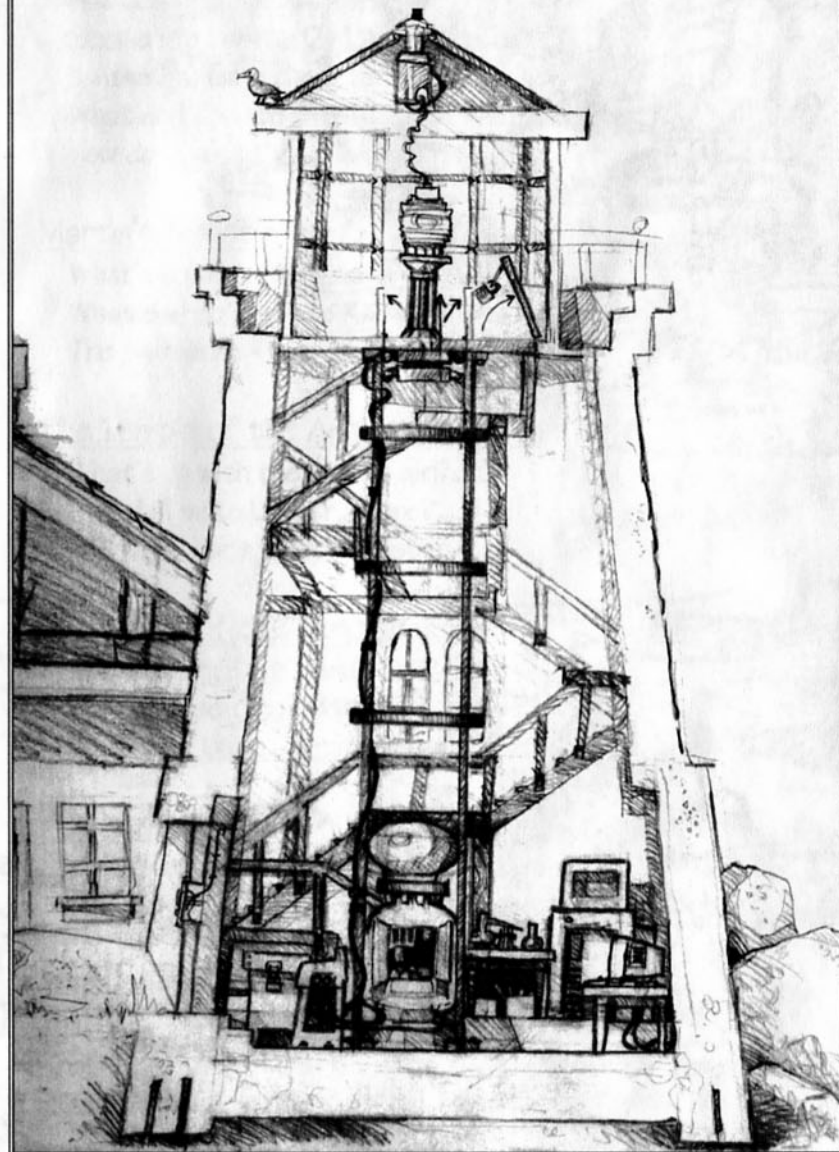


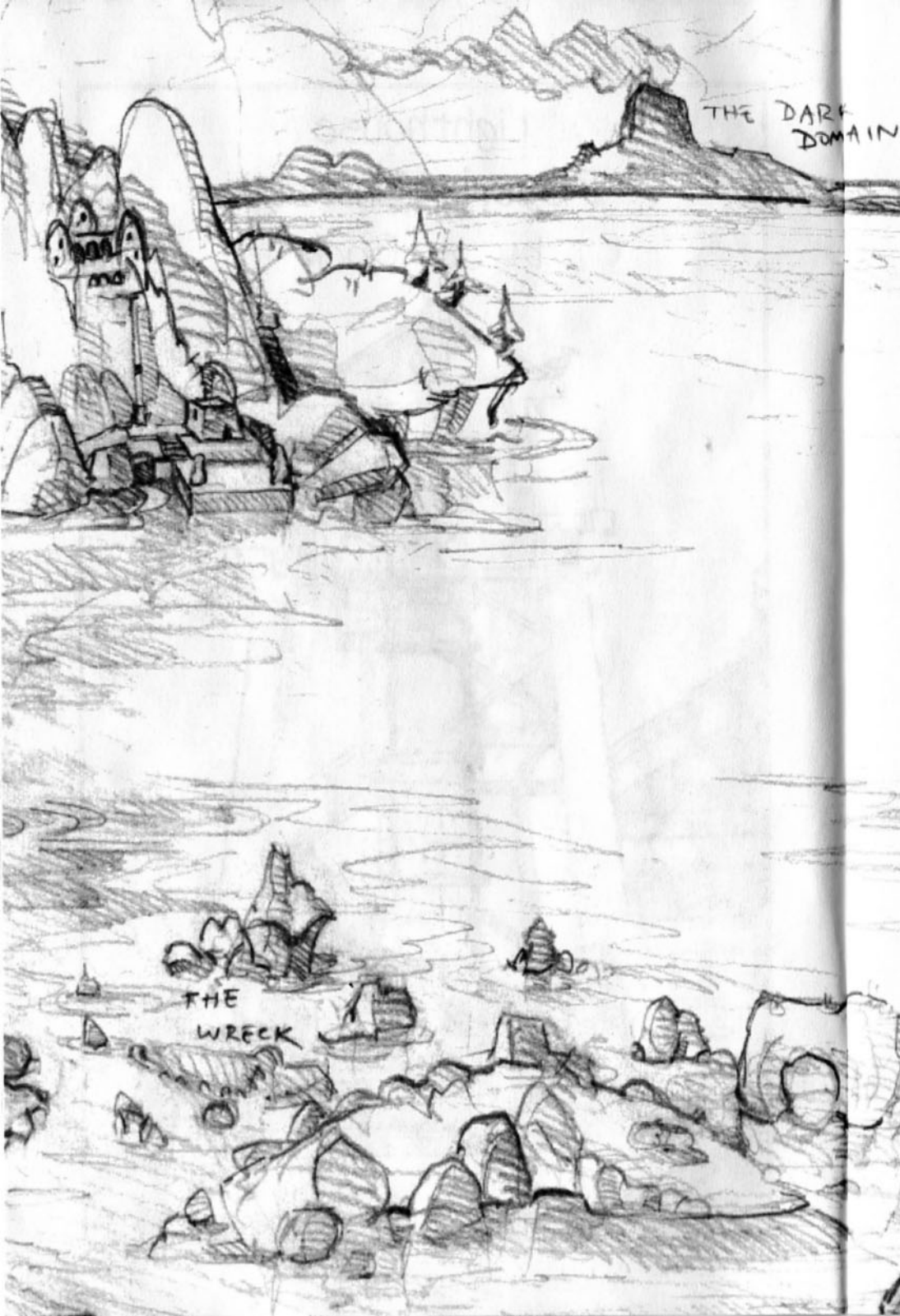


# LIGHTHOUSE

PLAYER'S HANDBOOK

Lighthouse  
Player's Handbook  
by Jon Bock





# Table of Contents

## Introduction 4

### The Lighthouse

- What's going on in the Lighthouse?.....5
- How do I open the safe?.....5
- Should I follow the Dark Being through the Portal in the bedroom?.....6
- What do I do with the Puzzle Box?.....7
- How do I finish the "Hawk Tile Puzzle"?.....7

### Martin's Roost

- What's up with the Birdman?.....8
- What do I do with the Radio Control Unit?.....8
- The submarine - how do I make it go?.....8

### The Temple of the Ancient Machines

- What's up with the legless girl?.....9
- How do I make Liryl trust me?.....9
- How do I hear the World History?.....9

### The Wreck of the Ironclad

- How do I drive the Diving Pod?.....10
- How do I use the Robot Arm?.....11
- What am I looking for at the wreck?.....11

### The Island Fortress

- What's up with the Fortress Monster?.....12
- How do I stop the Monster from destroying the Bridge?.....12

### The Dark Domain

- How do I drive the train?.....13
- How do I use the Valves in the Thermal Power Chamber?.....13
- How do I defeat the Dark Being?.....14

# Lighthouse

## Introduction

**I**n Lighthouse you will travel through 6 distinctly different regions and will meet a cast of intriguing characters. You must solve a series of challenging animated puzzles, all closely tied into the story, to reach the end of the game, and to rescue Dr. Krick and his baby daughter Amanda.

