**Placing a first person flashlight into your projects can add drama and help create suspense for the player. This is tutorial was created by a former student, Miguel Silvino.**

1. Open your maze project. You will create a special type of actor (light) called an "Archetype". Archetypes allow you to modify an actor without needing to use any advanced programming, in this case just linking some Kismet nodes. Right click on "Spotlight Movable". The "Create Archetype" option will appear, select it.

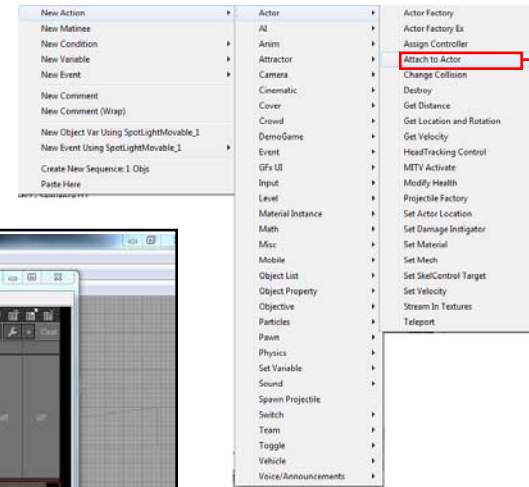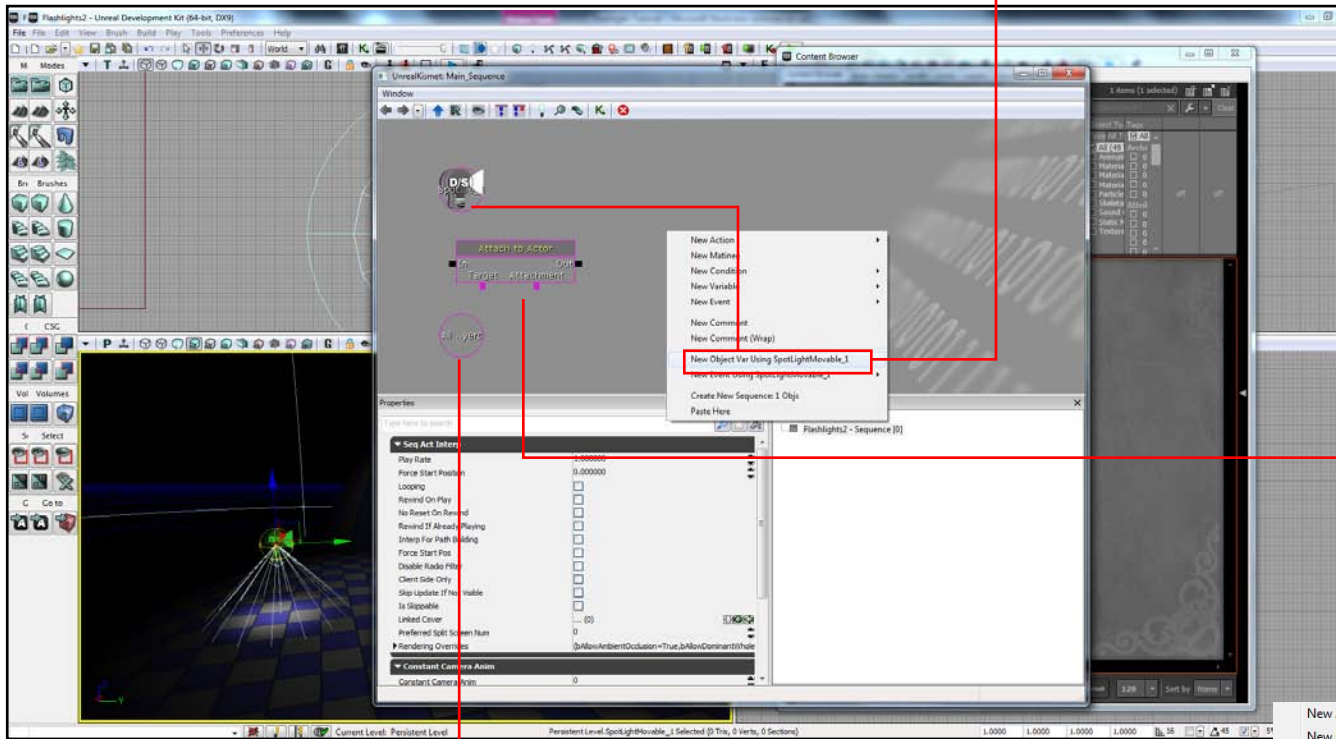   Place the spotlight in your package level, group it as a light, and name it.

