

How to Play Lamp

One misty night, as you're walking in the woods, your lamp suddenly flickers and goes out! When you relight it, you find yourself in a dark and unfamiliar place, with demons lurking in the shadows that don't seem to be pleased at your presence... Armed only with a small knife and your trusty lamp, you must explore this demonic realm to find your escape!

Running the Game

The game is built with p5.js, making it a web app that needs to run in a server. For your convenience, I have included a bash script which will run the game using Python and open the browser containing the game for you. To stop the server, use `Ctrl+C` to kill the bash script, which will close the web server (simply closing the web browser will not stop the server)

Main Menu

When you start the game, you will be greeted by the main menu. There are three controls here - A button to start the game, a dropdown menu to select your difficulty from the easiest (Barely a Shadow) to the hardest (Penumbra), and a button to toggle between Smooth and Flat lighting (the text of the button will state which lighting mode is currently selected). The default difficulty, "Dowsed with Darkness", is recommended for your first time playing the game. Smooth lighting is recommended for the best experience, but selecting flat lighting will improve performance.

LAMP

Button to start Game

Start Game

Difficulty

Dowsed with Darkness

Difficulty Options

Lighting

Smooth Lighting

Button to toggle lighting mode

Controls



This is you

W, A, S, D - Move Up, Left, Down and Right respectively

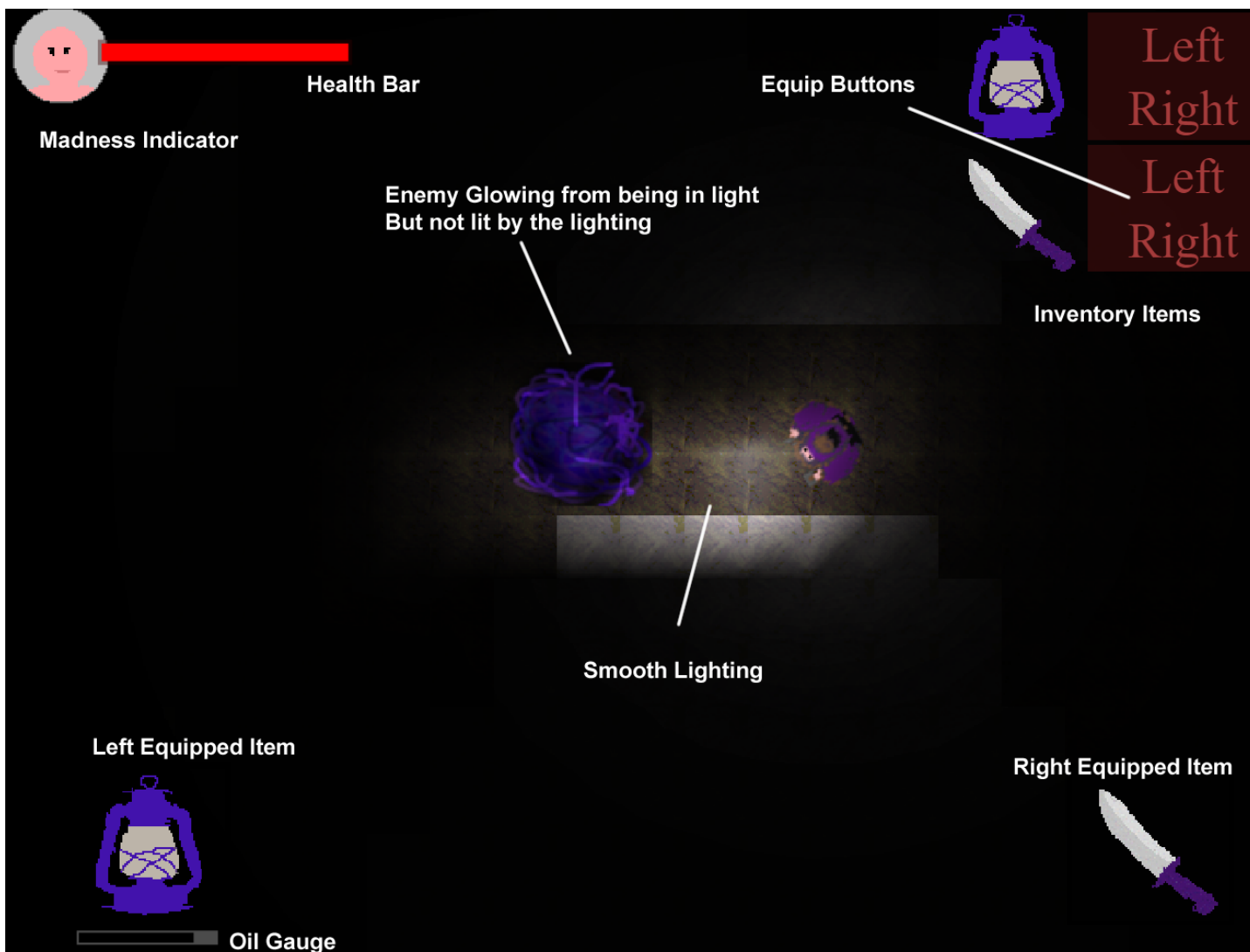
E - Open inventory

Left click / Right click - use the Left or Right equipped item, respectively

The HUD

In the top left of the HUD is your status. The icon shows a rough indicator to your current sanity, and the bar represents your current health.

At the bottom left and right are your left and right equipped items, respectively. Lamps will have a gauge underneath them showing the amount of oil remaining, while other items will be dimmed if they are currently unable to be used.



The Inventory

When you press E, you bring up the inventory. This is a list you can scroll through of all the items you've collected, including your currently equipped items. From here, you can click on an item to use it, or click the "Left" or "Right" buttons next to it to equip it in that hand. Additionally, every item has some descriptive text that will appear after hovering over it for a short while. This might include important information or clues to how to progress!

Using items

When you use an item (either by using the appropriate mouse button, or through the inventory), one of three things will happen:

1. If the item is a lamp



, the lamp will toggle between lit and unlit. Turning the lamp off will save oil, but make it harder to navigate and see enemies.

2. If the item is oil



, it will be used to refill your equipped lamp (the lamp in your left hand, if you have lamps in both hands)

3. For other items



