

NOTE FROM AUTHOR

Another chapter in the Last Half of Darkness story begins in this box. It's a story that is told from a slightly different perspective than "**Shadows of the Servants**" where, if you remember, the vampiric origin (Jaja) was destroyed before it could inflict it's cursed blood into others. Here, in Shadowcrest, a vampiric evil has come seeking a treasure stolen from its protection. A curse lingers from long ago that forces the creatures to protect an ancient eye encrusted in bloodstone.

It would appear the vampiric portion of the darkness was not destroyed as quickly as in previous New Orleans, and therefore left to spread with each bite, creating creatures of the night to feed on the remaining mortals that step from behind the shadows. Through the years, the fledgling blood feeders have deserted the town to seek food elsewhere, but a few loyal "guardians" have remained to instinctively protect the "Eye."

Enjoy the game!

William R Fisher III

FEEDBACK

If you enjoyed the game... please let me know. I always like to hear what my customers think about my adventures. If enough people had fun... Who knows? I might make another one. Write me at: bill@lasthalfdarkness.com

HINTS AND TIPS

- Some inventory items allow you to examine them closer by RIGHT-CLICKING on them.
- It may also be necessary to combine some inventory items with other inventory items. (you can still scroll through inventory when holding an item)
- Remember to look for non-obvious exits (such as the Right and Left side of the screen)
- You can press the SPACE BAR to bypass any animation sequence. (but be careful - since you may miss something important)

QUICK START GUIDE

HOW TO INSTALL

Place CD #1 into your drive. It should start automatically. If your AUTORUN feature is turned off... then click on the MY COMPUTER icon, then click on CD-ROM drive, then LH_BINSTALL

HOW TO PLAY

To interact with the story you must explore the various scenes and click on interesting objects. If your cursor hi-lites RED then you may have found something to interact with. If the cursor turns into a PURPLE eye, you may want to look at this object closer.

Move the cursor around and look for exits. If your cursor changes to a four-pointed arrow you may move to a new location. Some exits may not be as obvious as others. Look closely throughout your quest for secret places and objects.

SAVING AND LOADING

Be sure to save your game before quitting. To save your current game, simply move the cursor to top-right of screen and click on puzzle-piece to return to main menu. Then click on SAVE then click on any EMPTY slot then type in name the press ENTER.

TROUBLE SHOOTING

Some users may need to update their video card drivers. These drivers are usually included with your system or video card. Some users may need to download the newest drivers from the manufacturers website.

Make sure you have a current version of DirectX installed on your system. You may check by clicking on START then RUN then typing DXDIAG at the prompt. Click on Display Tab and make sure DIRECT3D and DIRECTDRAW say ENABLED next to them.

You may also check our site at www.lasthalfdarkness.com for updates or more information



Journal

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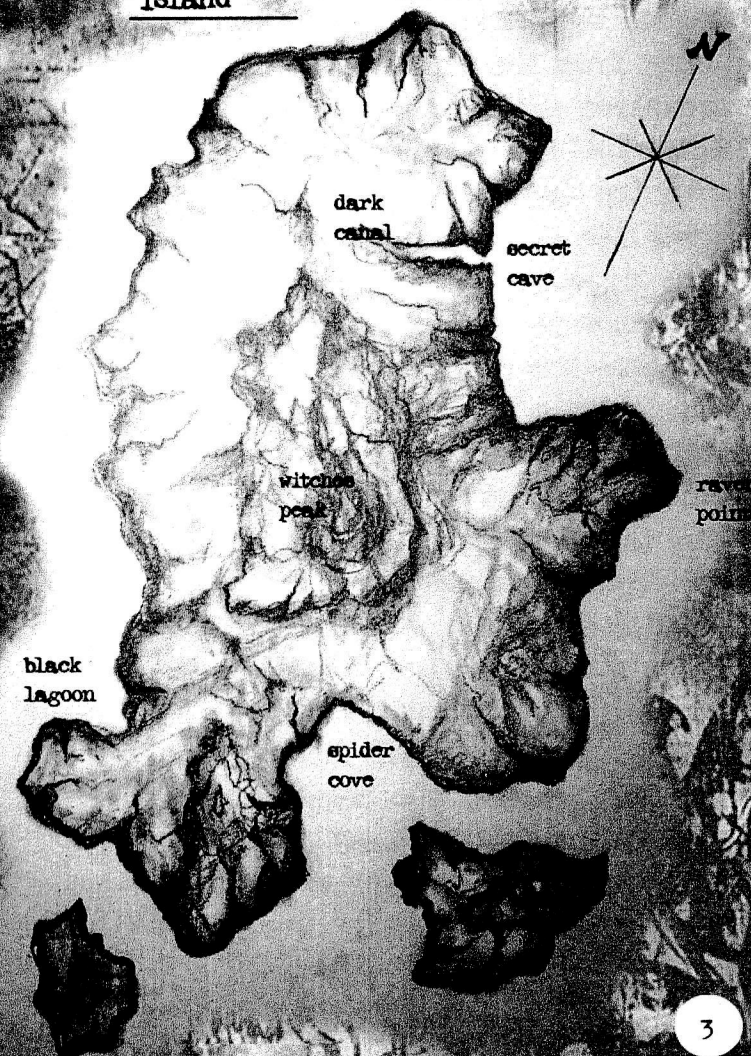
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The Island

