

LUNA



and the Lost Gift



Story

In “Luna and the Lost Gift” the player is taking up the role of the **main character Luna** who was born under a hollow moon with omens of great power and great danger.

After losing their old home, Luna and her people **stranded on an island** where they find only abandoned ruins of houses. Seeing her people all desperate she takes over responsibility and starts searching the island. She **collects resources** to **rebuild the ruins** and defends the developing village by fighting sea creatures which appear during the night.

It is up to Luna to **protect the last of her people** and **build a new home** for them on this foreign island.

Gameplay

The game’s focus is set on **upgrading** the towns worth and Luna’s defending strategies. As the houses grow in size and importance, the player is motivated to take over the delegated responsibility in **protecting** the village and their inhabitants.

In the night, monsters begin to crawl from the sea. It is up to Luna and her trusty sword to **defend** her people until the sun rises up again.



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