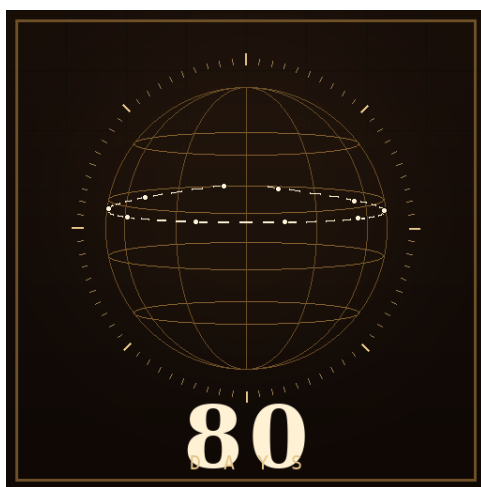




AROUND THE WORLD IN EIGHTY DAYS

Player's Manual

Adapted from the novel by Jules Verne, first published 1872

Version 1.0.0 · Tronsoft Games · TIFE Core 2.3.0

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I. The Wager

On the second of October, 1872, in the card room of the Reform Club, a gentleman named Phileas Fogg reads in the Daily Telegraph that the opening of a railway across India has closed the last gap in the world's transport network. The paper calculates that a man might now circle the earth in eighty days.

His whist partners think the calculation absurd. They point out, reasonably enough, that the newspaper has left out weather, shipwreck, accident, and the ordinary friction of travelling anywhere at all. Fogg replies that he has not left them out; he has allowed for them. Pressed, he stakes twenty thousand pounds — half his fortune — that he will be back in that room by a quarter to nine on the evening of the twenty-first of December, and he leaves for Charing Cross that same evening with a servant he hired the previous afternoon and a carpet-bag containing the other half of his fortune in banknotes.

You are Fogg. The game begins in the card room, a few moves before the wager is made.

What follows in this manual is everything you need to play, and nothing that would spoil the ending. The last stage of the journey turns on something the novel is famous for. This manual will tell you, in Section VIII, that the ending exists and that it is not decided by arithmetic. It will not tell you what it is.

The Detective

You should know about one complication in advance, because the game will not hide it from you either. Three days before Fogg left London, the Bank of England was robbed of fifty-five thousand pounds. A description of the thief has been telegraphed to every port in the empire, and it is a description of a well-dressed, well-mannered gentleman. Detective Fix of Scotland Yard meets the Mongolia at Suez, decides that a man in this much of a hurry to leave England is exactly the man he wants, and follows you for the rest of the journey while he waits for a warrant to catch him up.

Fix is not an obstacle you can remove. He is a condition of the journey. Deal with him as Fogg does: by continuing.

II. How to Play

This is a parser adventure. The game describes a place; you type what Fogg does; the game tells you what happens. Commands are short — a verb and a noun. The parser wants instructions, not sentences.

Beginning

Launch the game from the Tronsoft Games library and press BEGIN THE JOURNEY on the cover screen. If the browser asks about audio you may allow or refuse it; the game plays identically either way.

The opening moves, if you would like a running start:

- > READ PAPER
- > TALK TO STUART
- > TALK TO STUART
- > WAGER
- > WEST

That reads the article that starts the argument, lets Stuart draw you into it, commits Fogg to the bet, and sends you home to Savile Row for your servant and your money.

The standard verbs

Command	Meaning
LOOK	Describe the room again.
EXAMINE thing	Look closely. Often the difference between noticing a detail and missing it.
TAKE / DROP thing	Pick something up, or put it down.
INVENTORY (or I)	What Fogg is carrying.
OPEN thing	Open a container or a door.
SEARCH thing	Look inside, under, or behind. Not the same as EXAMINE.
READ thing	Read a paper, notice, timetable, or playbill.
USE a ON b	Apply one object to another.
TALK TO person	Speak to someone. Speak twice; people rarely say everything at once.
WAIT	Let time pass. Occasionally the only correct move.
HINT	Help with the obstacle in front of you.
SCORE	Points so far.
HELP / ABOUT	Command list, and credits.

Command	Meaning
SAVE / RESTORE / RESTART	Session control.

