

LOST HORIZON



Manual



TABLE OF CONTENTS

INTRODUCTION	4
EPILEPSY WARNING	5
THE DIARY OF FENTON PADDOCK	6
INSTALLATION	18
1. THE MAIN MENU	21
2. GAME CONTROLS	25
3. INVENTORY & ICONS	30
4. OPTIONS, GAME HELP & SWITCHING CHARACTERS	31
5. TROUBLESHOOTING	33
LOST HORIZON WEBSITE	38
CREDITS	39
END USER LICENSE AGREEMENT	41
TECHNICAL SUPPORT	42

Dear Customer,

Congratulations on purchasing this product from our company. We and the developers have done our best to provide you with polished, interesting and entertaining software. We hope that it meets your expectations, and we would be pleased if you recommended it to your friends.

If you are interested in our company's other products or would like to receive general information about our group of companies, please visit one of our websites:

www.kochmedia.com

www.deepsilver.com

We hope you enjoy your Koch Media product!

The Koch Media Team



EPILEPSY WARNING

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights over longer periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure. If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game. Parental guidance is always recommended when children are using computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game, **TURN IT OFF IMMEDIATELY AND CONSULT YOUR DOCTOR BEFORE PLAYING AGAIN.**

Precautions during use:

- Do not sit too close to the monitor. Sit as far away as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Make sure that there is sufficient lighting in the room.
- Be sure to take a 10-15 minute break every hour.

THE DIARY OF FENTON PADDOCK

Friday, 19 September 1924

I've been at the Royal Military College Sandhurst for nearly three weeks now, and I'm still congratulating myself on making my first real independent decision. I assume that my mother has calmed down by now, but to be honest, I don't really care. It should be enough that her other child, her incomparably brilliant first-born, is satisfying the family's ambitious wishes. In any case, I've played second fiddle to John ever since I was born. My father was no different than mum in that sense. I gave up on trying to be like perfect, wonderful John long ago. I think the military is just the thing for me. A little adventure, a little fun, and a few drills - but I can handle those. John actually tried to forbid me from joining the army. He said that since father had passed away, it was now his responsibility to look after me. That arrogant arse!

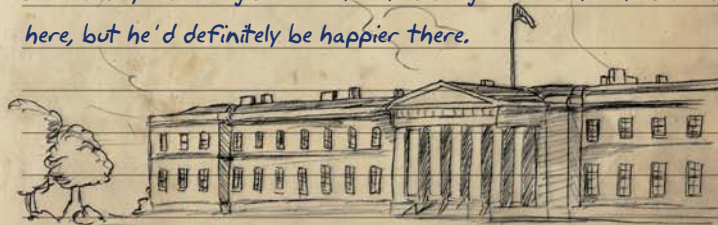
It's a pity that I couldn't see their faces when they got the letter from Oxford saying I'd been thrown out due to an 'inappropriate relationship with a young lady'. Ah, Lizzy, we had some good times. And it's thanks to you that I'm here.

I get on really well with Richard Weston, despite his occasional quirkiness. He's been at Sandhurst since May.

Wednesday, 3 December 1924

I was just wondering if Glenn Parker was happy or upset about my being thrown out of Oxford. After all, I was his only real competitor, although he usually took home the win. Actually, I was top of the heap when it came to athletics...until Parker came on the scene, that is. He is truly an exceptionally versatile talent; that much I can admit without resentment.

But there's no Parker here at Sandhurst, and the great Fenton Paddock is once again king of the hill. I'm sure that Richard would respond to that attitude with his typical benign smile and explain to me that 'such displays of masculine swagger are absolutely foreign to him'. Sometimes you'd think he's from another planet. Get this: he's been reading all the classics and great philosophical works since he was eleven years old. With reading material like that, it's no wonder he's turned into a philosopher himself. In any case, I'd never really given much thought to the meaning of life, but I like listening to Richard philosophise. He's here because his father wants him to be, but I for one think that Richard would be better off as a professor at some dusty old college. Not that he isn't good at what he's doing here, but he'd definitely be happier there.



Sunday, 26 December 1926

Just before Christmas, Glenn Parker was accepted to Sandhurst. That's right: the star athlete who consistently bested me back at Oxford. But I think my ego can handle him better these days; I just have to admit that Parker really is a great guy. In fact, he deserves my sincere admiration. He's not wasting his talent like so many other slackers (myself included); he's actually working hard for his success. He's going to go far in life.

It looks like I'll manage to finish out with decent marks. There are still a few months to go, but I've got to make a decision about what I want to do next. Richard doesn't have to deal with that uncertainty; he knows that he'll go straight to Hong Kong. After all, his father is the governor there, and his entire education has been aimed at his returning to Hong Kong at some point. What he considers an obligation would be an exciting journey to a whole new world for me.



Friday, 4 March 1927

The decision has been made: Richard and I will go to Hong Kong together. Two young officers with everything it takes to quickly build a successful career in the British Army - yep, life is good, and everything will work out right. Richard, however, doesn't seem to share my enthusiasm. The closer we get to leaving Sandhurst, the more withdrawn he becomes.

Wednesday, 12 October 1927

Hong Kong is a fascinating place. The smells, the food, the people - everything is so different, so foreign. I feel like I'm living in a fairy tale; none of this really feels real yet.

I met Richard's father yesterday. I thought he was a lot like my father at first, actually. He expects Richard to meet his expectations unquestioningly. And Richard probably never questions him. He must just be a better son than I am. But then I noticed that despite his ignorance regarding his son's professional destiny, Lord Weston does manage to show something akin to fatherly love. I certainly can't say that for my old man. Richard is always somewhat reserved toward his father, but for my part, I had a very relaxing and entertaining evening in the company of old Lord Weston.

