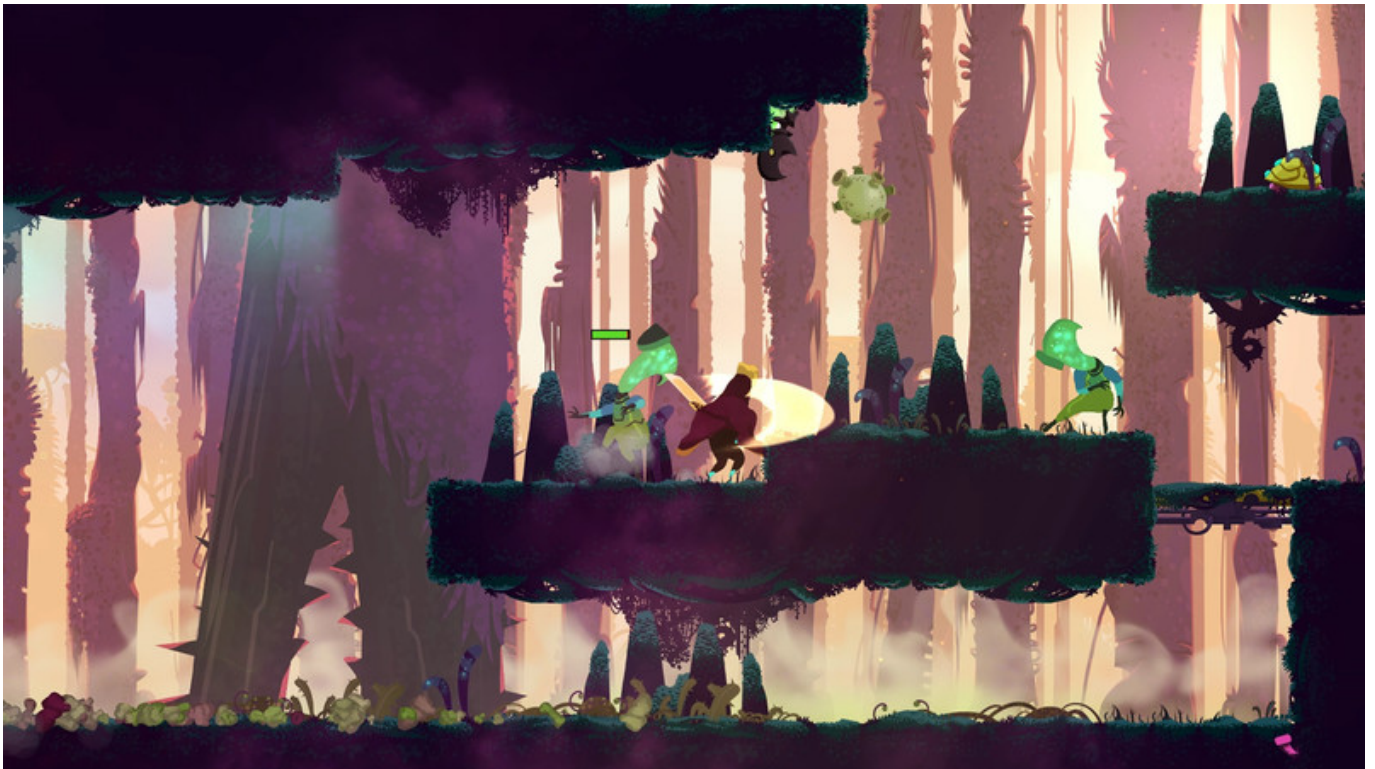


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Light Torrent Download [FULL]



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## About This Game

# STEALTH, HACK, STEAL

Step into a sinister world of corruption, deceit and shadowy organisations! Light casts you in the role of a man with no memory.

