

BROUGHT TO LIGHT



Game Manual

Studio Luxophobia

SYSTEM REQUIREMENTS

- Windows Vista / 7 / 8 / 10
- Mac OS X
- Keyboard
- Minimum Screen Resolution: 1280x720

INSTALLATION

1. Download *Brought to Light* from the course GDIAC site: <https://gdiac.cis.cornell.edu/gallery/index.php>
2. Right-click the zip file and extract the files to the destination of your choice
3. Open the unzipped folder and run the file "*BroughtToLight.exe*" you find inside

UNINSTALLATION

1. Locate the file "BroughtToLight.exe" wherever you extracted it to before
2. Delete the file by dragging it to the recycling bin or right clicking it and selecting "delete"

ENTER THE RUINS

When he went missing, you followed him, going down deeper into the ruins than you've ever ventured before. But you woke something that should never be disturbed.



Now they come for you, things that hate the light. Faced with this peril, you're left with only one option:

Escape

BEWARE THE MONSTERS



Gargoyles are
dangerous in the
dark,



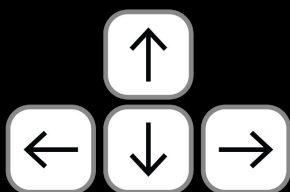
but turn to stone in the light.

BEWARE THE MONSTERS

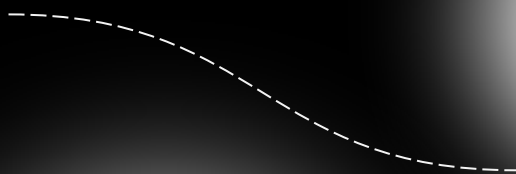


Spectres only
appear and attack
you in the light.

NAVIGATE THE DARKNESS



to move around



space

to light your candle
from a bonfire.



NAVIGATE THE DARKNESS

space

to douse your candle
at any time.



When you
douse your
candle, return to
the bonfire to
relight it.



NAVIGATE THE DARKNESS



to toggle switches



to move boxes

NAVIGATE THE DARKNESS



to pick up or put
down a candle



Beware of wind
that will put out
your candle.

EXPLORE THE SHADOWS

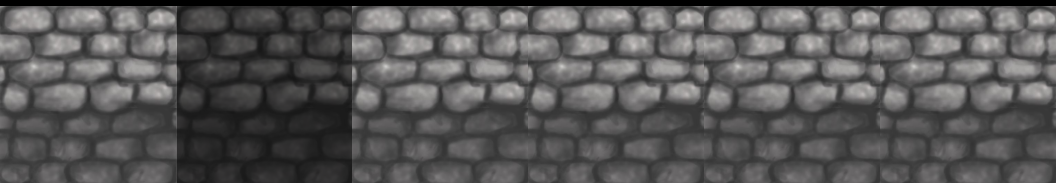
Leave a weight on pressure switches to activate them.



Switches will unlock doors and allow you to progress.



Some walls only exist in the light and some only exist in the dark.



CREDITS

Programming

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