

Luminaria:
A Journey Within
BY ERNER STUDIO

Use Manual
Luminaria Game Development
TEAM 09



Table of Content

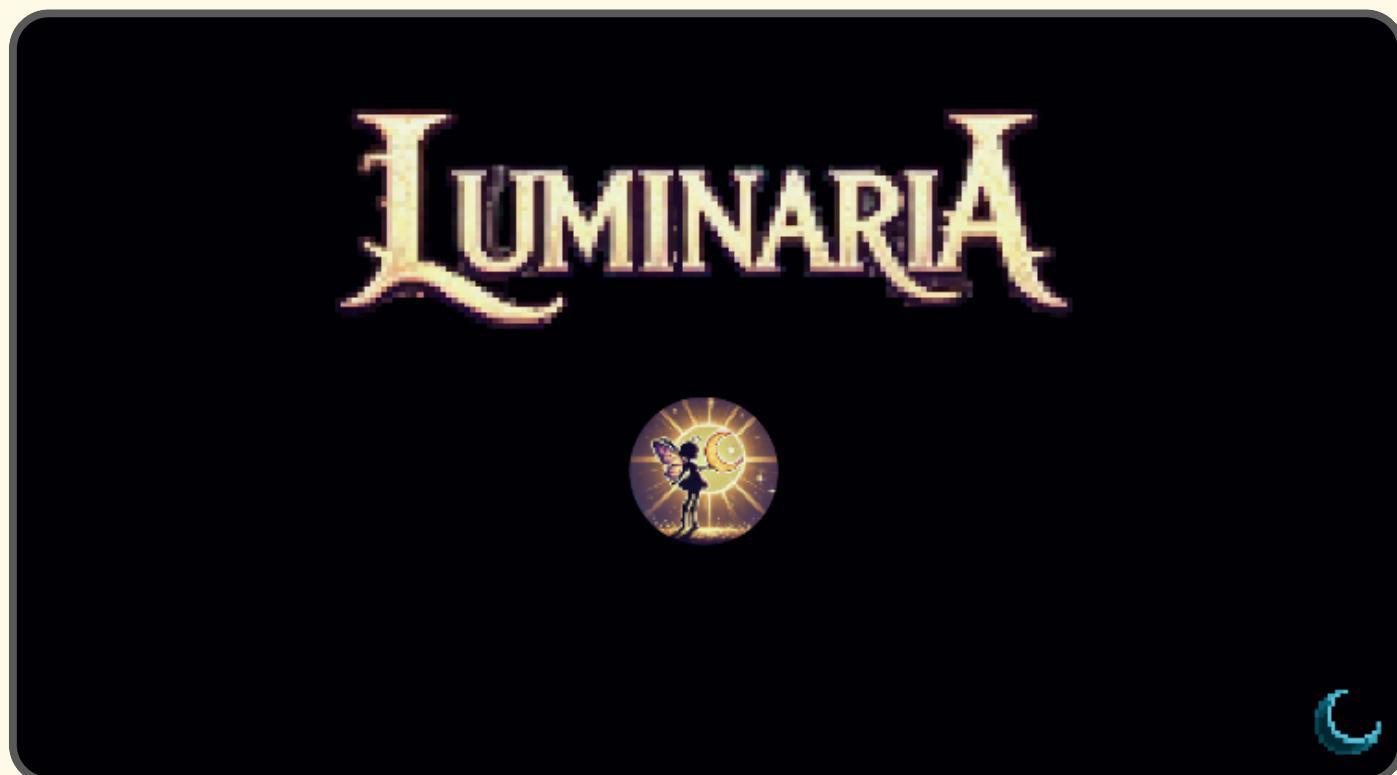
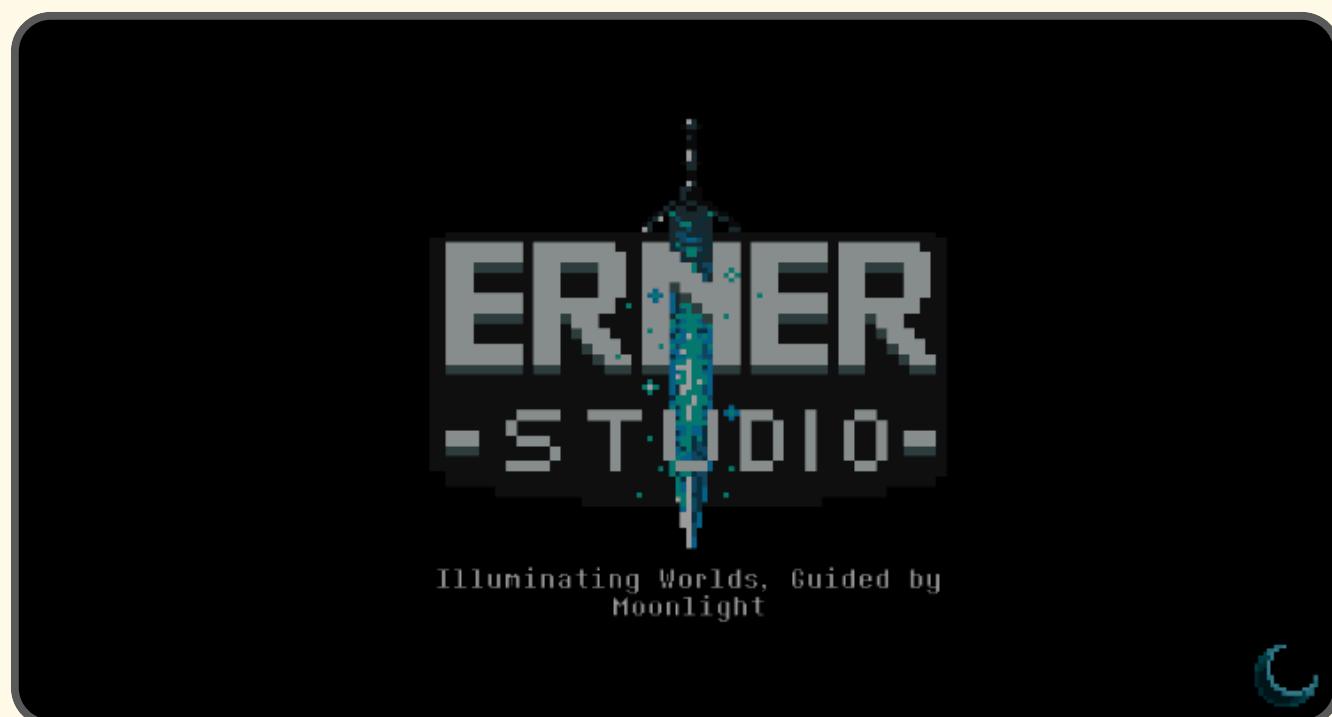
- **Player Manual**
 - Launching the Game
 - Profiles & Lobby Setup
 - Main Menu Navigation
 - In-Game Controls
 - Tile Effects
 - Inventory & Items
 - Hub & Shop
 - Item Effects & Usage
 - Collaboration between players
 - Turn Flow & End Conditions



