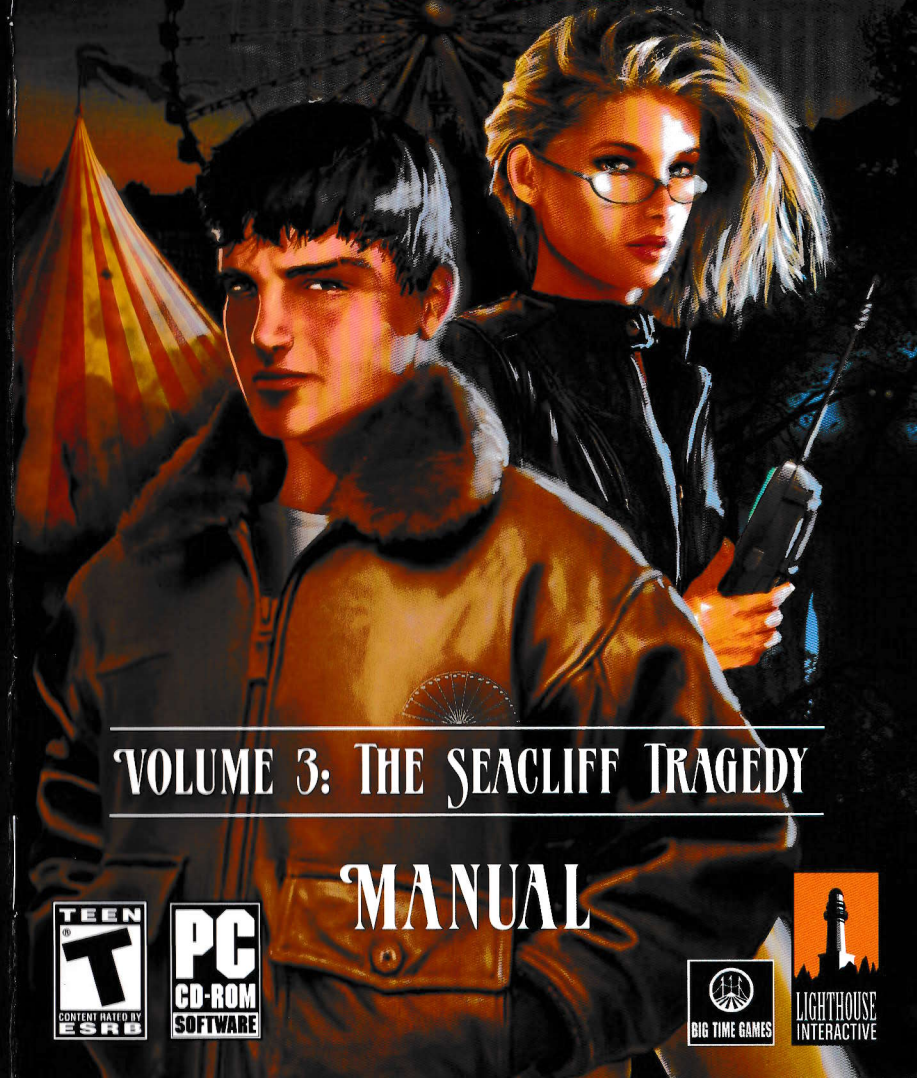


DELAWARE — ST. JOHN —



VOLUME 3: THE SEACLIFF TRAGEDY

MANUAL



Delaware St. John Volume 3: The Seacliff Tragedy © Big Time Games, Inc. 2005-2007. Licensed exclusively to and published by Lighthouse Interactive Game Publishing BV. Published under license in the United States by Paradox Interactive. Package design © 2007 Lighthouse Interactive Game Publishing BV. Delaware St. John is a trademark of Big Time Games, Inc. Big Time Games and its logo are registered trademarks of Big Time Games. Microsoft, Windows and DirectX are trademarks of Microsoft Corporation. The ratings icon is a trademark of the Entertainment Software Association. Software platform logo and © IEMA 2007. All other brands, product names and logos are trademarks or registered trademarks of their respective owners. All rights reserved. Printed in the U.S.

