



MOMODORA

REVERIE UNDER THE MOONLIGHT

Foreword

Hello, this is rdein. I've been working on Momodora games for half a decade now, as the creative design force and director. This time around I'm even more excited about putting a new game out!

For this fourth Momodora game, which is a prequel to the previous games, the primary focus during development was to improve on the gameplay and art. The combat has truly evolved since the days of Momo III, and the character sprites are now bigger and better animated. I believe this is the best Momodora game in the series and definitely the most polished one. I hope the fans will agree with me here, haha.

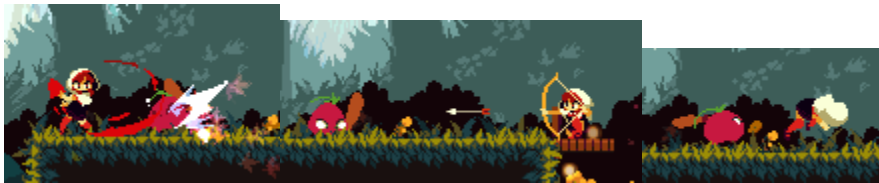
When I started making games, I only dreamed I'd be able to work (and finish) games like this. It's been an interesting learning experience with each new entry in the series. When I think about it, this was probably the one that had the smoothest development. The previous Momodora games had periods of turmoil where I'd scrap many finished parts, or just outright restart the project from scratch.

I hope I can keep improving in my art and design when working on future projects. For now, please have fun with Momodora: Reverie Under the Moonlight!

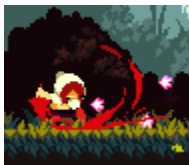
Getting Started



Here, the red bar at the top-left corner of the screen represents your Hit Points. Under it, you have a counter displaying how much money you have. The icon to the left of the red bar displays the currently-equipped item.



Your primary method of attacking enemies in the game is using your Maple Leaf. A ranged attack can also be used by pressing the secondary attack button. It's also possible to dodge enemy attacks by rolling, and it's highly advised to master this technique.



Defeated enemies drop money stars, which can be used to buy items from shopkeepers you might find during the game.



It's also important to explore the world to find items which you can equip. Some items can be equipped and consumed for their active effect, like healing items. Other items can be equipped for their passive effects.



Finally, you can save your progress by hitting Bells.

Story



A ghastly curse is swallowing the land and blending the world of the living with the world of the dead. Kaho, a priestess from the village of Lun, travels eastward in search of answers and hopes to stop the spread of the curse.

Characters



Kaho Reinol

Age: 21 (F)

Birthday: January 11th

Origin: Lun Village

Kaho is a priestess from Lun, a small, secluded village. She is a dutiful girl, strongly following the religious teachings from her homeland.

Once her village got attacked by spirits of the underworld, she was tasked with the mission of finding the source of the curse and sealing it away. For this, she travels eastward, where the curse is supposedly coming from.

Her arrival at the Kingdom of Karst is particularly shocking: not only the citizens have lost all the faith in their gods, they have succumbed to ghastly forms, causing harm to others.

Cath

Age: 18 (F)

Birthday: June 20th

Origin: Karst City

A young knightess in service of the Queen. She roams the streets of Karst City, looking to help those who fall prey to wandering spirits.

Askorn Muskell

Age: 132 (M)

Birthday: December 31th

Origin: Karst City

A sentient spirit, who crossed the border of the world of the dead and arrived at Karst City. He constantly reminisces about the days when he was alive, when the kingdom was in a much different state.

Lubella Dim

Age: Unknown (F)

Birthday: October 13th

Origin: Unknown

Lubella is an undead being that leeches off living things to sustain her own life force.

Living in a small settlement at the countryside of Karst, Lubella was born from no family, and forced to do evil deeds to keep surviving. She slowly developed into a person who takes pleasure in mischief.

After death, she assumed an immortal state with an ever-growing lust for power.

Her current goal is to usurp the noble throne of Karst.

Lubella is fond of recruiting lesser servants, who are tasked to find great sources of life force. These servants usually don't live long, as they are either killed by Lubella, or killed by her preys.

Fennel

Age: 21 (F)

Birthday: September 28th

Origin: Karst

Pardoner of the abandoned Convent of Esselin. For a woman of faith, she has a heart filled with spite and hatred, and is particularly resentful of the Queen of Karst, who influenced the population to abandon the Convent's liturgies.

Fennel is very impulsive and sensitive. Since the spread of the curse, she's been suspicious of everyone who steps into the Monastery.

Elisa Cotillard

Age: Unknown (F)

Birthday: Unknown

Origin: Unknown

A mysterious woman surrounded by dozens of cats.

Although of no faith, she dwells inside the Convent of Esselin.

It seems she is at least a century old, considering she's well informed on the detailed history of past rulers.

System Requirements



MINIMUM:	RECOMMENDED:
OS: Windows 7	OS: Windows 7
Processor: 1.2 Ghz or superior	Processor: 2 Ghz
Memory: 2 GB RAM	Memory: 2 GB RAM
Graphics: 256 MB	Graphics: 1 GB (with Pixel Shader support)
Storage: 200 MB available space	Storage: 200 MB available space

Troubleshooting



1 - "Audio doesn't play properly."

Try updating your computer's audio drivers and check if that fixes the issue.

2 - "The game screen suddenly goes white, but audio keeps playing."

This is a sign your computer's graphics card doesn't support some of the visual effects. You can try updating your graphics card's drivers, or playing with Graphic Settings set to "Low".

If you encounter any other problems, please send an email to:
bombservice.rdein@gmail.com

