



CHILD OF LIGHT

WARNING: READ BEFORE PLAYING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer game -- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

Introduction

Child, tuck yourself in bed,
Let me tell a story,
Of Lemuria, a kingdom past,
And a girl born for glory.

Lost from our world came she,
Treachery gave close chase,
She raised her sword and flew,
For she feared not the race.

Three long lost lights to save,
A mad queen to defeat,
The journey would transform her,
Her destiny to meet.

The path home tragic and faint.
Beware the night, Child of Light.

Main Characters

Aurora

The daughter of a duchess and duke from 1895 Austria, Aurora is intelligent and mischievous. Since her mother's untimely death she has grown up sheltered by her father.

Igniculus

Igniculus the firefly came into being when Aurora entered Lemuria, so everything is new to him. He was sent to find Aurora by the Lady of the Forest.



How to Play

Controls

Aurora

Move



Jump



Fly



Dash



Interact



Igniculus

Move



Glow



Interact



To activate Two Player mode, use the mouse or a second controller. The second player will have control of Igniculus.

Igniculus's Abilities

Healing

Igniculus can heal allies by glowing near them. Place Igniculus over the ally you want to heal and activate Glow.

Blinding Dark Creatures

Igniculus can blind dark creatures by glowing near them, allowing you to pass by without triggering a battle. Place Igniculus over the dark creature you want to blind and activate Glow.

Slowing Down Foes during Battle

Igniculus can slow down a foe by glowing during a battle. Place Igniculus over the dark creature you wish to slow down and activate Glow.

Wishes

Igniculus consumes light when glowing. Once his Light Meter is empty, he cannot Glow anymore. Look for Wishes, which appear as balls of light floating in the landscape of Lemuria, to replenish the Light Meter. The Meter also auto-refills gradually on its own.

Battles

Controls

Select



Confirm



Back



A battle is triggered when Aurora touches a dark creature.

Casting on the Timeline

Once in a battle, whenever a member of your party reaches the beginning of the Cast section of the Timeline, an action (an attack, defense, or spell) must be chosen.

Time pauses while you choose an action.

Then the party member will cross the Cast section of the Timeline and act upon arrival at the end.

Interrupting

While a party member is traveling to the end of the Cast section, if an attack hits that party member, he/she is interrupted, meaning the action will be cancelled and the party member will be bumped back on the Timeline.

Your foes can also be interrupted. Always try to hit foes while they are in the Cast section of the Timeline.

Choose your own party members' actions carefully, since different actions have different casting times. Some are slow and some fast.

Battle Commands



Act

When you select «Act,» you will have access to all unlocked skills for the acting party member. Skills have different effects, cast times and may cost MP. Once you have chosen the skill you intend to use, select the foe or party member you want to use it on. Note: Skills that can only be applied to one target are stronger, while skills that can be applied to all targets at once are weaker.



Potions

Selecting «Potions» will let you use a potion on any party member.



Swap

Selecting «Swap» will let you exchange one party member for another.



Flee

Selecting «Flee» will allow you to flee the battle.

Status Ailments

Use an Antidote potion or a spell to cure the affected party member.



Paralyzed

The party member becomes frozen on the Timeline.



Slowed Down

The party member travels very slowly on the Timeline.

Party Member Stats



HP

The number of Health Points of each party member.



MP

The number of Magic Points of each party member. Magic Points are necessary to cast spells.



Strength

The level of damage it is possible to inflict with physical attacks.



Defense (Defense_icon)

The level of resistance against physical attacks.



Magic (Magic_icon)

The level of damage it is possible to inflict with magical attacks.



Magic Defense

The level of resistance against magical attacks.



Speed

The speed traveled along the Timeline during combat. This influences the frequency with which each party member can attack.



Critical Hit

The chance of executing a Critical Hit during each attack.



Dodge

The chance of dodging an attack.

Skill Points

As your party members level up, they will gain Skill Points. Use them in the Skills Menu, which can be reached from the Pause Menu, to buy new skills or to upgrade existing skills.

