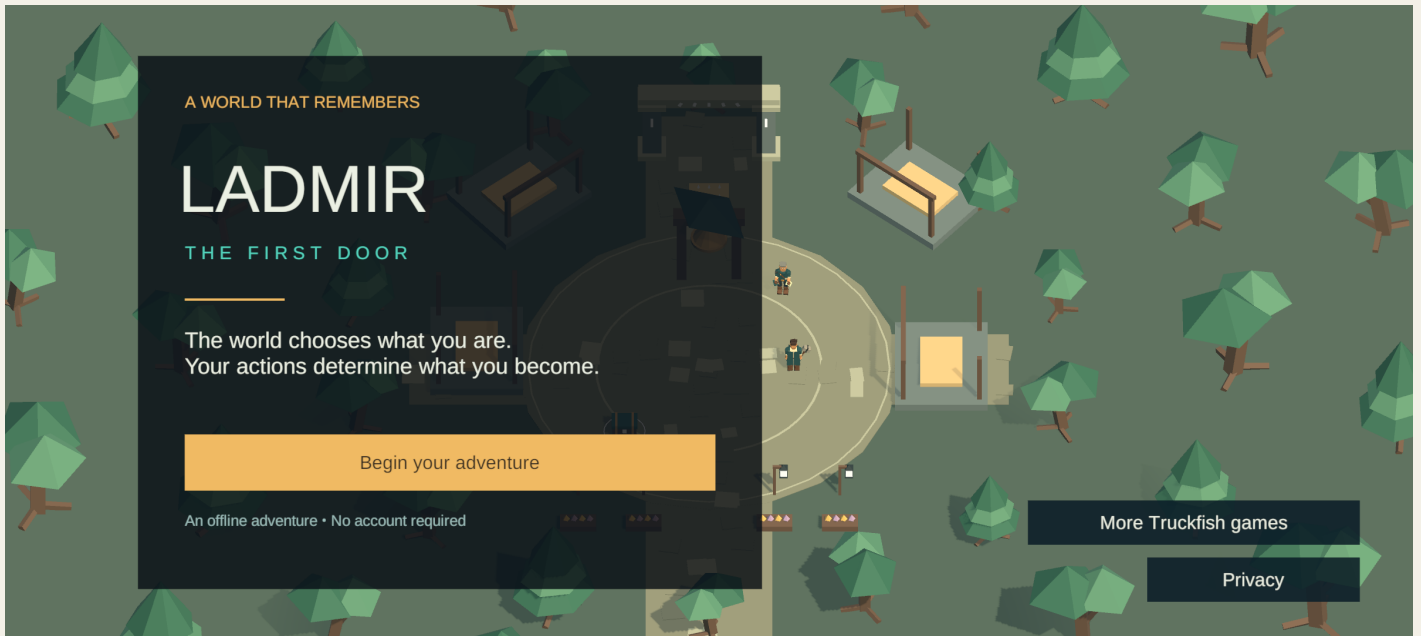


Reopen the roads. Bring them home.

An offline action RPG for Android. Six authored expeditions. One regional story.



Actual title screen from the signed Android 0.4.0 APK, captured in an emulator.

You are Waymarked, a newcomer recognized by an ancient evacuation network. Its guardians still follow broken orders. Explore the Greywild, rescue the people of Keldharth and discover why a shelter has become a prison.

Read enemy warnings, dodge danger and combine a weapon with three artifacts. Your deeds, clues and short trials reveal new paths. Your choices change the Chronicle, your conversations with Mira and the town you return to.

WHAT CHANGES IN 0.4.0

Separate combat and interaction buttons, route guidance, explicit rescues and archive seals, complete homecoming conversations, choice-aware endings, and safer pause, recovery and return-home flows.

