

# LEAD THE FIRST MANNED MISSION

The year is 2012. Your mission is to explore the Red Planet for the prospect of human colonization. This quest will take you to a time and place uninvestigated by humankind...until now.

**DREAMCATCHER**  
INTERACTIVE

Created by:



Minimum System Requirements:

- Windows 95/98
- Pentium 200 MMX (pentium II preferred)
- 32 MB RAM
- CD-ROM or DVD-ROM drive

# LIGHTBRINGER

The Next Giant Leap For Mankind



Windows 98/95  
Graphic Adventure

**DREAMCATCHER**  
INTERACTIVE

## REGISTRATION CARD & LICENSE REMINDER

By using Lightbringer,  
you agree to the terms of the Software License  
located on the CD-ROM/DVD-ROM disc.

### LIGHTBRINGER

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## For Immediate Release

Terran League  
Mission Briefing <March 2012>  
Omega Priority

Re: REDMOON MISSION

Your Mission is to travel to Mars.

Assume the role of one of three astronauts sent to Mars to explore the mysterious Cydonia region, best known for its mile-long land formations thought to resemble a humanoid face. Upon entering the Martian atmosphere, however, your spaceship is severely damaged by an unexpected force field. With your ship crippled and fellow crew members critically injured, your journey becomes a struggle for survival.

Good luck and Godspeed.

TL Mission Control

## System Requirements & Installation

### Minimum System Requirements

- Windows 98 or Windows 95
- Pentium 200 MMX (Pentium II preferred)
- 32 MBytes RAM
- CD-ROM/DVD-ROM drive

### Installation

#### Installing Lightbringer

##### STEPS:

1. Insert disc 1 or DVD disc into the CD-ROM/DVD-ROM drive.
2. Click the 'Install' button in the top-left corner of the Lightbringer screen.
3. Follow the Setup instructions. A shortcut to Lightbringer will be created on your desktop.
4. Once the game is installed, click on the 'Play' button.

### Uninstalling the Game

##### STEPS:

1. Insert disc 1 or DVD disc and select your CD-ROM or DVD ROM drive from 'My Computer'
2. Click on the 'Uninstall' button from the Lightbringer screen. The shortcut to Lightbringer will also be deleted from your desktop.
3. Delete the Lightbringer folder from the root directory by clicking and dragging it to the recycle bin on your desktop. All Lightbringer files will be deleted from your computer.

### Starting the Game







Simply click on the shortcut to Lightbringer on your desktop. This will automatically launch the game.

## Game Features

### Keyboard Controls

- F1 - Game Hints
- F2 - Turns music on/off

### Game Cursors

-  · (Rolling Cursor) takes you several steps forward
-  · direction of 360 degree views
-  · select or use an item
-  · pick-up or grab an item
-  · zoom in
-  · zoom out
- TALK** · activates the communication function

## Game Features

### Navigation

At any point during the game, you may either let the movies play through, or click past each movie to fast-track through the game.

### Hovercraft Console

1. *Shutdown*: allows you to turn-off the hovercraft engine so you can exit the vehicle
2. *Jumpjets*: activated when the hovercraft is required to maneuver over steep cliffs, etc.
3. *Remote Arm*: activated when you need to move or lift certain objects

### Main Menu

Right-click on the mouse and select the 'Main Menu' tab.

- *New Game*: starts a new game for a new user
- *Resume Game*: exits you from the Main Menu back to your current game
- *Load Game*: loads a Saved Game
- *Quit*: allows you to exit the game completely
- *Credits*

### Saving a Game

#### STEPS:

1. Right-click on the mouse and select the 'Save/Load' tab.
2. Click on a "Save" tab to the left of a blank window, or you may save over an existing saved game.
3. You will see a blinking cursor below the window. Key in a name for that particular saved game. Press 'enter' on your keyboard when you are finished.
4. A black and white view of your location in the game will be saved in the small screen. You will automatically return to your game.

### Loading a Game

#### STEPS:

1. Right-click on the mouse and select the 'Save/Load' tab.
2. Click on the "Load" tab that coincides with the saved game you want to play. Your saved game will be loaded automatically.