This booklet contains hints that will help you through each region of the game. We recommend that you only read further when you are stuck or frustrated, and feel you can't go on without a hint.

The hints are broken down by region, and the titles are highlighted so you can browse quickly for what you are looking for without reading an entire page. Reading all the hints right away will result in finishing the game quickly, and will take away much of the challenge of completing Lighthouse.

We have also provided some blank space to take notes, draw maps, make diagrams, or write down anything you think might be necessary to complete the game.

## The Lighthouse

**T**he Lighthouse is the home of Dr. Krick and Amanda, and is the location of Dr. Krick's secret laboratory.

### What's going on in the Lighthouse?

Pages from Dr. Krick's notebook can be found scattered throughout the Lighthouse. Look for them as you explore, and read them to understand more about Dr. Krick's secret experiments. As you learn more about Krick's research, you will discover the secret of the Lighthouse, and will gain clues to unraveling the mystery of his disappearance.

### How do I open the safe?

Once you find the combination to Dr. Krick's hidden wall safe, you can open it by following these instructions:  
Rotate the dial 360 degrees clockwise to clear the tumblers.  
Rotate the dial clockwise to the first number.  
Rotate the dial counter-clockwise past the first number, and stop on the second number.  
Rotate the dial clockwise to the third and final number.

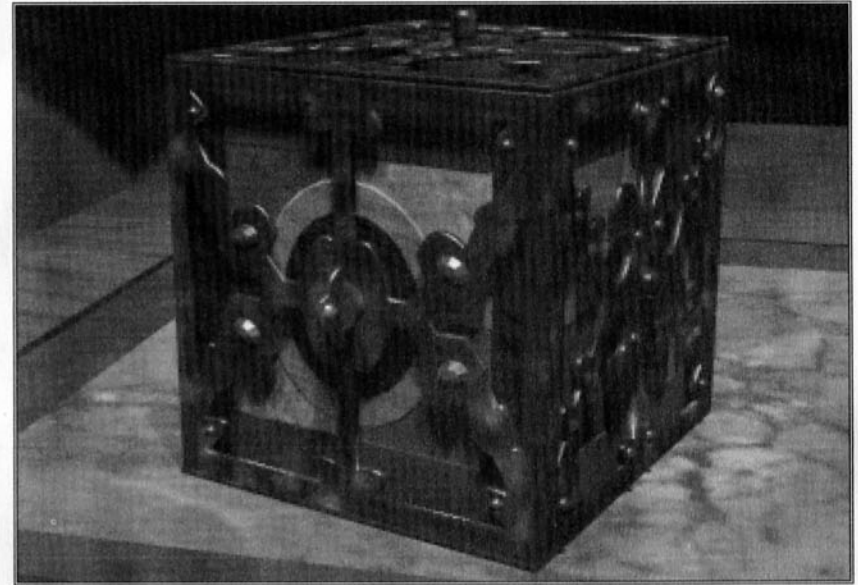
If you do it right the inset close up of the dial will be replaced by the front of the safe. Click on the handle and open the safe.



## Should I follow the Dark Being through the Portal in the bedroom?

**L**ighthouse is a game with a branching structure. You can make decisions that result in things happening in different ways. Following the Dark Being after the kidnapping, or not, is one of these branches.

It is not possible to get stuck in Lighthouse with no way out of a situation. You can make some bad decisions, resulting in complications along the way, but there is always a way to recover and complete the game. Eventually, your course of action will result in one of sixteen different endings, some good, and some bad, but unless the game is over, there is always a way to go back and figure out things you may have missed along the way.



