

LUNACID



KIRA



WARNING: PHOTOSENSITIVITY/EPILEPSY SEIZURES
READ THIS NOTICE BEFORE PLAYING

A very small percentage of people may experience epileptic seizures or blackouts when exposed to certain kinds of flashing lights or light patterns. These persons, or even people who have no history of seizures or epilepsy, may experience epileptic symptoms or seizures while playing video games.

If you or any of your relatives has an epileptic condition or has had seizures of any kind, consult your physician before playing any video game.

IMMEDIATELY DISCONTINUE use and consult a physician if you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions. Parents should watch for or ask their children about the above symptoms.

You may reduce risk of photosensitive epileptic seizures by taking the following precautions: sit farther from the screen, use a smaller screen, play in a well-lit room, do not play when you are drowsy or fatigued.

NOTICE:

The product is known to cause other mind boggling effects such as: losing touch with reality, lucid dreams, night terrors, fantastic visions of an impossible future full of curses and magic, and headaches.

If you are or a loved one is affected with a skeleton, then these effects can become more pronounced.

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Thank you for purchasing the Lunacid software!
Please glance through this manual before playing,
especially the operation and safety precautions.

Controls

Keyboard/Mouse	Gamepad	Action
Mouse	Right Thumbstick	Look Around
WASD	Left Thumbstick	Move
Left Click	Right Trigger	Attack
Right Click	Left Trigger	Block
Space	Button South	Jump
Shift	Button East	Run/Walk
Tab/I	Select	Open/Close Menus
C	Left Bumper	Use Left Magic (Hold)
V	Right Bumper	Use Right Magic (Hold)
Q	Button North	Swap Weapon
E	Button West	Interact
2	Dpad Up	Use Quick Item
1/3	Dpad Left/Right	Swap Quick Items
2x Tap(Shift+Move Backwards)		180 Turn

Story

A dark, atmospheric illustration of a hand holding a glowing red orb, with a crescent moon glowing in the background.

Long ago a great beast came from the sea. And it spread a poisonous fog across the Earth. This event transformed the world into a new age.

An age of magic, but also an age of death. Creatures and abominations came from the fog. Silver liquid fell from the moon and made a deep passage into the Earth.

As humans became destitute, having fought and lost to creatures throughout the many years, they created the Great Well, a series of pits and tunnels carved out by the silver moonlight.

And into this sunken heap they banished the abominations, creatures, and anything else undesirable.

A simple thief, one who would steal back their life, has just been thrown into this strange underworld.

Creation

Your avatar in this world may be as temporary visage in a dream, but requires conviction nonetheless.

Using the Character Creation Menu:

Here you can input your desired name for your avatar, and either select their appearance from the list of presets or use a custom .png for further options.

You can also select the avatars preferred nouns here.

NAME	INPUT NAME								
BEAUTY	PRESET I								
CLASS	THIEF								
PRONOUNS	THEY/THEM								
BEGINNING STATS	LEVEL	5	STR	5	DEX	5			
	HP	100	DEF	5	INT	5			
	MP	50	SPD	5	RES	5			
CONFIRM		🔥 100%	❄️ 20%	🌪️ 100%	🌱 80%	⚡ 20%	☠️ 80%		

Then you must choose a class, which will determine your avatars base stats, elemental resistances, footsteps, and unique gameplay aspects, detailed on the next page.

Starting Classes

Thief

A hidden figure from a faraway land cast into the well for their crimes. They begin with little but are adept at finding lost treasure.

100% NORMAL 120% FIRE 100% ICE 080% POISON 120% LIGHT 080% DARK

Knight

A valiant warrior, steadfast and determined, albeit lost without a king. They excel at combat and find glory in violence.

100% NORMAL 120% FIRE 100% ICE 130% POISON 050% LIGHT 100% DARK

Witch

A cunning magic user with a penchant for the dark. They thrive with the waxing of the moon and feed off their own lunacy.

100% NORMAL 100% FIRE 070% ICE 100% POISON 150% LIGHT 080% DARK

Vampire

A bloodthirsty creature of the night, awakened by hunger. Regains health by inflicting damage, but blood regain is much slower. Also takes damage in running water.

100% NORMAL 150% FIRE 075% ICE 050% POISON 200% LIGHT 025% DARK

Undead

A discarded corpse, unwanted by the world above yet highly resistant and stubborn. Cursed blood causes more damage when used as a weapon.

100% NORMAL 200% FIRE 080% ICE 050% POISON 150% LIGHT 020% DARK

Royal

A child of noble birth, inexperienced but well equipped otherwise. Their lineage foretelling of importance. Starts with more silver currency.

