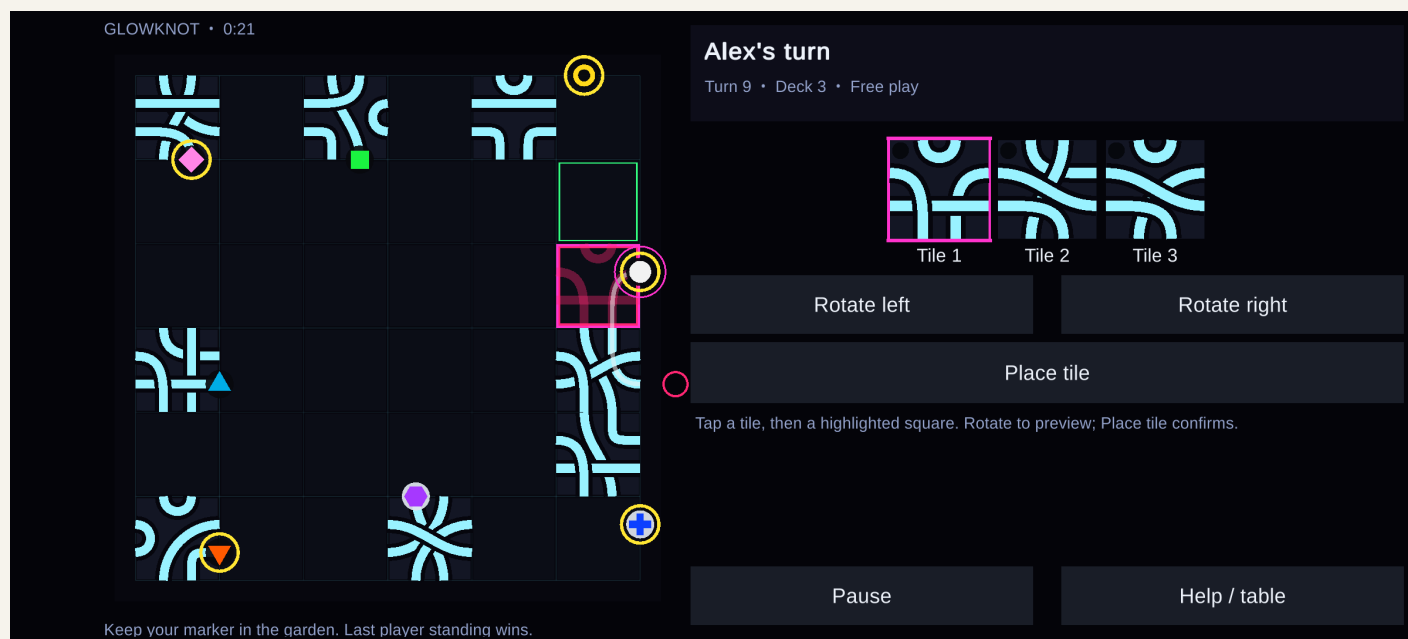


Choose the road.

A neon path game about building ahead and knowing when to take a step.



Android 1.1.0 gameplay, captured from the signed release on an Android emulator. The board is on the left; touch controls are on the right.

Your marker waits at the edge of a six-by-six garden. You hold three tiles, each with four paths. Rotate a tile and lay it ahead to ride the road, or build beside that square to change the board while you stay still.

Your aim: stay in the garden

Keep your marker on the board while other players run out of safe paths. The last survivor wins. If all remaining markers fall on the same turn, they share the win; if no tiles are left to play, the surviving markers share it.

The Long Path is a five-rung challenge. Free play lets you choose the table, including people sharing one device. Every turn asks the same question: is this the moment to move?

