

User Manuel - Golden Moon - By: Steven G. Chinn - 2020

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C1-Minimum System Requirements:

2 GB of Ram
Windows 7/8/10
8 GB of Storage
2.8 GHz

C2-Game Controls:

[W]- Move Forward [R-TS]
[A]- Move Left [R-TS]
[S]- Move Backwards [R-TS]
[D]-Move Right [R-TS]

[F]-Enable/Disable Light [Y]
[E]-Pickup Item [X]
[P]- [ESC] Pause/Un-Pause Application [START]

[Shift]-Sprint - [R_Trigger]
[Mouse]-360 Camera rotation [R-TS]

C3-Installation Instructions:

From Steam:
Locate your Games Library- In The [Home] selection, you will have on the Left hand side a search function, Once the game is located, select the Blue install box. A Prompt will open, You may choose a Create Desktop Shortcut & Start Menu Shortcut. Chose an appropriate location for installation, or leave as the default SteamLibrary Folder on your PC. Once the download is finished you may run the icon created on your desktop and/or start menu to launch the game.

From Direct Download:

Once downloaded , all you need to select is the GoldMoon application 

Enable Windowed Mode: (From Steam)

In your games Library, right click on Golden Moon, Select Properties, Click "Set Launch Options..." In the window that pops up type in -windowed
Alternatively to switch back, type in -fullscreen For more about Game Launch Options visit the bit url link provided

https://bit.ly/2zfwwxG

C4-How to Play:

Using the Mouse and Keyboard, you the player maneuver a character around a sometimes-dangerous environment. To escape the large underground labyrinth, you will need to do a combination of Key Scavenging and platforming. Below are some of the items or signals you should recognize before you embark on your journey!
The character can *Jump, collect items, toggle a electric lamp,* and *Sprint.* Sprinting has a refillable stamina bar that if emptied can only be refilled by stopping character movement temporarily (This can be an issue when running away from an enemy)

C5-Item Description:

Doors:

These come in many different shape, sizes, and orientations but one thing remains the same amongst them all. You must meet requirements before you can pass through or ride on them into the next area/level. How do you know what is required to "open" these doors? Programmed into the game are symbols that flash on the top right of the screen alerting you to what the door "wants" for entry. Here is an example.

/// Three Lines represent Three Keys required for entry.

Keys:



These come in many different forms, most of the time they come in the form of votive offerings inside of *treasure chests.
When nearby you can press the [E] Use key to collect the item. Once collected there is nothing more you need to do to use it,
The key will automatically be magically deposited into the door's key counter and if the correct amount is identified the door will open.

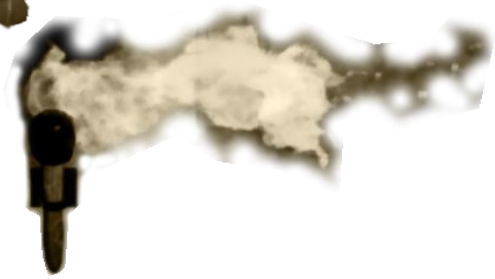
Pressure Plates:

These come in 3 different varieties, and are located throughout most levels of the game, The effects range from nothing at all - a trigger to an event - or a fiery death!

Treasure Chests:



These open automatically and reveal the key(s) located inside



Mounted Torch:

Located in Underworld Chapter 3 they do more than just light up your path. Look closely at the direction of the flame, they indicate the pathway out of the labyrinth.

Ankh:



Where there is danger, these special symbols float around waiting to be collected. They are NOT keys: however, they refill around 25% of your Health.

Battery:

The durable lamp you carry is electrically charged and requires batteries to stay lit, throughout certain areas of the game you may find batteries. They will fully charge your Lamp.



Swinging Blade:

On a rhythmic pattern these massive blades swing from side to side not giving a single care to whatever may enter their path. Nocking you aside they also take with them 25% of your current health per swing. Pace yourself and look for the openings.