After waking up in a strange yet familiar location it's clear that something's very, very wrong. Who are you? Where are you? Perhaps most of all, what happened to you? As the protagonist in Light you must use stealth and cunning to navigate around a wonderfully minimalistic-looking environment. Can you succeed in your quest and thwart a plan on a global scale?

Don't just avoid detection, use subterfuge as well. Hack computer terminals to disable security cameras, lock and unlock doors and more. Collect data, fragmented e-mails, memos and scientific reports to slowly piece together the story of Light.

Light combines unique game mechanics, atmospheric visuals and a gripping narrative to breathe new life into a much loved genre. Combat is your last option and technology your first, can you evade capture and solve the mystery? Do you have what it takes to step out of the shadows and into the Light?

# KEY FEATURES

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- Challenging Single Player - Light features a challenging single player story as you work through over ten levels attempting to evade capture, hack computers and steal classified documents. Infiltrate research labs, escape prisons, outwit security officers inside shopping malls and break into heavily guarded server farms!
  - Replay levels to increase your score and rating.
  - Immersive Stealth Mechanics - Use your surroundings to evade capture in this minimalist-looking action-stealth game. Use your sight to locate the whereabouts of would be pursuers and deftly avoid detection. Make the system work for you, as you hack your way through levels. Can't avoid a security camera? Simply hack it!
  - Stash unconscious guards in cupboards or simply overwrite electronic locking systems to ensure other guards can't enter rooms. See everyone and everything's line of sight. View every footstep and blend in with the crowd by donning disguises and mingling with non-threatening civilians and office workers that litter each and every level.
  - Involved storyline to be uncovered by the player - start the game with a blank canvas. It's up to you to discover not only who you are, but what is happening too. Even as you slowly piece together the story and events leading up to where the game starts you'll soon realise you not only have to work out what is happening but find a way to stop it.
  - Enjoy the story in fragmented snippets that require you to knit them all together. Deploy stealth, hack computers and steal documents to uncover the truth about project Light!

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Title: Light  
Genre: Action, Adventure, Indie, Strategy  
Developer:  
Just A Pixel Ltd.  
Publisher:  
Team17 Digital Ltd  
Release Date: 14 Jul, 2014