PDX/305



EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR VIDEO GAME SYSTEM.

READ THIS NOTICE BEFORE YOU OR YOUR CHILD PLAYS ANY COMPUTER GAME.

A very small percentage of individuals have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain computer games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before playing any computer games. We recommend that parents observe their children while they play computer games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, discontinue immediately and consult your physician before resuming play.

FOLLOW THESE PRECAUTIONS WHENEVER USING COMPUTER GAMES

- When playing computer games, do not sit or stand too close to the monitor. Play as far back from the screen as possible.
- Play computer games on the smallest available monitor.
- Do not play if you are tired or need sleep.
- Always play in a well lit room.
- Be sure to take a 10 to 15 minute break every hour while playing.

REPETITIVE STRAIN WARNING

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10 to 15 minute break every hour while playing. If your hands, wrists or arms have been injured or strained in other activities, use of your system could aggravate the condition. Before playing, consult a doctor. Failure to do so could result in long term injury. If your hands, wrist or arms have been injured or strained in other activities, use of your system could aggravate the condition. Before playing, consult a doctor.

DELAWARE ST. JOHN VOLUME 3: The Seacliff Tragedy



*This game
contains
2 chapters!*

TABLE OF CONTENTS

1. INTRODUCTORY STORYLINE	1	7. CREDITS	5
2. INSTALLING DELAWARE ST. JOHN	2	8. TROUBLESHOOTING / KNOWN ISSUES	6
3. UNINSTALLING DELAWARE ST. JOHN	2	9. TECHNICAL SUPPORT	7
4. MINIMUM SYSTEM REQUIREMENTS	3	10. LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT	8
5. MENU	3		
6. PLAYING THE GAME	4		

1. INTRODUCTORY STORYLINE

'Paranormal detective' Delaware St. John hears the voices of the dead and has visions of dark events that have occurred. These two special gifts help him solve strange and thrilling mysteries. He is not alone in these missions, though. He's teamed up with his friend Simon and with Kelly Bradford, a paranormal investigator, to provide him with clues and research about the task at hand.

In this third adventure in the series, Delaware has a startling vision of a horrific amusement park accident. This park, called Seacliff Amusement, sits vacant four years after a tragic event took the lives of more than a hundred park guests. Delaware quickly heads to the location to answer the calls of the deceased. Upon arrival, he realizes he's not alone. Tired of being left behind, his partner Kelly has stowed away in his truck and wants to be a part of this investigation. With Delaware's psychic visions and Kelly's ghost-hunting gadgets, it's up for them to work together and discover the secrets behind The Seacliff Tragedy.

FOLLOW THE VISIONS:

Delaware is prone to mysterious visions that provide him with clues. Pay close attention to these visions, they show what has to be done next.

CALL FOR HINTS:

As Delaware explores the area, he can always put in a call to Simon to get a hint about where to go or what to do next. Also, if stuck on a puzzle, taking a picture or a recording will get Simon to give an additional clue. Thanks to VIC, the Voice/Imagery Communicator, a hint is only a click away.

2. INSTALLING DELAWARE ST. JOHN

The installer for Delaware 3 is designed to "autorun" after inserting the Install-CD into your CD- or DVD-drive. The installer will load automatically. Please follow the instructions presented by the installer program. Once the game is installed, remove the Install-CD and insert the Play-CD before starting the game.

IF THE "AUTORUN" FAILS TO INITIALIZE:

Alternative 1:

Open "My Computer", double-click the Delaware CD-ROM icon, and double-click the Setup program.

Alternative 2:

Open the "Start Menu", click "Run". In the dialogue box that appears, type D:\Setup.exe (where D: is the letter of the CD- or DVD-ROM drive with the game disc) and click OK.