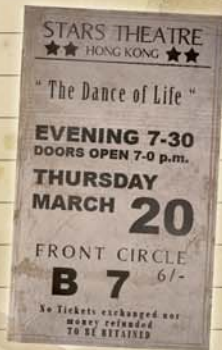
Sunday, 22 July 1928

I am now a pilot - or to be more precise, an excellent pilot. I shouldn't sell myself short, after all. I fly a Bristol F.2 Fighter. Being in the air is absolutely indescribable. I'm going to become a scout pilot.

Everything's going well at the moment, and I'm going out with Betty tonight.

Thursday, 20 March 1930

I went to the cinema with Ling tonight to see 'The Dance of Life' starring Nancy Carroll. I have to say: she's not bad! My god, what phenomenal legs she has. Ah, there are so many pretty girls in this world.



Sunday, 18 January 1931

Richard and I had lunch with the governor today. I enjoyed it, as usual, but Richard has been awfully quiet lately. I took him to the cinema afterwards in an attempt to cheer him up. Nancy was even nominated for an Oscar for her role in the 'The Devil's Holiday'. But even for all that feminine glory and acting talent, Richard could only muster up a tired smile. For my part, I think I know the reason: the army goes against his entire philosophy of life. He would never admit it to his father, and I'm sure Lord Weston doesn't even want to hear it. Richard is as unhappy with his life as I am happy with mine.

Thursday, 11 August 1932

I can't believe it. The army has issued me a dishonourable discharge. Dishonourable! Are they trying to say that a man who saves his friend's life has no honour? 'He disobeyed an order, and eight people died because of it!' That is simply not true. What in the world was I supposed to do? Just stand by and watch Richard get lynched? It's not my fault that a soldier lost his nerve. I was in command, and the responsibility was mine. The command was to retreat. At first glance, the situation seems clear - if you leave Richard out of it.

I'm nothing but a pawn being sacrificed to mollify the Chinese. To make amends, they fire the officer who's to blame for the 'harbour massacre'. 'Harbour massacre' - the press always finds such fitting words. It was nothing but an unfortunate accident, but no one cares about that. The army's well rid of me, and they've topped it off with that ugly word 'dishonourable'. The devil take them all!



Saturday, 03 September 1932

Richard was here. He's physically fit again, but he feels guilty. How can I talk him out of it? He would trade places with me in an instant, if he could. I know that; he doesn't even need to tell me.

I have to think about how I will move on with my life. Should I go back to England? But I'd be returning as the black sheep of the family rather than the long-lost son - no, that's no good. Should I stay here? Ask for my part of the inheritance and try to make ends meet somehow? I'm only 25 - how long would I last?

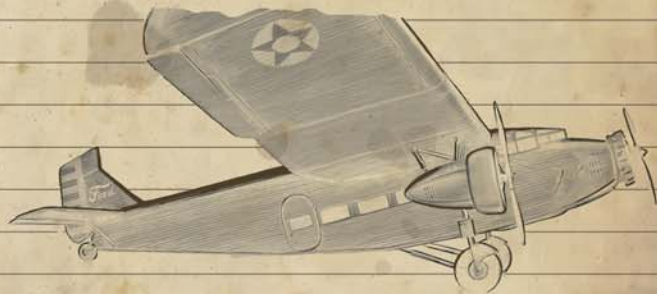
They may have denied me my honour, but the army was my life. Damn it, there's just nothing else out there for me.



Thursday, 22 September 1932

Well, at least I will be able to stay here and keep flying: Fenton Paddock is founding his own air freight company. I have no idea if I'll be able to cut it as a businessman, but I'll find out soon enough.

Thanks to Lord Weston, I didn't even have to ask my family for the start-up capital. He made sure that I was 'only' dishonourably discharged and didn't have to face a court martial. When he invited me to his palace last week to thank me once again for saving his son's life, he asked about my plans for the future. The idea for the air freight company came up during our discussion. He wanted to give me the funds I needed with no strings attached, but I insisted on a loan. I hope that I'll be able to pay him back...someday.



Wednesday, 15 March 1933

It seems like my life is finally starting to get back on track. Lord Weston's financial assistance has made my company's launch a great deal easier than I thought it would be. Business isn't too bad at the moment. I've developed a solid customer base, and I still enjoy flying as much as ever.

I mostly transport tobacco, tea, post or passengers to China and Tibet. Every now and again, I'll take on contraband. I don't do a large-scale black market business; I just do it for a bit of a thrill. Yen Wuang has been working as my co-pilot for a few weeks now - he's a cartographer and a clever old fox. I met him during a charter flight. He's entertaining, and flying with him has been an interesting experience so far. Sometimes I feel like Confucius himself is sitting next to me.

Sunday, 11 June 1933

Went pub crawling with Richard tonight. It was almost like old times again. He seems to take comfort in the fact that I've got my life back under control. Things are OK just as they are at the moment. I've got no reason to complain. After all, it's better to live in the here and now and to enjoy life than to constantly agonise over what could have been or what may be to come.

Thursday, 15 February 1934

Yen Wuang invited me over for dinner again tonight. His niece Kim cooks the most exotic dishes, and they are always fabulous; this evening's was no exception. A few years ago, I really had to force myself to even try the local cuisine, but most things just take a little getting used to.

Yen Wuang and his niece have become like a family to me. I stop by for dinner once or twice a week; sometimes Richard joins me. We have a chat and listen to Yen Wuang's stories. That old adventurer seems to have an inexhaustible repertoire of anecdotes.

