**Level 1**

Welcome to the first level of Light-hack! Here you will come to know the basics of the game.

Let's get started!

Right now you are in a testing room.

You will need to pass the test in this room to get to the next room. But more on that later.

Let us first take a look at the tools you have at your disposal.

You control the little robot on the platform.

You can move him around by pressing the "w", "a", "s" and "d" keys. Have a go!

You can also make him look around by moving the mouse.

The robot has a laser gun. This gun will shoot a laser in the direction the robot is facing.

To shoot a laser, click the left mouse button.

A laser can interact with the environment a limited number of times, after which, it gets destroyed.

Once a laser is destroyed, the gun automatically reloads and you can shoot again.

The laser will get destroyed instantly if it hits a wall.

Finally, the room you are in will have a detector. Your goal is to shoot the laser into the detector.

Once you have done this, you will have passed the test in the room and will be moved to the next room.

Here is the detector.

Shoot it when you're ready.

**Level 2**

Now that you know the basics, let's introduce some obstacles.

Obstacles are objects that the beam can interact with. One form of interaction is reflection.

The shiny object you see before you is a reflective obstacle. When the beam hits it, it will reflect.

The dark object is a wall. The beam will be destroyed when it hits it.

Take a shot at the shiny obstacle to see reflection in action.

Now, let's give you a small challenge.

Here's the detector, now try to hit it with the beam.

**Level 3**

Now let's cover refraction.

This see-through obstacle that you see is refractive. The laser will pass through it.

However, the laser will also change direction upon entering and upon exiting the obstacle.

Take a shot at the obstacle to see what happens.

Shooting directly at the obstacle doesn't have much of an effect on the path of the laser.

Though, shooting at an angle changes the path significantly.

The larger the angle, the more drastic the effect of refraction.

Here's the detector. Try and land a hit!

**Level 4**

Well done... You're almost ready to tackle the rest of the rooms.

The final thing you need to know about is rotation.

If you hover your mouse over a reflective or refractive object, it will be highlighted.

You can then click the right mouse button to select it. A selected object will glow yellow.

Once selected, you can use the "f" and "r" keys to rotate the object. Try to rotate the reflective object in front of you.

You can also change the perspective by pressing the "q" and "e" keys.

This will help you see how the laser is travelling through the level.

You have completed the tutorial. Here is the goal.