HINT BOOK

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A STEPHEN KING THRILLER





HINTBOOK

BASED UPON

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THE DARK HALFTM

A Stephen King Thriller

Hint Book

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Introduction

The sparrows are flying again. Thad Beaumont's evil twin, George Stark, has returned in this thrilling graphic adventure based on the Orion Pictures film, from the novel by Stephen King. As Thad, a successful horror writer, you are drawn into the psychological mystery behind your evil twin as he commits crimes and murders for which you are blamed. To defeat his evil forces, you must dodge the police, uncover clues and discover the secret of the Dark Half. Only then can you prove your innocence, save your family, and silence George Stark forever.

Thad has written a series of horror books under the alias of George Stark. After a drifter named Fred Clawson threatens to reveal his Alter-Ego, Thad is forced to go public, realizing that he can never write as Stark again.

Hint Section

1st Day

What's happened to George's grave?

- · Looks as if someone dug it up.
- On the other hand, maybe something dug its way out.

How do I open the Shed in the Cemetery?

- · You need a key.
- · Digger, the caretaker, might be able to help.
- · Ask Digger to unlock the Shed for you.

Boy, there's a lot of stuff in this shed.

- · There are only two important objects to find here.
- · The ROPE.
- · The FLASHLIGHT.

What do I do with Homer's Body on the road?

- · Looks pretty gruesome huh?
- · Maybe he has something on him.
- · Search him and take his CAMERA.

What good is this camera?

- · It's used to take pictures.
- · Maybe it has some pictures in it.
- You'll need to take it to the Photo Shop and have the film developed.

What do I do in the Town?

- · Seems like everything appears to be closed.
- · Go to the Tavern next to the restaurant.
- · Talk to the bartender.
- · Don't forget to pick up the STEIN.

What Truck?

- · The truck the Bartender told you about.
- · It's in the east side of town.

I found the truck, but now what?

- · You'll need to search the cab.
- · There are three items you need to find in there.
- · The first object is the PENCIL on the dash.
- The second object is the CIGARETTE BUTTS on the floor.
- Finally, the BLOODY WHISKEY BOTTLE on the seat.

Hey, I got blood on my shirt from the bottle.

- · You better find a clean shirt.
- · You have extra clothes at home.
- · Open the drawer in your bedroom.
- Pick Up the SHIRT.
- · Use the SHIRT.

I can't seem to do anything else in Town.

- · Why don't you just go Home.
- · Select Travel To and then choose your Home.

I'm standing in my Living Room with nothing to do.

- · Look at the furnishings.
- · Pick Up the BOOK.
- · I wonder if there are any secret doors around here.
- · Push the Bookcase.

Now that I'm inside my secret Study, what now?

- · There's something in here that you'll need later.
- · It's pretty hard to find.
- · Push the bookcase so that it closes.
- · Pick Up the PAPER in the trashcan.

I can't open the China Cabinet in the Living Room.

- · There must be something important in there.
- · You need to find a KEY.
- · Liz must have hid the key somewhere.
- Maybe it's under something.
- · Pick up the Plant.
- · Ah, use the KEY in the Cabinet.
- · Pick Up the PISTOL.

I can't use the bed to go to sleep.

- · Do you sleep with the lights on?
- · Turn off the lamp next to the bed.

What do I do with this paper and pencil?

- · Maybe you should try writing something.
- · You'll need to be sitting at a table first.
- · Then you'll have to be smoking a cigarette.
- You can use either the table in the restaurant, or the table in your study.
- Use CIGARETTE LIGHTER on CIGARETTE BUTTS.
- Use PENCIL on PAPER.

I can't find Fred's Apartment anywhere.

- · You need to ask someone where he lives.
- · I'm sure the barber might know where.

I can't pick up the RAZOR in the barber shop.

- · You don't need it yet.
- · You need to come back later.

This Old Lady in front of Fred's has me all confused.

- · Read what she says very carefully.
- · It will come in handy at the end of the game.

I can't get past the dog in Fred's Apartment.