I remember feeling a bit uneasy at the idea of traveling back to the origin of the eye. The journey would be very long and treacherous, but returning the eye to its home was the only answer, so I forced myself to go with Marcos. I knew he may need my help navigating the dark waters. He said there would be no danger if we traveled during the day, but I couldn't help notice Marcos turning stranger each day. The darkness was in his blood and if we didn't hurry he could turn completely at anytime. I didn't mind helping him.. but at what cost? I only hope passage to the island will provide the answers needed to cure my friend.

Island



Legend speaks of the darkness that comes from the strange creatures protecting the dead eye of Acareous. With the eye now looking over the town of Shadowcrest, and vampire creatures waiting in the shadows to fill their insatiable thirst, I did not know what to expect once we reached the island. The creatures exist deep in the heart of the island below the jungle canopy. A world where the local tribes perform rituals to appease the guardians. Lore of the eye has transcended down through the ages and generations of pirates throughout the black seas. Some of the sea's great pirates were reduced to nothing more than frightened fools, intoxicated in the hypnotic gaze of the creature's stare. Some believe Acareous created the creatures in an effort to destroy anyone who dare take his bounty.

While others say it was his crew who created the curse with the eye to watch over his grave and treasure. In any event, since the eye was in Shadowcrest, did that mean that Acareous' treasure was unguarded? Perhaps the entire region would be nothing but unruly thieves, grave diggers and pirates, battling over the remaining portion of Acareous' bounty.

When we finally reached our destination, I could barely see the island through the layered mist and fog. Only capturing brief glimpses of the coastal rocky terrain and noticing faint wailing moans heard in the distance. As we moved closer, our heading turned west and eventually to far north side of the island. Marcos said the only way to beach our craft was through a cave-like canal through the center of the island. I could hear the strange moan like sounds coming from the mouth of the cave. Sounds that sailors, for years have accused the sirens to be responsible for steering their ships into the rocky coastline. Entering the canal, the mist slowly subsided but was replaced with an ever increasing darkness. A few sunlit crevices

from above provided just enough illumination to guide our passage through the dark canal.

The slow currents through darkness, eventually pulled our craft into a large cavern chamber covered with the aquatic blue and green hues reflected off thousands of Spanish doubloons. The huge underground treasury contained several overflowing chests, jewels from kings and goblets of gold, completely covered in web and dust from neglected centuries. Marcos told me not to touch anything.

I couldn't help thinking during the entire journey back to Shadowcrest that it all seemed too easy. Would the spirit's really forgive us?

August 2

We finally anchored in Shadowcrest's harbor and it felt like heaven to be home. I quickly disembarked the ship and went looking for my daughter, Tia. I entered my study, where there, Tia was sitting, in the dark, behind my desk, staring down at the floor's corner. I called her name but she didn't acknowledge my presence. Her gaze continued at the corner, as if she was hypnotized by whatever it was on the floor she was looking at. I slowly came around the desk and I could not believe what was revealed. It was the skull of Acareous and... the Eye!

August 17

Marcos' condition is exponentially changing... the blood sample I took has shown unbelievable increased testosterone levels with white and red cells multiplying by over 30% daily. At these levels it will not be long before a complete metamorphosis occurs and my friend is no longer human but rather a creature of darkness, destined to spend his remaining days protecting the very item that was his demise.

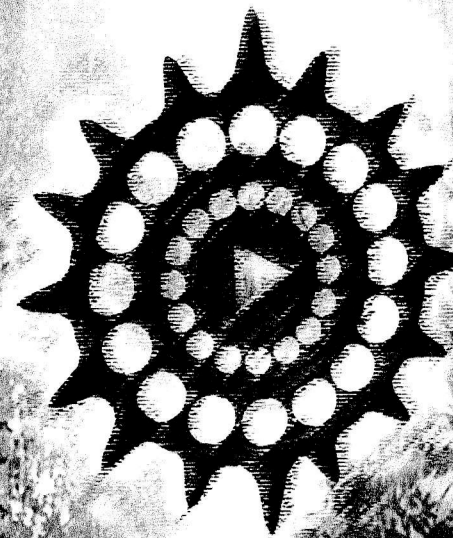
There was another body found today, drained of blood and I fear Marcos may be a suspect. I know for every body found there are ten more that have changed. Shadowcrest has become a haven for the dark guardian of Acareous' eye.

