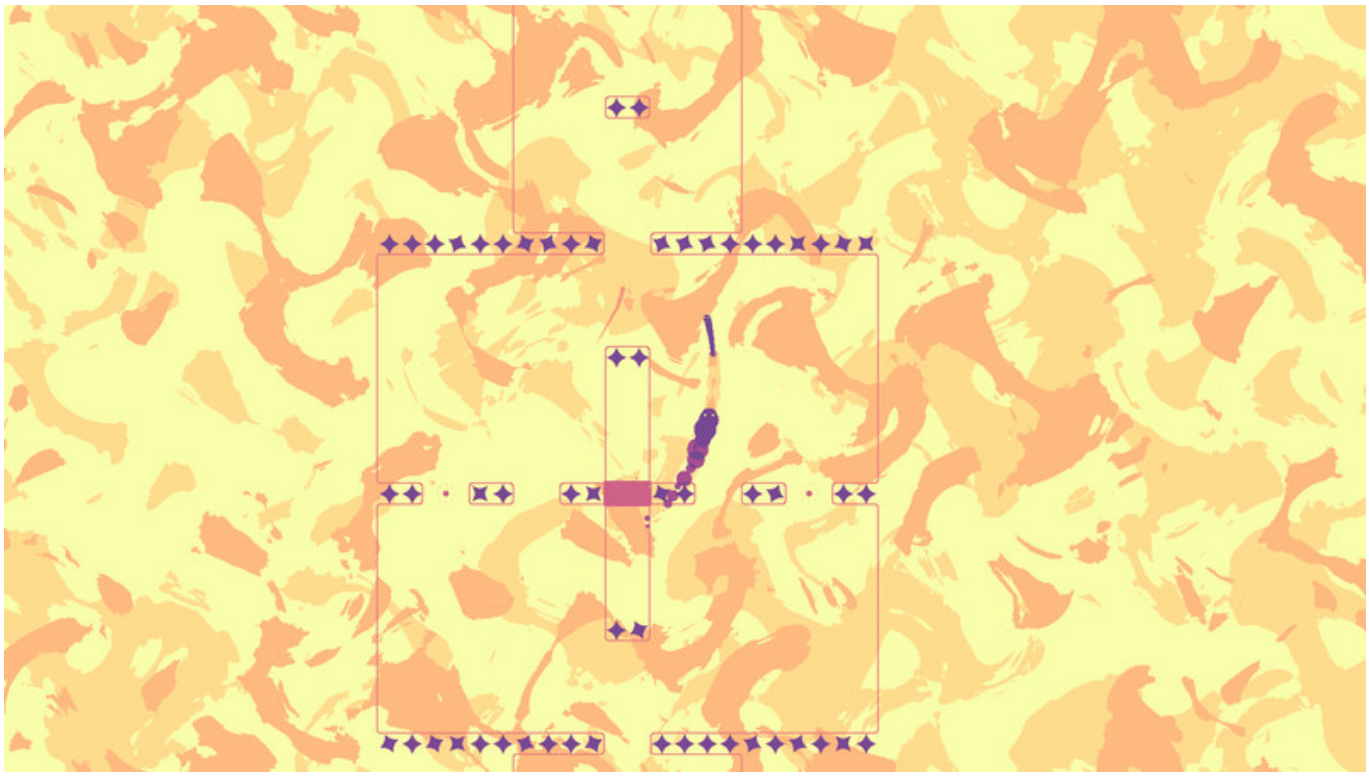
The Sun And Moon Crack



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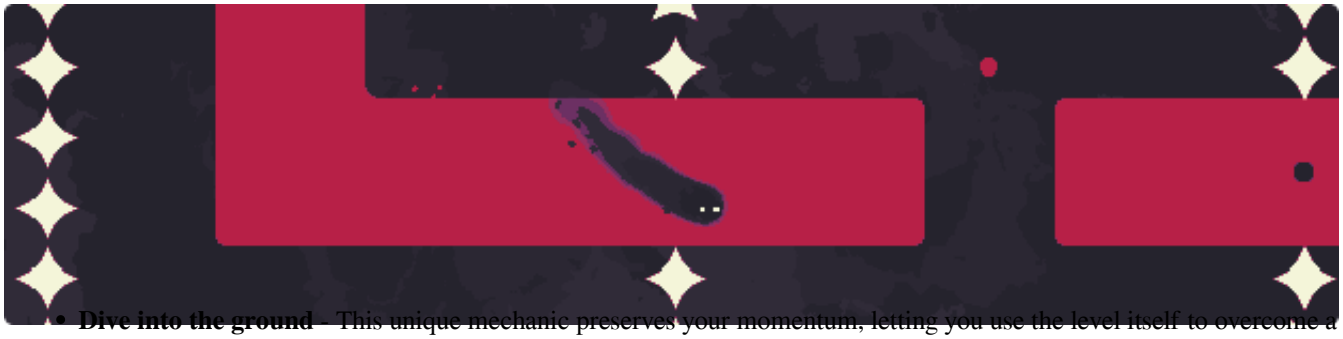
About This Game

