It's Dark

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Basic instructions: quick start guide

The goal of this game is to survive for 45 seconds in the dark while collecting as many coins as possible. Avoid the red-eyed enemies, as they will steal your coins if you have any, but if you're out, they'll kill you. The coins are difficult to find; thankfully, you (the white-eyed protagonist) have a weak flashlight that will show the coins if you are close enough to them. Collect enough coins, and you might even get on the leaderboard!

You can move your player using **WASD** or the **UP/DOWN** & **LEFT/RIGHT** arrow keys.

If the game ends and you've earned a spot on the leaderboard, you will be prompted to enter your initials. This might be one of the most exciting moments of your life – embrace it, calm down, and enter the initials that represent you best.

Objects and their behaviors

Player

The player is represented by a pair of white eyes. Be warned, though, the player also has a small, black, round body, but it is too dark to see it. The player moves at the user's request. There is a small light associated with the player that will shine on nearby coins. No user action has to be taken for the light to work.

Enemies

The enemies have mean-looking red eyes. Like the player, they also have small, black, round bodies, but it is impossible to see in the poor lighting. Enemies will chase the player wherever they are on the screen. The enemies have varying speeds, and more spawn as the game goes on. Enemies that collide with the player disappear and may kill the player or take one of their coins.

Coins

Coins cannot easily be seen on the screen. They are coin-shaped (yellow and round) but will only be seen if the player is near to shine their light on it. Coins do not move but will be picked up if the player touches them.

Walls

Walls surround the player and keep him within the room. No door (or light switch) has yet been found – just walls. Players and enemies will collide with the wall and remain contained.

Controls

The table shows a list of all the keys that have behaviors associated with them.

Key	Behavior
Up/W	Player moves up
Down/S	Player moves down
Left/A	Player moves left
Right/D	Player moves right
Spacebar	Start game* or restart game*

*Behavior depends on game state

Scoring

The score is represented by your coin total. The goal is to get as many coins as possible to get your initials displayed on the leaderboard. The player can gain a coin by touching it, and will lose a coin by letting an enemy touch them.

Game End

Win Condition

Win the game by surviving 45 seconds without being killed by the enemies.

Lose Condition

Lose the game by running out of coins and then letting an enemy touch and kill you.