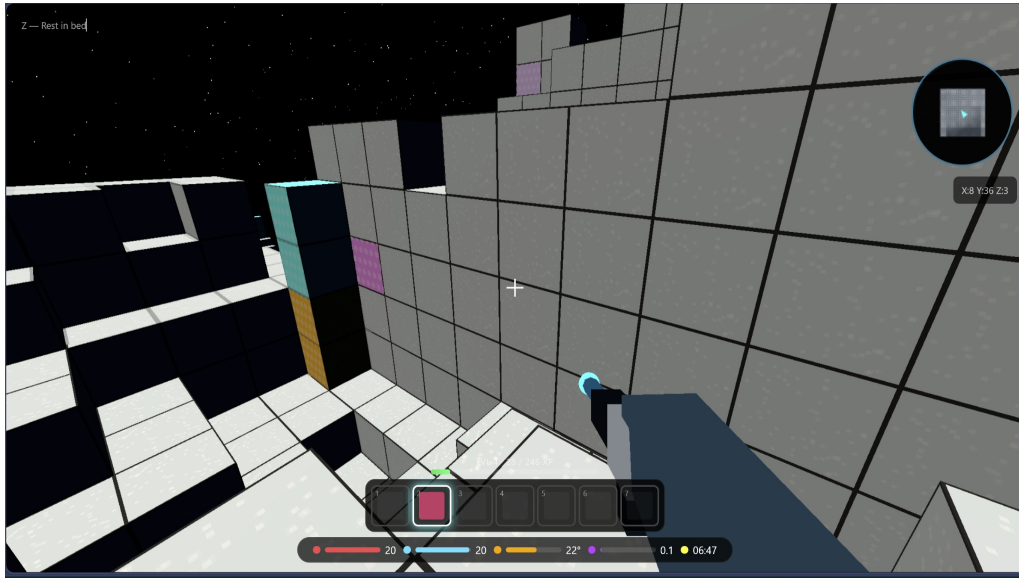


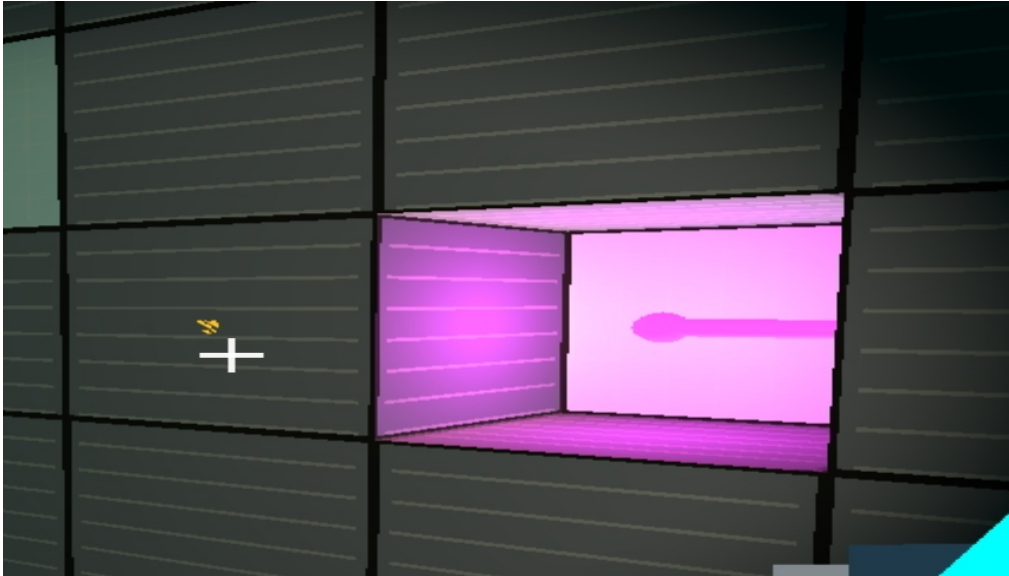


MOONCRAFT – PLAYER GUIDE (Steam, PC)

Online manual: MOONCRAFT Reference Guide (<https://spacebook.world/mooncraft-info>)







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Mooncraft is a lunar survival sandbox. Explore a hostile, procedurally generated moon, mine resources, craft advanced technology, and survive waves of alien enemies using careful resource management and fast, skill-based combat.

Death occurs when either Health (HP) or Oxygen (O₂) reaches zero. Sleeping in a Bed restores HP and O₂, skips to dawn (06:00), and despawns all current enemies. There is no autosave, so save your world often.

