

DARKSEED II™

Based on the fantastic artwork of **H. R. GIGER**

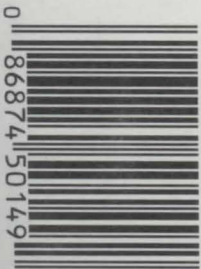


LEEANNE MORRIS

THE OFFICIAL STRATEGY GUIDE

C Y B E R D R E A M S®

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Dark Seed II™

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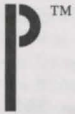
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Dark Seed II™

The Official Strategy Guide

LeeAnne Morris

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Contents

Introduction	1	Paul Cooper's House	28
Chapter 1: Getting Started	1	Rue's House	30
Chapter 2: The Nighttime	7	Back at Home	31
Begin	7	Exploring City Hall	33
Cross Street	8	The Clock Tower	35
City Hall Main	10	The Clock Tower	35
Something You Need to Know You Can Learn Later	11	The Clock Tower	35
The Television	11	What Do You Have to Say for Yourself?	38
The Hall of Fame	12	Chapter 3: Let the Sideshow Begin	41
Chapter 3: Exploring Crowley	15	Begin	41
A Short About Traveling	15	The Show	44
How Can I Get to Downtown?	16	The Sideshow	45
How's Dinner?	19	The Clock Tower	45
The Food Hall	18	The Clock Tower	45
Clock in the Alley	20	The Hall of Fame	49
In the Steps of a Killer	21	Chapter 4: The Dark World	51
The American Museum	21	The Light Path	55
The House of the Chinese	22	B and U	57
Chapter 4: Interview with a Head-Shrinker	25	The Lower Government	58
The Office	26	The Machine Talking	58
		The Power Center	60
		Chapter 5: Deep in the Belly of the Dark	61
		The Food Hall	62
		The Recreation Center	64
		The Hall of Government	65
		The Hall of Dean	66

To my sister Cindy and the whole Yarberry clan—a much sunnier presence in my life than this book might indicate.

Contents

Acknowledgments	ix	Paul Cooper's House	28
Introduction	xi	Rita's House	30
Chapter 1: Getting Started	1	Back at Home	31
Hardware Requirements	1		
Game Controls	2	Chapter 5: Fighting City Hall . .	33
Function Keys	3	Sheriff Butler's Office	33
General Game Hints	4	The Morgue	35
		What Do You Have to Say for	
Chapter 2: The Nightmare		Yourself?	38
Begins	7		
Prime Suspect	8	Chapter 6: Let the Sideshow	
Life with Mama	10	Begin	41
Everything You Need to		The Midway	44
Know You Can Learn from		The Sideshow	45
the Television	11	The Glass Key	49
A Friend Indeed	12	The Hall of Mirrors	50
Chapter 3: Exploring Crowley	15	Chapter 7: The Dark World:	
A Word About Traveling	15	The Light Fails	53
You Can Always Go Downtown . .	16	Ik and Uk	55
Hank's Diner	16	The Power Generator	56
The Pool Hall	18	The Machine Walkway	58
Down in the Alley	20	The Power Center	59
In the Steps of a Killer	21		
The Ramirez Mansion	21	Chapter 8: Deep in the Belly	
The Scene of the Crime	22	of the Dark	61
		The Food Hall	62
Chapter 4: Interview with		The Recreation Center	64
a Head-Shrinker	25	The Halls of Government	65
Dr. Sims' Office	26	The Hall of Death	66



Chapter 9: Death		Chapter 13: Explanations	
Becomes Him	69	Unfold	107
The Hall of Troopers	70	Paul's House	108
The Weaponry Shop	72	Rita's House	110
The Temple of the Triangle	73	Pandora Provides the Key	112
The Priestess' House	75	Going into the Closet	113
The Keeper of the Scrolls	76		
Chapter 10: The		Chapter 14: End Game	115
Evidence Mounts	79	The Other Side	115
The Case Against		Rita Ties Up the Loose Ends	117
Mayor Fleming	79	The Behemoth	118
The Case Against Doc Larson	80	Using the Points	119
The Case Against Sheriff Butler	81	The Final Solution	120
The Case According to Pandora			
and Jack	83	Appendix A: Characters	123
The Case Against Mrs. Ramirez	85	Appendix B: A No-Frills	
		Walk-Through	131
Chapter 11: The Visions		Appendix C: The Making of	
Continue	87	<i>Dark Seed II</i>	167
Getting the Goods	89	Appendix D: <i>Dark Seed II</i>	
Confronting Jimmy	90	Maps	173
Goth	92		
Games of Chance	95		
The Third Hypnosis Session	97		
Chapter 12: A Rough			
Whimper of Insanity	101		
Jack Leaves	102		
Turn Out the Lights	103		

Acknowledgments

As much as writers like to think their books spring full-blown from their heads like Athena, that's just not the case.

So I'd like to thank Selby for the gig and Steve for always being a phone call away. The folks at Cyberdreams have been immensely helpful—especially Andrew Balzer, John G. Fair Jr., and David Mullich, who were more than gracious with their time. I never talked to *Dark Seed II* writer/designer Raymond Benson, but I could tell from his 750 pages of notes what a methodical, responsible, and basically twisted person he is.

The Prima crowd really whipped me and this book into shape. Special thanks to Brett Skogen and Jennifer Fox for their patience and advice, Barbara Marquand for putting up with my em-dashes, and Jo Lewis for making Giger's eerie artwork look even creepier.

My parents, as always, knew when to ask how it was going and when to be quiet. And the fabulous Wake Forest crowd—Linda, Melynda, Pat, Pat Leigh, and Sarah—understood when I couldn't host Homecoming this year (we lost, anyway).

A final thanks to the great and glorious Internet for giving me those precious extra minutes to meet my deadlines. Overnight delivery? Ha!

Introduction

What You Missed and What's in Store

Dark Seed II, as the name implies, is a sequel. The original *Dark Seed*—Cyberdreams' debut product and a Software Publishers Association award-winner for best fantasy role-

playing/adventure game—was released in the summer of 1992.

Ah, 1992. Multimedia technology is so different today that 1992 might as well be the Dark Ages. *Dark Seed* was quite evolved for the time. It was one of the first games ever to include digitized actors instead of animated characters and the graphics were in a higher

resolution mode than other games at the time. But it was also originally a floppy disk-based game designed in 16 colors for a 386-Mhz machine. What a difference a few years make.

The macabre artwork of H.R. Giger inspired the first game, as well as *Dark Seed II*. The Academy Award-winning designer of the film *Alien*, Giger is famous for surreal biomechanical art that often merges flesh and machinery. His art provided the germ of the idea (no pun intended) that became *Dark Seed*.

Mike Dawson (the name, by the way, is borrowed from the original game's co-producer/co-designer) is a would-be writer who has left his advertising career in San Francisco



The original *Dark Seed* opened with a bizarre nightmare sequence in which Mike Dawson dreamed an alien embryo was being forcibly—very forcibly—placed in his brain.



and moved into a spooky old house in Woodland Hills. But the peace of the suburbs eludes him—he's plagued by splitting headaches and a recurring nightmare in which an alien embryo is implanted in his head.

It's not long before Mike discovers that the nightmare is no illusion and that he has only a few hours to track down the aliens, or "Ancients." In the process, he discovers a Dark World paralleling the Normal World. Rooms, objects, and characters can be found in the same places in both worlds, but things in the Dark World are twisted and evil compared with their Normal World counterparts.

The Ancients have invaded the Dark World, but they're not capable of surviving in the Normal World. That's where the embryo comes in. A beast that lives off a human should be able to survive in the human world.

Luckily, Mike discovers his alien cargo in time and is able to foil the Ancients' plan. Using portals that connect the Dark World with the Normal World, Mike travels to the surreal mirror of his own town and destroys the Ancients and their spaceship.

The interface in both *Dark Seed* games is basically the same—question-mark icons that change to exclamation points when there's something for you to see, hands that change to pointed fingers when there's something for you to pick up or use, and arrow indicators that multiply when you reach an exit. But in *Dark Seed II* several kinks have been worked out that kept the original *Dark Seed* from Hall of Fame quality.

For one thing, the 16-color palette of *Dark Seed* was especially limiting because the action unfolded within a window inside a Gothic frame. Sure, this added to the mood of the game—as well as matching the bizarre quality of Giger's art—but it also created an environment that was practically monochromatic. It was difficult to find



inventory items (some of which were only a few pixels big), and, frankly, it got boring to watch.

The save-game feature was also cumbersome. You had an astounding 75 save slots, which tells the experienced adventurer something: You either die a lot or you backtrack a lot. In the original *Dark Seed*, you do the latter. A lot. You're constantly finding out details that influence your actions—your actions of *30 minutes ago*, thank you very much.

But thankfully, *Dark Seed II* uses all the benefits of CD-ROM technology and irons out the difficulties of the first game, too. Mike Dawson's troubled existence is still dark and disturbing, but it now includes rich color that enhances the overall atmosphere. *Dark Seed II* is an involving and enjoyable graphic adventure that's worth your time.

What's Ahead This Time Around

Dark Seed II takes place a year after the original game. Mike has had a tough time of it. His first experiences in the Dark World resulted in a nervous breakdown, and he's retreated to his hometown of Crowley, Texas, to recover. But even now that he's back in the bedroom where he grew up, he's still plagued by nightmares. Therapy doesn't seem to help—his psychiatrist doesn't believe his Dark World stories. His mother thinks all Mike needs is a little backbone. The headaches and nightmares would go away if Mike would show a little gumption.





Mike's situation doesn't improve when his high-school sweetheart, Rita, is found brutally murdered the night of their 15-year class reunion. Mike and Rita, the town librarian, had been casually dating and had attended the dance together. But Mike drank too much and doesn't remember the events following the dance.

Considered the prime suspect by the local sheriff, Mike decides he must investigate the killing on his own if he's to clear himself. He soon discovers that Rita's death is the first step in a new plot by the Ancients. The aliens have created a Shape Shifter capable of living in the Normal World for short periods of time. But even more dangerous than the Shape Shifter is the giant Behemoth who will be invincible if he ever makes it to the Normal World.

Mike's findings become increasingly bizarre as his time becomes increasingly constrained. And always, there are the nightmares and pounding headaches...

Welcome to *Dark Seed II*.





Chapter 1

Getting Started

D*ark Seed II* is a game about bad dreams, but playing it shouldn't be a nightmare. Installation is easy enough, and even the game controls are simple once you get the hang of it. Here are a few hints about getting underway, maneuvering through the game, and general game play.

Hardware Requirements

Dark Seed II requires a PC with a 486 DX/33 processor with a double-speed CD-ROM drive. MS-DOS 5.0 or higher, Windows 3.1, and a Windows-compatible sound card are also required. The game maker recommends using a mouse, but you could use keyboard controls. Your computer must have 8MB of RAM and 20MB of hard-drive space to run the game.

Naturally, game play is best with an even faster computer. I played the game on a Pentium 90 with SVGA graphics and a quad-speed CD-ROM drive and hit no unexpected slowdowns or long access times. I used a three-button Microsoft-compatible mouse.

Dark Seed II is typical of the plug-and-play games that make Windows such a joy for PC gamers. Load the game



disc into your CD-ROM drive and choose Run under the File menu in Windows. Type **D:\setup.exe** in the command line, or substitute whatever letter applies to your CD-ROM drive instead of D.

The installation setup will ask you which drive and directory name you'd like (c:\darkseed is the default choice). If Video for Windows isn't already on your hard drive, you need to install it from the disc as well as the game files. You select from three installation levels according to the available memory on your machine—minimum (10MB), medium (40MB), or heavy (150MB). If you can, choose the heavy installation for the smoothest game play and to experience all the cinematic sequences.

Once the game files (and Video for Windows, if necessary) are loaded, you need to restart Windows before double-clicking on the *Dark Seed* icon to begin the game.

The game disc also includes an Uninstall option which will erase all the *Dark Seed II* files and directories when you're ready to remove it from your hard drive.

Game Controls

Once you're up and running and the Cyberdreams logo has disappeared (hit Esc or the space bar to hurry it along), a menu screen asks if you wish to begin a new game, load a saved game, adjust game options, or exit. The opening dream sequence appears only with the new-game option, so you can bypass it whenever you load a game.

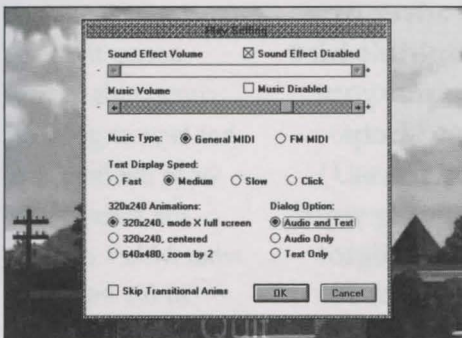


If you don't already have Microsoft Video for Windows, you can install it from the *Dark Seed II* disc.



The initial menu allows you to load a saved game without sitting through the opening dream sequence over and over again.

button to cycle through the icons (Look-Use/Talk-Move). The left mouse button activates a hot spot—in other words, you cycle to the Use icon with the right button, then activate it with the left. You also use the left mouse button to choose your speech choice from the dialogue tree; just click to make your selection. Use the right button once you've read a speech to speed up the action. The center mouse button, if you have one, is inactive.



Choose music volume, text speed, and other technical qualities from the game-option screen.

Although most controls are available from the menu bar, which is always available at the top of the screen, hot keys can speed things up when your game really gets rolling.

Function Keys

Among the options you can customize are text speed, animation resolution, music quality, and text/audio choices. Be aware that even if you choose a text-only game, dream sequences and cinematic scenes are audio only, so you won't know what's going on. Text and audio is your best choice.

Game control is easiest with a mouse. Use the right mouse

If you're using keyboard controls, use the Space Bar for the right mouse button and Enter for the left. The Up-Down-Left-Right arrows or I-J-K-L keys are your directional controls.



Here's a list:

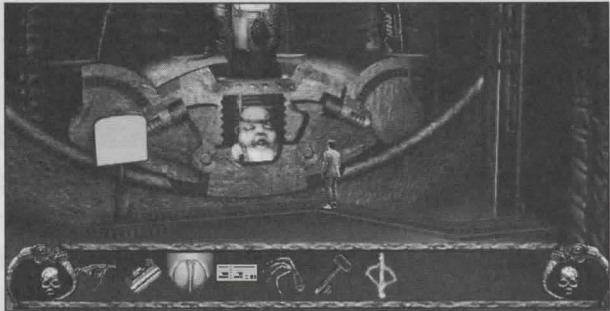
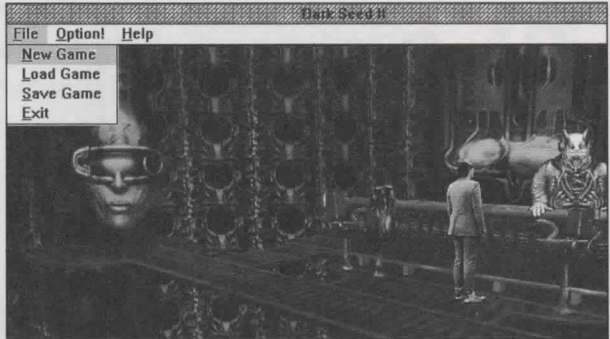
- F1:** Bring up the Help screen
- F2:** Bring up the Options screen
- F6:** Begin a new game
- F7:** Load a saved game
- F8:** Save a game in progress
- F9:** Boss key
- F11:** Adjust walking speed
- D:** Toggle the sound on or off
- P:** Pause a game in progress
- M:** Toggle the music on or off
- ESC:** Escape the game
(offers to let you save first)

The Boss key puts your Program Manager screen over the game graphics so you can hide your subversive game playing from a disapproving employer, spouse, parent, or other onlooker. Handy thing, that.

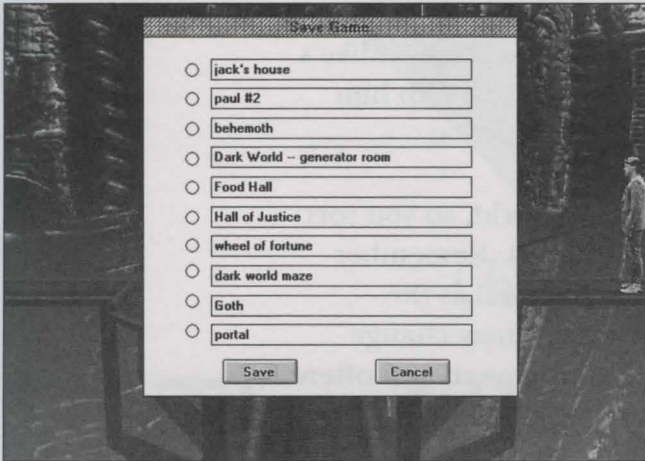
General Game Hints

Dark Seed II is a fairly straightforward graphic adventure. You'll get stuck a few times, but you really shouldn't hit that wall of frustration that makes you want to put your fist through your PC monitor. Your mission is to help Mike Dawson clear his name. That primarily involves talking to everyone in Crowley at least once, trying your hand at a little detective work, and using a lot of logic when you've reached the Dark World. Here are tips for general game play:

- Conversation is of the utmost importance if you're ever to figure out what the Ancients have in mind. In general, the dialogue trees are ranked in order of



Simply move the cursor to the top of the screen to access the menu bar (from which you can access the same commands as with hot keys or get help) or to the bottom of the screen to see what Mike's carrying in his inventory.



You can load a saved game (F7) or save a game in progress (F8) by using the hot keys. There are 10 game slots available, and you can name them whatever you'd like.

- Your inventory in the game stays fairly small, and it's not that easy to overlook an item you're going to need later. As a matter of fact, sometimes you get an in-your-face clue when you pick up an item. For example, when Mike retrieves a hanger from the alley behind the pool hall, he thinks it might come in handy for picking locks. Ding-ding-ding! If a bell doesn't go off in your head, perhaps you don't belong in the realm of graphic adventures.
- Looking at items and picking them up or using them are two completely different things. You're doing yourself a disservice if you use only the hand icon (Use/Talk/Pick Up) instead of also incorporating the question-mark (Look) icon into your search for the truth. When Mike goes into a room, trawl the scenery (including the people) with the Look icon, which turns into an exclamation point whenever there's anything you can view. Then go back to those items with the Use icon. If the hand turns into a pointing finger, Mike can interact with the object or person.

importance. In other words, the comment at the top is the natural question or answer for the situation, and Mike gets to the next one in due time. A lot of times the comment at the bottom of the dialogue tree puts an abrupt end to a conversation if you skip to it, and you might end up missing some vital clues.



- If you're stuck, have Mike go back and talk to everybody again, or go sit on the porch of Mike's house. Jack is Mike's sounding board, and sometimes a conversation with him will give you a clue about your next plan of action.
- The Dark World parallels the Normal World, so you sort of know your way around right off the bat. Remember that the parallels apply to the people as well as the worlds' layout. Objects in your inventory may change form as you move from one world to the next, and often you can't use an item from one world in the other.
- Mike can't die in the Normal World so it's not as important that you save games there. But once he finds the portal to the Dark World, you need to save games consistently in separate game slots. Not only can Mike suddenly be vaporized into a sludgy puddle, but it's also easier to make missteps in the latter portion of the game. A quick game-save might keep you from retracing unnecessary steps.

And now, on with the show!



Chapter 2

The Nightmare Begins

He's traveling through an underground maze. It's dark and confusing in this subterranean labyrinth. "Rita, where are you?" he calls. Suddenly a woman's head appears in the middle of the tracks. She looks sad as she plaintively calls for help. Then her pretty face turns horrifying as her eyes and tongue begin to drip from their orifices. Her call for help turns into a monster's roar.

The man looks behind him as some unseen monster makes his appearance; then he begins to run. He comes to a dead end, a corridor dominated by a huge mirror. His reflection suddenly changes into an unworldly creature. He awakes, screaming.

Maybe that's what he gets for sleeping in his clothes.

Dark Seed II, Cyberdreams' sequel to its 1992 thriller, begins, appropriately enough, with a nightmare. Mike Dawson, who survived an attack by alien "Ancients" in the



first graphic adventure, is back for more this time, even if he doesn't realize it yet.

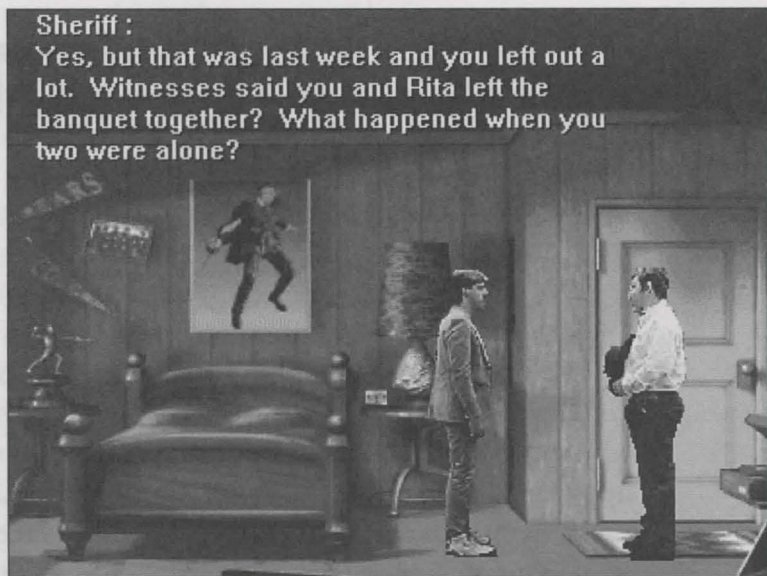
As you listen to Mike's voice-over narration—a B-movie touch that sci-fi fans will enjoy—you realize that Mike's suffering from a recurring nightmare in which he's back in the Dark World he barely escaped from in the first *Dark Seed*. It's been a year since that first game, and his precarious mental health has resulted in his taking a leave of absence from his job and returning to his hometown of Crowley, Texas. Most

people might think that precarious mental health is a standard by which most advertisers live, but evidently that's just a myth. Anyway, Crowley may not be safe, either. The peaceful view from Mike's bedroom window morphs into a twisted Dark World vista as the title screen appears. Looks like

Mike's going to have to put peace and quiet on the back burner for just a little longer.

Prime Suspect

Mike looks like an average Joe, casually dressed in a sports jacket, jeans, and running shoes. He's neither handsome nor homely. His bedroom is uncluttered, with no new personal effects to add to the high school memorabilia, even though Mike's been back home for a year.



Sheriff :

Yes, but that was last week and you left out a lot. Witnesses said you and Rita left the banquet together? What happened when you two were alone?

The local law has come to point an accusing finger at Mike. Rita's dead, and Sheriff Lobo—uh, Butler—thinks Mike did the deed.



Before you can take a look around the bedroom, there's a knock on the door and Sheriff Butler walks in. The sheriff is a *Smokey and the Bandit* stereotype of a good ole boy—cowboy hat, paunch, attitude. He gets right down to business: Mike is his number-one suspect in the murder of Rita Scanlon.

In the course of their conversation, you realize that Mike and Rita were high-school sweethearts who hadn't seen each other in the 15 years since Mike left town. They had been casually dating since Mike returned to Crowley, but Rita, the town librarian, was often tied up with a reading group to which she belonged.

Her murder occurred the night of the high-school reunion (many returning alumni might think this an apt lesson). Mike escorted her to the reunion, and witnesses saw the two of them leave the banquet and heard them arguing. Mike, however, was drunk and doesn't remember what happened.

Sheriff Butler isn't making much progress in the case, but he's still angry that Mayor Fleming has gone over his head and called in the FBI. But you can't put much past a town official during an election year. The mayor probably just doesn't want townspeople thinking about scandal when they enter the voters' booths. Regardless, the Feds are gonna want to talk to Mike, so he'd better start remembering what happened on the night of the murder.

Once the sheriff has sauntered out, you can take a closer look around Mike's bedroom. The place sorely lacks personality—much, you will find, like Mike himself. He's depressed and listless, and his room mirrors his drab outlook on life. You can't search the dresser or turn on the black-and-white, rabbit-eared TV. The closet is locked, the stereo is broken, and you can't even check out his record collection for some tips on his state of mind (The Grateful Dead? Milli Vanilli? Paul Anka?).



The only things you learn about him are his continuing fondness for high-school life (the team pennants and class photo) and a surprising interest in sword play (the Errol Flynn poster and fencing trophy). A talent like that might come in handy.

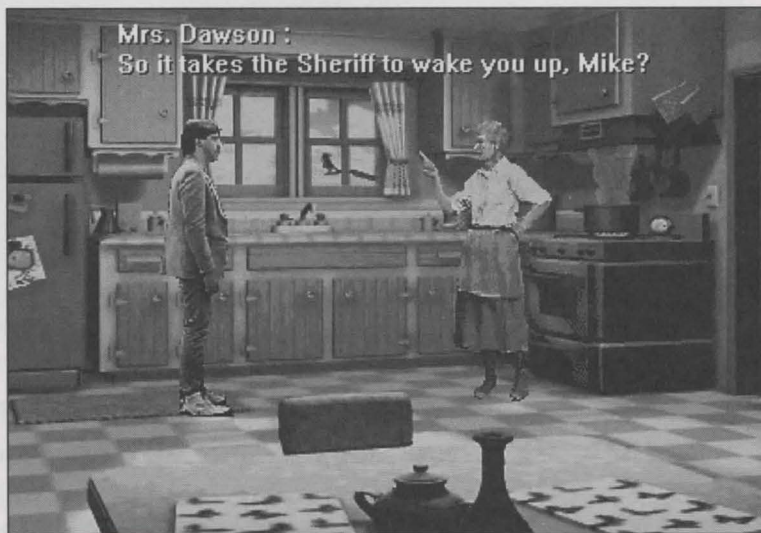
Life with Mama

Mike's bedroom is a converted garage that opens into the kitchen. Mrs. Dawson waits for him there, busily stirring a steaming pot on the stove. Her denim skirt and apron make a true fashion statement.

A down-to-earth widow in her sixties, Mrs. Dawson is a little exasperated with Mike. She probably thinks he could snap out of his mental problems if he (no pun intended) just put his mind to it.

Like Mike's bedroom and the rest of the Dawson house, the kitchen is a little out of date but free from clutter. The table is set for two, a little bird twitters outside, and notes and drawings cover the avocado-colored refrigerator. You can't pick up the list of errands or the child's drawing, but that "Have a Nice Day" magnet might prove handy.

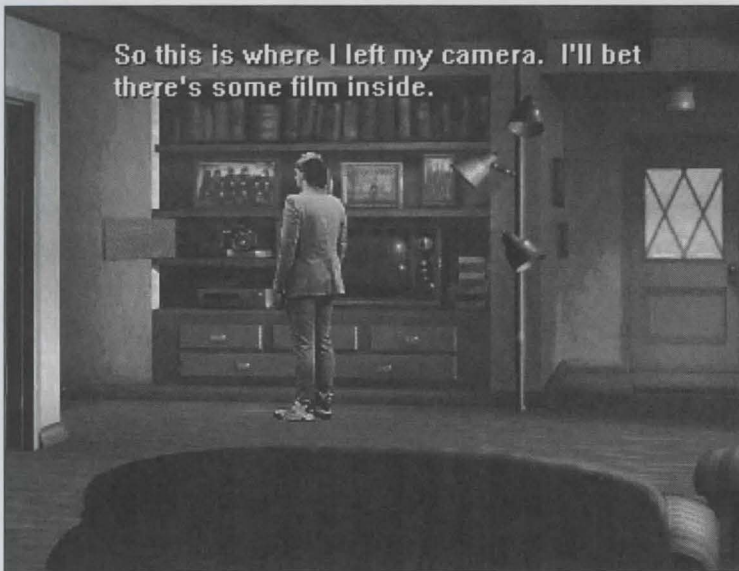
Perhaps Mrs. Dawson means well, but her scolding and finger-shaking aren't doing Mike much good. As the two talk, you find out that:



Mrs. Dawson's attitude toward her son is more befitting a mother-in-law than a mother.



- She doesn't approve of Mike sleeping late.
- She doesn't approve of Mike not eating a healthy breakfast.
- She doesn't approve of Mike's leave of absence or lack of motivation.
- She doesn't think Mike should be late for his appointment with Dr. Sims.
- She doesn't think Mike knows what *real* suffering is.
- She thinks Mike should finish his novel or watch some television.



Before Mike leaves the house, he should pick up the camera from the entertainment center. Only one shot remains on the film, but that's better than nothing.

Everything You Need to Know You Can Learn from the Television

The living room is comfortable, with an entertainment center, a couch, and a couple of chairs. The color TV

clicks on at Mike's touch and in typical fashion you immediately see a news broadcast.

The pretty broadcaster is reporting the latest news about Rita's murder in the Crowley park—until she suddenly turns into a Dark World character Mike remembers from the first *Dark Seed* as the Keeper of the Scrolls. From her gray, stony countenance comes a warning that the Ancients have returned. But the Keeper of the Scrolls, who guards the wisdom of the Dark World, is sending something to help Mike destroy the Ancients once again. Then her face



turns back into the newscaster, who reminds viewers that Rita's death is the second recent killing.

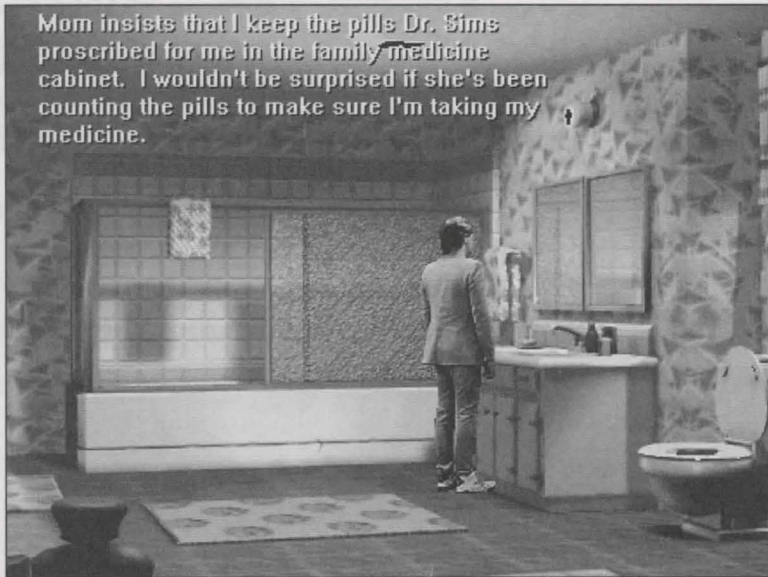
Once Mike's heard the message from the Dark World, the doorbell rings. When Mike answers the door, a deliveryman (another familiar face to folks who played the first game) hands him an envelope containing a ticket to the carnival that's in town.

Before he leaves the house, Mike should check out the bathroom. It doesn't reveal much more than bad plumbing. But Mike's suspicious of his medication (found, aptly, in the medicine cabinet); he thinks Dr. Sims might be slipping him placebos. Besides, he had his fill of daily pills in his first nightmarish adventure.

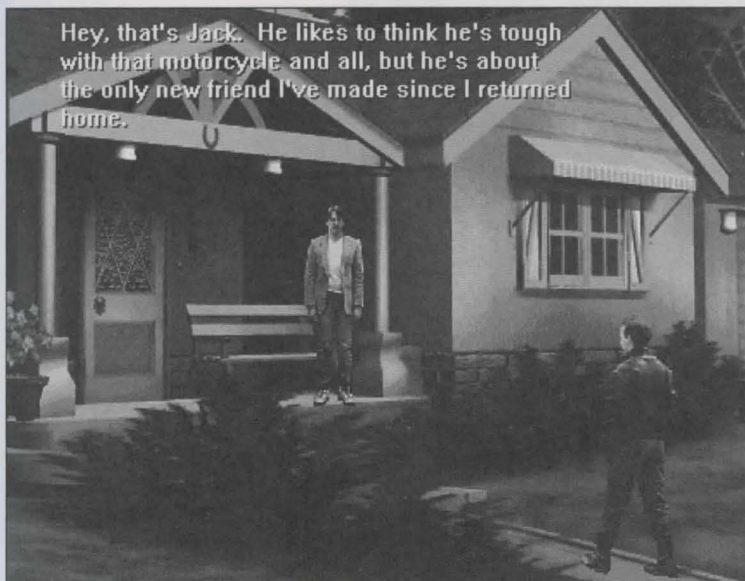
A Friend Indeed

As Mike exits the house, his friend Jack rides up on a motorcycle (*Mystery Science Theatre 3000* fans will be especially fond of Jack, whose walk is coincidentally identical to Torgo, a recurring character on the show). Jack, a leather-wearing biker, is Mike's age; the two met only on Jack's return to Crowley. The two quickly formed a close relationship—in fact, Mike considers Jack his *only* friend.

Mom insists that I keep the pills Dr. Sims proscribed for me in the family medicine cabinet. I wouldn't be surprised if she's been counting the pills to make sure I'm taking my medicine.



Since it lacks Valium, Prozac, or any drug handy for a man suffering hallucinations and a nervous breakdown, Mike might as well give the bathroom a miss.



Hey, that's Jack. He likes to think he's tough with that motorcycle and all, but he's about the only new friend I've made since I returned home.

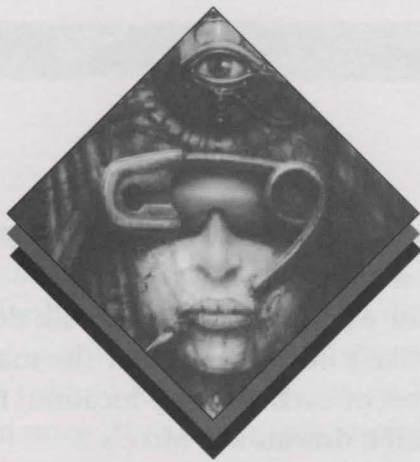
Tough-looking Jack has proved himself to be a true friend in the year since Mike returned to Crowley.

When Mike asks Jack to come back after Mike's appointment with Dr. Sims, Jack makes his opinion known—he thinks Dr. Sims is a quack who's doing Mike more harm than good.

By this point, Mike's inventory includes the smiley face magnet, a camera, and an admission ticket to the carnival. Mike's met Sheriff Butler, Mrs. Dawson, and Jack.

A Word About Traveling

We've all played a few travel games where you have to keep one hand on the Levenger while the other hand keeps on a piece of graph paper. But don't let it stop you from discovering the nightmare. You can do so much of the best.



Chapter 3

Exploring Crowley

Once Mike's talked to Jack, it's time to begin the detective work. But wait—breakfast is the most important meal of the day. Should Mike really put in a full day of alien chasin' without partaking of at least a few of the major food groups?

Because he told his mother he would have breakfast at Hank's, he should stop there first. Luckily, small-town diners are also hotbeds of gossip.

A Word About Traveling

We've all played adventure games where you have to keep one hand on the keyboard while the other draws maps on a piece of graph paper. But *Dark Seed II* tries to avoid unnecessary nightmares. You can access each of the five



primary locations in both the Normal World and the Dark World from a single map screen.

In the Normal World, for example, when you walk down the sidewalk in front of Mike's house, you enter the map screen, which has snapshots of each Crowley location: the carnival, the business district, downtown, Mike's neighborhood, and the civic center. You just have to click on any photo to go to that location. The town's name comes from occultist A. Crowley, whose writing inspired several of H.R. Giger's works.



The Crowley map screen makes traveling free and easy.

You Can Always Go Downtown

Like most Southern burgs, downtown Crowley is not exactly booming. See that stoplight to the left of the screen? That might be Crowley's only stoplight. Certainly Hank's blue-plate special isn't packin' 'em in.

