Moonpetal

DREAM GARDEN GUARDIANS



Developer / publisher	Theo (solo)
Genre	Cozy survivors-like action roguelite
Platforms	Web (HTML5), Android (APK); iOS planned
Release	2026 (in development)
Price	Free to play. Web version: no ads, no purchases
Engine	Godot 4.7 (GDScript)
Players	Solo, online co-op 2-4 (online-only, internet connection required)
Languages	English, Spanish, German, French, Portuguese, Russian
Website	https://152.53.143.153:8444/
Contact	see website

Description

The Dream Garden glows under the moon, until the Grumbles arrive: mischievous fluffballs made of bad dreams. Moonpetal is a cozy, whimsical survivors-like in chunky 16x16 pixel art. Pick a tiny critter hero, auto-attack waves of Grumbles, and pop them into sparkles and seeds. Spend seeds on pods, crates, acorn chests and golden hives scattered over the map, build a run from weapons, trinkets and critter companions, and survive five stages to face the map's big boss.

Features

- 11 critter heroes (hedgehog knight, frog mage, bunny archer, fox rogue, owl astronomer, mouse tinkerer, snail tank,

bee healer, badger summoner, bat hexer, cricket bard), each with 8 spells, an ultimate, up to 9 unlockable skins and hero levels.
- 8 maps (Moonlit Meadow, Mushroom Hollow, Tidepool Shore, Frostberry Hills, Candycloud Heights, Coral Lagoon, Clockwork Bazaar, Starfall Dunes), 5 evolving stages each, themed mini-bosses and multi-phase big bosses.
- Seeds economy: every defeated Grumble drops seeds that unlock containers with loot.
- 16 weapons, 36 trinkets (20 legendary), 8 evolutions, 3 companion critter slots.
- Online co-op for 2-4 players with teammate revives.
- Daily seeded challenge with a global leaderboard, Dream Levels 1-5, Boss Rush.
- Restore the Garden hub: 20 buildings, including the Market Stall, Moon Pond, Seed Silo and Star Observatory.
- Accessibility: reduced flashing / motion toggle.

Press kit contents

- logo/ - pixel logo PNGs (transparent, x1/x4/x8) and on-dark version
- key-art/ - 1920x1080 key art (PNG and JPG)
- screenshots/ - in-game captures, 1920x1080
- trailer/ - 30 second trailer (MP4)
- factsheet.md / factsheet.pdf

All press kit materials may be used freely for coverage of the game.

Credits

Game by Theo. Pixel art sources: Ninja Adventure by Pixel-boy and AAA (CC0), Kenney (CC0), 0x72 DungeonTileset II (CC0). Fonts: Pixelify Sans (SIL OFL 1.1, Copyright 2021 The Pixelify Sans Project Authors), m5x7 by Daniel Linssen (CC0). Fusion Pixel by TakWolf (SIL OFL 1.1), Kenney Mini (CC0). Music and synthesized SFX are original procedural compositions. Some sprites were generated with Stable Diffusion XL + pixel-art-xl (CreativeML OpenRAIL licenses), and the key art with FLUX.1-schnell (Apache 2.0). Built with Godot Engine (MIT) and the Nakama client (Apache 2.0).