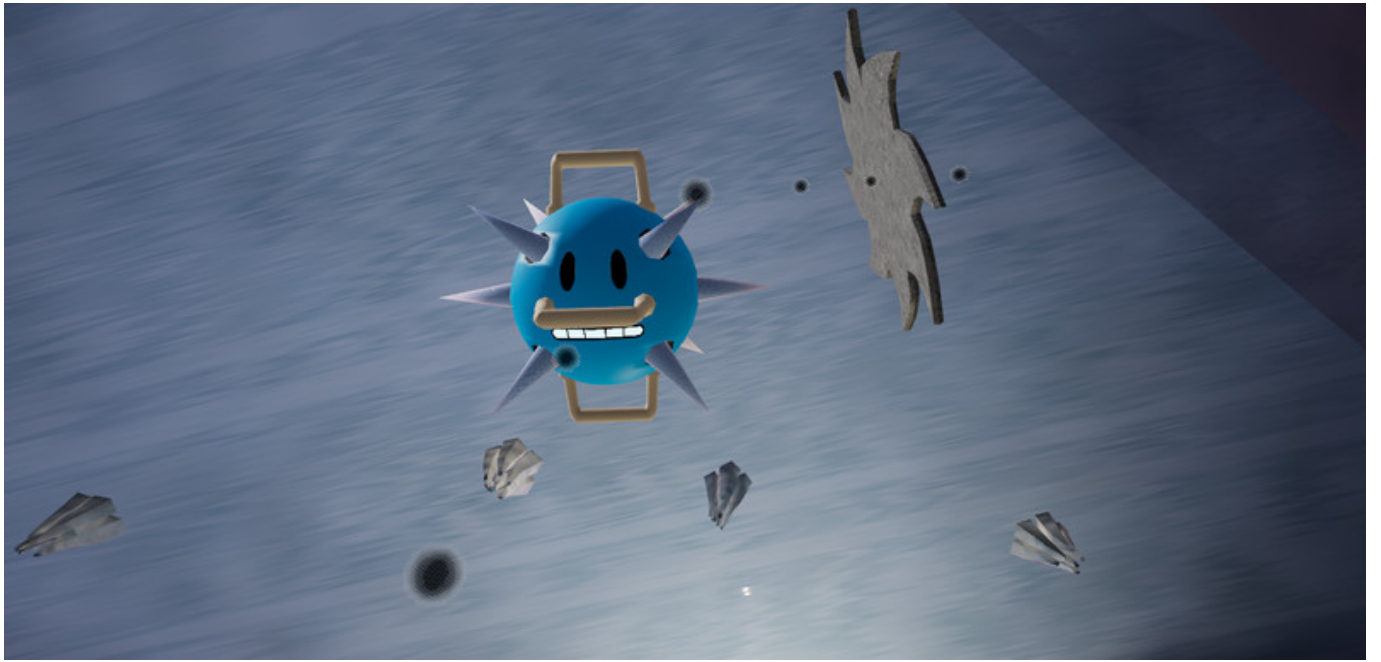
a09c17d780

English,French,Italian,German,Russian









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I'm a fan of stealth games, and this one is pretty good. It has a great aesthetic which is simple but really cool at the same time. The gameplay can be challenging at times, particularly if you are trying to go quickly through the game, and the story is fairly compelling - I found it very interesting to actually read all of the story related parts. Also, the game has some great music and sound effects.

While I do think this game is a lot of fun, it is extremely short; you will likely only get an hour or two out of it, unless you want to redo levels to try and get a higher score. Due to the length of the game, some people probably won't think the price is worth it, which is fair enough as it is fairly expensive for the amount of time you can really spend in the game. I think with the addition of a level editor or something along those lines would make it well worth the cost for anyone however, since the game itself is as I said quite good, just very very short.

If you want to see some gameplay, here's a link to a quick 2 minute long video:

[https://www.youtube.com/watch?v=g8n\\_YASVsrc](https://www.youtube.com/watch?v=g8n_YASVsrc)

[And if you would like a more indepth look at some later levels without any story spoilers, here's a link to a more detailed video that is approximately 15 mins long: https://www.youtube.com/watch?v=x9fBf2yHC1Q&feature=youtu.be](https://www.youtube.com/watch?v=x9fBf2yHC1Q&feature=youtu.be). I love stealth games overall. Love hiding almost forever and waiting for right moment.

[Light has interesting and simple visuals, i am ok with it, there is a lot space left for players imagination and i like imagine :\).](#)  
[Light has very nice electronic ambient soundtrack, i like it.](#)

[Also Light is very short \(no more 2-3 hours if you try to be really stealth and if you do not kill anyone, it is really hard in this case\), but i am ok with it too.](#)

[Light has very nice and interesting story.](#)

[But stealth in Light, which is primarily stealth game, was a huge dissapointment for me. You can change your suit \(aka disguise\) for suit of killed civilian or guard. But no matter if you do or not, guards and cameras allways detect you as enemy.](#)

[You can kill and hide everyone in cabinets, toilets etc., but every time you kill someone a message "reinforcements arrive in 2:00 minutes" will pop up, no matter if you kill someone in crowded room or in a lonely place.](#)

[You can't go "under" cameras and stay undetected while staying in place, which is one of basic stealth mechanics.](#)

[Guards are able see you \(even walk!\) through opened door if you hide behind them.](#)

[This is how stealth really should not be done, imho. Someone wrote "nice idea, terrible execution" and unfortunately i must absolutely agree. Moreover there are a lot of games which primarily are not stealth, but they are much more enjoyable in stealth than this "stealth" game.](#)

[More than complete game it seems to me like just proof of concept ... but this concept is very very unfinished in this case :\(.](#)

