

# LIGHT'S OUT!

## THE STORY

You are Jonathan O'Reily of the United Militias of Earth, stationed in Hollywood, California. The war to end all wars has begun. Your job in Hollywood is to make sure that, if there is an air raid, you get all of the lights turned out in your building, the Hilton Hotel. You have one small problem: the telephones in the building have all shorted out, and all of the guests are very unsatisfied with their service. They will not listen. If, in the event of a raid, you need to turn out all of the lights, you're gonna have to do it yourself. Turn out all of the lights to save the Hilton Hotel and it's bitchy celebrity guests from being blown to Hell!

## PLAYING LIGHT'S OUT!

To play Light's Out!, all you have to turn the lights on and off is click on the "window" that you want to change with the mouse. When all of the lights are off, you will advance to the next level. Good luck!

## COMPILING LIGHT'S OUT!

To compile the source code for Light's Out!, all you need is the Code::Blocks IDE ([www.codeblocks.org](http://www.codeblocks.org)). Download and install it. Afterwards, open up the "lights.cbp" file included with the source code. Once Code::Blocks is open, Select "Build" from the menu bar at the top, and choose "Build and Run". This will automatically compile the project, and then launch the executable for you to test.

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