, that item has a special effect (usually an "attack"), and the item will then be unusable for a short time ("on cooldown"), indicated by the item being darkened

When you have a lit lamp, it will cast light, allowing you to better see the world around you, and helping you deal with the demons lurking in the darkness.

Items which create an "attack", such as the knife, are your method of changing the environment. The item's description will often help you figure out how that item can be used. For instance, the knife can be used to cut through thin vegetation.

Obstacles in the environment

There are many things which may block your path, and you must figure out a way through or around them. The most common obstacles are plants:



thin, but dense bushes - your knife can cut through these, albeit slowly



thick bushes - these may look similar to the thinner bushes, but they are far too thick for your knife, and have unnatural properties unique to this dimension



brambles - dried out plants of varying thickness. Your knife may be able to cut through some of them, but not enough to clear a path

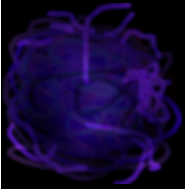
You will also come across pits

too deep to see the bottom, and pools and vast lakes of lava



you have no hope of crossing without assistance, as well as narrow paths you cannot fit down. Certainly, the tools you came with will be of no help here.

The Demons



Your best method of dealing with the demons is to run, but failing that you have your lamp, and your attacks. These bizarre creatures may be immune to the damage of attacks such as those from your dagger, but they may still halt the demons in their tracks briefly. Your best option to deal with them, however, is a lamp. Being creatures of darkness, existing in the light is unnatural for them. While the light may not illuminate the demons like it does the world, it has a lingering effect as it collects within them, causing them to glow a strange purple. The brighter they glow, the slower they move, but the glow will quickly fade once they return to darkness and it does not stop them from hurting you.

The demons have an almost ethereal presence, passing straight through you as they drain your life force. There is no way to recover from these attacks, and should they drain it completely, you shall die. This is not the only danger of the demons, however, as simply gazing upon their horrid forms in the light will slowly drain your sanity, causing your perception of the world to distort. Your sanity will slowly recover over time, but should you gaze at these creatures you shall surely lose your mind, and with it any hope of escape.

Game Over

Should you die or lose your sanity, the game is over. There is no saving or checkpoints, you must start back from the beginning, once again with just your lamp and knife. However, the layout of the world remains the same each time, so the real progress you make is the knowledge you gain as you explore the world!

Escape

Your only goal is to find your way out of this place. You briefly saw some glowing rune-like symbols when you were taken here, so perhaps finding such symbols again will take you the other way?