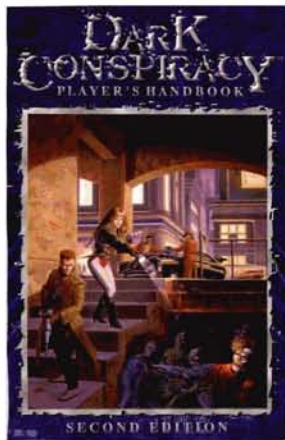
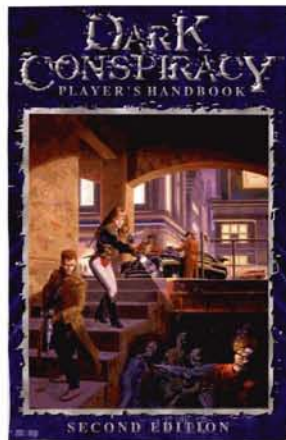


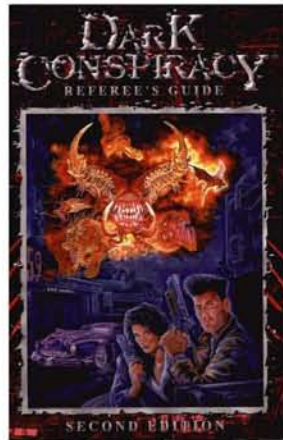
GUIDE TO DARK CONSPIRACY



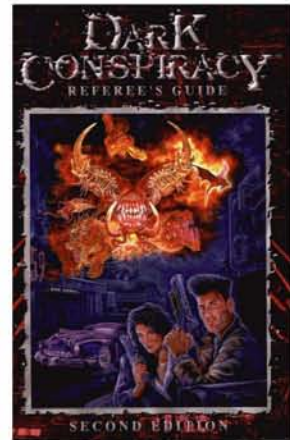
Basic Edition



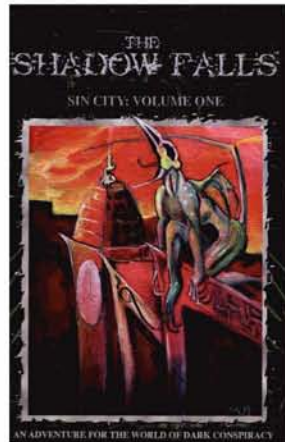
Master's Edition



Basic Edition



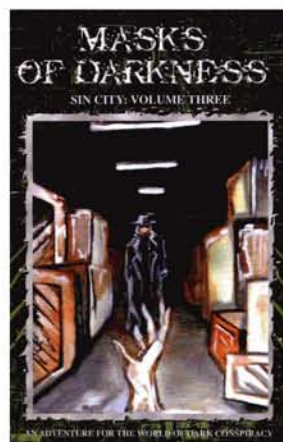
Master's Edition



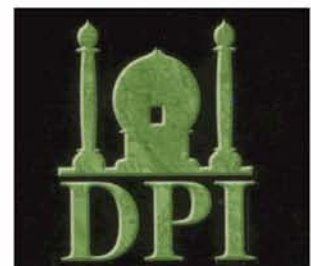
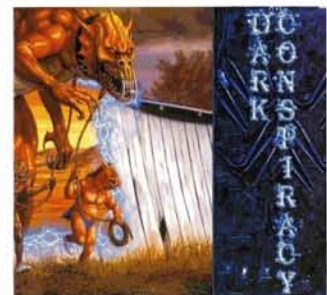
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AN ADVENTURE FOR THE WORLD OF DARK CONSPIRACY



