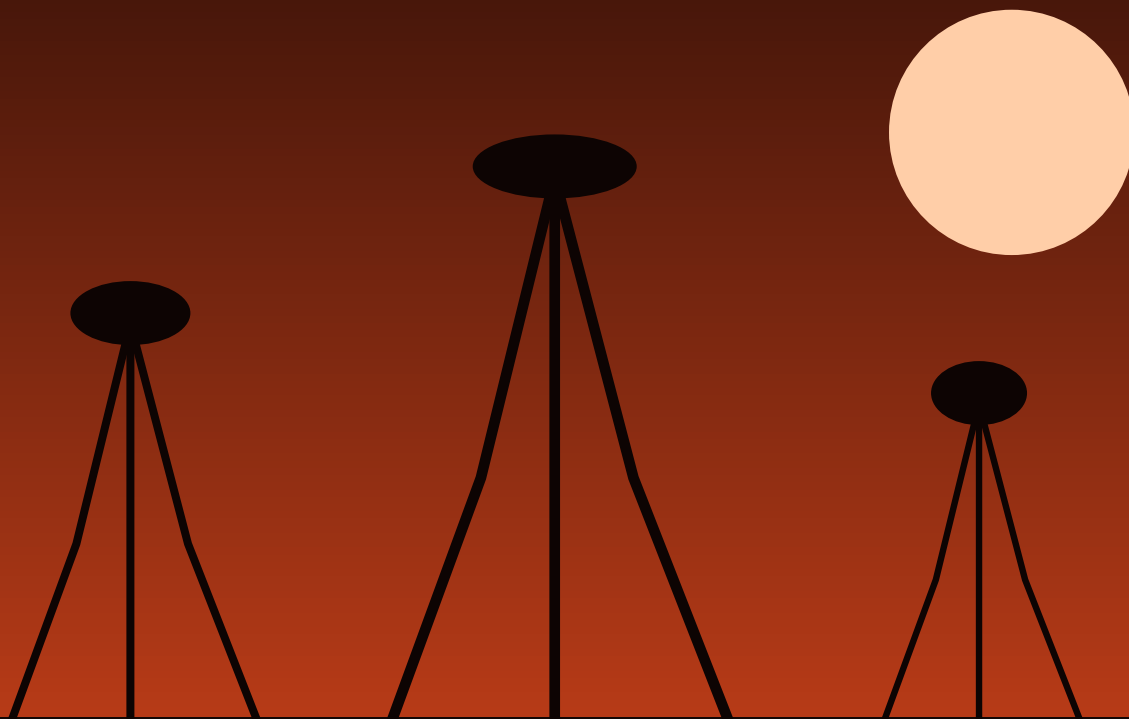




THE WAR OF THE WORLDS

Surrey and London, the summer of the cylinders

Player and Developer Manual · Version 1.0.0

Adapted from the 1898 novel by H. G. Wells

TRONSOFT GAMES

Tronsoft Interactive Fiction Engine — Core 1.1.3

The War of the Worlds

An interactive-fiction adaptation for the Tronsoft Interactive Fiction Engine

No one would have believed, in the last years of the nineteenth century, that the affairs of Surrey were being watched keenly and closely by intelligences greater than man's. You are a writer of speculative essays living at Maybury, outside Woking. Something fell on Horsell Common in the night, the lid of it is unscrewing, and you have perhaps a day before every road out of Surrey is closed.

This package adapts H. G. Wells's 1898 novel — which is in the public domain — as a parser adventure of seventeen locations, seven objectives and 150 points. It is a story about observation and survival rather than combat: there is nothing in the game you can fight, and the game will not pretend otherwise. What you can do is watch carefully, move at the right moment, and come home with the record.

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1. Getting started

Launch the game from the Tronsoft Games library, or open **index.html** for local testing. The story cover appears first with two opt-in switches — narration and Martian ambience — and a button marked GO OUT TO THE COMMON. Nothing plays and nothing speaks until you press it.

You begin in your study at Maybury on the morning after the first cylinder came down. Type **HELP** for the command list at any time, and **HINT** whenever you are stuck: every puzzle in the game has a three-level hint ladder that nudges, then explains, then simply tells you the commands.

2. Commands

Type into the command bar, or play entirely with the mouse: choose a verb in the ACTIONS row and the CONTEXT row fills with the objects that verb can be used on here. The DIRECTIONS row shows only exits that exist.

Purpose	Commands
Movement	N S E W U D, or GO NORTH. Also WALK, MOVE, RUN, FLEE.
Looking	LOOK (L) · EXAMINE X (X, INSPECT, WATCH) · READ X · SEARCH X (RUMMAGE)
Handling	TAKE X (GET, GRAB, PICK) · DROP X · USE X · USE X ON Y · OPEN X · CLOSE X
USE aliases	ACTIVATE, DIVE, SOAK, DIG, APPLY, SIGNAL — all reach the USE verb
People	TALK TO X (SPEAK, ASK). Characters answer differently each time you ask.
Waiting	WAIT (Z, LISTEN). Some scenes advance only when you let them.
Records	INVENTORY (I) · JOURNAL (NOTES) · QUESTS · ACHIEVEMENTS · STATS · SCORE
System	HINT · SAVE name · RESTORE name · TRANSCRIPT · RESTART · ABOUT · HELP (?)

