

LIGHTS ON

Introduction

1st February 2041

“BREAKING NEWS: Rogue nano-bot creatures have been spotted in central Bristol” reads the notification in the corner of your holo-glasses.

You wonder how this could have happened. After all, the nano-bots often get confused under bright coloured lights.

26th March 2041

There are these nano-bot creatures everywhere you look. The rogue nano-bots have gained a collective hive-mind. This was acceptable at first, but now some have started attacking society. Day by day, they are dismantling all the good humanity has done for this planet. It's almost as if they want to wipe out humanity itself.

You think to yourself: “Maybe we can stop this”.

17th May 2041, 2:15pm

It's time to take action. You and your partner have your weapons and your lights. Nothing will stop you from getting back to normality.

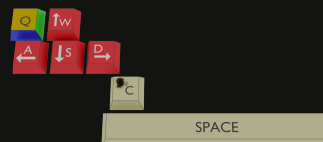
Flagship Technologies

- Light-based world interactions
- Swarm Intelligence
- Graphical & Particle Effects
- Voice Control
- Voice Chat



Controls

- WASD to move
- Space to dash
- C for voice control
- Q to change colour
- Shift to change perspective
- Mouse buttons to fire



Tips

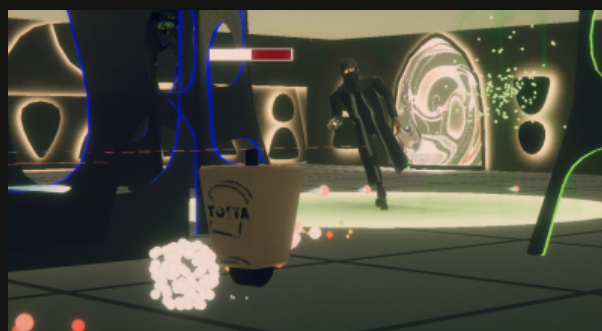
- Change your light's colour to hide and freeze enemies of a certain colour, allowing you to reduce the number of enemies you fight at once.
- Use your light to make obstacles appear and disappear to use as dynamic cover.
- Change perspective with Shift to see an overview of the current level.
- Hold right click to charge a piercing laser attack!

How to play

The game can be played in any modern browser such as FireFox or a Chromium-based browser. Additionally, you will need JavaScript, WASM, and WebGL enabled. Optionally, microphone access can be granted to enable voice control and voice chat.

The game can be found online at:

<https://lights-on.icedcoffee.dev>



Her Majesty's Secret Service
For Game Development

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