- · Throw him a steak, it works in the movies.
- · No steak though, huh?
- · Whatever you do, don't shoot the poor thing.
- · I warned you, the ASPCA will be after you.
- · Use the TEAR GAS on him.

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What TEAR GAS?

The container in the hall outside of Fred's Apartment.

Boy is this closet dark.

- · There must be a light switch somewhere.
- · How about an alternate source of light.
- · Yeah, the FLASHLIGHT from the shed.

I can't open the strong box in the closet.

- · You need a key.
- · Unfortunately, Fred can't tell you where it is.
- · Shoot the thing open.
- · Oh yeah, don't forget about the cops.
- · Try to be as quiet as possible.
- · Use the PILLOW with the PISTOL.
- · Pickup the MONEY.

These two Photo Shop salesman aren't very helpful.

- · What do you do at a photo shop?
- · You develop film.
- · Don't you have a CAMERA.
- · You'll have to take the FILM out first.
- · Give the FILM to the salesman reading the book.
- · Don't forget to buy new FILM for the CAMERA.

I can't figure out how to call Liz at home.

- · First you need to find a phone.
- · The phone booth outside of the Photo Shop will do.
- · You'll also need some money to make the call.

· Use QUARTERS in phone.

Where can I find some money?

- · The bank.
- · Maybe some change fell out of someone's pocket.
- · Check under the cushion in the restaurant.

Where can I hide this pistol so the cops won't arrest me.

- · There's not many places you can hide a gun.
- You'll be able to hide it outside of your house.
- · Try putting it in the mailbox.

How do I get past the cops at the 2nd interrogation?

- As you progress further into the game, the cops get more suspicious.
- You have to give them something from your inventory.
- Give them the PAPER with the writing on it.

What do I say to the cops at the 2nd interrogation?

- · "So why are you here again?"
- "Wel,l if all the evidence points to me, then why don't you just arrest me?"
- "With my fingerprints, what other information do you need?"
- "Well, I just happen to have that phrase on this piece of paper. Here, take it."

Thad won't go to sleep after the cops leave.

- He's not tired, yet.
- · Maybe he feels like writing.
- · Go into the Study, and induce a trance.

3rd Day

Where can I buy milk for Liz?

- · Wouldn't you rather buy something else?
- · I bet they have some neat stuff in the Hardware store.
- · Buy a CROWBAR.

Is there anything special in Miriam's apartment?

- · There are three items in here.
- · The first one is the FIREPLACE POKER.
- The second one is the TISSUE.
- Don't forget to open the TISSUE to see what's inside.
- · The last one is a BIRD WHISTLE.

What BIRD WHISTLE?

- · It's in there somewhere.
- · It's hidden pretty good.
- · Try searching that vase over there.
- · Ah, there it is, but you can't reach it, can you?
- · You'll have to put something in there first.
- · It will probably float.
- · Now, only if you could only get some water.
- · How about that fishtank over there in the corner?
- Use the STEIN or GLASS with the fishtank to hold water.
- · Oh no, not again!
- · By the way, this whistle really isn't that important.

How do I get past George from inside Miriam's.

- · Crawl under his legs.
- You'll need to take a PICTURE of him first for evidence.
- · Alright, now whack him with something.
- · Try using the FIREPLACE POKER on him.

I can't take a picture of George.

- · You need to have FILM in your CAMERA first.
- · Did you remember to buy FILM at the Photoshop?
- · Use FILM in CAMERA.

How do I get my pictures back from the photo store?

- · You'll have to pay for them, somehow.
- · Maybe that High School kid is an avid reader.
- · Talk to him a lot.
- · Give him the BOOK from your house.

What BOOK?

- · The BOOK in your living room.
- · The one next to the phone.
- · "Mean Machine" by George Stark.

What do I do at the University?

- · That's where Reggie works.
- She's read lots of books and has valuable information for you.

How do I get into the University?

- Try using the door.
- · Oh yeah, The cops are everywhere.

- · Sneak into Reggie's Office.
- · It's around here somewhere.
- · Climb up the tree.
- · Use the ROPE on the tree.

