVENTORY. Let's look at an example.

```
> inventory

Your inventory is as follows:

Head: the Tricorn Hat
Neck:
Hands:
Weapon: the Katana
Body: the Pirate Shirt and a pair of cargo pants
Shoes: the Curly Shoes
Socks: the Cursed Socks
Other: the Nautical Charts

Additionally, you are carrying Your Deck of Tarot Cards, A Vague Feeling of Dread and The Tea Kettle.

> look pirate shirt

A shirt, implausibly emblazoned with the text "Naples, Florida" and "Booty Hunter"
It is made of cheap rayon. It is more than two centuries old.
Value: 8
Bonuses: +5 Seacraft, +5 Shadowcraft
```

In his example, we see a character outfitted with many items they have found throughout the dream. You can examine any item in your inventory by typing LOOK (or EXAMINE) and the name of the item. You can also just type "L" (short for LOOK) or "X" (short for EXAMINE) and the name of the item. This will give you a description of the item (which is also procedurally generated) and other relevant information. Two pieces of information are critical. An item's "bonuses" tell you what bonuses it bestows on your character when equipped. An item's "value" tells you how much the item is worth.

POSSESSIONS (CONT.)

A player has 8 slots which can fit an possession of a particular type: A head slot (for hats and glasses), a neck slot (for necklaces and ties), a hand slot (for rings and gloves), a weapon slot (for swords and the like), a body slot (for suits, dresses, armor, and such), a shoes slot (for shoes and boots), a socks slot (for socks) and an "other" slot, (for miscellaneous possessions such as books, sidearms, and various inventions).

An item can only imbue your character with its bonuses if it is equipped. You can equip an item by typing EQUIP or WEAR and the name of the item. It will be automatically exchanged for whatever is in that item slot, and your character's bonuses will be adjusted accordingly.

SECRETS, STORIES, AND QUESTIONS

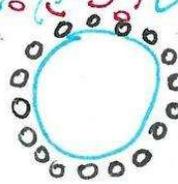
As your character explores the dream, you may find stories, questions, and secrets. These items are added to your inventory just like possessions, but cannot be equipped. Instead, their only function is to be given away at taverns, academies, and libraries respective (See Taverns, Academies, and Libraries, pg. 16). They are generally worth far, far more than possessions, but much harder to find.

You can LOOK at or EXAMINE these items just like possessions. Like possessions, their descriptions are also procedurally generated.

CARGO

As you explore the dream, you'll find wondrous treasures to fill up the hold of your ship: diamonds, rubies, spices, silks, and even stranger things from across the dream-seas. You can see a full manifest of the cargo you carry by typing CARGO.

Cargo has many uses: it can be sold at markets (See Markets, pg. 16) and it can be used to feed your crew and keep your ship in good working order (See Movement, pg. 7).



PLEASANCE: Insomuch as you have a goal, it is to gather pleasance: happy memories and joyful experiences, which also function as currency within the dream. Your character can obtain pleasance in numerous ways: succeeding at certain encounters (see Encounters, pg 9-10) or buying and selling trade goods (see Cargo, pg. 13 and Markets, pg. 16). At the end of a game, your score is calculated by subtracting the amount of Pleasance you've gathered from the amount of Unpleasance (see below). You can see the amount of Pleasance your character possesses by typing STATUS.

UNPLEASANCE: Losing encounters, and experiencing other forms of hardship, will give your character various kinds of unpleasance, representing negative emotions and unhappy memories. There are four forms of unpleasance:

