



MASTER OF THE WORLD

Player and Developer Manual — version 1.0.0

A parser interactive-fiction adventure for the Tronsoft Interactive Fiction Engine, TIFE Core 2.3.0, adapted from the novel *Master of the World* by Jules Verne, first published in 1904 and in the public domain. You play John Strock, chief inspector in the federal police department at Washington.

20 locations across 5 regions · 56 objects · 8 speaking characters · 9 quests · 14 achievements · 150 points.

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1. The Story

In the summer of 1903 the western Carolinas begin to believe they are living under a volcano. Smoke stands over the Great Eyrie, an oval crest in the Blue ridge whose hundred-foot wall has never been climbed; on the night of the fourth of April flames light the clouds for miles, and at five in the morning something goes east over the ridge with a noise like the beating of very large wings.

You are sent to find out what is inside. You fail — the wall has no breach anywhere in its circuit — and while you are still writing the report, three other things begin happening in three other states. Something crosses the Wisconsin Automobile Club's race at a hundred and fifty miles an hour without entering it. Something greenish and thirty feet long outruns a United States gun boat off Cape Cod. Something opens the bow of a schooner in a Kansas lake that has no outlet, no canal, and no connection with any sea.

Then a letter arrives at your house in Long Street, posted at Morganton, sealed with red wax and three stars, telling you not to go back to the mountain. It is signed with three initials.

“Know this: none enter the Great Eyrie; or if one enters, he never returns.” — M. o. W.

The adventure follows Verne's chapters in order: Morganton and the failed ascent, the three machines, the two letters, the campaign at Black Rock Creek on Lake Erie, the run down the Niagara, the Eagle's Nest, and the storm over the Gulf of Mexico. The novel's own solution is kept intact, including the fact — which the player will work out some time before Strock does — that there are not three inventors, and there are not even three machines.

2. How to Play

Type a command into the box under the transcript and press ENTER, or build the same command from the buttons underneath: choose an ACTION, then choose a target from the CONTEXT row. Directions appear as their own row and always list only the exits that exist. Nothing in the game requires typing that cannot also be clicked, with the exception of naming a save file.

One command is one turn. LOOK, INVENTORY, SCORE, QUESTS, JOURNAL, ACHIEVEMENTS, STATS, HELP, SAVE, RESTORE, TRANSCRIPT, HINT and RESTART are free and do not advance the move counter; everything else does. The story never runs on a timer, so exploring, re-reading and talking to people a second time cost you moves and nothing else.

HINT gives graded help. Ask once for a nudge, twice for the method, and a third time for the exact command. The hint offered always matches where you are standing and what you have already done; there are 30 ladders in the game.

3. The Command Set

Standard verbs

Verb	Effect
LOOK / L	Describe the location again.
EXAMINE x / X x	Describe one object or person.

Verb	Effect
TAKE x / DROP x	Pick up or put down a portable object.
USE x	Apply an object here. USE also serves for showing a thing to somebody.
OPEN x / CLOSE x	Work an openable object, in the room or in your hands.
SEARCH x	Look inside or underneath. Most of the evidence in this story is found this way.
READ x	Read a document. Several objects have text that examining will not show you.
TALK TO x	Speak to a person. People say new things each time until they run out.
WAIT / Z	Let the scene move. Four sequences in this story advance only on WAIT.
Directions	N S E W NE NW SE SW U D, or GO NORTH.

Story verbs

This package adds 8 verbs of its own. Each has a button in the ACTIONS row and each is accepted by the parser.

Verb	Where it matters
CLIMB	Refused or fatal, depending on what you are standing under.
LISTEN	At the foot of the wall, once, there is something to hear.
TELEGRAPH	Report to Mr. Ward from the field.
COMPARE	With both letters in hand: the single most important act in the case.
HIDE	In the ravine above Black Rock Creek, before you go a step lower.
BOARD	On the quay, while the crew is up in the trees.
SWIM	Almost always a bad idea. Above the Horseshoe it is the last one you have.
ARREST	You are chief inspector of the federal police. Say so.

4. The Screen

The left column carries EXITS, LOCATION, the QUEST LOG, CHARACTER STATS and ACHIEVEMENTS. The right column carries the WORLD MAP, INVENTORY, JOURNAL and CONVERSATION HISTORY. The map panel is a region chart: it lists only the places you have actually been, groups them under their region heading, marks where you are, and shows every exit from the current location with a filled dot against the ones that are still closed to you.

The JOURNAL is the case file. Every deduction Strock is entitled to make is written into it as it happens, and re-reading it is the fastest way to work out what the game thinks you know. There are 21 entries.