080% NORMAL 100% FIRE 100% ICE 120% POISON 080% LIGHT 120% DARK

Cleric

A nurturing healer on a pilgrimage to help those who are lost in the great well. They put others first, for better or worse.

120% NORMAL 080% FIRE 120% ICE 100% POISON 050% LIGHT 130% DARK

Shinobi

A silent deadly shadow, sent into the well to assassinate. They care not for the corpses left behind, only those ahead.

100% NORMAL 100% FIRE 080% ICE 050% POISON 150% LIGHT 120% DARK

Forsaken

A waste of flesh, notable for nothing lest the dust it leaves behind. They have nothing to lose, driven forward only by self-loathing.

150% NORMAL 100% FIRE 100% ICE 050% POISON 100% LIGHT 100% DARK

Combat

Combat consists of Attacking, Blocking, & Magic Use Each often to your advantage.

Attack with a weapon by simply holding the attack button and release. The further the power bar is charged, the more damage the attack will do. With a full charge resulting in a large damage bonus.

Block with a melee weapon by pressing the block button. You will take less damage while blocking depending on your weapon's stats, though typically you will take half damage.



The power bar fills as you charge your weapon.

Magic & Lunacy

The land is rife with various spells. Each inscribed on rings that the player must equip to use. The spell is cast by holding and releasing the appropriate cast button.

The spell will also need either mana or blood depending on the type of spell. Mana is recharged by interacting with a crystal menu, blood regains naturally and by a crystal menu.



Casting spells will also cause Lunacy, dependant on the casters maximum mana, spell cost, and the real world lunar cycle.

Lunacy causes more damage to be inflicted, both by the player's spells and by creatures. It will also increase XP gained.

Leveling

Killing enemies grants XP, displayed in percentage on the status screen. At 100 or more XP you can level up your various stats at a crystal menu.

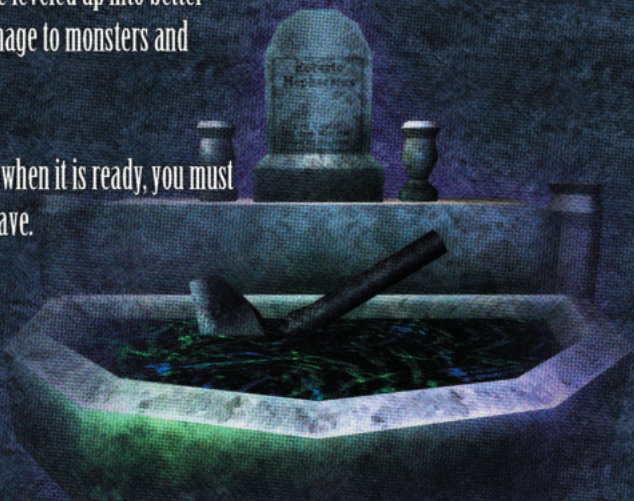
LEVEL	26
EXP	27
SILVER	11



WEAPON XP

Some Weapons can be leveled up into better ones by inflicting damage to monsters and breakables.

To level up a weapon when it is ready, you must take it to a Smith's grave.



Status Effects

Various ailments can assault you in the depths, take care.



Bleeding: Blood begins to spill. If damage is received before the blood is replenished then the player's health will lower to the point of blood loss. Though the ailment is not fatal on its own.

Poison: Constant damage over time based on a percentage of the player's maximum health. Take care not to let it linger.

Curse: A magical curse restricts the player's actions. Attacking will be impossible until the curse is lifted.

Blindness: A darkening of the eyes. Extra light sources such as torches will be useless as the darkness grows within you.

Slowness: A paralytic haze which slows you down considerably. Some foes rely not on speed, but seek to lower their victims instead.

Mana Drain: A sapping of one's magical power. Much like poison but only of the mind.

XP Drain: Direct withdrawal of your life and memories. Only observed around followers of the corrupted golden lance.

Raising one's resistance stat will cause all status effects to wane quicker.

Elements

There are 6 different element types;



Normal



Poison



Fire



Light



Ice



Dark

Enemies will have varying resistances to certain elements, as well as you will depending on your class.

Some rare weapons and spells can even use multiple elements.



NPCs

Not all NPCs are hostile.

Many discarded souls have found their way into the Great Well over the years. While many became feral ghouls or aggressive creatures, some of the powerful have kept their sanity and altruistic nature.

Some can be talked to and may offer aid, items, or services. While others may be docile creatures.

Alchemy

Across your journey you will come across material items. These can be used with alchemy to create potions or items. If you find an alchemist then you should try combining what you have on the 3 dials. As you place items into the mix, only viable mixtures or identical materials will appear selectable.



Credits



Design/Program

Akuma Kira

Music

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Akuma Kira

ThorHighHeels

AsterVrisk

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Voice Talent

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SAPRO

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