

THE TIME MACHINE

A TIFE Core Adventure · Player and Developer Manual · Version 1.0.0

“I have lived eight days such as no human being ever lived before. But I am tired — very tired. Tell you the story? Yes, I’ll tell it to you.”

Richmond, 1895. You have spent two years building a machine that travels along the fourth dimension, and this evening you finally use it. Eight hundred and two thousand seven hundred and one years later you step off onto a lawn beneath a great white sphinx, into a world of small beautiful people who do no work, ask no questions, and will not go anywhere near the round wells that dot their gardens.

This manual covers everything a player needs in Part One, and everything a developer needs in Part Two. Neither part spoils a solution before the section that is meant to.

Rooms	20, across four eras
Objects	27
Characters	4
Quests	7 required, 2 optional
Achievements	13
Score	150 points
Lean win	52 moves
Full completion	about 73 moves
Hint ladders	19, three stages each
Engine	TIFE Core 1.1.3, shipped unmodified
Package standard	Tronsoft Games Package Specification v1.4

PART ONE — PLAYING

The premise

You are the Time Traveller. Eight men have just spent an evening declining to believe that time is a fourth dimension along which a suitably built machine may travel. The machine in question is standing on low blocks in your laboratory, and it is one quartz rod short of finished. Finish it, and go.

What you find is not a paradise, although it looks like one for the first several hours. The story is Wells' and its shape is his: arrival, delight, a growing unease, the discovery under the wells, the museum, the fire, and the beach at the end of everything. The adaptation adds a match economy, a rescue on a timer, and one genuinely good decision you can make in the first ten minutes that will save you a great deal of trouble at the end.

Commands

Type at the prompt, or use the buttons. Every puzzle can be solved entirely by clicking: pick an action from the ACTIONS row and the CONTEXT row fills with the valid targets within reach. Nothing in the game requires you to guess a noun that has not been named in the text.

CATEGORY	COMMANDS
Movement	N S E W U D IN OUT, or GO NORTH
Observation	LOOK · EXAMINE thing (X) · SEARCH thing · READ thing
Handling	TAKE · DROP · USE thing · OPEN · CLOSE · INVENTORY (I)
Story verbs	PULL LEVER · SET DIAL · ENTER thing · LIGHT thing · BREAK thing · TELL TALE
People	TALK person
Records	QUESTS · JOURNAL · ACHIEVEMENTS · STATS · SCORE
System	HINT · SAVE name · RESTORE name · TRANSCRIPT · RESTART · HELP

The six story verbs are the only vocabulary you will not already know from any other parser game. All six are listed in HELP, and each is named in the room text at the moment it first becomes useful.

The four eras

ERA	ROOMS	WHAT IT IS
Richmond, 1895	4	The laboratory, dining room, smoking room and garden. Finish the machine and leave.
802,701 A.D. — Upper World	12	Gardens gone to seed, a river, a ruined colonnade, the Palace of Green Porcelain, the great forest, and
The Under-World	3	Beneath the wells. The only place where the clock runs against you from the first turn.
The Furthest Shore	1	Thirty million years on. Optional, worth ten points, and not somewhere to sit down.

The world chart on the right of the screen redraws for whichever era you are in, marking your current room in brackets and rooms you have not yet reached as dotted outlines. The strip beneath it shows which eras you have visited.

Matches

You carry eight matches out of Richmond, and they are the only fire in eight hundred thousand years until you reach the museum. One burns for every turn you spend below the well-mouth. A round trip to the deepest room and back costs five, which leaves you three, and the game will warn you when you are down to two. If they run out while you are still below, the story ends there.

The Palace of Green Porcelain resupplies you generously, and the night forest and the fight inside the sphinx each cost a few more. Finishing with five or more in the box is an achievement.

The three lethal situations

There are exactly three, each announced at least a full turn before it resolves, and none can be walked into blind. There are also no dead ends anywhere: if you are alive, the ending is still reachable. Anything optional costs points, never completion.

WHERE	WHAT HAPPENS	THE WARNING
The Under-World	Your last match goes out and the Morlocks take you.	You are nearly out of matches” at two remaining.
The forest, at night	They close in and pull you down.	“About three minutes to think of something” on entry.
The furthest shore	The cold finishes the argument.	“Set the dials and go. Now.” one turn ahead.

Scoring

QUEST	POINTS	REQUIRED
The Machine Made Whole	10	yes
The First Journey	15	yes
Weena Saved from the River	20	no — but the story is poorer, and Proof is lost with her
Fire and Steel	20	yes
Into the Under-World	25	yes
The Night of the Forest	20	yes
The Sphinx Reclaimed	25	yes
The Furthest Shore	10	no — optional
Proof	5	no — optional
Total	150	

Achievements

Prudent Traveller	Pocket the starting levers on arrival.
Chronometer	Read the dials before you go.
Botanist	Accept what Weena gives you.

Curator	Examine five exhibits in the Palace of Green Porcelain.
Firebrand	Light the forest.
Match Miser	Reach the finale with five matches or more.
Photographer	Use the camera in three different eras.
Deep Diver	Reach the deepest room under the wells.
Eclipse Witness	Stay on the shore long enough to see the sun go out.
Crab-Dodger	Take a good look at the things on the rocks.
Homecoming	Get back to Richmond.
Storyteller	Tell the whole thing to the men in the smoking room.
Time's Full Arc	Stand in all four eras.

Hints, saving, accessibility

HINT reads your current situation and offers a three-stage ladder: a nudge, then a direction, then the exact command. Ask again to go a stage deeper. Nineteen ladders cover every gate in the game and using them costs nothing but a line in STATS.

