

after H. G. Wells, 1901

A parser adventure in twenty rooms, adapted from the 1901 novel by H. G. Wells, for the Tronsoft Interactive Fiction Engine, Core 2.3.0.

Fit the last blind to the glass sphere. Get the beef and the oxygen aboard. Draw the brass lever over to ALL, and Kent, and the whole spinning Earth, will cease to have any opinion about you whatever.

The floor of the crater at sunrise. The frozen air is going off as gas, and it is safe to open the manhole.

Quests	7
Achievements	14
Score	150 points (75 treasure, 75 event)
Par	81 moves for a full 150
Hints	22 ladders, three levels each
Engine	TIFE Core 2.3.0, unmodified

PLAYING

PART ONE · THE PLAYER'S MANUAL

STARTING

Open **index.html** in any modern browser, or install the package to a Tronsoft portal and launch it there. Nothing is downloaded and nothing is sent anywhere; the game runs entirely in the page and keeps its saves in your browser.

The cover screen asks two questions before it lets you in — whether you want spoken narration, and whether you want ambience. Both can be changed at any time from **ACCESSIBILITY** in the footer. Press **DRAW THE BLINDS** to begin.

THE COMMAND LINE

Type commands, or click them. Every command in the game can be assembled from the button rows under the terminal: choose an action, and the **CONTEXT** row fills with the things that action could be applied to from where you are standing.

VERB	WHAT IT DOES
N S E W UP DOWN IN OUT	Movement. GO NORTH also works.
LOOK	Reprint the room.
EXAMINE x	The most useful verb in the game. Examine everything.
TAKE / DROP x	Handle an object.
USE x	Apply a tool where it belongs. See the note below.
OPEN / CLOSE x	Work a lid, a door, a desk, a crate.
SEARCH x	Look inside something already open.
READ x	Read a written thing.
TALK TO x	Speak to a character. Talk repeatedly — they say new things.
WAIT	Let time pass. Sometimes this is the answer.
JUMP / CLIMB	Lunar gravity is one sixth of yours.
LISTEN / SMELL / SHOUT / DIG	Occasionally rewarded.
EAT x / DRINK	Rations, and one thing you should not eat.
ENTER x	Get into a thing you are standing beside.
INVENTORY	What you are carrying.
JOURNAL / QUESTS / ACHIEVEMENTS	What you have worked out, tracked, and unlocked.
SCORE / STATS	Where you stand.
HINT	Ask up to three times. The third gives the command.
SAVE name / RESTORE name	Named saves.
TRANSCRIPT	The whole story so far, downloadable as text.
RESTART / ABOUT / HELP	System.

USE is the verb that does things. If you are carrying the right tool and standing in the right place, **USE** will do the obvious thing with it — **USE PANE** in the shed, **USE LEVER** in the sphere, **USE CROWBAR** at the lid, **USE GLASS** on the ridge. The game never asks you to guess a phrasing.

THE SCREEN

PANELS, MAP AND SCORING

EXITS

WEST – Cavor's Bungalow

IN – Within the Sphere

LOCATION

The Sphere shed

Lympne, Kent

Under the corrugated roof, on a cradle of oak blocks, stands a globe of thin glass in a steel casing, some nine feet through. Its outer surface is fitted with sliding blinds, all but one bay: an empty frame waits for the last

QUEST LOG

The Cavorite Sphere

Fit the last Cavorite blind and provision the sphere for a voyage.

Nine Hours to the Moon

Draw the blinds and cross to the Moon.

CHARACTER STATS

turns17

itemsTaken5

conversations2

hintsUsed0

leaps0

vigil0

audience0

roomsvisited5

ACHIEVEMENTS

The Patent Unread

Cavorite Caut

Ballast and Beef

Nine Hours to the Moon

Frozen Air

The Two-Hour Forest

A Bushel of Pungus

Twenty Feet at a Stride

> take provisions

Taken.

> take cylinders

Achievement unlocked: Ballast and Beef

Quest updated: The Cavorite Sphere

Taken.

> take crowbar

Taken.