Tuesday, 5 February 1935

I guess that's it then. Yen Wuang didn't show up for work today. The 'harbour massacre' seems to cast a dark shadow over a lot of things; Yen Wuang finally found out why I left the army. When he told me off for it yesterday, I felt like a little boy being scolded. I know his countrymen were the ones killed during the riot. But I can't bring them back to life, and I don't need to justify myself to him.

He only knows the 'official' version of the story, and he believes it. I'm not even considering going to him and trying to convince him to understand that I had to save my friend. He can believe whatever he wants. Some wise old man he is; he's already prejudged me.



INSTALLATION

System requirements

You will require the following minimum configuration to play *Lost Horizon*:

- Windows® XP™/Vista™/Windows 7™
- Pentium® IV 2 GHz single core or 100 % compatible processor
- 512 MB RAM
- DirectX® 9-compatible AGP oder PCI Express graphics card with at least 64 MB memory
- DirectX® 9-compatible 16-bit soundcard (optional)
- DVD-ROM drive
- 4.5 GB free hard drive space
- Mouse

Installing *Lost Horizon*

To install *Lost Horizon*, place the DVD into the drive and follow the instructions on the screen. If the installation window does not appear automatically after you insert the DVD into the drive, please proceed as follows: click on the 'My Computer' icon on your desktop, and then double-click on the symbol for your DVD drive to start the installation program. Follow the instructions on the screen.

After installation is complete, or when you start the program for the first time, you may be asked to restart your computer.



Starting *Lost Horizon*

During game installation, you have the option to create a shortcut on your desktop. Once you've created the shortcut, you can start the game by double-clicking the icon on your desktop. However, you can also select the appropriate entry in your Windows® Start Menu.

We recommend that you close all other applications before starting the game.

Uninstalling *Lost Horizon*

If you decide to uninstall the game, open the game's start menu as usual (e.g. by double-clicking the icon on your desktop) and select the 'Uninstall' option. A dialog box will then appear in which you can determine whether all saved game states should also be deleted.





1. THE MAIN MENU



NEW GAME

Start a new game by left-clicking on the door of the cinema.

LOAD GAME

If you click on the left-hand display window, you can load a previously saved game – but only if you've already played and saved at least once, of course. If you've created enough saved games to fill multiple pages of the screen, you can scroll through them with the mouse wheel to find the saved game you're looking for. Otherwise, you can left-click the small arrow on the right-hand side of the film screen.





OPTIONS

All of the possible settings can be found behind the second display window.

Any changes you make here will be saved under your Windows® user name.

SOUND – MUSIC

These settings control the volume of the music in the Main Menu and in the game. We don't recommend turning the music off entirely, as doing so would eliminate some of the game's atmosphere.

SOUND – BACKGROUND

These settings regulate both the volume during the cutscenes and the background noise (such as wind blowing or birds chirping).

SOUND – AUDIO DIALOGUE

These settings control the volume of the characters' dialogue. If you want to eliminate voices altogether, you should turn on the subtitles – otherwise, you probably won't enjoy the game very much. Additionally, you will have to click through the dialogues with the right mouse button; this will no longer occur automatically after the respective dialogue file has finished playing.

SOUND – EFFECTS

Explosive blasts, noisily slamming doors, and resounding slaps – effects like these can be controlled with these settings. Low volume levels are also available for the faint of heart.

GRAPHICS – SHADOWS

These settings regulate the shadows cast by the characters. Turning shadows off can significantly improve running speed on weaker systems.

GRAPHICS – FULL-SCREEN VIDEOS

If you have serious problems with speed during the cut-scenes – we call them full-screen videos, despite the fact that the typical black bars are visible at the top and bottom of the screen – you can reduce the quality of the videos here.

GRAPHICS – ANIMATED TEXTURES

The quality of animated textures (such as raindrops or the surfaces of water) also has an effect on the speed of the game, so if you have significant problems with computer performance during certain scenes, you should reduce this video quality setting.

GAME – SUBTITLES

Subtitles are turned on by default. Here, you can turn them off for an even more intense playing experience.

GAME – GAME HELP

We've built a few help functions into the game so that you won't have to bother with cumbersome searches of the screen down to the last pixel when you're looking for interesting objects. If you turn these help functions on, pressing the space bar or left-clicking on the magnifying glass icon (lower right in the inventory list) will display all the items and exits on the screen. This helps to ensure that you won't miss a thing.

NOTE:

You should only use the help functions if you are approaching the point of desperation. Players who use these help functions throughout the entire game have no right to complain if they feel the game is too short!

If you have serious problems solving some of the puzzles at the very beginning of the game, a helpful introductory guide that provides a detailed description of the first few sections of the game is available at the back of this handbook.



GAME – INVENTORY

There comes a time in every adventurer's life when he or she collects more items than can be displayed in the inventory bar at the lower edge of the screen. This option lets you decide if you want to scroll through your items by clicking on the right and/or left arrows that appear on the inventory bar, or if you would prefer to scroll page by page. The latter method is significantly faster, and you can also conveniently use the mouse scroll wheel for both methods.

CREDITS

You can find all the information on 'who did what' by clicking on the menu item on the third display window from the left.

CINEMA

Clicking the menu item on the fourth display window from the left will allow you to view the fabulous cutscenes again.

END

You can return to Windows® by left-clicking on the street sign labelled 'End'.

2. GAME CONTROLS

MOUSE

The game is controlled almost entirely with the mouse. Click the left mouse button to move your character around the screen. If the spot you clicked on is within reach, the player character will move there at once. If you clicked on a more distant location, the character will begin to run automatically.

DOOR



Double-click on an exit (e.g. a door) to move directly to the next area.

