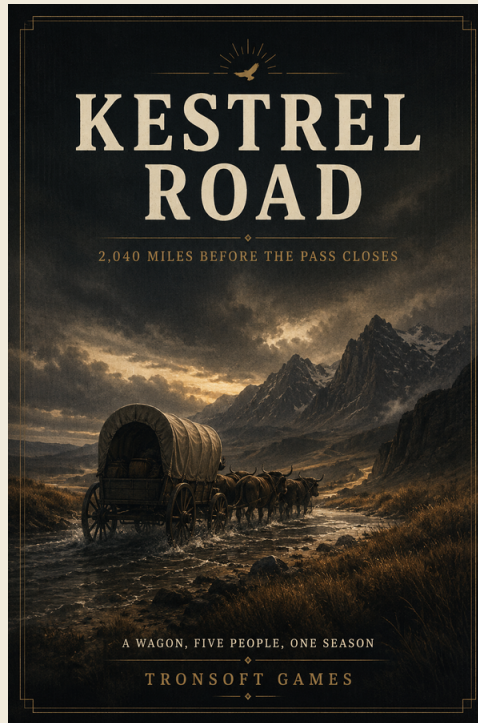




Kestrel Road

A wagon, five people, and two thousand and forty miles before the pass closes.

Version 1.1.3 · Tronsoft Games · Package Specification v1.4

Player and developer manual. Generated 2026-09-03 from the shipped game modules.

1. What this is

Kestrel Road is a single-player overland journey. You outfit one wagon at Halloway Landing, pick a month to leave, and try to get five people 2,040 miles west to the Vellacrest Valley before Kestrel Pass fills with snow. It is played a day at a time in a browser, with no network access and no account of any kind.

Players: one. Length: a crossing runs roughly 135 to 158 in-game days and takes most people 20 to 40 minutes at the keyboard. Every run is different; the same seed replays identically.

Nothing in the game is decided for you. Everything in it can kill the people you are responsible for: the season, the grass, the water, the price of flour, and how hard you push.

2. The three decisions you make before you leave

The year, the trade, and the departure date set the shape of the whole crossing. The tables below are measured, not estimated: each row is a sweep of 150 campaigns played by the development harness.

2.1 What kind of year

The year	Record	Closes	Stake	Prices	Sickness	Snow	Arrived	Survivors
A fair season	×0.75	November 25	×1.25	×0.9	×0.65	×0.8	100%	4.88
A hard road	×1	November 15	×1	×1	×1	×1	90.7%	4.17
A killing year	×1.6	November 5	×0.88	×1.18	×1.45	×1.3	36.7%	2.09
An early winter	×2.25	October 28	×0.86	×1.22	×1.65	×1.75	16.7%	1.89

Arrived and survivors are measured on a May 1 departure with the harness playing a competent, unremarkable game. A careless player does worse on every line.

2.2 Who you are

Trade	Stake	Record	What it changes	Arrived
Wainwright	\$900	×2	Breakdowns take half as long to mend, and you can splint a broken part once without a spare.	98.7%
Drover	\$820	×2	Your team holds condition on poor grass, and a failing ox can often be nursed back.	98%
Physician	\$860	×2	Medicine goes twice as far and sickness runs its course faster.	100%
Market hunter	\$740	×2	Hunts bring in far more meat and burn less powder.	92.7%
Trader	\$1500	×1	You buy cheap and sell dear at every post. You start rich and soft.	98.7%
Schoolmaster	\$680	×3	You start poor, but the company keeps its nerve — and your record counts triple.	70%

The record multiplier is the point of the poorer trades: the schoolmaster leaves with the least money and counts triple.

2.3 When you leave

Departure	Arrived	Median days	Survivors	What goes wrong
April 1	58.7%	180	3.19	grass has not come on; the team starves in the yoke
April 15	97.3%	155	4.33	early, but the season holds
May 1	98.7%	142	4.57	the whole window is open

May 15	96.7%	140	4.47	the safest week on the road
June 1	86.7%	144	4.29	workable, with nothing to spare
June 15	23.3%	142	4.29	the pass shuts while you are still climbing to it

3. Outfitting

You buy at the depot counter and again at any fort or post on the road. Prices climb with every mile from Holloway Landing, and the hard years charge more everywhere. A wagon that carries more than 2,400 pounds drags, and the team pays for it.

Goods	Unit	Depot price	Weight
Ox	head	\$42.00	—
Staples	lb	\$0.18	1 lb
Powder & shot	box	\$3.00	20 lb
Spare wheel	—	\$12.00	50 lb
Spare axle	—	\$10.00	40 lb
Spare tongue	—	\$9.00	35 lb
Clothing	set	\$11.00	8 lb
Medicine	dose	\$6.00	1 lb
Trade goods	crate	\$5.00	10 lb

SUGGEST OUTFIT

The Suggest Outfit button is highlighted directly above the Goods table. It replaces current purchases with a load tailored to the trade and year, keeps emergency cash, and leaves at least 150 lb free.

3.1 What a fort charges

Where	Mile	Staples / lb	Ox	Medicine
Holloway Landing	0	\$0.18	\$42.00	\$6.00
Meacham's Store	102	\$0.21	\$48.50	\$6.93
Coldwater Post	349	\$0.20	\$46.45	\$6.64
Fort Sable	590	\$0.21	\$49.53	\$7.08
Fort Merrin	905	\$0.23	\$53.55	\$7.65
Fort Redlin	1,250	\$0.25	\$57.96	\$8.28
Grieve Hollow Post	1,560	\$0.30	\$69.34	\$9.91

Figures are for a hard road. Multiply by the year's price column for the others.

