

GUARDIAN

Lutein Hawthorne

My memories danced back and forth like the flame of a candle.

“How long will you be gone?”

“Don’t worry, it’s only for a little while, Sophu.”

The ship rocked back and forth as the salty ocean spray tinted the air a pale blue. The sky, a much clearer color, was cut only by the brilliant yellow glow of the sun above.

“I’m sure I’ll see you again, right?”

“Even if you have to wait until the end of the world, I swear it.”

Around me, the ship’s crew hustled and bustled, the captain well aware that the greatest enemy on a trading trip was boredom.

“How long will we be here?”

"Supplies are hard to come by in the East. Perhaps we should have brought more."

A night of fire and darkness.

"I have some news for you..."

I was filled with despair, followed at long last by idle apathy.

"I heard tell of a man who might be able to solve your problem."

And hope!

The peak of the gray stone tower, planted as it was in a depression, barely attained ground level at its highest peak.

"There's something I have to ask you first..."

But the pain was only momentary, then I remembered walking... and waiting for a long while, and a while longer still, and then - - -

Guardian is an interactive fiction game written in Inform 7 and produced as a Z-Machine, Version 5 program package for the 2011 Interactive fiction contest.

You will be interacting with the main character in the story by giving him or her directions at the command prompt ">".

You can direct your character to move by entering directions by compass points, such as "north" or "go east" or "south," or even "west."

While travel is necessary in his or her quest, it will also be important to collect certain items. You may do this by instructing the protagonist to "take" or "get" with the name of the item, such as "take key" or "get crumbs."

When an item is no longer useful, or you wish to set it down, you may do so by entering "drop" and the name of the item at the command prompt; i.e. "drop stone."

You may wish to have further information about things you see during your quest. To direct your character to further inspect things of interest, type "examine" or "look at" and the thing, for example, "examine trees."

(Inform 7 contains many other advanced features, but these will not be necessary to complete this adventure.)

"When I make a promise, I shall never break it."