I want that RAZOR from the Barber Shop.

- · You will only be able to get it at a specific time.
- · Wait until he finds out what you've done.
- · Tell him how tuff you are, he's all talk.
- Say "Trouble? I'm here to kill you for squealin' on me."

The 3rd interrogation with the police is a real bear.

- Give them the PHOTOGRAPH of George Stark beating Homer.
- · Show them the PICTURE of George at Miriam's
- Give them the NOTE from George.
- · Show them the EYEBALL.

What EYEBALL?

- Did you pick up the TISSUE at Miriam's?
- · Did you remember to open the TISSUE?
- Oh, that EYEBALL

What do I say to the Cops at the 3rd interrogation?

- "If it's my blood, where's my wound?"
- "Hold on! I've got a photograph of George with Homer's wooden leg... See, look, he's the killer, not me!"
- "I can prove I'm not the killer. I have a picture of George. It was taken at Miriam's... Here, take it!"

- "You don't understand! The killer is out there. He wants you to think he's me. I'm afraid for my family!"
- "What about this? I have a note from George. He delivered it in person to the hardware store. Ask him!"
- "Wait! This eyeball belongs to George. None of the other bodies are missing an eye, right?"

No matter what I say to the cops at the 3rd interrogation, I get arrested.

- Responses available depend on what objects you have in your inventory.
- You must have opened the TISSUE from Miriam's apartment before this interrogation.

Thad won't go to sleep after the cops leave.

- · He's not tired, yet.
- · Maybe he feels like writing.
- · Go into your Study, and induce a trance.

4th Day

The Cops won't let me leave my house.

- You need to create a diversion.
- · Go outside and pull a BRANCH off the tree.
- Place the BRANCH in the bowl under the smoke alarm.
- · Can you figure out what to do next?
- · Use the CIGARETTE LIGHTER on the BRANCH.

I set off the alarm, but I still can't leave the house.

- · You need to hide from the cops somewhere.
- The bedroom won't work.

- · Either will your study.
- Try hiding behind Liz's China Cabinet after the alarm goes off.
- · After the cops walk in, select Travel To.

What can I do in Rick Cowley's Office?

- · There are two important things to do here.
- First, pick up the NOTES on the floor next to the cop.
- Second, read the paragraph in the opened book. It contains vital information for finishing the game.

Who is Dr. Pritchard?

- He is the Doctor who operated on you when you were a young boy.
- · He removed the "Tumor" from your brain.
- · That "Tumor" was actually your Twin brother.

What do I do at Dr. Pritchard's Office?

- · There's always good stuff in a Hospital.
- · How about looking through that drawer over there.
- Search through it, there's at least two items in there that you'll need.
- The first one is the FIRST-AID KIT.
- · Don't forget to open it to see what's inside.
- · The second one is the SCALPEL.

George is heading for my House, but I can't go there.

- · The Cops are there. They'll protect Liz.
- Maybe you should get some more information on how to defeat George.
- Try going back to the University and talking with Reggie.

When I try to leave the University, I get arrested.

- · Reggie told you that the Cops were outside.
- · Didn't she give you something to wear?
- · Use the DISGUISE.

Liz is tied up to a chair. How do I free her?

- · Oh, come on... It's not that hard to figure out.
- · Ok... Use the SCALPEL on the ropes.

I can't get into my Study.

- · George has it blocked off.
- · You'll have to figure out some way to get in there.
- That WHISKEY BOTTLE in the bedroom closet must have some use.
- Try making a MOLOTOV COCKTAIL with the bottle.
- Open the FIRST-AID KIT.
- · Use the GAUZE with the WHISKEY BOTTLE.
- Use the CIGARETTE LIGHTER with the WHIS-KEY BOTTLE.
- · Use the MOLOTOV COCKTAIL on the Bookcase.

George kills me if I answer one of his questions wrong.

- Remember what the book in Rick Cowley's Office said.
- · You need to get that Razor away from him.
- · Tell George that he needs a sharper pencil.
- When he gets up, swap his sharp razor for your DULL RAZOR.
- Now he can still cut you, but at least he won't kill you.