[Conclusion:](#)

[Overall dissapointed, moreover because this is my first "not reccomending" review on Steam.](#)

[Moreover because i am huge fan of stelath mechanics and stealth games.. So, let me share my thoughts, especially seeing that many red "Thumbs Down".](#)

["Light" is a tiny indie game made by just a few people according to the game credits.](#)

[It's a sneak'n'hack game about an escaped test subject. Controls and gameplay are pretty simple. You sneak using WASD avoiding guards and cameras, can unlock the doors \(E\), hack \(Q\), kill guards and civilians \(SPACE\), hide their bodies \(2\) and change outfit \(3\). You will also find and read some documents to understand what happened to you. That's it if I don't miss anything.](#)

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Gameplay, story, music and minimalistic cyberpunk'ish graphics style are pretty satisfying. I can definitely say I enjoyed them all as well as the game on the whole. Yes, the game is short and won't take much your time to be completed on 100%.

Pros:

- + Simple controls
- + Nice-looking cyberpunk'ish graphics
- + Story (despite it might seem typical)
- + Soundtrack (special thanks to Gavin Harrison !)
- + Short (yeah, it's a + as I don't need to put dozens of hours into a tiny game)
- + Easy to beat for 100% (apparently, a + for anyone who isn't indifferent to achievements)

Cons:

- Short (I doubt anyone would complain if the game were longer)
- Pricey
- Low replay value

I'm literally forced to pay attention to the price. Yes, guys, I agree the game is pricey. I also understand some disappointment and comments and reviews saying "lack of content", "too short" and agree. Store page is a really promising one and raises your expectations from the game. My thoughts were like "Ouch, it's like a mix of my beloved Monaco (50+ hours played) and Frozen Synapse (well-known and highly acclaimed by critics and players), I should check in out". That's why I've purchased and played "Light".

However, I don't think the fact the game is pretty expensive (for the content it offers) gives the right to leave a "Thumbs Down". I enjoyed this tiny game (I'd especially highlight its music), got a +1 perfect game, learned several new English words (despite it has a Russian localization, I played it in English), didn't invest much time in it and I've also supported indie game developers. I don't regret doing all that and in general cannot say anything bad about "Light", that's why - my "Thumbs Up"!

Some notes/recommendations to developers:

- u2022 **Add more content and reduce the price. Seriously. Mentioned Monaco offers you a huge amount of multi-level missions, 8 characters, up to 4 players online co-op, story with its charm and humour as well as** soundtrack by Austin Wintory. Steam-features like leaderboards, cloud, Workshop + level editor but is still priced less. Something is wrong here ...
- u2022 **Probably, add more achievements (to pass each level unspotted √ under some defined or devs' time √ to kill all guards on a level etc). At least it will increase players' playtime and will add some challenge. This point completely depends on your attitude to achievements and your fantasy\creativity :)**
- u2022 **Probably, add Steam leaderboards (competition spirit, you know). I doubt it will be worth doing, but still, that's what comes to my mind**

**P.S. You won't lose anything if you don't play this game, but you will likely enjoy it if you do. And Steam is not the place where you can complain about the price. Even just released games are offered literally tomorrow with a good discount (my example: bought Asteria that was released a bit more than a week ago with a -75% coupon received for badge crafting). Countless bundles popup almost every day. You're warned multiple times about the price and content mismatch, so you are free to buy the game when it's on sale or comes to a bundle. Then you'll be more prone to share some love with "Light".. Quality game, but ridiculously short. Finished the entire campaign in 40 minutes. A fine value for the \$1.29 I paid, but absolutely not worth \$12.99.**

The video captures the gameplay well, and the gameplay and play are like Monaco trying to be Metal Gear. It's a better value than an arcade game, so pick it up if you can get it for less than \$3.. Updated review: I came back to see if I could change my recommendation to a buy but according to the forums all of the problems I had with the game(Level design and length of play- 45 mins) are still present. It's too bad. Still, I won't hesitate to buy the next game from this studio. They have tons of talent and now have very clear feedback on what they need to focus on next time. Seems like a guaranteed hit. Good luck!