Hank's Diner

The diner brings back memories for Mike. He's been coming to Hank's since he was a kid. He and Rita used to



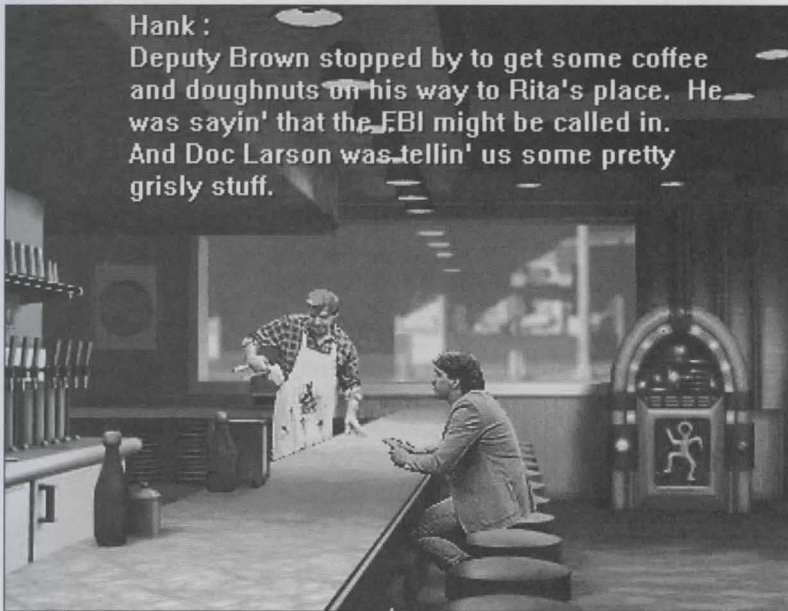
hang out here after school and, as Mike remembers, drop by for pancakes after church.

Hank has been running the diner and the pool hall as long as anyone can remember—and he looks it. Evidently, he's rubbed his greasy spoon on his grubby apron more than once. He's a nice guy, though, and as straight-arrow as they come.

The diner's as much a has-been as Hank. The new crop of Crowley kids probably hangs out at a fast-food joint on the highway. But Hank's original customers are loyal, even though they buy a Lean Cuisine and rent a video more

often than they stop in for a meatloaf sandwich before a movie at the cinema down the street. He still ekes out a living, though.

Mike ignores the jukebox and cracked booths and takes a seat on a stool by the counter. Lonely and always willing for a good gossip session, Hank immediately starts talking to Mike



Hank :
Deputy Brown stopped by to get some coffee and doughnuts on his way to Rita's place. He was sayin' that the FBI might be called in. And Doc Larson was tellin' us some pretty grisly stuff.

Mike can tap into the rumor mill when he talks to Hank at the diner.

about Rita's murder, of which he knows more details than Mike—Rita was killed in the park near the Ramirez mansion. That's quite a coincidence because the only other Crowley murder of the year was when Mr. Ramirez died in a suspicious fire. And, of course, Rita and Ramirez were rumored to be more than friends.



Hank has also heard from Doc Larson, the coroner, that Rita's death was particularly grisly, a fact in which the doctor seems to take enormous pleasure. The public knows few of the gruesome details because Doc Larson had the body moved immediately to the coroner's office, much to the disdain of Sheriff Butler, who didn't have much time to examine the crime scene.

Deputy Brown stopped at the diner that morning, and he told Hank that Mike was under investigation (this was the conversation Jack overheard). When Mike protests that he doesn't remember the night of Rita's murder, Hank suggests that retracing his steps would jog Mike's memory more effectively than sessions with a fancy psychiatrist like Dr. Sims.

Mike, who was starving when he sat down at the counter, has completely lost his appetite by the end of their conversation. He also jumps all over Hank when the latter says the murderer must be "sick." Killing, Mike points out, isn't a disease, it's just evil.

Hmm. The plot thickens.

The Pool Hall

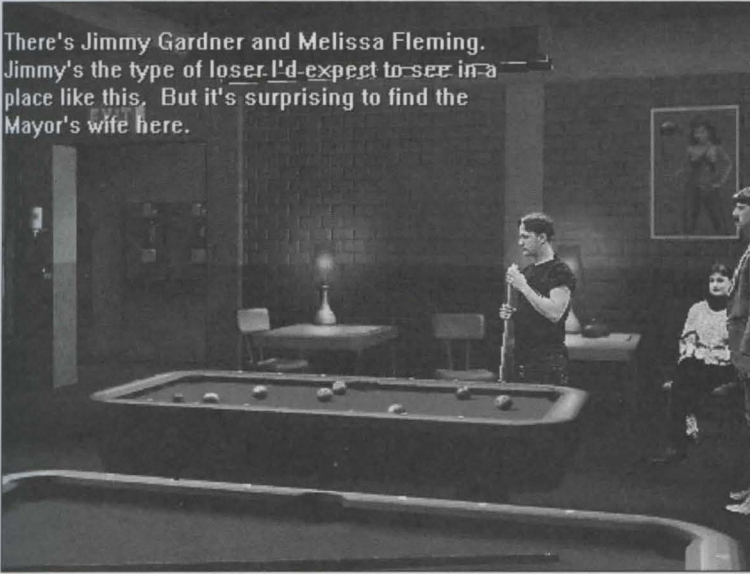
Crowley's pool hall is of the usual seedy variety, with empty beer cans lying around and a haze of smoke hanging over the few green-felt tables. A couple of pay phones are located by the back door.

Only two people are around when Mike goes in, and he remembers both of them from his high-school days. Jimmy Gardner is playing pool while Melissa Fleming—now married to Crowley's mayor—chain-smokes and watches Jimmy flex his muscles as he chalks up a cue stick.

Although Jimmy and Mike were once friends, they don't have much in common now. And it's not just because Jimmy isn't wracked by piercing headaches and nightmares



There's Jimmy Gardner and Melissa Fleming. Jimmy's the type of loser I'd expect to see in a place like this. But it's surprising to find the Mayor's wife here.



The folks at the pool hall don't exactly give Mike a warm welcome, but they can provide a different portrait of Rita than sweet town librarian.

town these days isn't on the up and up.

The police don't bother Jimmy and his shady practices, because, he says, he "has the goods" on Sheriff Butler. But he's unwilling to share "what happened in Dallas" with Mike. Maybe there's some kind of Kennedy conspiracy centered in Crowley.

Former cheerleader, now three-pack-a-day smoker Melissa watches Jimmy with a dedication that borders on obsession, especially considering she's a married woman. Of course, Mayor Fleming is old enough to be her father (he was Mike's late father's partner in their insurance business), so maybe she's not adverse to a little extramarital adventure with the town bad boy—although she hotly denies it.

She made up the foursome when they were back in high school—she and Jimmy, Rita and Mike. But she's not anxious to join hands and sing the alma mater. "Any friend of Rita's is no friend of mine," she snaps at Mike. She thinks the "little tramp" got what was coming to her

of biomechanical demons. Rather, Jimmy, once a football star and straight-A college-bound student, has become the town thug. He accuses Mike, the "big-shot writer" who joined the establishment, of slumming in Crowley. He calls himself Crowley's "wise guy" and tells Mike that a lot of what's going on in



and claims that the town librarian wasn't nearly as innocent as people thought.

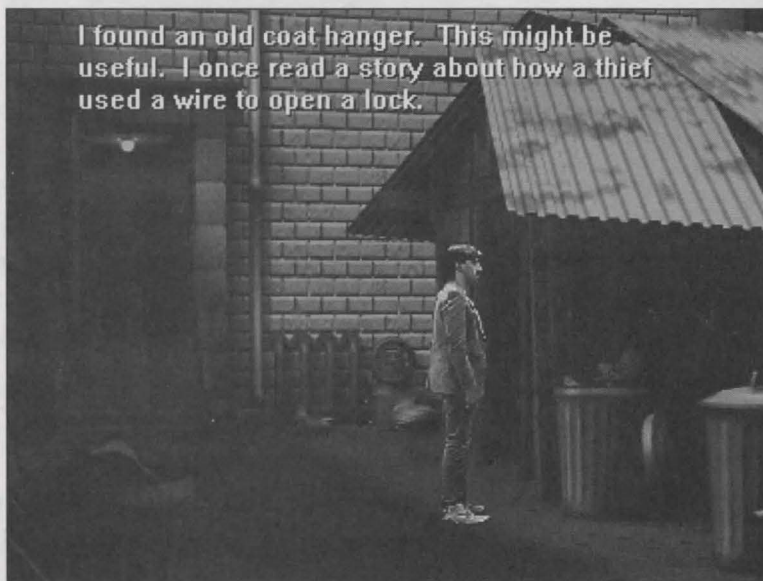
Down in the Alley

When Mike ducks out the back door of the pool hall, he ends up in a ratty alley strewn with trash. You can practically smell the stale beer, old grease, and urine. Mike tentatively pokes through the trash, but he finds only an old hanger. Still, because he knows they can be handy for picking locks, he slips it into whatever huge invisible sack he's carrying that adventurers always have in order to lug their inventory.

Although Mayor Fleming has gotten the homeless off the streets of Crowley, he evidently hasn't

checked the alleys. Mike finds a shack and steps in to check it out.

Along with a cot and a stove (with dinner already simmering—it must be later than you think), the shack contains an amazing assortment of junk. Crowley evidently doesn't have a good pop culture or antique store, or else the owner of this shack could probably buy a condo from the proceeds of his lava lamp, copper pots, stuffed animals, Uncle Sam posters, and more. There's no sign of its mysterious inhabitant, though, so Mike leaves and goes



I found an old coat hanger. This might be useful. I once read a story about how a thief used a wire to open a lock.

Mike doesn't have to dirty his lily-white advertising-executive hands on the trash behind the pool hall. It's easy enough to slip an old hanger from the piles of junk.



back through the pool hall, where Jimmy and Melissa are as gracious as ever, and onto the street.

In the Steps of a Killer

Although a week has passed since Rita's murder, Hank may be right when he suggested retracing the steps that led to her death. Maybe a visit to the crime scene will turn up some evidence the sheriff missed.

Go to the map screen and double-click on the carnival photo. When Mike arrives at this grassy knoll (more Kennedy connections?), he sees that the carnival is locked tight, so he'll have to wait until later to use his ticket.

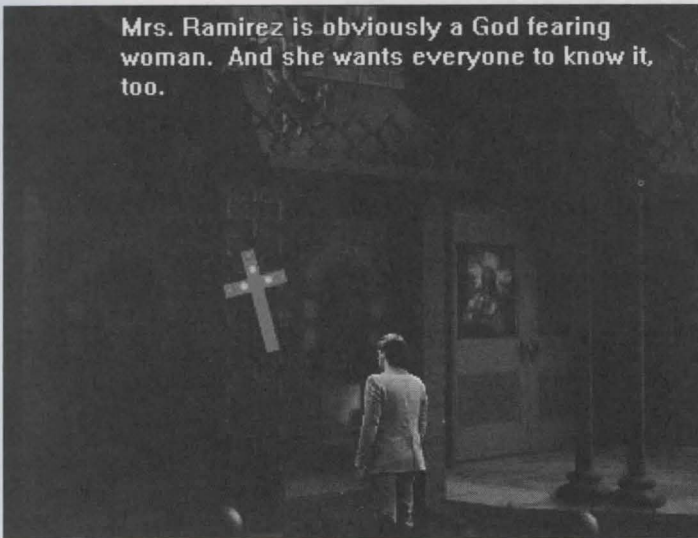
The widow isn't very merry, but you wouldn't be either if you thought evil were corrupting your town.

The Ramirez Mansion

Take a left from the carnival gate, and you end up at the Ramirez mansion. Although Mr. Ramirez is, of course, no longer among the living, a conversation with his widow wouldn't be out of place. Judging from the size of the

place, Mrs. Ramirez was left very comfortably off. But she may have problems of her own—the Victorian mansion is ostentatiously covered with Christian symbols. The neon crosses and sprouting cherubs don't really go with the dark gingerbread trim. A window to the front parlor is open, but Mike doesn't see anyone when he peeks inside.

Mrs. Ramirez is obviously a God fearing woman. And she wants everyone to know it, too.





Mrs. Ramirez is home, however, and answers the door at Mike's knock. Although dressed in black, the widow Ramirez doesn't seem particularly devastated by her husband's conflagration. She says she's relying on the church, her books, and her money to see her through. She's lucky to have the money, she says. She had to take the insurance company ("godless swine") to court to get Mr. Ramirez's life insurance because the fire that killed him was so suspicious.

Now she leaves the 100-year-old mansion she inherited only to go to church. The religious icons are there to protect her from the evil she says has infected the town. Vice and decadence are behind every door, the widow maintains. (Perhaps a new slogan for the Crowley Chamber of Commerce? "Come to Crowley! There's Vice and Decadence Behind Every Door!" The population would boom.)

Although Mrs. Ramirez probably has more information than she's sharing, Mike still needs to check out the crime scene. If the widow leaves the house only to go to church, she'll be there if you have more questions for her later.

The Scene of the Crime

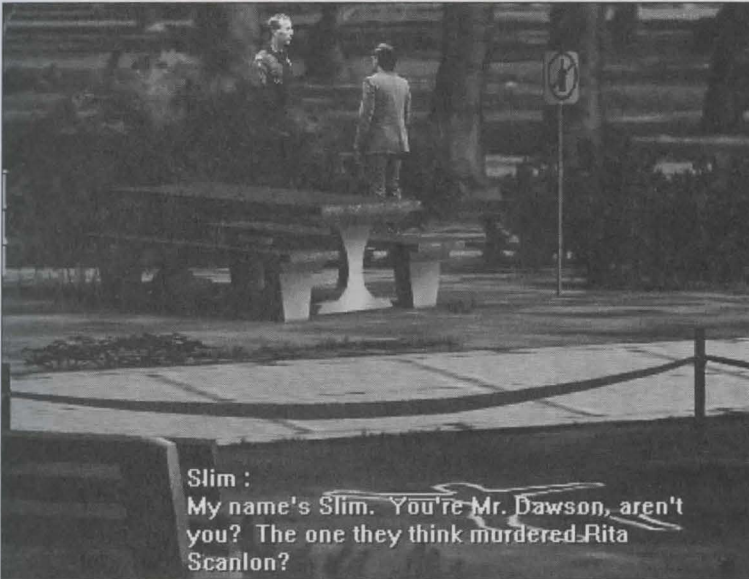
Go back to the carnival entrance, and this time take the path that goes north along the perimeter of the carnival wall. This takes Mike farther into the park, directly to the site of Rita's murder.

Although a week has passed since the killing, you can still see the chalk outline where Rita's body was found. Police tape surrounds the scene, which is, ironically, located across from a family picnic table. Mike's no curiosity seeker, but it seems likely that Sheriff Butler could have missed something in this clearing.



As Mike stares at the spot where Rita met her violent end, the bushes beyond the picnic table begin to rattle. Mike investigates and meets Slim, the hapless resident of the shack behind the pool hall.

Slim, a character right out of *The X-Files*, is wearing a Boy



Slim :
My name's Slim. You're Mr. Dawson, aren't you? The one they think murdered Rita Scanlon?

Scout uniform. He knows that Mike is suspected of the killing, but he also believes Mike is innocent. The voices in his head seem to indicate that space aliens are responsible.

Most people would gently lead Slim to a nice rubber room, but Mike considers Slim a kindred spirit. After all, Mike has heard the

Slim, town protector and conspiracy nut, is hiding in the bushes near the crime scene.

voices, too! He's fought those space aliens before! He's thought about buying a uniform! Well, actually, this is where Mike draws the line. Slim believes he is the town's defender against the dark forces, and his Uniform of Protection makes him invulnerable. He tells Mike that the two of them "belong to a much larger world, one that most people couldn't begin to fathom."

Fondness for Rita didn't bring Slim to the park. He thinks the dead librarian was involved with "something unclean." It was the Ancients who killed her. Or Communists. Or O.J. Or maybe a Satanic cult. Slim, it seems, is as much a conspiracy nut as fellow Texan Ross Perot.

But he's evidently seen the same episodes of *Matlock* as Mike and has come to the scene of the crime to look for



the clue the killer always leaves behind. All he's found is a ticket stub from the high-school reunion. He gives this to Mike, who believes it belonged to Rita.

When Mike returns to the Crowley map screen, he develops a piercing headache. It's time to see Dr. Sims.

In this chapter, you added a hanger and a reunion ticket stub to your inventory. Mike's met Hank, Jimmy, Melissa, Mrs. Ramirez, and Slim.



Chapter 4

Interview with a Head-Shrinker

You have nothing else to explore in the downtown area, so move back to the Crowley map screen. Once it pops up, Mike announces he's got a splitting headache. This is always your clue to go see Dr. Sims. Placebos or not, he provides the only medical attention Mike gets.

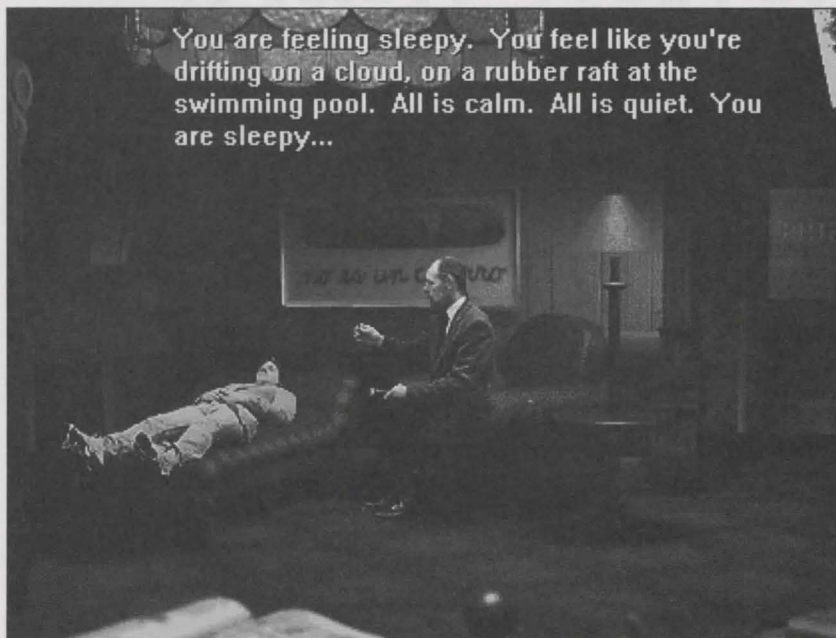
The business district looks better kept than the downtown area. Benches and tables line the shady street, and it looks like someone has bought the real estate and tried to revitalize the area. Dr. Sims' modest office is, surprisingly, located right next to a large hardware store. The town council has probably been trying to pull the owner's lease for months so some trendy clothing store or gift shoppe can move in. Maybe they've succeeded—a sign on the hardware store says that it's closed for two weeks. Mike says Paul Cooper has owned the store for about a year. Paul lives just down the street, across from Rita's house.



Dr. Sims' Office

But Mike's in too much pain to think about urban planning now. He stumbles into Dr. Sims' office and collapses on a leather couch.

Dr. Sims seems reassuring. He's tall and thin, with a receding hairline and a beard. He takes constant notes and says "Uh-huh" at the right times. He's evidently a Freudian, since a large painting of one of Cuba's finest exports bears the legend "No es un cigarro." He sits in a leather chair by the couch. A grandfather clock marks the time for each session, and a desk supports a tall pile of files. The room has no windows, but doesn't seem claustrophobic.



Go to Dr. Sims office whenever Mike has a headache. The psychiatrist can cure the headaches through hypnosis—and precipitate some bizarre visions as well.

Mike tells Dr. Sims about the nightmares he's been having, and that he's also been dreaming about Rita. The psychiatrist calms him, telling Mike that it's not unusual for him to have blocked out the night of the reunion because of the shock of Rita's death.



It turns out that Sheriff Butler is keeping busy. He's already been by to question the doctor, who says he told the lawman he thought Mike was incapable of murder. That's what he claims he told the sheriff, anyway.

You also learn—startlingly—that Jack doesn't know about the Dark World. Mike says that he's told only doctors about the Dark World; they, in turn, seem to think his visions are hallucinations.

Mike insists that he trusts Jack, but Dr. Sims seems to be as suspicious about Jack as Jack is about the doctor. He tells Mike to consider severing his relationship with his friend.

Because the pills (placebos?) he gave Mike don't seem to work, Dr. Sims suggests hypnosis to help explain Mike's nightmares. Mike takes only a little convincing, which proves that he's not played as many adventure games as the rest of us. The hypnosis brings on a terrifying nightmare.

In Mike's vision, he and Rita are outside of the reunion site, but they're in the Dark World. Rita is wearing a very unlibrarian-like black dress (Mike, of course, evidently has only the one outfit), and the two of them are arguing. She says that Mike's become a loner since high school and won't meet her friends; he says she always seems too busy with her reading group or library business to have time for him.

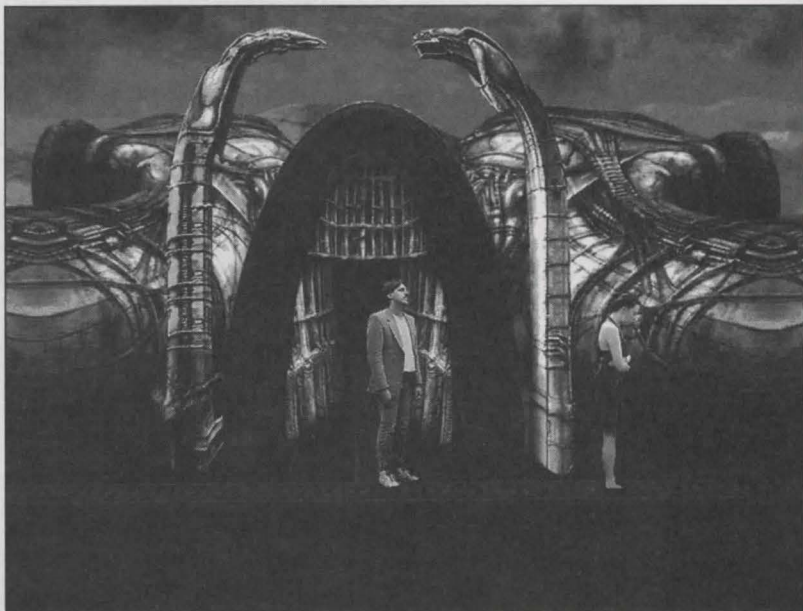
Rita leaves a drunken Mike behind, claiming to be going to meet a friend. Mike calls after her: "I hope the bogeyman gets you!" She walks down a metal grating that ends in a wide



platform over a chasm. She hears a noise behind her, but no one appears. Suddenly the platform gives way, and Rita falls through the hole, past tall shafts, and into a river of blood.

While under hypnosis, Mike remembers having a fight with Rita the night she died.

When Mike awakens from his dream, his headache is gone and he can remember the fight he had with Rita, although he tells Dr. Sims that his memories are fuzzy. They're both pleased with the success of this couch trip and plan further hypnosis sessions. When Mike tells Dr. Sims that he has to go meet Jack, the psychiatrist says again that Jack isn't a good influence on Mike.



Paul Cooper's House

Once Mike is back on the street outside Dr. Sims' office, have him walk past the hardware store and exit to the right. Paul Cooper's house and Rita's old place are down the road.

Paul is so weird that he makes Slim look like the poster child for mental health. He lives in a rundown wood-frame



house recognizable because the roof is covered with patio furniture. Paul's about 10 years older than Mike and can usually be found watering his front lawn... and watering it... and watering it.

As a matter of fact, Paul's entire life seems to revolve around the health and welfare of each little blade of grass. He's taking his first vacation in three years just to water the lawn. "Got to get [it] ready for the Messenger," he says. He'll water his lawn as long as he can. The bill's paid through the end of the month, so unless the world ends before then, it

will stay green that long, anyway. The patio furniture is on the roof so it won't get rusty from all the water.

Paul offers understanding when Mike tells him that he keeps wandering back to Rita's neighborhood. Although he was her neighbor, Paul didn't know Rita



Paul is one strange cookie in a Nabisco town. His lawn should be afloat by now, but he just keeps watering it.

more than to wave "hi" to her, but the murder was terrible news just the same.

Old Man Ramirez was a customer of Paul's as well as a big reader, and the hardware-store owner thinks there's something fishy about his death, too. And as long as he's gossiping, he throws in another tidbit: Jimmy was hanging around Rita's house the night she was murdered. He seemed to have been waiting for someone, but Paul never



saw anyone arrive.

Mike, in his usual subtle way, ends the conversation by saying Paul is just too weird. You've gotta admire that kind of forthrightness—and admire Paul even more for not decking Mike.

Rita's House

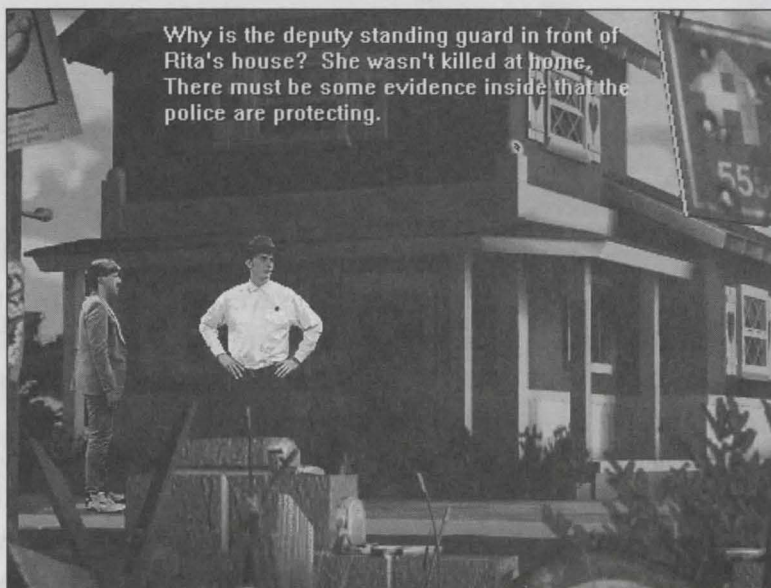
Rita's house is just down from Paul's, but it looks like you've crossed to the wrong side of the tracks. While Paul's front yard looked neat and—god knows—green, the vacant lot across from Rita's house is cluttered with tires and broken toys, and the telephone poles are covered with flyers, including one for a missing dog that resembles one of the toys. A realtor's sign is peppered with bullet holes. Her house, however, is a large two-story job. Deputy Brown stands guard in front of Rita's house, keeping Mike from going inside... for now, at least.

Deputy Brown is reluctant to talk to Mike—and rightfully so. But evidently he's more bored than fond of his badge.

After all, it's been a week since the murder and Rita wasn't even killed in her house. And as far as he knows, he's just trying to keep vandals away until the FBI gets a chance to search the house for additional evidence—or any evidence, for that matter.

Mike, using that subtle touch again,

Deputy Brown is too conscientious to let Mike inside Rita's house, but he will pass along a few rumors.





inquires if he can go in the house. Naturally, Deputy Brown refuses. Then Mike discretely asks when the deputy's shift is over. But it looks like nothing short of an emergency can pull him away. Hmm. Maybe that can be arranged before too long.

Because the deputy blessedly seems lacking in redneck mentality, Mike figures he probably doesn't think much of Sheriff Butler. But it's Mayor Fleming the deputy dislikes. He thinks the mayor called in the FBI to clear up the murder quickly before re-election time.

The vacant lot in front of Rita's house represents the intrusion of the Dark World on Rita's home.

Back at Home

Oops! Don't forget that Mike promised to meet Jack after his appointment with Dr. Sims. Because Mike seems to have no way to get in touch with the biker, he had better not keep him waiting.

Jack drives up as soon as Mike sits down on his front porch. He's full of plans to help solve Rita's murder—only he doesn't relate well with the people in town and wants Mike to do the footwork. (Like the prime suspect isn't going to get noticed?)

He picked up more information from Deputy Brown in the diner that morning than the policeman shared with you. For example, the deputy thinks possible suspects in the crime include Mayor Fleming and Doc Larson. Jack agrees with the deputy. He once saw Rita cozily sitting with the mayor in his car. Even more incriminating, Doc Larson seems to have a stream of females visiting him at the



morgue (not your typical make-out spot). And Rita was known to deliver his medical textbooks personally, if you follow the drift.

Of course, Rita seemed to have bulldozed her way through all the eligible and ineligible men of Crowley. Jack also tells Mike that she dated Sheriff Butler before Mike came back to town. That gives Mike three people to check out, and conveniently for you, they all have offices in the Civic Center.

After Jack leaves, Mike zips into the house to speak to his mother. "My life is a living hell," he tells her. In her typically maternal and affectionate way, she replies "Oh, Mike, I can't talk to you anymore. You're just too depressing!" (*Psycho: The Early Years*).

You've not picked up anything new for his inventory, but Mike has now met Dr. Sims, Paul Cooper, and Deputy Brown.



Chapter 5

Fighting City Hall

The Civic Center, an ugly building, houses a lot of ugly business. Three offices are lined up side by side: Morgue, Court, and Sheriff. Mike says that the town joke is “First they tie ’em. Then they try ’em. Then they fry ’em.” That’s another one for the Chamber of Commerce recruitment ads.

A pay phone is located off to the left. Mike tries to make a call, but he doesn’t have any change. The door to the courtroom is locked, but Mike can enter either the morgue or the sheriff’s office.

Sheriff Butler’s Office

Mike says the jail reminds him of Mayberry, and he’s not far off. There’s a jail cell along the right-hand wall, but neither Otis nor anyone else is in sight. A file cabinet is

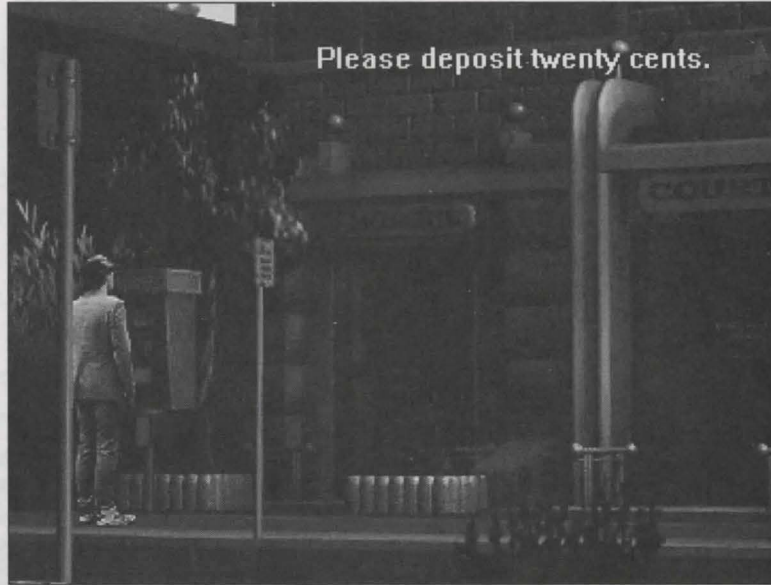


along one wall along with a row of rifles. Both are locked up tight, and Mike's sure not going to be able to get inside while the sheriff's sitting right there reading a girlie magazine.

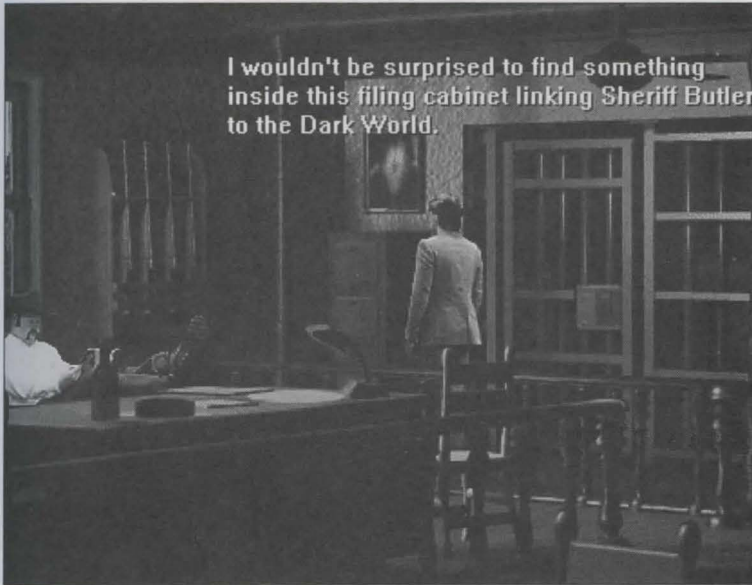
Mike tells the sheriff that he's just getting out of the heat. Sheriff Butler greets him with that hearty glad-to-see-you tone that should instantly put Mike on guard. He continues to badger Mike, asking him if he's there to confess and telling him that killers often follow the investigation of their crimes. But Mike's there on business, and as soon as he's able, he begins his own investigation.

"How well did you know Rita?" he asks. Sheriff Butler doesn't deny having dated Rita. Like Mike, he says that Rita was so busy with her reading group that he dumped her. She had tried to get him to join the group, too, but evidently he's uninterested in reading material that doesn't include a centerfold.

Mike also questions the sheriff about Hank's rumor that Rita's body was found in less-than-perfect shape. The policeman is upset that the body was moved so quickly because it messed up the crime scene. Doc Larson's one strange guy, he confides to Mike. Evidently the good doctor was fired from a hospital for becoming a little too close to some of his deceased patients.



The mayor's not hanging around the Civic Center—at least, not yet. Visit the sheriff and the medical examiner in the meantime.



I wouldn't be surprised to find something inside this filing cabinet linking Sheriff Butler to the Dark World.

The sheriff's office is so familiar that you almost expect Barney or Opie to come charging through the door.

without searching the contents of the sheriff's desk or filing cabinet, Mike finds out that Sheriff Butler, like Deputy Brown, will leave his post only in an emergency. He also discovers that there was no sign of a struggle at the crime scene. Rita must have known her killer. Of course, Rita seems to have been on intimate terms with a great many people in town.

The Morgue

Mike gets quite a reception in the reception room of the morgue. The medical examiner is going at it hot and heavy with someone behind the pebbled glass of the secretary's chamber. And that's not even the strangest thing.

First of all, what's a morgue doing with a waiting room—especially one with a stack of magazines and a ticket dispenser? Crowley probably has its share of unhappy people, but they're probably not lining up to wait to be autopsied. The TV is a nice touch, but a serial killer is

He's none too pleased when Mike asks him why he was fired from the Dallas police force. He left of his own accord, Sheriff Butler insists, to leave the city stress behind and get some peace and quiet. In that case, Mike asks, why don't you do anything about Jimmy? The sheriff just blusters.

Although he leaves



Most people would find that making out in a morgue cramped their style. That's not the case with Doc Larson.

being interviewed. Hardly appetizing. Just the calming influence a town needs when there's a mad killer on the loose.

An electronic lock on the door to the morgue laboratory remains stubbornly shut no matter what Mike tries. Maybe he can sweet-talk his way inside.

When Mike taps on the glass, the clandestine couple hastily disentangles and Doc Larson opens the window. He doesn't fit his Lothario reputation. He's pudgy with thin blond hair and a nasty expression. The pickings sure are slim for the women of Crowley!

Using a flimsy excuse about being busy with a patient, Doc Larson is anything but suave. He blows up if Mike asks him whether he was making out, so tread carefully and soothe his enormous ego. The doctor apparently treats living patients on the side to supplement his income.

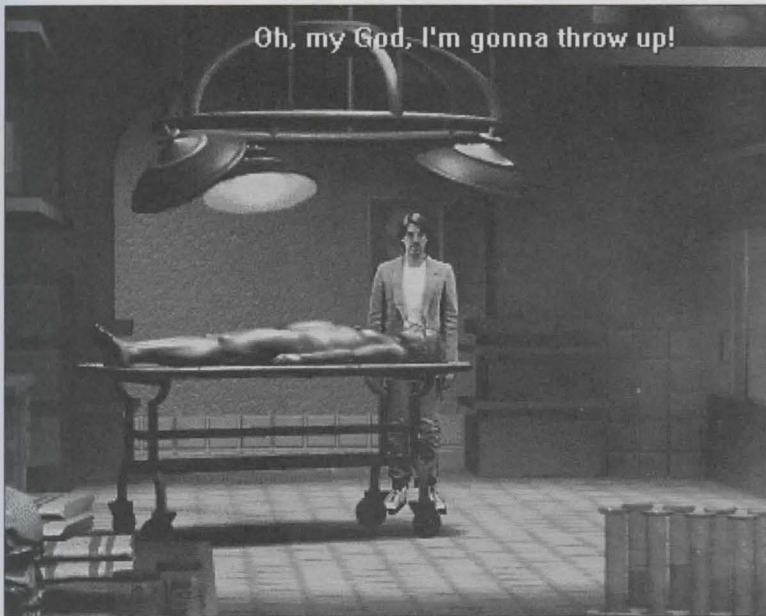
Although Doc Larson won't let Mike read Rita's autopsy



report, he admits rather gleefully that it was a particularly gruesome death. No, he barely knew Rita. She was, um, aiding him with DNA experiments that were sure to get him out of Crowley and into a cushy university job.

