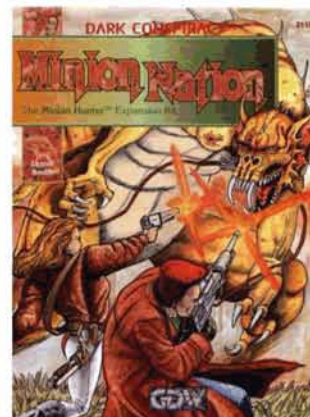
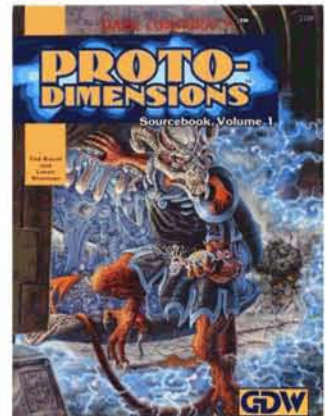
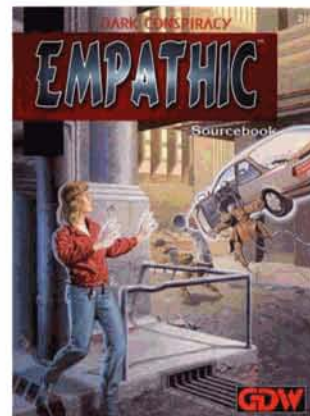
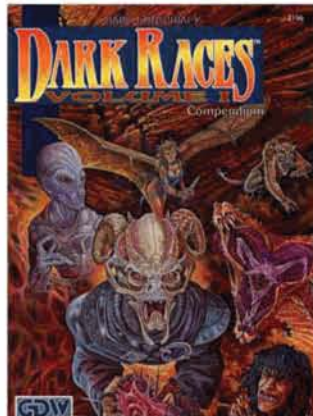
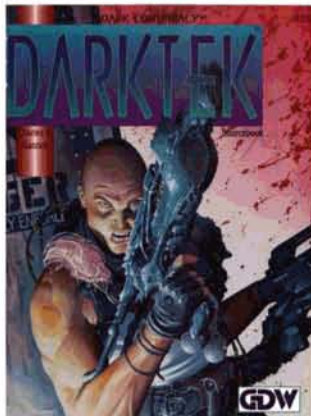
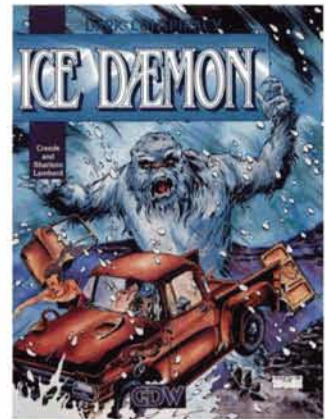
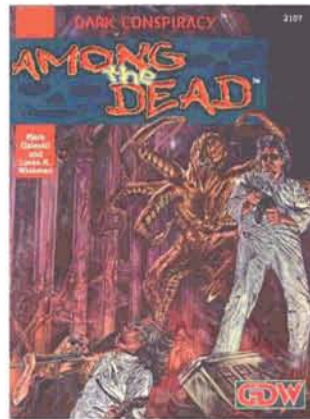
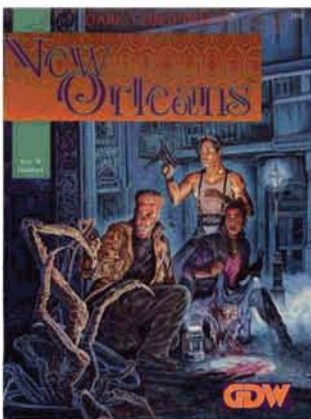


GUIDE TO DARK CONSPIRACY



Dark Conspiracy, 1st edition rulebook

New Orleans	Adventure
Heart of Darkness	Adventure
Darktek Sourcebook	Sourcebook
Hellsgate	Adventure
Dark Races	Sourcebook
Among The Dead	Adventure
Empathic Sourcebook	Sourcebook
Ice Daemon	Adventure
Nightsider	Adventure
ProtoDimensional	Sourcebook
PC Booster Kit	Resource and Screen
Minion Hunter	Boardgame
Minion Nation	Boardgame Expansion

The Lost Video

Dark Conspiracy Player's Handbook 2nd edition

Basic Edition 184 pages,
Master Edition 400 pages,
Dark Conspiracy Referee's Guide 2nd edition
Basic Edition 180 pages,
Master Edition 462 pages,
Dark Conspiracy Referee's Screen

The Shadow Falls (Sin City, Vol. 1) 108 pages
Of Gates and Gods (Sin City, Vol. 2) 108 pages
Masks of Darkness (Sin City, Vol. 3) 106 pages

ALL ABOUT DARK CONSPIRACY

In 1991, **Game Designer's Workshop** expanded its role-playing game line to encompass horror. The introduction of **Dark Conspiracy** marked its nth role-playing game (following **En Garde!**, **Traveller**, **Twilight: 2000**, and **2300 AD**). Originally a D10 system, it was soon retrofitted to use the **GDW** "House" system, already used in **Traveller: The New Era** and **Twilight: 2000** version 2.2).

