LIGHTHOUSE

The year 2000.Fog has shrouded the world like a blanket of dull,murky grey. The icy fingers of mist rising over the Oceans and flickering at the cities like savage spirits in the night.

Traffic has been halted,and people stay in there homes,staring out of windows,longing for the gentle warmth of eternal Spring.

In the labs,scientists have been preparing a new rader infra-red system.Special high-power light house's are being bulit on the shore-line.

As experimental Naval Commander,you must attempt to reach the safety of the Naval dock with the aid of the "Light-Bombs,"and high power lighthouse.

Lighthouse-a game of concentration and skill under pressure.

PLAYING and SCORING:

1. Attempt to reach special landing dock within time limit while avoiding the islands.
2. Game takes place in the dark-if a special daylight "BLIP" is hit you can see islands.
3. If trigger(fire button) is hit you can see islands,but there is a time penalty.
4. Points are won by making it to the landing dock.