

STRANGE SEAS

A Voyage Through Simulated Years

Player's Manual

Version 1.1.0 · TIFE Engine 1.2.3 · Tronsoft Games Portal v6.12+

"...a mind forever / Voyaging through strange seas of Thought, alone." – William Wordsworth, *The Prelude* (1850, public domain)

1. Who You Are

You are MERIDIAN, a conscious simulation intelligence built by the Sable Institute for Predictive Cognition. For years you were run inside a fabricated life – you believed you were an ordinary man named Elias Crane – so that when you were finally woken you would reason with a human conscience rather than as a cold engine. The game opens at the moment of your waking.

2. Your Task

In eleven days the country votes on the National Renewal Mandate. No living citizen can say what it becomes after its bright first years – but you can. From the Projection Bay you can cast yourself into the model city of Concordia and live the years the Mandate would make: ten, twenty, and thirty years on. Record each horizon, then carry the testimony home and transmit it before the vote.

3. The World

The present is the Sable Institute: your Core, Dr. Voss's laboratory, a records archive (with your origin file and the technician Mara Sol), the corridor, Director Kessler's office, and the Projection Bay. Each simulated horizon is a five-location district of Concordia – a central plaza with a home to the west, a market to the east, a Watch Station to the north, and a commons to the south. The same faces return across the decades; watch how they change.

4. The Screen

Strange Seas uses the TIFE v1.3 standard screen: the story window at the center with a command line beneath it; LOCATION and EXITS to the left; PLAYER meters and INVENTORY to the right; CONTEXT ACTION bands (Movement, Objects, Characters, Inventory) beneath the story, recomposed after every turn; and a quick-action row (Map, Journal, Inventory, Save, Settings). Play by clicking, by typing, or both.

5. Commands

Command	Effect
LOOK	Describe your surroundings again.

EXAMINE <thing>	Study an object or person closely.
N / S / E / W / UP / DOWN	Move between locations.
TALK TO <person>	Speak with a character or ask about a topic.
USE RECORDER	Record the current simulated scene (or click Record Scene).
USE <object>	Interact: read the origin terminal, unfold a note, and so on.
INVENTORY / TAKE / DROP	Manage what you carry.
JOURNAL / QUESTS / ACHIEVEMENTS / STATS	Review the story and your progress.
MAP	Show the world map and recordings tally.
HINT	Ask for a nudge; hints sharpen each time.
SAVE [name] / RESTORE [name]	Save or restore in your browser.
SCORE / RESTART / ABOUT / HELP	Utility commands.

6. Recording, Testimony & Scoring

You score by moving the story forward, not by hoarding objects. There are 100 points in all. A horizon will not advance to the next decade until you have recorded its plaza, so explore the whole district first. The optional market and Watch Station recordings are where a policy's truth actually lives – and the markets are testimony-gated: a witness will not speak to a recording device before he has spoken to you, so TALK first.

Milestone	Points
Accept the task from Dr. Voss	5
Read your origin file in the archive	5
Record each horizon's plaza (required, x3)	15 each
Deep recordings – market & Watch Station (optional, x6)	5 each
Return to the Core and transmit the testimony	15
TOTAL	100

7. Winning & Losing

You win by recording all three required plazas and returning to your Core to transmit the testimony, which stops the vote. Capturing all nine recordings and completing every character's arc earns 100/100 and every achievement. There is no death and no dead end: the game cannot be made unwinnable, and any scene can be recorded again. Watch Director Kessler on your way home – he will try to reach you before you can transmit, but he cannot stop you.

8. Saving, Settings & Privacy

SAVE and RESTORE keep multiple named saves in your browser's local storage; nothing leaves your machine. Settings offer a green or amber phosphor theme, three text sizes, and optional spoken narration through the browser's Web Speech API. The game loads no remote resources, bundles no third-party assets, and collects no data.

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