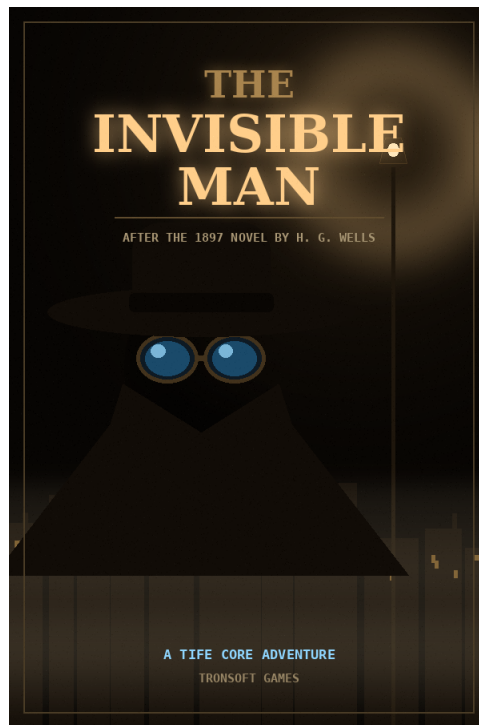




THE INVISIBLE MAN

After the 1897 novel by H. G. Wells · A parser adventure for the Tronsoft Interactive Fiction Engine

Version	1.0.0
Engine	TIFE Core 2.3.0
Locations	20 across three regions
Objects / characters	29 / 5
Quests / achievements	7 / 14
Hint ladders	25, three levels each
Maximum score	150
Reference solution	135 points in 61 moves; 150 in 69 moves
Playtime	60–90 minutes
Requirements	Any modern browser. No installation, no network.

The Story

The process works. That is settled in the first ten minutes, in a nailed-shut room on the third floor of a Great Portland Street lodging house, with two stolen dynamos running and the landlord knocking. You swallow it, you watch your own hands go to glass, and then you are the most extraordinary man in England.

Everything after that is the part Wells was really writing about. An invisible man still has to eat, and for an hour afterwards his dinner is visible without him. He cannot go out in snow, or rain, or fog, or dust, without acquiring an outline. Dogs find him instantly. Every open door is a draught. And the moment he puts on enough clothes to be tolerated indoors, he becomes a bandaged stranger in a village inn — which is to say, the single most interesting thing to happen to that village in forty years.

You play Griffin, from the last evening of his ordinary life to a ring of navvies closing across the open downs above Burdock. Whether that ring closes is up to you.