Use Manual (Player Tutorial)

- **Launching the Game**

- Double-click the Luminaria.exe (Windows) or Luminaria.app (macOS) in your installation folder.
- At the startup splash screen you'll be prompted to **select/create** a profile.



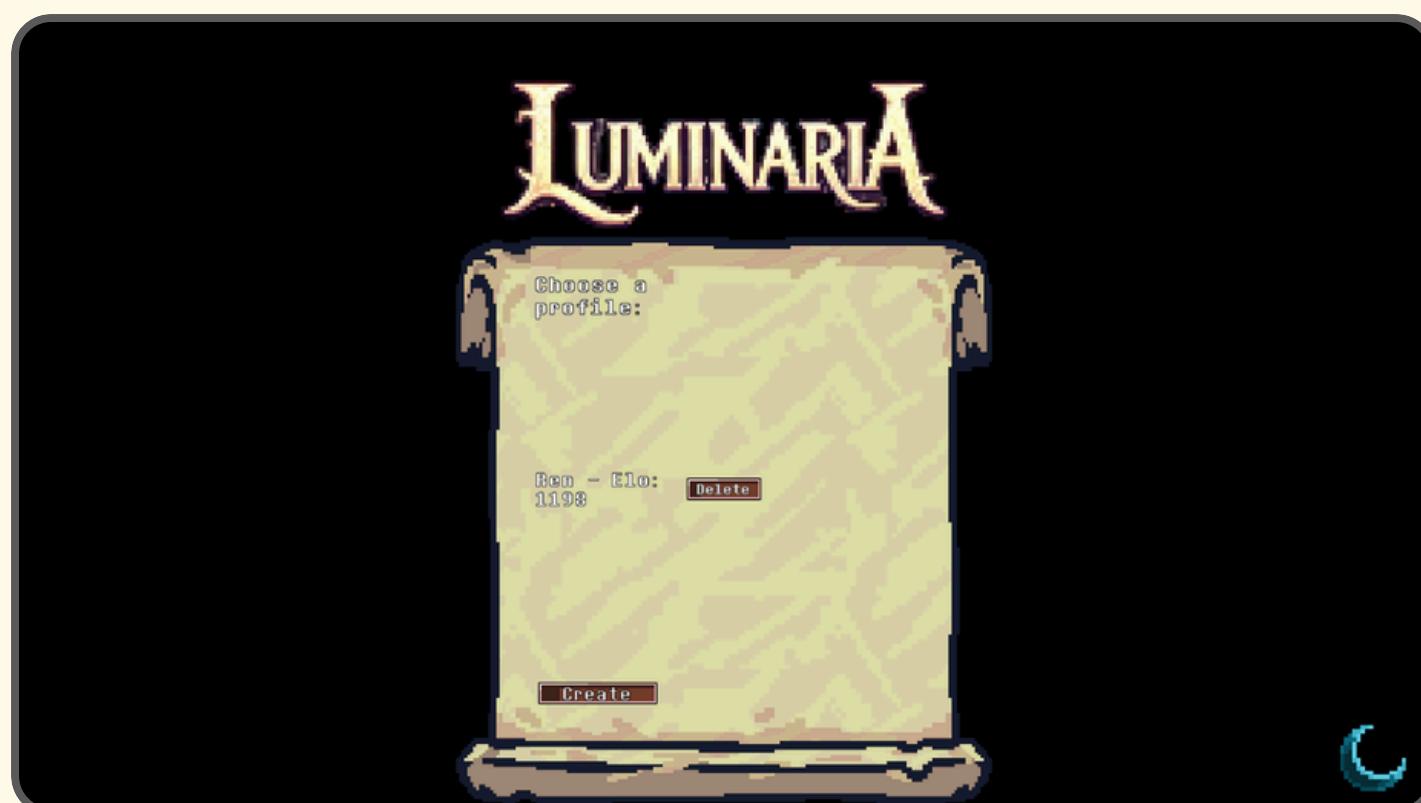
- **Profiles & Lobby Setup**

- **Profiles**

- If you haven't yet created a profile, you'll be prompted for a **Profile Name**.
 - If the name already exists, you'll see an error and can enter a different name.
 - Select your profile from the list or create a new one.

