

# Moss, the last groundskeeper.

An undead pacifist. Three nights. An island you can change. Wildwake for Android.



Actual Android emulator, v0.2.0. Moss at the refuge after retry; his island from v0.1.1 is preserved.

## The apocalypse took his pulse, not his conscience.

Moss once tended the island cemetery. Now he recognizes the hungry dead who pursue him. He refuses to strike them. Instead, he digs, raises banks and changes the water beneath their feet. His tools touch the land, never a body. The consequences still matter.

# Keep the promise.

Android 8 or newer, ARM64 device. Landscape play. Version 0.2.0 is an update to the same game.

## INSTALL & START

1. Open the Wildwake game page, sign in and download the Android APK from your library. The game is \$8 USD; existing Wildwake owners keep access to this update.

2. Open the APK. Android may ask to allow installation from the browser or file app you used; you can turn that permission off afterward. Keep Play Protect enabled. If blocked, use the game-page help details.

3. Install over your existing release to keep its local island. Do not uninstall first. The app uses the same package and signing key.

4. Open Wildwake. Wait for the Truckfish screen or tap Continue, then tap Keep the promise on the instructions.

## TOUCH CONTROLS

### Move

Drag the pad, or choose Walk and tap reachable land.

### Change the land

Tap Dig, Earth, Stone, Sand, Heat or Freeze, then hold a nearby cell. There is no attack button.

### Reframe the island

Use < and > to rotate; - and + to zoom. Rotate when a high bank hides your target.

### Begin a night

Prepare for as long as you like, then tap Face night. Move and use tools during the pursuit.

### Take a break

Pause stops the horde and terrain simulation. ? opens the instructions.

## READ THE LEFT PANEL

Night number, time until dawn and Composure show your survival progress. Trapped, slowed and lost-to-the-land counts describe the current horde.

## TOOLS STAY LOCAL

The explorer must be close enough to edit a cell. Watch the target highlight, terrain readout and material stocks. Move closer before attempting distant changes.

# The ground is your defence.

Survive until dawn; you do not need to eliminate the horde. Keep an escape route for yourself.



Actual Android emulator, v0.2.0. Four naturally spawned pursuers arrive in night 1 on an upgraded island.

## CORAL: MOVING BLUE: SLOWED

Amber bars mean a pursuer cannot currently find a route to Moss. It may still move toward the closest reachable point. Terrain changes can reopen a path.

## THREE NIGHTS

Each manually started night lasts 45 seconds of game time, with up to 4, 6 and 8 pursuers. Dawn clears the horde and gives you unlimited preparation time again.

Moss begins with 100 Composure. Each pursuer within grasp drains 12 per second; a crowd drains it faster. Composure carries across nights and does not refill at dawn.

At zero, Moss is overwhelmed. Survive all three nights to finish the episode and keep building. Survive again starts a fresh three-night run on the same island.

## DIG & BUILD

Dig collects material. Earth and Stone raise banks; tall steps block pursuers. Pits can trap them and a sudden long fall hurts. Sand slows them, but high sand banks can slump onto other sand.

## WATER & ICE

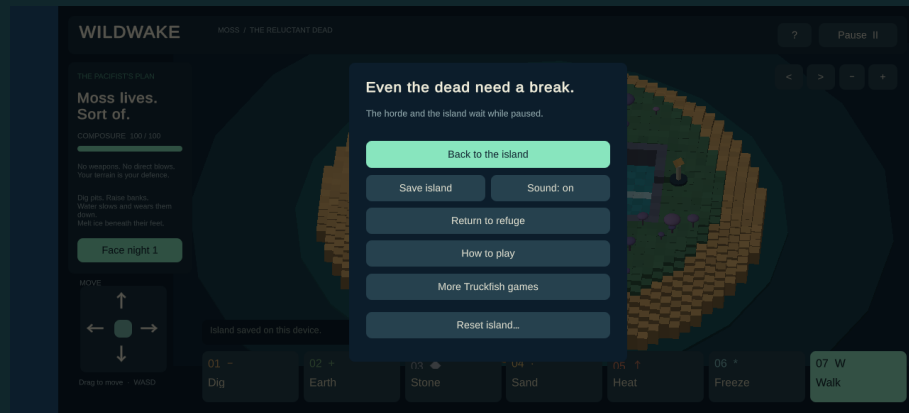
Water slows pursuers; deep liquid also hurts them. Freeze makes a crossing they can use too, preventing water damage. Heat melts the ice and restores the liquid hazard. Ice never thaws by itself.

## KEEP MOVING

A detour buys time. A continuous bank works better than a gap. Terrain tools can harm indirectly, but Moss cannot hit a pursuer. Deep water sends Moss back to the refuge; do not depend on it as a safe path.

# Still here. Still tending.

A lost night does not erase your earthworks. Take time to rebuild the route before trying again.



Actual Android emulator, v0.2.0. Pause after a natural defeat and retry.

## REGROUP WITHOUT ERASING

After losing, Regroup at the refuge preserves terrain and material stocks, restores Composure to 100 and restarts all three nights. Retreat / restart the nights in Pause does the same during a pursuit.

Reset island is different: its confirmation replaces the terrain, inventory and all progress. Camp terrain is protected from edits.

## LOCAL SAVING

Autosave records changes after 15 seconds when dirty, on pause/focus loss and on exit. Pause > Save island saves immediately. The save includes the active horde, night timer and Composure.

Changing apps pauses play. Nothing advances while Wildwake is closed. Reopen to resume this device's island. Existing 0.1.x islands are retained when upgrading.

There is no cloud sync. Clearing app data or uninstalling can lose the save.

## ONE SMALL ISLAND

The optional lake-to-basin channel, frozen crossing and beacon are still there. Explore them between nights or after the episode.

This prototype has one 48 x 48 surface island. No caves, fire, growing plants, direct combat, multiplayer or iPhone build. Physical-phone performance and battery behavior remain untested.

## Wildwake game page & Android library

[truckfishgames.com/games/wildwake/](http://truckfishgames.com/games/wildwake/)

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