LUNACID
Tears of the Moon

KIRA

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Contents

About the Game

Lunacid: Tears of the Moon is a prequel to Lunacid, and takes place several thousand years before the main events of base game.

Since Lunacid was mostly inspired by the King's Field and Shadow Tower series, this game is built with the Sword of Moonlight: King's Field Making Tool.

The tool was commercially released by FROM SOFTWARE in 2000, allowing users to create their own dungeons and games using a robust tile based level editor.
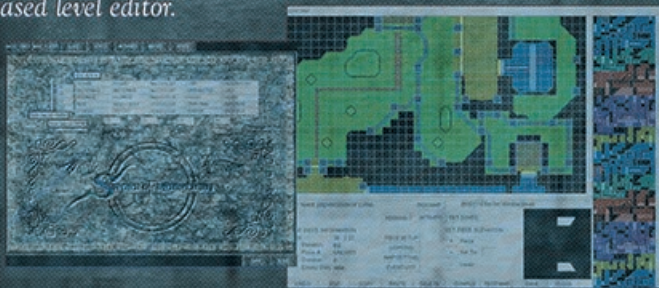
But this being tech from 2000, and using its own strange file formats, my creation processes were greatly hindered and limited. But I sought to use these limits to challenge myself and be more creative.

And because of this engine's age, it won't quite play as well on every system. But I believe that these quirks will add to its placement as a prequel set in a more ancient time.

Story

The kingdom of Lyria sits alone on an island deep within the poison sea.

Since long ago a Great One awoke and covered the earth in a corrupting miasma that was so powerful it melted the very surface of the moon as it rose above the earth. This resulted in silver liquid falling upon Lyria and bathing the Great One in deep dreamful sleep, resting at the bottom of a great chasm within Lyria.

Several generations have come and gone since then and Lyria currently stands as the height of magical enlightenment and power. But this may soon come to an end.

The Lyrian sorcerer Calamis Cerulean was basking in the cooling glow of the moon within kingdom gardens when some of the silver liquid again fell. It stuck him in the eye giving him a brief vision of the potential future.

The Great One will soon awake. Unless more silver moonlight can be coaxed to lull it back to sleep.
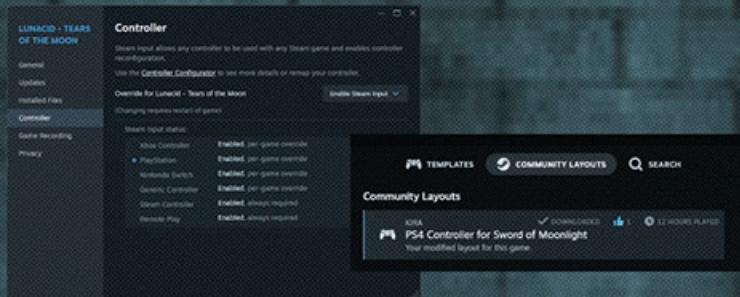
Controls

Default Keyboard Controls	
Move Forward	Numpad 5, Up Arrow
Move Backwards	Numpad 2, Down Arrow
Strafe Left/Right	Numpad 4, Numpad 6
Look Left/Right	Numpad 1;3, Arrows Left/Right
Look Down/Up	Numpad 7, Numpad 9
Recenter View	Numpad 8
Attack	Shift
Cast Magic	Control
Accept	Enter, Space
Back	Escape
Pause	Tab
Interact	Space
Run	Space (Hold)

Enabling Controller Support

The built in controller support does not often function.
However with Steam input enabled you can get better support.

Right click the game in your steam library and click on properties.

Click on controller, and enable Steam Input.

You can then set up your controls how'd you like or use my official
layout for PS4 controllers in the community layouts.

Controller Map

- Dpad - FPS Tank Controls
- (L) Left Joystick - Move
- (R) Right Joystick - Look
- (X) Cross - Accept, Run (Hold)
- (□) Square - Attack
- (△) Triangle - Cast Magic
- (○) Circle - Cancel
- L1 Left Bumper - Cast Magic
- L2 Left Trigger - Look Down
- R1 Right Bumper - Attack
- R2 Right Trigger - Look Up
- OPTIONS Share/Select - Pause
- OPTIONS Start - Pause
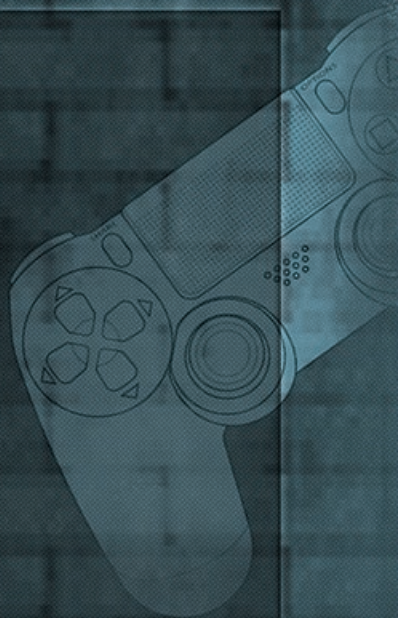- L3 Left Joystick Button - Run (Hold)
- R3 Right Joystick Button - Recenter View
- Trackpad - Mouse
- Trackpad Button - Mouse Click

The Game Screen

This is your power bar, as it fills
your attack will do more damage
with a large boon when full.

HP 080

MP 060

Below is your magic bar, you will be
unable to cast your selected spell
unless it is full.

Shows your remaining Health

Shows your remaining Mana

This is your compass, its magnetic needle
will point towards the great northern chasm
of Lyria, this can help you navigate your surroundings.

Combat and Magic

Many mind boggling creatures and enemies inhabit the world of Lunacid, especially in this ancient time.

You will have to use all the tools at your disposal to survive.

Using consumables, equipping armor, raising your level as you fell enemies, and utilizing crystal shards to escape when things get dire are all options you should consider.

Be on the look out for rare magic rings that grant you new magic spells.

Credits

A game by:
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Made using:
Sword of Moonlight: King's Field Making Tool
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Special Thanks:
Verdite Cat
The Sword of Moonlight discord
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