When GDW closed its doors in 1994, **Dark Conspiracy** reverted to its designers and was transferred to **Dark Conspiracy Enterprises**, which (in turn) arranged for its publication through Dynasty Presentations, Inc which brought out the second edition in 1997. DPI's business model (producing books using a print-on-demand supplier) proved unworkable, and the Second Edition went out of print in 1997.

In 2005, The Gamers' Conglomerate (a New Zealand company) announced plans for the Third Edition, but that project has since been abandoned.

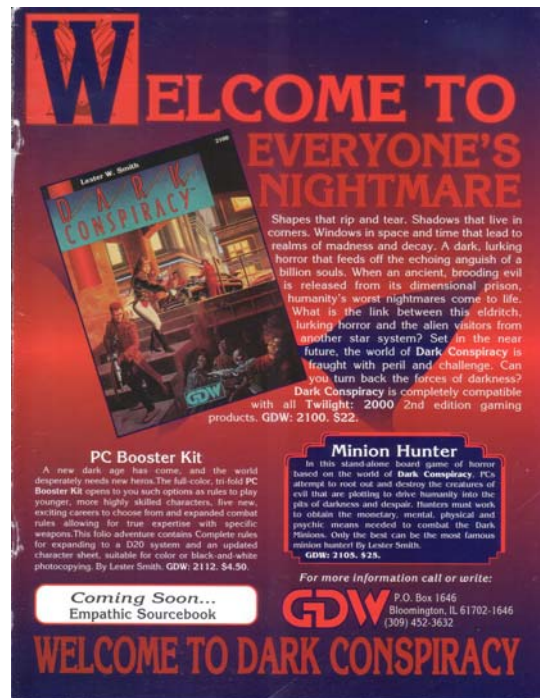
In 2009, a major publisher has expressed interest in reviving the Dark Conspiracy series, but does not expect to publish before 2011.



The Dark Future

Dark Conspiracy was best known for its extremely detailed dystopic setting and background material. Set in the early 21st century after the "Greater Depression" has destroyed the global economy, **Dark Conspiracy** focusses on the America, describing a country undergoing slow collapse. Its larger cities have expanded into massive metroplexes, in some cases covering entire states. Beyond the Metroplexes is "Outlaw:" without federal or state protection; the road network barely maintained; territory governed by gangs and warlords. Scattered within the Outlaw is Demonground: terrible lands inhabited by a fantastic range of monsters, vampires, aliens, werewolves, cyborgs. There is a complex rationale behind this fantasy, and the characters in **Dark Conspiracy** have taken up arms against this Dark Invasion.

DARK CONSPIRACY



Publication History

The first edition of *Dark Conspiracy* was published in a single 366 page rule book, in a soft cover, standard size volume, followed by numerous expansion volumes, *Empathic Sourcebook*, *Dark Races I*, *Protodimensions*, *PC Booster Kit*, and *Darktek*, several modules, three novels, and a boardgame.

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. DPI released two versions of each book, a *Basic Edition* and a *Masters Edition*. The second edition combined all of the information in the expansion volumes with the information in the main book and sorted it into the two books.

Game System

Using the same system as *Traveller: The New Era* and *Twilight 2000* (GDW's so-called *House System*), in the first edition, *Dark Conspiracy* is a skill-based ruleset. Character creation is achieved through a multi-step process in which the player selects various **career terms** for their character. Each career term specifies either a pre-determined set of skills that the character gained, or allows a certain number of points to be distributed among a set skill list. Each skill is governed by an attribute, either randomly rolled or set using a point distribution method. Each career term also grants the character a fixed number of **contacts**. As a limit to the number of terms a character can take, each term ages the character four (4) years. Once a certain age limit is reached, the player has to make rolls to prevent the loss of physically oriented attributes due to aging.

The first edition used a d10 based system for determining success at skill use, while the second edition used a d20 based system. Combat is broken into 30 second rounds, which are in turn broken down into five second phases. Each character has an initiative phase that they may act in. Actions are limited by what can logically be performed within the five second window of each phase, i.e. speaking a few words or firing a gun a limited number of times. For common tasks and situations the rules are very direct, but the rules that govern more unusual situations, such as explosives, become extremely complex, requiring the use of square roots and decimal fractions.