SAVE and RESTORE take an optional name. The SAVE MANAGER lists every save on this device with its room, score and move count. Saves are stored in browser local storage under `tronsoft_time_machine_saves` and are not shared between devices. TRANSCRIPT exports the whole session as plain text.

The ACCESSIBILITY panel offers six presets — standard, low vision, blind / screen reader, hard of hearing, motor assistance, cognitive support — with individual toggles for narration, captions, visual sound indicators, high contrast, larger controls, reduced typing, simplified layout, reduced motion and contextual hints, plus a text-size slider. Preferences persist on the device. Audio is optional, entirely procedural, and never the sole carrier of any information.

PART TWO — DEVELOPER NOTES

This package is a worked example of extending TIFE Core without forking it. Everything in `js/core/`, together with `js/game.js` and `css/game.css`, is byte-identical to the TIFE Core 2.2.0 reference package, and the in-package validator asserts that by checksum on every run.

Package layout

```
index.html
manifest.json  LICENSE.txt  README.txt
css/game.css – pristine core stylesheet
css/theme.css – brass and nickel overrides
js/core/*.js – TIFE Core 1.1.3, unmodified
js/game.js – core adapter, unmodified
js/interface.js – game-side prototype patches
js/map.js – era-aware world chart
js/sound.js – procedural audio layer
games/time-machine/game.js – the story data
validate.js – dependency-free verification suite
assets/ screenshots/ docs/ patches/ sounds/
```

Load order

Order matters. `js/game.js` constructs the engine and calls `start()` at the end of its own IIFE, so anything that patches a core prototype must load before it, and anything that wraps the live engine must load after it. The shell loads `core` → `story data` → `interface.js` → `game.js` → `map.js` → `sound.js`.

What `interface.js` adds

Rule conditions

CONDITION	MEANING
<code>notRoom</code>	The player is not in this room (or any of these rooms).
<code>hasItems</code> / <code>notHasItems</code>	Every listed item is / is not carried.
<code>anyFlag</code>	At least one of these flags is set.
<code>flagAtLeast</code> / <code>flagAtMost</code>	Numeric comparison against a counter flag, e.g. matches.
<code>notQuestComplete</code>	The named quest is still open.
<code>eraIs</code>	The current room belongs to this era.
<code>visited</code> / <code>notVisited</code>	The named room has or has not been entered.

Rule actions

ACTION	EFFECT
<code>teleport</code>	Move the player to a room, print it, and fire <code>room.enter</code> . Depth-guarded against recursion.

ACTION	EFFECT
lockExit / unlock	Lock an exit again; clear an item's locked property.
moveNPC / followNPC	Place a character, or have one follow the player with an avoid list and a fallback room.
adjust	Add to or subtract from a numeric flag — the whole match economy is one adjust rule.
era / markEra	Record the current era for the chart and the audio layer; track distinct eras for Photographer.

Behavioural fixes

Custom verbs	Any verb the core switch does not know is dispatched as a verb.<type> rule trigger, with a per-verb fallback.
Print ordering	The core emits world.entered before look(), so rule narration printed ahead of the room description. WorldService.
Presence checks	Core search(), read() and use() act on items regardless of where they are. All three now require the item to be in the
once-guard ordering	RuleService.run marks a once rule as fired before running its action list, so a rule that teleports cannot re-enter itse
RESTART crash	execute("system.restart") calls reset(), which nulls lastAction; dispatch() then reads lastAction.type and throws. las
Save key	Package Specification §23 prefix: tronsoft_time_machine_saves.

The chart and the audio

The reference adapter renders the WORLD MAP panel from a hardcoded three-by-three grid reader, which cannot express twenty rooms across four eras. Because the adapter ships unmodified, `js/map.js` instead wraps the live `engine.adapter.render` hook and redraws that one panel body with a generic chart: it collects every room of the current era, lays them out on their declared coordinates, and draws a connector wherever two adjacent cells are genuinely linked by an exit. The chart is decorative and its draw call is wrapped in a catch, so a chart failure can never break the story.

`js/sound.js` wraps `engine.adapter.print` and listens on the event bus. It contains no audio files: each era gets an oscillator bed (a gaslight hum and mantel clock for Richmond, an airy pad for the Upper World, the thud of the great engines below, a thin cold drone at the end of the world) plus stings for title, danger, warning, quest and achievement lines, and a match-strike whenever the match counter falls. Audio starts only after the player presses the cover button with `ambience` ticked, and the game is fully completable with it off.

Verification

`validate.js` runs under plain Node with no dependencies. It boots the real engine in a VM sandbox with a stub adapter, then asserts:

Full walkthrough	A scripted 73-move run reaching 150/150, 9/9 quests, 13/13 achievements and all 20 rooms, with no parser or pres
Lean win	A 52-move minimal route that still reaches the ending.
Alternate routes	Weena never rescued, and the starting levers left on the lawn — both still completable.
Lethal guards	All three deaths fire when they should, print the right text, and are preceded by their warning.
Save / restore	A mid-puzzle save, further progress, then a restore that rolls the puzzle state back.
RESTART	Restart from a death state without throwing, with a playable engine afterwards.

Static integrity	Every exit resolves, every room is reachable, every object placed, every hidden object revealed by some rule, every
Core integrity	MD5 of every core file against the reference package.
Spec v1.4	Required files present, manifest fields and schema version, art dimensions, size limits, and the §5 conditional requ

Run it with `node validate.js` from the package root. A game ships only when it passes.

Source and licence

The underlying novel, *The Time Machine* by H. G. Wells (1895), is in the public domain worldwide, which is why the title is retained rather than renamed under the developer kit's originality policy. Every word of room text, object description, puzzle structure, rule data, quest, hint and piece of artwork in this package is original work written for it. See LICENSE.txt.