OLD REVIEW BELOW

Wow, great game! Why then am I saying don't buy it? Because it's an hour long. It's also not really challenging at all. I failed 3 levels and the rest I passed on my first try. What we have here are a team of great artist, composer, programer and project



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manager but completely lacking a dedicated or talented level designer(sorry to offend this person). The game just isn't long enough or challenging and without a massive community of mod makers this game is theft at \$9. If you can get it for \$5, go for it.

I will definitely buy the inevitable multiplayer sequel.. This game is nowhere near \$13. I got it for \$1 when it was on a discount. Theres like 5 or 7 maybe 10 levels and they are very short, and cliché. Its the typical you dont know who you are and you gotta hack things to find out who you are, as if its some sort of Hitman game except your memory is destroyed (Somewhat). Its super easy to kill guards. The reinforcements barely do anything if you hide next to a corner and wait for them to turn that corner then kill them instantly, and the other guards dont even get startled when they die after like the first kill. I only recommend this game if its on a 90% discount or higher. (It recently was so it most likely wont happen for some time) The graphics seem relatively smooth and it has a somewhat decent atmosphere, but there seems like no point in sneaking.. This game is a very good stealth game but too short.

I finished it in less than an hour and I hope the developers will add some new levels.. I like the game script concept and suspense.

Could complete the game and achievements in a couple of hours. The graphics are nice and add to the theme.

There are a lot of elements the developer can build on for Part 2, which left me looking forward to a sequel.. I want to recommend this, I really do. I really loved the idea of this. The sneak\hack genre is wonderful. My problem is that I have completed the game in 48 minutes. That includes some interruptions as well. There is simply not enough content here to justify a game. At the end, I wondered if I was just playing the demo.

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Nice concept and honestly that's all it is a concept the total game time is 45 minutes. It's really not worth the price it's listed at or even the reduced price currently.. Very quick to play.

It's not a pure stealth game either. The enemies don't move in wholly predictable patterns, they have a degree of randomness that makes the game more of an adventurous one that you normally want from a stealth game.

Stealth games normally let you plan things out, and let you duplicate your route if you die. This game prevents that sort of careful planning. Instead you're flying by the seat of your pants.

Fun, but I wish some small issues would get touched up.

. At best a prototype of a game that might work at some point in the future. Definitely can't recommend buying it.. A short, fast-paced game about horrific human experiments.

While the narrative is short and compact, it is enough to keep you invested and few enough to not derail into a reading marathon in the middle of an enemy infested area.

The ending was at first surprising, but it makes a lot of sense based on the documents found and the state of the world the game is set in.

The only negative point is that the guards aren't always following the exact same routes. It can get frustrating to plan your entire route, only to get found because this one time, the guard turns to the left instead of the right at the end. Then again, it is probably more realistic that humans aren't something that can be perfectly calculated with.. This game will last you less than an hour. That wouldn't be a problem if the experience packed into that hour was socks-rockingly great. But it's not - it's aggressively mediocre in all aspects but soundtrack.

The story is eye-rollingly unconvincing in the same way that kid at school whose dad totally worked for Nintendo was unconvincing. Worse, it's told clumsily (e.g. confidential project journal entries printed out and scattered in the company's lobby, to name one of the less stupid moments). The gameplay looks interesting, but in the absence of level design to hold it together ultimately boils down to "run around, tap at yellow things, avoid red things". The guard AI is dull and seems to have been rostered from extremely nearsighted personnel who all forgot to bring their contact lenses to work. The "hacking" looked cool in the trailer but does not actually lead to any interesting possibilities, instead acting as a red-key-blue-key-green-key series of hotspots.

The soundtrack is pretty good, though.

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