




MOONLIGHTER
GAME MANUAL

Game Manual Designer Note

This may not be a complete manual or even a useful one for the few people that will actually see it. But for myself, I found it an exciting exercise in building something for a game I had some fun with. As someone who grew up reading through game manuals as a kid, being able to come back interact with them is truly nostalgic. Nostalgic is also fitting for a game like Moonlighter as the pixel graphics and overhead camera style similar to Zelda bring memories of the past.

Michell Hardika

Warning - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- ▶ Take a 10 to 15 minute break every hour, even if you don't think you need it.
- ▶ If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- ▶ If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.



Digital Sun is a young but experienced studio that has worked together creating games for three years. Moonlighter is their first idea that transformed into a full game under Digital Sun colours.

Moonlighter published by 11 Bit Studios

For more information on our games, job opportunities, or becoming an investor.

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GETTING STARTED

ABOUT WILL THE HERO-MERCHANT

Born into a merchant family, the story focuses on Will's desire to become a hero more than just being a merchant. Since childhood, Will has shown interest in becoming a hero, however, as the only son of a well-known family of merchants, he was forced to abandon his dream of becoming a hero, and quietly accepts the ways of being a merchant.



Time flies by and years passed quickly, Will eventually inherits the shop. Because his father died in a dungeon trying to get a little more food. And the mother could not bear the loss of her husband and died of heart disease.

As the last living member of his family, he dutifully runs the shop in the game, *The Moonlighter*.

However, he finally makes a push and pursues his long-time interest of becoming a hero by delving into the dungeons found at the outskirts of Rynoka village and thus begins his journey to becoming the first hero-merchant.

CONTROLLING WILL

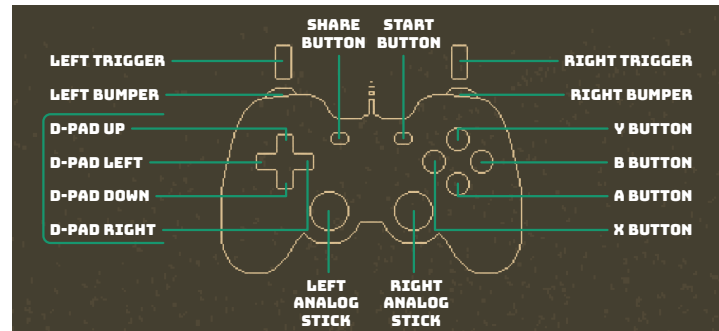
You will be controlling Will, the protagonist of the game, throughout the world you will be using Will to manage the store, interact with the villagers of Rynoka, and crawl through the different worlds within the gates.

ABOUT THE CONTROL INPUTS

It is recommended to use a controller, but keyboard and mouse are also available to use. All key binds or button binds are changeable in the settings menu.

→ Learn about the [Settings Menu](#) on page [insert #]

BUTTON LAYOUT



Movement

Move up	D-PAD UP	Move left	D-PAD LEFT
Move down	D-PAD DOWN	Move right	D-PAD RIGHT

Character

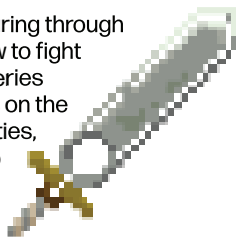
Main attack	A BUTTON	Change weapon	LEFT BUMPER
Pendant shortcut	B BUTTON	Roll	LEFT TRIGGER
Secondary attack	X BUTTON	Use potion	RIGHT TRIGGER
Inventory	Y BUTTON		

GUI

Interact	A BUTTON	Back	B BUTTON
Close	Y BUTTON	Wishlist	X BUTTON
Move to left tab	LEFT BUMPER	Move to right tab	RIGHT BUMPER
Move to left panel	LEFT TRIGGER	Move to right panel	RIGHT TRIGGER
Page up	RIGHT STICK UP	Page down	RIGHT STICK DOWN

COMBAT

Combat is one of the most vital parts of adventuring through each world within the gates. Will has to learn how to fight enemies within each world to discover the mysteries each world hides. The depth of combat depends on the interactions between weapons, equipment, abilities, enemies, and secondary effects of items. It is up to you to develop your battling style to become confident in tackling every encounter you will face.



DEALING AND TAKING DAMAGE

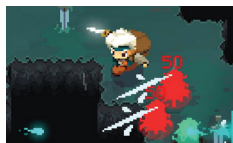
During combat, the player's objective is to deal as much damage as possible while receiving as little damage as possible. Will has a few ways for going about this.

To Deal Damage

A
BUTTON

Main Attack

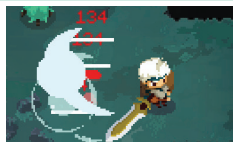
Press repeatedly for a combo attack.



X
BUTTON

Secondary Attack

This attack will depend on what weapon Will is wielding.



To Avoid Taking Damage

LEFT
TRIGGER

Roll

Avoid incoming attacks. Also useful for jumping over dark pits within the room.



DEATH BY MISADVENTURE



If Will's health drops to 0, he succumbs to his wounds, collapses, and is eventually tossed out of the dungeon by a mysterious force. When this happens, he will lose all of the artifacts currently in his bag, but not what's in his pockets. It also takes him 12 hours to recover from his collapse.