2. The Spotlight Archetype will appear in your Content Browser window. Select the "Archetype""

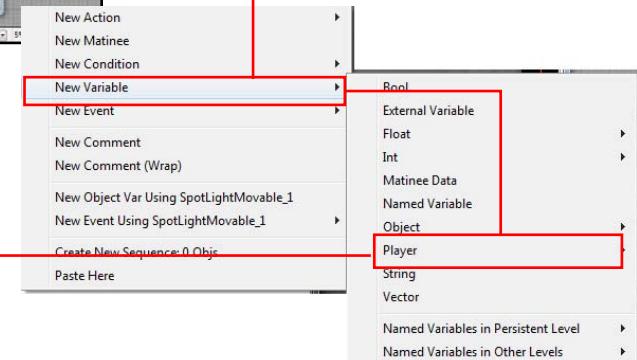   Right click in your perspective viewport and add the spotlight.
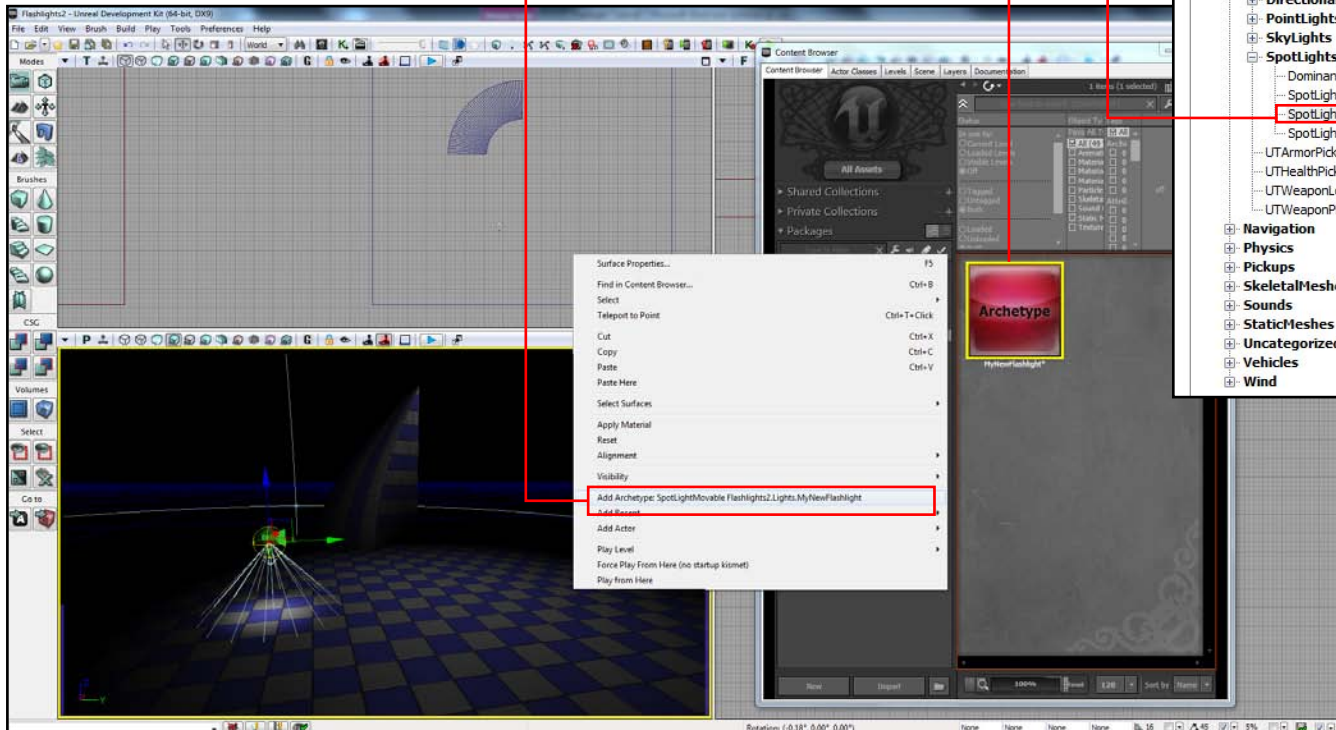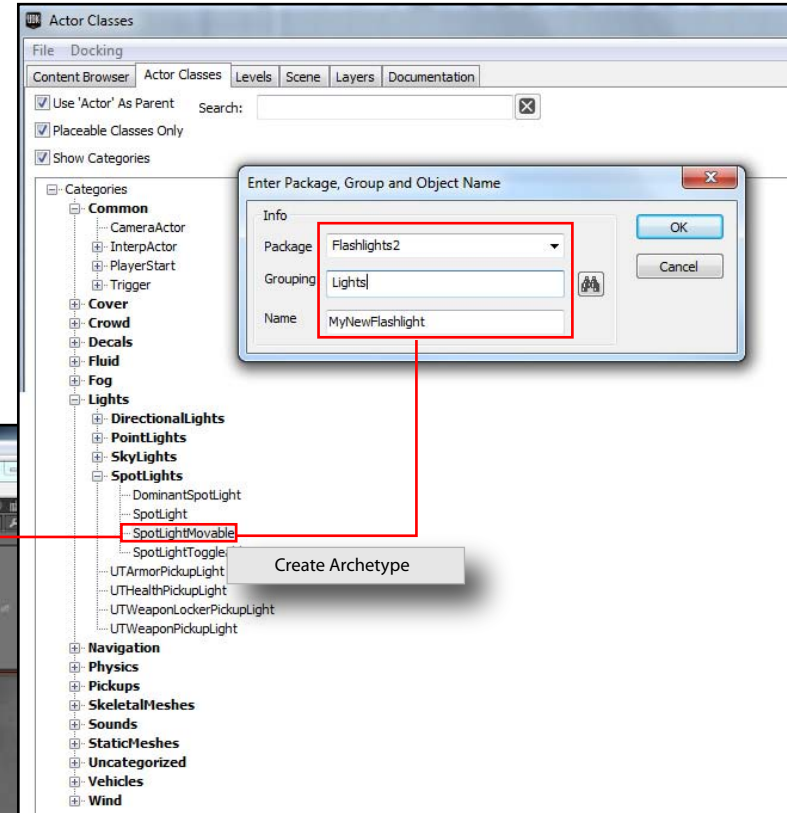
Select the new Spotlight.
3. Open the Kismet editor and create a "New Object Var Using SpotlightMovable1".