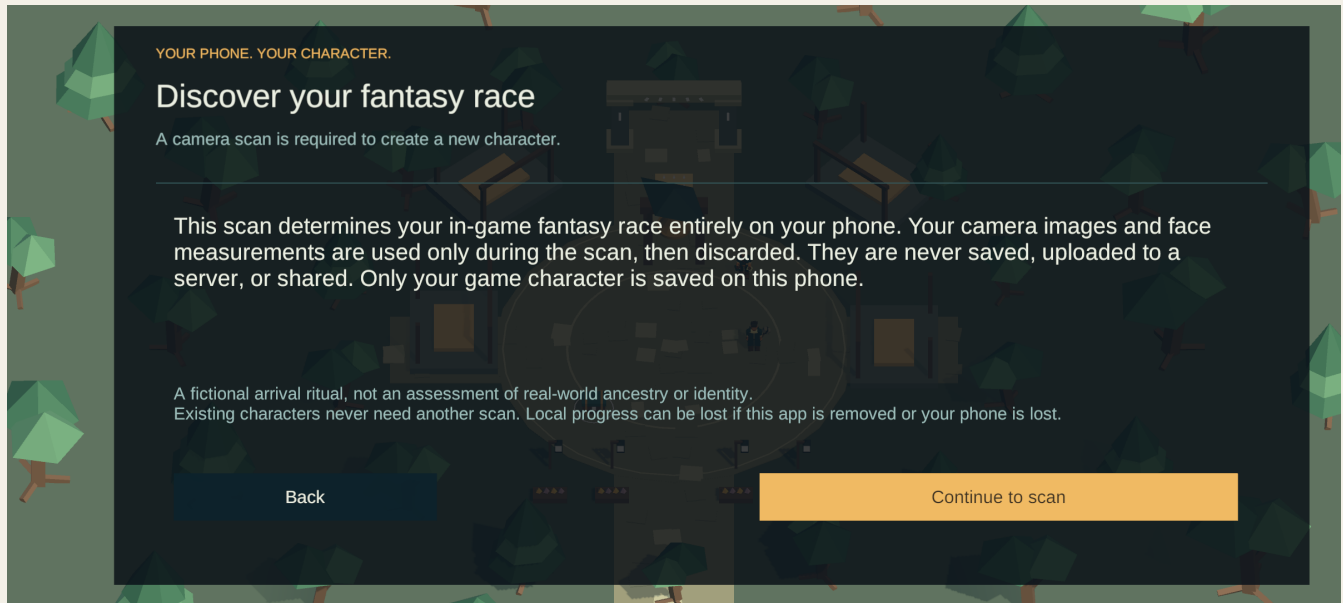
Playable development release. Sustained performance and full-campaign balance remain under review; read page 2 before buying or installing.

[Current availability, price and release notes](#)



Install and make your character.

Android 8 or newer / ARM64 / landscape / required camera capture for new characters



Actual Android 0.4.0 emulator privacy screen showing the required on-device capture explanation.

INSTALL FROM YOUR LIBRARY

Sign in to your Truckfish account and download the owned Android APK. Open it; if Android asks, allow installation from that browser or file manager. You can disable that installer permission afterward.

Launch Ladmir, continue past the publisher screen and choose an empty slot. Read the explanation, allow the camera and complete capture. Then choose your name, age appearance, pronouns, hair and palette.

YOUR PHONE. YOUR FANTASY.

A short on-device capture assigns Stonebound, Briarborn or Veilborn. This fictional ritual does not assess real-world ancestry, identity or personality. Every race can use every weapon and path.

Images and face measurements are transient, not saved or uploaded. The fantasy character stays in your local save. Existing characters continue without another scan. The Android APK requests no network permission.

CHECK BEFORE YOU BUY

New characters need a successful camera scan. The developer has confirmed camera testing on a physical phone. Sustained performance and full-campaign balance remain under review. Emulator gameplay used prepared characters. No iOS or Windows download is included.

[Truckfish account and owned library](#)



Move, fight, then interact.

The attack button always attacks. The separate gold context button handles exploration.



Actual desktop 0.4.0 runtime QA capture with prepared progress. Android uses this same gameplay UI.

MOVE

Drag the movement pad. Keep moving to leave warning rings before enemy attacks land.

DODGE

Tap DODGE while steering. Without movement input, dodge forward. Watch its cooldown.

GOLD CONTEXT BUTTON

Approach a landmark, secret, person or exit. Clear threats first, then tap RESCUE, ACTIVATE SEAL or RETURN TO TOWN.

ATTACK

Hold ATTACK to strike a visible target in range. Heavy weapons fight close; bows and staves reach farther.

ARTIFACTS

Tap a READY artifact. The icon, name and countdown show which abilities are available.

HEALTH, ROUTE & PAUSE

The upper-left panels show health and route direction/distance. Pause stops gameplay; How to play repeats these instructions.

Settings can mirror the controls. Story difficulty reduces incoming damage without changing rewards or path requirements.



Six expeditions. A complete local story.

Clear the threats and finish the marked objective before using the exit.



Android 0.4.0 emulator QA capture: one of two archive route seals activated; prepared progress.

01 / Wickerpass Road

Secure the crossing marker. Mira joins; the first homecoming supplies bow and staff alternatives.

02 / Mossvane Wood

Speak to Orren after clearing his refuge. His records open the Chronicle.

03 / Dunwrit Mine

Free Tessa and defeat the Quarry Warden. Repair or quiet its oath; the forge opens either way.

04 / Thorncairn Watch

Protect the signal through three waves. Read the courtyard threats and keep moving.

05 / Lumenroot Vault

Activate both main-path seals. The secret third seal helps reveal the Runewright path.

06 / Hushcrown Keep

Defeat the Bound Regent, then choose the First Door's future. Both endings save Keldharth.

Boss tip: avoid the Quarry Warden's charge and slams, then attack the exposed core. At the First Door, destroy oath anchors to remove the Regent's protection.



Find a build that feels like yours.