I deteriorate after I answer one of George's questions.

- You're helping George become stronger by telling him what he wants to know.
- · Remember what Reggie told you at the university.
- If you continue to deteriorate, you will lose the game.

George keeps cutting me with the DULL RAZOR

- · The DULL RAZOR doesn't really hurt you.
- You are answering the questions correctly, and this is making George upset.

Walk Through

1st Day

Cemetery

- 1. Talk To Digger
 - · Say "Can You Unlock The Shed For Me?"
- 2. Open Shed Door
- 3. Walk To Door
 - · Pick Up Rope
 - · Pick Up Flashlight
 - · Walk To Cemetery
- 4. Walk To Road

Road

1. Search Body

Town

- 1. Open Tavern Door
 - · Pick Up Stein
 - · Walk To Exit
- 3. Walk To Truck In Front Of Auto City
 - · Search Truck Cab
 - Pick Up Pencil
 - · Pick Up Cigarette Butts
 - · Pick Up Whiskey Bottle

Travel To Home

- 1. Open Front Door
- 2. Pick Up Plant
 - · Pick Up Key
- 3. Use Key In Cabinet
 - · Open Cabinet
 - · Pick Up Pistol
- 4. Pick Up Book
- 5. Push Bookcase
- 6. Walk To Study
 - · Push Bookcase
 - · Pick Up Paper
 - · Pull Bookcase
 - · Walk To Living Room
- 7. Walk To Bedroom
 - · Open Closet
 - · Use Bloody Whiskey Bottle In Closet
 - · Open Drawer
 - · Pickup Shirt
 - Use Clean Shirt
 - Use Lamp

2nd Day

- 1. Walk To Living Room
- 2. Interrogation #1 With Police
 - · Say "So, Why Are You At My House?"
 - · Say "Are You Accusing Me?"

- · Say "I've Been Framed!"
- · Say "Fred Clawson."

Travel To Town

- 1. Open Restaurant Door
 - · Pick Up Glass
 - · Pull Seat Cushion
 - · Pick Up Quarters
 - · Pick Up Lighter
 - Use Booth (Trance #1)
 - · Use Cigarette Lighter On Cigarette Butts
 - · Use Pencil On Blank Piece Of Paper
 - · Walk To Town
- 2. Open Barber Shop Door
 - · Talk To Barber
 - Say, "Could You Tell Me Where Fred Clawson Lives?"
 - Open Door
- 3. Walk To Fred's Apartment
 - · Pick Up Paper
- 4. Open Front Door
 - · Pick Up Canister
- 5. Walk To Door
 - Pick Up Pillow
 - Open Closet
 - · Use Tear Gas On Dog
 - · Use Flashlight On Closet
 - · Use Pillow With Pistol

- · Pick Up Money
- · Walk To Door
- 6. Walk To Stairs
- 7. Walk To Town
- 8 Walk To Photo Shop
- 9. Open Photo Shop Door
 - · Open Camera
 - · Give Film To Salesman Reading Book
 - · Give Money To Other Salesman
 - Pick Up Film
 - · Open Front Door
- 10. Open Telephone Booth
 - · Use Quarters In Phone

Travel To Home

- 1. Open Mailbox
 - · Use Pistol In Mailbox
- 2. Open Front Door
- 3. Interrogation #2 With Police
 - · Say "So, Why Are You Here Again?"
 - Say "Well, If All The Evidence Points To Me, Then Why Don't You Just Arrest Me?"
 - Say "With My Fingerprints, What Other Information Do You Need?"
 - Say "Well, I Just Happen To Have That Phrase On This Piece Of Paper. Here, Take It."
- 4. Push Bookcase

- 5. Walk To Study
 - Use Chair (Trance #2)
 - · Use Cigarette Lighter On Cigarette Butts
 - · Use Pencil On Blank Piece Of Paper
- 6. Walk To Living Room
- 7. Walk To Bedroom
 - · Use Lamp