As you move your mouse over the objects on the current screen, the cursor will change to indicate possible interactions. Also, a brief text will appear directly above the mouse cursor, letting you know the name of the item or person you are pointing at. If one of the buttons on the mouse cursor turns green, this indicates that an action can be performed. An additional icon will also appear to indicate the type of action that can be carried out by clicking the respective mouse button:

HAND



Whenever this icon is displayed, you can click the left mouse button to pick up an item from the current screen or your inventory, to talk to someone, or to select a menu item from the inventory bar. To pick up an item from your inventory, left-click on it in the inventory bar. Now move the cursor over another item or a person. If the hand icon appears again, the item in hand can interact with the target.





EYE



This icon indicates that you can examine the person or icon under your mouse cursor more closely.

IMPORTANT:

Do not use this function only when you find a new item. It is also advisable to examine the items you already have from time to time, as this may remind you of information that could help you solve a puzzle more easily.

DOUBLE ARROW



This arrow appears during videos and dialogues. Click the right mouse button to skip the cutscene or speech/subtitles.

WARNING:

By skipping scenes, you may miss valuable information!

CURVED ARROW



Use this arrow to return an item in your hand to your inventory.



KEYBOARD

A few functions are also, or exclusively, controlled using the keyboard:



Pauses the game



QuickSave



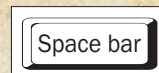
QuickLoad



Saves a screenshot of the current scene in the installation directory



Displays the frames per second (FPS)



Displays items, people and exits (unless game help has been disabled in the menu).

In 2012, reunite with Nina and Max in...

Secret Files 3





3. INVENTORY & ICONS

Most of the bar at the lower edge of the screen is reserved for the inventory. However, this only applies if you are playing in 4:3 resolution. In widescreen mode, the bar appears automatically when you move the cursor to the lower edge of the screen.

Whenever you pick up an item, it is displayed in this bar. If there are more items in your inventory than can be displayed at a time, use the large arrows to scroll through your inventory and view more items. It is also possible to scroll page by page. You can use the scroll wheel on your mouse in either case.



When you pick up a new item and add it to your inventory, it will appear at the far right of the bar. At the same time, an icon briefly appears at the top left of the screen, pointing out that you have collected a new item.



A similar icon is displayed when items are removed from your inventory. This display is particularly important when you receive items more or less unintentionally (say, for example, when examining a closet), or when you lose items without realising (such as when you use the last of your glue with a certain item).

4. OPTIONS, GAME HELP & SWITCHING CHARACTERS

You will notice some icons to the right of the inventory bar. These indicate some very important and useful functions. The icons are:

MAGNIFYING GLASS



This function – affectionately dubbed ‘Snoop Key®’ by our marketing department – highlights all the items and people you can examine and/or interact with. All of these are indicated by a magnifying glass icon. Possible exits from your current location are indicated by door icons.

NOTE:

You can also press the spacebar to display these clues, provided you did not disable game help in the Main Menu.

GAME HELP



Here, you can find information and summaries of what’s happened in the game so far. This ensures that you’ll always know what your hero needs to do next, in case you lose track of the story. But don’t worry: this information won’t give away the puzzles and spoil the fun. You’ll have the chance to solve the challenges that lie ahead on your own.

GAME MENU



Here, you can save and load your game, access the options menu (to adjust game options), or quit the game. All saved games and game settings are saved separately for each Windows® user account.

SWITCHING CHARACTERS



When these character icons appear at the upper edge of the screen, you can switch freely between the playable characters. Make use of this option, because some puzzles can only be solved through teamwork.



5. TROUBLESHOOTING

THE CONFIG TOOL

Should you encounter technical issues while playing *Lost Horizon*, please try to adjust the graphics settings using the included configuration program (config tool), which can be accessed from the Autostart dialog.

Any changes made here will be saved under the name you used to log into Windows. This ensures that every user has his or her own settings.



Display:

Full-screen mode

This indicates whether the game will be played in full-screen or windowed mode. If this option is disabled, the 'Utilise wide-screen' options are automatically greyed out, and the game will run in windowed mode the next time you start the program.

When you are playing in windowed mode, we recommend setting the colour depth of the desktop to 32 bit (true colour) for optimum performance.

Windowed mode is only available if your screen supports a resolution higher than 1024x768. If this is not the case, 'Full screen' will be enabled automatically, and this option will be greyed out.



Utilise widescreen

When this option is enabled for a 16:9 or 16:10 screen format, the whole width of the screen will be used. The permanently displayed inventory now becomes a dynamically opening inventory at the bottom of the screen, since the wide-screen format does not allow any extra space at the bottom of the screen. If you disable this option while playing in a wide-screen resolution, the inventory will be displayed permanently again, but there will also be black bars to the left and right of the picture. This option is greyed out if 4:3 resolution has been selected.

Resolution

Here, you can manually choose your game's resolution. When set to 'Automatic', the game will run in the same resolution that you have set for your Windows® desktop. If this option has been selected, you will not be able to adjust the refresh rate manually. If you wish to do so, you will first need to select a specific resolution. If you manually select 4:3 resolution, the option 'Utilise widescreen' will be disabled, because it has no effect in that case.

Anti-aliasing

This allows you to set the anti-aliasing quality, provided your video card supports this option (otherwise, it is greyed out). This setting is deactivated by default, since it can have a noticeable effect on the performance of your game, depending on your PC system. But you will be amazed at how fantastic *Lost Horizon* looks with anti-aliasing activated.

Further display options:

Refresh rate

You can manually adjust your screen's refresh rate here. This setting only applies to a game running in full-screen mode. If you are not sure what settings your screen supports, it is advisable to keep the default settings. Increasing the refresh rate reduces the flickering of the screen. If you choose the Automatic resolution setting, the Refresh rate option will be greyed out.

