

WYRMWARD

CARRY THE KINDLED VESSEL HOME PAST THREE WYRMS AND A THIEF.

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Tronsoft Games

The errand

A flip-screen action-adventure across thirty-one rooms. The Kindled Vessel has been shut in one of three holds and the wyrms set over it. You may hold one thing at a time — a key opens only its own portcullis, the Rivenblade routs any wyrm that sees it, and the corvid will take whatever you are carrying and drop it somewhere else entirely.

The country is 31 rooms, each a single screen. Walk off an edge and the next room replaces it.

One thing at a time

You may hold one thing, and you take a thing simply by walking onto it. That single rule is most of the game: crossing the map with your hands full is how most runs go wrong. Press Space to set down what you are carrying.

RELIC	WHAT IT DOES
the amber key	raises the Amber portcullis and no other
the onyx key	raises the Onyx portcullis and no other
the bone key	raises the Bone portcullis and no other
the Rivenblade	routs any wyrm that sees it; kills on contact
the lodestone	drags loose relics toward it; wakes the ward-ring
the spanstone	laid across a wall, lets you walk through it
the Kindled Vessel	the thing you are here for; carry it into Amber Ho.
a maker's mark	opens the flicker wall at the blind turning

The holds

Three holds stand over the moor. A key answers to its own portcullis only. Once raised, a portcullis stays raised, so set the key down outside and keep your hands free for what is within.

HOLD	KEY	WITHIN
Amber Hold	the amber key	Amber Hold — the Hall
Onyx Hold	the onyx key	Onyx Hold — the Hall
Bone Hold	the bone key	Bone Hold — the Hall

The wyrms

A wyrm hunts you when you are in its room and flees when you carry what it fears. Contact begins a bite rather than ending you: about three quarters of a second to pull free before you are swallowed. The Rivenblade is the answer, but while it is in your hands you can carry nothing else — so clear the road first, then run the errand.

WYRM	GUARDS	FLEES
Sallow	the Kindled Vessel	the amber key
Verdral	the onyx key	the onyx key
Ember	the lodestone	nothing but the Rivenblade

The corvid

The corvid wants whatever is shiniest, including what is in your hand. It drops what it was holding when it takes something new, and it is a shade slower than a running player — so a stolen key is a delay, not a defeat. Touch the bird and you have your relic back.

The two labyrinths

Below the moor the warren is lit. Below that, the unlit warren shows its walls only within a few paces of where you stand; you learn it by walking it. Somewhere in the lit warren a maker left a mark, and a wall at the blind turning opens only while that mark is in the room.

The map

Tab opens the map, and the game holds still while it is up. It draws only the rooms you have actually walked; where a way leads somewhere you have not been, you get a short stub rather than the room. Brass lines are the three portcullises and the flicker wall.

Three ways to play

MODE	WYRMS	THIEF	WHAT CHANGES
Errand	1	no	One wyrm, slow. Relics lie where they were left.
Ordeal	3	yes	Three wyrms and the corvid. The full map.
Riddle	3	yes	Everything is strewn at random. Nothing is where it.

The title screen opens on Ordeal.

Controls

KEY	DOES
Arrows / WASD	walk
Space / E	set down what you are carrying
Tab	the map of where you have been (pauses the game)
Escape	close the map
R	begin again
M	sound on or off
On-screen pad	walk and set down, on touch devices

Saving

The game saves itself as you go, under the browser key `tronsoft_wyrmward_save`, and offers to resume when you return. Winning or being swallowed clears the save. If the browser refuses storage the game plays exactly as well; it simply will not remember.

What the ward keeps back

The ward holds a few things this manual will not name. One of them is a room, and it is not on any route you need to take. If you find it, you will know.

A working route

Take the amber key from the Common and raise Amber Hold. Set the key down. Go south and down into the unlit warren for the bone key, and raise Bone Hold. Deal with the wurm in the hall before you walk past it carrying something you cannot fight with. Take the Kindled Vessel from the Cell, and carry it home.