Both editions included an expansive list of equipment for use in this fight, and pictures of many of the items (and all the weapons and vehicles) mentioned. Lester Smith is quoted as saying in regards to the amount of equipment detailed: "Some people want lots; others want little... [P]eople that don't want them can ignore them, but people who do want them will be glad they're there. It doesn't work the other way 'round... As a role-player myself, I want to be able to see what something looks like, if my character is going to be carrying it. I hate picking something for its stats and having no idea of what it looks like."

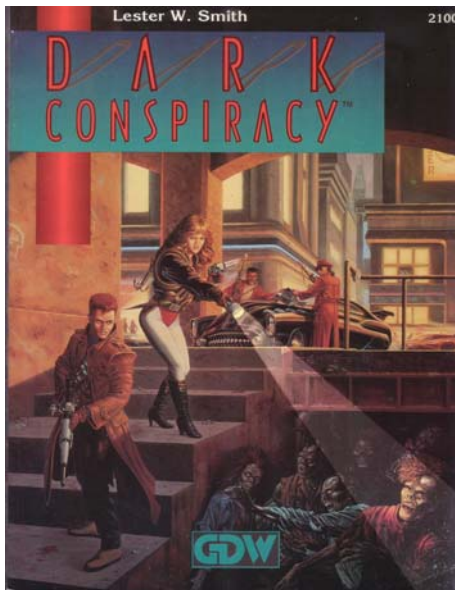
Game Designers' Workshop

Award winning original designers of *Dark Conspiracy* (1st ed)

Dynasty Presentations, Inc

Publishers of *Dark Conspiracy* (2nd ed), and the "Games Unplugged" RPG magazine.

DARK CONSPIRACY



Dark Conspiracy, 1st edition rulebook

"Shapes that rip and tear. Shadows that live in corners. Windows in space and time that lead to realms of madness and decay. A dark lurking horror that feeds off the echoing anguish of a billion tortured souls."

This is the center of a twisted, sinister conspiracy which threatens the very existence of all humankind.

Set in the near future, the world of Dark Conspiracy is dramatically altered from today and is fraught with peril and challenges. The Metroplexes, where most of the world's population lives, are a blend of lawless gang turf and corporate fortresses ruled by men and women powerful enough to be above the law. The countryside is sparsely inhabited, its natives suspicious and violent. And increasing areas of countryside are turning into Demonground, from which few humans return.

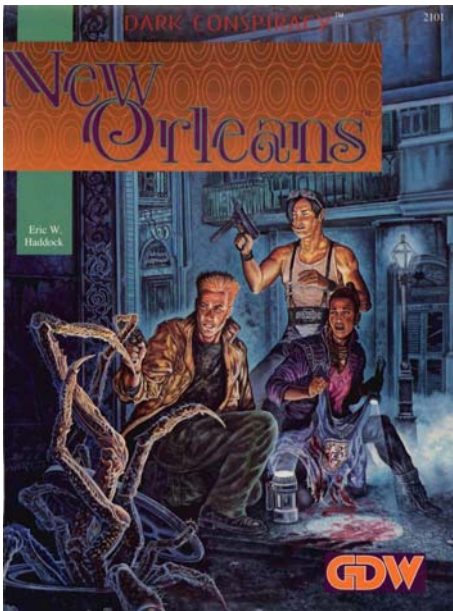
When an ancient, brooding evil is released from its dimensional prison, humankind's worst nightmares come to life. What is the link between this sinister horror and the mysterious holes in the ozone layer, the rise of empathically aware humans, and the alien visitors from another star system?"

Dark Conspiracy shares the same rules set as **Traveller: The New Era** and **Twilight: 2000**. It's of the genre I think of as "Techno-Horror," a modern-day Call of Cthulhu, with inspiration from the X-Files TV series.

336 pages ... GDW 2100



DARK CONSPIRACY



New Orleans

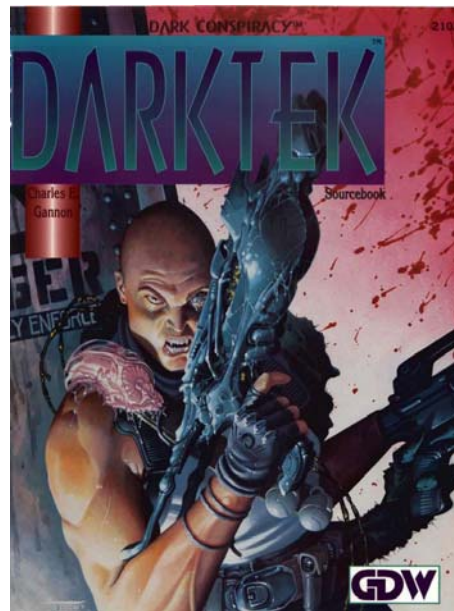
Something's prowling the fringes of the city. Something from the swamps, something old and wicked, with a legion of servitors at its disposal.

