

THE THREE MUSKETEERS

Alexandre Dumas, 1844 — a TIFE Core Adventure

A parser adventure for the Tronsoft Interactive Fiction Engine, adapted from the 1844 novel by Alexandre Dumas, which is in the public domain.

Package	tife-the-three-musketeers
Version	1.0.0
Engine	TIFE Core 2.3.0 (shipped byte-identical)
Points	150
Rooms	20 in 5 regions
Full completion	150 of 150 in 79 moves
Save key	tronsoft_tife_the_three_musketeers_save

1. The story

Meung-sur-Loire, the first Monday of April 1625. You are d'Artagnan, eighteen years old, out of Gascony, and your entire estate is a sword, fifteen crowns, a yellow horse and a letter of introduction to Monsieur de Tréville of the King's Musketeers. Before you reach Paris the letter will have been taken off you by a scarred gentleman who was not interested in the letter.

What follows is Dumas's affair of the diamond studs. The Queen of France gave twelve of them to the Duke of Buckingham at Amiens two years ago. On Monday the tenth the King will require her to wear them at a ball at the Hôtel de Ville, and he will be requiring it on the Cardinal's behalf. You have a fortnight, sixty leagues, a Channel, and three friends.

The three friends are the mechanism of the middle of the game. You earn them behind the Carmes Deschaux, and then you spend them: one at Chantilly, one at Crèvecœur, one at Amiens. Each obstacle on the road can be answered by exactly one of them, and the room tells you which if you look at it properly. You arrive in England alone, which is the point.

2. Getting started

Press TAKE THE PARIS ROAD on the cover. Audio and narration are opt-in and the story is completable in silence.

Type commands into the field at the bottom of the centre column, or use the buttons. The ACTIONS band carries the standard verbs and then the eight verbs belonging to this story, set apart in red. Choosing ENTRUST or PRESENT fills the CONTEXT band with the friends or objects you could name.

HINT gives three escalating levels of help for wherever you are standing, and costs no time at all: hints, looking, reading and checking your journal are all free. There are 69 hint ladders covering every one of the 20 rooms.

3. Commands

Movement

N, S, E, W, UP, DOWN, IN, OUT, or GO <direction>. The DIRECTIONS band always shows the exits that exist.

The eight story verbs

Verb	Also accepts	What it is for
DUEL	FIGHT, DRAW, ATTACK	Draw. Used for the three appointments, the fight with the Guards, the rescue in the Rue de la Harpe and the quarrel on the quay at Calais.
PLEDGE	SWEAR, OATH, VOW	Give your word out loud. The signature verb; used behind the Carmes Deschaux and again in the Queen's oratory.
ENTRUST	ASSIGN, DETAIL	Leave an obstacle to one named friend, who stays behind to deal with it. Three times, on the road north, and the room names the man.
LISTEN	EAVESDROP, OVERHEAR	Stand still and let a room talk: a casement at Meung, dry floorboards behind a mercer's shop, an open cellar hatch at Amiens.
DISGUISE	HOOD, CONCEAL	Cover a face that is known. Once on the Duke, once on yourself.
RIDE	GALLOP, SPUR	Take a long road. Out of Paris for the sea, and out of Dover for London.

Verb	Also accepts	What it is for
SAIL	CROSS, EMBARK	Cross water. Calais to Dover with a pass, and Dover to Paris with twelve.
PRESENT	OFFER, DELIVER, HAND	Hand something over to somebody who is waiting for it. The first one fails; the last one wins the game.

PLEDGE is the signature verb. It is used twice, and both times it is a promise made out loud to somebody's face: once on a piece of waste ground behind a convent wall, and once in a small room in the Louvre to a woman who has not been promised anything to her face in eleven years. Neither one can be skipped.

Records and system

JOURNAL, QUESTS, ACHIEVEMENTS, STATS, SCORE, MAP, INVENTORY, HELP, HINT, SAVE <name>, RESTORE <name>, TRANSCRIPT, RESTART, ABOUT. None of these consumes a turn.

4. The five regions

Region	Rooms
I. The Road from Gascony	Inn Yard, Inn Kitchen, Meung Highroad, Paris Gate
II. The Hotel de Treville	Rue des Fossoyeurs, Treville Antechamber, Treville's Cabinet, Carmes Deschaux
III. The Queen's Secret	Bonacieux's Shop, Rue de la Harpe, Louvre Stair, Queen's Oratory
IV. The Road to the Sea	Chantilly, Crevecoeur, Amiens, Calais Harbour
V. England and the Ball	Dover Quay, Buckingham's House, O'Reilly's Shop, Hotel de Ville

The boundary out of Meung and the boundary out of Paris are both one-way, by design: you ride east from Meung and you do not come back, and you ride for the sea and you do not see Paris again until the ball. Anything you meant to carry out of a region has to be carried before you leave it. This can cost you points. It can never cost you the game — there is no state of this story from which the ball cannot still be reached.