AN ADVENTURE FOR THE WORLD OF DARK CONSPIRACY

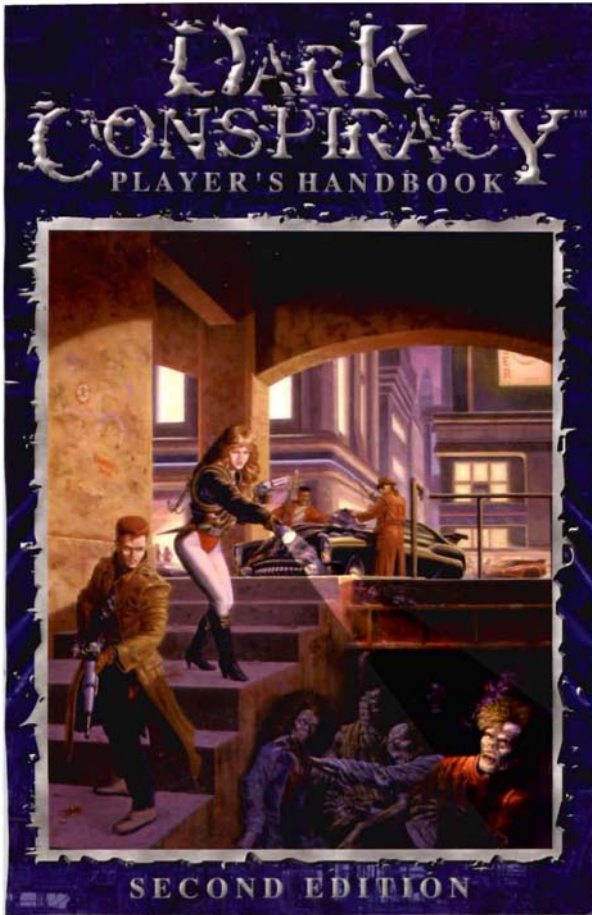


DARK CONSPIRACY

THE SECOND EDITION

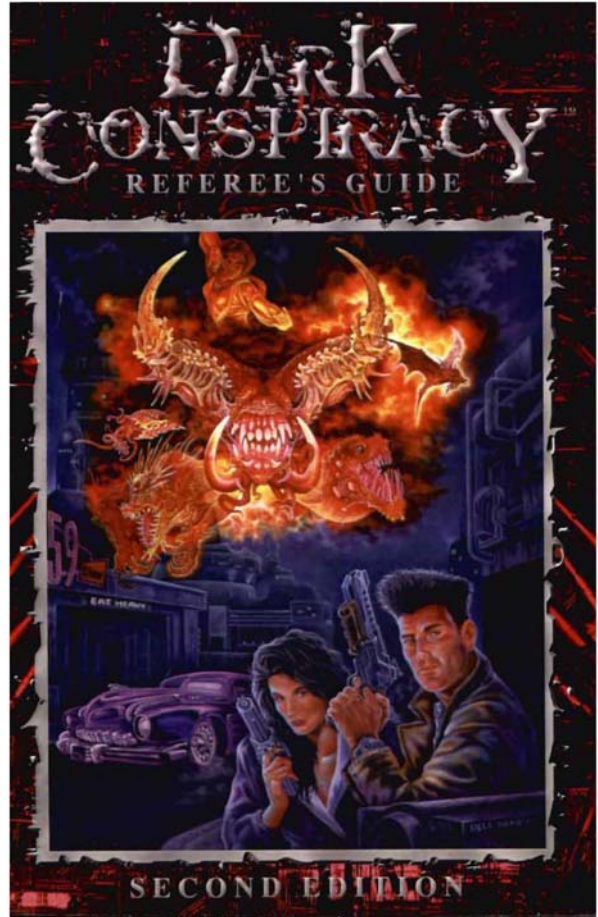
The second edition was published in two folio-sized volumes, one targeted at Players (184 pages, *Basic Edition* and 400 pages, *Master Edition*) and the other at Game Masters (180 pages, *Basic Edition* and 462 pages, *Master Edition*), both in soft cover.

In each case, the *Basic Edition* was a subset of the *Master's Edition* (and the DPI catalog listed the additional *Master's* material as an Expansion volume). For insights into the material differences between Basic and Masters, it is possible to compare the Tables of Contents of each of the books (provided on the following pages).



Basic Edition

Player's Handbook Basic Edition 184 pages
Player's Handbook Masters Edition 400 pages



Basic Edition

Referee's Guide Basic Edition 180 pages
Referee's Guide Masters Edition 462 pages

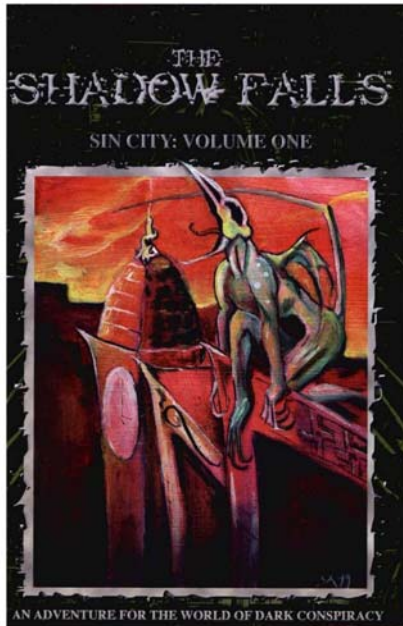


Referee's Screen (Dark Conspiracy, 2nd Edition)

This three-paneled referee's screen (33" x 8.5") is beautifully illustrated by fantasy artist Larry Elmore. This Referee's Screen has everything a Referee needs for quick reference to speed up game-play.

Also included is a 48-page book with material from the previously released **Ice Daemon** and **Nightsider** adventures, both of which are sure to frighten and delight horror role-players of any age.