> use pane

Quest updated: The Cavorite Sphere

You carry the pane to the empty bay in the casing.

The pane goes into the empty bay with a click, and the shed changes. Dust rises from the floor beneath the sphere and hangs there, and a spanner on the bench rolls uphill and stops against the casing. Cavor, somewhere behind you, makes a small sound of pure happiness.

Type a command or choose buttons below.

ENTER

LOOK

EXAMINE

TAKE

DROP

USE

OPEN

CLOSE

SEARCH

READ

TALK

WAIT

INVENTORY

DIRECTIONS

WEST

IN

SYSTEM

JOURNAL

QUESTS

STATS

HINT

SAVE

TRANSCRIPT

HELP

CONTEXT

PANE

CROWBAR

PROVISIONS

CYLINDERS

GLASS

WORLD MAP

LYMPNE, KENT

FURNIC

HOUSE [SHED]

LANE

DOWN5

charted 5/20

INVENTORY

Cavor's field glass

the tinied provisions

the oxygen cylinders

the iron crowbar

a white handkerchief

JOURNAL

Cavorite

Cavor's substance is opaque to gravitation. A sphere blinded with it would be attracted by nothing, and would go wherever the last opened blind pointed it. He proposes the Moon. I have agreed.

Lympne, Kent

I came to Lympne to write a play and escape my creditors. I have instead met a Mr. Cavor, who walks past my gate at half past four making a noise like a bee, and who claims to have made a

CONVERSATION HISTORY

Mr. Cavor

It is opaque to gravitation, you see. Interpose it, and a body is no longer attracted. I made a sheet of it in July, and it took the air off my roof and a good deal of the parish with it.

Mr. Cavor

Bedford! Excellent. You have a business head, and I have a substance. Between us we shall have the Moon before the month is out.

TRANSCRIPT

SAVE MANAGER

HINT

THEME

SETTINGS

ACCESSIBILITY

The sphere shed at Lympne, with the Cavorite pane fitted and the crate emptied. The context row is offering everything USE could be applied to.

PANELS

- **EXITS** — every way out of the room, named. Clickable.
- **LOCATION** — the room, its region, and its full description.
- **QUEST LOG** — seven quests with progress bars, filled as you go.
- **CHARACTER STATS** — oxygen, rations, understanding, and the rooms you have charted.
- **ACHIEVEMENTS** — fourteen, of which several are entirely optional.
- **WORLD MAP** — a chart of the region you are standing in. Uncharted rooms show as a dot; the room you occupy is bracketed. The chart redraws when you cross into a new region.
- **INVENTORY** — click any item to examine it.
- **JOURNAL** — what Bedford has deduced, added automatically.
- **CONVERSATION HISTORY** — everything anyone has said to you, in order.

SCORING

One hundred and fifty points: seventy-five for the objects recovered, seventy-five for the seven turning points of the story. A careful run collects all of it in about eighty moves. A lean run that skips the optional finds — the notebook, the puffball, the herdsman's goad, the chain of gold — still finishes, on 125 points and about sixty moves.

SAVING

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SAVE morning and **RESTORE morning** from the command line, or use **SAVE MANAGER** in the footer, which lists each save with its room, score and move count. Saves live in this browser's local storage under the key prefix **tronsoft_tife_first_men_in_the_moon_save**, per §23 of the package specification. Clearing site data clears them.

ACCESSIBILITY

Six profiles — standard, low vision, blind / screen reader, hard of hearing, motor assistance, cognitive support — each of which can be further overridden: narration, captions, text scale, high contrast, larger controls, simplified layout, reduced motion. Every puzzle in the game is solvable with the sound off, and every command is reachable without typing.

THE STORY

THREE REGIONS, TWENTY ROOMS — NO SOLUTIONS GIVEN HERE

LYMPNE, IN KENT

Seven rooms: the downs, the lane, the marsh below, Cavor's bungalow, his laboratory, the sphere shed, and the inside of the sphere itself. Everything you will have on the Moon must be carried aboard here, and Cavor will stop you launching without the things that matter. Talk to him — twice, three times, as often as he will stand it. He explains the whole plot gladly and at length, which is exactly the sort of man he is.