4. On the road

Each day you travel, lay over, or hunt. Pace and rations are the two dials you hold, and both of them trade miles against the health of the people pulling them.

Pace	Base miles/day	Vigour/day	Wear on the team
steady	22.0	-0.15	light
strong	26.0	-0.85	heavy
grueling	29.5	-2.00	severe

Rations	Pounds per person per day	Vigour/day
full	2.2 lb	+1.30
meager	1.5 lb	-0.50

bare	0.9 lb	-1.90
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Base miles are before the country, the weather, the condition of the team, the load and the health of the company are applied. A laid-over day restores +3.5 vigour and eats the same food.

4.1 The country

Region	Travel	Game
Grass prairie	×1.00	×1.00
High plains	×0.95	×0.90
Broken rock	×0.88	×0.75
Alkali basin	×0.86	×0.55
Mountains	×0.76	×0.80

A successful hunt brings back what the company can carry — up to 220 pounds, more for a market hunter — and meat spoils faster in heat than staples do.

5. The road itself

Twenty-three places lie between the depot and the valley: five rivers, six counters, and one pass.

Mile	Place	What it is	Country
0	Halloway Landing	depot	Grass prairie
102	Meacham's Store	trading post	Grass prairie
185	Sinkhole Springs	landmark	Grass prairie
264	Nettle River	river crossing	Grass prairie
349	Coldwater Post	fort	Grass prairie
452	The Chimney Stone	landmark	High plains
511	Ravenrock	landmark	High plains
590	Fort Sable	fort	High plains
668	Pale River	river crossing	High plains
742	Sweetgrass Bottoms	landmark	High plains
830	Waystone Gap	landmark	Broken rock
905	Fort Merrin	fort	Broken rock
986	Blackwillow Ferry	river crossing	Broken rock
1,075	The Soda Flats	landmark	Alkali basin
1,160	Kestrel Spring	landmark	Alkali basin
1,250	Fort Redlin	fort	Alkali basin
1,345	Snakebend River	river crossing	Alkali basin
1,450	Ashen Bluffs	landmark	Alkali basin
1,560	Grieve Hollow Post	trading post	Mountains
1,680	The Thousand Steps	landmark	Mountains
1,790	Muleshoe River	river crossing	Mountains
1,900	Kestrel Pass	the pass	Mountains
2,040	Vellacrest Valley	journey's end	Mountains

6. Crossings

At a river you may ford it, caulk the wagon and float it, pay the ferry, or lay over a day and watch the water. Depth and current are set by the snowmelt, the season and the weather, so the same river is not the same river twice. The ferry is only offered when you can cover the fare. Failures cost staples, oxen, the load, or somebody's life, in that order of likelihood. Whichever you choose, the crossing is played out on screen.

7. Sickness and accident

Ailment	Vigour drained per day	Runs for
dysentery	3.2	9 days
cholera	9.0	5 days

camp fever	4.0	11 days
measles	3.4	12 days
exhaustion	2.4	6 days
scurvy	2.0	20 days
frostbite	4.6	8 days
a broken leg	3.6	21 days
a broken arm	2.0	16 days
a snakebite	6.5	7 days
a bad burn	3.0	12 days

Figures are the base values; the year multiplies them, a physician shortens them, and a dose of medicine may cut a case short. Vigour reaching zero is a death. There are 30 road events besides these.

8. The pass and the endings

Snow builds on Kestrel Pass from the beginning of October. Arrive with a light pack on it and you walk through; arrive late and you choose between forcing it and wintering below the notch. A crossing ends in one of five ways: arrived, wintered, stranded without a team, wrecked, or with nobody left to drive. Your record counts survivors and their condition, what is left in the wagon, money, and speed, multiplied by the trade and the year.

9. Controls and accessibility

Key	What it does
Space	travel for a day
R	lay over for a day
H	hunt
1–4	answer the prompt on screen
N	stop the reader mid-sentence

Everything is reachable by mouse or touch; any key clears the crossing view. It reflows on a phone.

9.1 Sound

All audio is synthesised in the browser at run time: there are no sound files in this package. Four ambience layers — wind filtered by the country you are in, rain, a low rumble and a heat shimmer — crossfade as the region and the weather change, and about twenty short cues mark what happens: a wheel creak for a travelled day, a fire for a lay-over, a rifle report and its echo for a hunt, timber cracking on a breakdown, one bell for a death. Sound can be switched off and the game is completable in silence.

9.2 The spoken journal

The journal can be read aloud through the browser's own speech synthesis. It is off until you ask for it. When it is on it reads a short heading for each day, whatever happened, and the options at every prompt; there is a voice picker, a reading speed between 0.6 and 1.6, a button that reads the whole page as a status summary, and a stop control. Where a browser has no speech synthesis the panel says so and the game is unaffected.

10. For the developer

The package is a plain HTML5 tree with no build step, no bundler and no dependencies. Layout follows sections 6, 7 and 8 of the Tronsoft Games Package Specification v1.4:

File	What lives there
index.html	markup and the five deferred script tags
css/game.css	the whole visual treatment
js/data.js	the road, the country, goods, trades, years, events
js/game.js	the rules engine — no DOM, no timers, no storage
js/sound.js	Web Audio cues and the speech narrator
js/save.js	the section 23 local save
js/interface.js	screens, the two canvases, input
validate.js	the in-package validator (not loaded by the game)

The game holds one local-storage key for the save, `tronsoft_kestrel_road_save`, and three for sound and narration settings. It reads and writes nothing else, requests nothing over the network, and collects nothing about the player. Every storage call is wrapped: where storage is refused the game runs without a save.

Running `node validate.js` from the extracted package re-checks the package against the specification and re-runs the rules harness.