Now for the bombshell: Didn't the doctor work for a hospital until he was fired for indecent liberties? This accusation infuriates the doctor to such an extent that he slams his fist down on the counter. Snick! He accidentally opened the electronic lock!

Doc Larson evidently goes elsewhere in the building to work off his frustration, or maybe to find the woman he



It's a good thing Mike didn't have any breakfast. He might have lost it when faced with the pleasantries of the morgue.

was with earlier and...work off his frustrations. Mike doesn't have a lot of time, but he doesn't want to spend, a lot of time in the morgue anyway.

At least one person won't be walking out of the morgue. A body is lying on a gurney in the middle of the room. A file cabinet is along the left-hand wall, and the refrigerated compartments where bodies are stored line the right-hand wall. Test tubes and other scientific paraphernalia cover a table. That's probably where Doc Larson runs the DNA experiments he claims will get him out of this backwater town.

Macabre curiosity draws Mike first to the body compartments. He finds Rita in the first one he opens—



most of Rita, anyway. Her head is missing. To make sure Doc Larson isn't using the noggin for some other purpose, Mike checks out the autopsy report from the file cabinet. Ick! Not only was Rita's head cut off with a serrated knife, but her tongue and eyes were gouged out and left at the crime scene.

The file cabinet also reveals an autopsy for the slab-man. His name was Mark Danson, and he was an old lighthouse keeper who walked with a cane. Surprisingly, he died of old age—a rarity lately in Crowley. An envelope from someone named Minnie at the carnival is addressed to Mark, but the envelope is empty.

Hidden among the rest of the files is one other item: Doc Larson's little black book. It's filled with names and, like a sixties playboy, he's rated them with stars. Rita got four stars, proving once and for all that librarians do their research. Jimmy's name and phone number are also included in the book.

Before he leaves, Mike glances at the dearly departed. The old lighthouse keeper has a glass charm around his neck. Mike considers taking it but realizes that the man had wanted to be buried with it.

What Do You Have to Say for Yourself?

Mike could use a little fun to spice up this trying day, so it's time for him to head to the carnival. But before he risks life and limb on the Tilt-a-Whirl, he should check back with the townspeople to see if anyone has turned up new leads or rumors.

Ma Dawson is her usual loving self, refusing to talk about Rita. Paul Cooper and Deputy Brown have nothing



new to say. Neither does Hank. Mrs. Ramirez shares a few details about her husband's death. The insurance company didn't want to pay, but Sheriff Butler investigated the fire and couldn't find evidence of foul play. Mrs. Ramirez is none too fond of Rita; she calls her the Whore of Babylon and accuses her of trying to steal her husband and corrupting the entire town.

Jimmy, too, really goes on the defensive when Mike tells him about the little black book. He says his name is in the book because he used to procure women for the medical examiner and that Rita came on to the doctor, not the other way around. It looks like Rita was a "pro" who used her own methods to augment her regular paycheck. Melissa is cold as usual, puffing on a cigarette.

In his alley shack, Slim tells you he's worried about crop circles near Mayor Fleming's farm. And he has linked Rita's killing to files about JFK in the library.

You've added Doc Larson's black book to Mike's inventory, and Mike's met Doc Larson.



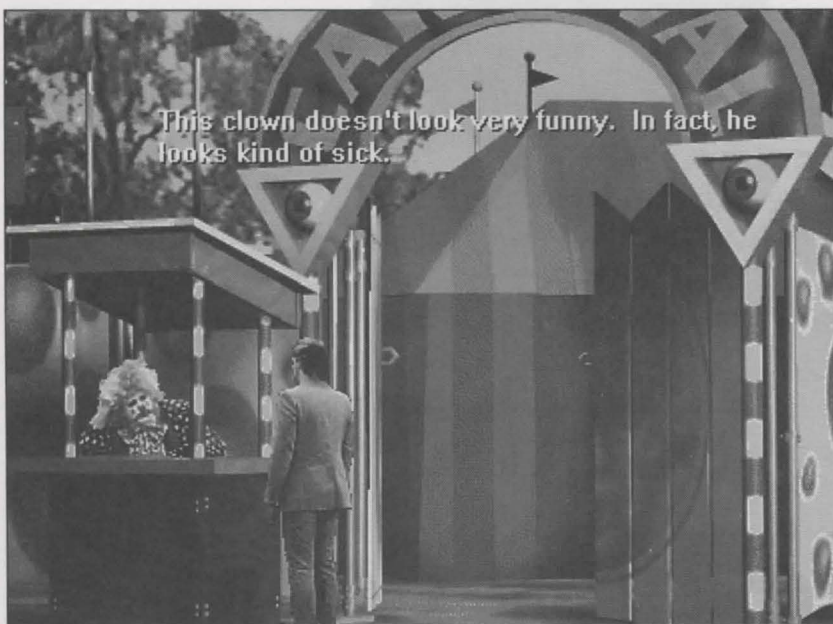
Chapter 6

Let the Sideshow Begin

The carnival has been set up for more than a week, but it's only just opened. Mike has the ticket he got in the mail, so entering the carnival shouldn't be a problem—until he meets the clown.

Clowns, who are among the scariest people on earth, aren't going to get a boost in popularity from the specimen guarding the carnival entrance. It's not enough that he's grim and sarcastic—he's also wearing one of those rainbow wigs usually found on drunken spectators at football games.

Of course, as Mike finds out, the clown's temperament isn't all attitude. This is one sick clown, and, although there's not another carnival attendee in sight, he doesn't want to leave his post long enough to grab his medicine. This is one sick and dedicated clown.

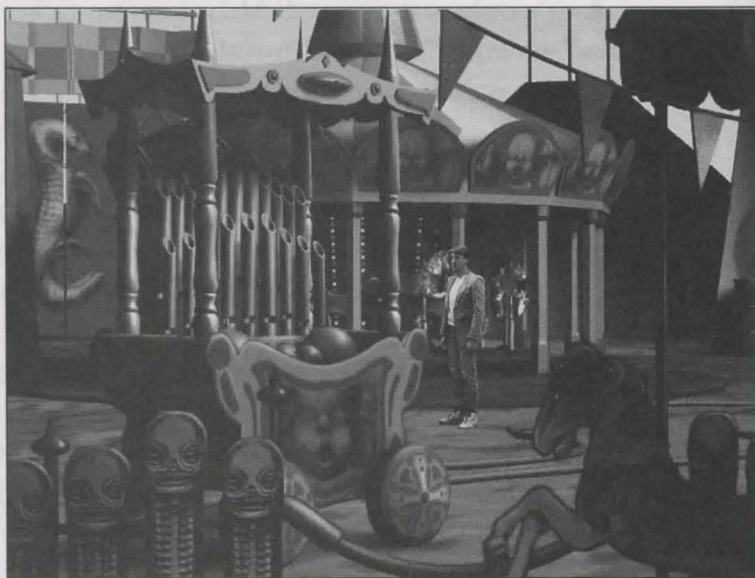


This unhappy and self-proclaimed diseased clown couldn't make the cut at Walt Disney World.

Mike learns the carnival includes the midway, where there are several games of skill and chance. To the left is a sideshow with a weight-lifter, a fortune teller, and a set of Siamese twins. The clown's medicine is in a cooler in the employees' tent. He's coughing up his lungs without it.

The carnival may seem tame, but there's a lot more here than first appears.

As far as rides are concerned, this carnival seems to be a bust. There's no ferris wheel, roller coaster, or bumper cars. A large carousel dominates the first area, flanked by a

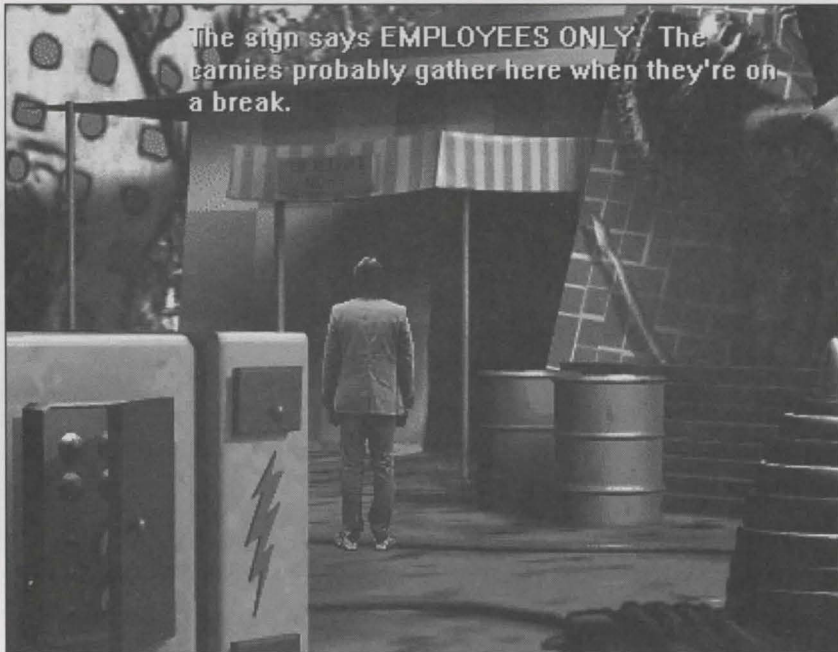




calliope. Four paths lead from the carousel: The exit is to the right, the employees' tent is to the upper right, the midway is to the left, and the sideshow is to the left and behind the carousel.

That clown seems pretty sick, so try to retrieve his medicine first. The area around the employees' tent is typically behind-the-scenes, surrounded by huge cables and scenery. A generator to one side of the screen powers the carousel, but Mike risks electrocution if he touches it. Besides, a clown needs his help!

Too bad there aren't any workers around the employees' tent to help Mike open the ice chest and get the clown's medicine.



Uh-oh, hope he doesn't need it soon. The cooler is inside the employees' tent, but some knucklehead put a huge anvil on it, and Mike's scrawny muscles can't move it. Nothing else inside the tent looks like it would be able to help him. A dressmaker's dummy stands next to the table, and Mike "The Wimp" Dawson is scared to open the crate that's also nearby. The rest of the tent seems full of junk left by the carnies.



Mike ducks back outside the carnival to give the clown the bad news. The clown has bad news of his own: He will die without that medication.

Although he doesn't really have time to stand around and chat, Mike will pick up some bizarre rumors from the clown. He's heard that someone stole the gate receipts last week, that some guy went nuts and blasted the shooting gallery the other day ("The Battle of Midway" he wittily jokes), and that some kids vanished without a trace near the sideshow two weeks ago.

The carnival is decorated with Giger artwork, signs of a strong convergence with the Dark World.

The Midway

The midway includes three games of chance. Each is manned by barkers. He doesn't need money to try the games, but he does need some skill, which he lacks.

Mike will talk to the barkers and try to uncover some information about the carnival. The ring-toss barker, for example, tells him that the missing money turned up. The shooting-gallery incident was also blown out of proportion (no pun intended). Those missing kids, however, might be a different story.

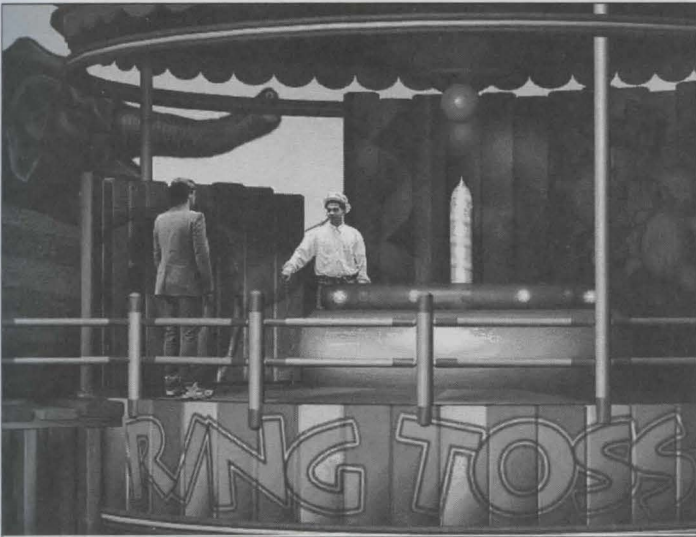
The shooting gallery has some large targets and some skinny rifles. Winners—if there have ever been any winners—take home one of a variety of stuffed animals. Mike's aim is off (no comments, please) so he can't take Ma Dawson home a teddy.

The Wheel of Fortune is straightforward enough. You guess a number and win if it turns up. Mike tries a bunch of different digits, but ends up a loser each time (no



comments, please). He thinks maybe his smiley face magnet might prove helpful in rigging the game, and he's actually able to try it without the barker seeing him, but the magnet won't stick to the wheel's machinery.

The ring toss seems the easiest midway game to win because Mike's handed a fat hula hoop to throw on a stick that's only 10 feet away. But again Mike comes up short (no comments, please). Mike used to be a horseshoe ace, but who knows how close his dad let him stand to the stake.



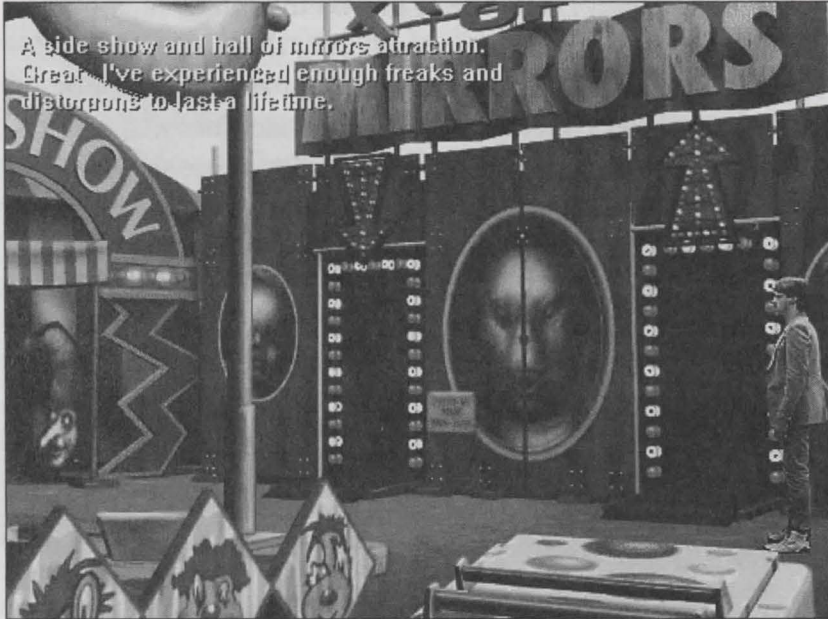
Mike can't seem to win any of the carnny games, even the ring toss with the super-big ring. He must have some trick to learn.

and Daisy (a bow to Disney, perhaps?) are sitting on a couch busily writing notes. They share identical features, although Minnie's hair is blonder than Daisy's. And they're evidently just barely Siamese twins because they have all their limbs and wear dresses that overlap just around their hip. The girls ignore Mike until he tries to touch their stacks of postcards. Unaddressed cards lay to Minnie's right, addressed ones to Daisy's left. Minnie tells him they're not addressed yet. Daisy is blunter, calling him a thief.

The Sideshow

The pathway to the left and behind the carousel quickly leads to a cul-de-sac with a Hall of Mirrors on the right and the sideshow to the back. Naturally, there are no waiting lines, so Mike can step right up and see what passes for freaks in a town that's filled to the brim with them.

Siamese twins Minnie



A side show and hall of mirrors attraction. Great. I've experienced enough freaks and distortions to last a lifetime.

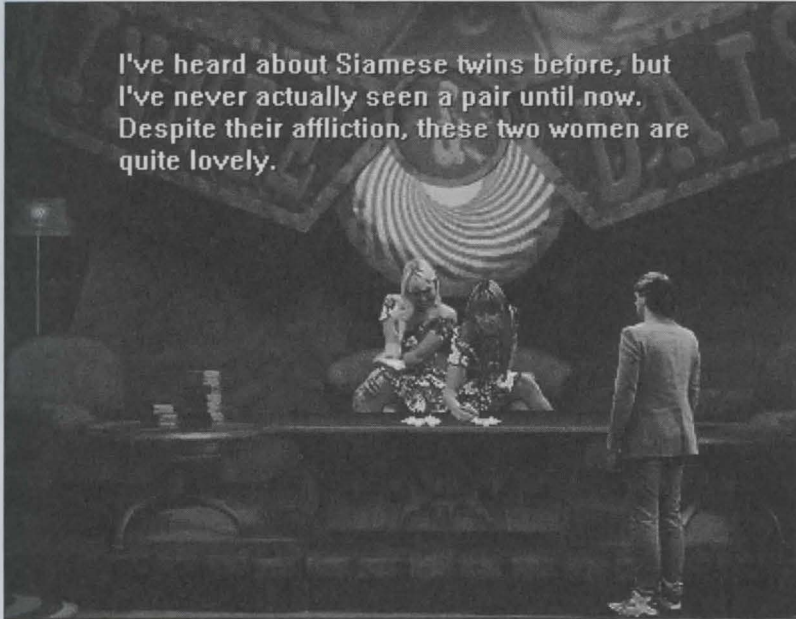
Even the food vendors are taking the afternoon off. But luckily the sideshow attractions are on view just inside the tent.

Mike doesn't know what the big deal is, especially considering the postcards are all written to dead people—*really* dead people, like Genghis Khan, Charles Dickens, and Lizzie Borden. The twins tell him they send the postcards to the local morgue, and they know they get delivered because the recipients send replies through voices in their head. Innocent Minnie hears from a woman, and tarty Daisy hears from the men (don't try to explain how twins literally joined at the hip have had such vastly different sexual experiences).

The voices have occasionally asked favors, too. One of those services was to build the Hall of Mirrors, which the twins designed. It's not hard to solve, Minnie says, if you have the key. And, by the way, does Mike want a postcard? How should they address it? Not wanting to jinx himself because the other postcard addressees have answered the roll up yonder, Mike tries to palm himself off as Philip Marlowe. No luck. His real name produces a



strong reaction in Minnie. She's made a horrible mistake and has sent a letter to the wrong man. Daisy quickly shuts up her sister, and Mike can get no more information out of them.



I've heard about Siamese twins before, but I've never actually seen a pair until now. Despite their affliction, these two women are quite lovely.

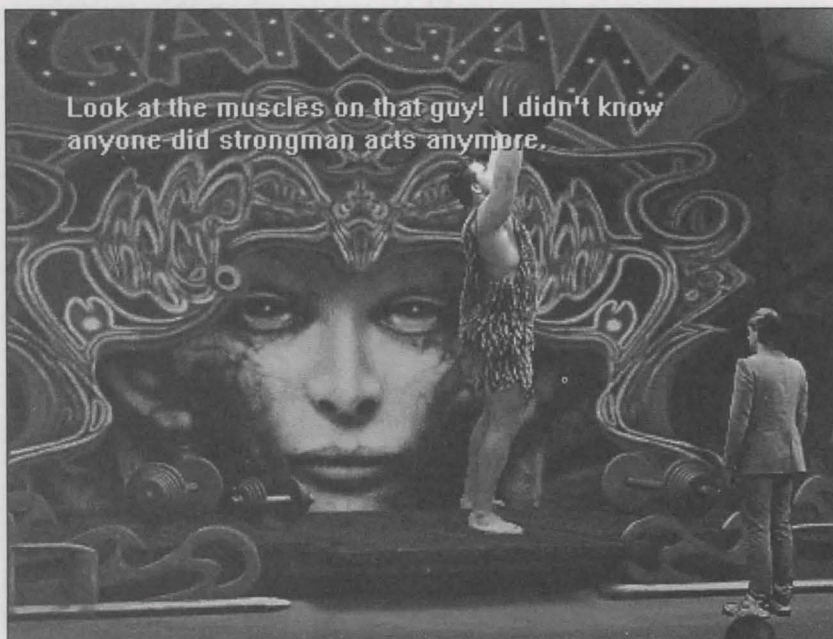
Minnie and Daisy keep themselves occupied by writing postcards to the dead. Well, at least they have a hobby they both can share.

doesn't stop when Mike approaches, so he must interrupt the act. Politely, he asks for Gargan's help, only to be shot down by a manic-depressive with bulging biceps. Gargan is afraid he's going to lose his job because no one wants to see his act any more. Life's just bad these days—has Mike heard about the missing box-office money? What about the missing children and the incident in the shooting gallery?

Mike tries a little pep talk, but he's not the most cheerful of people himself so he doesn't get very far. Gargan even refuses to help Mike retrieve the clown's medicine. It turns out Gargan is on medication, too, but the pills aren't doing him much good (he must be seeing Dr. Sims). "I'm through doing favors for people! No one

An enormous man wearing Tarzan gear is power-lifting an equally enormous barbell in the next room. The legend behind him reads "Gargan," and he looks like he would have no problem flicking an anvil off the cooler in the employees' tent.

The weight-lifter

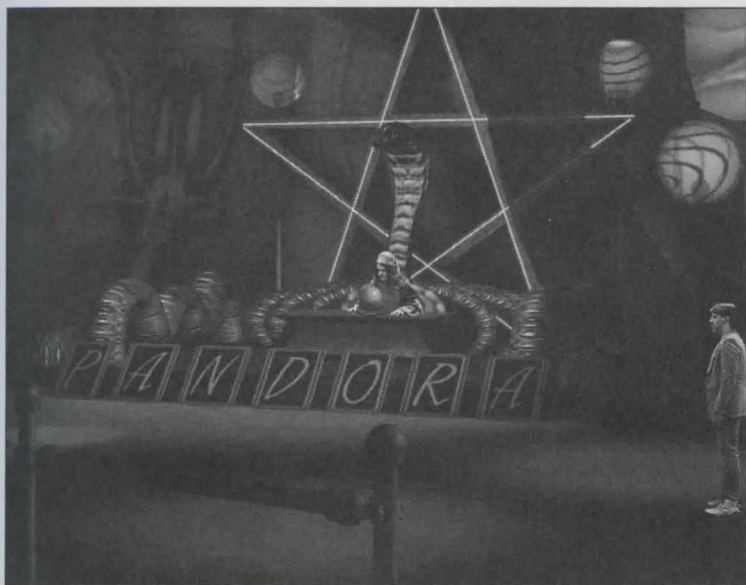


Gargan resembles George of the Jungle only in terms of wardrobe. He doesn't want to help Mike move the anvil, but maybe he can be convinced.

ever does anything for me!" Mike beats a hasty retreat before he gets pounded with a barbell.

The last room in the sideshow tent holds Pandora the fortune teller and her enormous—really enormous—snake Lucifer (Lucy for short). Pandora, dressed like a typical gypsy, is a fount of knowledge, not only about the people Mike's met in the carnival, but also about things he's seen and picked up so far in his investigation. You should pester her with questions, and if she says that her powers are depleted, go outside the sideshow tent and reenter until Mike's asked all the questions he can.

Pandora has a few readings for her fellow carnies. For the clown, she says she sees a distant thunderclap provoking laughter close to home. She sees lightning striking Gargan's head and a cloud lifting from his heart. And Minnie and Daisy mailed a glassy envelope to one



Pandora provides enough useful information to make it worth your while putting up with her snake. Don't stand too close!

who in the morning walks on four feet, at midday two, and in the evening three, but now he sleeps.

Mike, recognizing the Riddle of the Sphinx and knowing what he needs to do next, nevertheless takes time to have Pandora give personal readings on the items in his inventory. Here's the list:

- **reunion ticket:** "I see a hat rack with one of its four pegs occupied."
- **camera:** "I see a church floating over a pool of blood."
- **little black book:** "I see a hat rack with three of its four pegs occupied."
- **coat hanger:** "I see a vault being tried before a judge."
- **smiley magnet:** "I see a wheel with six spokes that turns no longer."

The Glass Key

The Riddle of the Sphinx is thousands of years old, but that doesn't mean it can't trip up the residents of Crowley, Texas. Mike thinks he knows the answer and heads back to the morgue to make sure. Checking Mark Danson's autopsy report again, he sees that the old lighthouse keeper walked with a cane. Voila! The animal that walks on four legs in the morning, two legs in the afternoon,



and three legs in the evening is man (crawling as a baby, walking as an adult, and leaning on a cane when he's old). One other item is found in the file cabinet: an invitation to Doc Larson to lecture before the American Medical Association. That offer would certainly be rescinded if they knew what the good doctor was really like.

Mike takes a closer look at Danson's body and sees that the object hanging around his neck is a glass key—the key to the Hall of Mirrors that Minnie was supposed to have sent to him!

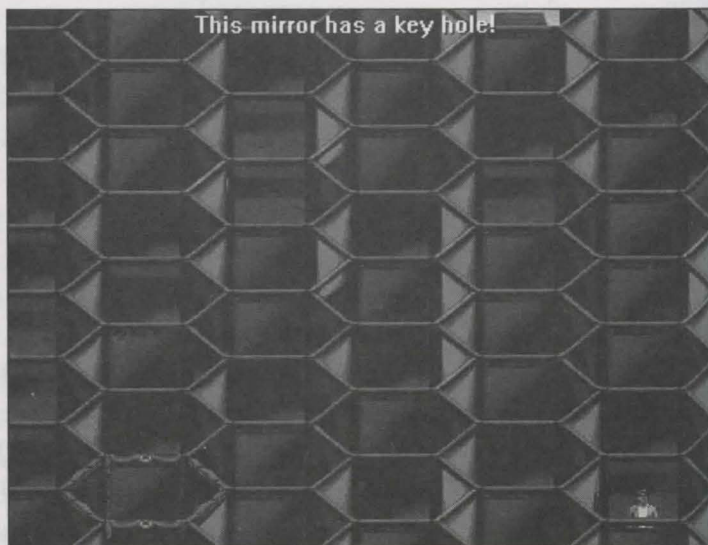
The Hall of Mirrors

Mike has a fear of mazes, as do a lot of adventurers. But the Hall of Mirrors isn't that difficult at all. It's made up of a series of pods, and some of the walls are mirrored, while others are open and provide pathways. One of the pods (second full column from the left, eighth pod from the entrance) is a lot more ornate than the rest. That must be Mike's objective.

Only one thing stands between Mike and that pod. It doesn't matter which door he uses to enter the Hall of Mirrors, he's going to end up by a pod with a keyhole in its mirror (fifth column, eighth pod). But now that he has the glass key, he can open it and move over to the mystery pod.

Once he enters the pod, he finds himself in all-too-

The Hall of Mirrors looks time-consuming, put it's not that difficult. Watch the shadows for openings, and use the arrow icon to see where Mike can go.





familiar territory. He's standing beside an enormous mirror. As he found out in the first Dark Seed, mirrors are portals to the Dark World. It looks like Mike's nightmare is only just beginning.

Déjà vu, man. The Dark World lies just on the other side of this mirror.



You've added the glass key to your inventory and have met the clown, the three midway barkers, Minnie & Daisy, Gargan, and Pandora.



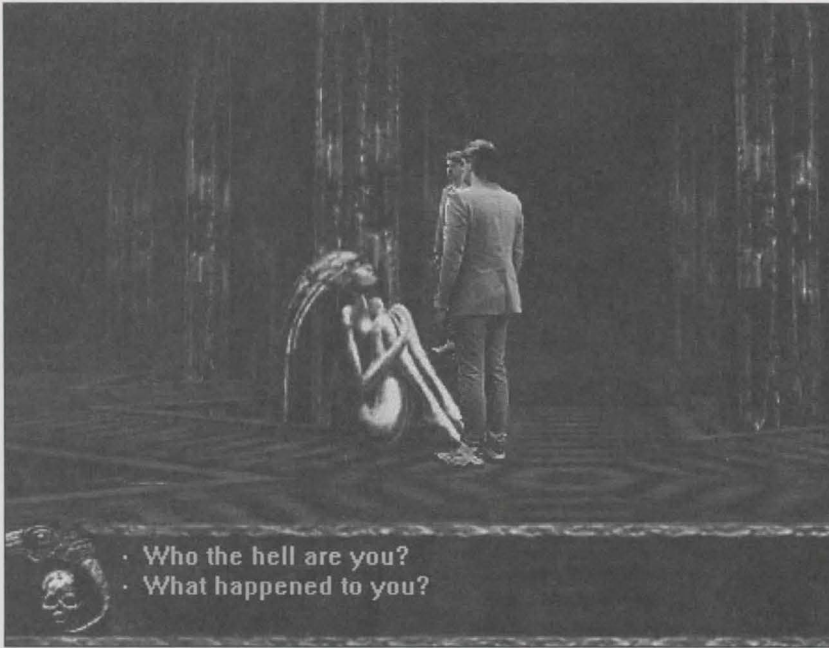
Chapter 7

The Dark World: The Light Fails

Mike steps through the Dark World Portal and crosses to another maze. Remember, everything and everybody in the Dark World is merely an evil, twisted version of the places and people in the Normal World. Mike's back in the Hall of Mirrors maze, but it's the Dark World's Hall of Mirrors.

As he looks around, a gray spirit materializes, then falls to the floor in a fetal position. She looks something like the vision Mike saw in his television. She's obviously ill. Mike, ever the gentleman, says "Who the hell are you?"

The spirit identifies herself as the Keeper of the Light—at least, she used to be. The Ancients have seized the light of which she is the guardian, and unless Mike finds it and uses it to destroy the aliens' power generator, they will take over the Normal World, just as they've already done with the Dark World.



- Who the hell are you?
- What happened to you?

The Keeper of the Light has stayed alive just long enough to give Mike some valuable information.

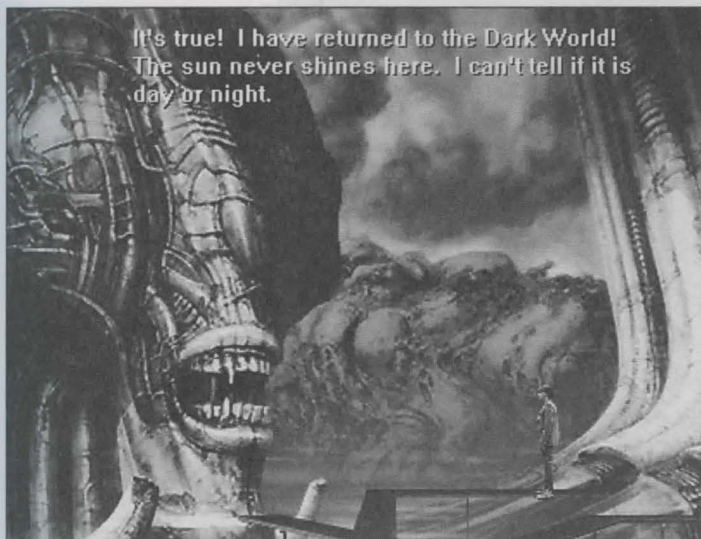
The Keeper of the Light explains how the Dark World had been ruled before the Ancients arrived. The triangle of belief includes three points—the Light (truth), the Scrolls (wisdom), and the Sword (justice). The Ancients already have the Light, and the Scrolls have been missing since The Ancients imprisoned the Keeper of the Scrolls.

The Ancients have built an enormous power generator to feed a machine that's incubating the Behemoth—the beast they intend to set free in the Normal World. Not satisfied with normal electricity or natural gas, the aliens' generator is powered by human brain cells (and they came to Crowley?). Although they imprisoned the Keeper of the Scrolls, they know nothing of the Keeper of the Sword. They disemboweled the Keeper of the Light and threw her in the maze to die, which she silently does, turning to stone.



Ik and Uk

Mike can take either the eastern or western exit from the portal room. Both lead to the Dark World version of the Hall of Mirrors maze. Once he's navigated it, he arrives at the entrance to the Dark World, where the sun never shines and where all the artwork looks like H.R. Giger's, instead of just occasional touches here and there.

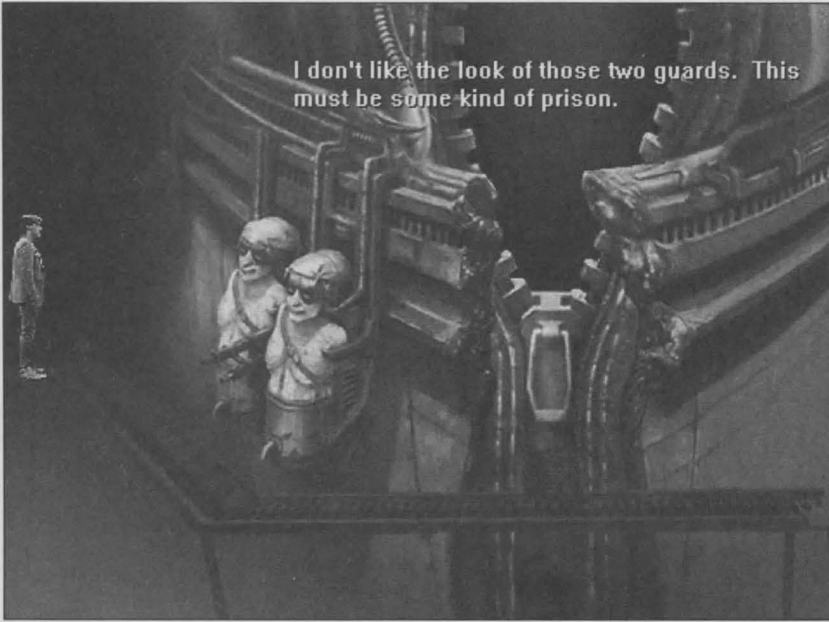


*Toto, I don't think
we're in Texas
anymore.*

Once again, the room is a parallel of what Mike left behind, even though it may look drastically different. Since you've walked out of the Hall of Mirrors, this must be the cul-de-sac with the sideshow. That means the northwestern path leads to the carousel parallel, and the path directly west leads to the sideshow counterpart.

Moving into that room, Mike finds two biomechanoids guarding a walkway. Beyond it is an entrance that looks like an enormous zipper. You can't see what's inside, but Ik and Uk intimate that it's where the Ancients are holding the Keeper of the Scrolls prisoner.

When Mike talks to the twins (remember to start saving your game more often—you can die here, you know), he finds he faces another classic puzzle. Ik and Uk want him to prove that he's the Dark Worlder he claims to be by telling them whether it's day or night. They'll give him a hint, but he has to figure out whom to believe. One of them tells the truth only during the day and the other



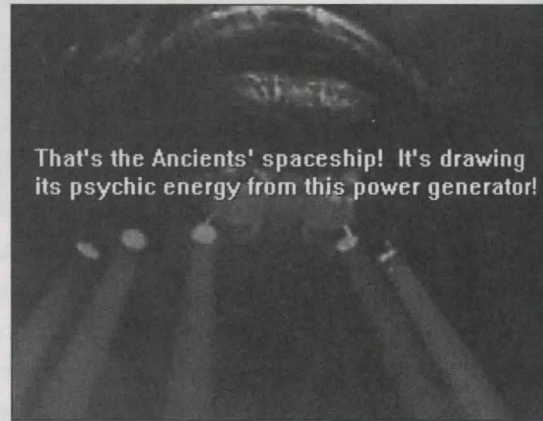
only during the night. Random guessing on Mike's part results in a most unsatisfactory death. He should wait until he has a clue before trying to meet with the Keeper of the Scrolls.