3. UNINSTALLING DELAWARE ST. JOHN

To Uninstall Delaware St. John 3, complete the following actions:

Alternative 1:

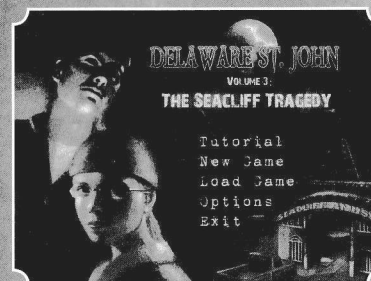
At the Windows® desktop, select: Start > Programs > Lighthouse Interactive > Delaware St. John > Volume 3 > Volume 3 Uninstall

Alternative 2:

At the Windows® Control Panel, select: Add or Remove Programs > Change or Remove Programs > Delaware St. John 3

4. MINIMUM SYSTEM REQUIREMENTS

Microsoft® Windows® 98/ME/2000/XP • Pentium® II 300 MHz processor • 256 MB RAM (512 MB for XP)
• 800 MB of free harddisk space • 16x speed CD/DVD-ROM drive • 16 MB SVGA graphics card with 32-bit color • DirectX® 9.0 compatible sound card



5. MENU

Tutorial

The tutorial explains the gameplay basics. It will teach you how to use the Voice/Imagery Communicator and will explain how you'll navigate through the game. This is recommended for first-time players.

New Game

Select this option to start a new game.

Loading and Saving

Select Load in the Main Menu, to continue a game you previously saved. To Save a game, press the ESC key while in game and choose Save. Then select a slot to save your game. If you select a slot that already has a saved game, you will overwrite the previous data with your new save.

Game Options

By selecting Game Options, you can adjust the volume of sound and music and turn subtitles on or off.

Exit

Select Exit to quit your current game.



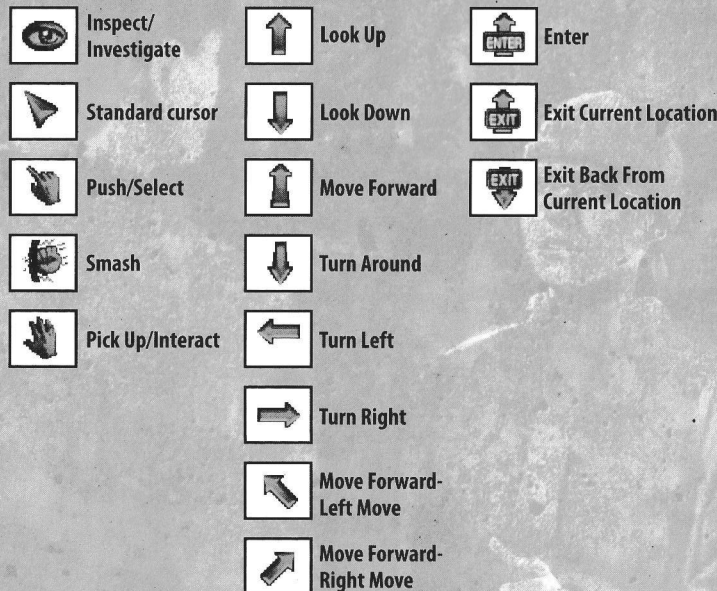
6. PLAYING THE GAME

From the Windows® Desktop, select:

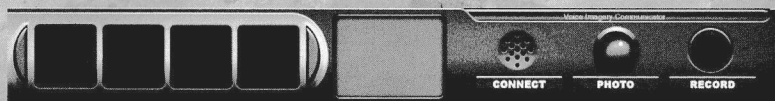
Start > Programs > Lighthouse Interactive > Delaware St. John > Volume 3

Cursor explanations: Movement and interaction in Delaware St. John is indicated by the mouse cursor, which will change as you move the cursor over the screen.

The cursor will indicate:



VOICE/IMAGERY COMMUNICATOR



This hypermodern PDA tool will allow you to connect with Simon and ask him for hints.

Inventory:

Items you collect during your adventure will be stored here, so they can be used whenever appropriate. As you explore the park, you may come across certain items that aren't of very much use on their own. To combine an object, take an object from your inventory and place it on the object you want to combine it with. If it's a successful match the objects will be combined and then put into your inventory.

Connect:

By clicking this button you connect with Simon so you can talk with him.

Photo:

Use your camera function in VIC to take pictures of possible paranormal activity. The images will then be sent to Simon for him to analyze. You can also take pictures of puzzles to get clues about how to solve them.

