

LIGHTHOUSE

THE DARK BEING™



©1996 Sierra On-Line, Inc. ®and/or™ designate trademarks of, or licensed to Sierra On-Line, Inc.
All rights reserved. Visit the Sierra web site at <http://www.sierra.com>



SIERRA®

833774330/S377100

Lighthouse

R

omanticized for centuries, the lighthouse is a beacon of hope for travelers on the unforgiving sea. Its light and foghorn guide the helmsman away from danger, warning of icy death on jagged rocks. A lighthouse architect creates each structure as a unique monument to man's relationship with the sea. Combining pragmatism with fancy, a lighthouse stands sentinel on the desolate coast, readily lending itself to a romantic's imagination. A lighthouse symbolizes strength, duty, and care. It may also represent solitude and loneliness, even madness.

TABLE OF CONTENTS

INSTALLATION	3
PLAYING THE GAME	4
The Cursor	4
Game Navigation	5
Inventory	5
GAME CONTROLS	6
Language	6
New Game	7
Load Game	7
Save Game	7
Quit	7
Return to Game	7
GAME PLAY	8
CREDITS	9
THE CAST	12
CONTACTING SIERRA	13
Technical Support	13
Direct Sales	15
Hints	16
International Support Services	18
THE SIERRA NO-RISK GUARANTEE	20
Warranty	20

INSTALLATION

Windows® 95 Installation

1. Start Windows® 95.
2. Insert the *Lighthouse* disk into your CD-ROM drive.
3. Follow the on-screen instructions.

Windows® 3.1+

1. Start Windows®.
2. Insert the *Lighthouse* disk into your CD-ROM drive.
3. From the [File] menu, select [Run].
4. Type "D:\SETUP.EXE" and press [ENTER] or click OK.
(Where "D" represents the name of your CD-ROM drive.)
5. Follow the on-screen installation instructions.

MS-DOS

1. Insert the *Lighthouse* disk into your CD-ROM drive.
2. At the DOS prompt, type "D:" and press [ENTER].
(Where "D" represents the name of your CD-ROM drive.)
3. Then type "CD\" and press [ENTER].
4. Then type "INSTALL" and press [ENTER].
5. Follow the on-screen installation instructions.

Macintosh

Installing the Game

1. Insert the *Lighthouse* disk into your CD-ROM drive.
2. Drag the folder named *Lighthouse* to your hard drive.

Installing System Files

1. Open the IMPORTANT System Files folder on the game CD.
2. Drag all the items inside this folder to your System Folder.
3. Restart your Macintosh.

Installing the Game

1. Open the *Lighthouse* folder on your hard drive.
2. Open the copied folder.
3. Launch the application called *Lighthouse*.

PLAYING THE GAME

The Cursor

The *Lighthouse* cursor is multi-functional. It allows you to navigate through the game world, utilize inventory items, and interact with the things you see and the creatures you meet. The default cursor is a diagonal arrow, pointing northwest. Move the default arrow around a room or location, clicking on items of interest. If you click on an important object, it will appear in a close-up inset at the top of the screen. Click on the inset to interact with that object. Click outside the inset to close it and continue the game.

Game Navigation

As you move the cursor around the screen, you'll notice the default arrow changes to show possible directions of movement. Clicking a right-pointing arrow will shift your point of view to the right. A left arrow moves you left, an up arrow lets you look up, and so on. A u-shaped arrow allows you to make a 180-degree turn and look directly behind you. Search for direction arrows carefully, moving the cursor over the entire screen. You never know where one will pop up!

Early in the game, you'll discover a compass. Click on it to bring up a close-up inset. The compass needle always points north. The top of the compass indicates the direction you're facing. You can use the compass as a navigation aid throughout most of the game. If you want to put the compass away, click on its icon in the inventory panel.

Inventory

Items of interest often find their way into your inventory after you've clicked on them. The panel beneath the game screen holds up to four usable objects at a time. Your bag (found at the beginning of the game) automatically stores the extra items.

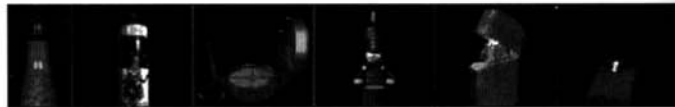
To use a stored item, you must first place it in the active inventory panel. To do so, click on the bag with the default arrow to see all your stored items. Click on the item you want to remove from the bag. The selected item becomes your cursor. Now click on one of the four items in the



inventory panel. The selected item goes into the panel and the replaced item goes into the bag. Close the bag by clicking on it. Now you can access the selected item from the panel. You can organize your inventory any way you like, placing your frequently used items in the panel.