- **Create or Join a Room**

- From the **Main Menu**, choose **Create or Join**.
 - **Create Room**: Enter a new room name. A code will be given to share to your friends.
 - **Join Room**: Enter an existing room code.
 - **End Room**: A button in the room which allows you to disband the session as host.

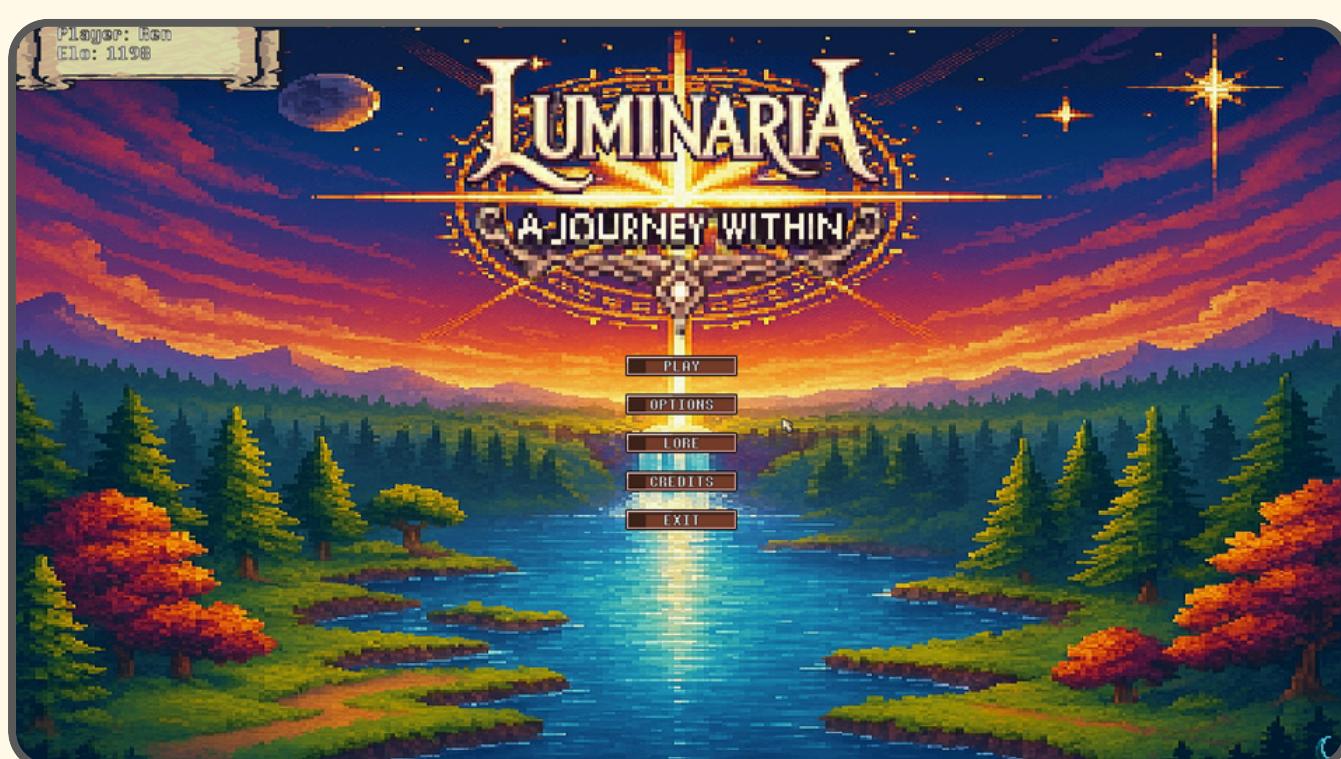


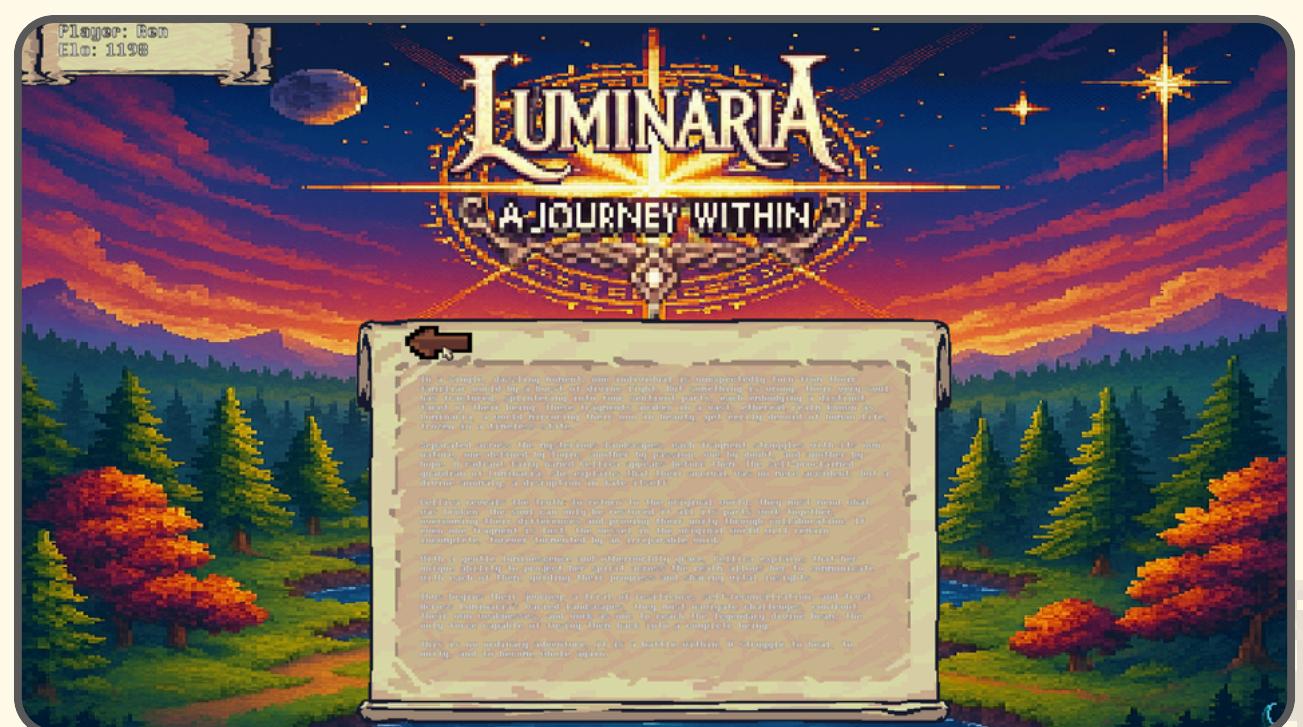
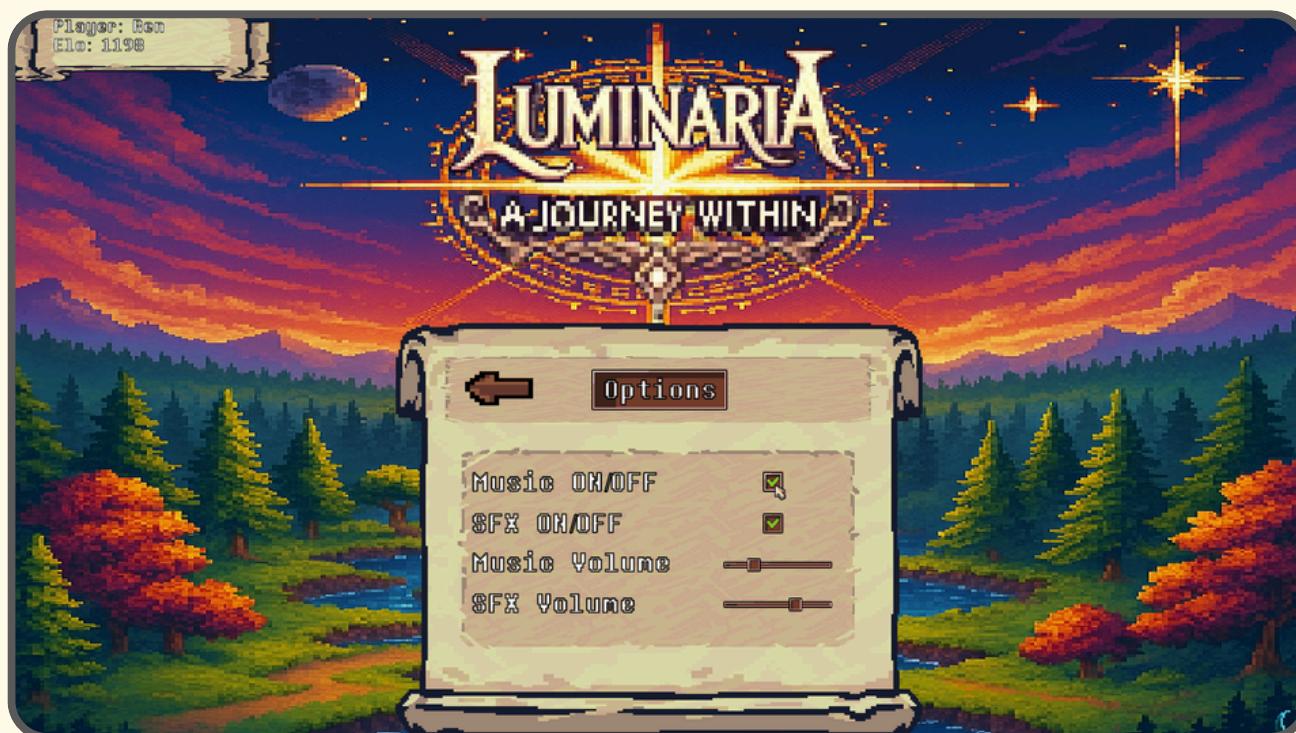