## Game Features

### Suit Computer

- Represented by the helmet in inventory
- Allows you to access to the ship's main computer and its databanks

**Features:**

1. Lander Uplink
2. Recorded Dialog
3. Mission Data
4. Decryption
5. Mission Archives
6. Image Database

1. **Lander Uplink:** information concerning the status of the Lander and the crew
  - Cockpit
  - Lower Shaft
  - Engines
2. **Recorded Dialog:** stores all of the dialog throughout the game
  - Click on the thumbnail to read the recorded dialog
3. **Mission Data:** complete information on the landing site and planetary data
4. **Decryption:** provides all of the tools to learn and understand aUI Space Language
  - Dictionary
  - Symbol Key Pad
  - Transcripts
  - Semantics

5. **Mission Archives:** an in-depth history of past missions launched by NASA

- Unmanned Missions
- Gemini
- Apollo
- Mars

6. **Image Database:** photos using the camera in inventory are stored here for future reference

### Inventory

Right-click on the mouse and roll the cursor over the inventory scroll in the bottom left corner of the screen.

The only items in inventory at the beginning of the game are the suit computer helmet, the camera, and the computer uplink cable.



#### How to Use Inventory Items:

- Click on any item. A thumbnail of the item will appear in a box with a short description of the object. To use the item, either click on the 'Use' tab, or quickly double-click on the item in the inventory bar.
- To exit inventory, right-click on the mouse.

## Credits

### The DreamCatcher Team

- Richard Wah Kan - President
- Marshall Zwicker - Director of Sales & Marketing
- John Crabtree - Manager, National Accounts
- Tom Veary - Art Director

- Lorraine Lue - Director of International Sales
- Tara Kainz - Customer Service Manager
- Kevin Blackwin - IT Manager
- Cynthia Long - Administrative Manager

### Aneiva

- Ferhad Erdogan - President
- Will Shepherd - Creative Director / Lead 3D Artist, Game Design, Script
- Sage Well - Programming, Assembly
- Eagle Jones - Programming
- Chris Freeman - 3D Artist, Game Design
- Chris Mack - 3D Artist
- Derrian Sage - Assembly, 3D Artist
- Toby Carrier - 3D Artist
- Jeremy Lee - Sound & Music
- Edward Givens - Additional Sound & Music

- Robin Rodriguez - Voice Over
- Shawn Galloway - Additional Voice Over
- Joe Hilsee - Voice Over
- Andrea Wellqart - Voice Over / aUI Language
- Shawn Gately - Additional Game Design
- Hank Hatcher - Additional Puzzle Design
- Robert Hisamoto - Additional 3D Artwork
- Larry Vaughn - Additional 3D Artwork
- Mikaila Hereth - Additional 3D Artwork
- Andreas Alcalá - Narrative

## How to Contact DreamCatcher & Technical Assistance

Before calling Technical Support, please follow these steps:

1. Check your manual thoroughly.
2. Gather all the information that applies to your problem.
3. Write down all the steps you have taken to solve the problem.
4. Be sure you know your hardware configuration, operating system version, memory, monitor type, etc.

**Mail:** 265 Rimrock Road, Toronto, M3J 3C6 Canada

**Telephone:** (416) 638-1170 x 8

**Fax:** LIGHTBRINGER / Technical Assistance (416) 398-4476

**email:** techsupport@dreamcatcherinc.com

**Visit our Internet Web Site at:** [www.dreamcatcherinc.com](http://www.dreamcatcherinc.com)

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If you have a prototype or beta please send to the attention of:

Richard Wah Kan

DreamCatcher Interactive Inc., 265 Rimrock Road, Toronto M3J 3C6 Canada

For information about this program contact:

Richard Wah Kan

*President*

Tel: (416) 638-5000 Fax: (416) 398-4476

email: [rwahkan@dreamcatcherinc.com](mailto:rwahkan@dreamcatcherinc.com)

## The Official LightBringer Strategy and Solution Guide

- Complete solutions to every puzzle
- Step-by-step instructions

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