Inventory items can be used in the main game window or in an inset. To use an inventory item, click on it in the inventory panel. Your cursor changes to a smaller version of that item. Click again to use the item on an object or creature in the game. To put the item away, click anywhere in the inventory panel. Note that clicking one inventory item on another in the panel will simply cause the two to switch places.

GAME CONTROLS



The *Lighthouse* icon in the lower left corner accesses the control panel. Here you will be able to manage your saved games, quit or start a game, and select your language preference. Each button in the control panel is described below.

Language

Select the English, French (Français), or German (Deutsch) translation of the game.

New Game

Start a game from the very beginning.

Load Game

Restore a previously saved game from your list of saved games. Note that you'll return to the control menu after you've loaded a game. Click on Return To Game to begin game play.

Save Game

Save your game by typing in a unique name for it. Make each saved game's title descriptive of your current situation. It's always a good idea to keep several saved games around, in case you want to return to an earlier position. *Lighthouse* allows up to 20 saved games per directory.

Quit

Quit the game and return to your operating system.

Return to the Game

Select this option to return to the game where you left off.



GAME PLAY

Be advised that the following section contains blatant hints about the game's opening.

Lighthouse begins in the living room of your summer rental, a small, comfortable cottage on the Oregon coast. You see a telephone, a vase, and an ashtray on the desk. This part of the room also contains a lamp and a chair. A framed nature poster decorates one wall. Out the window you catch glimpses of the rocky coast, illuminated by the rotating beam streaming from the lighthouse on the headland. The night is stormy, with lightning strikes in the distance.

Explore the room by moving the cursor around and clicking on areas of interest. Notice that the default arrow changes into a left arrow when the cursor nears the left edge of the screen. If you click this directional arrow, the scene will shift, revealing more of the room. Check out the box on the desk, then move the chair, open the drawer, and remove the journal. The entries reveal your identity. Listen to the messages on the answering machine to learn more. One of the messages sounds urgent. You'll want to respond to it right away.

Lighthouse is a game of exploration, fantasy, and mystery. Think logically and creatively. Look at each new scene carefully. Click on anything that interests you. If you can't solve a puzzle right away, leave and explore other areas. You never know where you'll find that missing piece. Above all, relax, let your imagination soar, and have fun!

THE TEAM

Producer

Oliver Brelsford

Designer/Art Director

Jon Bock

Executive Producer

Craig Alexander

Lead Programmer

Sean Mooney

Programmers

William R. Shockley

Chris Carr

Doug Oldfield

Writers

Jon Bock

Susan Frischer

3D Studio Senior Artist

Michael Hutchison

3D Studio Artists and Animators

Chris Willis

Don Waller

Daryle Smith

Ernst Shadday

Richard Powell

Eni Oken

Linda Lubken

Travis Leonard

Darrell Johnson

Jon Bock

Darvin Atkeson

Mark Aro

Alias™ Lead Artist

Brian Judy

Alias Artists and Animators

Kim White

Don Waller

Brandee Prugh

Linda Lubken

Brad Clarkson

Jon Bock

Metropolis Digital

Lightwave Artists and Animators

Tony Hernandez

Dan Peters

Character Design

Travis Leonard
Richard Powell

Character Modeling

Viewpoint Datalabs

Character Texture Mapping

Travis Leonard
Brian Judy

Post Production Senior Artist

Dana Moody

Post Production Artists/Animators

Daryle Smith
Robin Phanco
Mike Troup
Karin Nestor

Senior Sound Consultant

Jay Usher

Composer

Brian Min

Assistant Composer

Victor Crews

Audio Engineers

Craig Denny
Randy Littlejohn

Additional Audio

Paul Shilling
Ron Lawson

Motion Capture

Biovision

Motion Capture Cyber-Actor

Donald "Kosmo" Hom

Sound Recording Technician

Ernie Sheesley

Manual Design

Lori Lucia

Quality Assurance Manager

Michael D. Jones

Team Quality Assurance Lead

Judy Crites

Quality Assurance Configuration Lead

Sharon Simmons
Cindy Romero

Quality Assurance Configuration

Marsha McCarty
Steve Deckert
Jillian Leonard
Leonard Salas
Mark Budge
Mike Pickhinke
John Ratcliffe
Doug Wheeler
Nathan Clark
Joe Carper
Mike Brosius

