GAME LUCID

USER DOCUMENTATION

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About us

We are Team 7, group of four young, inexperienced but talented developers. This is the first game we have taken part in and it was a lot of trial and error. After so many hours spent on it, we are not sure if we love or hate Lucid, but our emotions are definitely strong. And we hope that it will also stir some emotions in you, dear player, whether it is grief, anger or joy. Enjoy our game and remember, that “Happiness can be found in the darkest of times, if one only remembers to turn on the light.”

About the game

Gameplay

Lucid is 2D single player puzzle game. It is a classic point and click adventure with some new features to liven up the gameplay. The goal is to pass all levels by solving riddles, finding and combining items.

Assets

We’ve put a lot of work into creating our own world, because atmosphere is very important aspect in our game. All the sprites and the musical themes were created by members of our team.

Story

Lucid takes place in a dream, which starts very peacefully. The main character finds himself in a beautiful alley on his way to visit a friend. But the events take a fast turn for worse. He falls into the darkness, surrounded by gloomy and lonely environment and the nightmare begins…

Controls

- enter menu – ESC
- walk left – hold A
- walk right – hold D
- climb on an object – press W
- move an object – hold spacebar + A/D
- switch on/off character’s light – press F
- collect item – click on it with cursor while standing in close range
- show inventory – move cursor to the bottom of the screen
- combine items – drag one item on top of the other with cursor
- other actions – all other actions are performed by left click on desired object

Solution

CAUTION: THE FOLLOWING SECTION CONTAINS SPOILERS!

Manual to pass the individual levels:

Level 1

1. Collect the scissors lying under bench on the right side.
2. Move the box a little to the right – under the distinct blossom growing from the tree.
3. Climb the box and collect the blossom (possible only with scissors in the inventory).
4. Enter the house (possible only with blossom in the inventory).

Level 2

1. Collect three sticks on the right bank of the lake (the first and second one are sticking out from the ground and the third one is broken and hanging low).
2. Move the log under the noose, climb the log and collect the noose.
3. In your inventory, combine the three sticks and the rope together.
4. Drag the platform crafted in previous step onto the log, which creates a boat.
5. Push the boat into the water and walk onto it.
6. While standing on the boat, click on it. The character will crouch down, which means you can now control the boat by holding A/D.
7. Navigate the boat to the right bank and disembark.
8. Collect berries from the first bush.
9. Click on the second bush to reveal a cage secured by 6 digit padlock.
10. Switch on the character's light bulb and reveal hints on the trees. They always contain a letter and a number. Sort the letters in alphabetical order, which will give you the code (U is upside down, meaning the letter attached to it is 6, not 9).
11. Unlock the cage and collect a key lying inside it. Feed the animal the berries to lure it out of the cage. Use the collected key to unlock the door.

Level 3

1. Pick up the gun from the table. Graffiti will appear on the walls.
2. If you shoot the light bulb in the lamp, collect the key that falls out and use it to enter the door. That will put you again into the previous level and you have to play again. If you want to actually finish the game, click on the graffiti right under the lamp – it pictures a crossed lightbulb.