September 15

I'm getting very close to solving the riddle of the eye and the energy surrounding it... and I fear Marcos knows it too as he has not been here in days. I must relocate the eye immediately and hide its exact location until I can perfect the bacterial solution. The byproduct (Vial 202) between the infected bacteria solutions (302, 511) producing (e229) should reduce the stimulation of psychokinetic energy. With reduced kinetic activity it might give me enough time for the electromagnet extraction process to work. Although for the first time I am in fear of my life as Marcos has a strange look in his eyes lately. He knows. I'm close to finding a way to extract the eye and the curse has taken over his logic.

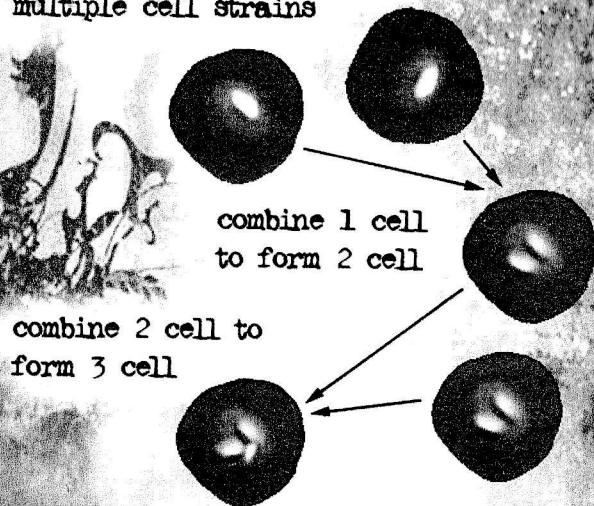
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He no longer wants to be cured if it means destroying the eye. I have placed a piece of the secret key inside a cryptic necklace. I will give it to my daughter soon for her birthday. I have hidden the missing main key inside her favorite puzzle box I made when she was just a child.



11

Same cell bacteria creates new
multiple cell strains



Moving the eye in its active state
could be dangerous. I must create
the solution from the bacteria in the
lab to encase the eye with. Once
the eye is covered with the solution,
the energy should be lowered enough to
perform the electromagnetic sequence.

MOLECULES/BACTERIA

I have made enough from specimens
302... etc" and have experimented
with the blood from the diseased.
I have found a solution made from
bacteria resistant to the energy.

October 3

I'm going to the lakehouse tonight to tell Marcos about the progress I have made. After that I will get the eye and try out my experiment. I think a small adjustment on the amps may be required depending on the current volts and temp settings. (see chart)

NOTE TO SELF:

syntax for computer is AMPS=X
(X=numeric amp setting)

Temperature

	1	2	3	4	5	6	7	8	9
1	50	101	152	203	253	304	355	406	456
2	63	126	190	253	317	380	444	507	571
3	76	152	228	304	380	456	532	609	685
4	88	177	266	355	444	532	621	710	799
5	101	203	304	406	507	609	710	812	913
6	114	228	342	456	571	685	799	913	1027
7	126	253	380	507	634	761	888	1015	1142
8	139	279	418	558	697	837	977	1116	1256
9	152	304	456	609	761	913	1065	1218	1370
10	164	329	494	659	824	989	1154	1319	1484
11	177	355	532	710	888	1065	1243	1421	1598
12	190	380	571	761	951	1142	1332	1522	1713
13	203	406	609	812	1015	1218	1421	1624	1827
14	215	431	647	862	1078	1294	1510	1725	1941
15	228	456	685	913	1142	1370	1598	1827	2055
16	241	482	723	964	1205	1446	1687	1928	2169
17	253	507	761	1015	1269	1522	1776	2030	2284
18	266	532	799	1065	1332	1598	1865	2131	2398
19	279	558	837	1116	1395	1675	1954	2233	2512
20	291	583	875	1167	1459	1751	2043	2334	2626
21	304	609	913	1218	1522	1827	2131	2436	2741
22	317	634	951	1269	1586	1903	2220	2538	2855
23	329	659	989	1319	1649	1979	2309	2639	2969
24	342	685	1027	1370	1713	2055	2398	2741	3083
25	355	710	1065	1421	1776	2131	2487	2842	3197
26	368	736	1104	1472	1840	2208	2576	2944	3312
27	380	761	1142	1522	1903	2284	2664	3045	3426
28	393	786	1180	1573	1966	2360	2753	3147	3540
29	406	812	1218	1624	2030	2436	2842	3248	3654
30	418	837	1256	1675	2093	2512	2931	3350	3768

VOLTS