The Sun and Moon, the winner of Ludum Dare 29, is a platformer with a unique mechanic: you can dive into the ground. Momentum is conserved but gravity is reversed, letting you fling yourself high into the air or deep beneath the surface. The goal is always straightforward - collect the three orbs in the level and jump into the wormhole - but spikes, endless drops and impossible heights make this more and more difficult.

Key Features

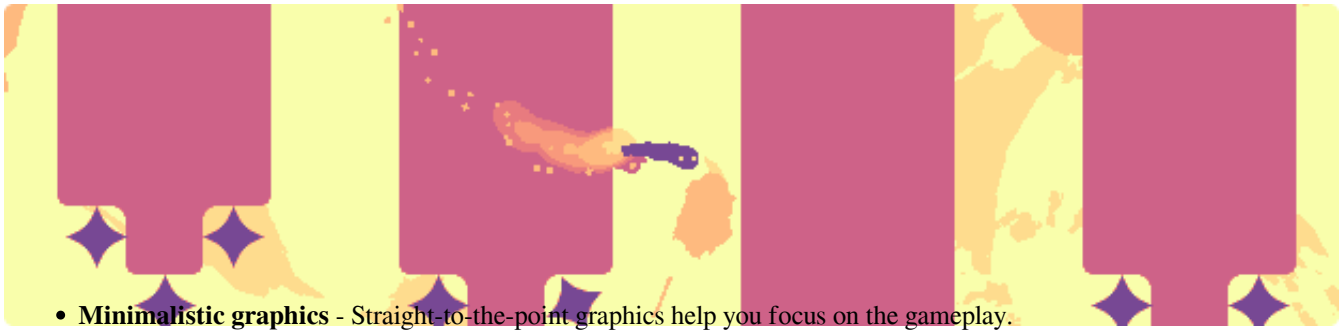


- **Dive into the ground** - This unique mechanic preserves your momentum, letting you use the level itself to overcome a huge range of challenges.

- **Conquer over 150 levels** - Run, jump and dive your way through levels spanning from easy to brutally difficult. You'll need to both master the controls as well as think outside the box.

- **Non-linear level unlock system** - Explore the game in whatever order best suits you.

- **Achieve Time Goals** - Three tiers of medals provide an additional challenge for even the easiest levels.



- **Minimalistic graphics** - Straight-to-the-point graphics help you focus on the gameplay.

- **Music by Dubmood** - A killer track that grows as you progress.

Title: The Sun and Moon
Genre: Action, Indie
Developer:
Daniel Linssen
Publisher:
Digerati, Kot in Action Creative Artel
Release Date: 14 Nov, 2014