EQUIPMENT

Will can equip a helmet, chest plate, and boots to help him take some damage while in combat. 3 different types of armor can be crafted in Vulcan's Forge.

Types of armor

Fabric (Light)

Provides less maximum health than other sets in exchange for faster movement, making Will more vulnerable to damage but faster in general making it easier to avoid enemies attacks.



Iron (Medium)

A balance between maximum health and movement speed. This armor doesn't improve your movement speed but gives you more maximum health than the fabric set.



Steel (Heavy)

Grants more maximum health than any other set, but limits movement speed making Will run slower. Great if you want Will to soak up some hits.



ABOUT DIFFICULTY

The difficulty settings are chosen at the beginning of the game or through the settings menu when outside of a dungeon.

→ [Learn about the Settings Menu on page \[insert #\]](#)

WEAPONS

The five different weapon types that Will can use are unique not only from their stats, as shown in [Vulcan's Forge](#), but also the combo set and secondary attacks providing a unique playstyle for each. Will can only equip two weapons meaning the player has to choose the equipment and utilize their advantages effectively.

Types of Weapons

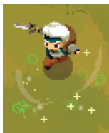
Swords and Shields

The sword and shield is a medium damage weapon with a defensive option to block attacks.



Main Attack

Quick slashes of the sword across Will's body.



Secondary Attack

Pull up the shield to block attacks and can also parry.



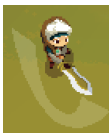
Big Swords

The big sword is a high damage weapon with wide swings.



Main Attack

Wide sweeping swings, slow but hard-hitting.



Secondary Attack

A spin attack that hits all around Will.



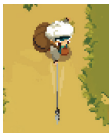
Spears

The spear is a medium damage weapon with a long-range attack in front of Will.



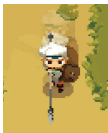
Main Attack

A thrust with the spear hitting what's ahead.



Secondary Attack

Will charges forward with the spear at hand.



Gloves

The gloves are a medium damage weapon that has an extremely short burst of attacks.



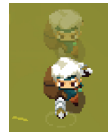
Main Attack

Rapid jabs hitting the what is in front of Will.



Secondary Attack

A short lunging punching targets in Will's path.



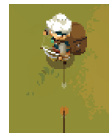
Bows

The Bow is a low damage weapon that fires an arrow straight out and only hits one target.



Main Attack

Shoots an arrow forward hitting targets at a range.



Secondary Attack

Unleash a piercing arrow that curves to its enemies.



Remember that Will can quickly change between weapons equipped by pressing the **LEFT BUMPER**. Will can also store extra equipment in his bag or pocket, but it will take up space otherwise used for loot

PREPARING FOR WHAT'S AHEAD

Each world has a different difficulty associated with them. It is a good idea to upgrade or enchant Will's weapons and armor before trying a new dungeon.

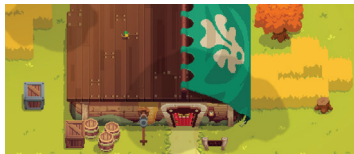
→ Learn more about [Crafting and Enchanting](#) on page [insert #]

SHOPKEEPING

Will will accumulate unique artifacts throughout the different worlds to be sold at **The Moonlighter**. Shopkeeping is key in accumulating gold for use in progressing into the next adventure, through upgrades like equipment, weapons, the store, or for the village **Rynoka** itself.

THE MOONLIGHTER

The shop that Will runs primarily during the day. It is the oldest shop in all of Rynoka. Will can expand **The Moonlighter**, both in size and functionality by requesting upgrades at the **Town Board**.



GET TO KNOW YOUR STOREFRONT

Reactions

Customer's reaction to the price

Cash Register

Customers will line up and pay here for an item

Store Decor

Ornaments that raise stats of the store



Display Table

Place loot here at a desired price

Store Entrance

Open shop here or go to Rynoka

Sale Box

Items here are sold at a discount

CUSTOMERS OF MOONLIGHTER



Customers come to shop for a verity of artifacts in your store. They will have varied reactions to the prices you choose for the artifacts you are selling. Try and find the balance between profit and customer satisfaction.

REACTIONS BY CUSTOMERS

Depending on the price you set for your item, you'll get a reaction from customer's which indicates what they think of the price.

List of Reactions

Cheap Sell

Your customers love the savings and will jump on the item. You will be losing some potential profits.



Perfect Sell

This is the ideal balance between your profit for the item and the customer's satisfaction.



Expensive

Your customers will buy the item for this price, but they won't be happy doing it.



Overpriced

Your customers won't pay this much for the item and will continue browsing for other items in the store.



Very Overpriced

Your customers don't think you should be charging that much for the item. Customers will think it is too expensive to shop at Moonlighter.



Indecisive

Your customer is considering the price and requires your assistance. Walk up to them and press the **A BUTTON** to speak with them.



NEED MORE HELP

[QR Code
Here]

Scan the QR code to go to our digital manual
Or go to [\[Digital manual URL\]](#)

Featuring game updates and hotfixes explanations, interactive sections, tips and tricks, and many more

CREDITS

DIGITAL  SUN

 11bit
STUDIOS

The community behind The Official Moonlighter Wiki

David Piechnik - Instructor at BVC

For creating an assignment that makes this possible

Michell Hardika - Designer of Manual

For pushing through the struggles of the assignment above



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