

Green Lantern DS: Green Lantern's Light



*In brightest day, in darkest night
No evil shall escape my sight
Let those who worship evil's might
Beware my power . . . Green Lantern's light*

Concept

Green Lantern DS is an action game with some RPG elements set in the DC universe. The game uses the DS's touch screen to allow you to create your own custom designed energy constructs that you can use in the game. Your own creativity is combined with Green Lantern's willpower stats to create unique offensive and defensive powers. The action takes place in a variety of 3D multi-level side-scrolling levels. The game stars Green Lantern Hal Jordan with special appearances by several other DC characters. Gameplay takes place on both screens, giving you large adventuring areas.

Vision

Green Lantern DS leverages the unique functionality of the Nintendo DS to provide an amalgamation of creativity and classic beat-'em-up action. When playing the game, you should feel that you are able to do any of the amazing things that Green Lantern can do. The tone is rooted in the classic DC comics Silver Age style.

Powers

Construct Creation (Select Button)

Green Lantern DS uses the touch screen to allow you to create new energy constructs. As you play through the game, you accumulate experience points (“willpower”) that then allow you to create ever more complicated constructs and purchase more powerful pre-constructed constructs.

[Perhaps the background of this menu looks like a brain or thought bubble?]

At any point during play, you can press the select button to access the construct creation menu, which pauses the action. In this mode you can use the stylus to draw a shape in 2D that you assign to an offensive or defensive power type. Each attack type can be assigned various properties that define how it operates but which change the cost of the power. The larger the construct, the more willpower it costs as well.

Offensive powers are created primarily to damage enemies. You can assign properties such as sharp, dense or heavy to certain portions of your construct to determine what portions of the construct damage enemies. You can additionally assign helpful properties to the entire construct as well, such as penetrating, orbiting, stabs, slices, ricochets, etc. For more information on offensive constructs, [see below](#).

Defense powers are created primarily to avoid or negate damage from enemies. You can specify how long the power lasts, how strong it is, types of attacks it defends against, etc. Similar to offensive powers, you can assign attributes to the entire construct, such as reflects, absorbs, expands, contracts, semi-permeable (allows you to fire out). For more information on defensive powers, [see below](#).

Each power type corresponds to three of the four main DS buttons, with the fourth reserved for context sensitive situations. You cannot create custom special attacks; you have to purchase pre-made special attacks ([see below](#)).

Willpower

The Green Lantern ring is controlled through sheer willpower. This is represented in the game using an experience system. Essentially, defeating enemies and

saving NPCs awards you willpower points. You climb in willpower levels as you amass more willpower points. Each level that you advance unlocks new powers and power properties. Each pre-made special power construct costs a certain amount of willpower to purchase and enabling various power properties costs additional willpower.

Power Level and the Power Battery



The powers that you use in gameplay deplete an emerald power meter. There are power-ups throughout each level that refill a portion of the meter. The length of the meter is related to your willpower level. At the beginning of each level, Green Lantern recharges the ring at the power battery, filling the power meter to full. There is a hidden area in each level that holds a secret power battery that allows you to refill your ring's power.

[Perhaps you actually speak the Green Lantern Oath into the DS's microphone!?!]

Movement (Control Pad)

The control pad moves Green Lantern around. Pressing left moves him to the left, pressing right moves him to the right. Pressing up moves and aims him up if he is flying or aims up if he is standing or walking. Pressing down moves and aims him down if he is flying or crouches him if he is standing or walking.

Offensive Power (B Button)

The B button uses offensive attacks. Some attacks are simple single shot attacks, short bursts or are beam attacks in which you hold the button down (using up more energy). These attacks start off as a simple emerald bullet attack but as you level up the attacks available to you become more interesting, such as a boxing glove attack that knocks back enemies or a beam that can go through multiple characters in a line. Eventually, heat seeking missiles, ricocheting lasers, battering rams and arcing energy attacks become available.

Defensive Power (A Button)

The A button deploys defensive powers. Defensive powers are either for a preset duration or the button is required to be held down. The defensive attack starts out as a small buckler-type shield. As you grow in experience, you get one sided shields, an emerald suit of armor, bubble shields and reflective shields.