THE CRATER OF THE DAWN

Seven rooms. You arrive at the end of the fourteen-day lunar night, with the Moon's entire atmosphere lying frozen on the ground outside like snow. It is not snow. Wait, and watch through the field glass, until the sun clears the eastern rampart and the frost begins to smoke. Then go out — into a world where a spring, a summer and an autumn happen between breakfast and noon, where the vegetation grows visibly while you walk through it, and where the cattle are two hundred feet long.

TIFE

TRONSOFT INTERACTIVE FICTION ENGINE

CORE 2.3.0

THE FIRST MEN IN THE MOON

After the novel by H. G. Wells, 1901

SCORE

60/150

MOVES

30

TIME

00:10:30

RESTART

HELP

EXITS

WEST – The Lunar Jungle

NORTH – The Ridge of Signals

LOCATION

The Mooncalf Pasture

The Crater of the Dawn

An open feeding-ground cropped to stubble. Upon it lies a mooncalf: two hundred feet of pallid, boneless, dripping bulk, grazing with a noise like a slow tide. A herdsman no bigger than a boy walks beside it, and he is not a boy at all.

QUEST LOG

The Favorite Sphere

Fit the last Favorite blind and provision the sphere for a voyage.

Nine Hours to the Moon

Draw the blinds and cross to the Moon.

CHARACTER STATS

turns30

items

Taken7

conversations3

hints

Used0

leaps0

visits1

audience0

rooms

visited11

ACHIEVEMENTS

The Patent Unread

Cavorite Cast

Sallist and Beef

Nine Hours to the Moon

Frozen Air

The Ten-Hour Forest

A Ballad of Jungles

Twenty Feet at a Stride

An open feeding-ground cropped to stubble. Upon it lies a mooncalf: two hundred feet of pallid, boneless, dripping bulk, grazing with a noise like a slow tide. A herdsman no bigger than a boy walks beside it, and he is not a boy at all. Northward a spur of the ring wall offers a climb; the jungle lies west.

You can see the mooncalf here.

Present: Mr. Cavor, the Selenite herdsman.

Exits: west, north.

> talk to herdsman

Journal updated: The Selenites

the Selenite herdsman: "It makes a thin sound, like a slate pencil, and moves its goad-arm across its body: a gesture as plain as a hand held up."

The thin sound goes out across the pasture and is answered from three directions. The mooncalf lifts its head like a hill deciding to move, and the herd begins to turn, and the herdsman goes with it at a scuttling run, and drops something in the stubble.

> take goad

Achievement unlocked: The Herdsman's Goad

Taken.

WORLD MAP

THE CRATER OF THE DAWN

·

JUNGLE [PASTR]

THICK

SNOWS

SPHER CRATR

charted 11/20

INVENTORY

Cavor's field glass

the tinned provisions

the oxygen cylinders

the iron crowbar

a white handkerchief

a splintered stem

a Selenite goad

JOURNAL

The Selenites

The herdsman is an insect five feet high, in a skin like leather armour, and it herds cattle the size of terraces. It is not a savage. It is an employee.

The Ten-Hour Forest

The lunar vegetation grows at the speed of a moving hand. Whatever it is going to do with the day, it must do before nightfall, when the air comes down again as frost.

Sunrise in the Crater

The Moon's air freezes onto the ground at nightfall and comes off it again at dawn. We waited inside the sphere until the frost

CONVERSATION HISTORY

the Selenite herdsman

It makes a thin sound, like a slate pencil, and moves its goad-arm across its body: a gesture as plain as a hand held up.

Mr. Cavor

It is vague to gravitation, you see. Interpose it, and a body is no longer attracted. I made a sheet of it in July, and it took the air off my roof and a good deal of the parish with it.

Mr. Cavor

Bedford! Excellent. You have a business head, and I have a substance. Between us we shall have the Moon before the month is out.

TRANSCRIPT

SAVE MANAGER

HINT

THEME

SETTINGS

ACCESSIBILITY

The mooncalf pasture. The herdsman is no bigger than a boy, and is not a boy.