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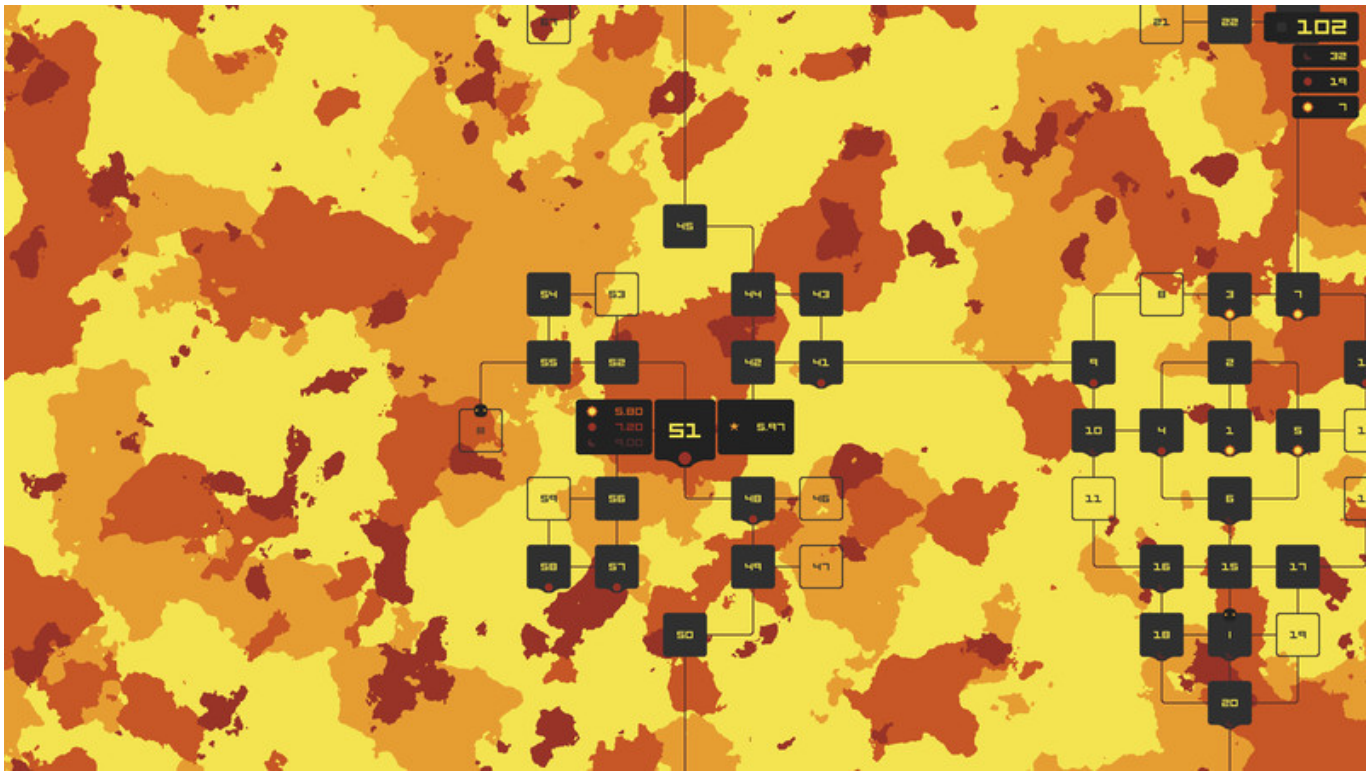
English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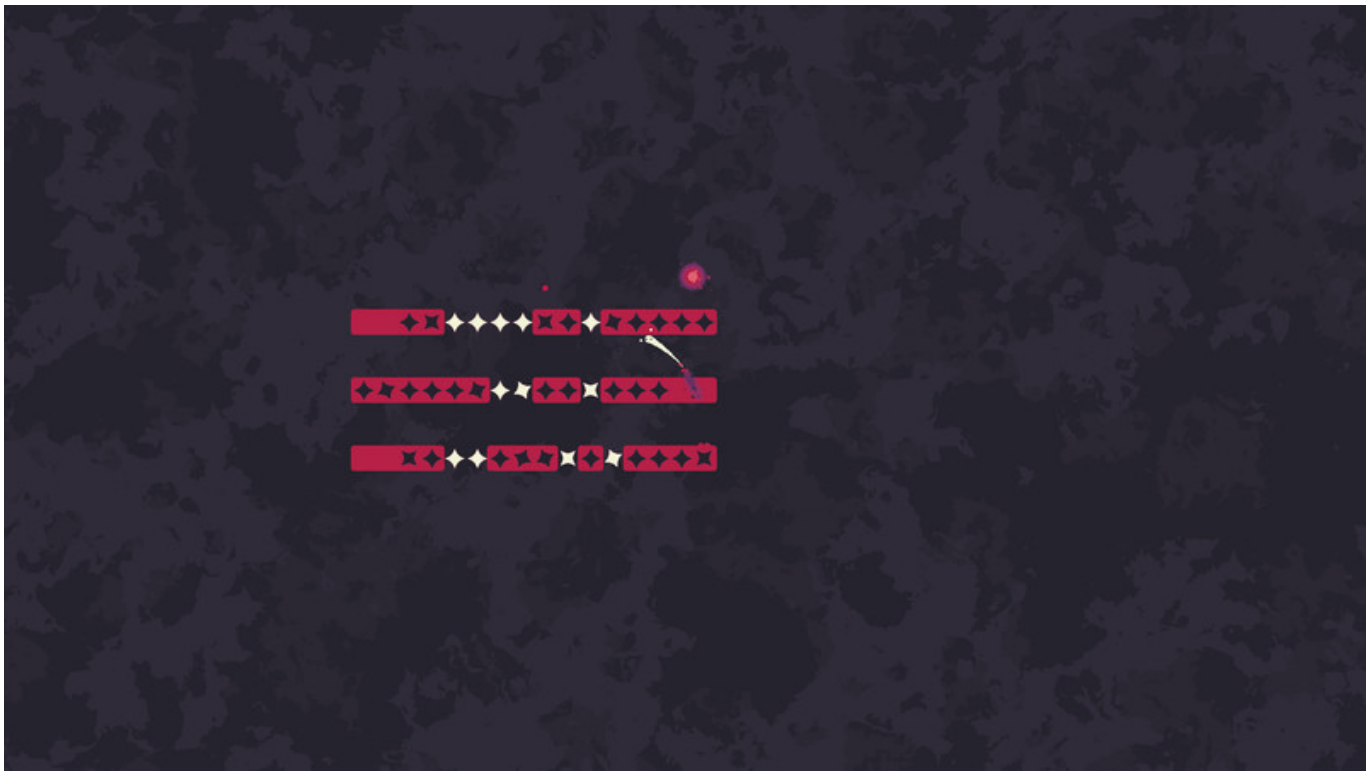