The journey verbs

This adventure adds 8 verbs of its own for the business of travelling. Every one of them has a button in the action palette, so nothing you need is hidden behind a verb you would have to guess.

Command	Meaning
BOARD	Get aboard a ship, a train, a steamer.
BUY	Pay for something out of the travelling fund. Fogg buys a great deal.
BRIBE	Money applied to a person rather than to a thing.
RESCUE	Go and get someone out of trouble. You will need this more than once.
BURN	Late in the journey this becomes indispensable.
SHOOT	Fogg is a gentleman and not a soldier, but Nebraska is Nebraska.
PROPOSE	Exactly what it sounds like. PROPOSE TO person.
WAGER	Make the bet that starts everything.

III. The Order of a Turn

Every command resolves in the same five steps, and knowing the order makes the game much easier to read.

Step	What happens
1. Parse	Your command is understood. If it cannot be, nothing happens at all — no move is spent and no day passes.
2. Act	The action is carried out and its immediate result is printed.
3. Arrive	If you moved, the new location is described, and anyone travelling with you arrives with you.
4. Consequences	A day advances, a character speaks, a quest completes, an achievement unlocks. These always print after the description of where you now are, so each turn reads in the order the events actually happened.
5. Panels	Chart, day, meter, purse and score update.

What costs a move

Commands that act on the world cost a move. Commands that only ask the game a question — HINT, SCORE, HELP, ABOUT, SAVE, RESTORE, RESTART — do not. You are never charged for looking something up, and the hint system in particular is free in every sense.

IV. The Day Clock

Days are not spent by wandering about. They are spent by completing a leg of the journey, and the cost of each leg is taken from the memorandum Fogg keeps in Verne's novel.

Leg	By	Days	Total
London to Suez	rail and steamer	7	7
Suez to Bombay	steamer	13	20
Bombay to Calcutta	rail, and elephant	3	23
Calcutta to Hong Kong	steamer	13	36
Hong Kong to Yokohama	steamer	6	42
Yokohama to San Francisco	steamer	22	64
San Francisco to New York	rail	7	71
New York to London	steamer and rail	9	80
The whole circuit		80	80

Eighty days exactly, with nothing to spare. This is Verne's own arithmetic, not the game's.

Because days are charged to legs and not to turns, you may take as long as you like in any one place. Examine everything. Talk to everyone twice. Read the notices. None of it costs you a day. The clock is the shape of the story, not a penalty for being curious — see the design note in Section X.

V. The Route

Twenty locations in five regions, running east the whole way and finishing in the room where it began.

Day	Location	Region
I. London — The Wager		
0	London	The Reform Club, Pall Mall
0	Savile Row	No. 7 Savile Row
0	Charing Cross	Charing Cross Station
II. The Isthmus and India		
7	Suez	The Quay at Suez
20	Bombay	Bombay — Victoria Terminus
21	Kholby	Kholby — The End of the Track
22	Pillaji	The Forest of Pillaji
23	Calcutta	Calcutta — The Police Court and the Quay
III. The Far East		
36	Hong Kong	Hong Kong — The Praya
36	Opium Den	A Smoking-House in the Lower Town
38	Tankadere	The Tankadere — The China Sea
42	Yokohama	Yokohama — The Bund
42	Batulcar's	Batulcar's Booth
IV. The Pacific and America		
64	San Francisco	San Francisco — Montgomery Street
66	The Plains	The Pacific Railroad — A Car on the Plains
68	Fort Kearney	Fort Kearney, Nebraska
69	The Prairie	The Frozen Prairie — Mudge's Sledge
V. The Atlantic and Home		
71	New York	New York — The Cunard Pier
77	The Henrietta	The Henrietta — Mid-Atlantic
80	Liverpool	Liverpool — The Custom House

Movement

NORTH, SOUTH, EAST, WEST, and occasionally UP and DOWN. The single letters N, S, E, W, U, D work as well.

You will notice very quickly that nearly every onward journey is EAST. This is not a shortcut in the design. Fogg circles the globe eastward, the direction is the single most important fact about the route, and the game will not explain why until the end. Keep it in mind.

An exit that refuses you is telling you that the leg is not finished: a ticket unbought, a servant unfound, a pilot unpaid, a captain undealt with. The room description will say so, and HINT will say so more plainly.