3rd Day

- 1. Walk To Living Room
- 2. Pick Up Telephone
- 3. Walk To Bedroom
- 4. Pick Up Note
- 5. Open Closet
 - · Search Jacket

Travel To Miriam Cowley's Apartment

- 1. Open Door
- 2. Pick Up Paper
- 3. Open Door
 - Pick Up Fireplace Poker
 - Pick Up Tissue
 - · Open Wad Of Tissue
 - · Use Stein In Fishtank
 - · Use Stein Of Water In Vase
 - · Use Stein In Fishtank

- · Use Stein Of Water In Vase
- · Pick Up Bird Whistle
- · Open Door
- · Use New Film In Camera
- Use Camera On George
- · Use Fireplace Poker On George
- · Open Door
- · Press Button
- · Use Elevator

Travel To Town

- 1. Walk To Photoshop
 - · Give Book To Salesman Reading Book
 - Pick Up Photos
 - Open Door
- 2. Walk To University
 - Use Rope On Tree
 - · Use Window
 - · Walk To Town
- 3. Open Hardware Store Door
 - · Talk To Hardware Guy
 - Pick Up Note
 - · Give Money To Hardware Guy
 - · Pick Up Crowbar
 - Open Door
- 4. Open Barber Shop Door
 - · Talk To Barber

4th Day

- 1. Walk To Living Room
- 2. Pick Up Telephone
- 3. Walk To Hallway (Front Yard)
 - · Pull Tree Branch
 - · Open Front Door
- 4. Use Tree Branch In Bowl
 - Use Cigarette Lighter On Branch In Bowl
 - · Walk To Left Side Of China Cabinet.

Travel To Rick Cowley's Office In New York

- 1. Open Door
- 2. Pick Up Phone
- 3. Pick Up Notes

Travel To Dr. Pritchard's Office

- 1. Walk To Entrance
- 2. Open Drawer
 - · Search Drawer
 - · Pick Up First-Aid Kit
 - Pick Up Scalpel
- 3. Use Phone

Travel To Town

- 1. Walk To University
- 2. Use Rope On Tree
 - · Use Disguise
 - · Use Window

Travel To Home

- 1. Open Door
- 2. Use Scalpel On Ropes
- 3. Walk To Bedroom
 - · Pick Up Whiskey Bottle
 - · Open First-Aid Kit
 - · Use Gauze In Bloody Whiskey Bottle
- 4. Walk To Living Room
 - · Use Lighter On Whiskey Bottle
 - · Use Molotov Cocktail On Bookcase
 - · Walk To Hole In Wall
- 5. Say "Steel Machine"
- 6. Say "First, Get Another Pencil, We Hate Dull Pencils."
 - · Use Dull Razor On Table

7. (WIN)

- Say "Why Don't You Start With Machine Driving 110 MPH In His Sports Convertible Along The California Coast."
- Say "How About If Alexis Machine Bribes A Local Woman To Call FBI Headquarters And Reveal A Scandal That Will Ruin Agent Morris' Reputation And Character?"
- Say "Let's Have Machine Take His Hostage Into An Abandoned Steel Mill And Call His Demands Into FBI Headquarters."
- Say "In The Middle Of Mardi Gras, Machine's Gun Goes off, Ricochets Off Of The Steel Snake, And Kills A Police Officer."
- Say "How about: As the crowd panics, a fallen torch starts a fire that traps Machine between a glowing hot steel float and twelve armed FBI agents."

- Say "What if Machine climbs onto a balcony, loses his weapon, and threatens revenge as he holds agent Morris' face dangerously close to the flames?"
- Say "Later, Machine switches ID with the dead hostage, discards the body in the fire, and lets the police think the smoldering corpse is his own."

