



THE ISLAND OF DOCTOR MOREAU

A parser interactive fiction adapted from the 1896 novel by H. G. Wells

Player and Developer Manual · Version 1.0.0

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Maximum score	150	Par (full completion)	85 moves
Shortest win	130 points	Shortest win length	69 moves

Engine: Tronsoft Interactive Fiction Engine, TIFE Core 2.3.0, bundled unmodified. Package: Tronsoft Games Package Specification v1.4.
Publisher: Tronsoft Games. The novel is in the public domain; this adaptation, its prose, puzzles and code are original to this release.

Part One — The Story

You are Edward Prendick. Eleven days ago the *Lady Vain* struck derelict wreckage and went down; three of you reached the dinghy and one of you is still in it. There is a schooner on the horizon and she has not seen you.

The schooner is the *Ipecacuanha*, sixty days out, carrying a menagerie to a private island for a man her drunk captain will not name. When the captain has had enough of all his cargo he puts every part of it over the side, and you are part of it.

The island has a walled enclosure, two Englishmen, a locked door in an inner passage, and about sixty inhabitants who walk upright, recite a Law, and were none of them born in that shape. The story runs from the open boat to the ashes: find out what is behind the door, survive learning it, and get off the island when the man who made the Law stops being able to enforce it.

The five regions

Region	Rooms	The rooms in it
The Open Sea	1	The Open Boat
The Ipecacuanha	3	Deck of the Ipecacuanha, Montgomery's Cabin, The Ship's Launch
The Enclosure	7	The Black Sand Beach, The Compound Yard, The Outer Room, The Inner Passage, The Laboratory, The Store-Room, The Palisade Gate
The Island	7	The Canebrake Path, The Ravine and Stream, The Thicket, The Huts of the Beast Folk, The Place of the Law, The Sulphur Springs, The Western Headland
After the Fire	2	The Burnt Enclosure, The Strand

The people

Character	First met	Lines
Montgomery	Deck of the Ipecacuanha	3
Captain Davis	Deck of the Ipecacuanha	3
Doctor Moreau	The Ship's Launch	3
M'ling	Deck of the Ipecacuanha	3
the Ape Man	later in the story	3
the Sayer of the Law	The Place of the Law	3
the Leopard Man	later in the story	3
the Hyena-Swine	later in the story	3

Every character has staged dialogue: ask again and they tell you the next thing, and what they have to say changes as the story moves them about the island. Conversations are recorded in the CONVERSATION HISTORY panel.

Part Two — Playing

Beginning

The story opens on a cover screen offering narration and ambience. Both are optional and the story is completable in full with both switched off. Press **GO ASHORE** to begin.

The interface

You may type, click, or mix the two; nothing in the story requires typing. Choosing a verb in the **ACTIONS** row fills the **CONTEXT** row with exactly the targets that verb accepts in this room, and clicking one issues the command. The **DIRECTIONS** row shows only the exits that exist. Nine side panels — exits, location, quest log, character stats, achievements, world chart, inventory, journal and conversation history — repaint every turn.

Commands

Purpose	Commands
Movement	NORTH SOUTH EAST WEST UP DOWN IN OUT · N S E W U D · GO NORTH
Looking	LOOK · EXAMINE <i>thing</i> · SEARCH <i>thing</i> · READ <i>thing</i>
Handling	TAKE <i>thing</i> · DROP <i>thing</i> · USE <i>thing</i> · OPEN · CLOSE · INVENTORY
People	TALK <i>person</i> — ask again for the next thing they have to say
Story verbs	SHOOT · SAY · DRINK · CLIMB · LISTEN · SWIM · FOLLOW
Information	JOURNAL · QUESTS · ACHIEVEMENTS · STATS · SCORE · ABOUT · HELP
System	HINT · SAVE <i>name</i> · RESTORE <i>name</i> · TRANSCRIPT · RESTART

The turn

The story is turn-based and wholly deterministic: no dice, no hidden rolls, no timers. A turn runs in a fixed order — your command is echoed; it is carried out; the room description or the result is printed; and only then does anything your action set in motion happen, in order. Looking, taking inventory, and consulting the journal, quests, stats, score, hints, transcript or help do not consume a move.