VI. The People

Character	First met	
Andrew Stuart	London	Fellow member of the Reform Club, and the man who tells Fogg it cannot be done.
Jean Passepartout	Savile Row	Your servant. Hired the day before you left, and rather hoping for a quiet position. Travels with you, and is lost twice.
Detective Fix	Suez	Detective, Scotland Yard. Convinced you robbed the Bank of England. Waiting for a warrant.
Mrs Aouda	on the road	Rescued from the pyre at Pillaji. Travels with you from India onward, and matters more than she at first appears to.
the Parsee guide	Kholby	Guide, and owner of the elephant Kiouni, at Kholby.
John Bunsby	Hong Kong	Pilot, and master of the Tankadere, in Hong Kong harbour.
Mudge	The Prairie	Owner of a sail-driven sledge on the Nebraska prairie.
Captain Andrew Speedy	New York	Master of the Henrietta, who does not part with his ship willingly.

Two of these travel with you. Once Passepartout is engaged and once Aouda is rescued, they follow you from location to location without being told to, and they arrive in the same turn you do. You do not need to manage them — but you can lose them, and getting them back is a puzzle each time.

VII. The Purse

Fogg leaves London with 20,000 pounds in the carpet-bag and spends it without apparent concern.

Money in this game is rarely a puzzle in itself. It is a resource you pour into a problem until the problem gives way, which is exactly Fogg's method in the novel: he buys a ticket, then an elephant, then a pilot boat, then a sledge, and at the last he buys a ship outright so that he may burn it for fuel. The running total is shown in the side panel.

You will not run out by playing sensibly. You can run short by buying things you did not need, which is its own kind of lesson.

VIII. Scoring, Winning and Losing

There is no combat. Points come from progress and from thoroughness, out of a possible 150.

Quest	Points	
Take the Wager	10	Answer Stuart at the Reform Club and stake the twenty thousand pounds.
Catch the 8.45	10	Engage your servant, pack the bag and the money, and be aboard the Dover mail.
The Passport at Suez	10	Get the passport visaed and rejoin the Mongolia for Bombay.
Cross India	15	Get from Bombay to Calcutta across fifty miles of railway that does not exist.
The Pyre at Pillaji	20	Take the young widow of Bundelcund off the pyre before dawn.
Recover Passepartout	20	Find your servant in the Far East and get him aboard for San Francisco.
Cross America	15	Get from San Francisco to New York over a failing bridge and through Nebraska.
Cross the Atlantic	15	Reach England without a mail steamer and without coal.
Win the Wager	15	Stand in the Reform Club saloon before a quarter to nine on the twenty-first of December.
Nine quests	130	

The optional points

The remaining points are attached to objects a careful traveller would take with him and a hurried one would leave behind. None of them is required to finish. They are the difference between finishing and finishing properly.

Object	Points	Where
Bradshaw's Guide	5	Savile Row
embroidered purse	5	Bombay
false nose	5	Batulcar's
Colt revolver	5	San Francisco
Optional	20	
Quests	130	
Optional objects	20	

Maximum score	150
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The ledger balances against the declared maximum of 150. validate.js checks this on every build.

Winning

You win by returning to the card room of the Reform Club and presenting yourself before the wager expires.

Be warned that the last stretch of the journey does not behave the way the arithmetic suggests it should, and that the ending turns on something Fogg does for reasons which have nothing whatever to do with the bet. If you play the final region as a pure race against the clock, you will arrive, and you will arrive too late, and you will not understand why the game appears to think otherwise.

Do the human thing at New York and aboard the Henrietta. That is the puzzle, and it is the same puzzle Verne set.

Losing

There are two ways to lose, and they are quite different in character.

Arriving too late. If the eightieth day passes and Fogg is not in the card room, the wager is lost and the story ends. Following the route as the game presents it will not produce this by accident; it is reached by leaving a leg unfinished.

Being killed. Three decisions in this game are fatal. All three are signposted before you make them — the text says plainly that what you are about to do is dangerous, and the danger is always the obvious one:

Where	The decision
Pillaji	Forcing the pagoda door rather than going round it.
The China Sea	Setting the mainsail in a typhoon.
Fort Kearney	Going after the Sioux alone and unarmed.

