

# *Light From Within*

**Title:** *Light From Within*

**Genre:** Action-Adventure

**Platform:** NES, Nintendo Entertainment System

## Synopsis

*Awaken in a dying world, beneath the light of a shattered moon.*

Play as Ella—a courageous young girl guided by a fading spirit—and journey through a vast, handcrafted 8-bit realm. Plunder dangerous dungeons, discover powerful relics, uncover hidden secrets, and reclaim the crystal shards needed to heal a land on the edge of ruin.

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*Light From Within* is an action-adventure that explores themes of love, loss, and acceptance, in the tradition of classic *Zelda* games. The story follows Eleanor—Ella—who awakens from her deathbed in Atalia, a land of magic and mystery, threatened by a crumbling moon and a spreading darkness.

The worldspirit, Eayona, is dying. Guided by a fading spirit named Eirian, Ella must seek out the lost crystal shards that once sustained Eayona's form. Only by restoring them can she push back the corruption consuming the land and uncover the truth that binds her spirit to this world.

Inspired by *Link's Awakening* and *Tunic*, the game invites players to explore a richly interconnected 8-bit world filled with hidden paths, environmental puzzles, and ancient dungeons—each holding secrets that reward curiosity and reflection.

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## Features & Scope

- **Runs on real NES hardware**
    - Featuring two save files with persistent flash saving
  - **Action-adventure in the spirit of *Link's Awakening***
    - With unique mechanics, including a "bullet time" effect triggered on death
  - **7 main dungeons**
  - **2 side quest dungeons**
  - **Numerous side quests, riddles, and puzzles**
  - **16 passive relics to discover**
    - Boost player stats and unlock new abilities
  - **12 player weapons and items to unlock**
    - Each with distinct uses for combat and exploration
  - **Expansive overworld with 255 screens**
    - Including towns, shops, mini-games, and hidden secrets
  - **Completion tracker**
    - Monitor your progress toward full discovery
  - **In-game map system**
    - Tracks player location
  - **Highly detailed physical map and instruction manual**
    - Designed in classic NES style to complete the experience
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