The Power Generator

As Mike approaches the northwestern walkway, the huge insectoid skull drops its jaw to allow him to enter. You immediately know he's found the power generator. Additional catwalks stretch to the northeast, the west, and the south.

The generator is a huge square cylinder etched and implanted with wires and circuits. And heads! While Mike studies the generator, the cylinder rotates, revealing poor Rita's head as part of the circuit. It's no wonder the Ancients

Don't underestimate Ik and Uk. They seem fairly pleasant, but a "liar, liar" effort on Mike's part to solve the riddle results in a melting death.



Rita used to feed impressionable minds as a librarian. Now she's feeding alien minds with her brain cells and psychic energy.

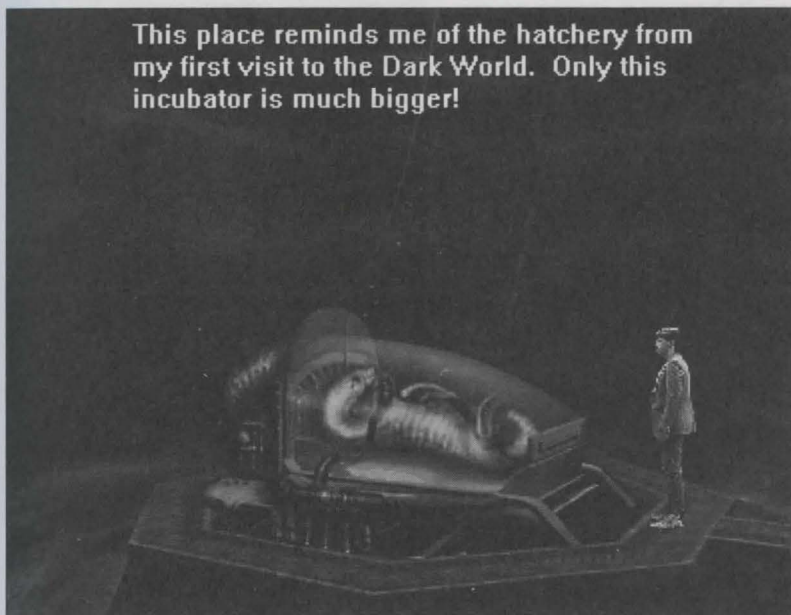


removed her eyes and tongue. They've replaced them with wires that feed off her brain cells. Skulls fill the other sides of the cylinder, evidently waiting for the freshly dead. If he looks up, Mike can even see the Ancients' spaceship, hooked to the generator and drawing psychic energy from it.

A smaller machine rests beside the cylinder. This looks more like a Normal World generator. The machinery includes two curiosities. One is a slot so thin that Mike can't tell if it's designed for inserting something or dispensing

something. The other is a large dark hole. The Keeper of the Light told Mike that the Ancients' Behemoth was also connected to the generator. Following the catwalk to the northeast, Mike finds that cables from the generator stretch to a building that reminds him of the hatchery in the first *Dark Seed* game.

This place reminds me of the hatchery from my first visit to the Dark World. Only this incubator is much bigger!



The Behemoth is now just a fetus, but it's growing stronger minute by minute and poses a true threat to the Normal World.

Inside is a giant incubator holding a huge cognitive fetus. Already the Behemoth looks perfectly capable of destroying the Normal World as easily as the Ancients overpowered the Dark World. The incubator is hermetically sealed, and Mike can't damage the glass or the seal.

Moving back to the power generator, Mike crosses to the west, where the midway was located in the Normal World.



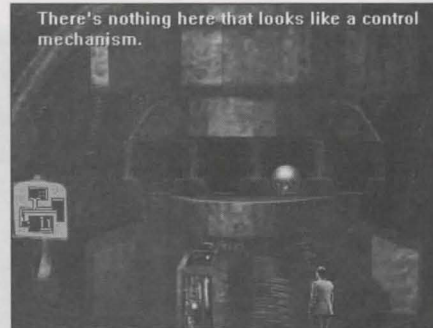
The Machine Walkway

This strip of catwalk mirrors the carnival midway, but if you don't get the point, Mike stops at the first machine and says "I can't tell if it's an electric motor or a shooting gallery." Duh. The three machines along this walk supply power to the section of both the Normal World and the Dark World that's pictured on a power-grid map posted by each one. And just so you won't have to strain your brain with space-relation puzzles, Mike tells you what each grid represents.

The shooting gallery machine features blue oozy heads that pop up on pistons like targets. A large empty component is in front, but nothing in Mike's inventory seems to fit it. The power grid reminds Mike of the Crowley business district.

The next machine features a huge biomechanical woman adorned with a safety pin of startling proportions. This machine, too, has an empty socket, located to the far right. The power map apparently represents the seedy downtown district. Little piggy creatures bob up and down in the foreground.

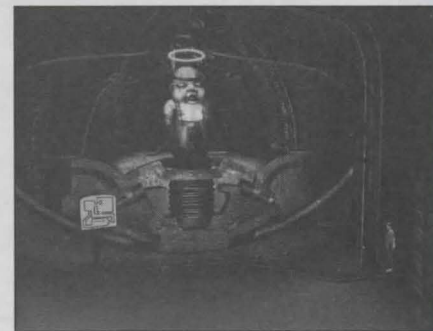
Just for fun, Mike gives a holler and is surprised when the biomechanic answers back. She's almost incoherent, however, because of random magnetic problems. Ah-hal! The magnet that wouldn't stick on the Normal World's Wheel of Fortune works just fine here, thank you very much. Once the magnet's in place, the biomechanic is capable of stable transmissions and tells Mike she's "emanating level 6 magnetic waves from power disc" and "permeating dimensional boundaries." In layman's



There's nothing here that looks like a control mechanism.



This device is definitely biomechanical – part living organism and part machine.



The games on the midway take a creepy turn with these machines, each of which powers a different section of the Dark World and a different section of Crowley, too.



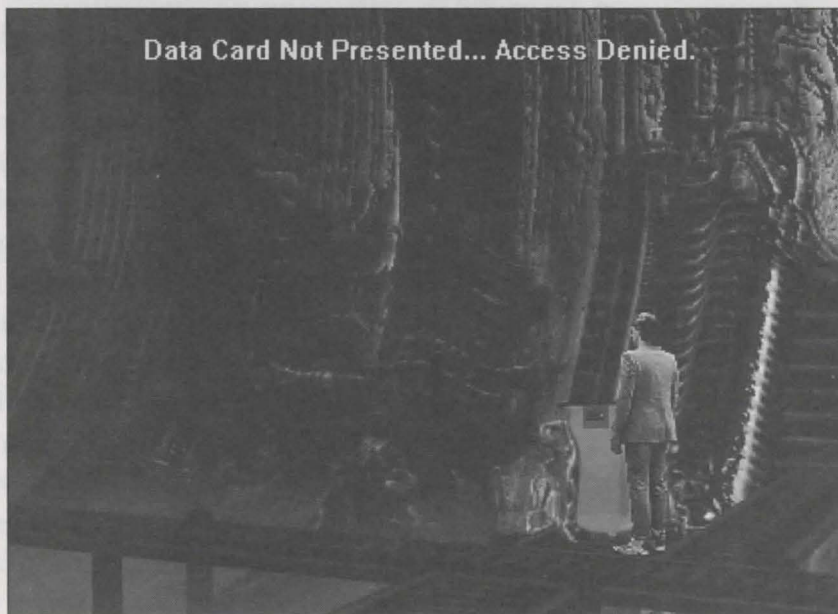
terms, that means Mike has rigged the Normal World Wheel of Fortune.

The third machine is a charmer Mike refers to as “a perverted joining of man and machine.” It features a beastly boy with a halo, of all things, or at the very least a mutant baby on a shaft with a glowing ring over its head. It includes the standard empty slot, and this power grid represents the Civic Center.

Mike doesn't see any type of control console on the machines, and nothing else in his inventory works with any of them, so he retraces his steps to the power generator.

The Power Center

The southern path from the generator is the counterpart of the carnival entrance, only with a mechanical ticket-taker instead of a bitter and dying old clown. Once again, catwalks lead from the power center machine. The one



The door leading back to the generator closes when you reach the power center. You need a data card to get back inside.



west leads to a dead end emblazoned with an enormous cross, which obviously parallels the Ramirez mansion.

The walkway veering toward the east leads to another dead end, but this one looks familiar. In the vision Mike had under hypnosis, Rita walked out onto this platform, which disintegrated under her, and she fell into a river of blood. That's apt because it mirrors the crime scene area in the Normal World.

Mike gets another nasty surprise when he goes back to the power center. He's unable to get back to the generator room because an electronic door has closed. He tries to fake out the center, but it refuses him access because he doesn't have an authorized matrix card.

He obviously can't turn back, so he treks down the catwalk that leads south.

You have added nothing to the inventory, and have met only the Keeper of the Light (now deceased) and Ik and Uk, although you've gotten your first glimpse of the Behemoth.



Chapter 8

Deep in the Belly of the Dark

The path leading from the power center takes you to the Dark World map screen. It's as easy to use as the Normal World map, and it also helps you see the parallels between the two worlds. You'll see one new feature on both Normal and Dark World maps—a new site has exploded onto the map near the carnival picture. It's the portal between the worlds; clicking on it in either world takes you to the map screen of the other world. However, you must first find a data card identifying you as a Privileged Worker to gain admittance.

The photos on the Dark World map mark the power center (which mirrors the carnival), the weaponry area (business district), the Food Hall/Recreation Center (downtown), locked house (Mike's house), and Halls of Government (Civic Center).

Because you don't have any real clue about where to go in the Dark World, follow the same steps you did when



Each photo is located in the same spot as its Normal World counterpart. Notice, however, the new location—a portal between the Dark and Normal Worlds.

Mike explored Crowley. Next stop: the Food Hall, which doubles for Hank's Diner.

The Food Hall

Memo to Whom It May Concern: I've got a new diet aid that doesn't involve drugs, fasting, or exercising. Just blow up pictures of the Dark World Food Hall and attach them to refrigerators. Watch while guaranteed loss of appetite ensues.

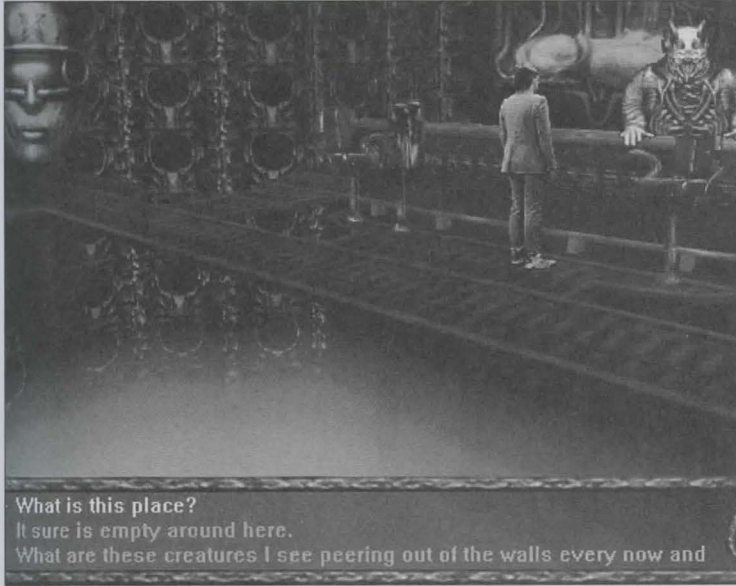
If you thought it would be difficult to eat ham and eggs staring at Hank's dirty apron, you'll have a lot more trouble forcing down a repast in the Food Hall. At least it's not in odorama; Mike says it smells like rotten meat.

A woman's head is suspended on the wall where Hank's jukebox would be. Mike tries to play a tune, but the woman tells him that vermin have destroyed her machinery. Mike can see rat-like creatures peeking through holes in the wall. A bloated and pulsating blob is behind the bar; Mike,



proving himself a wordsmith, says its tubes look like they're filled with a "sickening blend of blood and pus." Hungry yet?

A gray octopus-looking carcass lies on the bar, and when



What is this place?
It sure is empty around here.
What are these creatures I see peering out of the walls every now and

Mike asks to take it, the bartender agrees readily. Mike adds it to his inventory, sticking it—we hope—in a Ziploc bag first. Then he talks to the bartender, who's starved for company (and business) since the Ancients began their reign of terror. Food deliveries have stopped, although he still has some rations of

The bartender in the Food Hall tells Mike that executions are taking place in the Hall of Justice.

liquefied entrails. Wah-hoo. And his only customers are a few Privileged Workers.

Privileged Workers are, for example, the Drekketh Guards and Dark World judges who carry out the Ancients' will in return for special treatment. But the Ancients force everyone to turn over all their proceeds, and the only person brave enough (or foolish enough) to lead a revolt has been locked up next door.

Mike leaves knowing that the bartender is a little nervous talking to an "organic" creature. It's possible that Mike could free the imprisoned fool who led the revolt and enlist his aid in defeating the Ancients.

***Death Alert! Do not order anything to drink.
The indigestion is incredible.***



The Recreation Center

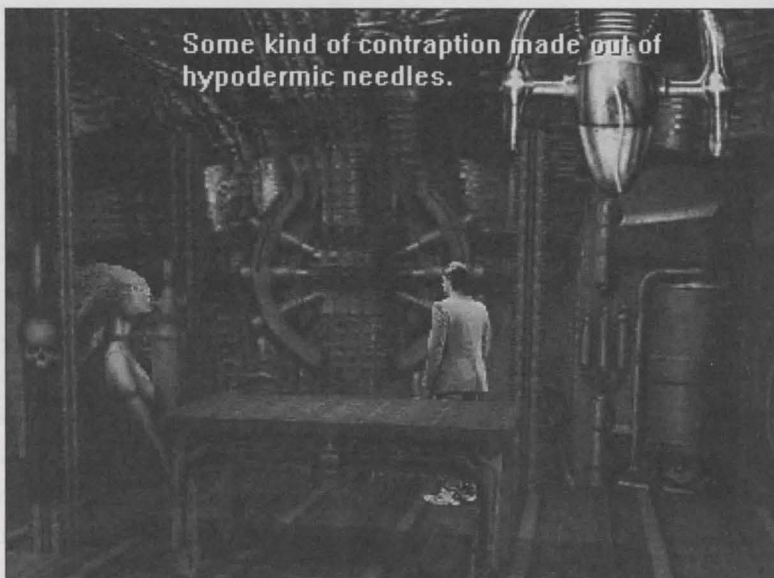
But the Rec Center will disappoint Mike. A door secured by a power lock has replaced the exit, which in the Normal World leads to the alley and Slim's shack. He won't be able to open it unless he can turn off the electricity.

Only three people are in the Recreation Center, but none pays any attention to Mike, who gets lightheaded from the fumes. The Melissa-clone is hooked up to a smoking machine; she tells Mike to leave her alone while she's ventilating. A disembodied head is all Mike can see of the

man using the machine hanging from the back wall. The machine stimulates the user with energy beams, and Mike says he's never seen anyone so deliriously happy. The husk of another man—Jimmy's counterpart—is receiving drugs intravenously; he tells Mike he's floating.

Death Alert! Don't attempt to talk to the man in the happy canister. You'd be in for a shock.

The other objects in the room also seem intended for people with painful dependencies. There's even a wheel of hypodermic needles where the cue-stick rack was in the



Dark Worlders come to the Recreation Center to tune in, turn on, and drop out. It's surprising the joint's not more crowded.



Normal World pool hall. Mike's obviously not going to learn anything from these addicts, so he might as well leave.

The Halls of Government

The best way to see how a government works is to watch it in action. That philosophy, Mike discovers, works a lot better in theory than in reality.

The bartender has warned Mike to stay away from the Hall of Justice, where they don't look kindly on organics. But he needs to find out how the upper echelon of the Dark World works.

The Halls of Government are laid out in a mirror image of the Normal World's Civic Center. So the Hall of Troopers (sheriff's office) is on the left, the Hall of Justice (court) is still in the middle, and the Hall of Death (morgue) is on the right.

Unwilling to venture into the Hall of Troopers, where people are likely to be armed, Mike takes the offices in reverse order. But the Hall of Death offers little to see. Like the Normal World's morgue, it has a "waiting room" with a locked power door that keeps Mike from going farther. The room smells like graveyard dirt, and Dark Worlders are enjoying a wall-mounted torture platform.

Before Mike even steps into the Hall of Justice, he sees a "trial" in progress. A Privileged Worker on a meathook suspended from a mechanized track is brought before a judge whose pointed "dunce cap" attire makes him look like a clown. The judge accuses the worker of rebellion, but because of the worker's many years of service to the Dark World, he mercifully sentences him only to death—not to public humiliation like the leader of the revolt. The obsequious worker, although he had claimed his innocence, thanks the judge for his consideration before the track removes him from the room.



When Mike enters the chamber, he's horrified to see that the Keeper of the Sword has been crucified above the judge's chair. A locked cabinet to the right of the judge is gently glowing; Mike decides it's where evidence is kept.

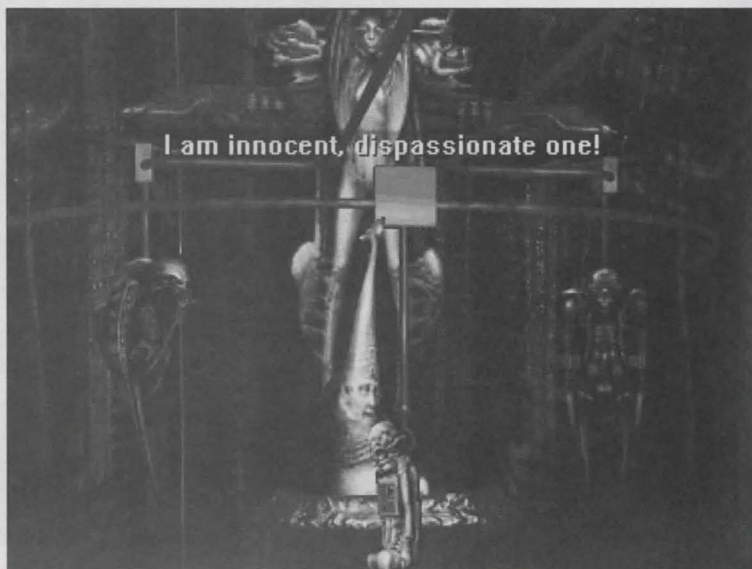
The minute Mike speaks to the justice, he knows he's in over his head. Nothing he says seems to make any

difference. He can

either support the judge's decision to kill the worker or not, he can claim to be loyal to the Ancients or not, or he can claim to be a Dark Worlder or not.

He will be sentenced to death or simply ordered to report to the Hall of Death; either way, it's a trip he had really hoped not to make. The

meathook returns, catches Mike squarely in the back, and whisks him away.



Mike's too late to help the Keeper of the Sword—she's already been executed in the Hall of Justice.

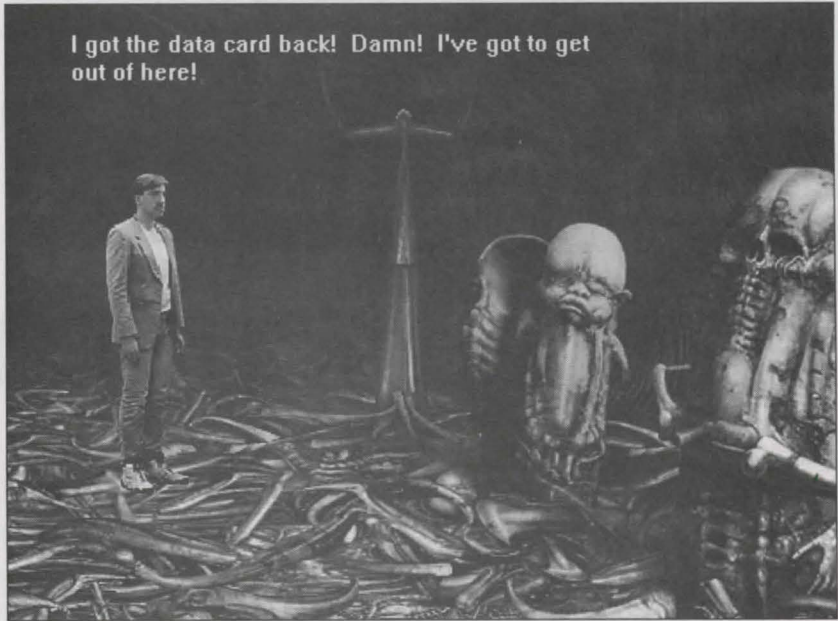
The Hall of Death

Once again Mike's sorry he didn't pack his pockets with air fresheners before setting off to the Dark World. The Hall of Death, charmingly, smells like a mountain of rotting meat. The ground is covered with the bones of a million dead minions, including the latest victim—the Privileged Worker Mike just saw sentenced to death. Luckily, the victim's body pod is still basically intact, including the data card on his belt.



Mike reaches over to pick up the card, but it falls into the center of the room. When he bends over to get it, he finds himself involved in a tug-o-war with a skeleton. Nice shock value, but he pulls it loose in a few seconds and adds it to his inventory.

Mike picks up the all-important data card in the Hall of Death, but he pays for it with the ultimate price—death.



A Note About Combat: Mike's "fight" with the skeleton brings up the point that *Dark Seed II* includes no arcade fighting. Mike will never make you prove that you know fencing as well as he does. So when you hear terrifying tales of the Behemoth and your eventual battle with him, don't get nervous. Even those of us with the most pathetic reflexes can win the game.



But he's still stuck in the Hall. The room has no exit, just a huge number of corpses and a life-force leech Mike remembers—without any pleasure—from his first journey to the Dark World. But he has no choice. He enters the ray of the leech and dies.

You've added the Dark World food and the data card to Mike's inventory. Mike has met—"encountered" would be a better word—the bartender, the Rec Center addicts, and the justice.



Chapter 9

Death Becomes Him

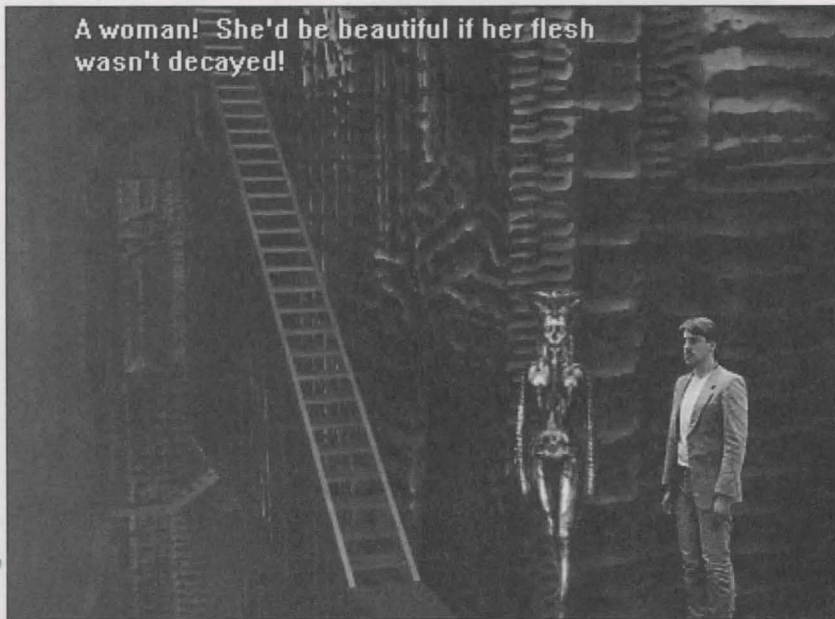
When Mike dies, he is carried to another familiar scene—a ledge between tall shafts. A long staircase leads up from the shaft, and a river of blood runs far below between the shaft walls. This is the river into which Rita fell in the vision he had in Dr. Sims office. While he's trying to get his bearings, another Keeper spirit appears.

"You're in the Underworld, Michael," she says, "the River of the Dead." He knew it had been a bad day, but he hadn't realized exactly *how* bad. The Keeper knows his name because she's been expecting him. As the Keeper of the Souls, she has charge over everyone who dies, or whose "bio-matter has expired."

Luckily, Mike's not exactly dead because it's more difficult to kill people who aren't from the Dark World. The Keeper of the Souls just wants to give Mike a little pep talk in case he's not convinced about how important his mission is. Mike's destiny is to destroy the Ancients and



A woman! She'd be beautiful if her flesh wasn't decayed!



This encounter with the Keeper of the Souls is part of a successful mission. But any additional trips to the Underworld could end your game.

save the Normal World. Some Dark Worlders will help him and pay for the dubious honor with their lives.

And in case Mike needs a visual aid, along comes a shallow vessel of bio-matter moving down the banister of the long stairway. When it reaches the end of the rail, the pan is dumped into the river. That was the Keeper of the Light, Mike's told. She sacrificed herself so Mike could fulfill his destiny. Oh, and the Keeper of the Souls has just one more comment before Mike can leave: If he's careless, Mike will return here. And this time the trip will be permanent.

The Hall of Troopers

When Mike climbs the stairs leading from the Underworld, he falls through the wall onto a catwalk platform near the power center. In a spooky touch, he falls through the Dark World equivalent of the chalk outline in



the Normal World crime scene. It's the most literal dead end in the game.

Mike's work in the Hall of Justice might be completed for the time being, but he never made it into the Hall of Troopers. Not that he's that eager—he had some disagreeable encounters with troopers in the first *Dark Seed*.

He's rewarded for his perseverance almost immediately. The Hall of Troopers reminds him of the police station from the original *Dark Seed*. But a lantern glows brightly on a table amidst dozens of empty cells. Sure, it's guarded by a trooper who immediately starts bugging Mike for his I.D. But Mike has found the Light of Truth, the first of the three objects he needs to destroy the power generator.

As for the trooper, he proves surprisingly easy to



It's payoff time!
Finding the Light of Truth means Mike's got one down, two to go.

handle. Mike just needs to tell him he's there to pick up the personal effects from the executed Keeper of the Light and flash his data card. Then he can treat the trooper as shabbily as he wants. Get him out of the picture (aren't there prisoners he could be torturing?) then Mike can grab the lantern and beat a hasty retreat.

Death Alert: Don't be coy—show the trooper Mike's data card, and don't try any cute tricks with other items in the inventory. Otherwise, success is certainly not in the cards.



The Weaponry Shop

The Dark World version of Mike's house offers nothing of interest—just a locked house-pod with no visible means of entry. So his last exploration stop should be the Dark World equivalent of the business district.

Just as Dr. Sims office is locked unless Mike has a headache, the first building in this business section is electronically locked. But the Dark World hardware shop has some interesting things on view.

Death Alert!: The best way to open the power locks to the sealed doors in the Dark World is to turn off the electricity. If Mike tampers with the locks with his hanger or other inventory item, he ends up more than a little wrinkled.

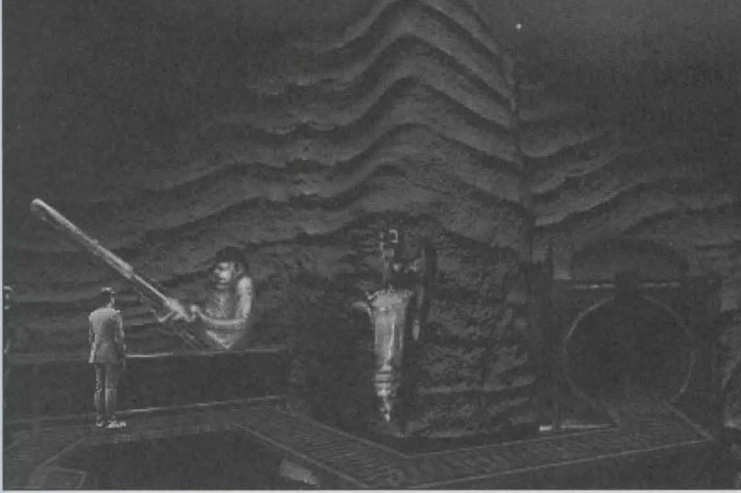
As Mike enters the weaponry and supply shop, he sees a big blue craftsman hard at work on some type of rifle-ish creation. A few weapons are stored in bins around the shop, but the most interesting of them are protected by a force field.

Mike steps up to the counter and engages the Weaponsmith in conversation. Like the other lower-class Dark Worlders, he's friendly enough, but also resigned to his own death. The "offerings" the Ancients require of the population are slowly draining all their life force. The craftsman is valuable to the Ancients, however, because he builds biomechanical weapons that unite with the body so they're controlled by the nervous system like muscle.

The population of the Dark World may be falling every day, but weapons are in high demand, even though it's growing increasingly difficult to procure parts. He can't



Weaponsmith :
I'm a simple craftsman, skilled in the arts of binding metal with flesh. I build biomechanical appendages.



The Weaponsmith promises to trade Mike a biomechanical weapon for a triggering mechanism, which probably can be found only in the Normal World.

finish the grenade-launching crossbow he's making for a Dreketh Guard, for example, unless he finds a trigger mechanism. And if Mike can find one for him, he'll build Mike a weapon.

The Weaponsmith also tells Mike about Goth, the Dark Worlder who tried to lead a rebellion against the Ancients. The Weaponsmith

himself built the power lock that keeps Goth trapped in his room behind the Recreation Center.

And as a final news bite, the Weaponsmith reveals that someone stole the Sword belonging to the Keeper of the Sword before it could be taken to the Hall of Troopers. The craftsman, who constructed the sword, says it's so intelligent that it can sever only "that which should never have been joined." He doesn't know who stole it, but a Dark Worlder came to the shop a few days before it disappeared and asked a lot of questions about it. He didn't recognize the man, who seemed biomechanical at one time and organic the next.

The Temple of the Triangle

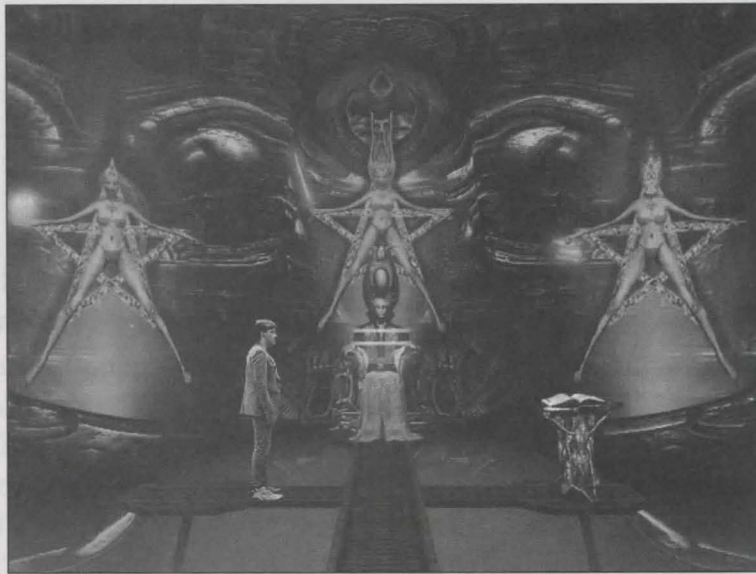
The Weaponsmith proved to be very knowledgeable, but he told Mike that the High Priestess could answer even more questions. Unfortunately, the Ancients have imprisoned her



inside her own temple, which is located just beyond the Weaponry Shop (where Paul's house is in the Normal World).

The temple glows as green as grass amid the stark landscape, and Mike finds it strange that it's unguarded—until he enters and sees that a power beam holds the High Priestess in place. The temple is obviously dedicated to the three points of Truth, Wisdom, and Justice because idols of the Keepers are mounted on the walls of the temple's interior.

The only other object inside the temple is a huge old book with cracked binding. Mike sees that it's called the *Necronomicon*. Taking a closer look, he sees that it tells an interesting story about a human named Mike Dawson who thwarted the Ancients' recent plan. They wanted to create a creature that could live in both the Normal and Dark Worlds by planting an embryo in the human's brain. It looks like Mike's not delusional after all. The events from the first *Dark Seed* actually took place.



A lot of loose ends get tied up in a long chat with the High Priestess.

Major Plot Points Alert: *The story you are about to hear is not only true, but it's vital to figuring out exactly what you're supposed to do and why. Here are the highlights:*



- The temple was constructed as a church for Dark Worlders. The Points of the Triangle was their religion before the Ancients arrived and outlawed worship.
- The Dark World has existed as long as the Normal World. It's the opposite of the Normal World—what is pleasure in one is pain in the other. Normal Worlders have been visiting for eons, traveling through portals found all over the Normal World.
- Dark Worlders, however, die if they cross the portal because they need chaos. Normal Worlders are more adaptable.
- The Ancients drained their own planet and a score of others of life force—the power that keeps them alive—and now they're after the Normal World.
- Machines in the Power Center power the locks throughout the Dark World.
- The credo of the Ancients is “Death Provides Life.”
- Only the Drekketh Guard or biomechanical sentries are interested in whether it's day or night in the Dark World.

The Priestess' House

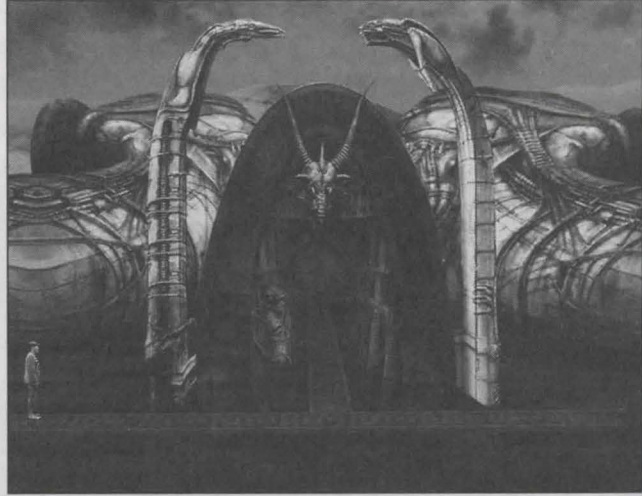
The Priestess' house is located where Rita's house would be, just beyond the temple. There's a guard here, too, who's a lot grayer and plumper than Deputy Brown but just as unwilling to talk. A power lock protects the entrance to the house.



The biomechanical guard looks just like Ik and Uk, so this might be Mike's chance to solve the riddle and talk to the Keeper of the Scrolls. But while Ik and Uk have each other to talk to, this sentry is testy from loneliness. Tread carefully and don't pester him, or he'll vaporize Mike in a flash.

The critter is guarding the house of the High Priestess because the Ancients think there might be secrets hidden inside. No one—not even Privileged Workers or Normal Worlders with ill-gotten data cards—can get inside.

On a different subject, the guard knows Ik and Uk and reports that Ik tells the truth during the day and lies at night, while Uk lies during the day and tells the truth at night. Now Mike has the information he needs.



No one can enter the High Priestess' house, no matter what type of stolen identification he's carrying.

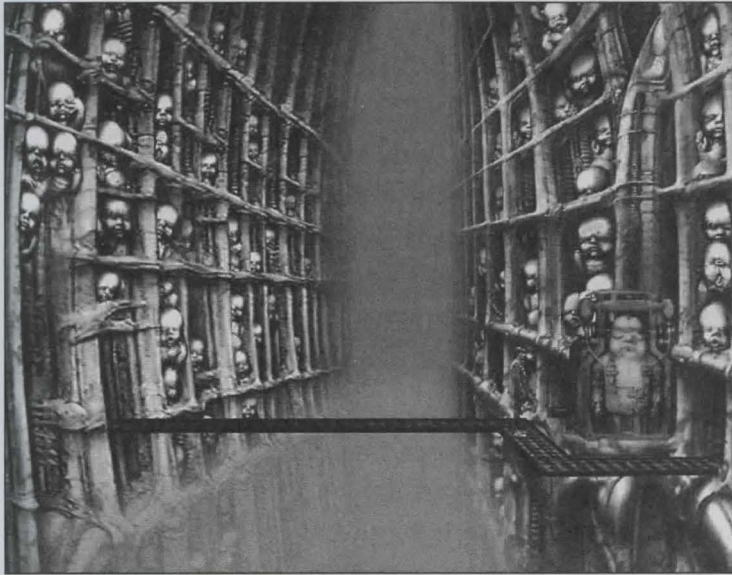
The Keeper of the Scrolls

Returning to Ik and Uk, Mike tells them that he's ready to answer their riddle. You guys playing at home can try either to solve the little logic puzzle or save the game and load it again until you get the right answer. Or you can just read the next sentence.