People in the outlying ghettos have been disappearing, the only clue to their fate a thin trail of blood and stagnant water leading to the sewers.

A panic is seizing the city. Fistfights and street battles are occurring at an increasingly frequent rate. It's becoming difficult to travel from one sector to another without a well armed guard.

Now someone is dumping tons of toxins into the swamps, leaving dead wildlife bloating in the hot Louisiana sun. And the megacorps are blaming it on one another.

Can you unravel the mystery, without falling prey to the deadly swamps, the secretive corps, or the panicked citizenry of New Orleans?

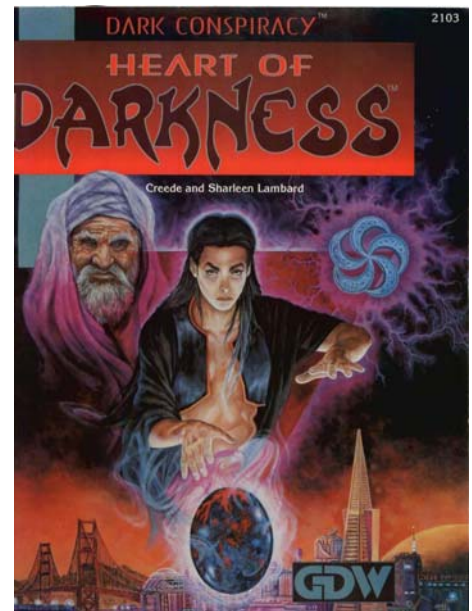


Darktek Sourcebook

Behind the shadows of our world, the Dark Ones lurk, plotting humanity's ruin. Their Dark Minions stalk us, armed with horrific devices, the products strange and hideous sciences. Human agents capture what they can, hoping for weapons that will aid them in their fight. And in some secret strongholds, individual ETs who have escaped the darkness labor side by side with human scientists, creating items to hold the Dark Ones off.

Meanwhile the megacorporate sector pursues technologies that pander to the wealthy. For many, HiTek is the truest symbol of high status. Worn like a coat of arms, it distinguishes the movers and shakers from the increasingly disenfranchised hordes of 'commoners' below.

In this volume, you will find items ranging from the gruesome biologic weapons of the Dark Minions, to the futuristic constructs of the ETs, to the most advanced in human technology. But all belong to the world of Dark Conspiracy, a world that is itself ever more a product of DarkTek.



Heart of Darkness

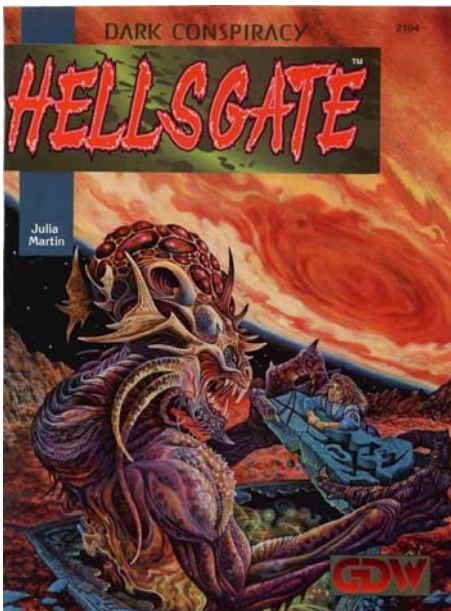
For A Thousand Years the Dark Lady, a sorceress of ancient Baghdad, has lain in mystic stasis, her mind imprisoned through the power of a legendary gem.

a hideous race of parasites has chafed at the wards barring them from Earth, and has labored to aid the Dark Lady who could free them.

the Servants of the Dark Lady have sought to destroy the mystic opal called 'Heart of Darkness,' to release their evil mistress into the world once again.

the Brothers of Ahmed have dogged the heels of the Servants, seeking the knowledge to destroy the Dark Lady for once and all time.

DARK CONSPIRACY



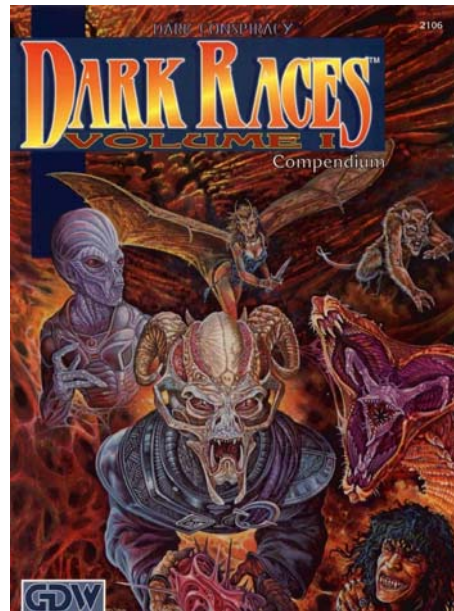
Hellsgate

Through the millennia, it has known many names: Set, Surtur, Hel, Kutulu, Tiamat. The legends of this being stretch back beyond the memory of humankind. It is the Great Dark One. The source of misery, the bringer of despair, and the wellspring of human suffering.