8. (LOSE)

- Say "Why Don't You Start With Machine Evading The FBI Through The Back Alleys Of The French Quarter On His Motorcycle?"
- Say "How About If Alexis Machine Catches Up With The FBI Agent Morris And Takes Him Hostage?"
- Say "Let's Have Machine Take His Hostage Onto A Steel Snake-Shaped Float And Fire Two Shots Into The Air During Mardi Gras."
- Say "In The Middle Of Mardi Gras, Machine Puts His Gun In The Mouth Of Agent Morris And Shouts A Warning To The FBI."
- Say "How about: As the crowd panics, a fallen torch starts a fire, distracting the cops and allowing Machine to escape?"
- Say "What if Machine climbs onto a balcony and shoots the hostage in full view of the crowd before disappearing?"
- Say "Later, Machine switches ID with the dead hostage, discards the body, and leaves for Mexico with his new identity."

OBJECT LIST BY LOCATION

Item	Location
1. Rope	Shed In Cemetery
2. Flashlight	Shed In Cemetery
3. Camera	Homer's Body
4. Stein	Tavern
5. Pencil	Truck Cab
6. Cigarette Butts	Truck Cab
7. Whiskey Bottle	Truck Cab
8. Plant	Living Room
9. Key	Underneath Plant
10. Pistol	
11. Book	Next To Phone
12. Paper (1)	Trash In Study
13. Clean Shirt	Drawer In Bedroom
14. Glass	Restaurant
15. Quarters	Under Cushion In Restaurant
16. Lighter	Under Cushion In Restaurant
17. Paper (2)	Outside Fred's Apartment
18. Canister (Tear Gas)	Fred's Apartment Hallway
19. Pillow	Inside Fred's Apartment
20. Money (\$6)	Inside Fred's Closet
21. Film (Inside Camera)	Inside Camera
22. Film (New)	Photo Shop
23. Note From Liz	On Mirror In Bedroom
24. Money (\$9)	In Jacket In Bedroom Closet
25. Paper (3)	Outside Miriam's Apartment
26. Fireplace Poker	Miriam's Apartment
27. Tissue	Miriam's Apartment
28. Human Eyeball	Inside Tissue
29. Water	Fishtank At Miriam's

Item	Location	
30. Bird Whistle	Vase At Miriam's	
31. Note From George	From Hardware Guy	
32. Crowbar	Hardware Store	
33. Dull Razor	Barber Shop	
34. Tree Branch	Thad's Front Yard	
35. Notes	Rick Cowley's Office	
36. First-Aid Kit	Dr. Pritchard's Office	
37. Gauze	Inside First-Aid Kit	
38. Scalpel	Dr. Pritchard's Office	
39. Disguise	Reggie's Office	
40. Molotov Cocktail	Whiskey Bottle, Gauze, Lighter	

OBJECT LIST BY USE

Item	Use
1. Rope	To climb tree
2. Flashlight	To see in Fred's closet
3. Camera	To take picture of George
4. Stein	To get water from fishtank
5. Pencil	To write on paper
6. Cigarette Butts	To induce trance
7. Whiskey Bottle	To make molotov cocktail
8. Plant	Hides key
9. Key	To open china cabinet
10. Pistol	To open strongbox
11. Book	To give to photo shop salesman
12. Paper (1)	To write on
13. Clean Shirt	To change into
14. Glass	To get water from fishtank
15. Quarters	To put in pay phone
16. Lighter	To light branch and cigarettes
17. Paper (2)	To write on
18. Canister (Tear Gas)	To knock out dog
19. Pillow	To muffle gunshot
20. Money (\$6)	To buy film
21. Film (Inside Camera)	Contains picture of George
22. Film (New)	To take picture of George
23. Note From Liz	Tells location of money
24. Money (\$9)	To buy crowbar
25. Paper (3)	To write on
26. Fireplace Poker	To hit George
27. Tissue	Contains eyeball
28. Human Eyeball	Give to cops as evidence
29. Water	To float bird whistle

Item	Use
30, Bird Whistle	No use
31. Note From George	Shown to cops
32. Crowbar	Open Fred's apartment
33. Dull Razor	Switch with sharp razor
34. Tree Branch	Light to set off smoke alam
35. Notes from Rick's	Contain information
36. First-Aid Kit	Contains gauze
37. Gauze	Used in whisky bottle
38. Scalpel	To free Liz
39. Disguise	To leave university
40. Molotov Cocktail	To open stuck bookcase