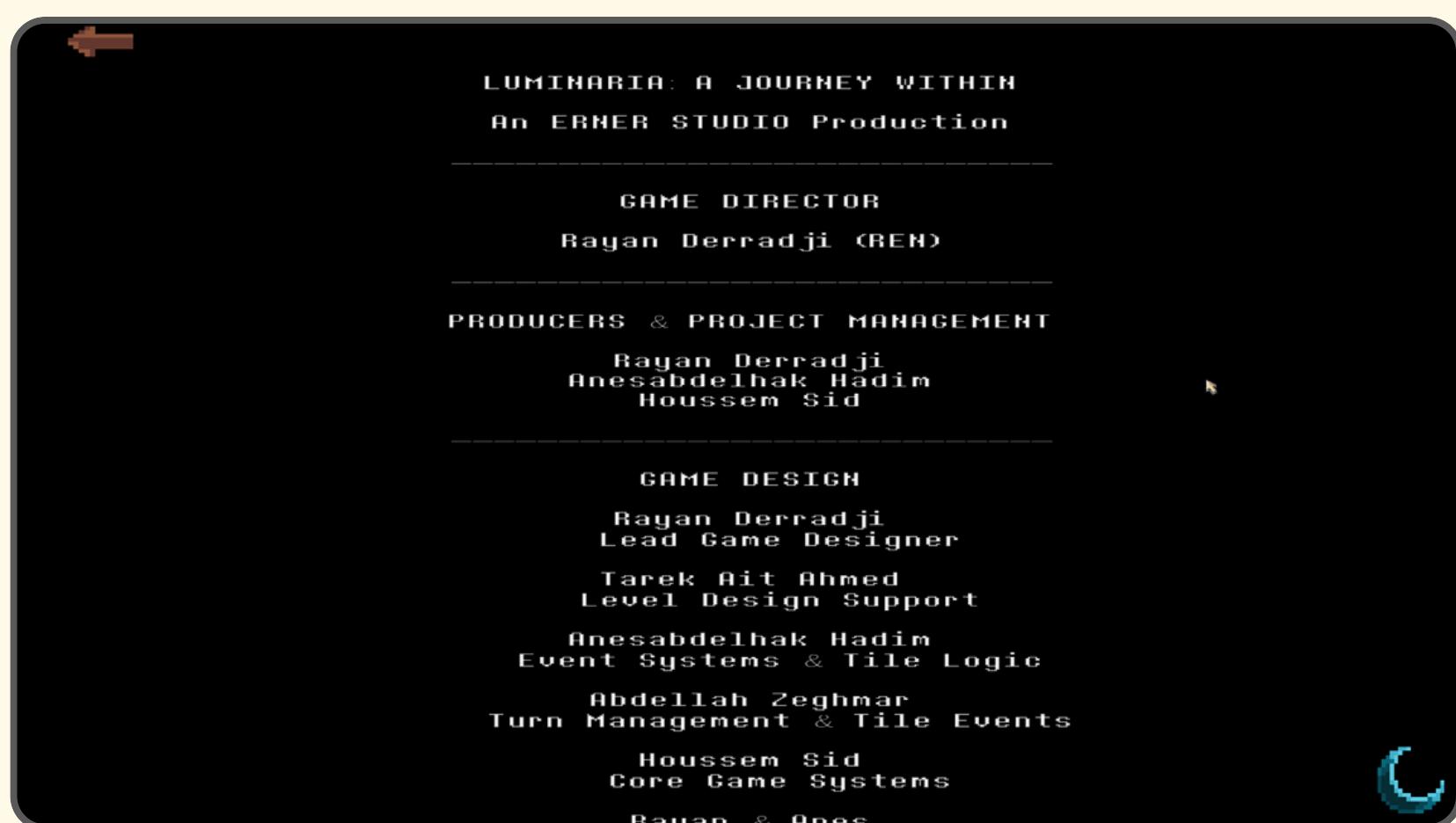
- **Main Menu Navigation** Once in the lobby or before creating/joining a room, you have these options:

- Play: Proceed to create or join a room.
- Options: Toggle Music and SFX, adjust their volumes via sliders.
- Lore: Read the game story and world background.
- Credits: View the development team, supervisors and supporters.
- Exit: Quit the game.

Use the **mouse pointer** to highlight a menu item, then **left click** to select.