Articles are ignored, so TAKE THE NOTEBOOK and TAKE NOTEBOOK are the same command, and most objects answer to several names — the field glasses are also GLASSES and BINOCULARS.

3. The screen

Panel	Shows
EXITS	Every way out of this room and where it leads. Click one to walk it.
LOCATION	Where you are, which region of the story you are in, and the room text.
QUEST LOG	The seven objectives, with progress bars.
CHARACTER STATS	Turns, objects taken, conversations, hints used, rooms visited.
ACHIEVEMENTS	Fourteen story moments, locked and unlocked.
WORLD MAP	The country as you have found it. Dotted cells are unvisited; [brackets] are you.
INVENTORY	What you are carrying. Click an item to examine it.
JOURNAL	What you have worked out so far. It writes itself.

CONVERSATION HISTORY	Everything anyone has said to you.
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4. Turns, danger and death

One command is one turn. Anything that changes the world advances the clock — moving, taking, using, searching, talking, waiting — while consulting your own records does not. After each turn the world acts: characters keep their own schedules, and any scene you have started carries on whether you are ready or not.

Two places will kill you. Both give you an **amber warning first**, and in both the warning names the action that saves you. When the story tells you to run or to get down, it means this turn.

- **The sand pit.** Once the cylinder's lid is off, the rim of the pit is where the Heat-Ray is about to be used. You have two turns. Leave.
- **Shepperton Lock.** A fighting-machine is boiling the river. Standing above the surface is fatal; cold water is the only cover in Surrey.

Nothing else can strand you. Optional objects cost points, never the ending, and every one-way passage checks that you are equipped before it lets you through — you cannot arrive in the second half of the story unable to finish it.

5. Scoring, quests and achievements

There are 150 points: 50 carried by objects and 100 by the story.

Objects (50)	Story beats (100)
field notebook 5 purse 5 field glasses 10 woollen scarf 5 coal shovel 10 red weed frond 10 fragment of grey scale 5	the tenth flash 5 the cylinder opens 10 clear of the Heat-Ray 5 Leatherhead 10 under the water 10 through the Black Smoke 5 what the crack shows 10 the curate's answer 5 out of the ruins 10 the artilleryman's plan 5 Ulla 5 Primrose Hill 10 homecoming 10

The QUEST LOG holds the seven objectives — The Falling Star, Flight from Woking, Across the Thames, Buried at Sheen, The Artilleryman's Plan, The Silent City, and Homecoming. The fourteen achievements mark the moments rather than the progress. A perfect run is 150 points in 54 moves; a first playthrough usually takes between forty-five and seventy-five minutes.

6. Saving, restoring and transcripts

- **SAVE** writes a slot called *quick*; **SAVE sheen** names it yourself.
- **RESTORE sheen** brings it back; the SAVE MANAGER button lists, restores and deletes slots.
- **RESTART** begins again from the study, clearing score, moves, journal and achievements.
- **TRANSCRIPT** shows everything printed so far and can download it as a text file.

Saves are held in this browser's local storage under `tronsoft_war_of_the_worlds_saves`, the prefix required by section 23 of the package specification. They do not travel between browsers, devices or private windows.

7. Accessibility

The ACCESSIBILITY button offers six profiles — standard, low vision, blind / screen reader, hard of hearing, motor assistance and cognitive support — plus individual switches for narration, captions, visual sound indicators, text size, high contrast, larger controls, reduced typing, simplified layout, reduced motion and screen-reader optimisation. Preferences are stored on the device and survive a restart.

Narration uses the browser's own speech voices; TEST NARRATION reports exactly why speech is unavailable when a browser ships none. Every puzzle in the story can be solved with the mouse alone and with sound switched off.

8. Audio

There are no audio files in this package. Everything is synthesised at run time with the Web Audio API: a sub-throb and thin wind for the ambience, a distant two-note siren that answers across the valley every half-minute or so, a descending Heat-Ray sting on story beats, and a telegraph blip on the buttons. Audio starts only after the cover button is pressed and can be declined there.

9. Walkthrough of the opening

Enough to teach the verbs, and no further.

SEARCH DESK · TAKE NOTEBOOK · TAKE PURSE · WEST · USE TELESCOPE · TALK OGILVY · EAST · EAST · EAST · SEARCH CYLINDER · WEST

That is the first act: your equipment, the tenth flash through the Ottershaw glass, the thing in the pit, and the reason to run. What follows is a question you already know the answer to — there is someone at home who has not been told, and a landlord in Woking hiring out anything on wheels.