5. The Five Regions

Region	Locations
I. The Great Eyrie	The Federal Police Bureau, 34 Long Street, Morganton: the Mayor's House, Pleasant Garden, The Wildon Farm, The Slide, The Foot of the Wall
II. The Three Machines	The Wisconsin Road, The New England Shore, Lake Kirdall
III. The Campaign	Toledo, Ohio, The Woods Above the Creek, The Ravine, Black Rock Creek
IV. On Board the Terror	The Narrow Cabin, The Deck of the Terror, The Niagara River
V. The Eagle's Nest	Within the Great Eyrie, The Grotto, Above the Gulf

The world holds 36 exits, of which 14 are closed by the story until something opens them. Regions I to III can be revisited freely until you board the Terror at Black Rock Creek; from that point the story is one way, so anything you meant to pick up should be picked up first.

6. Quests and Scoring

Quest	Points	Required
The Great Eyrie Commission	15	yes
The Ascent of the Great Eyrie	15	yes
The Wisconsin Automobile	15	yes
The New England Boat	15	yes
The Kirdall Submarine	15	yes
One Machine, Not Three	15	yes
Black Rock Creek	15	yes
In the Name of the Law	15	yes
Name the Master of the World	10	no

Scored objects

Object	Points	Found at
Carolina gazette	5	Pleasant Garden
field glass	5	removed
Washington Evening Star	5	34 Long Street
chart of Lake Erie	5	Toledo, Ohio

Quests are worth 130 points and the four optional objects are worth 20, which is 150 in total. The 8 required quests alone come to 120, so a player who solves the case and picks nothing up finishes on 120 out of 150.

7. Achievements

Achievement	Achievement
Carte Blanche	The Markel's Bow
The Foot of the Wall	The Same Hand
Nowhere a Fault in the Strata	Aboard at Last
Something That Is Not Weather	Initials on the Helm
M. o. W.	Above the Cataract
Thirty Feet of Spindle	Inside the Eagle's Nest
Neither Whale Nor Kraken	Robur the Conqueror

All 14 unlock on the full route. Three of them — the one for hearing what is above the crest, the one for the initials cut into the helm, and the one for making the Captain say his own name — can be missed without making the story unwinnable.

8. Hazards

There are exactly three ways to end the story early, and all three are signposted before they can happen: by the room description, by something a character says, and by the hint ladder for that location. Nothing else in the game can kill you, and there are no unwinnable states: missing an optional object costs points and nothing more.

Location	What ends it
The Foot of the Wall	CLIMB at the foot of the wall
The Ravine	descending to the quay without taking cover first
The Niagara River	SWIM above the Horseshoe

9. Saving and Restoring

SAVE writes a slot called `quick`; SAVE followed by a name writes that slot instead. RESTORE takes the same argument. The SAVE MANAGER in the footer lists, restores and deletes slots. Progress is held in this browser under the single key `tronsoft_tife_master_of_the_world_save`, which is derived from the package slug, so saves from other TIFE stories cannot collide with these.

The save record carries location, score, moves, flags, fired rules, rooms, objects, characters, quests, journal, achievements, statistics, the visited set, the conversation history and the per-character conversation counter, so a restored game resumes mid-puzzle exactly where it stopped. If the browser refuses local storage the game still runs; only saving is lost.

10. Accessibility

The ACCESSIBILITY panel in the footer offers six profiles — Standard, Low Vision, Blind / Screen Reader, Hard of Hearing, Motor Assistance and Cognitive Support — and each switch can then be set individually. Text size, high contrast, larger controls, reduced typing, simplified layout, reduced motion, captions for sound cues,

visual sound indicators and text-to-speech narration are all independent, and the settings persist on the device.

The story is fully completable with narration off, with audio off, and using the buttons alone. Every sound cue in the game is decorative; none of them carries information you cannot also read. The story skin adds a visible focus ring, which the engine stylesheet leaves to the browser default.

11. Audio

No audio files ship with this package. The five region beds are synthesised in the browser with WebAudio: a filtered drone with a slow tremolo, plus an occasional tone in a band chosen for the region — low and sparse in the Blueridge, quick and bright aboard the Terror, and very low and wide inside the Eyrie. The bed cross-fades whenever the story changes region. Audio starts only after you press the button on the opening cover, and never before.

12. Measured Routes

Both routes below are replayed through the real parser every time this package is built, and again in the browser before it is shipped. The numbers in this table are the numbers those runs produced.

Route	Moves	Score	Locations	Quests	Achievements
Full completion	72	150 / 150	20 / 20	9	14
Lean win	61	120 / 150	20 / 20	8	11

Par for the story is 74 moves. The full route takes 72, so a first-time player who explores, reads everything and asks for a few hints should finish comfortably inside a hundred.

Four sequences advance only on WAIT: the apparition on the Wisconsin road, the thing off Cape Cod, the swell on Lake Kirdall, and nightfall in the woods above Black Rock Creek. Aboard the Terror, WAIT is again the only thing that moves the story: once to bring the Captain on deck, once more to bring the destroyers out of Buffalo, once at the Horseshoe, and once inside the Eyrie when the repairs are done.