Movement and the chart

The **WORLD MAP** panel charts the region you are standing in, brackets your position, draws the links between rooms you have walked, and leaves rooms you have not yet found as dashes. North is up. A shut way always explains itself — a barred gate, a locked door, a hand on your arm — and whatever opens it is already within reach when you meet it.

Scoring

Quest	What it asks	Points
Rescue at Sea	Attract the schooner before the sun and the salt finish you.	10
Passage Ashore	Cast off by the Ipecacuanha, persuade the launch to take you.	10

Quest	What it asks	Points
The Locked Door	Learn what is kept behind the door in the inner passage.	15
The Law of the Beast Folk	Find the Sayer of the Law and be accepted by the Folk.	15
The Truth of the Island	Hear Moreau's own account of what he makes here.	10
The Hunting of the Leopard Man	Find who broke the Law, and finish the hunt yourself.	15
The Empty House of Pain	The puma is loose. Find Moreau.	15
The Burning of the Enclosure	Survive the night the Law ends.	10
Deliverance	Cut the drifted boat free, provision her, and go.	20
Nine quests		120

Beyond the quests	Points
Service revolver — needed to finish the story	5
Boat-hatchet — needed to finish the story	5
Newspaper cutting — optional	10
Moreau's monograph — optional	5
Driving off the Hyena-Swine — optional	5
Total with the quests	150

The shortest winning route scores 130 in 69 moves. Full completion — every quest, every achievement, every optional discovery and every room visited — scores 150 in 85 moves.

Achievements

Achievement	Achievement
Picked Up	A Sculptor of Living Form
The Scarlet Draught	The Merciful Shot
The Moreau Horrors	The Empty House of Pain
Taken Aboard	Ashes
Behind the Door	He Who Holds the Fire
Into the Green	Water and Biscuit
Not to Go on All-Fours	Deliverance

Hints

HINT answers for the situation you are actually in. There are 24 ladders covering every stage of the story, and each has three levels: press once for a nudge, twice for the method, three times for the exact command. The number of hints you have taken is shown in CHARACTER STATS and nothing else penalises you for it.

Dying

There are three ways to die and every one is described in the room before you can choose it: drinking sea water in the open boat, entering the boiling sulphur pools, and going among the Beast Folk unarmed after the fire. Nothing else on the island will kill you.

The story cannot become unwinnable. Nothing needed to finish can be destroyed, lost or permanently left behind, and no choice closes off the ending. Missing an optional discovery costs points, never the game. Once the story has ended, RESTART is the only command accepted.

Saving, restarting, transcripts

SAVE writes a quick save and SAVE *name* a named slot; RESTORE brings one back. The **SAVE MANAGER** lists every slot with its room, score and move count and can restore or delete each. RESTART begins again from the open boat and does not touch saved slots. **TRANSCRIPT** shows the whole session and downloads it as text. Saves live in this browser on this device under tronsoft_tife_the_island_of_doctor_moreau_save.

Accessibility and audio

Six profiles — Standard, Low Vision, Blind / Screen Reader, Hard of Hearing, Motor Assistance, Cognitive Support — each of which can then be adjusted setting by setting: text size, narration, captions, visual sound indicators, high contrast, larger controls, reduced typing, simplified layout, reduced motion, contextual hints and screen-reader optimisation. TEST NARRATION reports whether the browser has a usable voice.

All sound is synthesised in the browser at run time: five cross-faded region beds and a few event stings. The package contains no audio files and fetches none. Audio starts only after you press GO ASHORE with the ambience box ticked, and no puzzle, hint or ending depends on hearing anything.