Special Power (X Button)

The X button utilizes special attacks. These include powers such as green energy cages that can hold most enemies captive for a while, vises that hold enemies in place for a short time, a blinding green energy grenade which stuns enemies or creatures that fly around the green lantern, attacking enemies for a set duration.

Context Sensitive Power (Y Button)

The Y button is a context-sensitive button. This button is used differently depending on the circumstances. Some examples include a transportation platform for traveling with characters that can't fly, a pillow or catcher's mitt to catch falling NPCs, or a 'portable hole' that allows you to pass through certain walls or floors. Besides power activations, this is also used for interacting with objects in the world, such as switches or the Green Lantern power batteries.

Land and Rise (L and R Buttons)

The green lantern can freely move between walking and flying using the R button (up) and the L button (down). While walking, pressing R makes you take off into

flight and pressing L makes you crouch (or slide, if moving left or right). While flying, holding the R button makes you fly up in the air and the L button makes you fly down in the air, until you reach land, where you touch down.

The Yellow Weakness

The Green Lantern ring is considered the most powerful weapon in the universe, but it does have one striking flaw. The ring is powerless against anything yellow. Some of the enemies (and clever level designers) use this weakness against the green lanterns and create situations in which you cannot directly manipulate a yellow source of danger, but must instead use your powers on some other object or character to prevent harm to yourself. For instance, if Sinestro attacks you with a poisonous yellow gas cloud, your defensive powers would be useless against it, but if you managed to use a context sensitive power to activate a fan to blow the gas away, you would be spared that attack. It is possible that if you attain a high enough will level (or complete the game), you will have the willpower to overcome such obstacles automatically.

Inherent Green Lantern Powers

The Green Lantern ring allows the wearer to fly indefinitely and combat often takes place in space or in the air. The ring is a universal translator which makes communication between various alien species convenient. The ring provides a breathable atmosphere, allowing continuous operation in space. The ring also passively protects the wearer with a force-field that prevents mortal harm, which helps to sell the fiction that you can just continue playing after being 'knocked out'. The green lantern ring has a limited intelligence like a computer and can be communicated with verbally. The ring can be told to scan for life forms or other such tasks.

Characters

Green Lanterns

The hero of GLDS is Hal Jordan, but you can also unlock the ability to play as the other Green Lanterns of Earth:

- Kyle Rayner
- John Stewart
- Guy Gardner

While playing through the story mode, you will rescue or meet up with these green lanterns, unlocking them. Once you have unlocked them, you can play with that character through any chapter that you have completed. Each character has unique lantern constructs, some of which can unlock secret areas or allow you to get higher scores.

Non-Player Characters

Throughout the storyline, other characters from Green Lantern comics make special appearances as NPCs:

- Carol Ferris
- Guardians of the Universe
- Green Lantern Corps Members
 - Kilowog
 - Arisia
 - Katma Tui
 - Tomar Re
 - Salakk
 - Rot Lop Fan
 - Ch'p
 - Chaselon
 - Gallius Zed
 - Larvox
 - Medphyl

- Mogo

Team Ups



In a few of the levels, you gain the aid of non-green lantern heroes that assist you for a portion of that level. These characters will aid you completely under the AI's control. Heroes that come to your aid include:

- Green Arrow
- The Flash
- Martian Manhunter

In these team-up missions, you face mini-bosses or bosses from your teammate's rogue's gallery, including:

- Merlyn
- Mirror Master
- Amazo

Villains

A hero is defined by a good villain.