Record:

Use the recording feature on VIC to record audio and send it to Simon to analyze for paranormal sounds not heard by the human ear.

EMF COUNTER

Kelly carries with her an EMF counter that detects the level of Electromagnetic Fields in the surrounding area. Spikes in the EMF count will cause the device to emit a ticking sound. These spikes are often associated with paranormal activity, but not all the time. When you hear the EMF reader begin to tick rapidly, try to record the audio or take a picture to see if you can get evidence of any paranormal activity. The file will then be sent to Simon to analyze.

SHADOW PEOPLE

Despite their name, Shadow People aren't people at all. They're soulless demons bent on absorbing the life force of the living. When one appears, move your cursor over them and click when the cursor turns into a flashlight. Get rid of them quickly, because if you wait too long they will absorb too much of your energy and you'll pass out.

7. CREDITS

This game is entirely a work of fiction. The names, characters, and incidents portrayed in it are the work of the developers' imaginations. Any resemblance to actual persons, living or dead, events, or localities is entirely coincidental.

Delaware St. John Volume 3: The Seadiff Tragedy © Big Time Games, Inc. 2005-2007. Licensed exclusively to and published by Lighthouse Interactive Game Publishing BV. Published under license in the United States by Paradox Interactive. Package design © 2007 Lighthouse Interactive Game Publishing BV. Delaware St. John is a trademark of Big Time Games, Inc. Big Time Games and its logo are registered trademarks of Big Time Games. Microsoft®, Windows® and DirectX® are trademarks of Microsoft Corporation. The ratings icon is a trademark of the Entertainment Software Association. Software platform logo™ and © IEMA 2007. All other brands, product names and logos are trademarks or registered trademarks of their respective owners. All rights reserved.

BIG TIME GAMES**CREATED BY**

Bryan Wiegele

PRODUCED BY

James Schaub and

Bryan Wiegele

WRITTEN BY

Bryan Wiegele

Ryan Vandergriff

Don Oades

MUSIC AND SOUND DESIGN**BY**

Todd Kinsley

GAME ENGINE**PROGRAMMING**

Tim Faulkner

Robert Cannaday

LEAD ARTIST AND ANIMATOR

Mitja Mlakar

3D ENVIRONMENT ART

Gregor Vek

Peter Holcman

ADDITIONAL GAME DESIGN**AND SCRIPTING**

Don Oades

Ryan Vandergriff

COVER ART

Greg Lambrakis

STUDIO ENGINEER

Jason Haske

AUDIO CAST

Phil Quinn

Sonnet Quinn

David Vardy

Amy Winberg

Emily Couling

Jessica Maze

Eric Cardwell

Ian McGreevy

Seth Haske

Emily Pieri

Jeremy Motz

Adam Boike

LIGHTHOUSE INTERACTIVE**CEO**

Erik Schreuder

VICE PRESIDENT BUSINESS**DEVELOPMENT**

Steve Wall

GLOBAL MARKETING**DIRECTOR**

Lorraine Lue

DEVELOPMENT MANAGER /**EUROPEAN PUBLIC****RELATIONS**

Raymond Snippe

PRODUCT MANAGER

Bas Roestenberg

UK SALES MANAGER

Howard Newmark

GRAPHIC ART AND**PACKAGE DESIGN**

Michael van Zijl

PR EXECUTIVE NORDIC**TERRITORIES**

Thomas Schreiner

MARKETING ASSISTANT

Hans Luijt

PUBLIC RELATIONS**ASSISTANT**

Angelique Houtveen

9. TECHNICAL SUPPORT

If you are experiencing technical problems with this software and you have carefully followed the instructions in this manual and updated your computer with the latest audio and/or video card drivers, we recommend that you visit our website at the following address and browse the specific game forum for fixes:

<http://www.lighthouse-interactive.com>

In most cases, known issues, patches or updates are listed here. If you cannot find the solution to your technical problem, please send us an email at: support@lighthouse-interactive.com

When contacting us, be sure to include:

- A brief description of the problem.
- The hardware configuration of your computer.
- Information on the circumstances, under which the error occurred.

