Ritual Of The Moon Portable Edition

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About This Game

Ritual of the Moon is a 28 day long multi-narrative game exploring loneliness, power, and healing. Once discovering her powers, The Earth's Council exiles the witch to th 5d3b920ae0

Title: Ritual of the Moon
Genre: Casual, Indie
Developer:
Kara Stone
Publisher:
Kara Stone
Release Date: 18 Apr, 2019

English

ritual new moon june 2018. ritual of the moon. night of the full moon dark ritual game. ritual of the moon steam. ritual new moon in scorpio. ritual full moon january 2018. ritual of the moon game. ritual moon metal. ritual for the full moon. ritual of the black moon. bloodstained ritual of the moon. ritual of the moon review. ritual full moon june 2018. ritual of the harvest moon blood magic. ritual of the new moon recipe. ritual for full moon october 2018. ritual for full moon in scorpio. dark ritual night of the full moon. spirit of the moon remember ritual. bloodstained ritual of the moon release date. curse of the moon vs ritual of the night. ritual of the moons palette notoriously morbid. ritual full moon bath. ritual of the moon ios. ritual provisions moon batch. waters of the moon ritual. ritual of the harvest moon. dark of the moon ritual. ritual of the moon kara stone. grand ritual of the black moon. ritual of the blood moon. ritual blue moon. ritual full moon december 2017. ritual of the new moon wow. blood of the new moon ritual minecraft. ritual for full moon lunar eclipse. ritual of the new moon. curse of the moon ritual of the night. bloodstained ritual of the moon review. ritual of the moon android. ritual for full moon july 2018. rituals of the moon wow. ritual new moon january 2018. night of the full moon dark ritual. bloodstained curse of the moon ritual. bloodstained curse of the moon vs ritual of the night. morrowind blood moon ritual of the gifts. ritual moon band. blood of the new moon ritual

This game gets my top tier recommendation. You basically 'play' for 3 minutes daily, and can only progress the story once a day

for 28 days. Even if you do not load the game for a day, the game will advance without you. Gameplay is toddler level logic, but i believe that is by design. It is basically two lines of story, a meditative thought, and a decision to steer the comet away from Earth or let it hit. I am only 5 days in, but I look forward to loading it up for a few minutes everyday. The meditative thoughts are beautiful, making it my go-to before bed game. The art style is somehow awe inspiring and adds greatly to your brief get away into a strange situation.. This game gets my top tier recommendation. You basically 'play' for 3 minutes daily, and can only progress the story once a day for 28 days. Even if you do not load the game for a day, the game will advance without you. Gameplay is toddler level logic, but i believe that is by design. It is basically two lines of story, a meditative thought, and a decision to steer the comet away from Earth or let it hit. I am only 5 days in, but I look forward to loading it up for a few minutes everyday. The meditative thoughts are beautiful, making it my go-to before bed game. The art style is somehow awe inspiring and adds greatly to your brief get away into a strange situation.