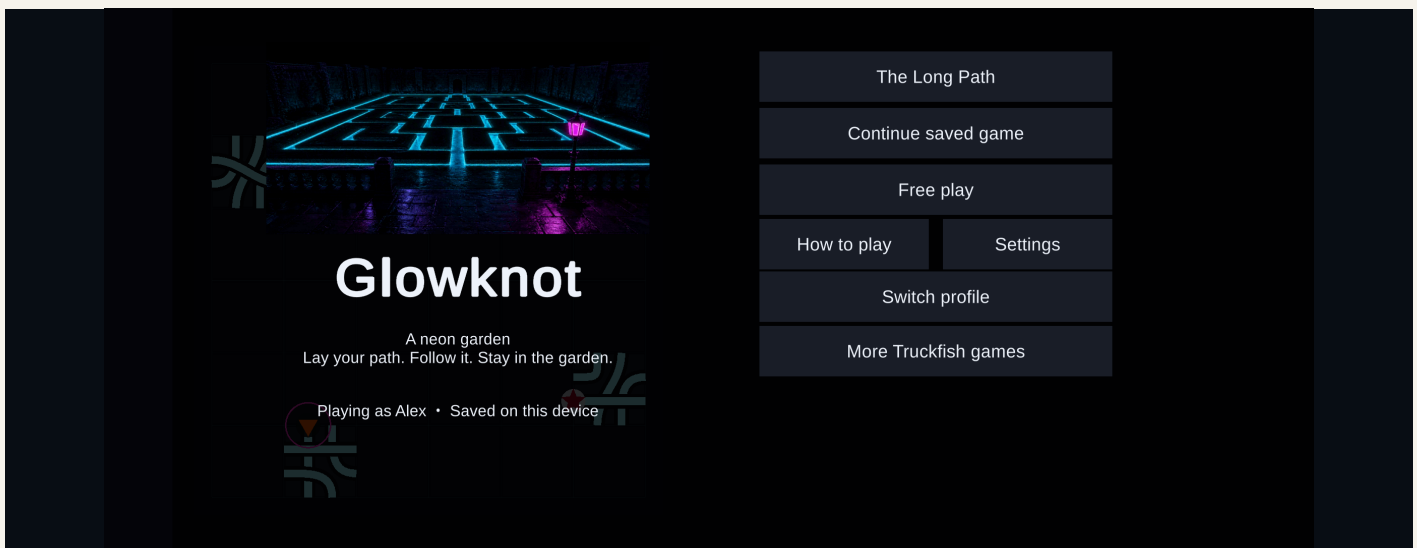
Take the garden with you

Android 9 or later. ARM64 device. Signed APK. Landscape play.

1. Get your download. Open the Glowknot game page, sign in to the Truckfish account that owns the game, and open your library. Choose the Android download for Glowknot. Android and Windows use the same game ownership.

2. Install the APK. When the download finishes, open it from your browser or Files. If Android asks, allow that browser or file manager to install apps, then return to the APK and choose Install. The game installs directly from Truckfish.

3. Turn your phone sideways. Open Glowknot in landscape. The short Truckfish startup closes automatically; you can also tap Continue. Choose Play as Guest or Create profile, then choose The Long Path or Free play.



The actual Android title menu. Continue saved game resumes the selected profile's local save; More Truckfish games opens the catalogue.

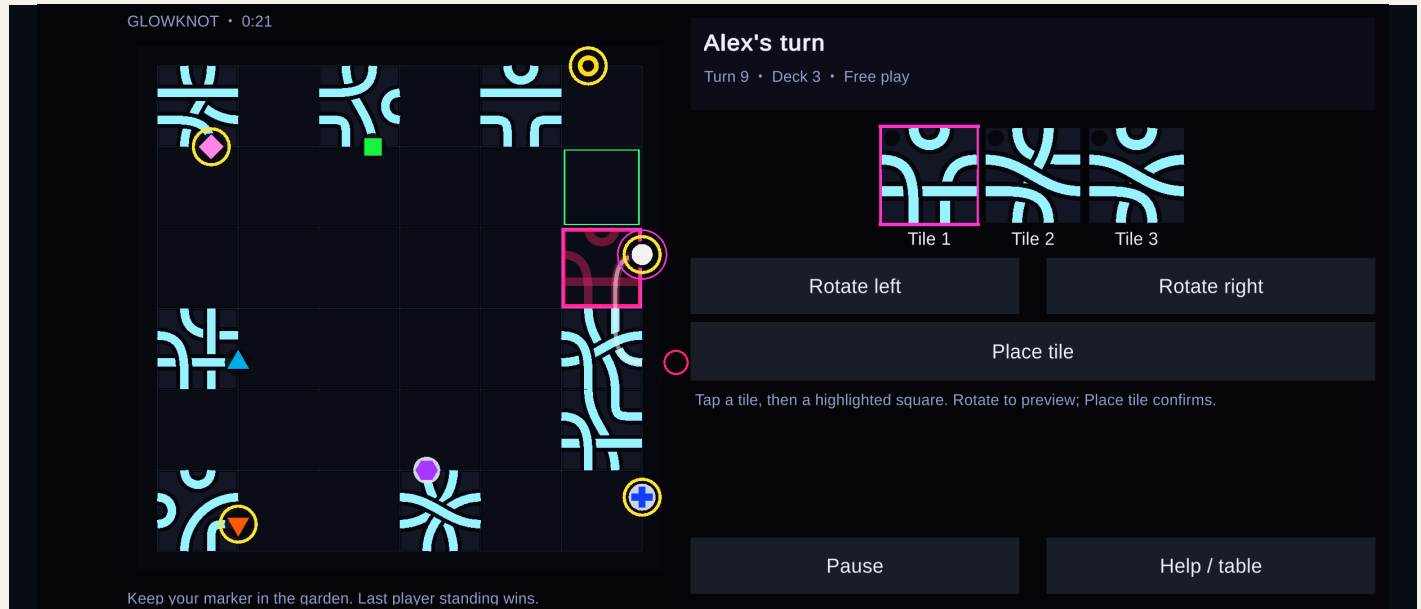
After installation, core play works offline

