

DARK SEED SOLUTION

Day 1: Things to Accomplish

Go in bathroom and take medicine, also take shower.
Look twice at the coat in the closet, get the paper out of the coat pocket.
Go through house and leave all the doors open, including the secret passage doors.
Walk downtown and then walk back immediately - causes phone to ring, answer it.
Doorbell may also ring. Answer it to receive pointless baby package.
Go to store, buy bottle of scotch. Meet Delbert to get card.
Go to library. "Use" the librarian to get your book and secret message.
Get bobby pin off floor. Give card to librarian, find the book. Read the paper.
Go to cemetery, go to Tuttle's Tomb. Open door by pushing left, above, right.
Go in tomb, go to urn room, open bottom left urn to get clock key.
Return to house, open clock with key. Get note from mirror.
Go in kitchen, turn on faucet and open all cabinets.
Tie the rope from the secret passage onto the gargoyle on the balcony railing.
Go to attic. Move green trunk away from doorway by pushing on handle 3 times.
Go to garage. Open car trunk, look in trunk, get crowbar.
Go in car, open glove compartment, get gloves. Try radio.
Go to attic, open green trunk with crowbar. Look in trunk. Get diary. Read diary.
Keep hitting T so that time passes and he goes to bed.

Day 2: Things to Accomplish

Take medicine and get shower.
Go downstairs. Wait for doorbell to ring, answer door.
Put shard in mirror. Go through mirror. Go through right-hand door to skull room.
Go through far left door. Examine plans on desk.
Go through right door. Climb platform.
Go out left door. Use gloves on lever between doors.
Return to skull room. Go through front door of skull room.
Go in left door to spaceship control center. Pull lever. Exit.
Go off left side of screen. Go up path. Go in building. Get shovel. Return to your house.
Go to cemetery. Go to J. McKeegan's grave (past tomb). Dig it up. Read journal scrap. Return to house.
Get arrested. Hide money, gloves, and bobby pin under pillow.
Get cup, rattle it on bars. Give Delbert's card to cop to get out. Steal gun before leaving jail.
Wait in back of house for Delbert to show up at six p.m. Follow him.
Give him scotch. Pick up stick. Go through mirror to skull room, and out the front door.
Go off the right side of the screen into the alien amusement park.
Go off the right side of the amusement park to the guarded bridge.
Toss stick in bottomless pit so creature jumps in. Cross bridge. Go in building (jail) and get arrested.
Get belongings from under pillow. Pick lock (twice) with bobby pin. Go out door. Give pin to Sargo. Leave jail.
Go right, to the recruitment center. Go right again to archives. Use headband and enter archives.
Activate keeper of scrolls. Look at keeper's screen. Leave archives. Return home. Wait till he goes to bed.

Day 3: Things to Accomplish

Take medicine and get shower, of course.
Go downstairs. Wait once. Answer doorbell to get axe handle.
Go to town. Go in store and buy scotch.
Go to library and use microfilm keeper gave you in the machine.
Go to the cellar and remove the secret rock, look to find the keys. Get keys.
Go through the mirror and to the skulls room.
Go through the front door, then off the left side of the screen.
Go down the path to the building. Go in.
Go through doors until you get to the room with the hole in wall.
Put stone in hole. Put axe handle in stone to make hammer.
Return to house. Go to garage. Put scotch in gas tank. Start car.

Go back through mirror, and go to spaceship control room.
Use gloves to pull lever. Get out of ship.
Guy automatically returns home. Use hammer to break mirror.
Game over.