## What do I do with the Puzzle Box?

In Dr. Krick's study you will find a mysterious puzzle box, given to him for safekeeping by the inventor from the parallel world. Opening the box involves solving a series of puzzles to reach something hidden at its heart. Don't worry if you can't solve it completely the first time, but you must return to complete it eventually, or you will be unable to defeat the Dark Being. There is an item you will need from beyond the portal in order to finish the puzzle box.

## How do I finish the "Hawk Tile Puzzle"?

The third puzzle you encounter in the puzzle box is the "Hawk Tile Puzzle." It is solved by sliding a group of 25 tiles to form a picture of a diving hawk. If this puzzle has you stumped, you can use the following cheat to get by:

Click on the small square stud below the sliding panel that covers the hawk puzzle. This reveals the Hawk Tile Puzzle. Use the exit arrow to the right or left of the screen to exit to the long shot of the roll top desk. Repeat this 4 times and a "Solve It?" button will appear below the puzzle. Press this button to solve the puzzle instantly.



## Martin's Roost

**M**artin's Roost is a tall tower at the edge of the sea, built by an eccentric inventor named Martin. It is the home of the Birdman, and contains several bizarre inventions and contraptions.

### What's up with the Birdman?

The Birdman has been corrupted by the Dark Being, and must be outsmarted at the sea-side tower called "Martin's Roost". He will do whatever he can to stop you from getting through the tower. If he gets the chance, he will take something you need to start the submarine. Don't worry if he outsmarts you, there's more than one way to skin a Birdman!

### What do I do with the Radio Control Unit?

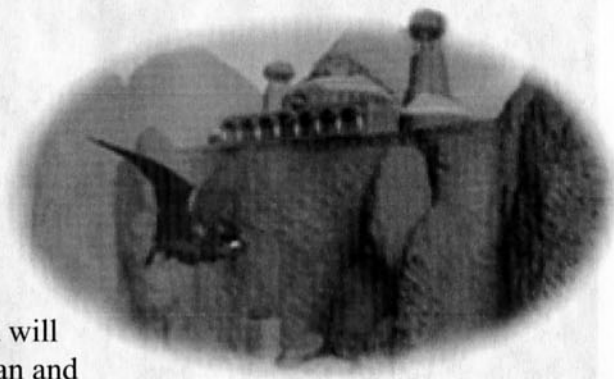
Some of Martin's inventions can be affected using radio control. The radio control unit is damaged, and must be repaired to work. Look for a place to put it so you can fix it. There are all kinds of tools around the workshop. Use them to make your repairs.

### The submarine - how do I make it go?

There are five steps necessary to operate the submarine. They are opening the sea gate, starting the engine, blowing the ballast, choosing a destination, and using the throttle lever. These steps do not need to be completed in an exact order, but must all be completed to launch the submarine and reach a new destination.

## The Temple of Ancient Machines

**T**he Temple is built within high cliffs that overlook the sea. Within the temple, the machines of a bygone age are examined and integrated into the society of the parallel world.



### What's up with the legless girl?

At the Temple you will meet Liryl, guardian and sacred ward of the Temple of the Ancient Machines. All of her friends are gone, and she is a little insecure. Gain her trust, and she will help you reach the inner chambers of the temple.

### How do I make Liryl trust me?

At the temple you can learn the history of the world, and more about the Dark Being and its motives. You must hear the history of the world before Liryl will help you, and you must confront the Birdman once again in the central chamber of the Temple. Only then will she trust you, and allow you access to the Temple's secret inner chambers.

### How do I hear the world history?

To hear the world history, you must find a way to activate the hologram device in the left chamber of the Temple. Explore the strange "Kinetic Sculpture" in the right chamber to find what you need to activate the history hologram. Use a combination of sound and motion to get what you need.