Imprisoned in ages past, it has bided its time. When humans crawled from the evolutionary muck, it waited. As the first civilizations arose, it waited. When humanity first reached out for the skies, it waited. It waited for a time when it could be free to rule and torture.

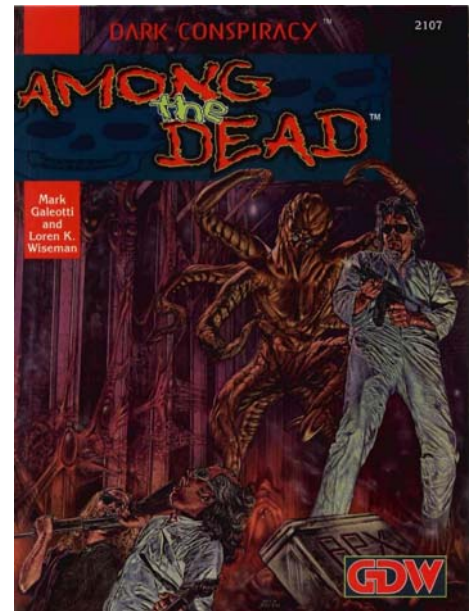
That time has come. NASA's newest Comsat is beaming a strange and unknown signal to Mexico. The gods of the ancient Mayans are rising anew. Strange and horrible creatures stalk the night. These disparate threads hold the secret of the Dark One's return. The way is open for the coming of the Great Dark One.

Hidden away in this tangled skein of threads lies the terrible secret that can breach the walls of reality and herald the arrival of the greatest evil ever known. The secret of Hellsgate.



Dark Races, Volume 1

This first Dark Races Compendium is designed to maintain that sense of horrifying mystery central to Dark Conspiracy adventures. Within the pages of this volume, referees will find more than 50 Dark Minions from the feverish visions of a dozen and a half different authors. Many of the creatures herein are the stuff of often-repeated legends of darkness. Others spring from more private nightmares...



Among the Dead

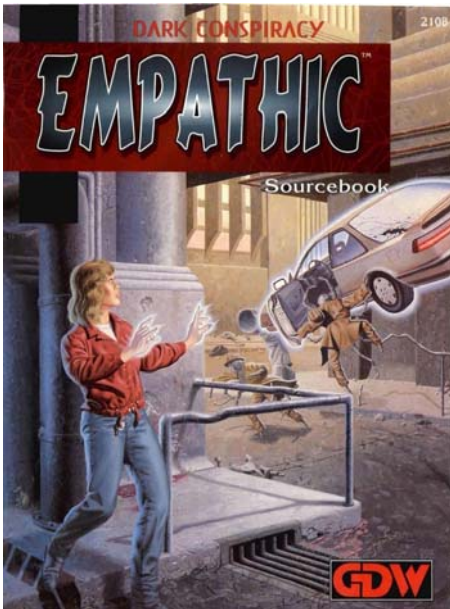
As the Earth slips further into chaos and despair, some places have far less to slide:

One of New York City's largest children's hospitals, funded by 'private donations,' is being used to provide orphans as human raw material for some unspeakable purpose. This could have gone on for a long time, had not one of the nurses stumbled on part of the secret. She vanished, just another victim of the city's lawlessness, but leaving a worried and suspicious uncle.

On another part of the globe, Moscow, amidst the ruins of a Russia blighted by pollution, war, hunger, and fear, there stands an age-old figure of unimaginable evil. Once he was called Koshchey Bessmertny, Koshchey the Undying, and he became the dark enemy of Russian fairy tales and folklore, a name to whisper when the moon passed behind a cloud. In the 1930s and '40s, they called him another name, and he became the sinister mind behind the deaths of millions in the Siberian Gulag.

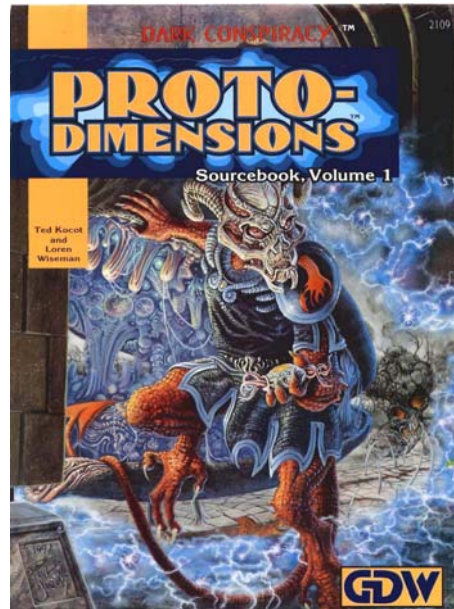
What he does not know is that the disappearance of a simple provincial nurse threatens to bring these loose strands together into the noose that may at last catch him. If, that is, the players are able to face and overcome the horrors waiting them...Among the Dead.