An internet connection is needed for the website and download. The installed game, its board rules and local saves work offline. Opening the catalogue requires a connection.

For updates, download the newer APK from the same library and install it over the existing app. Avoid uninstalling or clearing app storage if you want to keep local profiles and saves.

Your first touch turn

The board and controls share the landscape screen. Take your time before Place tile.



The release interface keeps the six-by-six board visible beside the hand and action controls. Read the turn and deck information before committing.

01 Set the table

Choose The Long Path or Free play. On the setup screen, tap a starting notch around the board rim, then tap Deal.

02 Pick and rotate

Tap one of your three hand tiles. Use Rotate left or Rotate right to turn it and inspect the path preview.

03 Choose a square

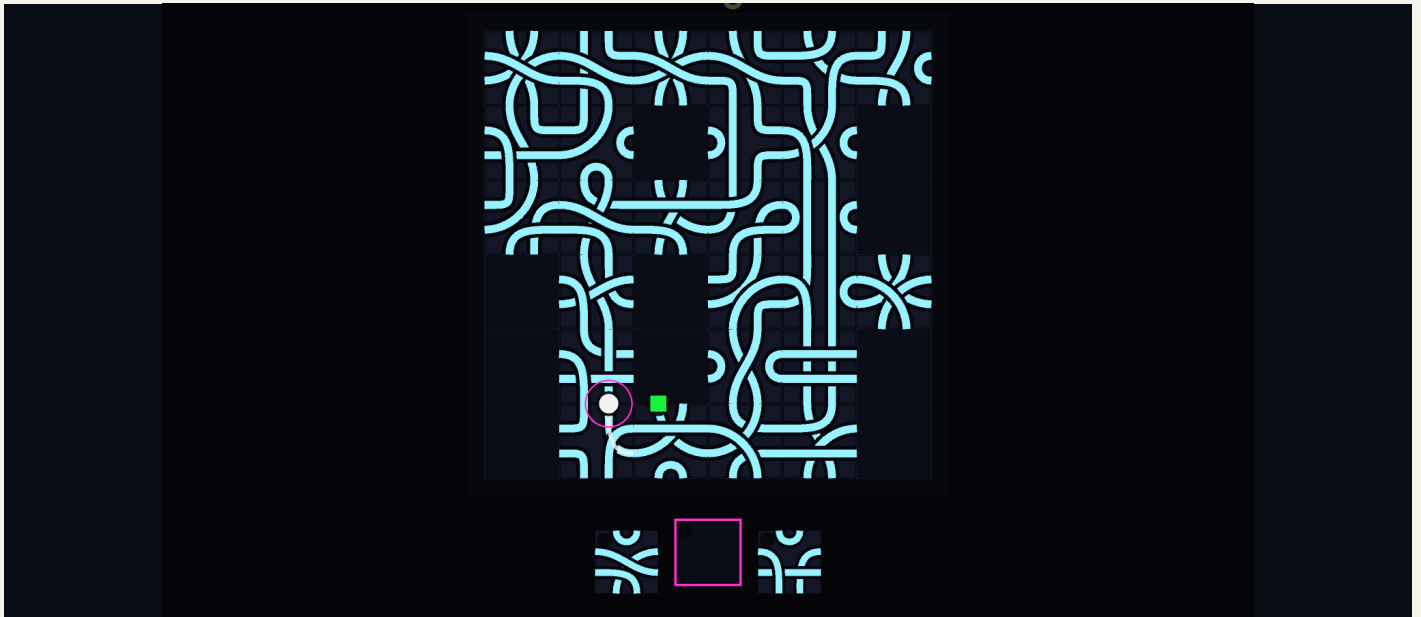
Tap a reachable empty square on the board to preview the placement. Trace the complete connected path, including where it exits other tiles.