- ❖ **Worry:** The most common kind of unpleasance. Your character will accrue worry by arousing suspicion, making enemies, getting lost, disappointing friends, and failing to find food, water, and shelter. Certain injuries will also bestow worry. Your character can lose all their worry at once by making a sizeable donation at shrines (see Shrines, pg. 16) or by defeating most Nightmares (see Nightmares, pg. 15). Worry is the easiest kind of unpleasance to receive, but also the easiest kind to get rid of.
- ❖ **Fury:** The second most common kind of unpleasance. Your character will accrue fury by failing to catch or obtain certain rewards, by engaging in combat, and by being burnt, blown up, or hacked apart. Fury is used as a form of currency by pirates and smugglers, and your character can discharge their fury by making deals with these disreputable folk. Fury is thus pretty easy to get rid of.
- ❖ **Madness:** Your character will gain madness by being frightened, cursed, or driven insane. Madness is very hard to get rid of. Your character can make a sizable donation at shrines (see Shrines, pg. 16) to lose 100 Madness. Beware: many encounters will double, or even triple, your madness if you fail them. Madness can therefore grow out of control quite quickly.
- ❖ **Sadness:** Your character will gain sadness by losing crew, or falling out of love, and in certain other very rare encounters. There is only one way to get rid of sadness (good luck finding it!). Sadness is therefore the hardest form of unpleasance to get rid of.

BEWARE: NIGHTMARES

As you explore the dream, you will eventually come across Nightmares. These are especially difficult and dangerous encounters, among the greatest obstacles your character will face within the dream. An example is below:

boddoo river delta

Scouts report that two miles inland, there stands an enormous ruin of a long-forgotten civilization. You can **PLUNDER THE RUIN** or **STUDY THE RUIN**.

Routes are north, west, southeast and northwest.

➤ plunder

[*] NIGHTMARE: THE TENTACLE-TREES

You cut your way through a forest between your ship and your destination. It is easy going at first, but the deeper you go in the forest, the more you feel you should turn back. This is an evil place, and something unseemly is moving through the trees. No! It is the trees themselves!

The Tentacle-Trees have taken root in the dream. Each of their branches terminates in a tentacle, and each tentacle terminates in thousands of tiny, palpating spines that drip deadly venom.

You can **TURN** back

...or if you are foolish...truly foolish, you could **CUT** your way through the trees (Might)(**IMPOSSIBLE**)

In this example, the Tentacle-Trees give the player a choice: they can turn away from their stated goal of plundering a particular ruin, or they can attempt to cut through the trees...naturally, that second option is foolish, because currently for the character in this example that would be impossible. The character in this example will have to get much stronger before they have any hope of prevailing over the Tentacle-Trees.

Nightmares are very rare encounters, but once the player has activated one, that is very likely to recur at related locations (so now that the Tentacle-Trees have become aware of the player, they will likely recur in other locations resembling this one).

Though most nightmares will seem impossible to a new player, rest assured: they can all be beaten. The reward for defeating a nightmare is, typically, that a player will lose all their worry.

PLACES OF INTEREST

There are myriad points of interest within the dream, a typical game will have between 300 and 400. Most, you will have to discover on your own. A small number of places of interest are described below, generally the ones you will find most useful in completing the game with a high score.

ACADEMIES

You will find five academies within the dream, dedicated to the study of magic and high technology. As you play, you will accumulate questions (see questions, pg. 13), and once per game, you can ANSWER all your questions at any of the dream's academies. Academies are also the easiest place to obtain magic. Players can sometimes gain access to scientific equipment at academies that allow the extraction of magic from diamonds. Magic, in turn, is necessary for most characters to use their special abilities (See roles, pg. 3)

LIBRARIES

You will find five libraries, within the dream, which store knowledge and secrets. As you play, you will accumulate secrets (see secrets, pg. 13) and once per game, you can RECORD all your secrets at any of the dream's libraries. Libraries are also excellent places to obtain fragments of knowledge.

MARKETS

There are 10 markets, spread through the dream, where various trade goods can be bought and sold. (see cargo, pg. 13). Every visit to a market will allow a certain number of purchases...use them wisely. Finding an easy route between two markets, one of which buys what the other one sells, is one of the best ways to gather pleasure. You can also EXPLORE markets to find rare or exotic deals.

TAVERNS

There are 5 taverns, within the dream. Among other things, taverns will generally provide free drinks to the player (after all, you're doing them a favor by creating and sustaining the world they live in, it's the least they can do). As you play, you will accumulate stories (see stories, pg. 13) and once per game, you can SHARE all your stories at any of the dream's taverns. Taverns are also great places to meet interesting people...not real people obviously, just figments of your imagination, but interesting nonetheless.