Change equipment and paths at home. One weapon, one armor and up to three different artifacts.



Actual Android 0.4.0 emulator combat QA capture with a prepared test character.

WEAPONS & THE FORGE

Heavy weapons trade reach for stagger. Bows fire faster at range; staves throw ranged bolts. Compare hit strength, attack interval, reach and perks. After the first road, try your bow and staff in Loadout. After rescuing Tessa, refine gear up to three times or salvage spare items. Favorites and equipped gear are protected.

NINE ARTIFACTS TO DISCOVER

Stonefall: slam and stagger. Windstep: dash. Ember: burning field. Thorn: slowing roots. Stormglass: chain lightning. Gravestone: pull foes together. Hearth: protective shield. Echo Hound: temporary ally. Mirror: delayed burst. Campaign and marked secrets unlock the whole collection.

THREE PATHS, EARNED THROUGH DEEDS

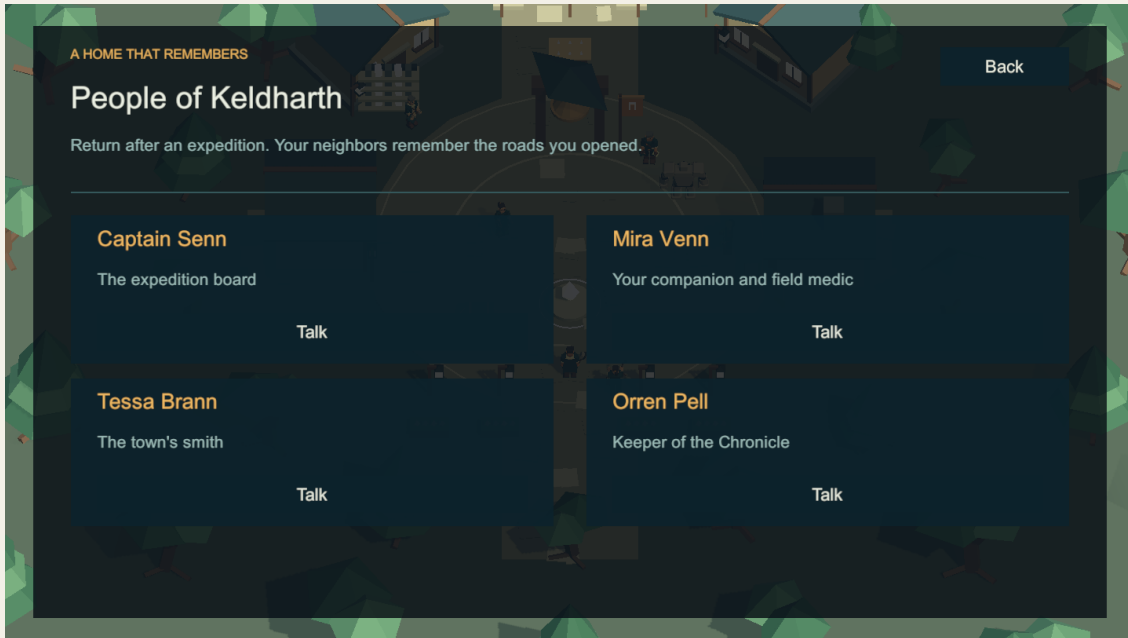
Stonewarden: stagger 20 distinct enemies; find the Dunwrit inscription and finish its two-wave trial. Veilhunter: defeat 12 ranged enemies; find Wickerpass's hidden route and reach the trial circle. Runewright: hit with three artifact types; activate three archive seals and finish the rune trial. Follow a discovered path in town.

A full backpack never destroys new loot: overflow is held safely. Review it in Loadout before departing again.



A home that remembers your choices.

Your first story choices remain canon. Echo Expeditions cannot overwrite them.



Actual desktop 0.4.0 runtime QA capture. Prepared story progress shows all four town conversations.

RETURN TO KELDHARTH

Visit People of Keldharth to speak with Senn, Mira, Tessa and Orren as they become available. Mira reacts after the road, mine and finale; those conversations are also recorded in the Chronicle. Your ending remains available from the restored town.

KEEP EXPLORING AFTER THE ENDING

Revisit any of the six roads to find missed secrets, artifacts and paths. Echo Expeditions offer Standard, Elite patrols and Scarce recovery. The archive seals must be activated within each new expedition; your collected discoveries remain yours.

SAVE, PAUSE & RECOVER

Three character slots save on this device. Interrupted fights restart at a safe entrance with committed rewards protected from duplicate payouts. Defeat offers Retry or a confirmed return home. Abandoning a run keeps earned loot and deeds but restarts that road on your next visit.

If saving fails, free storage and retry before closing. Do not uninstall or clear app data: local saves can be lost. Cloud saving is not provided and backup/device transfer is disabled in the Android configuration.

[Ladmir game page & help](#)

[More Truckfish games](#)