Technical Support Lead

Paul Reichlin

Director of Technology

Larry Scott

Systems Development

Dave Artis
Ed Critchlow
Dan Foy
Jay Lee
Terry McHenry
Christopher Smith
Greg Tomko-Pavia
Bryan Waters

Macintosh Systems Development

Jason Hickingbottom
Frank Kane
Bryan Waters

Special Thanks

Doug Brown
Linda Burns
Beverly Lexvold
Margie Walling
Cyndi Wharton



THE CAST

Casting and Voice DirectingCharles de Vries
 The Dark BeingKerrigan Mahan
 ComputerMarc Eckelberry

ENGLISH

Dr. Jeremiah Krick Phil Proctor
 LirylRomy Cutler-Lengyel
 MomLeigh French
 EditorAndy Goldberg

FRENCH

Dr. Jeremiah KrickBruno Stepahne
 LirylBernadette Colomine
 MomBernadette Colomine
 EditorMarc Eckelberry

GERMAN

Dr. Jeremiah KrickCurt Lowens
 LirylBettina Spier
 MomBettina Spier
 EditorKai Wulff

TECHNICAL SUPPORT

Automated Technical Support Line

(206) 644-4343

U.S. Technical Support

Mail Sierra On-Line, Inc.

Technical Support

P.O. Box 85006

Bellevue, WA 98105-8506

Telephone (206) 644-4343 M-F, 8:15 am - 4:45 pm PST

Facsimile (206) 644-7697

UK Technical Support

Mail Sierra On-Line Limited

4 Brewery Court

The Old Brewery

Theale, Reading, Berkshire

RG 7 5AJ United Kingdom

Telephone (44) 1-734-303-171

M-F, 9:00 am - 5:00 pm

Facsimile (44) 1-734-303-362

France Technical Support

Mail Coktel Vision
Parc Tertiaire de Meudon
Immeuble "Le Newton"
25 rue Jeanne Braconnier
92366 Meudon La Forêt Cedex
France

Telephone (33) 1-46-01-4650
7 jours sur 7 de 9h à 21h

Facsimile (33) 1-46-31-7172

German Technical Support

Mail Sierra Coktel Vision Deutschland
Robert Bosch Str. 32
D-63303 Dreieich
Germany

Telephone (49) 6-103-99-4040

Facsimile (49) 6-103-99-4035

Mailbox (49) 6-103-99-4041

Modem Support

Sierra BBS U.K. (44) 1-734-30-4227

CompuServe GO SIERRA

America Online Keyword: SIERRA

Internet <http://www.sierra.com>

DIRECT SALES

If you are unable to locally obtain the exact Sierra product you wish, try our Direct Sales Department.

Mail Sierra On-Line
Direct Sales
P.O. Box 3404
Salinas, CA 93912-3404

Telephone (800) 757-7707
24 hours a day, 7 days a week

Facsimile (408) 644-2018

On-Line Sales

CompuServe GO SI (CServe Mall)
GO SIERRA (Sierra BBS)

U.S. Disk/Doco Replacement & Returns

Disk/Doco Replacement

Sierra On-Line Fulfillment
PO Box 485
Coarsegold, CA 93614

Product Returns

Sierra On-Line Returns
PO Box 485
Coarsegold, CA 93614

HINTS

U.S. Hint Line

Mail Sierra On-Line
Attn: Hints
PO Box 53210
Bellevue, WA 98015-3210

Telephone (900) 370-5583
\$.75 per minute

Facsimile (206) 562-4223

Canadian Hint Line

Telephone (900) 451-3356
\$1.25 per minute (Canadian)

Hint line users must be 18 years or older, or have parental permission.

On-Line Hints and Support

CompuServe GO SIERRA then go to Hint Connection
America OnLine Keyword: SIERRA (Sierra Forum)

France Hint Line

Hint Line (33) 1-36-68-4650
Costs 2,19F la minute; tarif en vigueur au 20 mai 1994 (France métropolitaine seulement).

Germany Hint Line

Hint Line (0) 190-51-5616
Kosten 23 Pf für 12 sek.
(Nur in Deutschland möglich.)