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2. KEYBOARD AND MOUSE CONTROLS

MOONCRAFT – READ ME

Version 1.0

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1. OVERVIEW

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Mooncraft is a lunar survival sandbox. Explore a hostile, procedurally generated moon, mine resources, craft advanced technology, and survive waves of alien enemies using careful resource management and fast, skill-based combat.

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2. KEYBOARD AND MOUSE CONTROLS

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MOVEMENT

- W / A / S / D : Move
- Space : Jump
- Alt : Toggle sprint on / off
- Shift : Fly down (Creative Mode only)
- Z : Sleep on bed / rest

COMBAT AND INTERACTION

- Left Click (on block) : Mine block or recollect Glowstick
- Left Click (in air) : Fire Space Ray (auto-fire)
- Right Click : Place block or item
- R : Fire Space Ray manually
- H : Heal (uses Alien Meat first, then Medpack)
- Mouse Wheel : Cycle hotbar
- 1 to 7 : Select hotbar slot 1–7

The Space Ray only fires when it is your active weapon (slot 1 empty, or slot 1 selected).

INTERFACE

- Escape : Pause / Resume
- C : Open Fabricator (crafting)
- I : Open Inventory
- E : Open Equipment panel
- B : Open Bag
- Q : Drop held item
- F : Toggle flashlight
- G : Toggle Creative Mode
- V : Toggle third-person camera

- Ctrl + S : Save world

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3. WORLD AND ENVIRONMENT

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Each world is procedurally generated and includes:

- Regolith plains
- Basalt ridges
- Craters
- Ice deposits
- Ore veins

A landing pad made of Plating marks the spawn location at world origin. As you explore, new chunks stream in and award XP for each one discovered.

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4. RESOURCES AND ITEMS

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CORE MATERIALS

- Regolith (grey-blue)

General building; used to craft Bed and Medpack.

- Basalt (dark grey)

Used for Plating, Pickaxe, Ice Bricks, Alien Alloy.

- Ice (light cyan)

Used for Glass, Ice Bricks, Glowstick.

- Glass (transparent cyan)

Building material.

- Neon Ore (magenta)

Energy crafting, Medpack, Glowstick, Plating + Neon.

- Energy Block (bright cyan)

Advanced construction, Anomaly Lens, Anomaly Bomb.

- Plating (silver)

Durable building material; used for Pickaxe, Shield Plate.

- Crystal (purple)

Advanced crafting; Laser Ammo, Crystal Cannon.

- Anomaly (orange)

Rarest material; Alien Alloy, Crystal Cannon.

UTILITY ITEMS

- Bed (red / pink)

Set respawn point. Sleep to skip to dawn, restore HP and O2, and despawn enemies.

- Pickaxe (grey)

Equip for faster mining.

- Medpack (green)

Restores +8 HP. Craft or find as world pickup. Use with H (keyboard).

- Glowstick (cyan glow)

Place colored cave light. Cycles through 5 colors. Mine to recollect.

- Alien Meat (orange)

Dropped by all enemies (55% chance). Eat with H for +5 HP.

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5. FABRICATOR AND CRAFTING

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Open the Fabricator with:

- C (keyboard)

Recipes unlock automatically as you discover materials, and crafting earns XP. In Creative Mode, all recipes are unlocked and free.

CRAFTING RECIPES (SUMMARY)

- Glass Panel : 4 Ice -> 4 Glass (fused ice)

- Plating : 3 Basalt -> 2 Plating (pressed basalt)

- Energy Block : 2 Neon, 1 Energy -> 3 Energy (neon power)

- Crystal Slab : 3 Crystal -> 6 Glass (crystal plate)

- Anomaly Lens : 2 Crystal, 2 Energy -> 1 Anomaly (space fragment)

- Regolith Pack : 8 Regolith -> 16 Regolith (bulk compression)

- Ice Bricks : 2 Ice, 1 Basalt -> 4 Ice (thermal blocks)

- Plating + Neon : 2 Plating, 1 Neon -> 4 Plating (hardened plating)

- Laser Ammo : 1 Crystal, 2 Neon -> 5 Crystal (energized rods)

- Anomaly Bomb : 1 Anomaly, 2 Energy -> 3 Anomaly (AOE alien burst)

- Shield Plate : 3 Plating, 2 Crystal -> 6 Plating (heavy suit armor)

- Alien Alloy : 1 Anomaly, 4 Basalt -> 8 Basalt (fused alien matter)

- Neon Cluster : 4 Neon -> 8 Neon (dense ore pack)

- Crystal Cannon : 3 Crystal, 1 Anomaly, 2 Energy -> 2 Anomaly (heavy ray upgrade)

- Bed : 6 Regolith -> 1 Bed

- Pickaxe : 2 Plating, 3 Basalt -> 1 Pickaxe

- Medpack : 4 Regolith, 2 Energy -> 1 Medpack

- Glowstick : 1 Energy, 2 Ice -> 3 Glowsticks

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6. ALIEN ENEMIES

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All enemies drop O2 on death and have a 55% chance to drop Alien Meat.