If when asked "which one of you is Ik?" the left biomechanoid says, "During the day I claim to be Ik. I am really Uk," the answer is "You—on the right. You are Ik, and it is daytime." If the left biomechanoid replies, "During the night I claim to be Ik. I am really Uk," then the correct answer is, "You—on the right. You are Ik, and it is night."



Once Ik and Uk bid Mike to pass (“Oh Privileged One” is a title he could get used to), the giant zipper opens to reveal a catwalk into an antechamber before the Keeper of the Scrolls’ prison chamber. This is



The mutant baby seems to be concentrating on its next meal, but it's not distracted enough to allow Mike to go into the next room unmaimed.

probably the worst room Mike has yet found. It's filled with babies who are constantly feeding and vomiting, and it smells like dried puke.

A mutant ogre baby (Gargan deserves a better counterpart) has feeding tubes attached to both sides of its head, but it seems insatiable. Machine guns are affixed to its trunk instead of arms. If Mike tries to slip

past him, the mutant baby will blast him into oblivion. But if Mike tosses him the Dark World food from his inventory, he can slip past the baby while it's eating. Do it! Do it now and escape from this ultra-icky room.

After the ugliness of the previous room, the Keeper of the Scrolls is a breath of fresh air. She's as beautiful as Mike remembers, and she remembers Mike as well, although this is their first face-to-face meeting (they spoke by phone in the first *Dark Seed* and via TV earlier in this game).

The Keeper finally sets down exactly what the Ancients are planning. The fetus Mike saw in the incubator is the Behemoth, which is capable of entering the Normal World and draining all life from it. Although the Ancients can't enter the Normal World, they've genetically altered a Dark Worlder into a Shape Shifter that's briefly able to assume



The Keeper tells Mike that before she was arrested, she gave the Scrolls to the Keeper of the Sword, who had them when she was crucified.

human form and stroll the Normal World. No one knows what the Shape Shifter looks like, but it's the creature that killed Rita and installed her head in the power generator. Once all four slots on the generator are filled, the Behemoth will hatch.

To destroy the generator, Mike needs to find Goth, who once served the Keeper of the Sword and knows how to use the three points to demolish the machine. To find the Shape Shifter, Mike must search his memories.

But before he can do either of these things, Mike needs to return to the Normal World and find a government leader who will unwittingly help him find the truth.

You've added the Light of Truth to Mike's inventory and have met the Keeper of the Soul, the Weaponsmith, the biomechanical sentry, and the Keeper of the Scrolls.



Chapter 10

The Evidence Mounts

Never one to argue with a smart chick, Mike wastes no time in getting to the Normal World and heading over to the Civic Center. The “government leader” of whom the Keeper of the Scrolls spoke drives up as Mike approaches. It’s Mayor Fleming, Melissa’s husband and Mr. Dawson’s former business partner. He leaves his car by the curb as Mike introduces himself.

The Case Against Mayor Fleming

Mayor Fleming has heard all about Mike’s mental trouble and says, “The missus and I have been meaning to ask you and your mother over for dinner.” Wouldn’t *that* be a cozy meal, even if the Flemings weren’t having, uh, “problems.”

Fleming displays a distasteful nudge-nudge attitude about his May-December marriage. He’s equally up-front about the glamour of the mayor’s job. The insurance

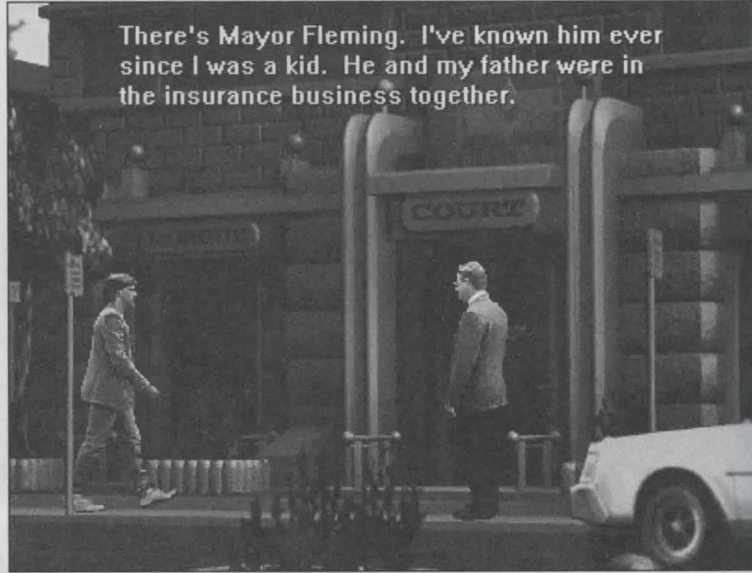


business was full of lies and manipulation, but now he has “ideals, principles, and integrity.”

He claims to have known Rita only slightly; she did some research for his re-election campaign. Coincidentally, some money seems to be missing from his campaign fund. In fact, that’s why he’s at the courthouse—he wants to discuss the shortfall with his staff. Mike has made him late, and he doesn’t even have time to grab the briefcase he left in his locked car. He leaves abruptly.

Mike noticed that Mayor Fleming turned pale when he brought up the murder. He obviously knows—or suspects—more than he’s letting on. Maybe it’s time to add a little breaking and entering to Mike’s list of accomplishments. After all, if he’s caught, he can always plead insanity.

A quick hanger to the car door’s lock mechanism, and Mike’s in. The briefcase reveals a quarter and a picture of Rita dressed in leather with whip accessories. Mike is furious at the mayor, and he believes that Rita must have been coerced into a relationship with Fleming.



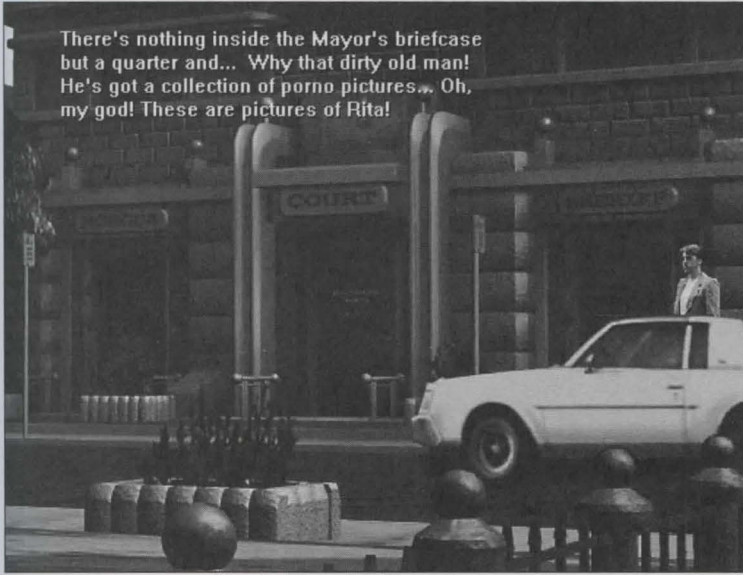
Mayor Fleming is a beloved politician. But he turns pale when Mike mentions Rita.

The Case Against Doc Larson

A second stop into the morgue doesn’t reveal anything new. The Normal World “keeper of the light,” lighthouse



There's nothing inside the Mayor's briefcase but a quarter and... Why that dirty old man! He's got a collection of porno pictures... Oh, my god! These are pictures of Rita!



Mike turns up some damning evidence when he breaks into Mayor Fleming's car.

attendant Mark Danson, is still on the slab and is getting a little ripe. Doc Larson is nowhere in sight, but Mike already has evidence that gives the medical examiner a motive for murder.

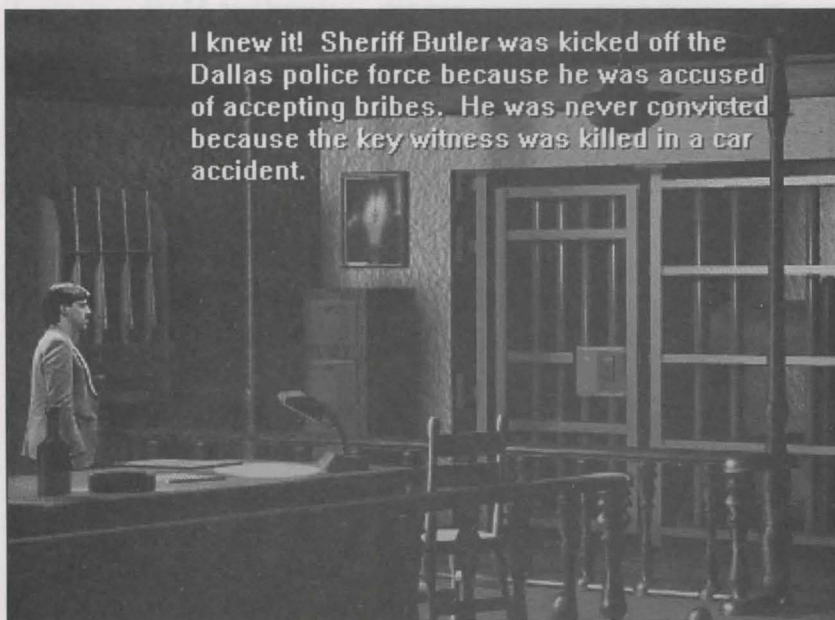
The little black book links him to just about every loose girl in town, and Jimmy has already admitted that he procured women for

Doc Larson's...pleasure. There was also the invitation to speak before the AMA, an organization stuffy enough to cancel if Larson's on-the-job and extra-curricular activities come to light.

The Case Against Sheriff Butler

Now that Mike has a quarter he can finally use the pay phone to get Sheriff Butler out of his office. And in case you didn't realize you needed to get Sheriff Butler out of his office, one of the dialogue choices (along with opportunities to call Mrs. Dawson, 911, Dr. Sims, or Rita's house) is "Maybe I can get the sheriff out of his office."

When the sheriff answers, Mike can either tell him about a car accident on Highway 71, a robbery in progress, or an attempt on Mike's life. But the Highway Patrol handles events outside of town, and Crowley, recent events to the contrary, is still a sleepy burg—the sheriff thinks the murder attempt is a crank call. Go the middle



I knew it! Sheriff Butler was kicked off the Dallas police force because he was accused of accepting bribes. He was never convicted because the key witness was killed in a car accident.

Mike can't search the sheriff's office while the sheriff is there, so provide a distraction with a well-placed phone call.

ground and report a robbery. Either robbery choice (old lady attacked at ATM or hold-up at the Dairy Freeze) will result in the sheriff putting his girlie magazine aside and earning his paycheck.

Even after he's in the sheriff's office, Mike's still unable to get inside the locked file cabinet. But who needs files when the sheriff leaves his incriminating evidence in his unlocked desk? Mike finds a framed picture of Rita—only the glass has been smashed as if by a fist. The sheriff wasn't as unconcerned about their break-up as he indicated. And a clipping from a Dallas newspaper reports Sheriff Butler's indictment for graft.

The evidence gives the sheriff a possible motive for killing Jimmy, who knows about the bribery charge, but not for Rita. His reputation and job are more important to him than some floozy. Just to check things out, Mike stops in to see Jimmy. He asks the thug once again why he was hanging around Rita's house the night she died. Jimmy



claims he was there on business, but Rita never showed up. He doesn't add anything about Sheriff Butler.

On his way to show Jack the evidence he's compiled, Mike stops by Hank's, only to find out that the health department has shut down the diner. Evidently, there was an unexpected rat invasion.

The Case According to Pandora and Jack

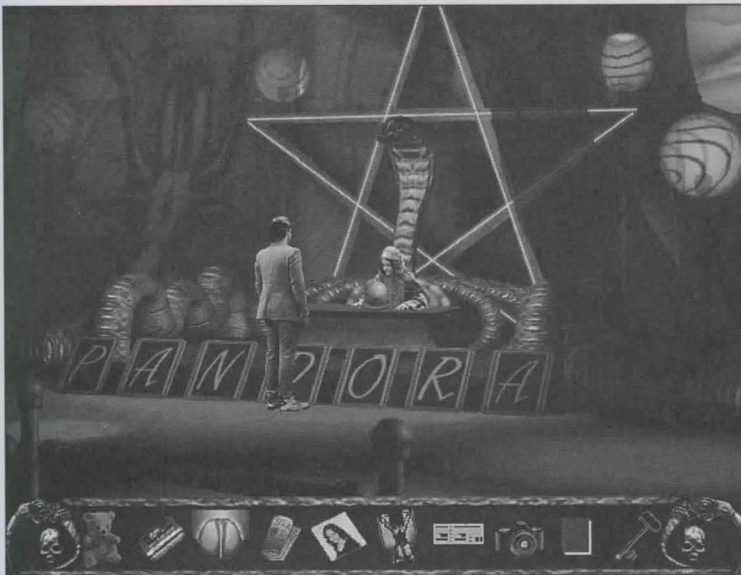
Mike needs to show Jack the evidence and see what his friend has to say. But he also needs an impartial viewpoint—and who better than the Normal World counterpart to the Keeper of the Scrolls? Pandora may not speak plain English, but her instincts are right on track.

And as long as Mike's already at the carnival, he goes around to the Wheel of Fortune on the midway to see if his Dark World rigging with the magnet did any good.

Ta-da! Using the Dark World wheel machine's selection of 6, Mike wins a plush teddy bear for his inventory.

Pandora and Lucy don't seem to have moved since Mike's first readings. Some of her fortunes haven't changed, either. She has nothing new to report about the clown or Gargan. For Minnie and Daisy, she now sees

Pandora's impressions of the items in Mike's inventory can prove invaluable.





“a glass house with three hallways: one full of twists and turns, a second behind a locked door, and the third behind a secret door. This house also casts a shadow into the night.”

When Mike tells her that this is the strangest carnival he’s ever seen—and isn’t that an understatement—she gives him hints about winning the midway games. She sees 1) a smile placed onto a dark circle; pinned lips speak a lucky number; 2) a blacksmith making a mountain out of a molehill; and 3) an ailing cupid whose generosity wins a game of horseshoes. As for the other new items in Mike’s inventory, she foretells:

- **Wheel of Fortune teddy:** “I see a butterfly turning into a caterpillar wearing sunglasses.”
- **Sheriff Butler’s newspaper and photo:** “I see a dog barking at a barren tree.”
- **Fleming’s photos:** “I see a hat rack with two of its four pegs occupied.”
- **glass key:** “I see a door that is much too far from the finish line.”

Jack’s impressions are a little more straightforward than Pandora’s. The bribery charge against Sheriff Butler doesn’t surprise him, and he guesses that the lawman still carries a torch for Rita.

He had already told Mike that Mayor Fleming was different from his grandfatherly image, but he knows Mike must have wanted to kill the mayor when he saw those pictures. The only unusual thing about Doc Larson’s little black book is that he can attract babes after poking around dead bodies all day.

Both Mike and Jack agree that none of the evidence Mike’s found is conclusive. Jack wants to take Sheriff



Butler off the suspect list. But Mayor Fleming could have been protecting his re-election chances—and besides, he's the one bringing in his FBI buddies to investigate. Doc Larson needed a reputation and money if he was to finish his research and get that university position he craved.

The one bone of contention between the two friends is Jack's unwillingness to add Mrs. Ramirez to the suspect list. Her husband was seen with Rita just before he died, but she seemed a lot more merry widow than jealous wife. The insurance money probably did a lot to soothe that green monster.

Mike uses the final shot on his film to catch a picture of Jimmy counting the money Mrs. Ramirez paid him to kill her husband.

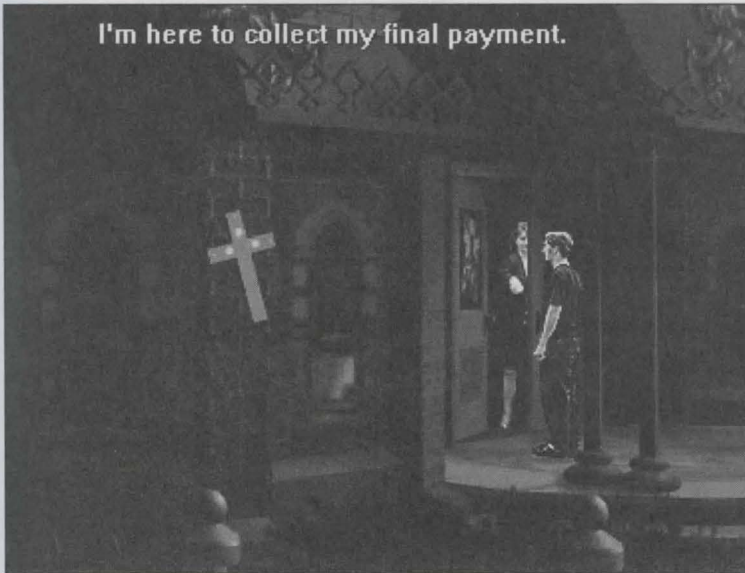
The Case Against Mrs. Ramirez

Even though Jack tells Mike not to bother with Mrs. Ramirez, he decides it's best to err on the side of caution. And his diligence pays off when, as he's approaching the Ramirez mansion, Mike sees Jimmy approaching. The thug knocks on the door and

announces that he's there to collect his final payment. Mrs. Ramirez hustles him out of view, and the two go into the living room with the open window. Mike eavesdrops.

"Come on, lady. You still owe me one last payment for the torch job. Fork it over!"

"You need to learn that patience is a



I'm here to collect my final payment.



virtue, young man! The money's been coming in slow from the insurance company, that's all. Here's the rest of what I owe you. Bless you for your help."

When he sees Mrs. Ramirez hand Jimmy a wad of cash, Mike whips out his camera and takes a picture of the two. Caught in the act! If Rita suspected the pair's plot, they wouldn't hesitate in adding another murder to their tally.

Mike handed over the evidence—the mayor's photos, the sheriff's newspaper and photo, and Doc Larson's little black book—to Jack. He used the quarter and hanger. New to the inventory is the teddy bear he won at the Wheel of Fortune. He met Mayor Fleming.



Chapter 11

The Visions Continue

Witnessing Mrs. Ramirez and Jimmy's discussion has given Mike another headache. He checks in with Dr. Sims for a second hypnosis session. But his shrink wants to talk a little first.

Mike admits he's been having more dreams; he tells Dr. Sims the Ancients are hatching—literally—a new plot against humanity. The psychiatrist thinks Mike's fantasies may be becoming dangerously real to him and suggests they not talk about the Dark World for a while.

The two men pinpoint the time of Mike's latest headache to what he saw at the Ramirez mansion. Mike's decided Rita's murderer is the Dark World Shape Shifter. No, he doesn't have any proof, but he's working on it. Finally, though, Dr. Sims begins the hypnosis.

Mike finds himself floating spread-eagle style and looking down on Melissa and Jimmy in the



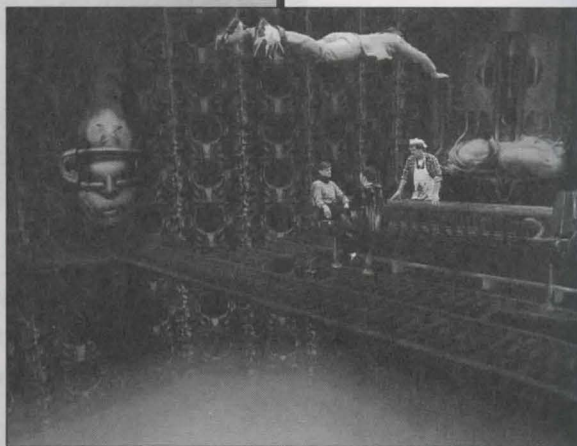
Dark World Food Hall. Hank is on duty behind the counter.

Melissa hands Jimmy some money and tells him she'll have the rest of the cash for him the next night, after she's been able to dip into her husband's re-election fund. Jimmy replies that she'd better have the money—this crime is going to be harder to get away with than torching Mr. Ramirez. And wouldn't Rita be surprised when another of her lovers ends up dead.

Suddenly Melissa spots Mike and realizes he's overheard their conversation. Jimmy threatens him, saying Mike must want to end up dead like Rita and all her other friends. Mike's shoes slowly begin to bleed, and Hank draws everyone's attention to them.

Melissa is disgusted and tells Mike that it's no wonder Rita preferred her husband to him. The bleeding continues until Mike falls down through the chasm under the Food Hall and into the Underworld's river of blood.

In his second hypnotic vision, Mike sees Melissa paying Jimmy to kill her husband.



Once Mike comes out of his trance, Dr. Sims informs him he's been talking in his sleep. Mike hates the mayor, doesn't he? Dr. Sims asks. Mike denies it, saying that he's angry at Jimmy because he killed Mr. Ramirez for having an affair with Rita.

Dr. Sims psycho-babbles and tells Mike he's projecting his emotions. Mike's the one who was jealous of Rita, not



Jimmy. Mike insists he and Rita were just friends who saw other people. But the doctor reminds him that while Rita saw the entire male population of Crowley, Mike never had any other dates.

Mike gets confused and says he needs to ask Jack what he thinks. Dr. Sims advises him just to go home and lie down. Never one to take a professional's counsel, however, Mike runs to tell Jack.

Getting the Goods

While he's waiting for Jack to show up, Mike checks in with his mom, who's still stirring the same old pot. He asks her if she's seen his new tennis shoes. She replies that she hasn't seen them in about a week. They evidently disappeared around the same time Rita was killed.

But Mike and Jack have more important things to talk about than footwear. Mike tells Jack he has a photo of Mrs. Ramirez paying off Jimmy for killing her husband (Jack pockets the camera as he did the other evidence); she may have paid him to get rid of Rita, too.

Jack's not startled at the information. He doesn't think it's a coincidence that Jimmy's name keeps popping up. Jimmy had the inside goods on the bribery charges against Sheriff Butler. Doc Larson had Jimmy's phone number, and Jimmy admitted he got girls for the medical examiner. And Jimmy used to date Melissa in high school and still remains very close to her, close enough so he might want to get Mayor Fleming out of the picture.

Even if Mrs. Ramirez didn't pay him to kill Rita, he might have been angry with Rita for disrupting Melissa's marriage. Mike agrees, saying that even he's angry at Mayor Fleming for fooling around with Rita.

Jack just saw Jimmy heading back to the pool hall, and



he thinks Mike would be wise to talk to him about the evidence. You guys playing at home might think it wise for Mike to go running to the FBI, but that's why you're not Mike's best friend.

Confronting Jimmy

Mike doesn't really get the chance to challenge Jimmy with the evidence he's collected because when he goes into the pool hall, Slim already has Jimmy cornered. He tells Jimmy he's suspected him of everything from the liquor store robbery to the Lindbergh kidnapping. But now Slim's convinced Jimmy killed Rita.

Jimmy shrugs off Slim's "crazy talk" until Slim pulls out a letter as proof. Then he calmly brings out a gun. "That does it, you loon!" Jimmy yells. "You've stuck your nose where it doesn't belong, and now you're going to pay for it."

A fracas breaks out as Slim draws back in fear, and Mike steps between Jimmy and Slim (Whaddya know! He *is* brave!) and dares Jimmy to take him. Then he tries to punch Jimmy, misses (brave, but not skillful), and gets knocked down by Jimmy for his trouble.

When things look blackest, Jack saunters in, decks Jimmy and knocks him out cold. Slim grabs Jimmy's gun and runs out of the room, while Jack helps Mike to his feet. Jack says he was afraid Mike was spoiling for a fight



Jack saves Slim from Jimmy's pounding by knocking him, as folks in Crowley would say, upside the head.



The letter Slim stole from Melissa proves she knew about her husband's affair with Rita. But the sheriff might have trouble believing evidence coming from a conspiracy freak.

and thought he might need some help. Then he leaves Mike with Jimmy's unconscious body. Mike makes sure Jimmy's just knocked out, then goes to look for Slim.

He finds him out back inside his shack. Slim immediately thanks him for helping him in the pool hall. Mike protests, saying the praise goes to Jack, but Slim didn't see Jack. Mike is the one he saw knock Jimmy out cold. Of course, Slim's not feeling well—he's suffering from headaches, too—so he might just have made a mistake.

There's no mistaking the evidence Slim possesses, though. Suspecting Melissa of being up to no good, he stole a letter from her purse. The note was to Mayor

Fleming from Rita, and it leaves no doubt as to whether the librarian was having a fling with Melissa's husband. That alone doesn't finger Jimmy, but Slim saw Melissa hand Jimmy a stack of cash the night of the reunion. That raised Slim's suspicions, especially since he already knew Jimmy had killed Mr. Ramirez. People carelessly talk in front of Slim

because they think he's too stupid to understand.

Slim wants to lie down for a while and see if he can get rid of his headache, so Mike takes the letter and Jimmy's gun from him to hand over to Sheriff Butler. That's a good idea, Slim agrees, because the sheriff wouldn't believe him. After all, the lawman didn't follow up on his information on Jimmy Hoffa's grave, did he?

Mike's now convinced Jimmy is the Shape Shifter who





killed Rita. But when he returns to the pool hall ready to haul Jimmy in, he finds the thug has disappeared. Mike needs to find him before Jimmy adds another head to the power generator's collection.

Goth

But, alas, Mike is too late. When he returns to the Dark World, the power generator includes another victim— Mayor Fleming! Mike should have realized he was next up for the block. After all, Pandora saw “a hat rack with two of its four pegs occupied” when she held the S-and-M photos of Rita. The guy was doomed.

And because we never liked him anyway, we can easily get down to business. A quick examination of Mike's inventory reveals that the sweet little teddy bear has become a yucky, grayish tadpoley thing, no doubt a perfect fit for the open slot in the Dark World Wheel of Fortune. And so it comes to pass.

The machine absorbs the creature and another biomechanic (complete with safety pin) appears. The machine stops working and the power-grid map turns blank as the power goes off. Now Mike can travel back to the Rec Center and open the locked door. If you remember, the leader of the revolt has



Mayor Fleming is the second victim sacrificed to the Ancients.



been imprisoned there.

The puffer and the druggie in the Rec Center haven't changed, but the Dark Worlder using the happy machine has disappeared. Now that the power is off, Mike can safely pick up the machine, which he calls an "ego-massager." Something capable of helping a miserable Dark Worlder to such an extent might even make Gargan put on a happy face.

The electronic door now opens to Mike's touch. The Normal World alleyway has become a cliff; flickering light is visible inside a dark cave. Mike enters and sees a Dark Worlder lying on an uncomfortable-looking cot. The creature is obviously in pain.

"Are you Goth?" Mike asks.

"Go away! Let me die in peace," he answers. The brave

minion is—literally—on his deathbed.

Mike tells Goth he has been sent by the Keeper of the Scrolls. Goth thought as much, and he hopes Mike can find him some medicine. Unfortunately, drugs are no longer being produced in the Dark World. But he's in terrific pain and has been since his exo-skeleton was broken during a skirmish

with the troopers. The pain is so severe that he can't answer Mike's questions until he gets a sedative. The drugs in the Recreation Center are no good because the Ancients use them to enslave the Dark Worlders.

Mike promises to return soon with pain killers. And he's able to keep his pledge. A quick trip to the Normal



Mike can visit Goth once the power has been turned off. The rebellion leader lives in a nearby cave.



World sideshow and Gargan is as jolly as an eight-foot buffed Santa Claus once Mike has used the ego-massager to adjust his attitude. Mike asks him to help move the anvil, but assistance has come too late: The clown has died because he didn't get his medicine in time.

Gargan doesn't seem sad about the death (the ego-massager makes it impossible to feel sad about anything), but he does apologize for starting all the gossip about problems at the carnival. Rumor-mongering won't happen again as long as he's got the ego-massager. In fact, he doesn't even need the anti-depressants he's been taking and gladly hands them to Mike.

Although Goth's risking the same fate, Mike ducks into Pandora's tent as long as he's this close. She forecasts the following for the new items in the inventory:

- **Jack's gun:** "I see a blacksmith making a final blow on the anvil."
- **Rita's letter:** "I see a hat rack with two of its four pegs occupied."
- **pills:** "I see an invalid helping another to his feet."

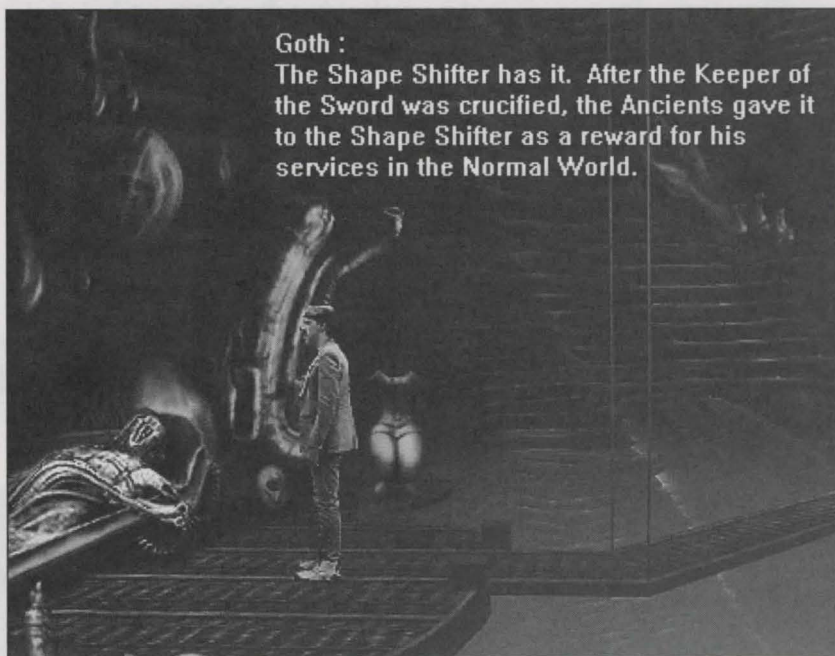
Back at the Rec Center, Mike quickly returns to Goth's cave and hands him the anti-depressants. Goth immediately feels better, but death is not too far away. (Speaking of death, the Food Hall bartender has suffered for his little conversation with Mike. This sacrifice will give Mike another chance at life should he ever be sent to the Underworld again.)

The information Mike gets from Goth largely repeats what he's already learned. Goth led a revolt in which most of the participants died. The Shape Shifter can exist in the Normal World long enough to bring back a human head for the generator, but not much longer. Gathering the Points of the



Goth tells Mike the Shape Shifter now has the Sword, the third Point of the Triangle.

Unfortunately, he can't tell Mike the creature's identity.



Goth :

The Shape Shifter has it. After the Keeper of the Sword was crucified, the Ancients gave it to the Shape Shifter as a reward for his services in the Normal World.

Triangle is the only way to destroy the generator.

A couple of pieces of vital data do turn up: The Scrolls are locked up in the Hall of Justice. And the Shape Shifter has the Sword. The Ancients gave it to him as a reward for his loyal service. And finally, when Mike has all three Points, he should use the Light to illuminate what is dark. With the Scrolls, he should feed the truth into what is false. And with the Sword, he should sever that which should never have been joined.

Games of Chance

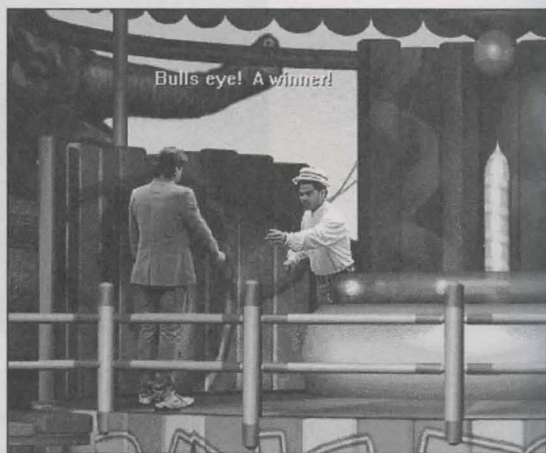
As Mike takes his leave, Goth gives him one last thing—the magnetic crossbow hanging on the wall. It may not have many shots left, but it can set up a permanent magnetic field around anything.

A quick trip to the Hall of Justice reveals that the judge



is still on duty. Even Dark World justice isn't blind, so Mike ducks out before he's noticed and returns to the Hall of Death.

Hoping that the Weaponsmith didn't befall the fate of the bartender, Mike then goes to the weaponry shop so that "the blacksmith can make a final blow." Luckily, the craftsman is still hard at work, and still in need of a triggering device. He's pleased with the mechanics of



Jack's gun and trades Mike a biomechanical arm for it. He installs the weapon himself, but warns Mike that it can be used only on non-sentient objects.

Mike has just the right non-sentient object in mind: the targets at the shooting gallery. He needs to turn off the rest of the Dark World power as soon as he can, and he needs some fluffy stuffed animals to do it.

The shooting-gallery barker will have to make some extensive repairs—Mike nearly blasts the place in two when he uses the biomechanical arm. He wins a toy as well as an admonition never to return.

Just as he's leaving the booth, Sheriff Butler moseys up. He's impressed with Mike's prowess with a weapon. And did Mike know Mayor Fleming was killed in the park? Mike

Dark World weapons come in handy when you're trying to win Normal World games.



blames Jimmy for the death and hands over the letter. The sheriff actually seems to believe Mike. He promises to check on the letter and get back with his findings.

The guy at the ring-toss is more cordial than the shooting-gallery worker, but then he doesn't almost lose his life. Mike shoots the center ring with the magnetic crossbow when the barker's not looking, then pockets the teddy. He's feeling pretty good, but when he travels to the Normal World map, he gets another splitting headache.

The Third Hypnosis Session

Mike's not the first to tell Dr. Sims of Mayor Fleming's death. Doc Larson has already spilled the beans. When Mike calls the medical examiner a pervert, Dr. Sims wonders if Mike is jealous of his relationship with Rita.

Mike doesn't recognize the location of this dream, but he sure knows the main character. Paul Cooper is standing behind a desk wearing a jovial smile. "Welcome back, folks," he says, "Our guest today on 'Let's Make a Death' is Mike Dawson! How are you, Mike?"

Mike is told to choose one of three holograms to learn something about the mystery he's trying to solve. Clueless, Mike chooses No. 1. Rita Scanlon's face appears. She criticizes Mike for being wrapped up in his own little world. Jimmy didn't kill her, and if Mike read a little more, she could have helped him as she did Mr. Ramirez, Mayor Fleming, and Doc Larson.



While Rita's face vanishes, Mike chooses hologram No. 2, and the mayor materializes. Mike just didn't "click" with Rita the way he had, Fleming says. Then he, too, disappears. Doc Larson is the final hologram. "Rita didn't have much time for you, Mike, but she somehow found time to bring me my medical textbooks. You don't suppose that got her interested in playing doctor, do you?"

Mike's jealousy begins to rise as Paul offers him a parting gift: "A beautiful set of steak knives, sharp enough to cut again and again and again!" A horrifying vision of Rita's face appears, run through with several steak knives, the same type of weapon used to cut off her head.



Rita's visage highlights Mike's most terrifying vision yet.

Mike changes the subject, disclosing his guilt at letting the real killer—Jimmy—escape. "The Keeper of the Scrolls chose me to stop the Ancients!" he yells, assuring Dr. Sims publication of a case study in a national medical journal. The psychiatrist warns Mike again to resist his Dark World fantasies, then hypnotizes Mike so that he has none other than...a Dark World fantasy.

Mike mumbled during this dream, so Dr. Sims doesn't know what it was about. Mike reveals Rita's insistence that Jimmy didn't kill her, but now he's convinced that Paul Cooper had something to do with it. Dr. Sims warns him to slow down and not make any accusations just because he's becoming obsessed with the murders.



“That bastard Fleming got what was coming to him!”
Mike says angrily.