13. Developer Notes

Engine purity

Every file under `js/core/`, together with `js/game.js` and `css/game.css`, is shipped byte for byte as it appears in the TIFE Core 2.3.0 distribution. Their SHA-256 digests are recorded in `docs/engine-purity.json` and re-checked by the in-package validator, which fails if any of them has been touched. All story behaviour lives in `js/interface.js`, `js/map.js`, `js/sound.js` and `css/theme.css`, and every one of those is a prototype patch or a stylesheet override.

What the patch layer adds

Rule conditions: `notQuestComplete`, `questActive`, `hasAllItems`, `notHasAllItems`, `npcHere`, `notNpcHere`, `direction`, `secondary`, `npcTalks`, `flagValue`, `notFlagValue`, `itemIn`, `visited`, `notVisited`, `minScore`, `maxScore`. Rule actions: `teleport`, `moveNPC`, `setNpcProp`, `setExit`, `setItemProp`, `hideItem`, `describeRoom`, `setFlagValue`, `adjust`, `gameOver`.

Beyond the vocabulary, the patch layer writes the once-guard before the do-list rather than after it, so a rule whose actions trigger a nested rule pass cannot fire itself twice; buffers everything a rule prints for the whole dispatch and flushes it afterwards, so the reading order is always command, action text, consequences, new room; adds a `move.attempt` pass that resolves before movement, which is how a warned-about step can be made fatal; adds `verb.<type>` triggers for the story verbs and appends their palette buttons with a `MutationObserver`, because the shell builds its action row from a closure-local array; adds presence checks to `USE`, `SEARCH`, `READ` and `OPEN`, and extends `OPEN` to objects in inventory; relocates follower characters inside a reimplemented `WorldService.move` so that they arrive before the `room.enter` rules resolve; counts conversations per character and serialises the counter with `saves`; and replaces the shell's hard-coded Colossal Cave cover narration by patching `AccessibilityService.narrate`.

Two Core defects are corrected here as well. `RESTART` crashed the engine, because `reset()` nulls `lastAction` and `dispatch()` then reads `lastAction.type`; `dispatch` is reimplemented to hold the action locally. And the storage key assigned in the `SaveService` constructor is replaced by an accessor pair on the

prototype — both halves, because a getter alone throws under strict mode when the constructor assigns to it.

Rule table

Trigger	Rules
room.enter	17
action.after	11
item.searched	9
inventory.changed	5
item.used	2
npc.talked	2
verb.climb	2
verb.compare	2
verb.hide	2
game.start	1
move.attempt	1
turn.completed	1
verb.arrest	1
verb.board	1
verb.listen	1
verb.swim	1
verb.telegraph	1
total	60

14. Package Contents

Path	What it is
index.html	Entry file. Deferred scripts, in load order.
manifest.json	Package Specification v1.4 manifest, schema_version 1.4.
css/game.css	TIFE Core stylesheet, unmodified.
css/theme.css	Story skin. Overrides only.
js/core/*.js	TIFE Core 2.3.0 runtime, unmodified (9 files).
js/game.js	TIFE Core shell adapter, unmodified.
js/interface.js	Story patch layer.
js/map.js	Region chart.
js/sound.js	Procedural region ambience.
games/master-of-the-world/game.js	The story: rooms, objects, characters, quests, hints, rules.
validate.js	In-package validator. Node built-ins only.
assets/	cover, icon, banner, loading image.
screenshots/	Four 1920x1080 captures from a live playthrough.
docs/	description, tutorial, credits, manual, facts.json, engine-purity.json.
patches/	patch notes and preserved changelog.

15. Verification

Run `node validate.js` from the extracted package. It needs no dependencies at all: it uses only `fs`, `path`, `crypto` and `vm`, and it drives the shipped story data through the shipped engine inside a sandbox with a stub DOM.

The validator covers the package specification (sections 2, 4 to 16, 20 to 23, 26, 29, 31.4 and 33), engine purity against the recorded digests, a scan of every object literal in the story data for repeated keys, a per-location audit of object and character name collisions, the points ledger, forward and reverse reachability of all 20 locations, a sweep of all ten directions in each of the three fatal locations, and full, lean, three-fatal, save, restore, restart, parser, reading-order and dead-end playthroughs.

16. Credits and Licence

Adapted from *Master of the World* by Jules Verne, first published in 1904 and in the public domain. The novel's title, characters, places and plot are used as they stand; the prose of this adaptation is original to it. Engine: Tronsoft Interactive Fiction Engine, TIFE Core 2.3.0. Published by Tronsoft Games. See `LICENSE.txt` in the package root and `docs/credits.txt` for the full statement.

“I told you, sir. You cannot arrest the devil.”