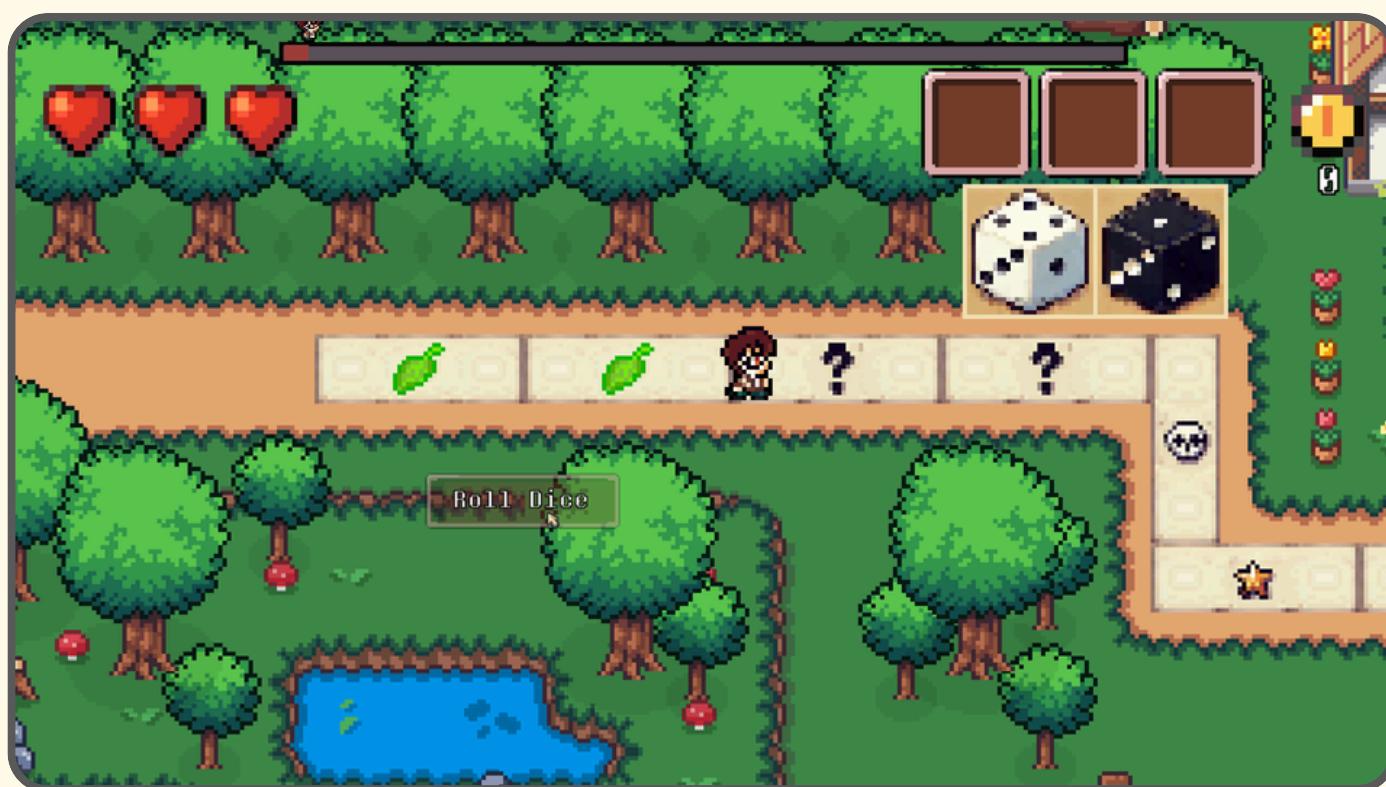
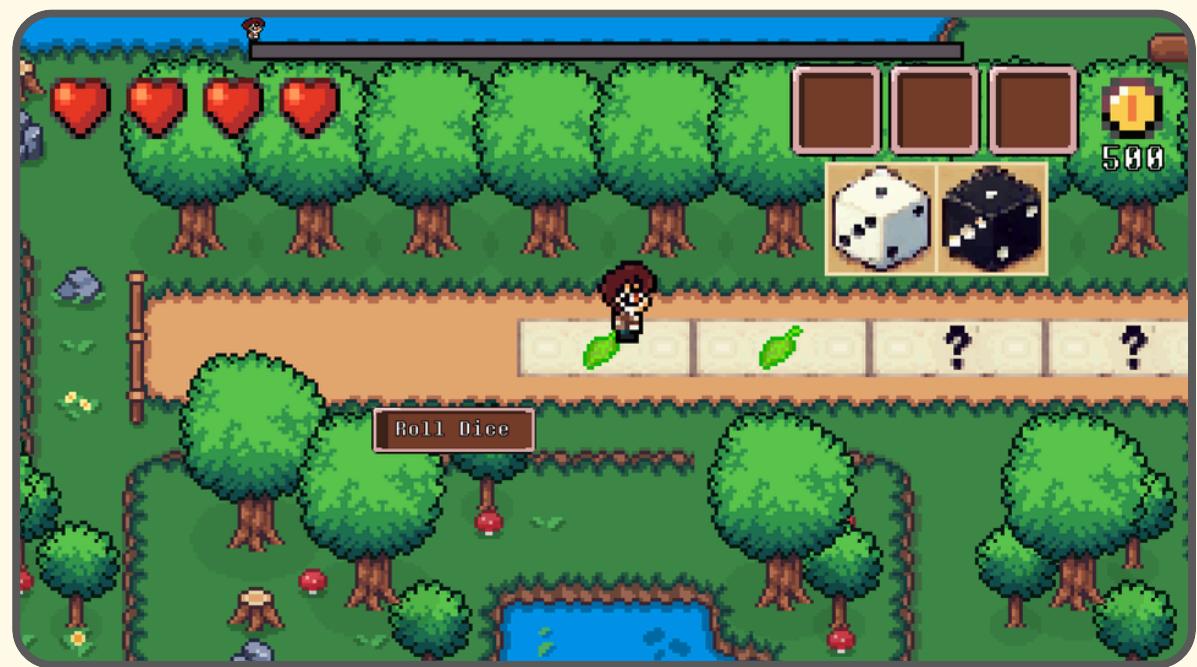


