

MOONCHILD

Official Walkthrough

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Welcome to the world of “Moonchild”, an exciting adventure where a mother has to race against time to save the life of her beloved daughter who has been abducted.

This Strategy Guide contains:

- A detailed walkthrough of the main quest
- Fully annotated maps
- The solution of all sidequests
- Battle strategies and monsters’ weaknesses.

CHARACTERS

Calypso: she is the heroine of this adventure. Queen of New Haven and the whole territory of Ellewyr, she is determined and courageous. Good with different weapons such as a sword or a staff, she can also wield the magic of Fire and Holy.



Gabriel: Calypso's bodyguard, he is strong and can equip axes or spears. Unlike his Queen, he doesn't have any magic. Faithful and loyal, he doesn't talk much and will do all that is necessary to protect Calypso.



Susanna: talented magician with a quirky personality, Susanna has the ambition to enter the Academy of Magic in Gothway. For that reason, she tries to control an Elemental and develop her skill as a Caller - that is, a magician who can summon creatures to help her.

Stardust: she lives in Claw Island and is a true "Gifted" - a descendant of an ancient tribe of magicians. Friend of Calypso, she may be a great help to figure out what could be a much bigger scheme than Calypso originally thought.

Jardel: Calypso's arch-nemesis. The two bloodlines have a past of fighting and Calypso loathes the man. Ruler of Fallensword, he is reputed to be a tyrant who would never hesitate to cold-bloodedly kill someone who gets in his way. And more!

MODES

Moonchild features 3 different modes of difficulty. Make sure to choose one of them accordingly, depending on your style of playing.

Casual (normal) - All characters have 150% of their strength, resistance, speed and mind.
They also have 150% of their regular hit rate.

Story (easy) - All characters have 200% of their strength, resistance, speed and mind.
They also have 200% of their regular hit rate.

RPG (hard) - All characters have 100% of their strength, resistance, speed and mind.
They also have 100% of their regular hit rate.

BAD STATUSES

There are several statuses in Moonchild. Make sure to know them so you can face any situation.

- Poisoned: 5% of Life pts lost each turn
- Silenced: character can't cast any spell
- Numb: character is paralyzed
- Confused: character randomly attacks allies
- Muddled: 40% Hit Rate
- Weak: 25% strength, 50% resistance
- Cursed: 50% attack, physical and magical defense

The water spells **Purify** and **Mega-Purify** cure all of them but Weak and Cursed.

The fire spell **Ritual of the Fire** cures Poisoned, Weak and Cursed.

The wind spell **Winds of Perpetration** cures Silenced, Confused, Muddled and Weak.

Please note the items *Status Balm* and *Status Shower* cure of all of them BUT Weak and Cursed.

Hint: a spell that inflicts Weak will automatically cancel Boosted and vice-versa. Same pattern for Enchanted and Cursed.

GOOD STATUSES

It is also possible to increase the stats of your heroes. Watch out, though, as some monsters are able to do the same.

- Boosted: 200% strength, 150% resistance
- Enchanted: 150% attack, physical and magical defense

WALKTHROUGH

Watch the opening sequence. The game starts with Calypso, Gabriel and a mysterious person. Head to Calypso's room to exit the castle.