Part Three — For Developers

Package layout

Path	What it is
manifest.json, index.html, LICENSE.txt, README.txt	Specification v1.4 required root files
tife-package.json	Native TIFE descriptor. Declares a story package, not an engine package: it must not be installed to engines/tife.
js/core/*.js, js/game.js, css/game.css	TIFE Core 2.3.0, byte-identical
games/the-island-of-doctor-moreau/game.js	The story: rooms, objects, characters, quests, hints, rules. Pure data.
js/interface.js	Story interface layer — all engine extension, as prototype patches
js/map.js	Region-aware world chart
js/sound.js	Procedural Web Audio atmosphere
css/theme.css	Story skin layered over the pristine stylesheet
validate.js	In-package validator: specification, purity and a headless playthrough
docs/engine-purity.json	SHA-256 digests of the eleven untouched engine files

Engine purity

This package adds a great deal to the engine and edits none of it. The eleven files listed in `docs/engine-purity.json` are byte-identical to the TIFE Core 2.3.0 release, and `validate.js` recomputes their digests and fails the package if any has changed. Everything the story needs is installed from the game side, before the shell constructs the engine.

Two engine defects corrected from the game side

RESTART. The stock `execute("system.restart")` calls `reset()`, which nulls `lastAction`; `dispatch()` then dereferences it and throws. The interface layer restores a safe action object after the reset, and additionally stops RESTART consuming a move.

Rule re-entrancy. The stock rule runner marks a once rule as fired only after its action list has run, so an action that emits an event can re-enter the same rule. The interface layer marks it before the list runs.

Deferred rule narration

The stock engine emits room-entry events before the room description is printed, so the consequences of a move arrive before the move itself. The interface layer holds rule output for the duration of a dispatch and flushes it afterwards, giving a fixed reading order every turn: command, then room or action text, then consequences.

Rule conditions added

On top of the stock `room / action / target / hasItem / notHasItem / flag / notFlag / questComplete` set, the interface layer adds: `flag2`, `flags`, `notFlags`, `hasItem2`, `hasItems`, `notHasItems`, `notQuestComplete`, `secondary`, `visited`, `notVisited`, `minScore`, `minMoves`, `region`, `itemAt`, `npcAt`, `achievement`, `notAchievement`. Conditions used by this story: `action`, `flag`, `flags`, `hasItem`, `hasItem2`, `notFlag`, `notHasItem`, `questComplete`, `room`, `target`.

Rule actions added

On top of message, setFlag, moveItem, revealItem, score, quest, journal, achievement, unlockExit and endGame, the layer adds: teleport, moveNPC, removeNPC, npcDialogue, lockExit, setExit, describeRoom, renameRoom, setItemProp, hideItem, removeItem, setFlagValue, adjust, sound and gameOver. Actions used by this story: achievement, describeRoom, gameOver, journal, message, moveItem, moveNPC, quest, revealItem, score, setExit, setFlag, setItemProp, teleport, unlockExit.

Triggers and verbs

Story rules fire on: game.start, inventory.changed, item.searched, item.used, npc.talked, room.enter, verb.climb, verb.drink, verb.follow, verb.listen, verb.say, verb.shoot, verb.swim. Verbs the engine does not know are routed to a verb.<name> trigger, with a default reply when no rule matches; this story adds SHOOT, SAY, DRINK, CLIMB, LISTEN, SWIM, FOLLOW. USE, SEARCH and READ additionally gained presence checks, so an object cannot be operated from another room.

Validation

node validate.js from the package root runs with no dependencies. It checks Specification v1.4 conformance (sections 2, 4, 5, 6, 8, 9, 10, 12, 13, 14, 15, 16, 20, 21, 22, 23, 26, 29, 33), verifies engine purity against the digest manifest, loads the engine and story in a bare sandbox, and plays a scripted full-completion walkthrough, asserting the score, move count, quests, achievements and ending. It derives its identifiers from manifest.json rather than hard-coding them.

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