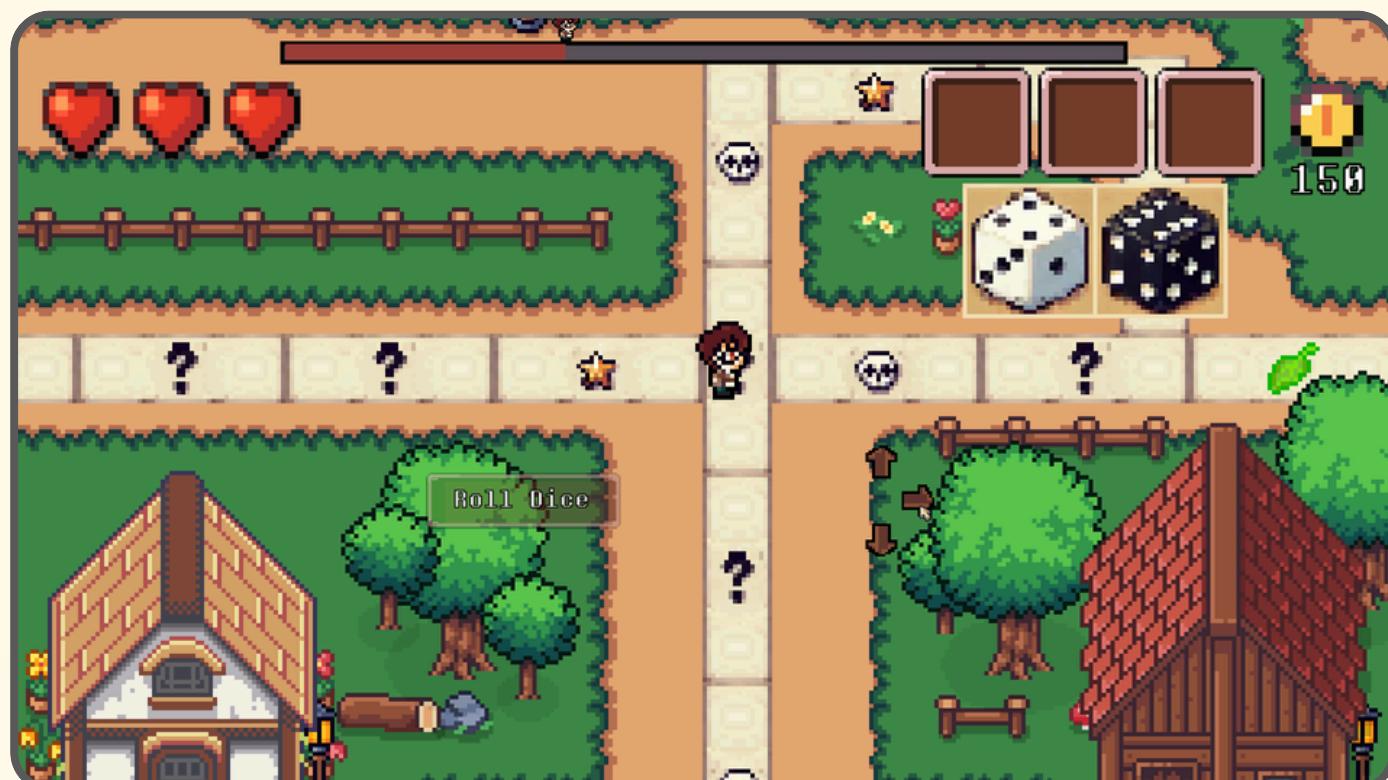
- **In-Game Controls**

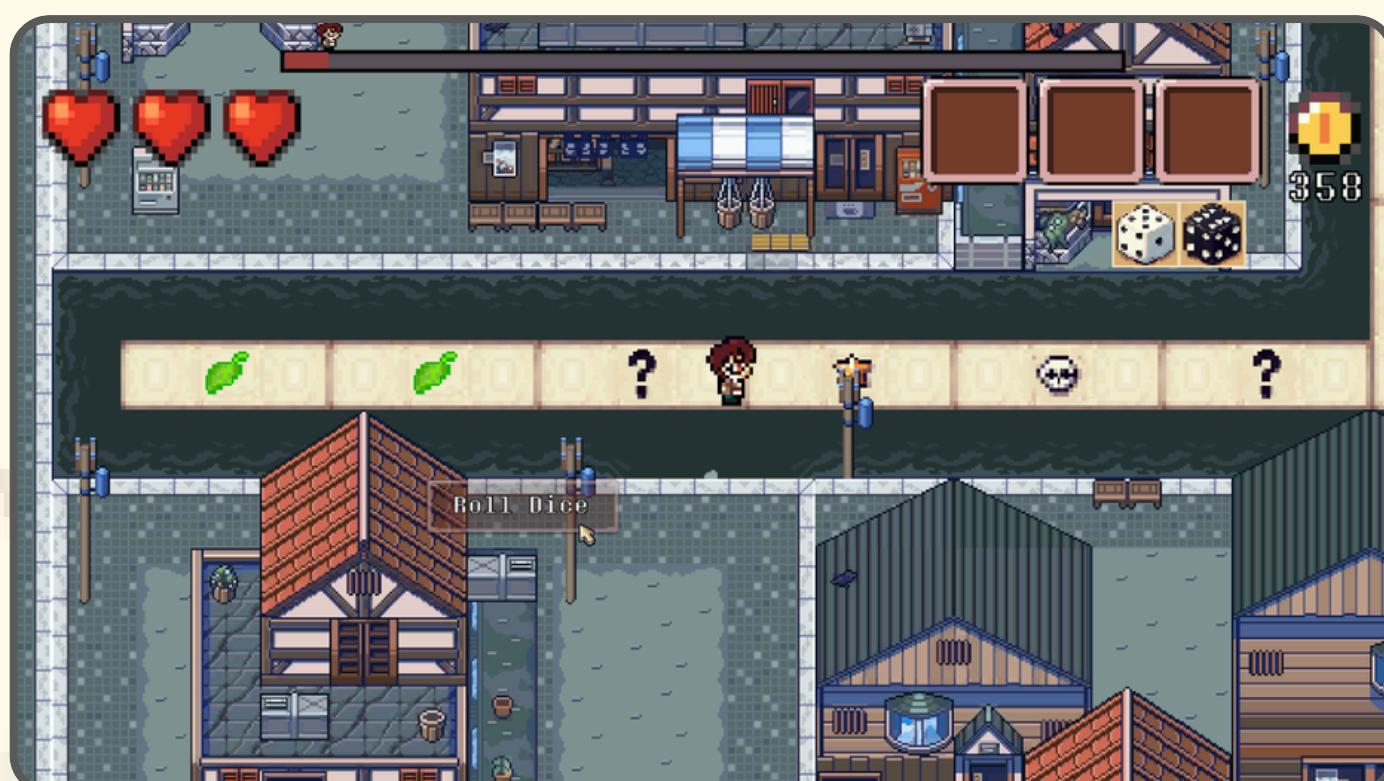
- Roll Dice
 - click the on-screen **Roll** button on your turn.
- Movement
 - After rolling, your character automatically moves forward the number of tiles rolled.
- Interact / Chat
 - Press **The chat button on your screen to** open the chat, type and press **Enter** to send.
 - **Note:** VoiceChat is disabled if you're cursed or in question event.