8. TROUBLESHOOTING / KNOWN ISSUES

1. Inserting the Install-CD in your drive will automatically start the install program, even if the game already has been installed. Select cancel if you don't want the game to be reinstalled.

2. If you start the game but forgot to insert the Play-CD in your drive, an error message will appear. It can't be clicked away with the mouse, but will disappear by pressing the Enter button on your keyboard.

10. LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

This LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (this Agreement), including the Limited Warranty and other special provisions, is a legal agreement between You (either an individual or an entity) and Lighthouse Interactive B.V., (collectively, the Owner) regarding this software product and the materials contained therein and related thereto. Your act of installing and/or otherwise using the software constitutes Your agreement to be bound by the terms of this Agreement. If You do not agree to the terms of this Agreement, promptly return the software packaging and the accompanying materials (including any hardware, manuals, other written materials and packaging) to the place You obtained them, along with your receipt, for a full refund.

Grant of Limited Non-Exclusive License. This Agreement permits You to use one (1) copy of the software program(s) (the SOFTWARE) included in this package for your personal use on a single home or portable computer. The SOFTWARE is in use on a computer when it is loaded into temporary memory (i.e., RAM) or installed into the permanent memory (e.g., hard disk, CDROM, or other storage device) of that computer. Installation on a network server is strictly prohibited, except under a special and separate network license obtained from Owner. This Agreement shall not serve as such necessary special network license. Installation on a network server constitutes use that must comply with the terms of this Agreement. This license is not a sale of the original SOFTWARE or any copy thereof. You may not sell, rent, lend or otherwise transfer the SOFTWARE and/or ACCOMPANYING MATERIALS to any other individual or entity.

Intellectual Property Ownership. Owner and/or our Licensors retain all right, title and interest to this SOFTWARE and the accompanying manual(s), packaging and other written materials (collectively, the ACCOMPANYING MATERIALS), including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sound effects, musical works, and moral rights. The SOFTWARE and ACCOMPANYING MATERIALS are protected by EU copyright law and applicable copyright laws and treaties throughout the World including the USA. All rights are reserved.

Restrictions. Other than as provided specifically in this Agreement, You are not permitted to copy or otherwise reproduce the SOFTWARE or ACCOMPANYING MATERIALS; modify or prepare derivative copies based on the SOFTWARE or ACCOMPANYING MATERIALS; distribute copies of the SOFTWARE or ACCOMPANYING MATERIALS by sale or other transfer of ownership; rent, lease, or lend the SOFTWARE or ACCOMPANYING MATERIALS; or to display the SOFTWARE or ACCOMPANYING MATERIALS publicly. You are expressly prohibited

from transmitting and/or sharing the SOFTWARE or ACCOMPANYING MATERIALS electronically or otherwise over the Internet or through any other media or to any other party. You are expressly prohibited from selling or otherwise using for profit any scenery, maps, levels, level packs, add-on packs, sequels, characters or other components or items based upon or related to the SOFTWARE or ACCOMPANYING MATERIALS. YOU ARE NOT PERMITTED TO REVERSE ENGINEER, DECOMPILE OR DISASSEMBLE THE SOFTWARE IN ANY WAY. Any copying of the SOFTWARE or ACCOMPANYING MATERIALS not specifically allowed in this Agreement is a violation of this Agreement.

LIMITED WARRANTY AND WARRANTY DISCLAIMERS.

Owner warrants that the original Storage Media holding the SOFTWARE is free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of purchase as evidenced by Your receipt. If for any reason You find defects in the Storage Media, or if you are unable to install the SOFTWARE on your home or portable computer, You may return the SOFTWARE and all ACCOMPANYING MATERIALS to the place You obtained it for a full refund. This limited warranty does not apply if You have damaged the SOFTWARE by accident or abuse. Your exclusive remedies, and the entire liability of Owner, shall be (i) replacement of any original Storage Media with the SOFTWARE or (ii) full refund

of the price paid for this SOFTWARE. By opening the sealed software packaging, installing and/or otherwise using the SOFTWARE and all ACCOMPANYING MATERIALS, you hereby agree to waive any and all other remedies you may have at law or in equity. Any such remedies you may not waive as a matter of public policy, you hereby assign, or, shall assign as they become available, over to Owner.

