

Legend of Arondight

Game Manual

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Lore

You play as a Spider Carrier; Tasked to run messages and equipment across borders and between kingdoms. You learn of your father's death in the war-torn Goropola empire. Immediately upon discovery of this news, you rush to the capital city, where you find your father, dead in his medical bed. Shot by a crossbow bolt, lined with the red-gold feathers of a Phlanx songbird; An obvious sign that your father was shot by a member of the enemy to the Goropola empire: The Thamestu empire.

Later that day, while exploring your father's cabin in what remains of the Goropola capital city, you discover a parchment left behind by your father before he passed. You learn that you are the heir to the long-lost sword **Arondight**. The parchment states that no living man has seen the sword in over one-hundred and seventy-two years. It tells the legend of the sword:

“Arondight was once the peacekeeping symbol of the world. It was owned by direct descendants of the most important knight in the world's history: Rasmediu XVII. He brought peace between kingdoms, ended eternal wars between bitter enemies, and aided in solving political, agricultural, and economical issues. One day, though, the current owner of the sword disappeared, never to be seen again. Once news of his disappearance surfaced, the planet fell into anarchy. Bitter hatred turned into mass conflict and doom across the globe.”

Slowly re-rolling the parchment into a neat scroll, you realize the burden placed on your shoulders: You must find Arondight, at any cost. Your father had secretly been searching for the sword, as well, and left you with the directions to a rough starting point in the Valley of the Bleu Moon.

As to not let the world down, you set off on your journey; Will you be successful in your search, and find the mythical sword, or will you fail along the way; Thus dooming the realm for all eternity?

Controls

To move, use the Arrow Keys. To interact with objects in the world, use the Spacebar.

Some objects in the game world can be interacted with. These objects may give you an opportunity down the line, or may be an Easter Egg. Interacting with most objects is completely optional, with the exception of the forrest level, which has a few objects that *must* be interacted with.