- **Tile Effects** When you land on a tile, one of the following occurs

Tile Type	Effect
Rest	No effect—turn ends.
Question	A trivia question appears. Correct answer → credit and elo reward; wrong → lose elo + lose one heart.
Bonus	Triggers one of: <ul style="list-style-type: none">• Credit Bonus (+ credits)• Rare Credit Bonus• Next Reward Boost• Gain one item• Gain one heart
Curse	Triggers one of: <ul style="list-style-type: none">• Lose one heart• Lose credits• Lose one item• Inventory locked• Get muted• Move backward







- **Inventory & Items**

- **Click I** to open your inventory.
- Select an item by hovering over it and click on it to use it and activate its effect.
- If you're cursed with an Inventory Lock, you cannot open/use your inventory until the next turn.

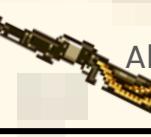
- **Hub & Shop**

- Reaching the Hub: Upon completing a map (one of the team reaches and end tile), you enter the Hub.
- Shop:
 - Your credits appear at the top right.
 - go closer to the shop keeper and press k (when animation plays). k is used to open and close the shop interface once in shop's vicinity, walking out of it closes it automatically.
 - Navigate with arrow keys or mouse; select an item and press Buy.
 - If you have insufficient credits, you cannot buy and can instead proceed to the next map.

(Note: Inventory/Items can still be used in Hub)

• Item Effects & Usage

- In Luminaria, you'll have access to a vast set of items of different purposes. Here's the list with the assigned effect, usage and tips:

Items	Effect	Time of Use	Tips
 Blood Vial	Restores one heart	At any time	Use it as soon as possible or give it away.
 Joker	Changes question	On player's turn in question event	Use it when a question seems too hard or give it away.
 La Tourte	Prevents one negative effect to take place	Usable at any time	Use it right before a curse tile or during a hard question event.
 Pizza 3D	50% chance to lose a heart, 50% chance to highlight correct answer	On player's turn in question event	Use it in a desperate situation... it's a gamble
 St.Trina Flower	Skips a tile	On player's turn	Use it right before a curse tile
 Pot Of Greed	50% chance to gain an extra turn, 50% chance to gain a 20% bonus on next coin reward	On player's turn	Use it anytime you feel like
 Mouthwash	Utterly useless	At any time	why would you buy it..? get rid of it.
 Allen's M60	A useless collectible...	At any time	or is it...?
 Evoker	Used to trigger a game loss for everyone (equivalent to leave button)	At any time (by default in inventory)	Upon everyone's approval. leave the game.



Collaboration between players

Give item

When the active player requests an item (usually during a question event), only one teammate can accept the request.

The selected teammate will then donate an item from their inventory to the active player.

Items come in two categories:

Useful items, which help progress

Fun items, which serve to enhance the social or humorous aspects of teamwork.



Answer others question

Occurs when a question event is triggered, typically when a player lands on a question tile. The active player can request help, prompting other teammates to respond.

Only one teammate can accept the help request. Once accepted, that player will be responsible for submitting an answer to the question on behalf of the his teammate.

This mechanic encourages strategic cooperation and emphasizes individual accountability within collaborative gameplay.



A player may donate one heart (life point) to another player, but only under two conditions:

The donor must have more than 1 heart (you cannot donate your last heart).

The receiver must have less than 5 hearts (the maximum heart capacity is 5).

This action encourages cooperation in tight situations, such as before or after a challenging event.

Players can request hearts from teammates at any point in the game. However, the same rules from "Give Heart"

Give heart



- **Turn Flow & End Conditions**

- **Roll dice → Move → Tile effect → Inventory/use/help → End turn**
- If your hearts reach **0**, you're **Game Over** for all of the team.
- Once one player reaches an end tile on the first two maps, a stage clear message will appear and everyone will be teleported to the hub.
- After the **third map**, if one player reaches an end tile you win the game—congratulations!



PATH
ENLIGHTENED

SOUL LOST

Return to
Main Menu

SOULS REUNITED

End Game