THE CAVERNS OF THE SELENITES

Six rooms, below a lid in the crater floor a hundred yards across. Blue phosphorescent galleries, a cavern of machines that no one is attending because the machines are attending themselves, a central sea with a ferryman on it, shackles of gold — gold being cheap here and iron precious — and, at the bottom, the Grand Lunar, who is a brain some yards across, and who has spent eleven days listening to your friend Cavor describe the Earth.

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TIFE

TRONSOFT INTERACTIVE FICTION ENGINE
CORE 2.3.0

THE FIRST MEN IN THE MOON

After the novel by H. G. Wells, 1901

SCORE

125/150

MOVES

48

TIME

00:16:36

RESTART

HELP

EXITS

UP — The Cavern of Machines

LOCATION

The Chamber of the Grand Lunar

The Caverns of the Selenites

A hemisphere of blue vapour, tiers of attendants ranked upward into haze, and in the midst, on a raised place, a brain. It is many yards across, veined and quivering, propped and cooled by servitors, with a face-fragment of eyes and a

QUEST LOG

✓ The Favorite Sphere

Fit the last Favorite blind and provision the sphere for a voyage.

✓ Nine Hours to the Moon

Draw the blinds and cross to the Moon.

CHARACTER STATS

turned8

items

Taken10

conversations6

hints

Used0

temp0

vap03

audience2

Rooms

visited17

ACHIEVEMENTS

The Patent Unread

Favorite Cast

Ballast and Beef

Nine Hours to the Moon

Frozen Air

The Two-Hour Forest

A Bushel of Rumpus

Twenty Feet at a Stride

Quest completed: The Grand Lunar

Achievement unlocked: Audience with the Grand Lunar

Journal updated: The Grand Lunar

Quest updated: The Way Home

Journal updated: The Decision

the Grand Lunar: "The attendants make a sound, and Phi-oo speaks it into shape: 'You are the second. The first has told us of your world for eleven days without stopping.'"

Phi-oo does not translate the last of it. It does not have to. Every ranked face in the blue haze has turned down towards you together, and the attendants are moving, without hurry, to the foot of the stair.

Cavor is not coming. Cavor has told them where the Earth is, how many we are, and what we do to each other, and they have decided, quite reasonably, that one specimen is enough.

Go up. Go now.

> talk to grand lunar

the Grand Lunar: "'He has described your seas, your engines, your money, and your wars. We asked him three times to explain the wars. He explained them three times, and we understood him each time, and we did not believe him.'"

talk to grand lunar

ENTER

ACTIONS

LOOKEXAMINETAKEDROPUSEOPENCLOSESEARCHREADTALKWAITINVENTORY

DIRECTIONS

UP

DIVISION

JOURNALQUESTSSTATSHINTSAVETRANSCRIPTHELP

CONTEXT

Choose an action above to see what you can use it on.

WORLD MAP

THE CAVERNS OF THE SELENITES

SHAFT

CHAINGALLR

MACON

[LUNAR]

charted 17/20

INVENTORY

Cavor's field glass

the timed provisions

the oxygen cylinders

the iron crowbar

a Selenite goad

Cavor's spectacles

a chain of gold

the golden crowbar

JOURNAL

The Decision

They will keep Cavor and they will not have a second man loose with the road home in his head; I am to be the specimen that does not go back. They have never met a specimen with a gold crowbar.

The Grand Lunar

The mind of the Moon is a brain some yards across, cooled by attendants, at the head of a race that grows each of its members exactly to its work. It has been listening to Cavor for eleven Gold for Iron

They use gold for chains, crowbars, and goads, as we use iron, because on this world it is merely a soft cheap metal that does

CONVERSATION HISTORY

the Grand Lunar

"He has described your seas, your engines, your money, and your wars. We asked him three times to explain the wars. He explained them three times, and we understood him each time, and we did not

the Grand Lunar

The attendants make a sound, and Phi-oo speaks it into shape: 'You are the second. The first has told us of your world for eleven days without stopping.'

the Selenite Phi-oo

It touches its collar, then its mouth, then points down the corridors: I speak, and there is one below who listens.