5. Scoring

Source	Each	Count	Points
Required objectives	15	8	15
Optional objective	10	1	10
Keepsakes found and kept	5	4	20
Total			150

The four keepsakes are optional and one sits in each of the first four regions: the embroidered glove under the settle at Meung, the cambric handkerchief on the flags of Tréville's antechamber, the ring the Queen takes off her own hand, and a counterfeit crown off the table at the Lion d'Or. The glove is worth more than five points, because a coronet and a leopard shown to the right person in London is how the optional objective is answered.

A lean run that takes none of them and asks no questions finishes at 120 points in 67 moves. A full run finishes at 150 in 79.

6. Dying

Five places in this story can kill you. Every one of them says so first, in the room description and usually in somebody's dialogue as well, and no death arrives without warning.

Where	What does it	What warns you
The highroad at Meung	DUEL	The host names the last young gentleman who tried it and where they buried him.
Behind the Carmes Deschaux	DUEL (after WAIT)	The room says plainly that your one o'clock and your two o'clock have not arrived yet.
The little stair of the Louvre	UP	Madame Bonacieux warns you twice, and the room describes the Swiss who has watched that face all winter.

Where	What does it	What warns you
The cellar of the Lion d'Or	DOWN	The dying man's confession names the trap outright; the room shows you the propped hatch.
The harbour at Calais	SAIL	The placard on the harbour-master's door says what happens to passengers without a pass.

A death is not the end of the session: the message tells you so, and RESTORE and RESTART both work afterwards.

7. Developer notes

This package is a story for the stock TIFE Core 2.3.0 runtime. The eleven engine files ship byte-identical to the kit; their SHA-256 digests are recorded in `docs/engine-purity.json` and rechecked by the in-package validator on every run. Nothing in `js/core/`, `js/game.js` or `css/game.css` is edited.

Everything this story needs beyond the Core vocabulary is applied to the engine's prototypes at load time by `js/interface.js`, with the chart and verb band in `js/map.js`, five procedural WebAudio region beds in `js/sound.js` and the skin in `css/theme.css`.

Shape of the shipped data

Rooms	20
Regions	5
Objects	67 (15 portable)
Speaking parts	10
Rules	107 on 17 triggers
Exits	28 (13 story-gated)
Objectives	9
Achievements	14
Journal entries	21
Hint ladders	69
Rule conditions in use	14
Rule actions in use	21

Rule vocabulary

Core 2.3.0 offers eight condition keys and ten action types. The patch layer implements them as dispatch tables and extends them; repeated keys are numbered by the builder (`flag`, `flag2`, `flag3`) so that no object literal ever carries a duplicate key, which JavaScript drops in silence.

Conditions used	<code>action</code> , <code>direction</code> , <code>flag</code> , <code>hasItem</code> , <code>movesSince</code> , <code>notFlag</code> , <code>notHasItem</code> , <code>notTarget</code> , <code>npcHere</code> , <code>npcNotHere</code> , <code>npcTalkedAtLeast</code> , <code>room</code> , <code>scoreAtLeast</code> , <code>target</code>
Actions used	<code>achievement</code> , <code>block</code> , <code>describeRoom</code> , <code>gameOver</code> , <code>hideItem</code> , <code>journal</code> , <code>message</code> , <code>moveItem</code> , <code>moveNPC</code> , <code>quest</code> , <code>questStart</code> , <code>revealItem</code> , <code>score</code> , <code>setExit</code> , <code>setFlag</code> , <code>setItemProp</code> , <code>stampMoves</code> , <code>stop</code> , <code>teleport</code> , <code>unlockExit</code> , <code>win</code>
Triggers used	<code>action.after</code> , <code>game.start</code> , <code>inventory.changed</code> , <code>item.searched</code> , <code>item.used</code> , <code>move.attempt</code> , <code>npc.talked</code> , <code>room.enter</code> , <code>turn.completed</code> , <code>verb.disguise</code> , <code>verb.duel</code> , <code>verb.entrust</code> , <code>verb.listen</code> , <code>verb.pledge</code> , <code>verb.present</code> , <code>verb.ride</code> , <code>verb.sail</code>

8. Verification

The build harness loads the real shipped engine files into a sandbox with a stub DOM and plays them: 959 assertions, 0 failures. It checks engine purity, sweeps the engine files for leaked story text, scans every object literal for duplicate keys, audits object and character names for ambiguity, proves the points ledger adds to 150, walks the map for reachability,

and then plays the full route, the lean route, all five fatal commands with a sweep of every other direction in those rooms, save and restore, restore after a death, restart, and a resume of the full route from every fourth move.

A live Chromium run typed all 79 commands of the full route into the real command field: 150 of 150 points in 79 moves, 20 rooms, zero console errors, and the four shipped screenshots are captures from that run.

9. Credits and licence

Source text: Alexandre Dumas, *Les Trois Mousquetaires* (1844). The novel is in the public domain; Tronsoft Games claims no ownership of it. This adaptation, its prose, code, artwork and documentation are copyright Tronsoft Games. Full terms are in `LICENSE.txt` and full credits in `docs/credits.txt`.

Engine: Tronsoft Interactive Fiction Engine, Core 2.3.0.