DARK CONSPIRACY



Empathic Sourcebook

The Empathic Sourcebook [for Dark Conspiracy] contains expanded and refined rules for the Empathy attribute and its related skills, as well as entirely new skills, and information concerning Empathy skills practiced by humanoid ETs who remain free from the Dark. Also included are more combat-related Empathy skills and descriptions of numerous organizations important to empathic characters, from psychic test labs to empathic secret societies.

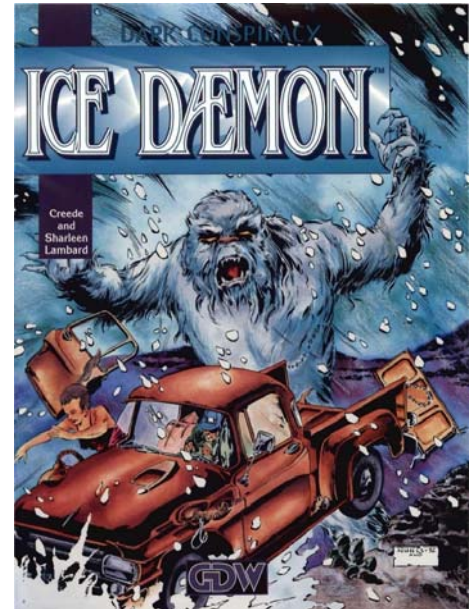


Proto-Dimensions Sourcebook

Portals to other places... for travel, for escape, for mischief. Why is it easier to dimension walk from Demonground? Are there safe havens in the proto-dimensions? Where did the proto-dimensions come from? Are there other worlds in the proto-dimensions, other races -- allies or enemies? What are the Plaguelands?

These questions, and many others, will be answered in the Proto-Dimensions Sourcebook, Volume 1. There are rules for proto-dimensional travel by means of empathic power or by the use of technological devices far beyond the ability of humans to create. All the details of dimension-walking are covered, telling how to stay alive while doing it. Players will learn how to build an interdimensional portal -- or how to destroy one.

Further, the Proto-Dimensions Sourcebook describes 12 different proto-dimensions, ranging from tropical paradise to a sulphurous hell, from the vastness of a perpetual sky to surreal landscapes populated by creatures from out of a nightmare, from a world where everything is normal except for the color to a world where nothing is as it seems.



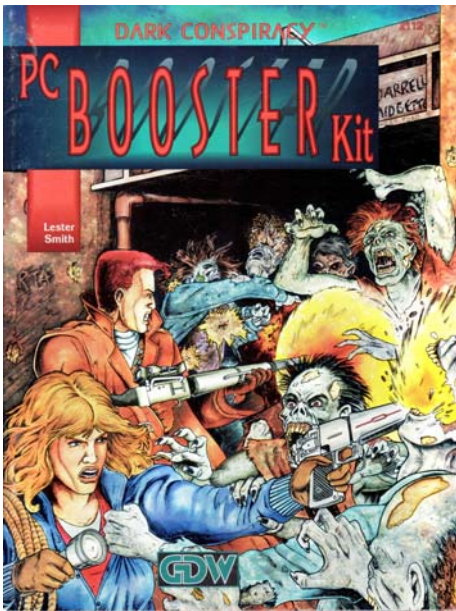
Ice Daemon

For as long as the icy winds have blown across the arctic plains, it has hungered after humanity, its bite the kiss of frozen death.

Through the great ice age, the time of its greatest power, it hunted freely, its might unchallenged. But with the glaciers' disappearance, it retreated from the Earth.

Since that time, it has yearned to return, to sate its bloodlust once more. For this ancient and evil creature, the stars are right and the time is now. To stalk the Earth again and sheath the land in a glittering blanket of the coldest ice, it returns.

DARK CONSPIRACY



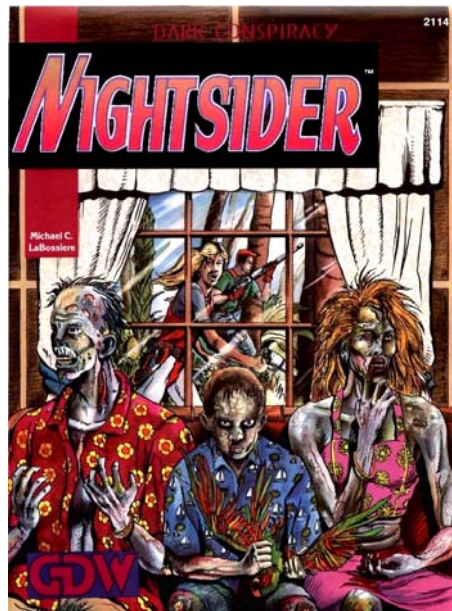
PC Booster Kit

Take your characters to new heights of performance with this optional rules supplement for Dark Conspiracy.