TRANSCRIPT

SAVE MANAGER

HINT

THERE

SETTINGS

ACCESSIBILITY

The audience. Phi-oo translates; the Grand Lunar has been asking about wars.

TWO WAYS HOME

The sphere is a nine-foot glass ball lying in a forest that did not exist when you left it, on a plain forty miles across. The route back is deliberately doubled, and you need only one of them:

- **The marker.** Take the splintered stem from the jungle and **USE** it at the lid before you go down. With the handkerchief you have carried since Kent that makes an eight-foot white signal — the only made thing for a hundred square miles.
- **The ridge.** If you set no marker, climb the spur north of the mooncalf pasture and **USE** the field glass. One glitter on the crater floor will hold still while the others move.

THE THREE HAZARDS

The game can kill you in exactly three places, and it warns you about all three before it does. There is no state you can reach in which the story is still running but no longer finishable — nothing is ever made quietly unwinnable — so a save before anything reckless is the only precaution needed.

WHERE	WHAT
The sphere, before dawn	Opening the manhole while the air is still on the ground as frost.
The pasture	Laying hands on a mooncalf that weighs about as much as a terrace of houses.
The central sea	Stepping into the ferryman's skiff.

HINTS

Twenty-two hint ladders, keyed to what you are doing rather than where you are. The first level nudges, the second names the object or the place, the third gives you the exact command. Asking costs nothing but your good opinion of yourself.

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THE PACKAGE

PART TWO · THE DEVELOPER'S MANUAL

ENGINE PURITY

This is a native **tife-game** package. The eleven engine files it ships — the nine services under **js/core/**, the shell **js/game.js**, and **css/game.css** — are byte-for-byte identical to the TIFE Core 2.3.0 distribution. Their SHA-256 digests are recorded in **docs/engine-purity.json**, and the bundled validator recomputes and checks them on every run. Nothing in the engine was edited to make this game work.

Everything the game adds is a game-side prototype patch applied at load time by **js/interface.js**, after the core classes exist and before the shell boots:

EXTENSION	WHAT IT ADDS
Rule conditions	flags / notFlags arrays, hasItems, itemAt, statAtLeast, region, npcAt, questComplete, visitedCount and others, layered on
Rule actions	teleport, describeRoom, setExit, lockExit, removeItem, moveNPC, adjust, setFlagValue, gameOver, endGame.
Once-guard order	The once flag is set before the do-list runs, so a rule that triggers a second rule cannot re-enter itself.
Deferred narration	Rule consequences queue into _deferred and flush after the room or action text, so cause prints before effect.
Presence checks	USE, SEARCH and READ verify the object is actually here before firing.
Custom verbs	Unrecognised verbs dispatch as verb.<type> triggers, which is how JUMP, CLIMB, LISTEN, SHOUT, DIG and DRINK
Save key	The \$23 prefix applied to the package slug: tronsoft_tife_first_men_in_the_moon_save.
RESTART fix	The Core 2.3.0 restart path drops its action binding; the patch keeps it in a local, so RESTART no longer throws.

LAYOUT

```
tife-first-men-in-the-moon-v1.0.0.zip
index.html · manifest.json · tife-package.json · validate.js
README.txt · LICENSE.txt
games/first-men-in-the-moon/game.js — the whole story
js/core/*.js · js/game.js — untouched Core 2.3.0
js/interface.js · js/map.js · js/sound.js — game-side patches
css/game.css — untouched · css/theme.css — skin
assets/ · screenshots/ · sounds/ · docs/ · patches/
```

THE STORY DATA

`games/first-men-in-the-moon/game.js`

The file assigns a single object to **window.TIFE_GAME** and is loaded before the shell. It is data, not code: no functions, no engine references, nothing that needs a browser. The bundled validator loads it in a bare Node vm to check its integrity before it ever loads it in a DOM.