DARK CONSPIRACY

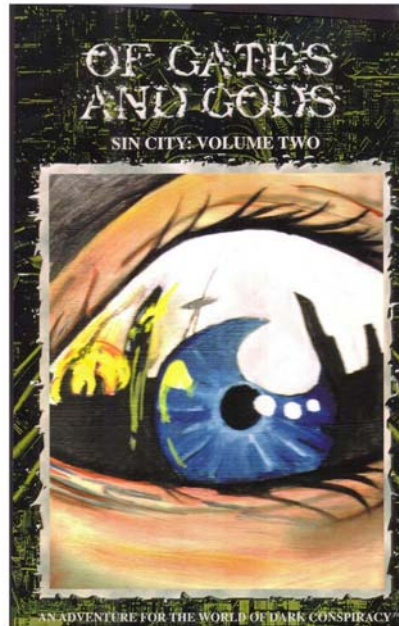


The Shadow Falls Sin City, Vol. 1

Welcome to New Centennial City, or "Sin City" as the people who live here call it.

New Centennial City is a new Hong Kong - a place of commerce, opportunity and dark secrets. It is a foreboding place, crouched somewhere in the shadows between Tim Burton's Gotham and the Los Angeles of Ridley Scott's Blade Runner.

New Centennial City is a place where powerful men prey on the weak-minded with disastrous results. A series of violent crimes and a mysterious explosion, draw the players into the clutches of the Calendites, a modern-day Mayan cult led by the enigmatic Ethan Rayne. In trying to learn its secrets, the players are caught up in the frenzy of impending doom. The stage is set! The end of the world is nigh!"



Of Gates and Gods Sin City, Vol. 2

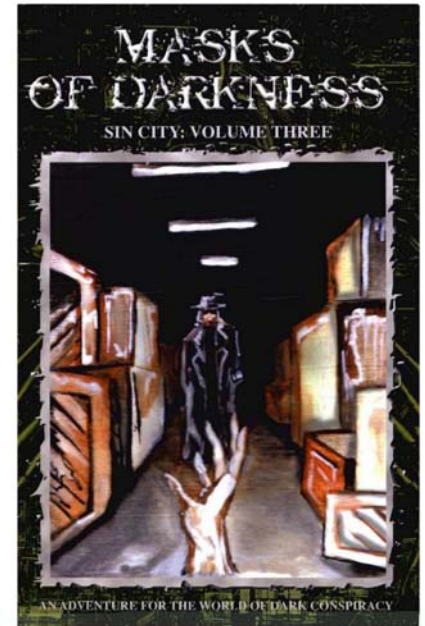
Something strange just crashed into a heavily populated region of NewCentennial City and someone is trying to keep it a secret.

As the players investigate, they will be introduced to the subculture of the Citadel. The Citadel can be best described as the personal playground to the elite of New Centennial City. Big parties, big business and big money flow through this area at neck-breaking speeds.

The Citadel is dangerously out of control. Greed and corruption can be found on every corner. Certain elements attempt to change the world as we know it. What is happening behind the scenes and can your party stop it before it's too late?

And no matter what happens in Sin City, just remember...

IT'S JUST BUSINESS."



Masks of Darkness Sin City, Vol. 3

"Just what the hell is going on here?"

Something is happening behind the scenes in New Centennial City. A gang war has erupted in the Projects and an influenza epidemic sweeps the city. Meanwhile, a man has gone missing and no one seems willing to help find him. The players get asked to help and inadvertently get pulled into a web of lies, deceit and confusion.

Masks of Darkness introduces several new underground ernpathic cells that are active in New Centennial City. They, together with the players, will work together to uncover the truth that lurks behind the facade of everyday city life. If the players aren't careful, they could get more than they bargained for."

DARK CONSPIRACY

DEMONGROUND

DPI's support of **Dark Conspiracy 2** included the innovative electronic fanzine **Demonground**, featuring many of the same authors who contributed to the rules and its supplements (and who had contributed to **Dark Conspiracy 1**).

The first issues of **Demonground** were exclusively **Dark Conspiracy** material, but as the publication matured, it expanded to cover other games in the genre.



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The **Dark Conspiracy** 1st edition CDROM includes the complete first edition canon materials for **Dark Conspiracy**, including **Challenge Magazine** articles, the **Lost Video**, and the boardgame **Minion Hunter**. It does not include the three Michael Stackpole novels (as he holds those rights personally).

This disk is available through

www.farfuture.net

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The **Dark Conspiracy** 2nd edition CDROM includes the complete second edition canon materials for **Dark Conspiracy**, including the **Demonground** electronic fanzine (through issue 9), both Basic and Masters editions of the core rules, and the three **Sin City** adventure volumes.

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