

Find a way home.

A city survival game about time, attention and the papers that open doors.



City Plaza in the actual Windows release, staged at lunchtime to show crowds and attention. The HUD is omitted from this scene capture.

You are eighteen. The door behind you has closed, and your mother gets out in thirty days. An income, an address and a door that locks would mean you can be there for her. Stay alive while you build those possibilities.

The city has schedules, weather and people with reasons to notice you. Survival and paperwork compete for the same hours. A room ready for her is one possible ending; the city can also leave you elsewhere.

Start playing

Installation, controls and the first few decisions.

Extract the entire Windows ZIP to a folder and open Vagabond.exe. Keep the executable, its Data folder and the included libraries together. The short Truckfish startup closes automatically or with Continue. Core play works offline.

WASD / arrow keys: Walk through the city.

E, then 1-9: Interact with a place and choose an action.

Hold Space: Fast-forward; attention automatically slows time.

M / Q / Tab: Map / papers and bag / weather forecast.

Mouse wheel: Zoom the city or scroll an open planning panel.

Esc: Pause, resume, help, or close a planning panel.

F11 / Alt+Enter: Toggle fullscreen; also on the title and pause menus. In windowed mode, resize or maximize normally.

F5 / F9: Save / load the current run.

T while paused: Save and return to the title.

R / T on an ending: Start again / return to title.

Your first steps

Choose a new run. The introduction starts paused: read it, then choose Step into the city or press Esc. Open the map, find water, and choose somewhere to sleep. A shelter bed, a friend's couch and a camp offer different costs and risks.

Read the city

Read the situation before you commit.



A second real city scene from the Windows release. Crowds, cover and police sight lines matter; the offscreen image omits the HUD.

Watch hunger, thirst, cold and your need for a toilet. Nerve is what lets you approach people. Cleanliness has no meter: watch their reactions and the space they leave around you. Water, washing and quiet recovery help keep you able to ask for help.

Blue cones show police attention. Amber attention drains nerve. Other people can protect you from violence; an empty alley may reduce citations while leaving nobody to witness a mugging.

On the map, green places are open, gray places are closed and red places are unavailable. A pin gives a bearing, not a route through walls. North is up; use visible doorways and plan around opening hours.

Come back with a plan

Local saves, useful habits and the next session.

F5 writes one active local save. Each successful replacement keeps the previous good file as a recovery copy. Loading tries that copy if the main file is missing or damaged; recovery can lose progress since the older save. Saving another run eventually replaces the previous one.

The library offers warmth, washing, internet and a number for messages. Protect access. Shelter intake can provide a mailing address; the day labor hall can lead to formal work once your documents are ready.

Read refusals: they tell you which paper is missing. Social Services handles the certificate, room deposit and lease; the DMV handles photo ID. The \$420 room deposit needs a job offer. Keep the receipt and finish the lease paperwork afterward.

The map, bag and forecast pause time. Leaving the game window also pauses. Check curfews, visiting hours and weather before committing to a long trip.

More from Truckfish

The permanent More Truckfish games button on the title menu opens the catalogue in your browser. This booklet is free to download. The game page has the current release and help.

truckfishgames.com/games/vagabond/
truckfishgames.com - the Truckfish catalogue

Images are captured from this Windows release's real camera. The capture technique omits the legacy menu text and HUD, which remain part of normal visible play.