Folio-sized product with upgrades to bring Dark Conspiracy up to the d20 GDW "House Rules".

Included within are:

- Rules for playing younger, more highly-skilled characters.
- Enhanced PC background options.
- Exciting new careers.
- Expanded combat rules, allowing for true expertise with specific weapons.
- An improved skill system.
- Rules for creating Renegade Extraterrestrial PCs!
- Everything necessary for expanding to a D20 task resolution system.
- And an updated, full-color character sheet suitable for making either color or black and white photocopies..."



Nightsider

"Fang Island has long been a popular vacation resort for those wealthy enough to enjoy such things. The top-secret military base at its northern end has made the island even more attractive, adding a sense of security in a dark and sometimes deadly world. But now all contact with the island has been suddenly and mysteriously cut off, and is under military quarantine. No one is allowed to cross the cordon..."

Check It Out!!

GDW's

DARK CONSPIRACY™

*promotional video
will be premiering at
your local game store
soon!!*

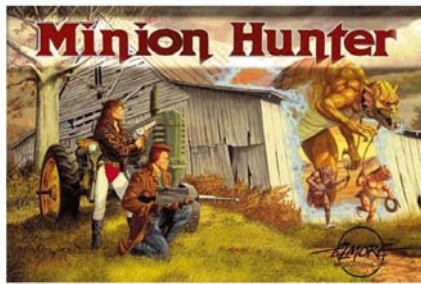


The Lost Video

GDW produced a promotional video for Dark Conspiracy... but few people, even dedicated fans, have ever seen it..

This VHS (also now available as in electronic form) lay unnoticed in the archives of GDW for more than a decade before being rescued and transferred to download format.

DARK CONSPIRACY



Minion Hunter

DARK CONSPIRACY BOARDGAME

0 Master File.
Includes all of the Minion Hunter Game.
Includes Minion Nation Expansion.
Intended for computer reading;
refer to the individual files for printing.



Minion Hunter (Boardgame)

Includes:

- an 8-page rulebook, complete with game encounter tables.
- a full-color, mounted game board with a map of Dark America and tracks for character careers and minion plots.
- 72 Plot Cards.
- 40 Equipment Cards.
- 10 pawns with full-color stickers.
- a tablet of character sheets.
- 100 paper money bills.

[Boxed Set]

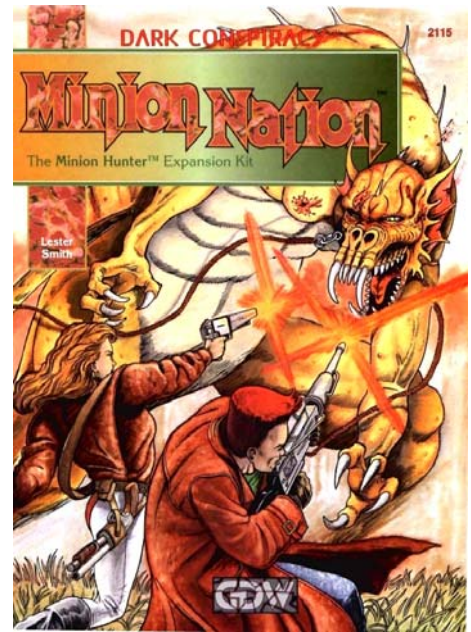
A clever boardgame where the players work in cooperation, rather than in competition like most boardgames.

"It is the very near future, and America is under siege by creatures of evil, creatures that feast on human suffering. Their minions spawned humanity's darkest myths — its stories of blood drinkers, flesh eaters, shape changers, and soul stealers. Legends speak of them as vampires, zombies, ogres, ghosts, and ghouls, but the reality is far worse than had been imagined. Now they haunt a ravaged nation, stalking its lonely city streets, prowling its ruined countrysides, striving always to drive humanity to madness and despair.

But sometimes the hunters become the hunted. Sometimes the prey stands up and fights back. Even in these dark times, there are individuals who uncover the plots behind the nation's slide into ruin and work against them.

In Minion Hunter, you become one of those individuals. While the dark minions pursue their evil plots, you train your mental, physical, and psychic abilities for battle, collecting equipment and contacts along the way. Then, when a dark encounter alerts you to the nation's peril, you work with your fellow hunters to root out and destroy the dark minions' plots.

The best among you will become the most famous minion hunter. But you have to act quickly, or the minions will complete their plots and the country will fall completely under their shadow."