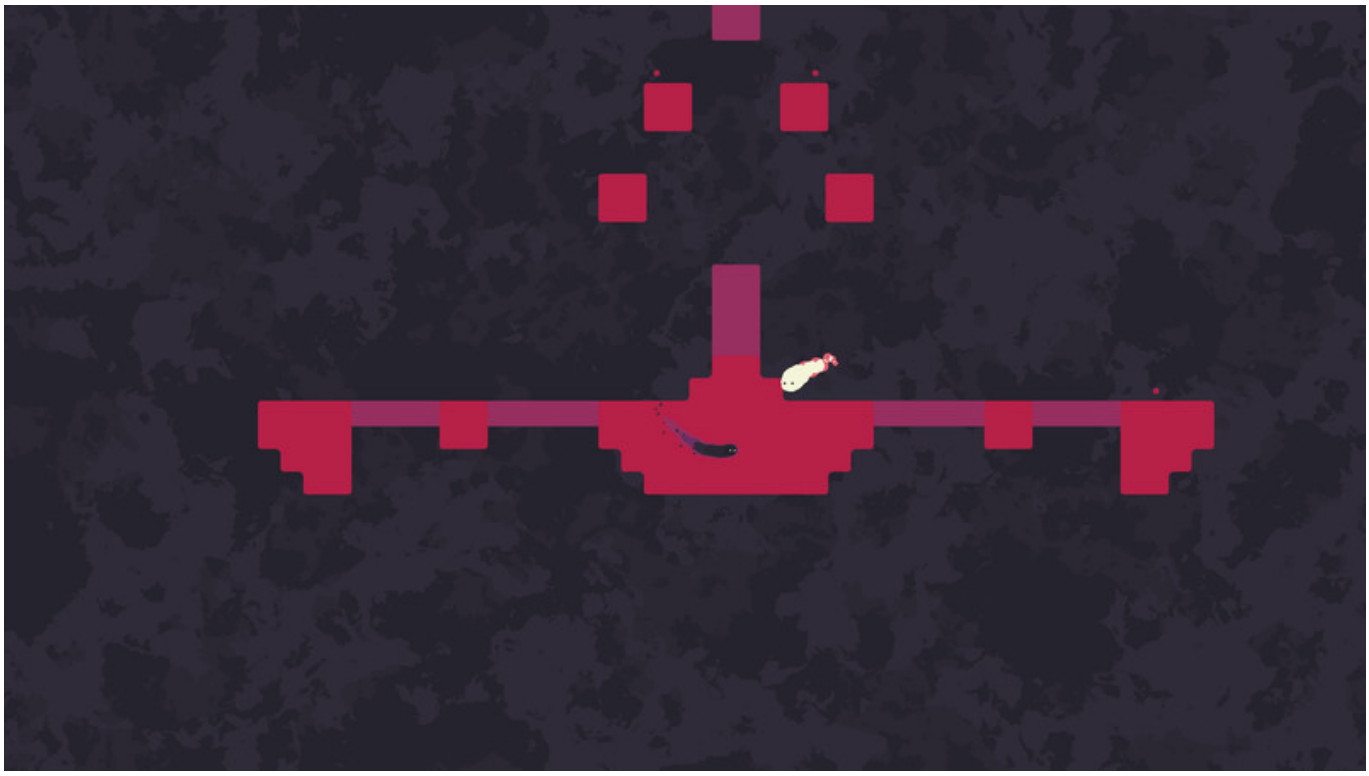

Addictive and really fun. Racing for the best times is seamless with the leaderboards. Great game mechanic, can't recommend this enough!. SHORT REVIEW INCOMING:
One of the best jump'n'runs I've ever played. Smooth controls, unique gameplay and tight visuals ensure you'll have a great time with THE SUN AND MOON. A perfect game in my opinion. It's even better than SUPER MEAT BOY. Go get it.. I've bought this game just to fill my 10-minute-breaks from homework with a simple and short game like this one looked like.