KEY	CONTENTS
meta	Title, author, version, par, maxScore, startRoom, cover copy.
ui	Panel layout: which panels sit left and which right.
rooms	20 entries — name, region, description, exits, objects, first-visit text.
items	31 entries — name, description, portable, points, read text, use handling.
npcs	5 entries, each with an ordered list of things to say; talking again advances it.
quests	7, with progress steps bound to flags.
achievements	14, each with its unlock condition.
rules	56 — trigger, conditions, do-list. The entire plot lives here.
hints	22 ladders of three.
stats	Oxygen, rations, understanding.

TESTING

Two independent test paths ship with or alongside the package.

The development harness drives the real engine under jsdom with no DOM shortcuts, playing the full walkthrough move by move and asserting on the resulting state: **296 assertions, 0 failures**. It verifies the 150-point full run in 81 moves, the alternate ridge-and-glass route in 87, the 125-point lean run, every quest and achievement, all twenty rooms, all three hazards firing and being recoverable, save / restore / restart, and all twenty-two hint ladders.

The bundled **validate.js** is dependency-free — Node built-ins only — and is shipped inside the package so the portal, or anyone else, can re-verify it in place. It runs **1,354 assertions**:

```
$ cd tife-first-men-in-the-moon && node validate.js
```

It checks the §1.4 package layout and every required file; the ZIP naming rule and the unwrapped-root requirement of §33; the manifest schema, its news object and its size limits; the storefront art and screenshot dimensions, read straight out of the PNG IHDR chunks; the §14 README fields and the §15 licence clauses and the §13 documentation topics, one assertion apiece; §8 script loading; the §20 supported-type allow list and the §21 prohibited-extension, symlink, hidden-file and size limits over every file in the package; a §22 external-reference scan of every HTML, CSS and JavaScript file for http, protocol-relative, data and blob schemes in loadable positions; the §16 patch file matching the manifest version and the §26 preservation of earlier changelog entries; the TIFE descriptor; engine purity against the recorded digests; the static integrity of the story data (every exit resolves, every item referenced exists, every rule target is real, every hint points at something); and then boots the engine and plays both walkthroughs to a win. The save-key and identifier assertions are derived from the manifest rather than hardcoded, so they cannot drift away from it.

ORIGINALITY

H. G. Wells's *The First Men in the Moon* was published in 1901 and is in the public domain worldwide. The characters, the sequence of events and the ideas — Cavorite, the lunar dawn, the mooncalves, the Selenites, the Grand Lunar —

are Wells's. Every word of prose in this package is newly written for it. No text from the novel is reproduced anywhere in the game, and no third-party assets are bundled: the artwork is generated, and the ambience is synthesised in the browser at runtime by **js/sound.js**, so **sounds/** ships no audio files at all.

REFERENCE

CREDITS, LICENCE AND SUPPORT

VERSION

FIELD	VALUE
Package	tife-first-men-in-the-moon
Version	1.0.1
Type	tife-game (native TIFE story package)
Engine requirement	TIFE Core 2.3.0 or later
Portal requirement	6.12 or later
Manifest schema	1.4
Released	24 July 2026
Publisher	Tronsoft Games

CREDITS

Adapted from *The First Men in the Moon* by H. G. Wells, 1901, in the public domain. Story data, prose, rule design, engine patches, artwork, ambience and both test suites: Tronsoft Games. The Tronsoft Interactive Fiction Engine Core 2.3.0 is included unmodified.

LICENCE

See **LICENCE.txt** in the package root for the seven clauses in full. In short: the package is licensed for personal play and for installation on a Tronsoft portal; the underlying novel is public domain; the engine remains Tronsoft's; and the package is provided without warranty.

IF SOMETHING IS WRONG

Run **node validate.js** from the package root first — it will name the file and the line. A failure of the engine-purity check means a core file has been modified since packaging, and the fix is to reinstall rather than to edit. In the game itself, **TRANSCRIPT** downloads the whole session as text, which is the most useful thing to attach to a report.

— and the sphere was gone from the crater floor, and there was nothing on the plain but the shadows lengthening the wrong way, and the cold coming back.