

**Lites**

**COLLABORATORS**

	<i>TITLE :</i> Lites		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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# Chapter 1

## Lites

### 1.1 Lites v1.0 Guide

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                C y b e r a r t
      P r o d u c t i o n s
    P R E S E N T S
      Lites
      -----
      version 1.0

      Cyberart Prods

      Installation

      How to Play Lites

      Future
```

### 1.2 Cyberart Productions 1996

Two people have banded together to create the programming group known as Cyberart Productions. These people are listed here with their alias:

Paul Ullrich - Durouk

Greg Magolan - Abyss

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To contact us for game ideas, comments and ideas for game improvements, read the following list:

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Cyberart Productions 1996 likes to thank everybody out there who would take their time to take our programs and we hope you enjoy them.

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### 1.3 Installation of Lites

Installation

To install Lites, all you have to do is unlha it where you want it. It comes ready to play so all you have to do is click on the Lites icon from the workbench screen or type lites.

### 1.4 How to Play

When you first run lites, a small window comes up with four buttons inside of it. The buttons are labeled, Quit Lites, Continue Game, New Game and Instructions. The instructions button gives a little overview to the game, how to win, etc. To start a new game and go to the game screen you click the new game button, from there the game screen is brought up with your puzzle. Move the cursor around with the numeric keypad until you come to the squares you want to switch. To switch the squares just press 's' and the five squares will switch to off if they are on or vice-versa. To quit back to the main menu just press 'q', you will immidiately go back to the main menu and be able to continue your game by just clicking the Continue Game button.

### 1.5 To add to future versions of Lites

This is a short list of the upgrades I would like to add to future versions of Lites:

- Load/Save game option
  - High-Score Table
  - Ability to Finish Game
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