10. Developer notes: package layout

Path	Contents
index.html	Entry file: story cover, shell markup, script order.
css/game.css	TIFE Core stylesheet, byte-identical to the reference package.
css/theme.css	Story theme only: palette, cover art, map chart.
js/core/*.js	TIFE Core 1.1.3 services, unmodified.
js/game.js	TIFE Core UI adapter, unmodified.
js/interface.js	Game-side engine extensions (see section 12). Loads before js/game.js.
js/map.js	Generic coordinate map panel. Loads after js/game.js.
js/sound.js	Procedural audio reskin. Loads before js/game.js.
games/war-of-the-worlds/game.js	The story: rooms, items, NPCs, quests, hints, rules.
sounds/README.txt	Why an audio game ships no audio files.
assets/, screenshots/, docs/, patches/	Storefront art, live gameplay captures, documentation, release notes.

The engine stays game-agnostic: the story is pure data, and every behavioural change is a prototype patch applied from the game side. No file under js/core/ and no line of css/game.css was edited to ship this title.

11. Developer notes: the story data format

`window.TIFE_GAME` declares rooms, items, npcs, quests, journal, achievements, hints, responses and rules. Rooms carry a name, short label, region, description, map coordinates and exits; an exit is either a room id or an object with `{room, locked, lockedText}`. Items carry descriptions, aliases, portability, an optional score, and optional `searchText`, `readText` or `openText`.

Rules are the whole of the logic. Each has a trigger, an optional `when` clause, and a list of actions:

Triggers	<code>game.start · room.enter · item.used · item.opened · item.searched · npc.talked · inventory.changed · turn.completed · action</code>
Conditions	<code>room · action · target · hasItem · notHasItem · flag · notFlag · questComplete</code>
Core actions	<code>message · setFlag · moveItem · revealItem · score · quest · journal · achievement · unlockExit · endGame</code>
Added here	<code>moveNPC · teleport · lockExit</code>

One convention is worth knowing before editing this file. All rules for a trigger run in array order within a single turn, so a chain whose later stage tests a flag set by its earlier stage would collapse into one turn. **Escalation chains are therefore declared in reverse — final stage first** — which advances them by exactly one stage per turn. The Heat-Ray timer at the pit, the rising steam at Shepperton, the curate's three conversations and the artilleryman's plan all use this pattern.

12. Developer notes: engine extensions

`js/interface.js` patches prototypes only, and is loaded before the engine is constructed:

- **New rule actions.** `moveNPC` relocates a character, `lockExit` closes a passage behind the player, and `teleport` moves the player mid-scene (the plunge at Shepperton), re-running `room.enter` rules behind a recursion guard.
- **Narration order.** The core runs rules before it prints the action's own text, and emits `world.entered` before it prints the room, so consequences arrived ahead of causes. `USE`, `SEARCH`, `OPEN`, `TALK` and movement now print first and narrate after.
- **Reachability.** `USE` and `SEARCH` now require the object to be present, matching `EXAMINE`.
- **RESTART.** Core defect through 1.1.3: `execute("system.restart")` calls `reset()`, which nulls `lastAction`, and `dispatch()` then reads `lastAction.type` — so every `RESTART` threw a `TypeError`. The action is restored after the reset, and `RESTART` no longer counts as a turn.
- **Save keys.** `SaveService` is subclassed to use the `tronsoft_` prefix from specification section 23, and to carry the ended-story flag through `save` and `restore`.

`js/map.js` wraps the adapter's `render` and redraws the map panel from room coordinates, inferring links from the rooms' own exits and masking anything unvisited. `js/sound.js` replaces the `AudioService` ambience and stings while preserving its public API, so the unmodified adapter drives it unchanged.

13. Validation

The package ships `validate.js`, a dependency-free Node script that runs the packaging checks and the game itself headlessly:

```
node validate.js
```

- Specification v1.4 structure: required files, flat ZIP root, manifest schema and cross-references, prohibited file types, remote dependencies, artwork dimensions and size limits.
- Story integrity: every exit, item location, revealed item, quest, achievement and hint target resolves, and the declared maximum score equals the sum of every point in the game.
- A full headless walkthrough: 150 of 150 points, all seven quests, all fourteen achievements, all seventeen rooms, in 54 moves, with no parser or movement failures.
- Both death guards, the survivable alternative to each, every locked passage, and a run that skips the optional objects to prove the story cannot become unwinnable.
- Hint ladders, mid-puzzle save and restore, restart followed by a clean replay, and parser coverage.

14. Credits and licensing

Design, programming and artwork by Tronsoft Games, on the Tronsoft Interactive Fiction Engine (TIFE Core 1.1.3). Adapted from *The War of the Worlds* by H. G. Wells, first published in 1898 and in the public domain; Tronsoft Games claims no ownership of the underlying novel, and all room text, dialogue, puzzles, artwork and code in this package are original work written for this adaptation. Portions of the implementation, validation and documentation were produced with AI assistance under human direction and review. No third-party libraries, fonts or audio files are included. See LICENSE.txt and docs/credits.txt for the full terms.

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