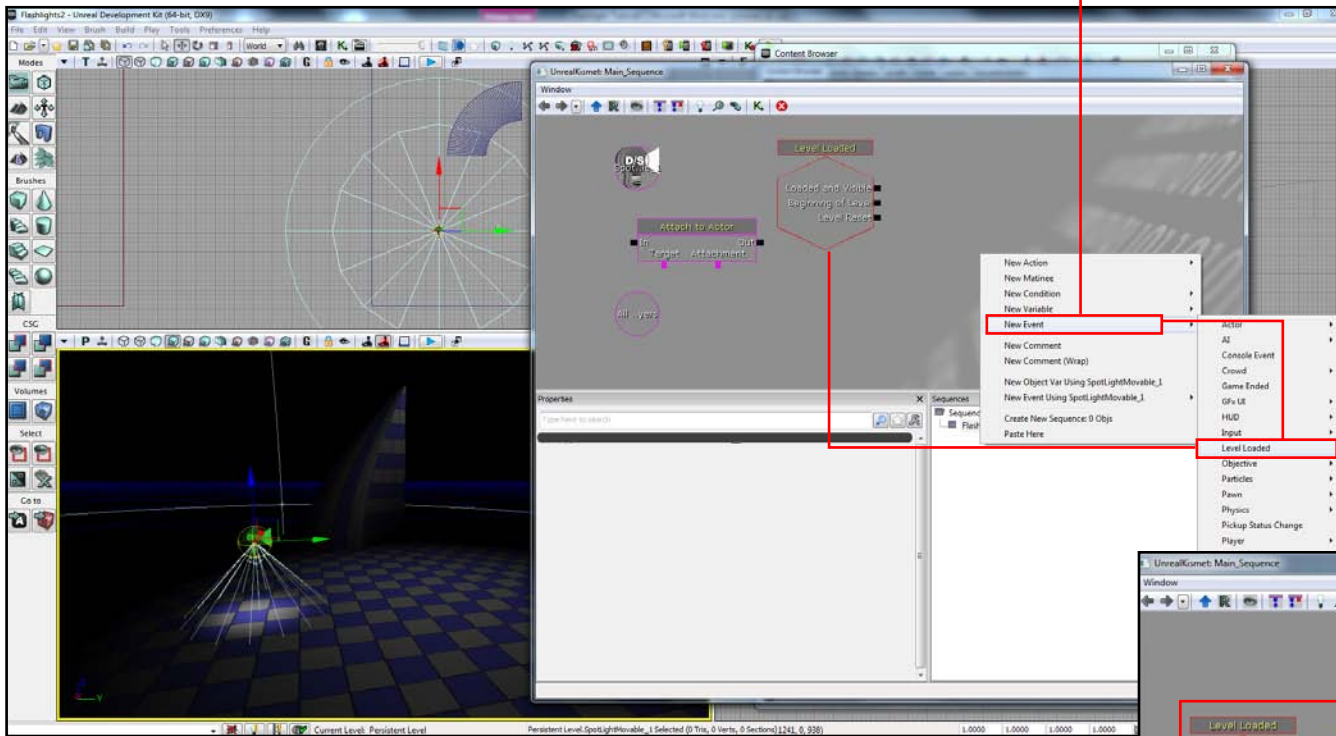
4. Right click in Kismet and create a
"new Action. Select "Attach to Actor".

5. Right click again in Kismet and select
"New Variable" and then "Player".

6. Create a new Event Node - "Level Loaded

7. Arrange your Kismet nodes neatly. Select a node, hold the Control key and move them.

8. Link the nodes exactly as shown in the diagram.

9. Select the settings in the information box