U.K. Hint Line

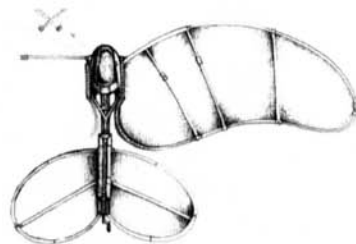
Old Games Hint Line (0) 1-734-30-4004 (within the UK)
Old Games Hint Line (44) 1-734-30-4004 (outside the UK)
New Games Hint Line (0) 8-91-66-0660 (within the UK only)

New Sierra Hint Line:

For adventure games released after January 1, 1993. Charged 39p/minute cheap rate, 49p/minute at other times. Maximum call length: 7.5 minutes. Maximum charge cheap rate: £2.93, £3.68 other times. Must have permission of the person who pays the phone bill before calling (line available in the UK only, 24 hours. Requires a touch tone phone).

Old Sierra Hint Line:

For adventure games released up to December 31, 1992. Calls are charged at normal telephone rates. (Requires a touch tone phone. 24 hour line.)



INTERNATIONAL SUPPORT SERVICES

International Sales

Mail Sierra On-Line
Direct Sales
P.O. Box 3404
Salinas, CA 93912-3404

Telephone (206) 746-5771
Facsimile (408) 655-6179

United Kingdom

Mail Sierra On-Line Limited
4 Brewery Court
The Old Brewery
Theale, Reading, Berkshire
RG7 5AJ United Kingdom

Telephone (44) 1-734-30-3171
9:00 a.m. - 5 p.m., Monday-Friday

Facsimile (44) 1-734-30-3362
Modem (44) 1-734-30-4227

France Technical Support

Mail Coktel Vision
Parc Tertiaire de Meudon
Immeuble "Le Newton"
25 rue Jeanne Braconnier
92366 Meudon La Forêt Cedex
France

Telephone (33) 1-46-01-4650
Facsimile (33) 1-46-31-7172

German Technical Support

Mail Sierra Coktel Vision Deutschland
Robert Bosch Str. 32
D-63303 Dreieich
Germany

Telephone (0) 6-103-99-4040
Facsimile (0) 6-103-99-4035

NO RISK GUARANTEE

The Promise: We want you to be happy with every Sierra product you purchase from us. Period. If for any reason you're unhappy with the product, return it within 30 days for an exchange or a full refund...even if you bought it retail.

The Only Catch: You've got to tell us why you don't like the game. Otherwise, we'll never get better. Send it back to us and we promise we'll make things right. (If you bought it at a retail outlet, please send your original sales receipt.)

WARRANTY

IMPLIED WARRANTIES LIMITED: EXCEPT AS STATED ABOVE, SIERRA MAKES NO WARRANTY, EXPRESS OR IMPLIED, REGARDING THIS PRODUCT. SIERRA DISCLAIMS ANY WARRANTY THAT THE SOFTWARE IS FIT FOR A PARTICULAR PURPOSE, AND ANY IMPLIED WARRANTY OF MERCHANTABILITY SHALL BE LIMITED TO THE NINETY (90) DAY DURATION OF THIS LIMITED EXPRESS WARRANTY AND IS OTHERWISE EXPRESSLY AND SPECIFICALLY DISCLAIMED. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

NO CONSEQUENTIAL DAMAGES: SIERRA SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL OR OTHER DAMAGES, EVEN IF SIERRA IS ADVISED OF OR AWARE OF THE POSSIBILITY OF SUCH DAMAGES. THIS MEANS THAT SIERRA SHALL NOT BE RESPONSIBLE OR LIABLE FOR LOST PROFITS OR REVENUES, OR FOR DAMAGES OR COSTS INCURRED AS A RESULT OF LOSS OF TIME, DATA OR USE OF THE SOFTWARE, OR FROM ANY OTHER CAUSE EXCEPT THE ACTUAL COST OF THE PRODUCT. IN NO EVENT SHALL SIERRA'S LIABILITY EXCEED THE PURCHASE PRICE OF THIS PRODUCT. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

You are entitled to use this product for your own use, but may not sell or transfer reproductions of the software manual or book to other parties in any way, nor rent or lease the product to others without prior written permission of Sierra. You may use one copy of the product on a single terminal connected to a single computer. You may not network the product or otherwise install it on more than one computer or computer terminal at the same time.