V-Sync

This setting synchronises the display of images with your monitor. However, it may negatively affect the game's performance. If your mouse cursor's reactions are sluggish or your player character moves jerkily, we suggest you disable V-Sync.

Texture and zoom quality

The graphics in *Lost Horizon* are one of the game's highlights. For this reason, the files for the background graphics and character textures are very large. Depending on your PC system, this can have a noticeable effect on the performance of your game. This option allows you to choose between three possible graphics quality settings.

Level '1: Very good' means that the graphics will be displayed in the best possible quality. Levels '2: Good' and '3: Average' reduce the size of the graphics files – and thereby the quality of the graphics – while simultaneously improving speed on older or less advanced PC systems.



Miscellaneous:

Software audio

This option should be enabled if you are experiencing issues with the music or voice output in the game.

Max. FPS

Indicates the maximum number of images that should be displayed per second. Among other things, this can help increase battery life if the game is being played on a laptop.

General:

Reset

Resets all values to their default settings, which offer the highest possible level of compatibility with all systems.

Save

Saves your current settings.

Cancel

Cancels all changes that you have made since launching the config tool.

GENERAL PROBLEMS:

When you launch the game, the program will check which version of DirectX® is installed on your computer. If the DirectX® components required by the game are not all up-to-date, you will be asked whether you would like to update them. In order to play *Lost Horizon*, you will need to answer the prompt with 'Yes'.

If the message 'Unable to load file' appears and the game is cancelled, this usually indicates a faulty installation. An issue such as this may be caused by defective random access memory (RAM) or other faulty hardware.

Occasionally reported crashes that cannot be reproduced are usually also caused by defective RAM. There are several tools that allow you to check your RAM, such as Windows Memory Diagnostic from Microsoft.

If you receive an error message when trying to save your game, your hard drive may be full. You should try to free up some space before saving again. Also, the current game cannot be saved using the Quick Save shortcut (Ctrl-S) while the game is in dialogue mode.

GRAPHICS PROBLEMS:

In case of problems, please check whether new drivers are available for your video card.

If the message 'GetDeviceCaps failed' appears when you try to launch the game, there is no video driver with hardware acceleration installed (e.g. the Windows default VGA driver).

In this case, please install a suitable driver (perhaps from an included driver CD).

If the game fails to launch and an error message appears informing you that DirectX® could not be initialised, this may be because you enabled anti-aliasing in the configuration program, but your video card does not have sufficient memory to support it.

SOUND PROBLEMS:

If you experience issues with the sound in the game, such as interruptions or interference, please activate the Software Audio option in the configuration program. This may solve the problem.



Alternatively, check whether the hardware acceleration of your sound card is set too high or too low (simply try out several different settings). Please also check whether the Windows PCM Converter audio codec has been disabled Control Panel -> Sounds and Audio Devices -> Hardware -> Audio Codecs -> Properties -> Properties -> Microsoft PCM Converter -> Properties).

PROBLEMATIC HARDWARE CONFIGURATIONS:

On PCs using the Intel 965 video chipset, characters at the very front of the screen may sometimes appear clipped.

In addition, if your computer contains the disastrous combination of a single core processor and an on-board graphics card, you may experience sporadic breakdowns in performance.

LOST HORIZON WEBSITE

Gorgeous images, exciting downloads and loads of interesting information about *Lost Horizon* – you'll find all this and more on the game's official homepage. And in our forum, you can chat to like-minded fans or look for possible solutions to technical issues or tricky parts of the game:

<http://lost-horizon.deepsilver.com>



CREDITS

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Motion Capturing
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Stunts
www.mamm.eu
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Leyla Özbek
(Countess Hanna von Hagenhild)
Necla Özbek
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Rainer Hoffmann
(Management)

Music & Sound Design
www.dynamedion.com
Thorsten Engel
(www.engelworx.de)

QA
www.studio-umlaut.de
www.partnertrans.de
www.keywordsintl.com
(Linguistic QA)
www.games-quality.de
(Functional QA)
www.e4einteractive.com
(PC Compatibility)

Localisation
Anakan GmbH (www.anakan.de)
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English Voice Recordings
Side UK (www.side.com)
Sini Downing & Cheryl Prince
(Casting)
Duncan Gillies & Ant Hales
(Recording Engineers)
Phil Evans
(Voice Direction)



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English Voice Actors

Adam Howden
(Fenton)
Liz Sutherland
(Kim)
Mathew Bates
(Richard)
Anita Olatunji
(Countess von Hagenhild)
Nathaniel Parker
(Lord Weston)
Al Nedjari
Daniel Curshen
David Tse
Essam Edriss
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Joseph Millson
Junix Inocian
Nicholas Boulton
Peter Stark
Steffan Boje
Tim Watson

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Special thanks to all the testers!

This game wouldn't be the same without your passionate work.
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Available: Mon - Fri 11am - 7pm. Weekends and Public Holidays 11am - 5pm

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- Exact error message, if any.
 - Steps taken to reproduce the error/fault.
 - Details of programs running at the time of the error, including anti-virus and firewall applications.
 - Most importantly, email us a DirectX Diagnostic report.
- Do this by following the below instructions:

Click the **START** button on your Windows task bar, then click **RUN** and type 'dxdiag' in the box that opens. The DirectX diagnostic toolbox should run automatically. This tool provides details for your whole system, and the details can be dumped to a log file by clicking on the "Save All Information" button at the bottom. This will save a text file called "DxDiag", which you can simply attach to any email correspondence. This information will best assist us in resolving your query as quickly as possible.