Skill Characteristics

Cast Time

Indicates how long it takes to cast the skill.

Attack Power

Indicates the intensity of the physical damage of the skill.

Spell Power

Indicates the intensity of the magical damage of the skill.

MP Cost

Indicates how much MP the skill costs during battle.

Elemental Magic

Fire is strong against Earth, but weak against Water.
Water is strong against Fire, but weak against Lightning.
Lightning is strong against Water and has no weakness.
Light is strong against Dark and has no weakness.

Save Game



This game saves data automatically at certain points. Do not switch off the power when the icon shown below is displayed.

Interface

In-Game Interface

Igniculus's Light Meter

Party Member information

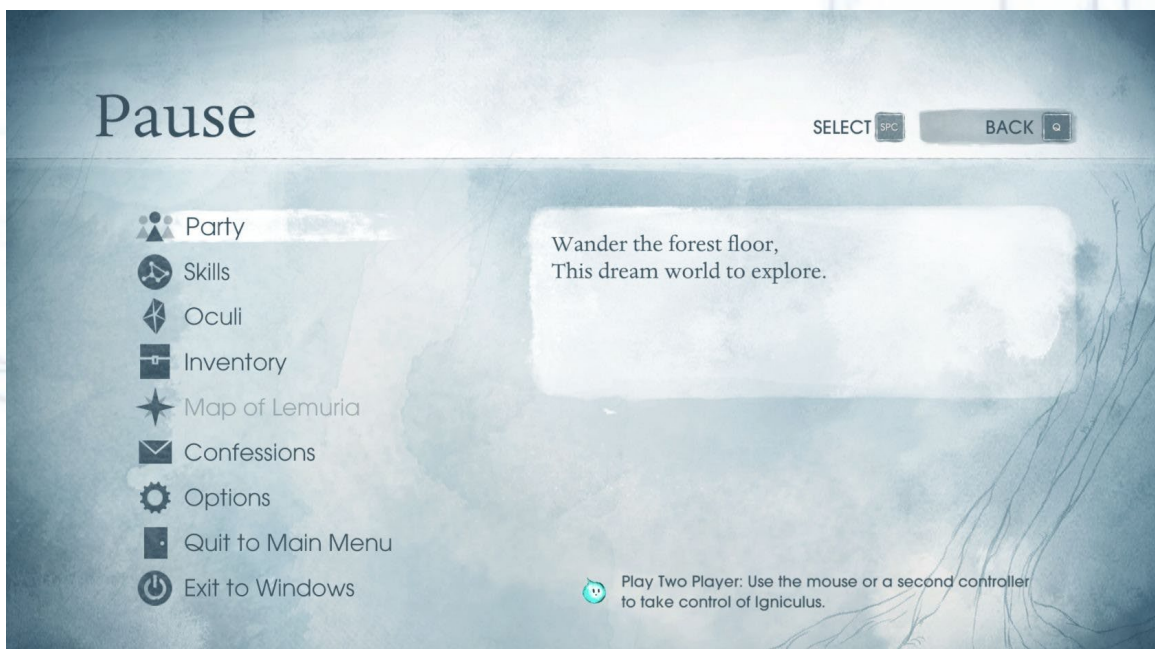


Battle Timeline

Battle Menu

Pause Menu

The Pause Menu is your portal to several important gameplay features. It links to your Inventory, Oculi, Skills, Party, Map of Lemuria and Confessions.



Inventory

The Inventory Menu holds the items you find across Old Lemuria.



Potions

Potions are used to give back HP and MP, cure ailments or revive an ally.