But what I've found is not only a minimalistic and funny game but extremely challenging and CATCHY one.

You won't ever get bored, even replaying the same stage over and over to improve your own times is really entertaining, funny and satisfactory.

The music starts being simple but it gets more complex (like adding instruments\/tracks) after reaching new sectors, that's something that I didn't expect and was curious to find out.

The controls are simple (moving left, right, jumping and the "dive" button) and very responsive, so everytime you fail it will be your own fault.

Also the level design is 10\/10, I've never seen a game with perfectly polished stages except for Super Meat boy, some are even so beautiful to complete in the optimal path. If the dev reads this, just want to make you know that you're a god at designing levels *clap*. Many devs should play and learn from this game.

I really think this game deserves way more love. I totally recommend it to everyone who likes platform\/time trial challenges. If you enjoyed games like "10 second ninja", "Super Meat boy" or "Dustforce" just buy this one, you won't regret it.

Overrall grade: 8.5\/10. How have I not recommended this game yet? It is one of my all time favorites. Some levels are puzzles where you need to use your brain to figure out how to proceed. Other levels are crazy difficult precision challenges requiring perfect timing and dexterity. Most levels are a mix of the two. All levels give a great sense of accomplishment when you beat them.

Extra points for this game's soundtrack and sound mixing. The soothing music helps make the otherwise frustrating levels into a relaxing experience. The sound mixing is so smooth, I can't tell when one track ends and an other begins.. Best physics i've seen ina game in my life. Simple spectacular. But after lv 80..... oh boy *flipping table*. Outsays its welcome a bit too much. Gets to the point where the game feels like it's running out of steam and either has to add stupid levels or levels that are the same as older levels but more precise in the inputs. Eventually the game feels like you're doing the same thing over and over again and becomes a tedious grind to progress.

There are some very good things about the game. Some of the levels have interesting designs. The main gimmick is unique and works well, and the overall look of the game is very nice. Honestly, if the game were limited to 100 levels, I probably would have enjoyed it a lot more but as it is now it's just too much of the same style of level over and over again.. A challenging platformer. Strengths are:
- Minimalist, elegant atmosphere.
- Minimalist, elegant mechanics. It's very simple -- you fall either up or down depending on which kind of background you're in. You have to get all the items and then go to the exit. At least in the time I played, there were no more complicated mechanics introduced.
- Fun platforming gameplay.

Weaknesses, on the other hand, include that the game can be very frustrating (like difficult platformers are). The game is a series of small levels, without a story or dialogue to connect anything, so that can contribute to the levels feeling tedious. Especially this is true if you try to achieve the time trial awards on each level (these get very challenging). Overall, I found I got too frustrated.

It was not for me. However, I definitely recommend the game if you are looking for a very challenging platform game with no frills.

A nice, short little platformer with a neat gimmick. The only thing I think it needs is a level editor.

The music is great, even though it only has one song.. Wonderful gameplay idea coupled with great level design, provided with a huge content and difficult challenges for hardcore speedrunners. I love it!. It's not so much of a puzzle game than a mastery of controls and understanding the physics of the game. It's a great game with a bunch of levels, I haven't beaten them all yet. This is a game you can come back to every once in a while when you're bored or want to kill some time.
Challenging and fun. seriously good\u2665\u2665\u2665\u2665\u2665\u2665 she's just a little wisp of a thing but swims around like a \u2665\u2665\u2665\u2665ing maniac. I find this game really appealing everytime I play it. The music is very good. The visual design is striking, but a little exhausting after an hour or so of playing. The concept is pretty cool as well. I'm not sure what to say about the difficulty, though... it's a very difficult game that requires precise timing. You can get to ~ level 50 without much effort, but around 80 things get really beefy and I wonder if I can even continue using my wireless controller to advance becuase of the lag.

Still loving it even though I've lost my save game a couple times :). Simple relaxing platformer. 1 mechanic that allows you to move within solids.
Simple and fun gameplay.
One of the best soundtracks I have ever heard! This game swallows me up with its music, removing most of the frustrating parts of its hard levels.

I have throughly enjoyed this game, and I will play it again in the future.
I would recommend a controller though, but the game has no built in controller feature, so I just used the program "JoyToKey" allowing me to use one.
Get a good set of speakers or headsets, preferably ones that can reproduce low bass notes.

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