Every enemy in GLDS is taken from classic Green Lantern comic tales. Some are minion types that are relatively easy to best, some are mini-bosses and others still are bosses:

- Sinestro
- The Shark

- Sonar
- Starro The Star Conqueror
- Star Sapphire
- Dr. Polaris
- Tattooed Man
- Black Hand
- Major Force
- Manhunter Grand Master

Levels

Coast City

- The Shark is terrorizing areas of Coast City and needs to be stopped! Naturally, at the same time, manhunter sleeper agents awaken all across the city! Sonar takes advantage of the chaos to sound off against our hero!
- **Minions:** manhunters
- **Minibosses:** The Shark
- **Boss:** Sonar

Oa

- Under attack by manhunters, the Guardians summon the Green Lantern Corps to protect them. The guardians arrive and are able to repel the attack, but not before many of the guardians are taken away. The Corp leaves Oa in the hands of Green Lantern while they seek out the guardians. Seizing the moment of weakness, Sinestro strikes, attacking the central power battery itself!
- **Minions:** manhunters, weaponners of Qward
- **Minibosses:** Manhunter Grand Master
- **Boss:** Sinestro

Justice League Watchtower

- Leaving Oa in the safe hands of Kilowog, Green Lantern returns to Earth to look for a guardian that is reported to be on Earth. As soon as he is within range of Earth, he receives a telepathic distress call from Martian Manhunter. The evil Amazo android is attempting to gain total access over the Watchtower. In order to delay Green Lantern from helping Martian Manhunter, Amazo uses the Watchtower's teleporters to bring Dr. Polaris aboard. Amazo interfaces with the Watchtower's computers to activate the defenses and direct them against any heroes.
- **Team-Up:** Martian Manhunter
- **Minions:** Watchtower defenses, Amazo duplicates
- **Minibosses:** Dr. Polaris
- **Boss:** Amazo

Star City

- Tracking the missing guardian to Star City, Green Lantern seeks backup from his friend Green Arrow. Green Lantern finds Green Arrow being hassled by an attack from Merlyn, an archer with evil aim, but not all is as it seems, as ordinary citizens attack the heroic pair. Could this be the work of Starro, the Star Conqueror?
- **Team-Up:** Green Arrow
- **Minions:** Starro controlled citizens, thugs working for Merlyn
- **Minibosses:** Merlyn
- **Boss:** Starro: The Star Conqueror

Orinda (Manhunter Home World)

- A desert planet covered in yellow sand with storms that blow the sand around, causing a number of problems for green lanterns. What nefarious scheme is the Black Hand up to on this planet full of manhunters, and how does Star Sapphire fit into his plans?

- Black Hand has found a way to absorb the yellow energy residue of Orinda similar to how he can absorb Green Lantern energy residue. He uses this yellow power and green power against Green Lantern. You will need to find a way to use your powers to make Black Hand's powers cancel each other out. Black Hand has convinced Star Sapphire that he is more powerful than any Green Lantern, so she is helping him siphon power from the planet. The two plan to destroy the planet and place the blame on Green Lantern.
- **Minions:** manhunters
- **Minibosses:** Star Sapphire
- **Boss:** Black Hand

Keystone City

- Green Lantern receives a message that the final missing guardian is located in Keystone City. The problem is, the Tattooed Man is holding the guardian hostage until he gives him Green Lantern powers. Green Lantern heads to Keystone City to stop the Tattooed Man, with a little help from the Flash. Not long after putting down the Tattooed Man, the Mirror Master shows up to plague Green Lantern and the Flash.
- **Team-Up:** The Flash
- **Minions:** Tattooed Man's creations, Mirror Master duplicates
- **Minibosses:** The Tattooed Man
- **Boss:** Mirror Master

Qward

- The Oans discover that Sinestro has built a Sinestro Corp, a group of villains who work with Sinestro in Qward to attack and capture Green Lanterns. Too many good Green Lanterns have already fallen. Green Lantern must go to Qward and defeat the Sinestro Corp once and for all!

- Face many of the boss villains you have already defeated, only with new additional powers.
- **Minions:** Weaponers of Qward, Thunderers
- **Minibosses:** Sinestro-empowered versions of Black Hand, Star Sapphire, Dr. Polaris, Tattooed Man, Starro, Sonar and The Shark
- **Boss:** Sinestro

Multiplayer

Green Lantern DS allows you to play 2 player multiplayer via the DS's wireless connection. The host plays the main character while the second player selects one of the alternate Green Lanterns. The host selects one of the single player levels and then both players select the Green Lantern they want to play. These are essentially co-op levels. The levels with team-ups will either need to be changed for co-op or will not be available for co-op.