Embroidered Text : I wrote the story of Ritual of the Moon in the first half of 2015. A few months later I hand embroidered all the witch's inner dialogue. It took about 5 of those embroidery hoops. Multiple people have told me I could have made a font set - I know I could have! But I didn't want to make a font set because I didn't want all the Es to look the same or the "the"s to look identical. I'm asking the player to play for 28 days, so what is 2 months of doing embroidery in my spare time? It was a great editing process. I had to be very thoughtful with the words I used and the space it took up, making it short and bittersweet as possible. Of all the parts of working on Ritual of the Moon, this was probably my favourite. I love writing and I love sewing by hand. I hope I find a reason to do something like this again. 16 days until release.. Mini Games : Yesterday I wrote a little about the transformation of the mini-games. Before what they are now, a memory game and connecting the dots, there were 3 different mini games that the player had to do each day at different stations rather than just at the altar. This sketch is from 4.5 years ago so I don't exactly remember how they were supposed to work. The top left is weaving, the bottom left is tracing a rune, and then the elixir is somehow filling a bottle with different colours. These were never programmed, just in the initial design brainstorming. I do think there is something to the texture of tracing, of slowly dragging a finger across the smooth phone rather than frantic tapping tapping tapping. 25 days until release.. Connecting the dots : This image is some sketches of images the dots connect to. The altar mini-game where the player connects the dots to form an outline of an image wasn't implemented until later in the game's design. Originally there were more formal mini-games, in the "Moon Witch" version, but those all got scrapped as it became more artsy and meditational. Connecting the dots at the altar is to be an action that is slow and physical with your hands (designed more for mobile than desktop). It can feel quite nice to touch the smooth surface of phones in that way, rather than tapping or absent-mindedly scrolling with your thumb. It is also to create a little more slowness before getting your daily mantra, to have it feel like a reveal (not a reward). 26 days until release.. Text Material Trials : Before we settled on embroidery and wood burning for the text, we tried out some other things like wire, pencil crayon, glue, sparkle paint, and puffy paint. Puffy paint is amazing. Just in general. Puffy paint is great. Everything looks like foamy clouds. My writing is so messy I really couldn't do hand written or puffy paint even if I wanted to. Embroidered text is more legible than my handwriting. I also tried cursive, which was a mistake. 8 days until release.. Pre-Release Feelings: Emptiness : The past few months, or maybe a year, I've been feeling very nihilistic. Not much matters. No matter how much yoga and meditation I do, I'm still stressed, in a culture that promotes stress, overwork, and individualized responsibility. No matter how healthy I am, I can dislocate a rib and still months later have limited mobility. Why not smoke cigarettes again? Why not skip meditation? Why not drink alcohol again? Why not throw this plastic bottle in the garbage bin right here instead of waiting til I find a recycling bin, because that recycling bin probably ends up in a garbage dump anyway. I recently finished a milestone exam in my PhD recently that I had been preparing for and dreading for months (a year?) but instead of feeling happy and accomplished and celebratory, I just felt empty inside. What was the point of all that work? Of all that stress? To check a box on my file? Hooray. I felt immensely happier and more fulfilled having dinner with friends that night than when my committee told me I got honours, something I had been secretly wishing I would but in reality gave me zero feelings other than emptiness. When people congratulated me, I was like "oh, sure." These feelings are carrying over to Ritual of the Moon. First though, there is worry. What if no one plays it? What if no one likes it? What if no one can play for 28 days, and the whole premise is flawed? What if there is a bug that we don't know about? But more prominent that that is my feeling of emptiness. What does it matter? No one will play it. It's already been to festivals and at galleries, maybe its time is over. It doesn't matter what I price it, something will be unhappy with the price. I've talked about R o t M so much but I'm making such a big deal over nothing. I put years of work and dedication, alongside other really talented people also putting in beautiful work and dedication, for nothing. Just to feel empty. Emptiness is a strange feeling. All feelings are hard to describe and don't really make sense unless you've experienced them. It can be either the feeling of missing something or that things are meaningless. I'm obviously the latter right now. Emptiness is often associated with depression, especially low level depressed feelings that exist in the every day, the slog to keep going, not necessarily sad. I personally am more prone to perfectionism, where everything matters too much, and I hold myself up to impossibly high standards. I think what's going on this year is the slowly growing belief that regardless if I live up to my high standards or not, it

doesn't matter. Succeed or fail, whatever, i'm still sometimes anxious sometimes happy, and the earth is still doomed. Before I thought I had control over my life and my feelings, and it's seeming to me now that I have barely any. This really isn't necessarily a bad thing. Letting go of some perfectionism and control can be beneficial. Emptiness too isn't bad. For the past 2 years or so I've been wanting Ritual of the Moon to be over so I can open up space for new projects. That emptiness is space for the next idea, the next project, or simply space for the lack of pressure. In fact, tomorrow night the programmer Chris and I are going to do a ritual where we burn Ritual of the Moon stuff like prints of assets and scribbles of notes about my feelings on it, so I can completely empty myself of it. Show gratitude for the whole process and all I've learned from it, and then let it go. Soon Ritual of the Moon will be the world's, not mine, so I have no business holding on to it. 1 day until release.. The Title : Four years ago I was at GDC like I am now. I had been working on preproduction on Ritual of the Moon, then called Moon Witch, and I found out that I got a grant to make it. This was my first major arts grant so I was very excited. But since I was at GDC, I felt immense pressure to make an indie successful popular game. In fact, Moon Witch was a normal videogame; it had an inventory, mini-games, and cut-scenes. It wasn't until I was on the plane ride home, away from GDC, that I had a breakthrough in my thinking about it. I decided to work with my favourite artists, who are not game artists or animators, make it art and not a "game", hold it to my own standards, not indie culture's, and to make it something the artists and I would want to play. Decidedly un-GDC. This photo is from when I was brainstorming new titles in my journal on the airplane.. R o t M the RPG : Early in the design stage I did a little mock up in RPG Maker to get a feel for the layout possibilities and what the character moving through the space is like. It's really cute and honestly I want to play this game too. 14 days until release.. On Achievements : I was pretty adamant that there would be no achievements in Ritual of the Moon. I hate achievements in all videogames. I think they, at best, annoying and meaningless, and, at worst, a representation of the way most videogames create a loop of work and false reward in order to make the players feel productive, a mandatory feeling under neoliberalism. Ritual of the Moon is about self-reflection, and daily habits, not work and reward. There are no celebratory flashing lights or music cues that make you want to play again and again. It is modelled after ritual and meditation, where the only reward is being more emotionally in-tune (which sometimes is not an award!). But last week I was like, well what if instead of thinking about them as "achievements" which does not make sense for this game, I think about them as markers of the narrative progress. There is nothing in the game that pops up and says "you made this choice! so this is what will happen!" so the Steam achievements do that work. Other than the first one which is an achievement for playing for 7 days, each achievement marks a change in narrative path you are on. I think the moment they pop up will be distracting, but I actually like the signalling of different paths and options. Of course, only the Steam version will have achievements. If you are like me and dislike achievements but are interesting in the splitting of different story paths, I've attached the achievement doc here so if you play on mobile or itch, you can refer to it. 5 days until release.

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