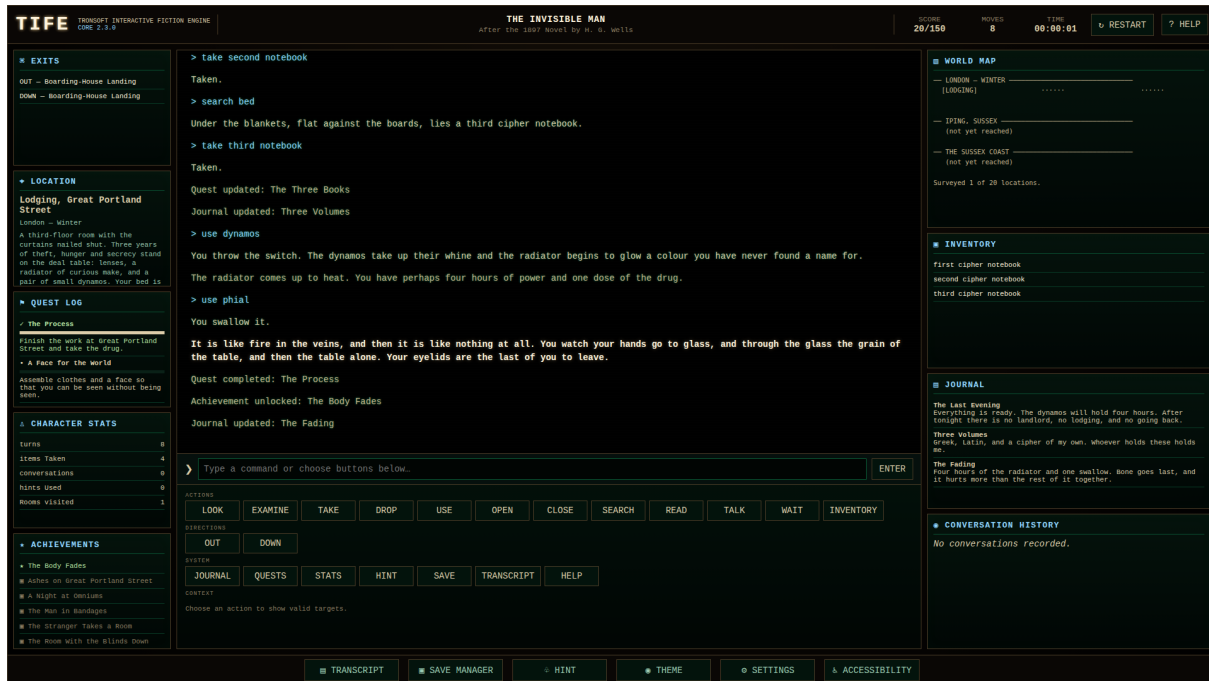
The Four Acts

Act	Region	Where it goes
I	London, winter 1896	The Great Portland Street lodging, the boarding-house stair, the street itself, Omniums after closing, and a
II	Iping, Sussex	The Bramblehurst road, the Coach and Horses, the stranger's room with the blinds down, the village street
III	The Sussex coast	The Adderdean hedge and a tramp with two pairs of boots, Port Stowe, and a barred door at the Jolly Crick
IV	Burdock Hill	Dr. Kemp's hall and belvedere study, the hill road with Colonel Adye on it, and the open downs.

The Cast

Character	Where	What they want
Mrs. Hall	The Coach and Horses	A quiet house, and her bill settled.
Mr. Cuss	Iping village street	A look inside your sleeve.
Mr. Thomas Marvel	The Adderdean hedge	To be left alone, which he will not be.
Dr. Kemp	The belvedere study	To hear everything, and then to act on it.
Colonel Adye	Burdock Hill road	To take you alive, if that is on offer.

Playing



The moment of the process, in the Great Portland Street lodging. Panels left and right update every turn; the button rows under the terminal fill with whatever is legal from where you stand.

Commands

Group	Commands
Movement	N S E W U D IN OUT · GO NORTH
Handling	LOOK EXAMINE TAKE DROP USE OPEN CLOSE SEARCH READ TALK TO WAIT
This story	STRIP (UNDRESS, UNWRAP, UNMASK) · BURN (LIGHT)
Information	INVENTORY JOURNAL QUESTS ACHIEVEMENTS STATS SCORE
System	HINT SAVE name RESTORE name TRANSCRIPT RESTART HELP ABOUT
Short forms	X I L Z GET · DRINK / FIRE / OPERATE all fold into USE

USE is the workhorse verb of this story: USE DYNAMOS, USE PHIAL, USE GLASSWARE, USE MATCHES, USE PAPER, USE REVOLVER, USE CHALK PIT. **SEARCH** is the other one — three cipher notebooks and all of the money are found by searching furniture that looks like scenery. If a room mentions a bed, a bureau, a crate or a pit, search it.

Without typing

Pick a verb in the ACTIONS row and the CONTEXT row immediately fills with every legal target in reach. DIRECTIONS shows only the exits that exist from where you stand. The whole story is completable with the mouse or by touch. Turn on *Reduced typing* in the Accessibility panel to enlarge the rows.

Hints

HINT answers for exactly where you are standing, in three escalating levels: a nudge, then the method, then the literal commands. Ask again for the next level. All twenty locations have a ladder, including ones reached out of sequence, so the hint button is never a dead end either.

Danger

Three places can end the story, and all three are described plainly in the room text before you arrive and warned again on the turn before they close: lingering in Great Portland Street once the snow starts; going through the door of the Jolly Cricketers empty-handed; and being caught in the open on the downs with nothing to break the ring. Nothing else is fatal, nothing can be permanently lost, and there are no dead ends — guards refuse an action and explain themselves rather than consuming the item.

Scoring



Whit Monday on Iping Hanger, immediately after the unveiling.

Objective	Points	Required
The Process — finish the work and take the drug	20	yes
A Face for the World — clothes, bandages, goggles, a nose	20	yes
The Stranger at Iping — a room, the crates, the reversal	20	yes
Funds for the Work — the parish club money	15	yes
Unmasked — survive the fair and get clear	20	yes
The Three Books — recover all three cipher notebooks	20	yes
The Reign of Terror — Kemp, and what he does about it	20	yes
Ashes on Great Portland Street — burn the lodging	5	optional
Epoch One of the Terror — leave the proclamation	10	optional
Maximum	150	

The reference solution reaches 135 points in 61 moves, or 150 in 69 moves with both optional objectives. Fourteen achievements track the things worth doing along the way, and the JOURNAL panel keeps Griffin's own running account.