The session over, Mike just wants to go talk to Jack. When Dr. Sims repeats his earlier suggestion that he stop seeing Jack, Mike blows his top. Jack’s his only friend, he says, and he was probably right when he insisted that Dr. Sims was a quack. He storms out of the office.

Mike's inventory now includes the biomechanical arm, the magnetic crossbow, and the teddy bears from the shooting gallery and ring toss. No new characters have been met.



Chapter 12

A Rough Whimper of Insanity

Things don't improve outside Dr. Sims' office. An FBI agent named Gannon accosts Mike to question him for murder. "I'm the cop, you're the suspect," he says, just in case Mike didn't realize he was playing "bad cop" instead of "good cop."

The situation goes from bad to worse when Gannon brings up Mike's medical record. He's seen the psychiatric reports and "they had 'psycho' written all over them." Mike tries to explain the Dark World, but Gannon tells him to save it for the insanity plea. He accuses Mike of killing Rita and the mayor.

Gannon continues his inquisition: What's that about a letter incriminating Jimmy and Melissa? No one cares if Sheriff Butler has it—he's off the case. Besides, Doc



Oh no! I think I'm really in trouble. I need to talk to Jack.

Signs that Mike is unraveling are obvious. A rational man just doesn't haul off and punch an FBI agent.

Larson says Jimmy was in the hospital recovering from a fistfight when Mayor Fleming was killed. Mike, the psycho—no wonder Rita dumped him.

Mike flies into a rage, charging Larson with lying. “I loved Rita! I didn’t touch her.”

“Oh, yeah?” Gannon counters. “It sure sounds like everyone else did. She dressed up in leather for the mayor. She was doing the nasty with Doc Larson. But nothing for poor Mike. Makes you mad enough to kill, doesn’t it?”

Evidently, it practically does. Mike lays Gannon low with one blow. Realizing what he’s done, he sets off for home.

Jack Leaves

The news at home isn’t good, either. While Mike’s waiting for Jack, he goes inside to speak to his mother.



He's in real trouble, he tells her. And by the way, is she missing some steak knives? As a matter of fact, a set disappeared about a week ago, his mom says. Disconcerted, Mike asks if she realizes the flowers by the front stoop are dying. The evil of the Dark World is seeping through to his doorstep!

Mike takes a seat on the porch, next to flowers that are in full bloom.

Jack reacts to Mike's trouble in typical tough-guy fashion. "Smart move, ace," he tells him. He doesn't blame Mike for getting angry at Gannon and admits the thought of Rita with Doc Larson or Mayor Fleming would drive him nuts, too, if he were dating her.

The news of Mayor Fleming's decapitation surprises Jack, and he's upset when Mike reveals that Jimmy was in the hospital at the time. But when Mike starts accusing Paul of complicity, Jack tells him he's losing control: Mike needs to resign himself to being arrested' and start preparing for a trial. Jack will even be a character witness, but for now he's outlived his usefulness. He leaves Mike sitting on the bench and rides off on his motorcycle.

Turn Out the Lights

Mike realizes his only chance is to finish his Dark World mission and hope the Shape Shifter is killed along with the Behemoth. He can turn off the power in most of the Dark World now, so he sets off for that other plane.

He's torn by the image that awaits him. As much as he despised Doc Larson, the fact that the guy's head is now part of the power generator means that time has almost run out. The Behemoth is almost ready to be unleashed on the Normal World.



Hoping for a few words of encouragement, Mike goes to see the Keeper of the Scrolls. She has nothing new to say to him, so he's officially on his own.

The two plush animals transform into those fetal tadpoles when Mike crosses over, and they fit snugly into the two power machines. Both come to full stops, and the power-grid maps go blank.

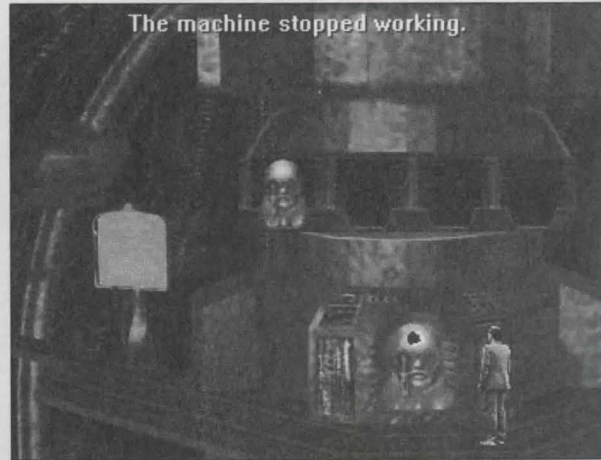
The Hall of Justice is his first stop. The room is now empty, and the cabinet in the back is no longer locked. Inside are the Scrolls of Wisdom. Mike is now two-thirds of the way through his mission.

Mike ignores the Hall of Troopers because it's still empty, but he can now open the electronic door in the Hall of Death—if he wants to. This door is a one-way ticket to the death chamber where he found the data card. And once you're in, you can't come out without a little side trip to the Underworld.

Goth is still hanging on, but he says he expects to die at any time. The bartender, unfortunately, is still dead.

Next Mike goes to the locked building next to the weaponry shop. He recognizes the room inside from his last nightmare in Dr. Sims' office, and he now sees that it is the design room from the original *Dark Seed* as well. A couch rests along one wall, and a long desk takes up most of the room's center. A capsule-like chair is next to the desk.

A clawed tool lies on the desk; it's the cranial wrench used to open



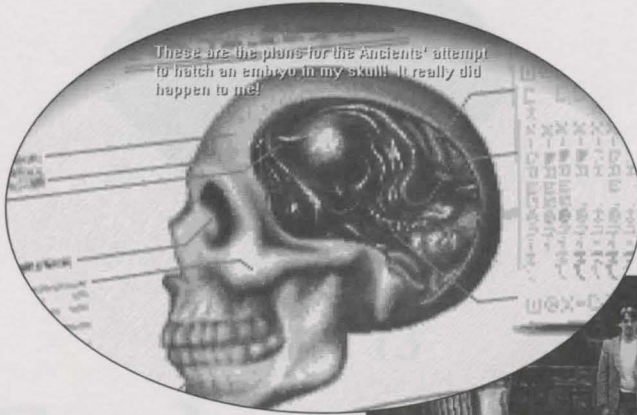
Mike's ready to open more locked doors when the power machines grind to a halt.

The Scrolls of Justice are easy pickings in an empty room with no electricity.





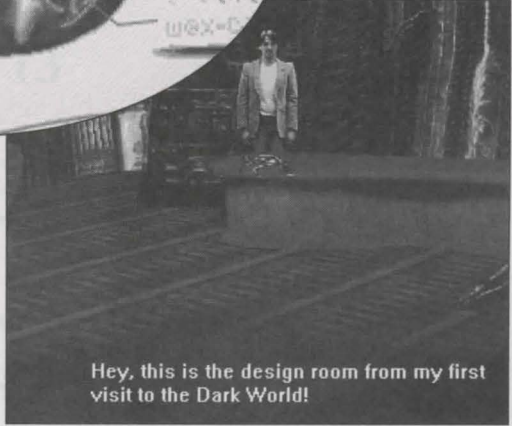
Drawings found in the design room show the Ancients' early plan to force an alien embryo into Mike's brain.



Mike's head and implant the embryo in *Dark Seed*. He adds the cranial wrench to his inventory, but he's getting a very bad feeling about all

this. A little light-headed, Mike's tempted to sit down, but both the chair and couch make him feel uneasy.

A final item in the room makes him even queasier. Plans on the desk show the Ancients' attempt to hatch an embryo in his skull. He hasn't been dreaming or delusional. The attack really happened.



Mike has added the Scrolls and a cranial wrench to his inventory. He's met—and how!—FBI Agent Gannon.



Chapter 13

Explanations Unfold

Back in the Normal World, Mike's at loose ends, not quite sure what he should do. For once Pandora is no help because she can't make forecasts with Dark World objects.

The important thing, however, is for Mike to find the Shape Shifter and recover the Sword. His list of suspects has dwindled: The mayor and medical examiner are dead; Jimmy's in the hospital; and Slim—like Goth, his Dark World counterpart—is none too healthy. Other people, such as Sheriff Butler, Dr. Sims, Melissa, Mrs. Ramirez, and Hank, have disappeared. Mrs. Dawson and Deputy Brown have nothing new to say.

That leaves Paul Cooper, who's done nothing but water his damn lawn while Crowley falls down around his ears. He's too weird even for Mike. And because his Dark World counterpart is the Temple of the Triangle, his house is logically the religious center of Crowley. It's about time to find out exactly what that religion is.



Paul's House

Hey, here's a shock. When Mike walks up to Paul's house, Paul's *watering his lawn*. Gasp! But Mike can quickly end this type of subversive behavior. Grabbing the cranial wrench, Mike goes to the faucet in Paul's yard and turns off the water supply.

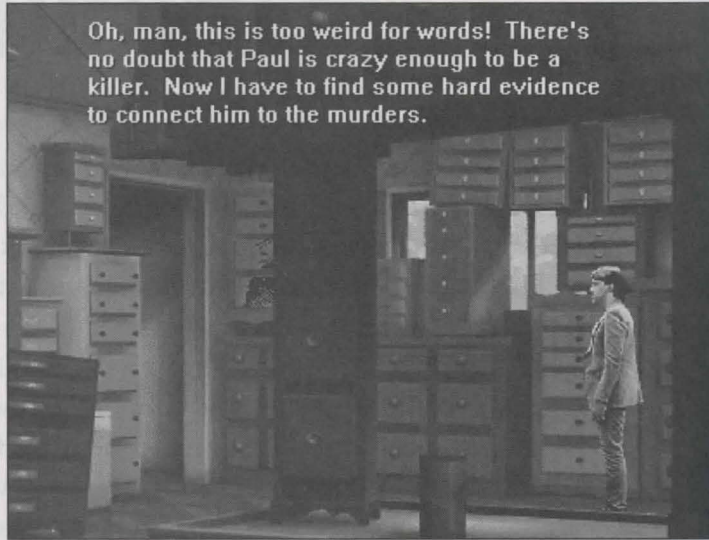
To his credit, Paul doesn't flip out like you'd expect. But while he's calmly walking over to the spigot, Mike gets his first chance to slip inside Paul's house.

If you needed proof that Paul's a strange duck, his living room should provide it. The place is filled with locked drawers—drawers on cabinets, on desks, and on dressers. Mike thinks Paul must keep all his dirty little secrets in the drawers, but there are enough drawers here to store the dirty little secrets of the whole town.

In contrast, Paul's bedroom is normal for a bachelor pad. It actually makes him look more interesting than Mike. At least some books and personal effects are lying around. And how about that big neon cactus? A glance at the desk shows Paul has paid his water bill through the end of the year.

The bookshelf is packed with titles, but Mike can't find anything unusual about them. In fact, Mike can't find anything unusual at all—until he notices scuff marks on the floor where the bookcase was recently moved. He takes a closer look at the shelf until he finds he can swing the entire thing out into the room.

Oh, man, this is too weird for words! There's no doubt that Paul is crazy enough to be a killer. Now I have to find some hard evidence to connect him to the murders.



A whole adventure game worth of mysterious drawers, and you can't open a single one of 'em.



Paul must have used the “Occults R Us” catalog to furnish the tiny room behind the bookcase. Illuminated by a large candle, it features pentagrams, tarot cards, strange posters, and a huge icon of some other-worldly creature Mike knows only from his nightmares. A photograph of Rita, Paul, Mayor Fleming, and Doc Larson—all wearing black robes—hangs by the door, while a poster of H.R. Giger’s “Sign of the Four” is pinned to the opposite wall.

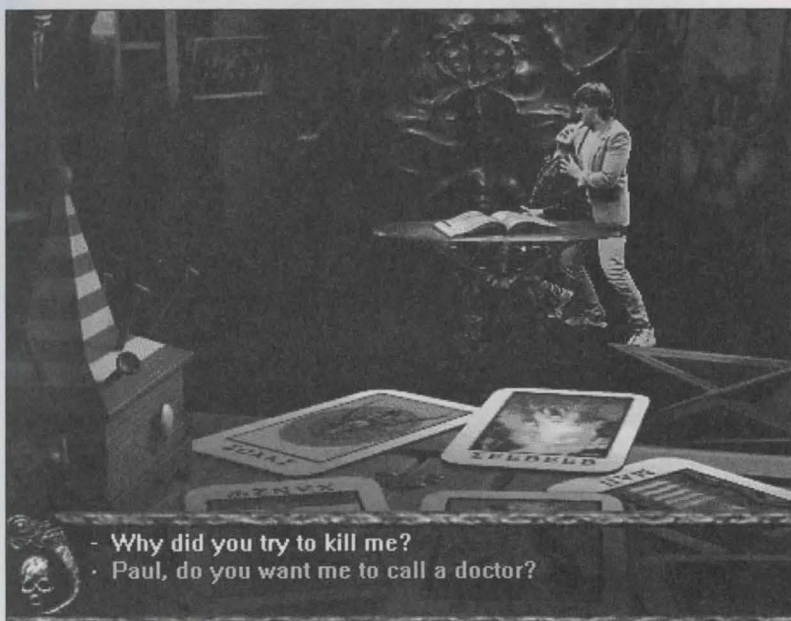
Another copy of the *Necronomicon* lies open on an ornate table. Whereas the *Necronomicon* in the Temple of the Triangle was opened to the page recounting Mike’s adventures in the Dark World, this volume speaks of the “Other World” where spirits of the dead plan to send a messenger to cleanse the “Prime World.”

Notably out of place is a key chain, but no sooner does Mike pick it up than Paul walks into the room, a large knife (a *huge* knife) held in one hand. He accuses Mike of trying to stop the Messenger, then attacks him. Paul is

stabbed in the struggle and falls into Mike’s arms.

With his dying breaths, Paul describes the voices that told him to kill. He and Rita had contacted the spirits of the dead during a seance, and they were told to prepare for the coming of the Messenger. The pair brought Fleming and Larson

When Mike picks up the key chain, Paul comes into the room and starts brandishing a knife. The occult leader is killed in the struggle.



- Why did you try to kill me?
- Paul, do you want me to call a doctor?



into the circle to help with ceremonies, only to find that the rituals made them slaves of the voices. He denies being the serial killer; only one as great and pure as the Messenger can perform such deeds.

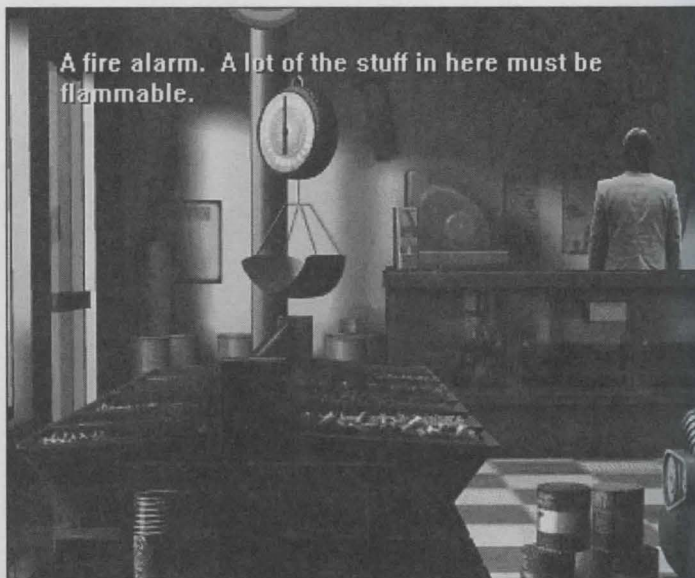
Rita's House

He's in deep trouble now, and Mike knows he's running out of time to find the Sword. He thinks perhaps Paul was the Shape Shifter, even though he denied it. Rita's house must hold the final key to the puzzle.

Before he can get into Rita's house, however, Mike must distract the ever-vigilant Deputy Brown. But now he has the key—or the key chain at least.

Returning to the main business district, Mike uses the keys to open Paul's hardware store. Inside are bins of nuts and bolts, stacks of paint, and reels of cable. An old-fashioned cash register rests on the counter, and a fire alarm is mounted on the wall. Mike activates the alarm (click on it with the pointer), then ducks into the alley between the store and Dr. Sims office while Deputy Brown goes charging in, gun drawn.

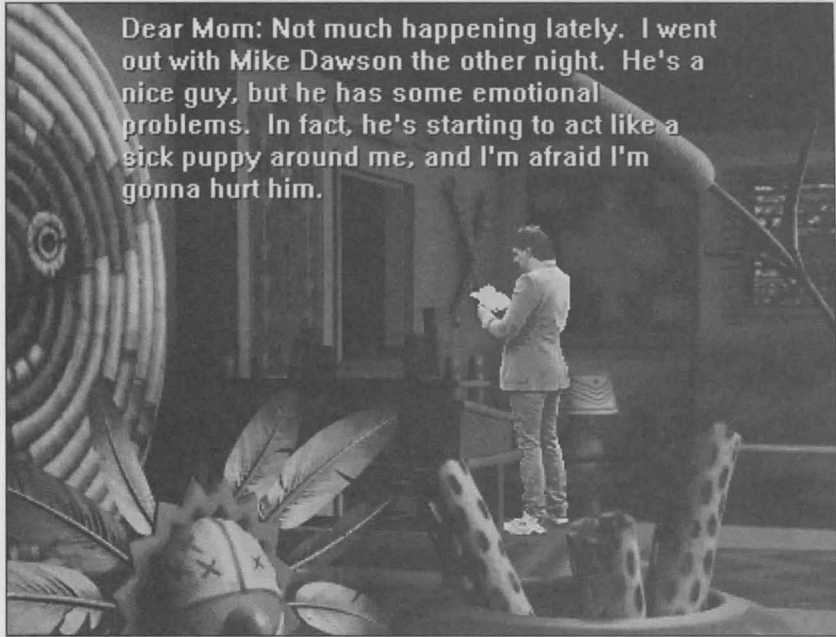
With no one around to stop him, Mike easily walks into Rita's house. Her living room is decorated in Southwestern colors and with Native American art and crafts. A desk is placed just inside the door to Rita's bedroom.



The only way to get Deputy Brown away from Rita's house is to set off a false alarm.



Rita's letter reveals her feelings for Mike, and he's not pleased with the truth.



Mike searches the desk—and soon wishes he hadn't. Rita's left behind an unmailed letter to her mother, in which she mentions the crush Mike still has on her after all these years. She writes that he follows her around “like a sick puppy,” and she thinks he has emotional problems. She's much more interested in her cute neighbor Paul, a member of her reading group who's “tall, handsome, and good at fixing things around the house.”

In a cheerful closing, Rita says Paul has given her a pass for a free psychic reading at the carnival, and she'll let the family know what the future holds for her. Irony rears its ugly head once more.

Mike is furious at the note. He calls Rita a bitch for toying with him, and he expresses happiness that he killed Paul. But he needs that pass; Pandora may be the only person who can help him figure out what he needs to do.



Moving into Rita's cramped bedroom, he searches in vain. Her dresser is locked, and nothing turns up in the closet. But what's that stuck in a corner of the mirror? Great! He's got the pass, written on one of Pandora's business cards. But Mike takes a closer look in the mirror. Geez, he looks like hell. He looks like...Jack.

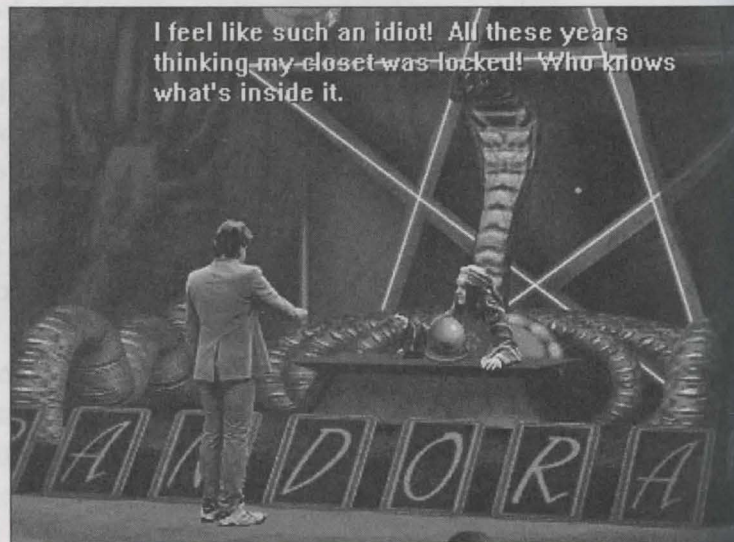
As Mike watches his reflection, his outline morphs into that of his friend. "You thought you had everything pretty much figured out, didn't you, Mikey boy," Jack scoffs. "Well I'd stop while I was ahead if I were you. The truth can be very ugly." While Mike watches in horror, Jack's reflection changes into the Messenger, the embodiment of the idol Paul had in his shrine. Then the visage returns to his own.

Pandora Provides the Key

Mike tamps down his feelings of dread in hopes that Pandora will be able to explain things to him. She's at her customary place in the sideshow, and as usual, she's been waiting for him. At first she offers the usual fortunes about Mike's personal effects or her fellow carnies. But when Mike offers her the business card, her attitude changes.

"Why didn't you tell me you were one of the Illuminati?" she exclaims. "This entitles you to a special reading." For this fortune, Pandora looks

Mike is startled to realize the closet in his bedroom has never really been locked.





into her crystal ball, and Mike is able to see the vision as well.

Mike sees himself as a child reflected in the curve of the crystal ball. He's lying in bed, and a younger version of his mother is sitting beside him. "Mikey, there are no monsters in the closet," she says. "There's nothing there but an old dusty mirror. But I'll tell you what—I'll lock this closet forever so that nothing can get through it."

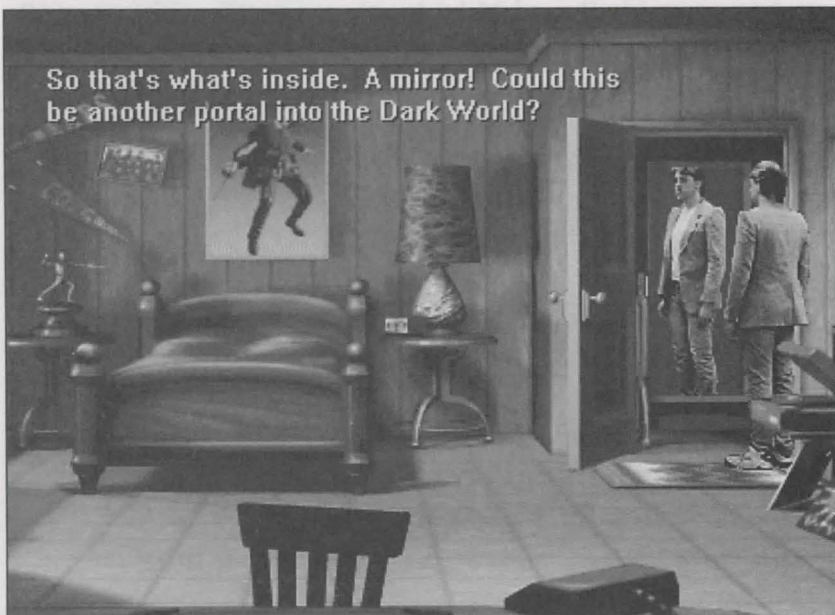
Mrs. Dawson waves her hand in a conjuring motion, then announces that she has an invisible key for the closet. She uses it to lock the closet, then tosses her hand like a magician making something vanish. "Poof! It's gone!" she announces. "The monsters won't be able to come through the closet."

Mike's amazed he thought the closet was locked for all these years. Pandora's even more shocked. "Listen to me," she says intently. "That reading I gave you—it was the most intense reading I've ever experienced! I sense that we are all in great peril! You must go home now and confront your fears!"

Going into the Closet

Mrs. Dawson didn't raise a fool, so Mike goes straight home. On his way into his bedroom he asks his mother about the "locked" closet; she's astonished that he's believed it was really locked all these years.

Once he's in his bedroom, Mike stands, filled with trepidation, in front of the closet. The nightmares of



For all these years a portal to the Dark World was just a step away.

monsters he had as a child are still vivid. Reaching out, he turns the knob and the door opens. It really was unlocked.

A large mirror fills the doorway of the closet, and Mike recognizes it as a portal to the Dark World. For a moment he hesitates, but then he steps through the glass and disappears.

You've added a key chain to Mike's inventory but have met no one new.



Chapter 14

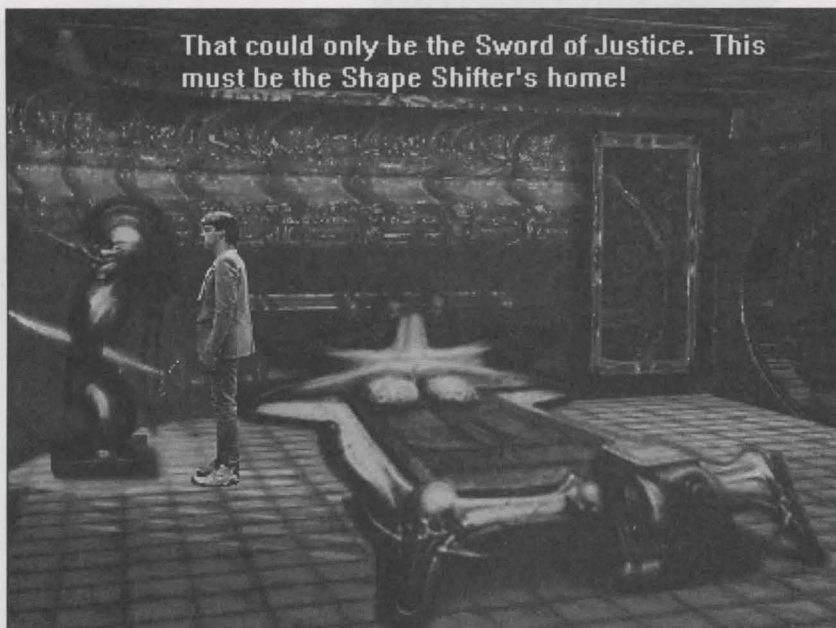
End Game

This chapter gives away the surprise ending of the game as well as a lot of other stuff you may not want to know yet. Think twice before reading this chapter, and make sure you at least try to play the game on your own from here.

The Other Side

The bedroom into which Mike steps from his closet is, naturally, a Dark World version of his own. No one is at home, but Mike quickly sees what he's been searching for—the Sword of Justice is embedded in a pedestal. This, then, is the bedroom of the Shape Shifter.

As Mike grabs the Sword to add to his inventory, he sees something else that attracts his attention. A blue shoebox is on the floor, and when he looks inside it, Mike finds his missing tennis shoes and a butcher knife. They're covered in blood. Mike hypothesizes that the Shape Shifter has



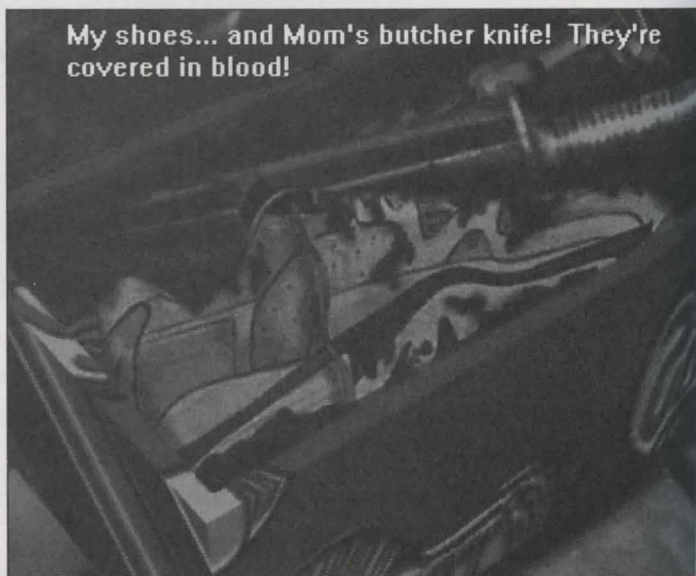
That could only be the Sword of Justice. This must be the Shape Shifter's home!

Mike finds the Sword of Justice in the Shape Shifter's bedroom.

been stepping through the portal and framing him for murder to keep him from defeating the Behemoth.

He also finds the bloody tennis shoes and knife he's seen in his visions.

He walks through a round doorway in the bedroom wall and is confused when he finds himself back in his own kitchen. His mother still stands by the stove, stirring a steaming pot. Mike asks what she knows about his shoes getting bloody or her missing steak knives. "Here, Mike, this will explain everything," she replies. Then her head explodes. Really explodes. Purple blood everywhere. Looks like Mike's ruined another pair of shoes.



My shoes... and Mom's butcher knife! They're covered in blood!



Rita Ties up the Loose Ends

Abruptly, a vision of Rita's head rises over the cooking pot on the stove. Mike thinks he's hallucinating, but she tells him she's come to speak to him from beyond the barrier of life and death. At last—now we can get some answers!

She repeats what he already knows, that he's the only one who can destroy the Behemoth that Rita's "reading group" unleashed. Mike begins to explain his investigation of her murder, including the discovery of her reunion ticket at the crime scene. But that's not her ticket, Rita says. It was dropped by the murderer. Her ticket was No. 656; the ticket Mike found was No. 655. The tickets were bought at the same time.

Mike still doesn't get it. "Are you saying that the Shape Shifter invited you to the reunion, too?"



A ghostly version of Rita's head warns Mike of dangers to come.

"Your jealousy is clouding your mind again," Rita says. "That was always the problem between us, and it will lead to ruin unless you can control it."

The reading group seances were harmless at first. She and Paul had simply wanted to contact dead writers. But in the ultimate cosmic wrong number, they reached the

Ancients instead. The aliens needed humans to make a creature capable of living in the Normal World. They reprogrammed the thought patterns of the group, so they could communicate with the power generator. Rita's job was recruiting other members to the group, which is why



she slept with Mr. Ramirez, Mayor Fleming, and Doc Larson. Sheriff Butler and Mike were both too jealous to become members of the cult.

Mike criticizes Rita for being a pawn of the Ancients, but Rita tells him he's a pawn, too. His first visit to the Dark World gave the aliens enough knowledge of the Normal World to create a Behemoth to destroy it.

The Sword of Justice can stop the Behemoth, but only if the creature is trapped in the Dark World. Once it travels across into the Normal World, it will be invincible, and humanity will be lost. It will suck out the life force from the entire human race, then wake the Ancients from their sleep to nourish them for "a virtual eternity."

Rita's final words are a plea for Mike not to let her go to the beyond with so much blood on her hands. Then her apparition vanishes.

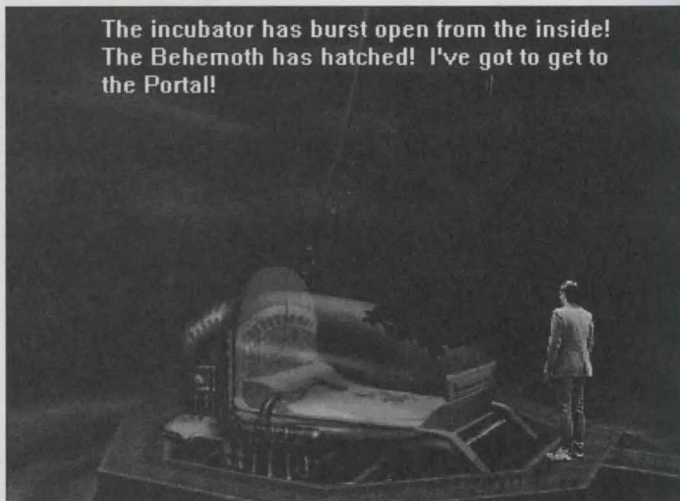
When he leaves the kitchen, he finds himself in a Dark World version of his living room with a truly strange bathroom mounted on the wall. The electricity here works, so he can control the door leading to the outside—a place even more gloomy, he says, than the rest of the Dark World.

The Behemoth

With time running out, Mike wastes no time in getting back to the power center. An unpleasant surprise awaits him: Paul's head is now mounted on the generator, giving it enough power to hatch the Behemoth.

When the final head is installed in the generator, the Behemoth hatches and heads for the Hall of Mirrors' portal to the Normal World.

The incubator has burst open from the inside!
The Behemoth has hatched! I've got to get to the Portal!





Mike runs to the incubator, only to have his worst fears confirmed. The glass top has been broken from the inside, and a slime trail leads back toward the generator. The creature is too large for the normal mirror portals, so it must be headed for the Hall of Mirrors.

Save-Game Alert! It may take you a few tries to beat the Behemoth in the maze. Save your game when you enter the maze so you can reload painlessly.

The trip into the Hall of Mirrors becomes a race, but a leisurely paced one. Mike must reach the ornate pod—the portal to the Normal World—before the black creature he sees in the maze, but it doesn't move unless he does.

He won't beat the Behemoth, however, unless he discovers the secret to the Hall of Mirrors. The overhead view reveals more than the keyhole he used to reach the portal in the first place. Another pod has a small gold secret. The hinge marks a one-way door Mike can use to reach the portal a step in front of the monster. Can't find it? Look at the fourth pod from the top on the third full row of pods.

The Behemoth enters the portal one step behind Mike. It's an amazing creature—a black snake body with a skull head capped by an enormous sawblade. But even it is no match for the Sword of Justice. The action is ruled by computer, so Mike automatically strikes a mighty blow, and the Behemoth writhes until expiring.

Using the Points

With his major mission completed, all Mike must do now is destroy the Ancients so they won't create another Behemoth.



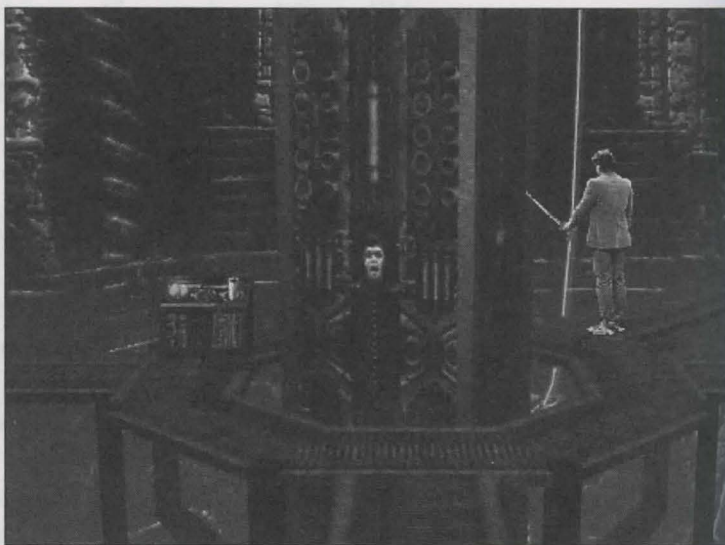
The time to use the Points has arrived.

Taking the Light of Truth, Mike installs it into the black hole in the generator machine. The Scrolls of Wisdom fit into the narrow slot on the same machine. And the Sword of Justice easily snaps the white cable leading from the generator to the Ancients' spaceship. In a

spectacular explosion, the ship is destroyed.

Within seconds, the Keeper of the Scrolls congratulates Mike on saving the Normal and Dark Worlds. "You've done it! You've defeated the Ancients! You have saved our people and yours."

Then her face dissolves into Jack's, saying "Mikey boy, Hey, wake up!"



Use the three Points in the power generator, and then watch the Ancients go "boom."

The Final Solution

When Mike awakens, he finds himself on the couch in Dr. Sims' office. At first he doesn't see his psychiatrist, but then he realizes that the doctor's stabbed body lies on the floor.

"I told you not to trust those shrinks," Jack says.