WARNING! You are approaching the introductory guide that covers the first few hours of *Lost Horizon*. If you would rather solve the puzzles on your own, stop reading here! However, if you need help with the first few parts of the game, have a look at the back of this handbook.



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TOP SECRET

Introductory guide

PROPERTY OF
Fenton Paddock

WARNING! My diary, in which I provide precise documentation of the first few hours of my adventure, begins here. If you'd rather solve the puzzles on your own, stop reading here!



General note:

It's always best to examine all items and people. You should also re-examine items after picking them up; sometimes, this will help you discover new details or additional clues.

In addition, talking to the people around you more than once is also recommendable, as new discussion topics may come up during the course of the game.

PROLOGUE

Tibet, Khembalung Valley, 1936

Gunfire shatters the night silence of the mountains.

Muffled explosions and the screams of dying soldiers echo through the ruins of an old monastery.

Everything happened so fast. The officer still can't believe what a catastrophe this night had become. His unit was assaulted by heavily armed attackers in a remote monastery. His comrades lost their lives trying to protect themselves and the monks living here. Only the officer and a fatally wounded monk were able to save themselves by hiding in a secret chamber.



While in the chamber, the dying man presented the officer with a mysterious artefact, telling him to keep it safe from the attackers. Just before the monk slips into death, he whispers to the officer that an ancient secret lies beyond this chamber, and it must be protected at all costs. He tells the officer to use the artefact and take it 'to the other side'.

The officer is now left to figure out this enigmatic suggestion on his own. He tries to glean some clue regarding an escape route out of this chamber from the monk's final words. He knows that the attackers will eventually find the hidden door to the chamber, so he has no time to lose.

In the centre of the mysterious chamber, the officer finds a stone stele with a circular indentation on top. He immediately sees the connection and places the round artefact into the indentation. A muffled rumbling shakes the ground beneath his feet. The chamber is flooded with light, and seconds later, the officer disappears.



Hong Kong, two weeks later ...

Nightclub

Since Fenton Paddock's dishonourable discharge from the army, he has been struggling to make ends meet as a pilot and occasional smuggler in the British Crown colony.

As he does most nights, he's sitting at the bar of the 'Hou Hai' nightclub in Hong Kong's harbour district.



Tonight, he's more interested in the club's new singer than in his daily ration of whiskey. He decides to make an attempt at winning the lovely lady over.

Version 1:

Using every ounce of charm he's got, Fenton guides his conversation with the singer by always choosing the first response or topic of conversation.

In the end, the singer decides she wouldn't have anything against a rendezvous with Fenton, and she gives him a napkin with her room number written on it.

At this point, two men enter the club, and Fenton feels his blood run cold: it's Mun Tong, head of the local gang, and one of his toughs. Fenton knows that they're looking for him because he blew one of their deals the other day.

The singer notices Fenton's reaction and comes to the correct conclusion: her new admirer is in hot water. She would hate for him to have to cancel their impending date, so she offers to help Fenton. She seductively sashays over to Mun Tong, who is chatting to the bartender. Fenton watches from his hiding place behind a column as she lures the Triad boss away from the bar and distracts his henchman.

Fenton seizes his chance and sprints to the rear exit of the club.

Version 2:

Fenton uses every ounce of charm he's got to try to win over the singer. But if he doesn't consistently choose the first conversation option or response, the singer will eventually get annoyed and move on to greener pastures.

At this point, two men enter the club, and Fenton feels his blood run cold: it's Mun Tong, head of the local gang, and one of his toughs. Fenton knows that they're looking for him because he blew one of their deals the other day.

He has a pretty good idea of what will happen if these two get their hands on him, so he quickly ducks behind a column. How can he escape the club unscathed? Mun Tong's gorilla has posted himself in front of the club's main exit. And Fenton can't reach the club's other exit next to the bar, which leads to an alley behind the club, without being noticed; the Triad boss himself is standing right in front of it, shaking down the bartender for information. Fenton needs to think of a way to lure Mun Tong away from the bar.

He looks around and sees a bottle of absinthe on a table that no one seems to be drinking, so he takes it. He then checks his pockets and finds his old army lighter. He also finds an empty wok on a rolling serving cart. Fenton's convoluted brain begins to come up with a plan.

He carefully pours the absinthe into the wok and then ignites the high-proof alcohol with his lighter. He then gives the serving cart a forceful kick, sending it (and its fiery cargo) rolling between the club's tables, which are bustling with sailors, card sharks and floozies. The burning cart creates exactly the kind of commotion Fenton wants. Naturally, Mun Tong and his henchman are drawn to it like moths to a flame. After all, where there's a commotion, there's trouble, and where there's trouble, Fenton Paddock can't be far behind.

Fenton is pleased that his plan worked and seizes his chance to disappear through the club's rear exit.

Alley behind the nightclub

But unfortunately, Fenton doesn't get far - he runs right into the arms of two more of Mun Tong's thugs. No matter what he says or does, he'll be hard pressed to get out of this mess anytime soon. The thugs beat him up, and Fenton collapses, unconscious.



Bottom of the harbour

Fenton wakes up inside a nailed box. Mun Tong and his thugs have thrown Fenton into the harbour, and Fenton has to find a way out of this mess - fast.

He first holds the lighter up to the thick clumps of tar on the right-hand side in order to soften them. He then smears the tar on either the cork from the absinthe bottle or the napkin given to him by the singer.

Fenton can now use the tarred item to plug the hole in the box's lid that he was previously covering with his left hand.



Fenton can now use his free hand to reach into the pocket of his trousers to get his wallet. He opens it to find a few measly Hong Kong dollars, as well as some coins that he's sure he can find a use for. He uses them to unscrew the iron hinge that's attached to the lid of the box above him. He now has an object that's stable enough to allow him to pry the box open.