ALIEN

- HP: 4
- Speed: Medium
- Melee Damage: 1.2 / sec
- Ranged: 3–16 blocks
- Notes: Standard enemy, fires red projectiles.

STALKER

- HP: 2
- Speed: Very fast
- Melee Damage: 2.0 / sec
- Ranged: None
- Notes: Ambush style, closes distance quickly, purple eyes.

BRUTE

- HP: 10
- Speed: Slow
- Melee Damage: 3.5 / sec
- Ranged: 2–10 blocks
- Notes: Large, tanky melee enemy with orange eyes.

PHANTOM

- HP: 3
- Speed: Medium
- Melee Damage: 0.6 / sec
- Ranged: 5–22 blocks
- Notes: Long-range sniper, rapid fire, translucent body, cyan eyes.

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7. SPACE RAY AND COMBAT

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The Space Ray is your primary weapon. It fires automatically with left click in open air, or manually with the R key. It deals damage and knockback, and outranges standard Alien projectiles, but Phantoms can fire from farther away.

DAMAGE GUIDELINES

- Standard Alien : 4 Space Ray hits to kill
- Brute : 10 Space Ray hits to kill

TACTICAL NOTES

- Brutes: Keep moving and maintain distance.
- Stalkers: Very fast melee; shoot as soon as they appear.
- Phantoms: Outrange your weapon; close in or use cover.

- All enemies: Kill regularly to maintain O2 and collect Alien Meat.

8. SURVIVAL STATS

- HP (Health) : Max 20. At 0, you die.
- O2 (Oxygen) : Drains over time; refilled by enemy O2 drops.
- TEMP : Temperature hazard level.
- RAD : Radiation level.
- XP : Gained by mining, placing, crafting, killing, exploring.
- TIME : Lunar 24-hour cycle; enemies spawn only at night.

Sleeping in a Bed restores HP and O2, skips to 06:00, and despawns all current enemies.

9. HEALING AND RECOVERY

MEDPACK

- Effect : +8 HP
- Source : Craft (4 Regolith + 2 Energy) or world pickup
- Use : H (keyboard)

ALIEN MEAT

- Effect : +5 HP
- Source : Dropped by all enemies (55% chance)
- Use : H (keyboard)

BED / REST

- Effect : +6 HP, +5 O2, skips to dawn, despawns enemies
- Use : Sleep in Bed using Z (keyboard)

O2 PICKUP

- Effect : +5 O2
- Source : Dropped by all enemies on death

10. RANDOM EVENTS

- Moonquake : Terrain shakes violently.
- Solar Flare: Instant 4 HP damage.
- Alien Swarm: Spawns four additional aliens of random types.

11. SAVE SYSTEM

- Three save slots are available.
- Each slot shows the last save date and game mode.
- Saves are stored locally on your machine.
- There is no autosave.

Use Ctrl + S or the Pause Menu to save your world. Death wipes your inventory, so save before risky explorations and combat.

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12. CREATIVE MODE

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Toggle Creative Mode with G on keyboard.

In Creative Mode:

- You take no damage.
- Oxygen is infinite.
- Blocks and items are unlimited.
- All recipes are unlocked and free.
- No aliens spawn at night.
- You can fly (Space to fly up, Shift to fly down).

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13. SURVIVAL TIPS

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- Mine Basalt early and build a perimeter wall around your base before night falls.
- Stay mobile; standing still in the open attracts alien swarms.
- Kill aliens regularly to maintain O2 and Alien Meat supplies.
- Save often with Ctrl + S. There is no autosave and death wipes your inventory.
- Prioritize Anomaly ore in the late game for the Crystal Cannon and Alien Alloy.
- Use the Space Ray's range to outrange standard aliens, but close in or use cover against Phantoms.
- Place Glowsticks in caves and tunnels to see enemies coming from any direction.
- Craft a Bed early. Sleeping skips to dawn, heals you, and despawns all enemies on the map.
- Remember heal priority: Alien Meat is consumed before Medpacks, so hoard crafted Medpacks.
- Stalkers are fast melee enemies; shoot them immediately when you see them.