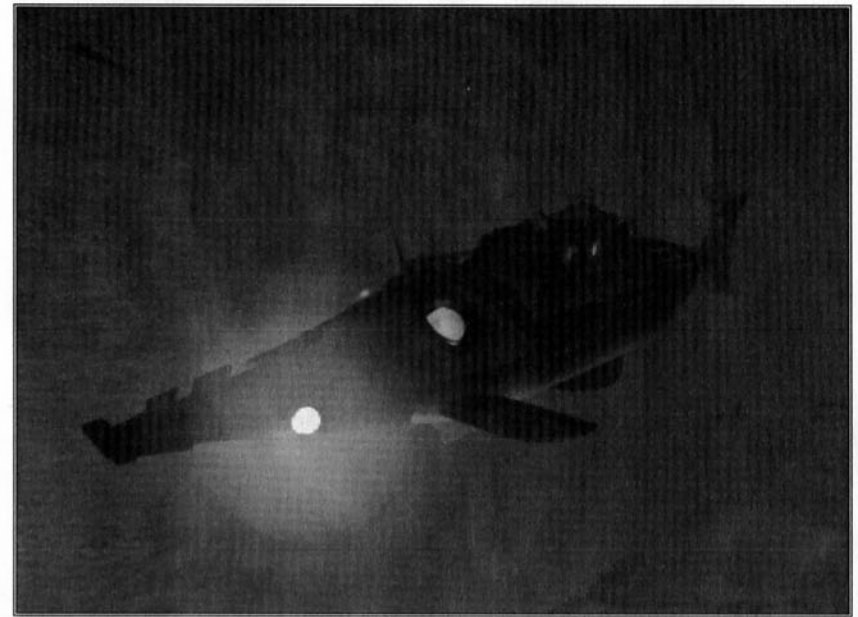
## The Wreck of the Ironclad

**T**he Wreck is a rusting hulk on the bottom of the sea. The ship met its doom on the rocks while traveling with precious cargo from the Temple to the Roost.

### How do I drive the Diving Pod?

Navigate the pod by using the ball-shaped control below the center round window, and the lever to the left of the window. The sub will move left, forward, or right depending on whether the ball-shaped control is set left, center, or right.

Set the direction you want to go using the ball-shaped control, then click on the left lever to travel in the direction you have selected. The pod will stop at the next point that you can make a decision. If you are in a hurry, click again anywhere while the pod is moving to jump to the next location.



### How do I use the Robot Arm?

The robot arm is controlled using a panel that lowers from the ceiling. Use the left cross-shaped control lever to move the arm up, down, left, or right. Use the right lever to extend the arm to grab at something you want to effect. Position the arm slightly below the thing you want to effect, then click on the right “grab” lever to reach it. If you get it right, the lighthouse shaped “wait cursor” will appear, and an animation will occur. If no wait cursor appears, adjust the position of the arm slightly, and try again. You must adjust the arm carefully, so try again if you don’t get it right away.

### What am I looking for at the wreck?

Using the diving pod attached to the submarine, you can get to the wreck of the priest’s ironclad ship. The ship contains one of the pieces of the device built by the priests to defeat the Dark Being. Look around the wreck for the missing piece. Once you find it, you will need to find a way to get at it using your pod’s robot arm.

## The Island Fortress

---

**T**he Island Fortress is a collection of workshops and dwellings, built on a tiny island, and protected by thick walls and a battery of iron cannons.

### What's up with the Fortress Monster?

The monster has been ordered to defend the Fortress by the Dark Being, and must be defeated to get through the region. To defeat him you must find a way to reach the areas of the fortress he is guarding. Use the tools in the fortress's workshops to build what you need to continue.

### How do I stop the Monster from destroying the Bridge?

Watch the monster wander the fortress from the window in the wood shop. Wait until he walks as far from you as possible, then build the bridge quickly before he can return.



## The Dark Domain

---

**T**he Dark Domain is the stronghold of the Dark Being. It is a series of interconnected tunnels and caverns, built inside the walls of an active volcano.

### How do I drive the train?

You must travel around the Dark Domain using the driller train parked at the submarine dock.



The two con-

trols you will use the

most are the T shaped "throttle lever" to the right, and the large brown "switch lever" on the left-center of the train's control panel. To move the train forward or backward click above or below the throttle lever. To switch tracks, click on the brown switch lever repeatedly when approaching an intersection, either forward or backward. If you miss the turn, back up and try again. One of the switches is broken and must be repaired before the train can switch tracks.