Stardust

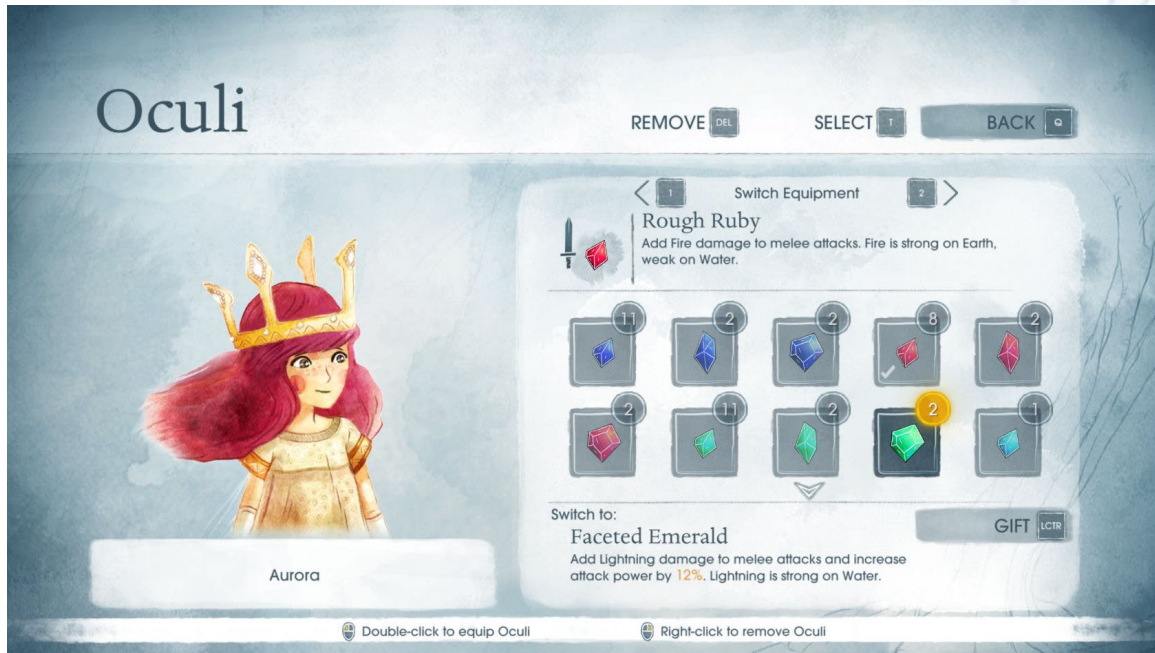
Stardust lets you permanently increase an attribute of a party member of your choice.

Lemurian Items

In the course of helping a Lemurian with a request, some items may be given to you. You can find them in the inventory.