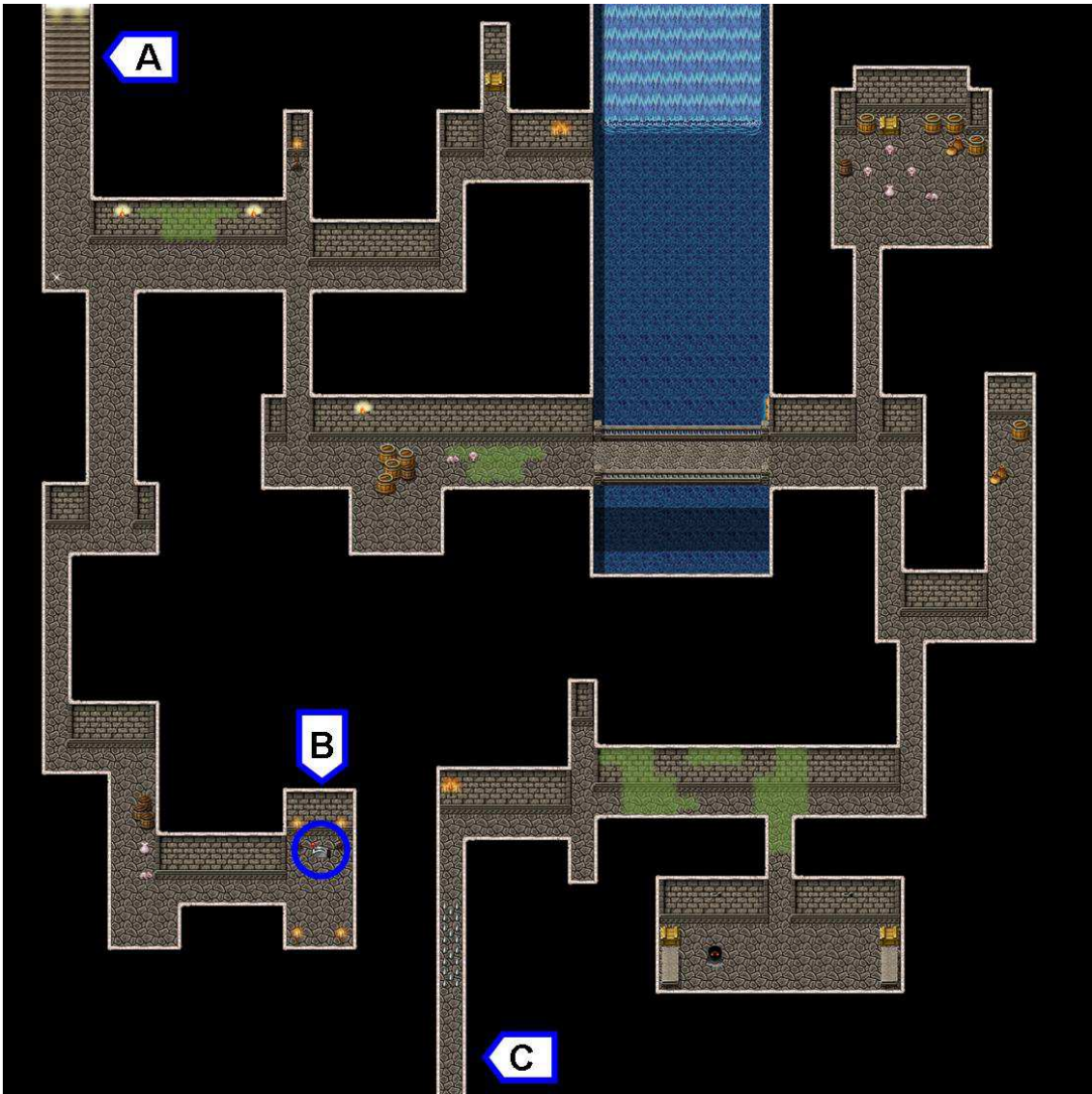
SECRET PATH

This is a short dungeon whose purpose is mostly to warm you up to the game and its gameplay. Monsters shouldn't be too complicated at this point. Explore and check barrels and crates for some nice items.

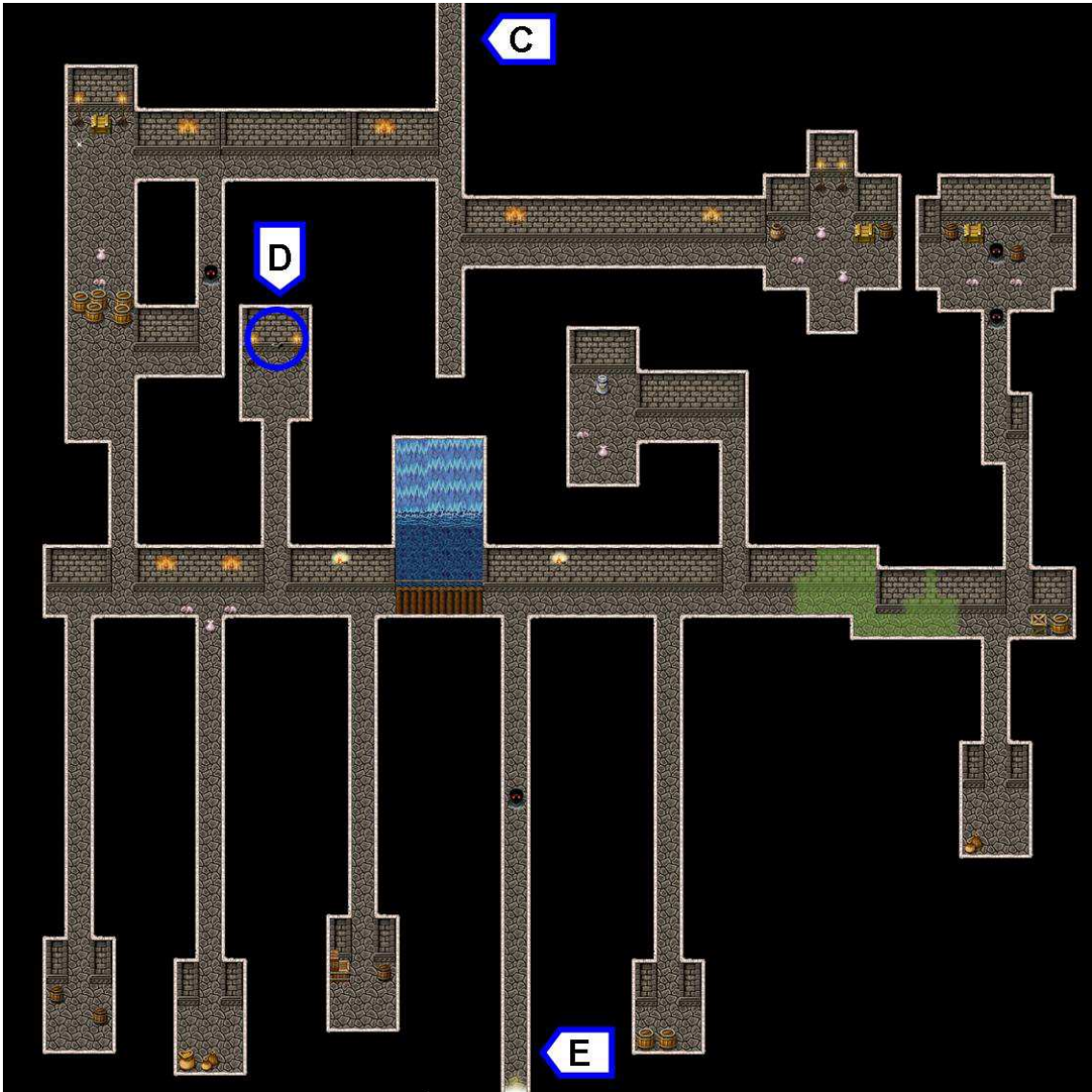
Hint: check location D to discover a secret door and find 300+ gold coins in the bag.

NOTE: All equipment items as well as other important items such as those required for quests have been marked in the maps with pink circles!

Secret Path



- A - Entrance from Calypso's Room
- B - Switch that unlocks the path to map 2
- C - Connection between maps 1 and 2



- C - Connection between maps 1 and 2
- D - Secret Room (300+ gold coins in the bag)
- E - Exit to world map