

This read me screen will assist you in playing the game

The object of the game is to overcome the darkness, by collecting coins in a dark maze, that you will only get to see when you illuminate the maze. There will be dark creatures coming after you to subvert your mission. There will be traps that can be exposed by the light, but be careful your light power diminishes when it is used, and only regenerates slowly in time. When you collect coins you will gain a little bit of health, which will help you get to your goal.

You carry a small flashlight, and that will light up the maze where you are, and you can use your fireballs to illuminate over great distances!

## SYSTEM REQUIREMENTS

Windows Computer

OS: 98se, 2000, Me, XP, Server 2003.

Sound Card, Monitor (display 1024 x 768 or larger), Mouse (if you don't have a mouse click here), Keyboard, Processor 350mhz or better (800mhz or better recommended).

Also required are:

1.1 > NET FRAMEWORK (available here as a free download)

<http://www.microsoft.com/downloads/details.aspx?FamilyID=262>

d25e3-f589-4842-8157-034d1e7cf3a3&displaylang=en

AND

DirectX 9.0c INSTALLED - (available here as a free download)

<http://www.microsoft.com/downloads/details.aspx?FamilyID=0a9b6820-bfbb-4799-9908-d418cdeac197&displaylang=en>

If the game does not start, please check to see if you have the required frameworks installed.

## GAME PLAY

Keyboard Commands - The character is controlled by the keyboard

UP ARROW - MOVES UP

RIGHT ARROW - MOVES RIGHT

LEFT ARROW - MOVES LEFT

DOWN ARROW - MOVES DOWN

w key - SEND FIREBALL UP

a key - SEND FIREBALL TO THE LEFT

s key - SEND FIREBALL TO THE RIGHT

z key - SEND FIREBALL DOWN

you must have light power (at least 20) to send a fireball to light the maze. If the power is lower, you will only be able to send the fireball a short distance.

Once all of the coins in a level are collected you will move up to the next level, which will be more difficult.

Here are what the characters look like

This is you, you are in the maze walking around trying to find the coins. Your little flashlight will ensure you can see where you have. Since you are one of the smartest people in the world, you will always be able to remember where you have been.

These are the coins that you need to collect to go from one level to the next. The coins emit a great amount of light, and you will be able to see where they are no matter wherever you are in each level.

The traps that you must avoid are invisible, but you can burn them with your fireball without seeing them. That is part of the challenge of the game! If you fall into a trap, you will scream!

This is your fireball. You can have up to four in each direction!

WARNING - your fire ball is very very hot. It should not be touched. IF IT IS AIMED AT A MAZE WALL, it may melt the wall, and you may be able to walk through, and this may be handy at times, until you melt yourself into a solid piece of granite. If you melt yourself into granite you will be teleported to the start position.

You must always watch out for the enemy. They cannot be defeated, you must flee from them. Sending a fireball at the enemy does nothing. There are five types of the enemy.

This is who you should be looking out for.

They have several kinds of movement

1. Smart guy... walks through walls to find you comes straight at you. You meet him in level 1.
2. Teleporter... teleports short distances, sometimes right on top of you. You meet him in level 2. Smart guy stays around for level 2 also.
3. Random guy. This guy doesn't know where he is going. He likes to block you from getting coins. He cant be tricked into moving like the smart guy and the teleporter.

If you can make it all of the way to level 5, and finish it, you have won the game!!!

Here is a section of one of the mazes!

Created for Ludum Dare 6, 2005, All code created April 15-17 2005.

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## License agreement for Light Quest:

Like all good programs, all of them need a license agreement, legal stuff so you know what you can and can't do with the program. Since this is created for a 48 hour programming contest, this legal agreement will just get down to the nitty-gritty since I will not have days to consult legal people on the context of this license.

The source code contained on the internet may be downloaded and verified, but remains the property of Ken Wagman. Verification of all tools used to create this software will be made available to anyone who requests!

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Now for the fun legal stuff. I make no guarantee on the workability of the program attached to this document.

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By installing this program you agree to this truncated EULA, including that under no circumstances will you hold Ken Wagman, liable for any costs over \$0.01 including legal fees, and that you agree that all legal litigation regarding this software be held in Rock County, Wisconsin, no exceptions.

No with that said, have fun and enjoy the game.