

Introduction

Welcome to "Aelwyn's Quest: The Heart of Erremor", an adventure game played on a 5-Pixel display and powered by your own imagination.

You are Aelwyn and your task is simple. You have been sent here through the Portal of Doom to find and restore the stolen Heart of Erremor. Navigate through the world, gather items, fight beasts, find and kill the evil sorcerer Targ – the thief of the Heart who is hiding somewhere in the Amraden Caves, and take the Heart back through the Portal to restore it to its rightful place.

Display Overview



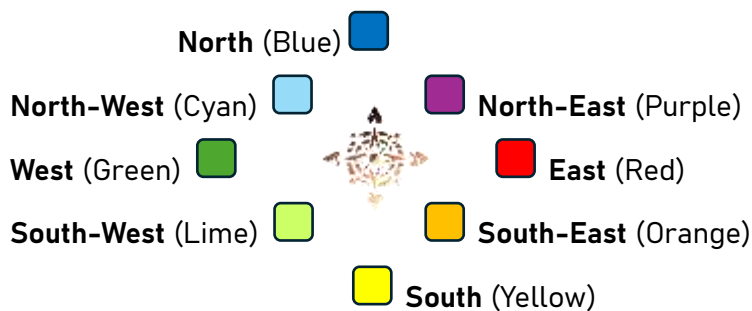
Pixels 2-4 (**View**): Show what's directly in front of Aelwyn (front-left / front / front-right).

	 Land (Pixel Off)	Roam freely, but stay vigilant as exhaustion and numerous dangers lurk within the shadows
 Forest and Bushes (Green)	Can be passed with some loss of speed and health	
 Water (Blue)	Swimming is possible, but expect to be slowed and to lose significant health	
 Stone (White)	Stone walls or mountains. Cannot be passed	
 The Heart of Erremor (Bright Yellow)	Your game objective: find it and bring it back to the Portal	
 The Portal of Doom (Bright White)	Come back here with the Hearth of Erremor	

Pixel 1 (**Health/Battery**): Displays Aelwyn's health in normal mode and battery health in inventory mode, with spectrum ranging from Blue through Red.

Critical health        Full health

Pixel 5 (**Heading/Item**): Indicates Aelwyn's heading or currently selected inventory item.



Controls



Turn Left	Rotate Aelwyn by 45 degrees left
Walk/Use/Fight	Move Aelwyn forward, use an item, or engage in combat. When in inventory mode, use the currently selected item
Turn Right	Rotate Aelwyn by 45 degrees right
Inventory/Scroll	Switch to inventory mode. When in inventory mode, scroll through inventory items. Exit inventory mode without using an item by pressing a turn control

Gameplay and Tips

Explore the world by moving through the landscape. Avoid stone barriers and navigate through forests, lands, and waters. Collect items by walking over them.

Health: Monitor Aelwyn's health. Combat and environmental hazards can deplete it.

Conservation: Use items judiciously; they are limited and essential for your survival.

Navigation: Heed direction and surroundings. Use the Guidestone to locate your goal.

Combat: Engage beasts by moving into them. Choose battles wisely to conserve health.

Use the Elixir of Life for full health restoration or Meat for partial recovery. The Emerald Leapstone should only be used after finding the Heart. It is unique and irreplaceable. Use it wisely, as it takes a lot of health and may lead to Aelwyn's death. Don't avoid peasants – they are good people and will help you, if they can.

Creatures



Goblin (Flickering Orange)

Terrestrial, aggressive



Basilisk (Flickering Green)

Terrestrial, not very smart but deadly



Siren (Flickering Teal)

Lives in water, strong and cunning; loves attacking from the back



Dragon (Flickering Purple)

Airborne, fast and very powerful



The Evil Sorcerer Targ
(Flickering Yellow)

The thief is carrying the Heart of Erremor around his neck and cannot be killed by any magic item; it will have to be in a battle!



Friendly Peasant
(Flickering Grey)

Peasants don't pose any harm. Sometimes a peasant may help Aelwyn by providing some meat to restore energy, heal the wounds, or in rare cases – transport to somewhere else

Inventory items



Ancient Map (Grey)

This ancient map can be used as many times as needed and tells roughly where Aelwyn is in the world

The map quadrant appears in its colour – on the left is the horizontal and on the right is the vertical



Meat (Dark Red)

Restores a portion of health



Elixir of Life (Cyan)

Restores full health



Soul Bomb (Red)

Eliminates all nearby beasts except the one who carries the Heart



Guidestone (Lime)

Initially points to the Heart of Erremor, later points to the Portal of Doom



Warpstone (Magenta)

Teleports Aelwyn to a random location and turns toward the current goal (like the Guidestone)



Emerald Leapstone
(Sparkling Green)

Teleport in close vicinity of the Portal and turns toward the current goal (like the Guidestone) but at a great cost and even risk of death
Best use it only when in excellent health

World Map

A realm of magic, mystery, and untold danger. This map reveals the diverse landscapes that make up this broken world. At the heart of it lie the desolate ruins of Duskhold Castle, a once-majestic fortress now abandoned and overrun by beasts.

Brown marks the traversable lands where adventurers may roam freely, though caution is advised against the unknown perils that hide in the shadows. The lush green forests are dense and mysterious, offering both sanctuary and threat in their depths. Dark grey areas denote the insurmountable walls, towering mountains, and deep stone caves that present impassable barriers, concealing ancient secrets and formidable foes. The winding blue rivers and expansive lakes provide vital resources but beware—the waters are treacherous and will sap the strength of even the most seasoned travellers.

Central to your journey, the bright white spot signifies the location of the Portal, the beginning, and the end of your quest. Navigate wisely, brave explorer, for within this land lies the heart of your quest and the path to your destiny.

As far as the rumours go, Targ is hiding with the stolen Heart somewhere in the Amraden Caves – far in the South-East corners of the world. It may be a good idea to pay him a visit when he least expects it!