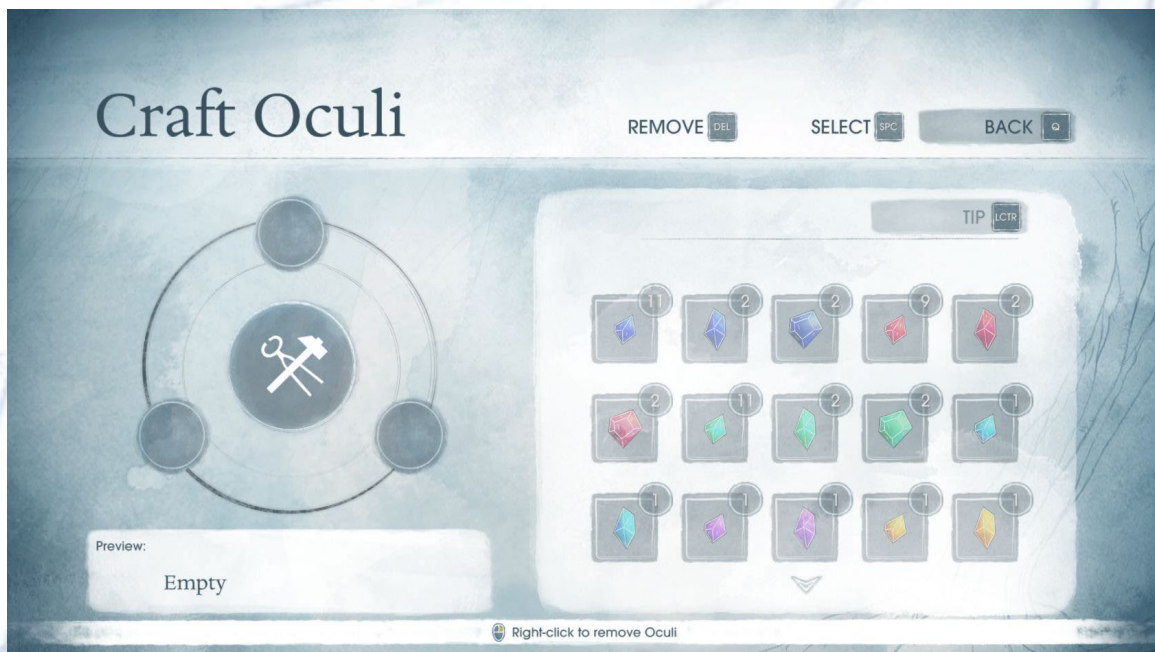
Oculi

The Oculi menu allows you to equip Oculi on every piece of your equipment. Oculi will boost the attributes of your party members and grant them special abilities.



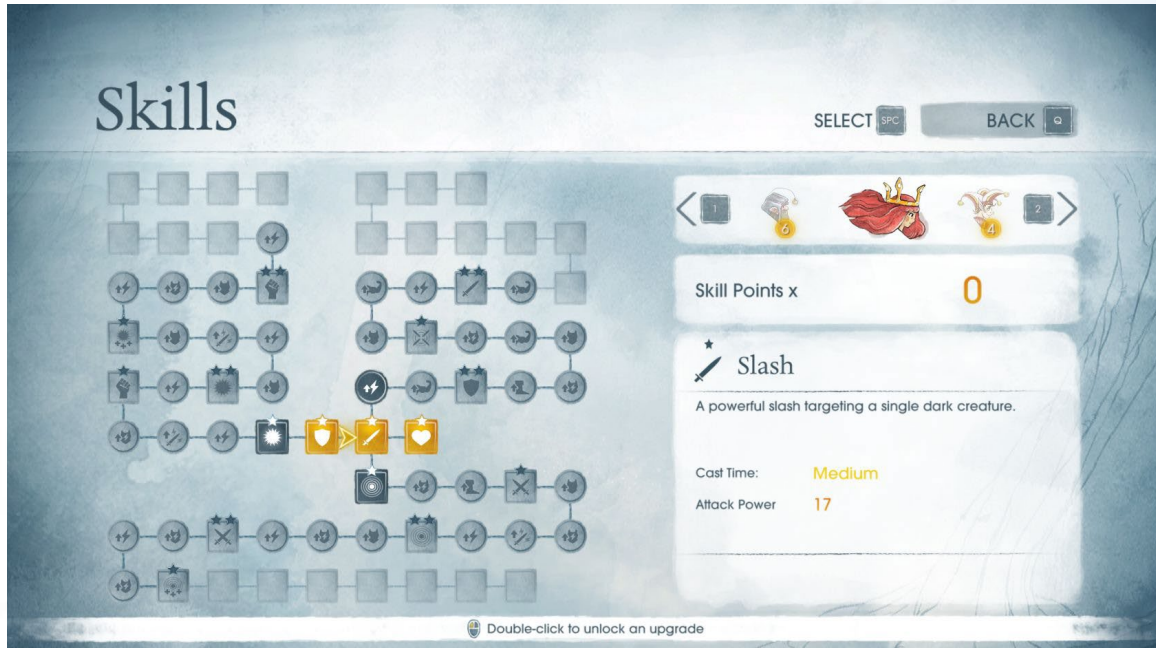
Craft Oculi

The Craft Oculi Menu allows you to mix Oculi together to create stronger Oculi.



Skills

The Skills Menu allows you to spend Skill Points to buy skills for your party members.



When the button is in this state, the skill is available to be purchased.



When the button is in this state, the skill is not available to be purchased.



When the button is in this state, the skill has already been purchased.

Party

The Party Menu displays the current status of all party members.



Map of Lemuria

Through the Map of Lemuria, you can travel back to locations you have visited earlier.



Confessions

The Confessions menu lets you read confessions you have discovered while exploring Lemuria.



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