WARRANTY DISCLAIMERS.

EXCEPT FOR THE EXPRESS LIMITED WARRANTY SET FORTH ABOVE, OWNER MAKES NO WARRANTIES, EXPRESS OR IMPLIED, ORAL OR WRITTEN, CONCERNING THE PRODUCTS OR ANY COMPONENT PART THEREOF. ANY IMPLIED WARRANTIES THAT MAY BE IMPOSED BY APPLICABLE LAW ARE LIMITED IN ALL RESPECTS TO THE FULLEST EXTENT ALLOWED AND TO THE DURATION OF THE LIMITED WARRANTY. OWNER DOES NOT REPRESENT, WARRANT OR GUARANTEE THE QUALITY OR THE PERFORMANCE OF THE SOFTWARE OR ACCOMPANYING MATERIALS OTHER THAN AS SET FORTH IN THE ABOVE LIMITED WARRANTY. OWNER ALSO DOES NOT REPRESENT, WARRANT OR GUARANTEE THAT THE SOFTWARE OR ACCOMPANYING MATERIALS CAPABILITIES WILL MEET YOUR NEEDS OR THAT THE SOFTWARE WILL CONTINUOUSLY OPERATE, BE ERROR FREE, OR THAT PROBLEMS WILL BE CORRECTED. OWNER DOES NOT REPRESENT THAT THE SOFTWARE WILL OPERATE IN A MULTI-USER ENVIRONMENT. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY OWNER, ITS DEALERS, DISTRIBUTORS, DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES SHALL CREATE ANY OTHER WARRANTY OR EXTEND OR EXPAND THE SCOPE OF THIS WARRANTY. YOU MAY NOT RELY ON ANY SUCH INFORMATION OR ADVICE. SOME COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS. SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. THIS LIMITED WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER STATUTORY RIGHTS WHICH MAY VARY FROM COUNTRY TO COUNTRY.

LIABILITY LIMITATION.

To the maximum extent permitted by applicable law, and regardless of whether any remedy set forth herein fails of its essential purpose, IN NO EVENT WILL OWNER, ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS OR AFFILIATES NOR ANYONE ELSE INVOLVED IN THE DEVELOPMENT, MANUFACTURE OR DISTRIBUTION OF THE SOFTWARE OR THE ACCOMPANYING MATERIALS BE LIABLE FOR ANY DAMAGES WHATSOEVER, INCLUDING WITHOUT LIMITATION, DIRECT OR INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES FOR PERSONAL INJURY, PERSONAL PROPERTY, LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF TEXT OR DATA STORED IN OR USED WITH THE SOFTWARE INCLUDING THE COST OF RECOVERING OR REPRODUCING THE TEXT OR DATA, OR ANY OTHER PECUNIARY LOSS, ARISING FROM OR OUT OF THE USE OR INABILITY TO USE THIS SOFTWARE. THIS LIABILITY LIMITATION APPLIES EVEN IF YOU OR ANYONE ELSE HAS ADVISED OWNER OR ANY OF ITS AUTHORIZED REPRESENTATIVES OF THE POSSIBILITY OF SUCH DAMAGES. EVEN IF SUCH IS CAUSED BY, ARISES OUT OF OR RESULTS FROM THE ORDINARY, STRICT, SOLE OR CONTRIBUTORY NEGLIGENCE OF OWNER OR ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES. SOME COUNTRIES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

JURISDICTION: This agreement is governed by the laws of THE NETHERLANDS. In the event that any provision of this Agreement shall be held to be unenforceable, it shall be severed from, and in no way shall effect the validity or enforceability of the remaining provisions of this agreement.

TERMINATION: This Agreement is valid until terminated. This Agreement ceases automatically (without any form of notice) if You do not comply with any Agreement provision. You can also end this Agreement by destroying the SOFTWARE and ACCOMPANYING MATERIALS and all copies and reproductions of the SOFTWARE and ACCOMPANYING MATERIALS and deleting and permanently purging the SOFTWARE from any client server or computer on which it has been installed.