There are no dead ends in this adventure. No object can be lost past recovery, no character can be left behind past retrieval, and no sequence of decisions leaves a journey that is still running unable to be finished. If the game is still going, you can still win it. The in-package validator proves this mechanically on every build rather than leaving it as a promise.

IX. Hints, Saving and Restarting

Type *HINT*. Ask once for a nudge, again for a stronger one, and a third time for the answer stated outright. There are 29 hint ladders, covering every obstacle in the game, and using them costs neither a move nor a day nor a point.

Command	What it does
SAVE	Writes your position to the browser's local storage. One slot.
RESTORE	Loads it back: location, day, purse, inventory, quests, achievements, journal, all of it.
RESTART	Begins again from the Reform Club on day zero. Asks for confirmation first.

The save lives in your own browser on your own machine, under the key `tronsoft_tife_around_the_world_in_eighty_days_save`. Nothing is uploaded and the game never touches the network. Clearing your browser's site data will clear the save with it, and a save made in one browser will not appear in another.

If one of the three fatal decisions catches you, RESTORE puts you back where you were and RESTART begins the journey again. Neither costs a move or a day. Dying here is a full stop in the story, not a punishment for the player.

Achievements

Fourteen achievements record particular ways of playing. They are worth no points. They are worth knowing you did it.

Achievement	Achievement
A Gentleman of the Reform	Under Close Canvas
Punctual to the Minute	Among the Long Noses
The Gentleman's Alms	Full Speed at Medicine Bow
Papers in Order	Forty Miles an Hour Across Nebraska
Two Thousand Pounds of Elephant	Burn Her to the Waterline
The Widow of Bundelcund	The Day Regained
Bail Entered and Forfeited	Around the World in Eighty Days

X. A Note on the Design

Two things in this adaptation are deliberate compromises, and it seems better to state them plainly here than to let a player discover them and conclude the game is broken.

The day clock is deterministic

Days advance by completed leg, at fixed durations, and nothing you do inside a location moves them. There is no random delay, no penalty for dawdling, and no way to shave a day off a crossing by playing well.

This is a design decision rather than a limitation. The alternative — a live clock that punishes exploration — would make the correct way to play this game to type as little as possible, which is a poor thing to ask of a text adventure with fifty-six objects in it. The tension in Verne's novel does not come from Fogg hurrying. It comes from the fact that the schedule has no slack in it at all, so that every accident is a catastrophe. That is what the clock here is built to reproduce: not pressure on the player's turn count, but the sensation that eighty days is exactly enough and not a minute more.

The clock is therefore dramatic architecture. It is honest about what it is, and it is the same eighty days Verne counted.

The money is an abstraction

Fogg's 20,000 pounds and the prices in this game are a playable simplification of the novel's accounting. Verne is vague about most of what Fogg spends and precise about a few famous items; the game makes all of it precise so that the purse can be a visible resource, and scales the figures so that a sensible player finishes with the fund nearly spent and an incautious one feels it.

They are not historical prices, and they should not be read as a claim about what an elephant cost at Kholby in 1872.

What the game does not change

The route, the leg durations, the eighty-day memorandum, the characters, and the resolution are Verne's. Where the game invents, it invents in the gaps — room description, dialogue, and the puzzle structure that turns a narrative into something you can play.

XI. About This Package

The engine shipped here, TIFE Core 2.3.0, is byte-identical to the reference package. Not one line of `js/core/`, `js/game.js` or `css/game.css` has been edited. Everything this adventure does that the engine does not do on its own — the day clock, the itinerary chart, the journey verbs, the travelling companions, the reading order of a turn — is added from the game side as prototype patches loaded ahead of the shell.

The SHA-256 digest of every engine file is recorded in `docs/engine-purity.json`. Run `node validate.js` from the package root and it will recheck all of them, along with the package layout, the world's integrity, the points ledger printed in Section VIII, and a set of complete playthroughs. The validator has no dependencies.

Every table in this manual was generated from the shipped story data at build time. If the game changes and the manual does not, the build is wrong, and the validator says so.

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