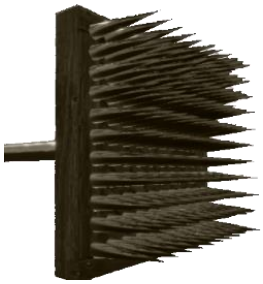
Spinning Blade:

Located near water sources, these massive metallic shanks will take your legs with them. They make look slow from a distance but can sneak up on you, again. Find the opening and move quickly.



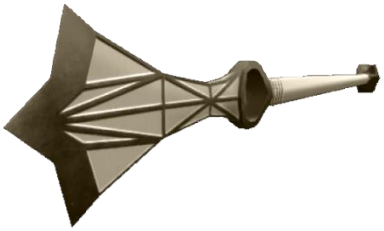
Wall of Spikes:

These are set off by invisible wires very close to the wall spike contraption itself. Often times guarding seeming open treasure they have a nasty tendency of activating unexpectedly and where you least expect. Upon contact the player is "sent" immediately to Ammit for retribution.



Wall Javelin:

These are also set off by invisible trip wires, it is best to trip these and let them cycle through. locate lines on the ground or holes in the wall and wait for an opening after activation. These often come in a set of 6 or more so this is not something you should run through. A direct jab from one of these will remove 25% of our health.



Animatronic Anubis:

A great Jackal controls the Library of Alexandria, and these are his minions. Collecting whatever or whoever they may find unlucky enough to enter this massive labyrinth. A Friendly version of this character may be found inside the Library and gives out helpful advice to the player.



Wall Cannon:

It's a cannon.... In a wall.... **BOOM!**
(on a serious note, watch out for trigger plates located near these ominous holes in the wall, they are easily avoided if caught in time)

Ma'at:

The Goddess of the underworld sent to judge your heart. Many challenges will be brought in front of you and it is her job to make sure you are allowed to pass from one level to the next. (*Are you trying to escape the labyrinth you thought you found, or have you died somewhere in the underworld and now you follow the path of the* ***Book of the Dead****? Only one way to find out!*)



C6-Notes & Strategies:

Tutorial: Find 3 keys - Preform basic platforming - Threats 0

notes One key is located atop the middle wall on the elevated platform

Campsite: Find 3 keys - No Platforming - Threats 0

notes Having issues finding all of the keys required to enter the site? A quick glimpse in the tents or small "beit" huts may provide you what you need.

Underworld: Find 4 keys - No Platforming - Threats 1

notes After activating the two levers in the "Ancient Terminal" Your Exit will not be located on any wall, instead look down.

Underworld Chapter 2: Find 11 Keys* - Medium Platforming - Threats 3

notes In the lower chamber area if being chased by the Anubis take the slim pathway on the right up to freedom. The Anubis cannot follow you up this pathway. *Find 11 keys in the upper Lair area to unlock the Final Chapter, Or Locate 6 keys, and enter the lair where you need to activate a lever to collect a key hidden in the secret mummification area. This will allow you to pass Through the big door, onto Underworld F.C.

Underworld Final Chapter: Find 13 keys - Medium Platforming - Threats 10

notes If you find yourself having issues with the platforming in the chandelier hallway, hop down onto the floor, avoid the Anubis, and go use the ladder on the left-hand side of the wall. Additionally, in the beginning of the level, In the swinging blade room on the right side there is a key located in the trough.

The Afterlife: find 10 keys - Difficult Platforming -Threats 9

notes An Anubis is roaming around in the maze, if you find yourself in a corner get out of it immediately. / The parkour pillar works best if you make short non sprint jumps.

Afterlife Chapter 2: Find 3 keys - Difficult platforming - Threats 10

notes The Spikes pop up on a planned pattern and loop back around, find the gaps between Highlighted by a green aura.

Underworld Library: Find 13 keys - no platforming -Threats 9

notes Wait for the cannons on the second floor to fire before going for the chest in the middle./The bottom floor bookshelves have the majority of the keys you need for escape. Look for a green aura around the key to locate it.