### How do I use the Valves in the Thermal Power Chamber?

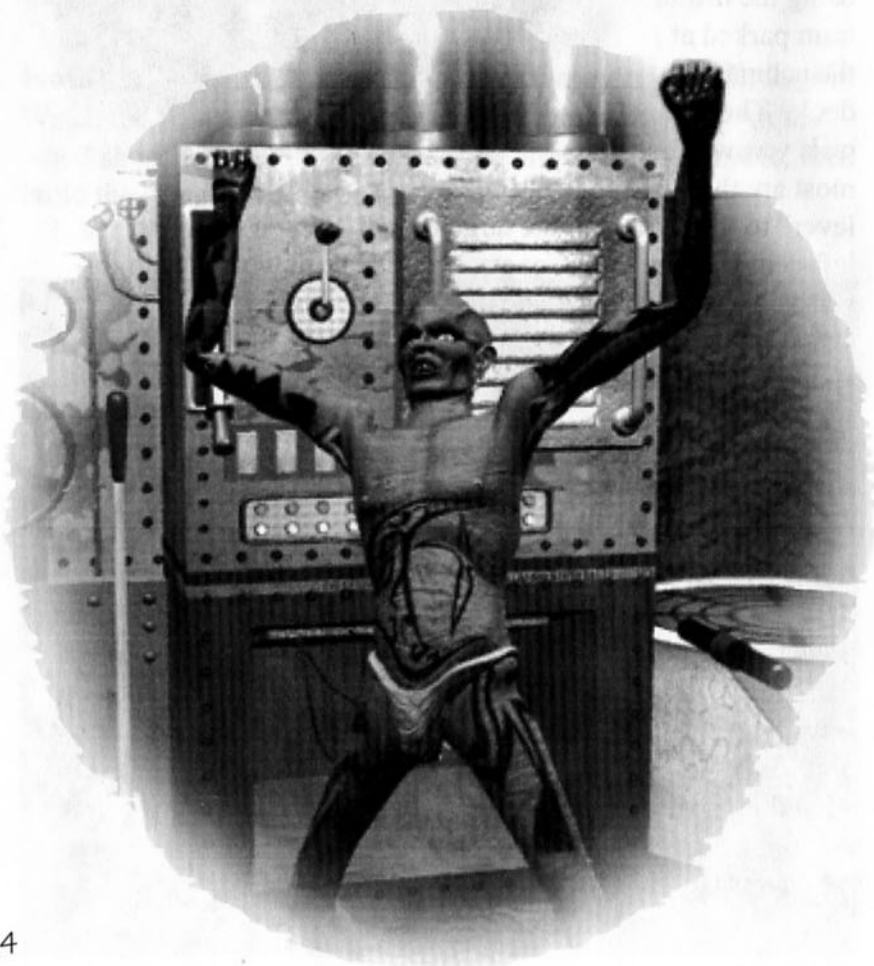
All the contraptions inside the volcano are powered by thermal power from the active volcano. To get through the Dark Domain, you must find your way to the Thermal Power chamber, and learn how to use the valves on the two giant steam engines that provide power to all the devices in the region. To figure out what they do, pay attention to the color and shape of the pipes that run from the thermal power chamber to the different areas of the caverns.



## How do I defeat the Dark Being?

The ultimate goal in the Dark Domain is to rescue Amanda and Dr. Krick, and to defeat the Dark Being. To defeat him, you must collect the pieces of the Particle Displacement Ionizing Vacuum Cannon, created by the priests, and then scattered throughout the land for safekeeping.

There are 7 things you will need to complete the cannon. 6 parts for the body of the cannon, and the crystal bottle that will contain the Dark Being. There is one cannon part hidden in each region of the game, and 2 parts, recovered by the Dark Being, hidden in the Dark Domain.



Use this page for notes, diagrams, or maps that will help you through the game.

---

Use this page for notes, diagrams, or maps that will help you through the game.

---