04 Place, then watch

Tap Place tile to commit the preview. The connected markers ride their paths, eliminated hands return their tiles, and play passes to the next seat.

Tap Help / table for a reminder. Pause opens settings and saving; Android Back pauses or goes back. A red path warning is advice: a human player can still choose that move.

A side step changes everything



Windows 1.0.1 board after rules-driven automated play. This actual camera capture omits the legacy menu text and HUD, which appear during normal play.

Ahead or beside. You may place into the empty square directly ahead of your marker, or an empty square immediately beside that square. Ahead makes you ride. Beside leaves you still, but another marker facing that square rides its new path.

Follow the whole road. Leaving the board eliminates a marker. So does a closed loop, meeting another marker on a notch, or moving head-on along the same path. A tile can affect several markers at once.

Tiles come back around. Refill toward a hand of three after a turn. Eliminated players return their hands to the deck. When it runs dry, the **Barrow** tracks who receives returned tiles first; watch its label and the deck count.

Build a future move, not only a safe next step

Side placements buy time and reshape someone else's route, but they also fill space you may need later. Compare all rotations before committing. Near the edge, trace the route all the way to its end.

At your desk

Keyboard and mouse controls for the existing Windows release.

Download the Windows ZIP from your Truckfish library and extract the entire archive to a folder. Open **Glowknot.exe**. Keep the executable, its Data folder and the included libraries together. The brief Truckfish startup closes automatically or with Continue.

Controls at a glance

1 / 2 / 3	Select a tile from your hand.
Q / E	Rotate the selected tile.
Wheel / right mouse	Rotate the selected tile.
Arrow keys	Choose a reachable square; choose a starting notch during setup.
Space	Place on the selected square.
Left mouse button	Select a hand tile or place on a reachable board square.
Hold Tab	Outline placement options.
Esc	Pause or close the current panel.
F5 / F9	Save / continue the saved run for this profile.
N / C / F on title	The Long Path / Continue / Free play.

First steps

Choose a profile and a mode, pick a starting notch, then inspect your three tiles. Rotate before placing. Build into the side squares when useful, and watch what the same tile will do to every marker facing it.

Windows 1.0.1 uses deliberate local saves: press F5 or use Save in the pause menu before leaving a run. F9 or Continue restores that save. The automatic mobile saving described on the next page belongs to Android 1.1.0.

One more path

The Long Path

Clear five tables: The Threshold, The Cloister, The Crossing, The Knot and The Long Path. The table grows from three seats to eight. Keep winning to climb; defeat ends the attempt. The result card shows who held the board and how far you reached.

Free play and local hot seat

Choose how many opponents join, then cycle each seat between named computer opponents and **A person**. On Android, More seats reveals the next seats. For human seats, pass the phone or share the computer when that seat comes around. Hot seat is local play on one device.

Come back to your run

Android 1.1.0: the game saves locally as turns advance and when it goes into the background. Pause also offers Save game, Load saved game, and Save and return to title. Choose the same profile and Continue saved game to return. **Windows 1.0.1:** save with F5 or the pause menu; use F9 or Continue to load.

Profiles keep identity, results and saves on this device. Progress does not automatically move to another device. Removing the app or clearing its storage can remove those files. Android returns from the background paused; tap Resume when ready.

A quiet game you can take offline

The board rules and computer opponents run locally. No online AI service is required. Windows can use optional local Ollama dialogue, with authored fallback lines when it is unavailable.

Your game and the next one

The game page has the current download details and help. The permanent **More Truckfish games** title-menu button opens the catalogue. This booklet is free to download without an account or purchase.

Glowknot game page - truckfishgames.com/games/glowknot/
Truckfish catalogue - truckfishgames.com

Image notes: Android pictures show the actual signed 1.1.0 app on an Android emulator. They do not establish testing on a physical phone. The Windows 1.0.1 image is a real camera render with its legacy HUD omitted.