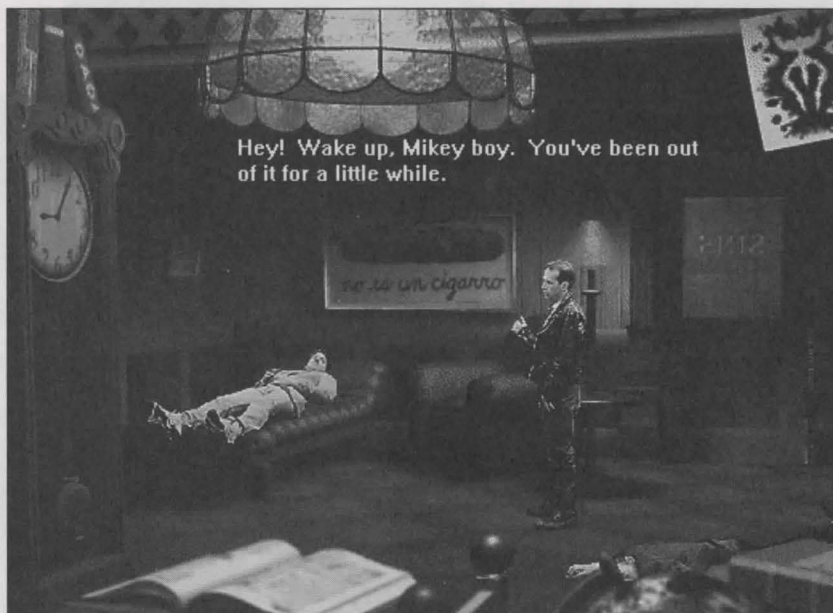
Mike is confused. He thought he had just blown up a spaceship. What happened to Dr. Sims while he was away?

"You don't remember, Mikey boy? We killed him. He was getting in the way."

We?!



One minute Mike's blowing up a spaceship, and the next he's back on the couch. What's going on?



Jack mocks Mike, telling him that he doesn't even exist outside Mike's head. Jack is Mike's Dark World parallel, "a manifestation of your own sick mind." And if Mike doesn't believe him, why doesn't Mike try to kill him?

Mike begins a scuffle with Jack, but the latter—who pulses with his Dark World form—pulls out a knife and stabs Mike in the back. Mike falls to the ground, dead.

An instant later Sheriff Butler and Deputy Brown burst into the office and survey the carnage. They don't seem to see Jack. Sheriff Butler berates himself for believing the letter Mike gave him. When the deputy says he's never seen anything so horrible, the sheriff tells him he's thankful it's finally all over. Mike killed Mayor Fleming, Doc Larson, Paul Cooper, and Dr. Sims all in one day, then killed himself. "Looks like we found our serial killer."

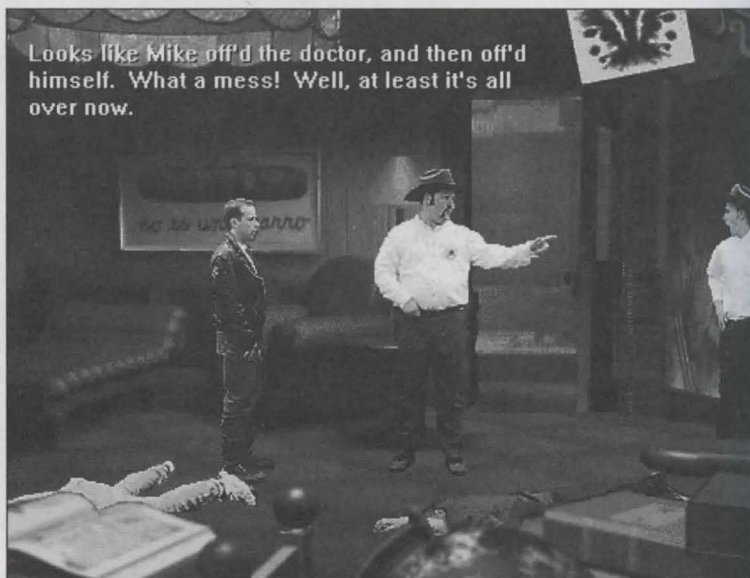
As the lawmen silently survey the scene, Jack can look around and provide a few final pithy comments. "I concur with your diagnosis of multiple personalities," Jack tells the



dead psychiatrist, “but I think you underestimated the danger of me becoming the dominate personality.”

He tells the sheriff if he had gotten to first base with Rita, Jack would have put his head on the generator, too. And if Deputy Brown is horrified, he should see what his own dark side is capable of. With a final look at Mike, he apologizes for the late return of Mrs. Dawson’s butcher knife, then reminds him that the “third time’s the charm”—the Ancients may have lost this battle but the war will continue another day.

Jack leaves Dr. Sims’ office and emerges outside the Dark World design room. His motorcycle is waiting, and he rides off, saying (threatening?) “See you later, pal.”



The ending of Dark Seed II leaves the Dark World wide open for another game in the series.



Appendix A

Characters

The Normal World

Mike: The hero (or anti-hero) of *Dark Seed I* returns for his second adventure. In the first game, which took place a year ago, Mike fought off the Ancients and their plan to implant an alien embryo in his brain. The experience caused him to have a nervous breakdown. After he was institutionalized for many months, Mike recently returned home to Crowley, Texas, where he now lives with his mother.

Mrs. Dawson: An extremely down-to-earth widow, Mrs. Dawson loves Mike, but she doesn't understand the kind of mental strain he's living under. She tends to pooh-pooh his problems and thinks he'll be okay if he just went back to work and applied himself.

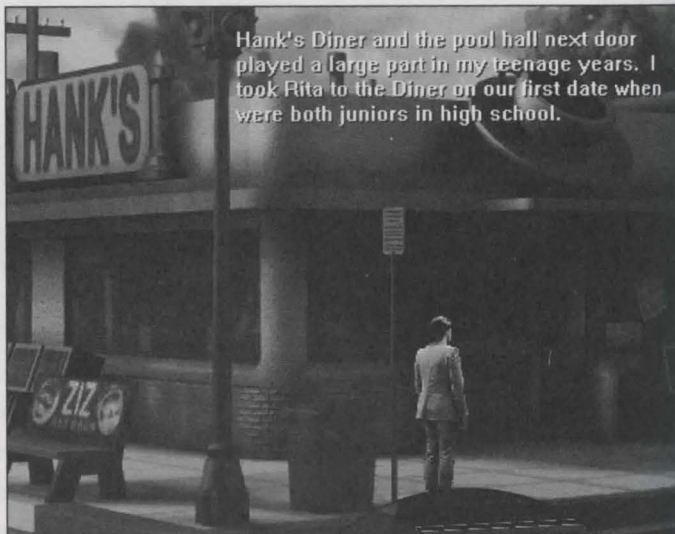
Sheriff Butler: Although he lives up to his redneck image, Sheriff Butler is more interested in justice than in simply putting someone behind bars. Rumors say that some scandal forced him to move from Dallas to Crowley. He's ill-tempered, but he's fair.



Newscaster: A pretty young broadcaster who appears on Mike's television and morphs into the Keeper of the Scrolls.

Deliveryman: The very same package deliverer who gave Mike helpful parcels from the Keeper of the Scrolls in *Dark Seed I*.

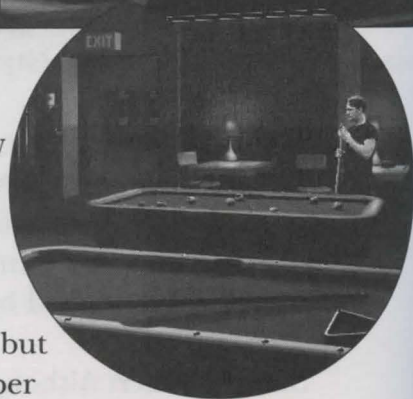
Jack: Mike's best friend is a leather-wearing biker who seems as different from Mike as night and day. The two met only when Mike returned to Crowley. Tough-talking and sometimes scornful, Jack nonetheless is Mike's sounding board and advisor. He thinks Mike is wasting his time in therapy and that he'd recover sooner if he just tried to help himself.



Hank's Diner and the pool hall next door played a large part in my teenage years. I took Rita to the Diner on our first date when we were both juniors in high school.

Hank: The owner of the diner and pool hall has been a Crowley institution as long as Mike can remember. Business has fallen off in the past few years, but Hank's unwilling to give up the gossip and camaraderie of his restaurant.

Melissa Fleming: A former high-school cheerleader, Melissa was once Rita's best friend, but now hates her guts. She's entered a May-December marriage to Mayor Fleming, but she still hangs around old sweetheart Jimmy Gardner. Cold and sarcastic, Melissa also chain-smokes.





Jimmy Gardner: The one-time Golden Boy of Crowley is now the town punk. The straight-A student and football star is involved in a lot of shady undertakings, and he's not above a little petty blackmail, either.

Slim: Crowley's village idiot knows a lot more than he lets on. Although he sees a conspiracy around every corner, he hears more conversations and takes in more details than people realize. The self-appointed protector of Crowley, he dresses in a Boy Scout uniform he calls the Uniform of Protection.

Rita Scanlon: The first victim of the serial killer was the town librarian and Mike's high-school sweetheart. Evidence indicates, however, that she wasn't nearly as prim and proper as her image. Before her death, she was romantically linked to Mr. Ramirez, Mayor Fleming, Doc Larson, Sheriff Butler, and others. She and Mike remained "just friends," and she was often too busy with her reading group to go out with him.

Mrs. Ramirez: Her husband's death left her wealthy, but she may have precipitated her widowhood. She's a religious fanatic who now leaves the mansion she inherited only to go to church.

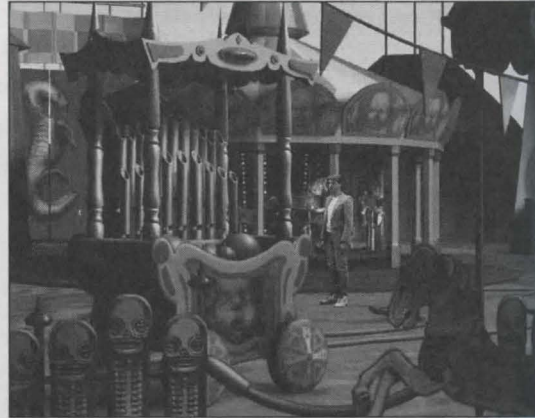
Dr. Jethro Sims: Mike's psychiatrist is a good listener, but he may not be doing his patient any good. Mike suspects him of prescribing placebos instead of medication for his headaches. Still, the hypnosis sessions in Dr. Sims' office are the only thing that eases Mike's pain.

Paul Cooper: The owner of Crowley's hardware store may have a few bolts loose. While on vacation from the store, Paul spends all his time and money watering his lawn, preparing for "The Messenger." Although Rita lived across the street from him, he claims to have hardly known her.



Deputy Brown: Younger, more naive, and possibly more dedicated than Sheriff Butler, he plays it by the rules and won't let friendship interfere with his duties.

Doc Larson: Crowley's slimy medical examiner, he's fascinated by both women and grisly deaths. He hates the backwater town and hopes his secret medical research will earn him a university professorship. Rumors have it that he was fired from his previous job for fooling around with his patients.



The Carnival Clown: This exceedingly sarcastic clown has the unlikely job of greeting townspeople at the carnival. He may be unpleasant because he's ill. Unless Mike can retrieve the clown's medicine, he'll die.

Game Barkers: The men along the midway are pleasant and clean-cut, but hardly helpful. Dressed in the same type of straw boaters, they will offer Mike many chances to play, but no advice on how to win.

Minnie & Daisy: Siamese twins from the carnival sideshow, they have totally different personalities. Minnie is sweet and innocent, and Daisy is overtly flirtatious. They send postcards to the dead and hear the answers in their heads. They also designed the Hall of Mirrors in response to a request from the spirits.

Gargan: The sideshow strongman is a huge specimen of rippling muscles and animal skins. He's desperately unhappy, however, and unwilling to aid in even the smallest request.



Pandora: This fortuneteller is more astute than anyone else in the Normal World. She can provide hints about the use of objects and predict fates for people in the carnival and in the Normal World. When in doubt, check her out.

Mayor Fleming: Once in the insurance business with Mike's dad, the mayor went into politics because it had "integrity." He's married to the much-younger Melissa and has also been linked to Rita.

Agent Gannon: An FBI hard-nose, he's convinced he's right—he doesn't want to hear any arguments to the contrary.

The Dark World

The Keeper of the Light: One of the three Keepers associated with the religion of the Triangle, she's associated with the Light of Truth. This Keeper is mortally wounded by the Ancients. Her Normal World parallel is lighthouse keeper Mark Danson, who's seen only as a corpse.

The Keeper of the Sword: This Keeper guarded the Sword of Justice until she was crucified by the Ancients.

The Keeper of the Scrolls: Mike's old friend from the original *Dark Seed* (in which they spoke by phone) comes to him in visions. She's imprisoned by the Ancients, but Mike can make his way into her cell to receive vital information. As guardian of the Scrolls of Wisdom, she gave the Scrolls to the Keeper of the Sword before she was imprisoned. They disappeared after the Keeper of the Sword's death. She's Pandora's Dark World twin.

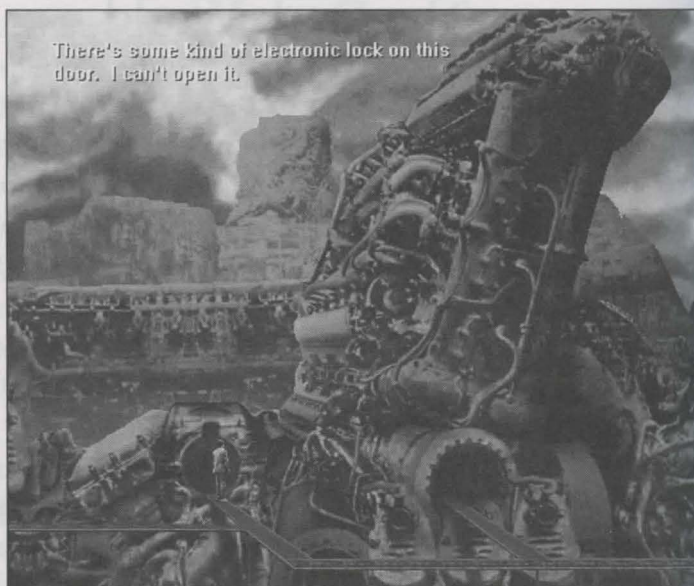


Biomechanoids: These Dark Worlders are part man and part machine—and all guard. They are programmed to kill rather than ask questions. Ik and Uk are the Dark World counterparts to Minnie and Daisy; they guard the cell where the Keeper of the Scrolls is held. The biomechanoid guarding the High Priestess' house is the Dark World counterpart to Deputy Brown and provides Mike with the key to the puzzle he needs to get past Ik and Uk.

Bartender: The Dark World version of Hank stands behind the counter of the Food Hall. He gives Mike his first information about the Ancients' activities in the Dark World—and pays for his loquaciousness with his life.

Inhaling Woman and Intravenous Man: Addicts from the Recreation Center, they represent Melissa and Jimmy. Mike learns nothing of interest from them.

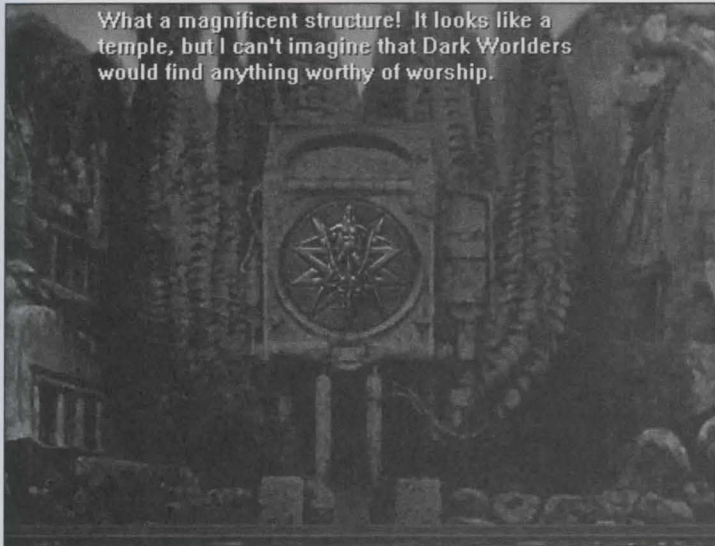
Weaponsmith: He is valuable to the Ancients because he's a biomechanical-weapons craftsman, and weapons are in greater demand than ever before. The parallel to hardware-salesman Paul Cooper, he's willing to make a weapon for Mike...if Mike's willing to barter.



High Priestess: The head of the religion of the Triangle, the Ancients have her held by a forcefield inside her own temple.



What a magnificent structure! It looks like a temple, but I can't imagine that Dark Worlders would find anything worthy of worship.



As wise as the Keeper of the Scrolls, she provides extensive background information on the Ancients and the Dark World. She's the Dark World counterpart to Rita.

The Dark Justice and Minon: Mike sees a trial in progress inside the Hall of Justice. The clown-like justice (complete with dunce

cap) pronounces judgment on Minon, a Privileged Worker, who joined the revolt against the Ancients. Once a death sentence is passed down, the worker is carried away to the Hall of Death on a meathook—a fate the judge shortly passes down to Mike as well.

The Keeper of the Souls: Although she's not part of the religion of the Triangle, the Keeper of the Souls guards the Underworld, where Dark Worlders come when their "bio-matter has expired." Her domain is the stairway encircling the shafts, which rise above a river of blood.

Trooper: A member of the Drekketh Guard found in the Hall of the Troopers, he guards the stolen Light of Truth. The robot looks like Darth Vader with all the substance sucked out of him. He travels on a mechanical rail and is always on the lookout for people to torture or execute.

Mutant Babay: The Dark World counterpart of weight-lifter Gargan, he's a giant mutant baby with machine guns for



arms. Feeding tubes are attached to his head, but he's still insatiably hungry. The mutant baby guards the door to the Keeper of the Scrolls' cell.

Goth: The leader of the resistance movement in the Dark World parallels Slim. His exo-skeleton was mortally crushed in a battle with the Troopers. Rather than kill him immediately, the Dark Justice leaves him to suffer behind a locked door in the Recreation Center.

The Behemoth: This monster—the core of the Ancients' plan to conquer the Normal World—lies in an incubator supplied with energy from the power generator. Once it hatches, it can be killed in the Dark World. But if it makes it to the Normal World, it will be invincible and can destroy humanity with a single blow.



Appendix B

A No-Frills Walk-Through

Here's the straight skinny. This walk-through lays down exactly what to do and when to do it. It's not the best way to play Dark Seed II by any means, but if you're stuck, it can point you in the right direction without giving much away.

The walk-through helps you figure out the order in which you do things, the things you should learn through conversation, the information you see when you look at things, and the objects you should pick up or use.



MIKE'S HOUSE

Introduction

SCENARIO: In the opening cut scene, Mike is traveling in an underground maze. Rita's head appears in front of him and calls for help. Then her eyes and tongue begin to drip from her head. Something's chasing Mike; he runs until he reaches a mirror portal. His reflection changes into a Dark World monster, and he wakes up screaming. This dream foreshadows some of the horrors Mike faces.

Mike's Bedroom

SCENARIO: A bed, dresser, and desk fill an uncluttered room. A closet is located on the back wall. Mike gets out of bed after his nightmare. There's a knock at the door, and Sheriff Butler comes in.

LEARN: Mike's the prime suspect in the murder of Rita Scanlon a week ago following a high-school class reunion. Mike and Rita were seen leaving the reunion together. Mike doesn't remember what happened; he thinks he was drunk. Rita, the town librarian, dated Mike when they were in high school. They've gone out casually since he returned to town after a 15-year absence. Mayor Fleming has called in the FBI to help solve the murder, and the Sheriff isn't too happy about the mayor's lack of confidence in him.

LOOK: The closet has been locked as long as he can remember. The trophy and poster show Mike's interest and talent in fencing.

The Kitchen

SCENARIO: Mike's mother is cooking at the stove.

LEARN: Mike's mother is exasperated that Mike hasn't



gotten over his little problems in the 13 months since he left the mental institution. Watching TV may calm him down. He has an appointment with Dr. Sims today to see about the headaches he's been having.

PICK UP: Grab the smiley face magnet from the refrigerator.

The Living Room

SCENARIO: The living room is empty, except for an entertainment center, a TV, and a few pieces of furniture. Mike's house has been very lonely since his father died.

LEARN: Turn on the TV and listen to a broadcaster to hear that police won't reveal their suspects in Rita's murder. She was killed in the park. When the broadcaster morphs into the Keeper of the Scrolls, learn that the Ancients have returned, Mike must save the Dark and Normal World, and the Keeper is sending him something to help him.

PICK UP: A delivery man brings Mike a ticket to the carnival. Get the camera in a cabinet in the entertainment center with one shot of film remaining.

The Bathroom

SCENARIO: This is the large bathroom Mike shares with his mother.

LEARN: Dr. Sims prescribed the pills in the medicine cabinet, but Mike thinks they may be placebos.

The Front Porch

SCENARIO: Jack rides up, and he and Mike sit on a bench to talk.

LEARN: Mike's known Jack only since he moved back to town. Jack saw the sheriff leave and was worried about what



happened. He overheard in the diner that Mike's the prime suspect. The two will meet back here after Mike's appointment with Dr. Sims, who Jack thinks is a quack.

DOWNTOWN CROWLEY

The Diner

SCENARIO: Hank runs this shabby diner.

LEARN: Hank's business is slow, but he remembers when Mike and Rita used to come in when they were in high school. Doc Larson found the grisly murder exciting, and Sheriff Butler was annoyed that Larson moved the body from the crime scene so quickly. Rita was murdered in the park near the Ramirez mansion, a coincidence because Mr. Ramirez was killed earlier this year in a suspicious fire. He had been seen holding hands with Rita in the park. Hank suggests that Mike should retrace his steps to learn more about the murder.



The Pool Hall

SCENARIO: This is a run-down pool hall with a door leading out the back.

LEARN: Talk to Jimmy to learn that Jimmy and Mike went to high school together, but Jimmy—once a jock and good student—is now the town thug. He knows illegal things are happening in Crowley, but the police don't bother him because he also knows something about Sheriff Butler. Rita wasn't the good girl everyone thinks.

Talk to Melissa, a former cheerleader, to learn that she is now married to the much-older Mayor Fleming. She and Rita were once friends, but now she hates "the little tramp."

The Alley

SCENARIO: A shack lies along one wall of this junk-strewn alley behind the pool hall.

PICK UP: An old hanger found among the trash may later be handy for picking locks.

The Shack

SCENARIO: Someone obviously lives in this junk-filled shack with a bed and stove.

THE PARK

The Ramirez Mansion

SCENARIO: The moldering house is located to the left of the carnival gate. It's covered with religious icons. A window to the left of the front porch is open.

LEARN: Mrs. Ramirez is relying on church, books, and



money to help her get over her husband's death. She had to take the insurance company to court to get Mr. Ramirez's life-insurance money. She leaves the 100-year-old mansion she inherited just to go to church. The religious icons may protect her from the evil infesting the town.

The Crime Scene

SCENARIO: A path beside the carnival leads to the spot where Rita's body was found.

LEARN: Look at the chalk outline of Rita's body and when the leaves behind the picnic bench rustle, search the bushes to reveal Slim, a nut who thinks he's the town's protector. He's wearing a Boy Scout uniform, which he thinks makes him vulnerable. He hears voices in his head that tell him aliens are responsible for Rita's death. He thinks Rita was involved in "something unclean" and has come to the park (from his shack behind the pool hall) to search for evidence.

PICK UP: Slim gives you the high-school reunion ticket he found at the crime scene.



THE BUSINESS DISTRICT

Dr. Sims' Office

SCENARIO: When Mike develops a splitting headache, he goes to see Dr. Sims. The office is typical of a psychiatrist, with a leather couch and chair.



LEARN: Mike's been having nightmares since his first Dark World adventure. Now he's dreaming about Rita. Dr. Sims says shock is keeping him from remembering what happened the night of the reunion. Sheriff Butler has questioned Dr. Sims, who believes Mike is incapable of murder. Dr. Sims is the only person in Crowley who knows about Mike's belief in the Dark World. Mike hasn't even told Jack, of whom Dr. Sims disapproves. Because pills aren't helping Mike's headaches, Dr. Sims suggests hypnosis, which causes Mike to have a vision.

The First Vision

SCENARIO: Mike and Rita are arguing outside the reunion site, but they're in the Dark World, not the Normal World.

LEARN: They argue that Mike is a loner who won't meet her friends. Mike says Rita is too busy with her reading group to have time for him. She leaves, claiming to have an appointment with someone. She ends up on a wide platform. She hears someone behind her, and suddenly the platform opens, spilling her far below into a river of blood.

When Mike awakens, he has fuzzy memories of his fight with Rita. His headache is gone, and he and Dr. Sims plan more hypnosis sessions.

The Hardware Store

SCENARIO: Paul has run the store next door to Dr. Sims' office for about a year. Paul lives down the street, across the road from Rita's house.

LOOK: A note on the door of the store says that it's closed for two weeks while Paul is on vacation.



Paul's House

SCENARIO: Paul, who's about a decade older than Mike, lives in a run-down house with patio furniture on the roof. He's watering the lawn, and a shed of tools and a water faucet are visible in the side yard.

LEARN: Paul is taking his first vacation in three years to water the lawn, getting it ready for "the Messenger." The water bill's paid through the end of the month. The patio furniture is on the roof so it won't get rusty.

Paul says he didn't know Rita well, but Mr. Ramirez was a customer. He thinks his death was suspicious. And on the night of Rita's death, Paul saw Jimmy hanging around her house. Jimmy seemed to be waiting for someone, but Paul never saw anyone arrive.

Rita's House

SCENARIO: Deputy Brown is guarding Rita's two-story house.

LEARN: Deputy Brown is guarding the house until the FBI can examine it for evidence. Mayor Fleming called in the FBI to clear up the murder before re-election time. The deputy won't let Mike inside, and he's on duty unless he's called away on an emergency.

Mike's House

SCENARIO: Mike and Jack meet after Mike's appointment with Dr. Sims.

LEARN: Jack wants Mike to investigate the murder. He'd do it himself, only he's not too welcome in town. Jack suspects Mayor Fleming, who was seen nuzzling Rita in his car and Dr. Larson, who had Rita *personally* deliver his medical textbooks. Mike also distrusts Sheriff Butler, who dated Rita before Mike moved back to town.



THE CIVIC CENTER

Sheriff Butler's Office

SCENARIO: The small-town law office contains little more than a desk, jail cell, file cabinet, and rifle rack.

LEARN: The file cabinet and rifles are locked up. The sheriff's reading a girlie magazine, which he puts down to make some more accusations about Mike. Killers often investigate their own crimes. The sheriff did date Rita, but he dumped her because she was always so busy with her reading group. She asked him to join it, but he refused.

Rita's body, which was in gruesome shape when it was found, was moved too quickly, which messed up the crime scene. Doc Larson was evidently fired from a hospital for fooling around with his patients. The sheriff denies he himself was fired; he left Dallas to find some peace and quiet. He won't explain why he doesn't try to put Jimmy in jail. Like Deputy Brown, the sheriff leaves his office only in an emergency.

The Courthouse

SCENARIO: The court remains locked for the entire game.

The Morgue Waiting Room

SCENARIO: The reception room features a TV, magazines, and a ticket dispenser. Mike can see the silhouette of Doc Larson making out with someone behind the receptionist's window. The door leading to the morgue has an electronic lock.

LEARN: Mike knocks on the glass and finds out that the doctor treats patients on the side to supplement his income. He won't let Mike read Rita's autopsy



report, but it was a gruesome killing. He barely knew Rita, but she did help him with research—research that could get him out of Crowley and into a nice university job.

When Mike accuses him of being fired from the hospital for taking indecent liberties, the medical examiner slams his fist down on the counter, accidentally hitting the button that opens the locked door.

The Morgue

SCENARIO: A dead body lies on a gurney in the middle of the shadowed morgue. Body coolers are on one wall, a file cabinet on another.

LOOK: Rita's body is in a refrigerator compartment. Her head's been cut off with a serrated knife. Her autopsy report in the file cabinet says her tongue and eyes were left at the crime scene. The dead body on the gurney is Mark Danson, a lighthouse keeper. An envelope in the file cabinet is addressed to Danson from a woman named Minnie, but the envelope is empty.

PICK UP: Doc Larson's little black book, also found in the file cabinet, is filled with girls' names, including Rita's. It also includes Jimmy's name and phone number.

The Ramirez Mansion

SCENARIO: Mike tries to find out more about the fire.

LEARN: The insurance company didn't want to pay, but Sheriff Butler couldn't prove arson. Mrs. Ramirez hates Rita, accusing her of trying to steal her husband as well as corrupt the entire town.



The Pool Hall

SCENARIO: Mike questions Jimmy about the little black book.

LEARN: Jimmy used to procure women for Doc Larson, and Rita was one of the pros. He was hanging around Rita's house the night of her death because he had some business with her, but she never came home.

THE CARNIVAL

The Entrance

SCENARIO: Mike talks to the clown manning the ticket booth.

LEARN: The clown is ill and left his medicine inside a cooler in the employees' tent.

GIVE: Hand over the ticket, and gain admission to the carnival.

The Employees' Tent

SCENARIO: The tent is located up-screen from the carnival carousel. The grass outside the tent is covered with cables and props; inside is equally cluttered.

LOOK: Someone has put an anvil on top of the clown's cooler. It's too heavy for Mike to budge, and there's nothing in the tent that can help him move it.





The Midway

SCENARIO: Three games—shooting gallery, Wheel of Fortune, and ring toss—line the midway to the east of the carousel.

LEARN: Mike's unable to win at any of the machines, but he thinks the Wheel of Fortune can be rigged.

Minnie and Daisy

SCENARIO: Siamese twins Minnie and Daisy, Gargan, and Pandora occupy the sideshow, located beside the Hall of Mirrors behind the carousel.

LEARN: The twins write postcards to dead people in care of the Crowley morgue. The answers come back as voices in their heads. They designed the Hall of Mirrors, which Minnie says is easy to solve if you have the key. When Mike tells them his name, Minnie blurts out that she's made a terrible mistake and sent the key to the wrong person. Daisy says that her sister is talking too much and covers up Minnie's mouth.

Gargan

SCENARIO: The strongman lifts weights and is surrounded by barbells.

LEARN: Gargan, who's very depressed, thinks he's about to be fired because he can't draw the crowds of the other sideshow acts. He won't help Mike move the anvil because no one ever does him any favors.

Pandora

SCENARIO: The fortune-teller sits behind a crystal ball. An enormous snake is coiled behind her.

LEARN: Minnie and Daisy mailed a glassy envelope to one who in the morning walks on four feet, at midday two,



and in the evening three—but now he sleeps. She also has visions about the other sideshow acts and the articles in Mike's inventory.

The Morgue

SCENARIO: Mike's on the trail of the Hall of Mirrors key.

LOOK: The answer to Pandora's riddle lies in the morgue, where Mark Danson's autopsy report had revealed that he walked with a cane. An invitation in the file cabinet invites Doc Larson to speak before the American Medical Association.

PICK UP: The body on the gurney has a glass key around its neck.

Gargan

SCENARIO: The strongman is still too depressed to help you.

LEARN: Money recently was stolen from the carnival box office.

The Midway

SCENARIO: Mike can follow up on Gargan's rumors with the game barkers.

LEARN: The shooting-gallery barker won't say anything about the missing money. The spin-the-wheel barker says that the rumors are going to drive customers away, but the ring-toss barker says that the money was just temporarily misplaced.

The Hall of Mirrors

SCENARIO: The hall is filled with glass pods, some with pathways between them.



LOOK: The pod fifth full column from the left and eighth from the top has a keyhole in it. Unlock it and proceed to the ornate pod second from the left and eighth from the top. It leads to a Dark World portal. Mike steps through.

THE DARK WORLD

The Maze Portal

SCENARIO: A huge mirror fills the back wall, with catwalks leading away from it in different directions.

LEARN: The Keeper of the Light appears in front of Mike. She's mortally wounded, and the Ancients have seized the Light she guards. Mike must find it, along with the Sword of Justice and the Scrolls of Wisdom, and use them to destroy the Ancients' power generator. The generator feeds the Behemoth, a beast capable of destroying the Normal World. Human brain cells power the generator.

The Dark World Maze

SCENARIO: The Dark World version of the Hall of Mirrors is navigated along the same path as in the Normal World.

Ik and Uk

SCENARIO: Mike takes the walkway on the edge of the skull and meets two biomechanoids.

LEARN: Ik and Uk guard the cell where the Keeper of the Scrolls is imprisoned. Only authorized persons can enter. Mike must prove he's a Dark Worlder by telling them whether it's day or night (the sun never shines in the Dark



World). One of them tells the truth only during the day and the other only at night, but Mike can't guess which is which. He must discover the answer instead.

The Power Generator

SCENARIO: A cable hooks a black cylinder to the Ancients' spaceship. Catwalks surround the cylinder, and a small machine sits beside it.

LOOK: The small black machine has one thin slot and one dark hole where objects are missing. Rita's head has been installed on one of four niches on the cylinder, and cables run from her eyes and mouth.

The Incubator

SCENARIO: The walkway to the northeast leads to a building that's also powered by the generator.

LOOK: Inside the building is the Behemoth, still fairly small. The incubator is hermetically sealed, and Mike can't damage it.

The Machine Walkway

SCENARIO: A series of three machines down the left walkway parallel the shooting gallery, Wheel of Fortune, and ring toss.

LOOK: Each machine powers a different section of the Dark World, areas corresponding to the Normal World's business district, downtown, and civic center, respectively.

LEARN: Talk to the Wheel of Fortune machine and discover it is having random magnetic fluctuations.

USE: Put the smiley face magnet on the Wheel of Fortune machine to restore its magnetic field to a Level 6 emanation.



The Power Center

SCENARIO: The path from the generator leads to a mechanical scanner. A power door closes Mike off from the generator until he has the proper matrix card. Catwalks lead left and right to dead ends, and south to the Dark World map.

The Food Hall

SCENARIO: A gross-out bar paralleling Hank's diner features assorted pus drinks and maggoty food. A bartender is on duty.

LEARN: Talk to the bartender to learn that business is off since the Ancients arrived a year ago and killed most of his customers. Food deliveries have stopped. The only person brave enough to stand up against the aliens has been locked up next door.

PICK UP: Don't leave without the Dark World food lying on the bar.

The Recreation Center

SCENARIO: This twisted version of the pool hall is filled with machines to feed addictions. A power-locked door leads from the back of the room.

LEARN: A woman puffing on a machine is "ventilating." A man with canisters of drugs intravenously attached is "floating." A machine being used on the back wall is stimulating a disembodied head with energy beams, provoking delirious happiness.

The Hall of Justice

SCENARIO: The center room in the Halls of Government (parallel to the Normal World Civic Center) is where the



Dark Worlders dispense their “justice.” A locked cabinet is off to the right.

LEARN: Mike arrives as a trial is underway. A Privileged Worker is sentenced to death for his role in the rebellion. Mike sees that the Keeper of the Sword has been crucified and is hanging over the courtroom. Once Mike speaks to the justice, he can't avoid being sent to the Hall of Death.

The Hall of Death

SCENARIO: The room is filled with the bones of thousands of Dead Worlders. The Privileged Worker, his body not yet disintegrated, is off to the left.

LOOK: The room has no exit except a life-force leech that kills anyone who touches it

PICK UP: The Privileged Worker's data card is still on his belt. Mike takes it, but it falls to the ground. He has a brief tug-o-war with a skeleton before getting it back. Then he is killed by the life-force leech, the only escape from the room.

The Underworld

SCENARIO: Mike's on a ledge above the river of blood into which Rita fell in his vision. This is where the souls of dead Dark Worlders go.

LEARN: When the Keeper of the Souls appears, she tells Mike that he's not totally dead because it's hard to kill Normal Workers, but if he's careless, he'll be back permanently. Several Dark Worlders will lose their lives helping Mike conquer the Dark World, which she proves when the bio-matter of the Keeper of the Light is dumped into the river. Mike then climbs a staircase that leads to a dead end by the power center.



The Hall of Troopers

SCENARIO: The room is filled with empty cells. A trooper guards the Light of Truth.