Saving and transcripts

SAVE griffin and RESTORE griffin, or use the SAVE MANAGER for named slots showing the room, score and move count of each. Saves are stored in this browser on this device under `tronsoft_the_invisible_man_saves`. The TRANSCRIPT button downloads the whole playthrough as a

text file.

Accessibility

Six presets — Standard, Low Vision, Blind / Screen Reader, Hard of Hearing, Motor Assistance and Cognitive Support — each adjustable switch by switch afterwards. Text-to-speech narration, captions for sound cues, high contrast, larger controls, simplified layout, reduced motion and text scaling are all included and persist on the device. All audio is synthesised in the browser; the package ships no sound files, and no puzzle in this story requires hearing anything.

Developer Notes

This package is a TIFE story package in the native TIFE format introduced by Core 2.3.0: the story is data, the engine is untouched, and the two are joined by a game-side interface layer. Not one byte of `js/core/`, `js/game.js` or `css/game.css` is modified; `validate.js` checks all eleven against their published SHA-256 sums and fails the build if any has been touched.

Package layout

Path	What it is
<code>index.html</code>	Entry point. Load order: <code>core</code> → <code>interface.js</code> → story data → <code>shell</code> → <code>map.js</code> , <code>sound.js</code> .
<code>manifest.json</code>	Package Specification v1.4 metadata, including the news object (§31).
<code>tife-package.json</code>	Native TIFE descriptor: <code>package_type</code> <code>tife-game</code> , engine dependency, data pointer.
<code>games/the-invisible-man/game.js</code>	The story. Rooms, items, NPCs, quests, hints, rules. Data only — no engine code.
<code>js/interface.js</code>	Prototype patches: new rule conditions and actions, narration order, presence checks, custom verbs, save
<code>js/map.js</code>	Region-aware world chart, replacing the shell's hardcoded 3×3 renderer.
<code>js/sound.js</code>	Procedural WebAudio beds and stings. No audio files ship.
<code>css/theme.css</code>	Gaslight skin layered over the pristine core stylesheet.
<code>validate.js</code>	In-package validator. Dependency-free: <code>node validate.js</code> .

Extensions supplied by the interface layer

Kind	Added
Rule conditions	<code>hasItems</code> , <code>notHasItems</code> , <code>notQuestComplete</code> , <code>flag2</code> , <code>notFlag2</code> , <code>flagAtLeast</code> , <code>flagBelow</code> , <code>visited</code> , <code>notVisited</code> , <code>itemAt</code> , <code>talkedAtLeast</code>
Rule actions	<code>moveNPC</code> , <code>teleport</code> , <code>lockExit</code> , <code>revealExit</code> , <code>hideItem</code> , <code>removeItem</code> , <code>adjust</code> , <code>setFlagValue</code> , <code>setStat</code> , <code>gameOver</code> , <code>moveItem(ifHeld)</code>
Behaviour	once-guard set before the do-list; room and action text printed before rule narration on <code>MOVE</code> / <code>USE</code> / <code>OPEN</code> / <code>SEARCH</code> / <code>T</code>
Fixes	The Core RESTART crash — <code>execute("system.restart")</code> calls <code>reset()</code> , which nulls <code>lastAction</code> , and <code>dispatch()</code> then reads <code>lastA</code>
Spec §23	Storage key <code>tronsoft_the_invisible_man_saves</code>

Validation

`node validate.js` from the package root runs the package layout and size-limit checks, the core-purity hashes, referential integrity of every room, exit, item, NPC, quest, achievement, hint and rule, an exact score ledger against `maxScore`, both reference walkthroughs, the alternate finale route, all three hazard deaths, the guard cases, parser coverage, the take/drop round trip, staged hints in all twenty rooms, mid-puzzle save and restore, restart, ended-state behaviour, transcript completeness and documentation currency. The package ships only when this is clean.

Source and licence

H. G. Wells's *The Invisible Man* was published in 1897 and is in the public domain worldwide; its title, characters and events are used on that basis. No text from the novel is reproduced here. Every line of prose in this package —

room and object descriptions, dialogue, journal entries, endings — is original writing produced for this adaptation, as are the artwork, the audio and the code. See `LICENSE.txt`.