CHAPTER ONE: THE MISSING FRIEND

Airport

Still soaked and filthy from his unintentional swim in the harbour, Fenton heads to the airport, where he has to listen to his mechanic Gus tease him about his appearance.

But it seems like the worst part of this day isn't even over yet. There's an officer waiting for Fenton in his office, and that can only mean one thing: more trouble.



Back at the airport

After his visit with Lord Weston, Fenton wants to set out for Tibet as soon as possible to help his friend Richard.

But first, he'll need maps of the region; otherwise, he hasn't got a chance of finding Richard.

Fenton discusses the problem with Gus and concludes that his old colleague Yen Wuang might have some maps of Tibet. Gus says that Shen, the barkeeper from the nightclub, should know Yen Wuang's new address.

Before returning to the nightclub, Fenton borrows Gus's bellows, which is lying on the ground in front of Gus.



Fenton's office

In his office, Fenton also picks up a measuring tape and an alarm clock before heading off to the nightclub.



Back at the nightclub

Unfortunately, Shen doesn't know where Yen Wuang lives either. However, he suggests that Fenton ask old Nianzu about it.



Nianzu is sitting at a table near the bar. Fenton introduces himself and explains his problem. The man does seem to know an awful lot of people, but in this case, he's not entirely sure. He says that a photo of Wuang would help him remember.

A photo? No problem, Fenton thinks; there must be a photo of Wuang in my office safe somewhere in all those old personnel files.

Fenton's office

As Fenton goes to open the safe, he realises that his wallet is missing. He must have lost it when he hauled himself out of the harbour.

Harbour

Luckily, a boy has found Fenton's wallet and fished it out of the water. But unfortunately, the kid won't cough it up unless Fenton does something for him first: Fenton has to help the boy catch a bat. What choice does he have? Fenton will have to take care of this problem first.



In front of the governor's palace

Fenton notices a small ball hanging on the left-hand tree. But as long as the policeman is standing at his post, Fenton has no chance of setting foot on the palace's neatly manicured lawn.

He somehow has to distract the dutiful civil servant. Fenton examines the alarm clock from his office and finds a small key on the back. He uses it to wind the alarm clock, which he then places in the rubbish bin.



The alarm clock begins to ring shortly, and the policeman leaves his post in order to find the reason for the noise. Fenton seizes his chance and grabs the ball.

Alley behind the nightclub

Here, Fenton examines the swarm of flies buzzing over the rubbish bins and around a lamp. These fat, juicy insects could be the perfect bait for catching a bat, and Fenton begins to mull over possibilities for catching the little beasts. But then, a cat jumps out from behind the rubbish bins, causing a huge racket.

Luckily, the Tong triad thugs didn't notice Fenton, but he should be careful not to make any noise from now on. Fenton now finds himself in a bit of a dilemma. He can't get anywhere near the rubbish bins, but he also can't just chase the cat away.

He'll have to come up with another clever ploy.

Fenton ties the little ball to the measuring tape. This creates a pendulum that Fenton hangs on the wooden pole next to the rubbish bins. With this teaser, he lures the cat away from the rubbish bins. He now uses the bellows to catch the flies.



Harbour

Back at the harbour, Fenton releases the flies near a lamp. The boy is satisfied with Fenton's help and hopes that the flies will now attract several bats. As promised, he returns Fenton's wallet.

Fenton's office

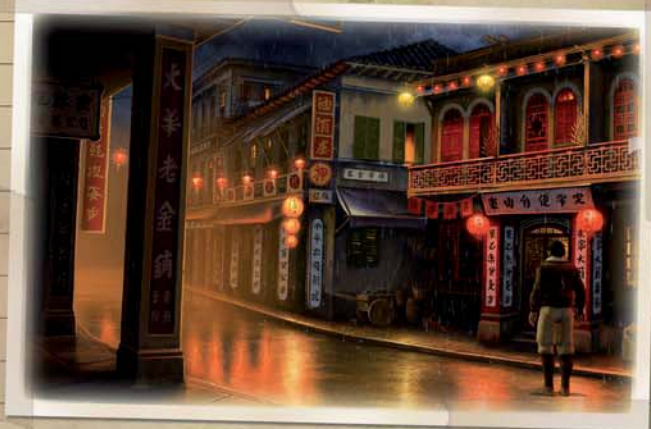
Fenton searches his wallet and finds a note that has the combination for the safe in his office. Now he can finally open the safe, where he finds the photo of Yen Wuang that he needs.



Nightclub

With the help of the photo, Nianzu now remembers Fenton's old colleague and gives Fenton Wuang's new address.

Wuang's building



Fenton enters the building and shortly finds a door with Yen Wuang's name on it. He knocks and is very surprised when Wuang's niece Kim answers.

Wuang's apartment

After Mun Tong storms the apartment and Kim uses the pistol to get the Triad boss under control, Fenton takes a hanger out of the closet and returns to the hall.



Once there, he takes a bamboo pole from a flower pot and then sticks the hanger into the pole.



He now has a pole with a hook that he can use to take a lantern from the balcony.



Back in the hall, Fenton hangs the lantern on the hook next to Wuang's apartment door. Now that the hallway is properly lit, Fenton can see a small window. After examining it, he returns to Kim and tells her he's found an escape route.



Lorry



After Fenton and Kim's brief escape, Fenton once again finds himself on a plank attached to a moving lorry.

He tells Kim to step on the gas, and then he immediately calls to her to hit the brakes. This is how he lands on the loading ramp.