USE: Flash Mike's data card to get the trooper out of the picture.

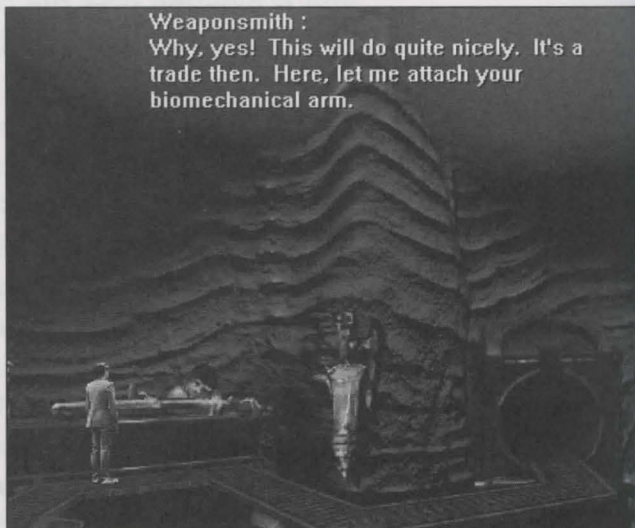
PICK UP: Take the Light of Truth off the table once the trooper has gone.

The Weaponry Shop

SCENARIO: The Dark World equivalent to the hardware store holds a few strange weapons.

LEARN: The arms' craftsman needs a triggering device for the grenade-launching crossbow he's making. Force fields protect the other guns in the room. The guns are biomechanical weapons that unite with the body so they're controlled by the nervous system like muscle. He'll make one for Mike if Mike finds a triggering device from the Normal World.

The Ancients require daily "offerings" that are gradually draining the population of its life force. Goth led a revolt against the Ancients, but the Weaponsmith was ordered to build the power lock that keeps Goth trapped behind the Recreation Center. The Weaponsmith made the Sword of Justice, too, but doesn't know what happened to it. Someone was asking about it before it disappeared; the man seemed biomechanical at one time, organic the next.





The Temple of the Triangle

SCENARIO: A green temple beyond the weaponry shop, it was the center of the Dark Worlders' religion before the Ancients came. Inside, a power beam secures the High Priestess.

LOOK: The book of *Necronomicon* relates Mike's story of the Ancients implanting an embryo in his brain. They wanted to create a creature capable of living in both the Normal and Dark Worlds.

LEARN: The Dark World has always existed alongside the Normal World as its dark and evil analog. Normal Worlders have visited before, using portals found all over the Normal World. They can live in the Dark World, but the opposite isn't true. The credo of the Ancients (requested by the Dark Justice) is "Death Provides Life." The High Priestess doesn't know or care if it's day or night; the Drekketh Guard and biomechanical sentries are the only ones who are interested.

The Priestess' House

SCENARIO: Guards still protect the High Priestess' house, just beyond the temple, in case there are secrets inside. It's off limits to everyone, even authorized personnel.

LEARN: In questioning the biomechanical guard, Mike finds out that Ik tells the truth during the day and lies at night, while Uk lies during the day and tells the truth at night.

The Keeper of the Scrolls

SCENARIO: The Keeper's prison lies beyond an anteroom filled with squalling babies being force-fed. A mutant baby with machine-gun arms acts as a sentry.

SOLVE: Use Ik and Uk's clues to help solve the riddle: Ik is on the right and it's daytime. The zipper opening to the



antechamber now opens.

USE: Give the mutant baby the Dark World food. It will be too busy eating to keep Mike from going into the prison cell.

LEARN: The Keeper of the Scrolls tells Mike about the Shape Shifter, a Dark Worlder capable of living in the Normal World for a brief period. No one knows what the Shape Shifter looks like, but it's the creature who installed Rita's head in the power generator. Once all four slots on the cylinder are filled, the Behemoth will hatch.

Mike must find Goth to find out how to use the Light, Sword, and Scrolls and destroy the generator. To find the Shape Shifter, Mike must search his memories. A government worker from the Normal World will unwittingly help Mike.

PUTTING IT TOGETHER

The Civic Center

SCENARIO: As Mike approaches the court, Mayor Fleming appears. His car is parked by the curb.

LEARN: The mayor has a playboy's attitude toward his young wife, but acknowledges that they've been having problems. He was glad to get out of the insurance business and into the glamour of politics. Although he claims to have known Rita only slightly (she helped with his re-election campaign), he turns pale when Mike mentions the murder.

The reason the mayor's at the court is to talk with his staff about some money missing from his re-election campaign funds. He's in too much of a hurry to go back and get his briefcase out of his locked car.

USE: Pick the car's lock with the coat hanger and search the mayor's briefcase.

PICK UP: Grab a quarter from the briefcase and the whips-and-chains pictures of Rita.



The Phone

SCENARIO: Now that he has some change, Mike can use the telephone by the Civic Center.

USE: Pop in the quarter and call Sheriff Butler. Report a robbery in progress to get him to leave his office.

The Sheriff's Office

SCENARIO: Search the office before the sheriff comes back.

LOOK: The sheriff's desk contains evidence that could be used against him. Mike still can't unlock the file cabinet or rifles.

PICK UP: Get the framed picture of Rita with glass smashed as if by a fist. A newspaper contains the story of Sheriff Butler's indictment on bribery charges.

The Midway

SCENARIO: Mike can talk over the evidence with Pandora and play the Wheel of Fortune game.

LEARN: Pandora doesn't think the Sheriff is guilty of the murders.

WIN: Mike earns a stuffed teddy bear by using the Dark World wheel machine's suggestion of number 6.

Mike's House

SCENARIO: Mike talks over the evidence with Jack.

LEARN: Jack thinks the sheriff still carries a torch for Rita but should be taken off the suspect list. He thinks Mike must have been furious at Mayor Fleming for having those photos. The mayor could have been protecting his re-election chances by killing Rita, just like Doc Larson could have been protecting his reputation. Mike wants to investigate Mrs.



Ramirez more closely; Jack thinks it's a waste of time.

GIVE: Mike automatically hands Jack all the evidence he's gathered as they go over it—the mayor's photos, the sheriff's newspaper and photo, and Doc Larson's little black book.

The Ramirez Mansion

SCENARIO: As Mike approaches the house, he sees Jimmy go inside.

LEARN: Jimmy wants to collect his final payment for the torch job. Mrs. Ramirez says it's taken so long to pay Jimmy because the insurance company has been slow to pay.

USE: Go to the open window and snap a picture with the camera.

Dr. Sims' Office

SCENARIO: Mike gets another headache and returns to Dr. Sims for more hypnosis.

LEARN: When Mike tells Dr. Sims that the Ancients are trying to destroy humanity, the psychiatrist asks him not to talk about the Dark World for a while. Mike thinks the Shape Shifter killed Rita, although he doesn't have any proof. Then the hypnosis begins.

The Second Vision

SCENARIO: Mike floats over the scene, which takes place in the Dark World Food Hall. Jimmy and Melissa are talking, and Hank is behind the counter.

LEARN: Melissa hands Jimmy some money and says she'll have the rest once she can nip it from the mayor's re-election funds. Jimmy tells her to make sure she gets it all because it's going to be harder to kill the mayor than it



was to torch Mr. Ramirez.

Melissa spots Mike, and Jimmy threatens him. Hank points out that Mike's shoes are bleeding. The blood drips into the chasm under the Food Hall until Mike falls into the Underworld's river of blood.

When Mike awakens, Dr. Sims tells him that he's been talking in his sleep and sounds like he really hates the mayor. Mike says he wasn't jealous of the mayor. Besides, Mike was only friends with Rita; they both saw other people. Dr. Sims reminds him that Rita saw other people while Mike sat at home.

Mike's House

SCENARIO: Mike checks in with his mother and talks to Jack about the latest development.

LEARN: Mrs. Dawson tells Mike that his good tennis shoes have been missing for about a week. Jack has decided that Jimmy's name is popping up too much for coincidence: He learned the news about Sheriff Butler's scandal, he got girls for Doc Larson, he dated the mayor's wife, and he killed Mr. Ramirez for fooling around with Rita.

Jack saw Jimmy heading for the pool hall and tells Mike to go check him out.

GIVE: Hand the camera to Jack to keep along with the other evidence.

The Pool Hall

SCENARIO: Mike walks in on an argument between Jimmy and Slim. Slim says he has a letter that will prove Jimmy killed Rita. Jimmy pulls out a gun, but Mike steps between him and Slim. Jimmy grows furious. Mike punches him and misses, and Jimmy punches Mike and



knocks him down. Then Jack appears and knocks Jimmy's lights out. Slim grabs Jimmy's gun and ducks out.

LEARN: Jack was afraid Mike would attack Jimmy and thought his friend might need some help. Jimmy's merely knocked out, so Jack leaves.

The Midway

SCENARIO: Mike can follow up on the shooting gallery incident.

LEARN: The shooting-gallery barker says that if he finds out who is spreading the rumors, he is going to make the Shooting Gallery Massacre look tame by comparison. The ring toss barker claims no one was hurt.

Slim's Shack

SCENARIO: Slim sits on the edge of his cot.

LEARN: Slim thanks Mike for helping him, not realizing that it was Jack who punched out Jimmy. The letter Slim told Jimmy about was stolen from Melissa's purse. It proves she knew about her husband's affair with Rita. Slim also saw Melissa give Jimmy money on the night of the reunion. He already knew that Jimmy had killed Mr. Ramirez.

PICK UP: Get Slim to give Mike the gun and the letter.

Pool Hall

SCENARIO: Jimmy's body has disappeared from the pool-hall floor.

LEARN: Mike now thinks Jimmy is the Shape Shifter who killed Rita. His only hope is to find him before someone else dies.



Gargan

SCENARIO: The strongman is still depressed.

LEARN: People were hurt in the shooting gallery recently.

The Power Generator

SCENARIO: Mayor Fleming's head now fills the second recess in the dark cylinder.

Machine Walkway

SCENARIO: Mike returns to the machines now that he has the Wheel of Fortune prize, which transforms into a Dark World creature when Mike goes through the portal.

USE: Put the creature into the slot on the Wheel of Fortune machine.

LOOK: The machine stops working, and the power grid grows blank.

Recreation Center

SCENARIO: Mike goes into the Rec Center, where the power has gone off.

PICK UP: He can now pick up the "ego-massager" from along the back wall.

OPEN: The power door opens at a touch.

Goth's Cave

SCENARIO: Mike travels to a flickering light, which opens into Goth's cell. The Dark World creature lies in bed, writhing.

LEARN: Goth is in terrible pain from an injury to his exoskeleton sustained in a fight with a trooper. There are no drugs in the Dark World anymore, and he's in desperate need of pain killers.



Gargan

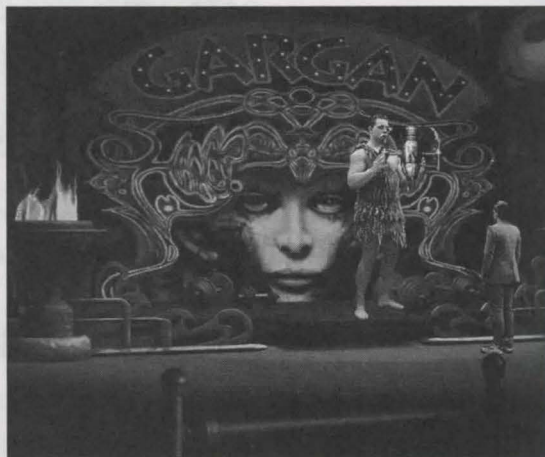
SCENARIO: Mike returns to Gargan's section of the sideshow.

LEARN: Some children who visited the carnival are missing.

GIVE: Hand the strongman the ego-massager.

LEARN: The machine fills Gargan with happy thoughts, and he would be glad to move the anvil now—if only the clown had not recently died. He also apologizes for starting all the rumors at the carnival. He won't do it again, and he no longer needs his anti-depressants.

PICK UP: Get Gargan to hand you the pills.



The Midway

SCENARIO: Mike can investigate the missing children rumor.

LEARN: The spin-the-wheel barker once went to prison, but the “missing children” was just a kid found asleep behind one of the tents.

Goth's Cave

SCENARIO: The creature is still racked with agony.

GIVE: Hand him the pills, which have an almost instantaneous effect.

LEARN: Goth knows that the Scrolls are locked inside the Hall of Justice. The Ancients gave the Sword to the Shape Shifter as a reward for loyal service. When Mike has all three Points, he should use the Light to illuminate what is dark, the Scrolls to feed the truth into what is false, and the Sword to sever that which should never have been joined.



PICK UP: Goth will give Mike the magnetic crossbow hanging on his wall. It sets up a permanent magnetic field around anything.

The Weaponry Shop

SCENARIO: The Weaponsmith is still working on a weapon.

GIVE: Hand him Jimmy's gun, which has an excellent triggering device.

PICK UP: The Weaponsmith will fit Mike with a biomechanical machine gun arm that can be used only on inanimate objects.

The Midway

SCENARIO: Mike returns to the midway to earn more prizes.

USE: Put on the biomechanical arm and blow away the targets at the shooting gallery.

WIN: Mike gets another teddy.

LEARN: Sheriff Butler arrives after Mike wins to tell him Mayor Fleming has been killed.

GIVE: Mike blames Jimmy for the mayor's death and gives the sheriff Melissa's letter.

USE: Shoot the pole at the ring-toss booth with the crossbow. When Mike tosses the ring, it's attracted right to the pole.

WIN: Mike gets a final teddy.

Dr. Sims' Office

SCENARIO: Mike has another headache and returns for another hypnosis session.

LEARN: Doc Larson told Dr. Sims about the mayor's death. Dr. Sims thinks Mike is jealous of the medical



examiner. But Mike tells him he's feeling guilty about letting Jimmy escape to kill the mayor. Then the hypnosis session begins.

The Third Vision

SCENARIO: Mike's inside a room he doesn't recognize. He's sitting on a couch, and Paul Cooper is behind a desk.
LEARN: Paul is involving Mike in the game show "Let's Make a Death." Mike will see three holograms, each of which will tell him something about the murders. Rita appears and tells Mike that Jimmy didn't kill her. And if Mike had read a little more, she could have helped him as she did Mr. Ramirez, Mayor Fleming, and Doc Larson.

The mayor says Mike just didn't "click" with Rita the way Mayor Fleming had. Doc Larson told him that he got Rita interested in playing doctor. Then Rita appears again—only her face has been run through with several steak knives.

Mike tells Dr. Sims that Paul obviously had something to do with Rita's death, and that Mayor Fleming got what was coming to him. They have another fight about Jack, and Mike storms out.

The Business District

SCENARIO: FBI Agent Gannon is waiting for Mike outside Dr. Sims' office.

LEARN: Gannon has seen Mike's medical record and thinks he's a psychopathic killer. The Dark World nonsense is just him setting down the framework of his insanity defense. Sheriff Butler has been taken off the case, and Jimmy couldn't be the murderer because Doc Larson reports that he was in the hospital with a coma when the mayor was killed. Mike punches Gannon when the FBI agent says that Rita slept with everyone but Mike.



Mike's House

SCENARIO: Mike checks in with his mother and confesses slugging Gannon to Jack.

LEARN: Mike asks his mother if she's missing steak knives, and she reports that a set disappeared around the same time as his tennis shoes.

Jack berates him for decking Gannon, but says he doesn't blame him for getting mad about what the FBI agent said regarding Doc Larson and Mayor Fleming. When Mike shares his suspicions about Paul, Jack says Mike needs to find a way to divert Paul's attention so Mike can search his house. Mike needs to face facts: He's going to be arrested for the murder. Jack will be a character witness, but he's finished with the investigation. He rides off on his motorcycle.

The Power Generator

SCENARIO: Doc Larson's head is now installed in the dark cylinder.

The Machine Walkway

SCENARIO: Dark World teddies in hand, Mike returns to the power machines.

USE: When the shooting-gallery animal is installed, the power in the Dark World business district goes off. The ring-toss animal turns off the power to the Halls of Government.

The Halls of Justice

SCENARIO: The place is now deserted.



OPEN: With the power off, Mike can open the cabinet on the right.

PICK UP: The Scrolls are on the shelf inside. Mike adds them to his inventory.

Dark World Business District

SCENARIO: Mike goes to the locked building next to the Weaponsmith's shop.

OPEN: With the power off, he can open the electronic lock.

The Design Room

SCENARIO: Mike finds himself inside the room in which the "Let's Make a Death" vision was set. He recognizes it from his first adventure with the Ancients as the design room.

PICK UP: A cranial wrench that was used to implant the embryo in Mike's brain rests on the desk. Mike adds it to his inventory.

LOOK: Drawings on the desk reveal the plans for implanting the embryo.

Paul's House

SCENARIO: Paul's still watering the grass.

USE: Turn off the water faucet using the cranial wrench. Paul goes to find out what happened, and Mike slips inside his house.





Paul's Living Room

SCENARIO: The place is piled high with locked cabinets and drawers.

Paul's Bedroom

SCENARIO: The room is clean and functional. A neon cactus adds a little personality.

LOOK: Bills on the desk reveal that the water bill's paid through the end of the year. Titles on the bookshelf are perfectly ordinary. But there are scuff marks on the floor in front of the bookshelf.

MOVE: Shove the bookshelf aside to reveal a hidden room.

Secret Room

SCENARIO: The secret room looks like it was used for occult rituals.

LOOK: A photo on the wall shows Rita, Paul, Mayor Fleming, and Doc Larson dressed in dark robes. A poster of the "Sign of the Four" is pinned to another wall. The *Necronomicon* chronicles the Other World Cult in which people who contact the spirits of the dead will receive a Messenger to clean their world.

PICK UP: Paul's key chain is hanging on an idol of the Messenger.

LEARN: When Mike picks up the key chain, Paul enters the room carrying a knife. They struggle and Paul is stabbed. Before he dies, he tells Mike that voices told him to kill Mike.

He and Rita had contacted the spirits of the dead during a seance, then they brought Fleming and Larson into the circle to help with ceremonies, only to find that the rituals made them slaves of the voices. He denies being the serial



killer—only one as great and pure as the Messenger can perform such deeds.

The Hardware Store

SCENARIO: Mike goes to the hardware store by Dr. Sims' office.

USE: Unlock the door with Paul's key chain.

LOOK: A fire alarm is visible above an old-fashioned cash register.

USE: Set off the fire alarm, and run into the alley outside until Deputy Brown arrives.

Rita's Living Room

SCENARIO: Mike enters Rita's unlocked house and stands in her Southwestern-flavored living room.

LOOK: Rita has written her mother a letter that's still on the desk. She calls Mike "a sick puppy" who has emotional problems. She's much more interested in Paul, a member of her reading group. Paul has given her a ticket for one of Pandora's special readings.

Rita's Bedroom

SCENARIO: Rita's belongings clutter the room.

PICK UP: Pandora's ticket is tucked into a corner of the mirror. When Mike tries to move the mirror, he sees a vision in which his reflection changes to Jack's, then to the Dark World Messenger.

Pandora

SCENARIO: Mike arrives for his special reading.

GIVE: He hands Pandora the special ticket.



LOOK: As he gazes into her crystal ball, Mike sees himself as a child, scared of monsters. His mother is locking his closet door with an imaginary key that disappears when she throws up her hands.

LEARN: The “locked” closet in his bedroom has been open all these years.

The Kitchen

SCENARIO: Mrs. Dawson still stirs her pot.

LEARN: She’s astonished Mike has believed the closet was locked all these years.

Mike’s Bedroom

SCENARIO: Mike easily opens the closet door.

LOOK: A mirror fills the entire opening.

GO: Mike steps through the glass.

Dark World Bedroom

SCENARIO: The Dark World counterpart of Mike’s bedroom is laid out in much the same way as his own.

LOOK: A blue box reveals Mike’s tennis shoes and his mother’s knife, horribly stained with blood.

PICK UP: The Sword of Justice is planted in an idol; Mike easily pulls it out.

Dark World Kitchen

SCENARIO: Mike’s mother stirs her pot.



LOOK: Mike asks her about the knife or shoes, and she turns to him. Her head explodes. Rita's head appears in the steam hanging over the stove.

LEARN: The reunion ticket found at the crime scene wasn't hers. She had No. 656; the ticket Slim found was No. 655. The tickets were bought at the same time.

When she and Paul reached the Ancients during one of their seances, their minds were reprogrammed and they were enslaved. Rita recruited Mr. Ramirez, Mayor Fleming, and Doc Larson, but Mike and Sheriff Butler were too jealous to join.

Mike's first visit to the Dark World gave the Ancients enough information about the Normal World to develop the Behemoth. Mike must use the Sword to stop the creature before it reaches the Normal World.

Dark World Living Room

SCENARIO: This room is a parallel to Mike's living room.

OPEN: Mike opens the electronic lock and exits.

The Power Generator

SCENARIO: Paul's head is installed in the cylinder, filling the last of the four niches.

The Incubator

SCENARIO: The Behemoth has hatched, leaving behind broken glass.

LOOK: A trail of slime leads away from the incubator room and into the Hall of Mirrors.



The Dark World Hall of Mirrors

SCENARIO: The Behemoth can be seen traveling through the pods. It has a sizable head start.

LOOK: One of the pods (fourth from the top on the third full column) reveals a tiny gold hinge in one corner. It's a one-way mirror Mike can use to beat the Behemoth to the portal.

USE: When Mike reaches the portal before the Behemoth, he can stab it with the Sword of Justice (this happens automatically). The creature dies.

The Power Generator

SCENARIO: Mike must use the Points to destroy the generator.

USE: Install the Light of Truth into the black hole in the generator machine, the Scrolls of Wisdom into the narrow slot, and cut through the white cable with the Sword of Justice.

LOOK: The Ancients' spaceship explodes.

End Scenario

The Keeper of the Scrolls congratulates Mike on saving the Normal and Dark Worlds. Then her face dissolves into Jack's, telling him to wake up.

Mike awakens on Dr. Sims' couch. Jack is standing over him, and Dr. Sims is dead on the floor. Jack tells Mike that "we killed him." Jack doesn't really exist outside Mike's delusional mind. The two fight, and Mike is stabbed in the back.

Sheriff Butler and Deputy Brown come in and surmise that Mike killed the doctor, then himself, after first

murdering Rita, the mayor, Doc Larson, and Paul.

Jack looks at each man in the room, then tells the dead psychiatrist that he agrees that Mike had multiple personalities but that the doctor should have realized Jack could become the dominant personality. Jack tells Mike's dead body that the Ancients will have to make a third attempt to invade Earth, but at least this time they got revenge on Mike for destroying their first two attempts. Then Jack leaves, walking into the Dark World version of the business district. He gets on his motorcycle and calls "See you later, pal!" as he drives away.



Appendix C

The Making of *Dark Seed II*

Fans of the original *Dark Seed* have had to wait 3 1/2 years for Mike Dawson to poke his nose into the Dark World again. To understand the process of bringing the sequel to your computer screen, you have to understand Cyberdreams, as well as its connection with a Swiss artist named H.R. Giger.

“Cyberdreams was founded to create interactive science-fiction,” says Director of Development David Mullich. “Our original corporate mission was to create high-quality science-fiction software in collaboration with world-famous writers, artists, and designers—to hook up with essentially name brands from the science-fiction community. Giger was on top of our ‘A’ list from the beginning. He was already well-known for *Alien* and *Poltergeist II*. His U.S. publisher, Morpheus International, is in Beverly Hills near Cyberdreams, and that may have been a factor in choosing to do our first product in collaboration with him.”



Giger, now 55, was born in Chur, Switzerland, and still lives in nearby Zurich. A fantasy and science-fiction fan as a child, his art was inspired by writers and filmmakers such as Gustav Meyrink, Jean Cocteau, Alfred Kubin, and H.P. Lovecraft.

As an adult, he became known for paintings, sculpture, and furniture that used a biomechanical style that blended flesh and machine. His art book *Necronomicon* attracted the attention of director Ridley Scott, who hired Giger to design the creature in *Alien*. Giger's designs for that 1979 film earned him an Academy Award.

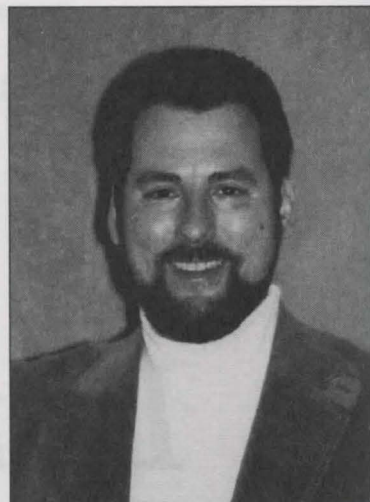
"I wasn't with Cyberdreams when the original *Dark Seed* was created," Mullich says, "but from what I've been told, getting Giger's cooperation required flying to Zurich and convincing him that computer graphics could do justice to his artwork. The negotiations went on for quite a bit of time. He wasn't that familiar with computer technology, and his experiences with Hollywood have not always been good ones. As an artist, he's used to working by and for himself, whereas both film and software are collaborative media."

Giger ended up suggesting pieces of his art he thought would be appropriate for the *Dark Seed* game concept.

Dark Seed went on sale in July 1992 and was a solid hit for Cyberdreams. The game went on to win Best Fantasy Role-Playing/Adventure game from the Software Publishers Association.

When Mullich joined Cyberdreams as a producer in August 1993, a *Dark Seed* sequel was at the top of his "to do" list.

"I was given a copy of the original game to look at," he



David Mullich



says. “And while I loved the artwork, there was no story to it. That’s what I decided to concentrate on for the sequel. I started looking for a designer who had strong writing skills and previous experience with the horror genre. The first phone call I made was to a company called Chaosium, which had created an H.P. Lovecraft paper role-playing game I admired; eventually that network led me to MicroProse. They had just disbanded their own adventure-game division, and I was lucky enough to catch designer Raymond Benson in a three-month window before he started work at another software publisher.”

Benson had designed games such as *Ultima VII—The Black Gate*, *Stephen King’s The Mist*, *Goldfinger*, and *A View to a Kill*. He’s a 007 authority, having authored the Edgar Award-nominated *The James Bond Bedside Companion*.

“We had long phone calls back and forth,” Mullich says, “and I asked him to create a story sequel that, like Giger’s work, captured the spirit of Lovecraft. What Raymond came back with was more David Lynch than Lovecraft, but it was perfectly suited to our company’s success with dark psychological themes, and we went with it.”

Benson took three months to write the basic story and design the game. Mullich produced and edited the final product.

“He’d bounce ideas off me, and I’d approve or make suggestions,” Mullich says. “We had a couple of battles. Some days he left the phone muttering and screaming, but he’d call back a few hours later with something terrific. He delivered around 750 pages of design documents to me in January 1994, when we were winding down his involvement in the project so he could move on to the full-time position he had



previously accepted.”

From there, Mullich consulted with science-fiction writer John Shirley—screenwriter for *The Crow* and author of the *Eclipse* trilogy—about adding even more sci-fi touches and fleshing out the Dark World. For example, it was Shirley’s idea to have a room that looked like it was from the Normal World right in the middle of the Dark World. He added some mystery to the carnival with rumors of missing children. Mullich estimates Shirley added around a dozen ideas to *Dark Seed II*. Mullich then wrote additional character dialogue for the new story elements with assistance from horror author and former Chaosium game designer Keith Herber.

“The final component was Giger himself, who requested particular pieces of his artwork be used in the game,” Mullich says. “He asked us to use his shaft pieces and have the protagonist get caught on a meathook. The Shaft became, of course, the Underworld, and Mike is carried to the Hall of Death on a meathook.”

Dark Seed II programming began in June 1994, and by November Cyberdreams had enough scenes tacked together for Mullich, Dark World art director Peter Delgado, and 3-D artist Gregg Haggman to travel to Zurich and show Giger some initial screens. Giger threw himself into the process and came up with ideas for making the Dark World even more macabre. For instance, it was his concept that the Dark World be linked by metal catwalks suspended over bottomless pits to give the player a sense of constant peril.

In addition to game ideas, Mullich came away from Zurich with some interesting insights on the artist.

“Visiting Giger’s house was just like visiting the Dark World,” he says. “He lives in a middle-class suburb of Zurich, and his townhouse looks no different from any



others on the block. But when we arrived, it was just getting dark, and it was autumn, so all the leaves had fallen from the trees. The light from a street lamp was just hitting his door. Giger suddenly appeared all clad in black, he had an intense look in his eyes, and the light was shining off his silver hair. It was like the opening scene of a Dracula movie—it was a dramatic entrance you see only in the theater.

“The rooms in his house are very small except for his artist’s loft upstairs, and the floors, walls, and ceilings are all painted black. He has a lot of furniture prototypes for his bar in Chur, so his living-room table and chairs are cast metal with skulls inlaid on the back. The walls are covered with his paintings and sculptures. It’s like Halloween every day of the year. These horrible images are all around, but he’s oblivious to them. Yet he thought enough of his guests to walk down to the corner market and get us some tea and cookies. It was like visiting your uncle—only your uncle lives in the Dark World.”

Giger went over all the artwork Cyberdreams brought, making suggestions on how to add balance or strengthen the composition of each piece. Although he didn’t take notes, on Cyberdreams’ return trip in the spring, Giger remembered everything they had discussed previously and pointed out a few things the developers hadn’t yet had time to change. “He has a very good grasp of his artwork and how it’s used,” Mullich says.

Once Giger had approved all the concepts, things really began picking up speed. Two programmers and six artists from Destiny Software Productions of British Columbia were on the *Dark Seed II* project full-time, and independent contractor Jeff Hilbers—who previously worked with Mullich at the Walt Disney Company—created all the



Normal World backgrounds. Product testing continued into November, when the game was released. *Dark Seed II*, present and accounted for.

But what about *Dark Seed III*? The second game leaves itself wide open for another adventure.

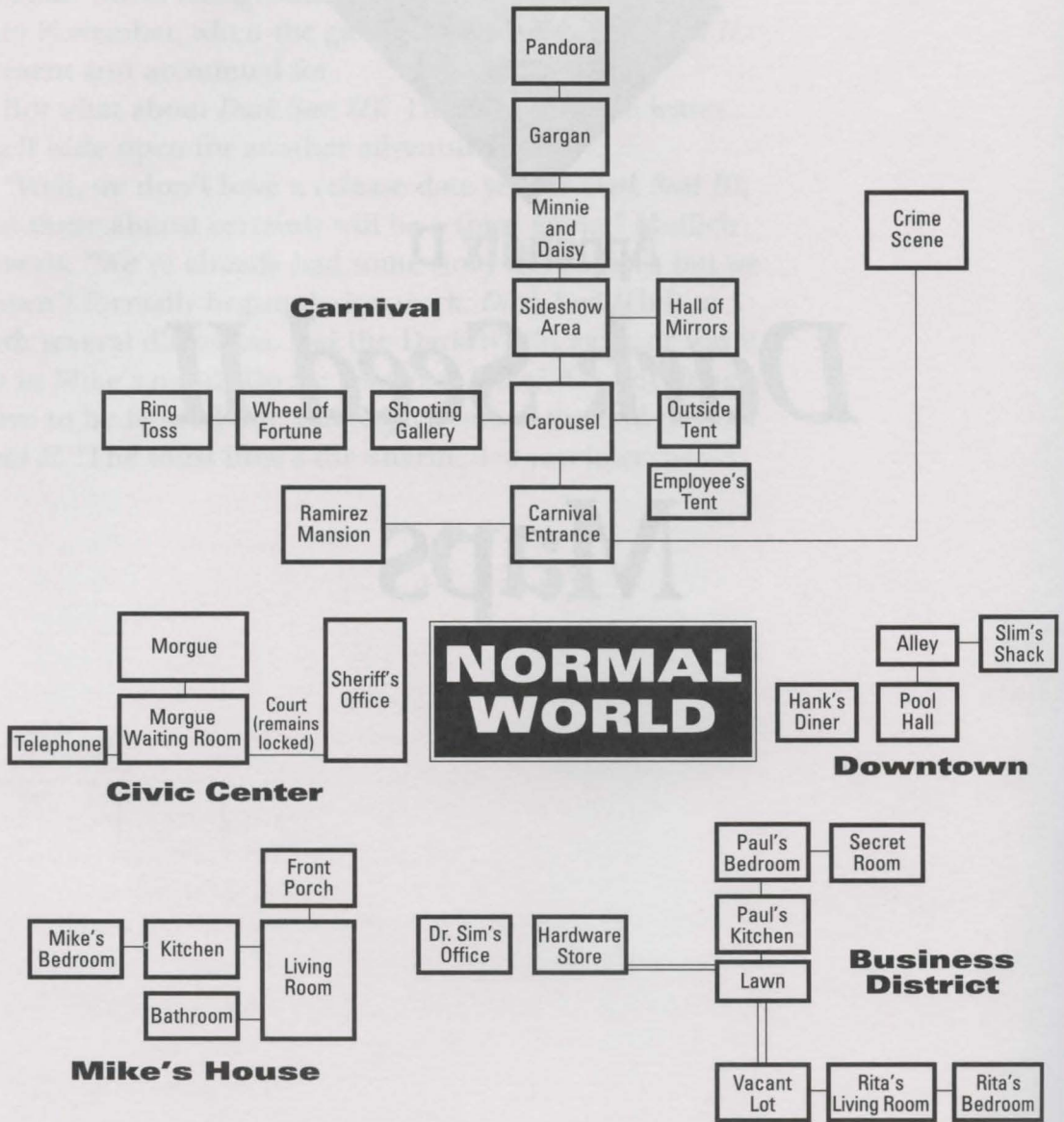
“Well, we don’t have a release date yet for *Dark Seed III*, but there almost certainly will be a third game,” Mullich reveals. “We’ve already had some story discussions, but we haven’t formally begun design work. *Dark Seed II* left us with several dilemmas. Did the Dark World exist, or was it all in Mike’s mind? Do we resurrect Mike? A lot of things have to be figured out. But as Jack says at the end of *Dark Seed II*, ‘The third time’s the charm. See you later, pal.’”



Appendix D

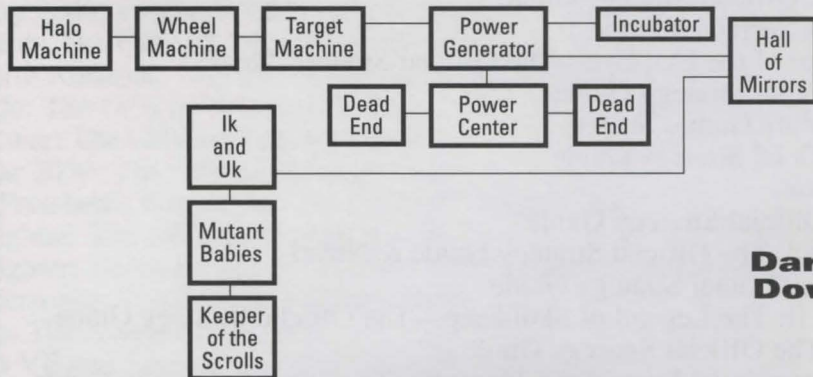
Dark Seed II

Maps

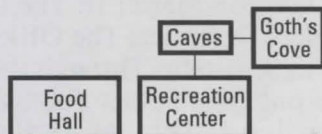




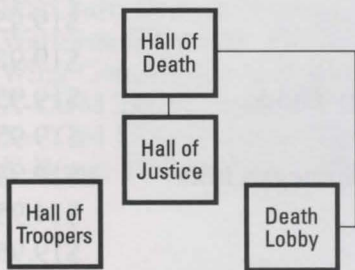
Power Area



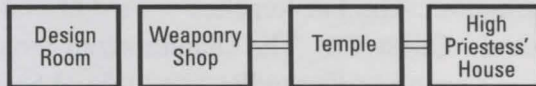
Dark World Downtown



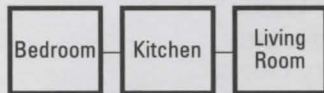
DARK WORLD



Halls of Government



Dark World Business District



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