Night of Full Moon has all the memes that you can find in the world-known fairy tales. In this game, players are the "Little Red Riding Hood" who has to take an adventure to the cursed Black Forest and find out the truth after her grandmother went missing. In her adventure, Red accidentally injures the werewolf, whose real identity is Red's neighbor and childhood sweetheart, the Little Carpenter. Later she finds the evil witch and finally discovers that the church, which appears innocent and righteous, is the one behind all plots.

Night of Full Moon, featuring sad love and family story, is created based on fairy tales. Red, the role of players, in her adventure traveling in the Black Forest and graveyard, has to be prepared for fights at any time. And when you finally defeat the ultimate boss at every level, you'll find the actual identity of him/her is one of your friends, or a good guy, or your grandmother. The guilty resulted from your wrong action will direct you to find the real boss behind all plots with the information acquired by you in the previous week. In this game, every character ends up with a tragedy: The Little Carpenter is willing to die for the girl he had a crush on; the grandmother confronts danger alone for her whole family; and every monster defeated by Red is an innocent person cursed by the boss behind all plots. For example, the real identity of the little carpenter, Red's childhood sweetheart, is a werewolf who never hurts anyone. He keeps this secret from Red all the time to avoid telling her his love for her. He ends up being killed by Red in the graveyard voluntarily. These settings give this game a sad tone: Maybe in a parallel world, all characters in the game can live a happy life, but in this world, no one can defeat the fate and has to end up with a tragedy.

The game creates a wonderful and mysterious fairy world through music, settings and user interface. The background music of this game tries to deliver a feeling consisting of myth, a little sad and the adventure is about to start. You can hear wind chimes, the page-turning sound of old books and female singing voice. In terms of the overall style, all settings, monsters and character cards appear as dark and evil. On the user interface many classic elements of dark fairy tales can be found, such as jack-o '-lantern, pocket watch, an ancient storybook with a certain chapter opened, quill pen, dark forest in moonlight, and a graveyard on a snowy night.

As a Roguelike card game, Night of Full Moon shares many of the characteristics of this type of game: Death equaling to replay, random monster level, single-player game, turn-based battle, card pickup-to-have, skill upgrading and random potion filling. This type of games attracts players to repeatedly play them because each game offers a different experience. Night of Full Moon has very intriguing cards and levels. The flaw lies in the fact that if the plots behind the Roguelike are lame and not connected to the background story and characters well. It could bring players just mechanically completing the whole process without any purpose.

To offer players more card-playing time, this game is designed with limited plots. Basically, players will have to rely on an over 100-word explanation to find out what happened after passing the current level. Clearly, the plots are not well connected with the game. For example, the nightmare in the game has 7 levels. Players can collect "timepieces" and undo what happened in the past if they pass a higher level. But the game doesn't tell us how to undo the past. Players keep playing because they want to pass a higher level. The plots behind the game fail to encourage players to

keep going.

Night of Full Moon provides excellent solutions in terms of gameplay. It offers 100+ different monsters, each with different occupations and each occupation has about 5-6 combinations. Players are free to use their imagination to build and invent powerful card combinations. Senior players may keep exploring new card combinations to create stronger One-Turn-Kill solutions. However, such combinations are only available for check under "Achievement" after you win the current game. During the game, no instructions will be given on how to combine your cards. This, on one hand, tests players' ability to combine their cards and makes the game more alluring, but one the other hand, new players may not feel encouraging. For this reason, the game maker reduces the degree of difficulty for beginners to a very low level, so that they can pass without too much thinking. Personally, I believe the game will be more fun if more instructions on card combination can be provided and difficulty for beginners can be increased.

All in all, Night of Full Moon is superb Roguelike and strategy adventure game. It has a fluid flow, allowing players to make choices on levels and cards. It is easy for players to pick up, and keep continuing their adventures to the Black Forest to repeatedly create a unique game-playing experience because of the fun gameplay, card strategy and plots.