Using the pole with a hook, Fenton tries to pull the piece of glass towards him, but a shot from Mun Tong's gun shatters the pole. Luckily, the pole is still long enough to reach the piece of broken glass on Fenton's second try.

With the sharp edges of the piece of broken glass, Fenton cuts off a piece of the oil-smeared tarpaulin and wraps it around the short bamboo pole. He then passes the rag-wrapped pole to Kim.



Kim takes the key from the rear view mirror and then ignites the rag-wrapped pole with the cigarette lighter. She gives the torch and the key to Fenton.



Fenton uses the key to open the crate next to him, where he finds a few fireworks. He places these in the exhaust tubes of the engine block and lights them with the torch.

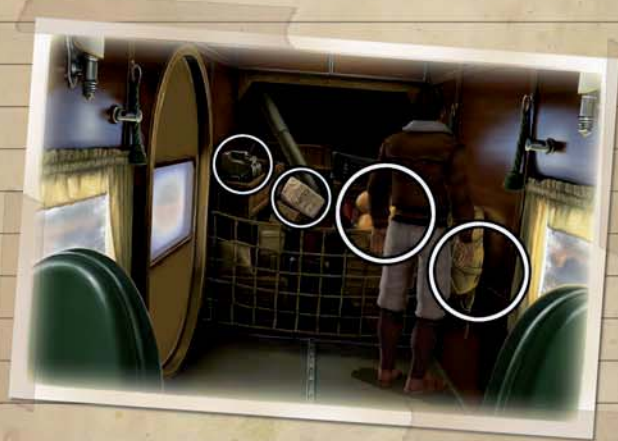


Airplane

Fenton and Kim have successfully fled Hong Kong, but now they've got a new pursuer on their tail - a German fighter plane attacks Fenton's old Ford Trimotor.

Fenton has to try to shake the enemy machine, which, seeing as how his plane has no weapons of its own, isn't exactly a piece of cake.

So Fenton improvises once again. He takes a parachute backpack, a pumpkin, a water canister and a sack of flour. He uses the fixture on the parachute backpack to punch holes in the pumpkin and then fills the pumpkin with water and flour.



Fenton kicks open the cabin door and has a look outside.

Exterior of the airplane

Fenton aims and lobs the pumpkin flour-bomb at their pursuer.



CHAPTER TWO: THE SECRET IN THE MOUNTAINS

Crash site

Fenton just can't seem to break his streak of bad luck. His search for Richard appears to be at an end before it even truly began. After the crash, Fenton's trusty old Trimotor is nothing but a heap of junk.

But at the moment, helping Kim is Fenton's top priority.

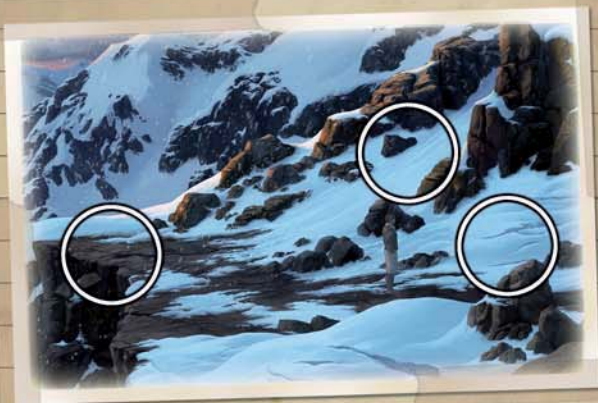
He takes a propeller blade and a sled out of the snow. He uses the propeller blade to smash the lid of the wooden crate, from which he takes fragments of a broken record, a wooden table and a gramophone horn.

Fenton can't reach Kim at the moment, so he heads to the left, leaving the mountain path.



Messerschmitt crash site

Fenton makes his way farther down the mountain to a plateau, where he finds the wreck of a crashed Messerschmitt.



Here, he first uses the horn to transport snow from a snow bank to the ledge of a cliff. Fenton then attaches the wooden lid to the sled and, with enough momentum, is able to use the resulting contraption to cross the gap.



On the other side of the gap, Fenton uses the propeller blade to break open the wing stuck vertically in the ground. He can now remove the wing's frame.

Fenton takes a pilot's jacket and binoculars from the cockpit of the crashed Messerschmitt. He then shoves the other wing across the gap as a bridge to return to the other side of the plateau.



Prayer area

Fenton returns to the crash site of his trimotor and then follows the path upwards.



At the end of the path, Fenton discovers a small prayer area. However, he can't get any closer to it, as a large argali is blocking his path, presumably defending its territory.

Fenton uses the fragments of the broken record to cut the lambskin out of the pilot's jacket. As he does so, he discovers a document sewn into the jacket's lining.

Fenton combines the lambskin with the sled, and then combines the sled with the table to create a fake sheep. He then uses this to drive off the argali.

Now Fenton can take the broken-off sled horn, a few incense sticks from the altar, and some argali dung from the ground.



Messerschmitt crash site

Back at the wreck of the burning Messerschmitt, Fenton examines the sled horn, from which he takes a leather strap. He briefly dips it into the puddle under the burning wreck of the plane in order to receive a frozen leather strap. Fenton then tosses the argali dung into the horn and lights it on fire.



Crash site

Fenton leans the frame of the wing against the ledge as a ladder in order to climb back up to Kim.



Kim in the airplane wreckage



Luckily, Kim is alive! To wake her up, Fenton lights an incense stick with the burning argali dung and holds it under her nose.

He then uses the frozen leather strap to get the parachute backpack from the cliff, and he ties it to the cockpit. Finally, Fenton pulls the ripcord, and Kim is free.

You're on your own from now on. I hope you have an exciting and entertaining time playing Lost Horizon.

Sincerely,

Fenton Paddock