SHRINES

There are 11 shrines, within the dream. Five of these shrines are holy, and allow the dreamer to heal their body or their soul by donating 100 pleasure. Healing your body will remove all your worry. Healing your soul will remove 100 madness. At any of these holy shrines, the player may also RENOUNCE all their possessions, once per game.

Unholy shrines, by contrast, are full of cultists and horrible nightmares. However, players may use these shrines to obtain treasure (there's usually something worth taking in there, if you read the description closely) or to perform unspeakable rituals to please the forces of darkness.

ROLLS AND PROBABILITIES: This section explains how the game calculates success or failure in encounters. You don't need to understand this to play the game, but it might help you decide whether to embark on a particular course of action, or not.

Every option in an encounter has pre-set a difficulty score, generally between 30 and 200. For each encounter, the game will subtract the character's relevant ability score (see abilities, pg. 5) and situation modifier (see situation modifiers, pg. 11). The remaining value after these subtractions is the percent chance of failing the encounter, and receiving a negative result.

The game will use this raw percentage to generate a summary, visible to the player, which the player can use to guide their decision-making. The summary is simply a word that gives a rough description of how likely the player is to succeed or fail in a particular course of action. You can see the percentile ranges corresponding to each word by typing "Odds" or "Difficulty"

> odds

The following list displays the mathematical definitions of the summaries rendered by the game during encounters. The percentages are your chance of success.

TRIVIAL: 100% (You are certain to succeed)

EASY: 75%-99% (You are very likely to succeed)

CHANCEY: 55%-74% (You are likely to succeed but there's a significant chance of failure)

DIFFICULT: 36%-54% (You are about as likely to fail as to succeed)

DAUNTING: 6%-36% (You are much more likely to fail than to succeed)

ALMOST IMPOSSIBLE: 1%-5% (You are nearly certain to fail)

IMPOSSIBLE: 0% (You are certain to fail)

NIGHTMARISH: less than -50% (You would fail this encounter even if you were significantly better)

COMMANDS

- ANSWER: Answers all your questions, can only be done once, and only inside academies
- CARGO: Displays a list of what is in your ship's cargo hold.
- CREDITS: Displays a list of credits
- COMMANDS: Displays this list of commands
- DIFFICULTY or ODDS: Displays a list of the summaries output by game's difficulty calculator
- EQUIP or WEAR: allows you to equip an item in your inventory
- HELP: Displays a short manual, rather like this one
- INVENTORY: Displays a list of what items you possess and are wearing
- LOOK or EXAMINE (or L or X): Displays a description of your current location
- LOOK [OBJECT] or EXAMINE [OBJECT] displays a description of an object in your inventory
- RECORD: Records all your secrets, can only be done once, and only inside libraries
- RENOUNCE: Renounces all your possessions, can only be done once, and only inside holy shrines
- SAVE: Saves a copy of your game. Map locations will not be preserved from one save to another.
- SHARE: Shares all your stories, can only be done once, and only inside taverns
- STATUS: Displays relevant character information
- UNDO: Allows you to UNDO the last action you made
- UNDO LOCK (or IRONMAN): disables the undo function (warning, this can't be undone)
- WAKE UP: Ends the game, and gives you a final score

CREDITS:

LOST COASTLINES WAS MADE OVER 4 YEARS, WITH GENEROUS HELP TESTING, EDITING, AND IMAGINING BY:

- * ANTHONY
- * BEN
- * CRICKET
- * KATHERINE
- * LOUIS
- * MIZAL
- * PENG

LOST COASTLINES WAS INSPIRED BY ALL OF THE FOLLOWING LITERARY LUMINARIES, WHO HELPED SHAPE MY DREAMS AND MY REALITY:

- * MARGARET ATWOOD
- * L. FRANK BAUM
- * SAMUEL TAYLOR COLERIDGE
- * NEIL GAIMAN
- * ROBERT E. HOWARD
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