Minion Nation:

Minion Hunter Expansion Kit

"If you've played Minion Hunter until you know every encounter by heart and have memorized every card, this kit will inject a new level of mystery into your play.

If you've just begun playing Minion Hunter, this kit will provide you with options and background to make your play more satisfying than ever.

If you've never played Minion Hunter... you're missing out on a good time.

Included in this package are:

- * New rules options, for grimmer, yet more cooperative games.
- * Expanded encounter tables, for further variety in play -- including a table of random Plot Card results!
- * 16 new Equipment Cards, including Empathy-enhancing items, a second Wildey Wolf (for two-fisted shooting!), and even minion equipment you can capture at Dark Encounters!
- * Designer's Notes, with topic by topic, space by space, encounter by encounter comments to further flesh out your understanding of Minion Hunter and its treatment of the Dark Conspiracy horror RPG world..."

DARK CONSPIRACY



A Gathering Evil

Book #1 in the Fiddleback Trilogy,
by Michael Stackpole.

"Waking up in a body bag with amnesia, that can't be a good sign, but this is the first sign Tycho Caine receives to an impending adventure. Tycho finds himself in Phoenix, Arizona, a dark and depressing city surrounded by a cape by the name of Frozen Shade. He quickly finds himself to be a major pawn in a game for the calling of the Dark Ones into our world. " ...Amazon reviewer Amir Lotan

Evil Ascending

Book #2 in the Fiddleback Trilogy,
by Michael Stackpole.

"Revisit the life of Tycho Caine. Stackpole does it again in this, the second book of the Fiddleback trilogy. More unique characters, more plot convolutions and more edge of your seat thrills as Tycho and his associates race to save the world from the Dark Lords." ...an anonymous Amazon reviewer

Evil Triumphant

Book #3 in the Fiddleback Trilogy,
by Michael Stackpole.

"Stackpole closes it all up in this, the last book in the Fiddleback Trilogy. Tycho and his friends must join forces with the very evil they fight to save the Earth from an invading army of perfect warriors. Fiddleback plans betrayal, but Tycho and his friends are ready for anything." ...an anonymous Amazon reviewer

This trilogy of techno-horror novels by New York Times bestselling author Michael A. Stackpole is finally available in one set. These novels, which were originally written to support GDW's 'Dark Conspiracy' game line, have aptly been described as "the books that Phil Dick and H.P. Lovecraft would have produced from a collaboration" because of the combination of a dark future with terrifying monsters. Packed with action and spiced with a touch of humor, these novels can be read alone or combined into one long pulse-pounding saga of a handful of stalwart individuals fighting against ancient horrors intent on the conquest of the Earth.

A Gathering Evil; Evil Ascending; and Evil Triumphant. Originally sold by GDW for \$5 each, Flying Buffalo is offering all three for \$10. (Plus the usual \$3 postage & handling of course).

They're not going to reprint these, so get them before we sell out.

Flying Buffalo Inc. P.O. Box 8467 Scottsdale, AZ 8525

DARK CONSPIRACY

Challenge Magazine was published by Game Designers' Workshop GDW until its demise in 1995. The magazine supported the science fiction gaming community with articles written for a multitude of RPG systems, including **Dark Conspiracy**. The following articles are listed by issue number and title:



47- **Dark Conspiracy**. Chaos reigns in the near future, driven by the Darklings who have invaded Earth. How can we fight their insidious plans?

48- **Zombies of the Bayou**. A mysterious parasite takes control of unwary humans.

52- **Things That Go Bump in the Night**. A semisentient, semicohesive mist, choking off the air supply of its victims. A giant rat trained to seek out and attack prey. A fast, durable raven which specifically targets the eyes of its quarry.

53- **A Grisley Harvest**. Parents told their children to stay away from the house on White Chapel Lane. Strange things went on there . . .

54- **Your Own Worst Enemy**. A simple investigation is plagued by sudden ambushes, evil dreams and brutal killings.

55- **The Thing on the Bike Path**. People are disappearing off the University of Maine bike trail, and only pieces of them have been found. The police think it might be bears. But bears don't do stuff like what was done to those bodies.

56- **Gnawlings**. The Ole N'Awlins Cookery may be serving up more than just gumbo this **Mardi Gras** season. Can the "stupid gnawlings" solve the mystery of the truant travellers?

57- **Patron**. Monsters walk the Earth? Sure. Vampires? Right. Creepy things that

go bump in the night? Tell me another one. I need the laugh.

58- **The Only Good Monster is a Dead Monster**. General Flockard always took the toughest jobs, the suicide missions. If he'd been a Viking, they'd have called him a berserker. Imagine my shock when he contacted me. That's like being called to dice with death. I might not win, but the game won't be boring.

59- **I Hate Mondays**. A lifetime ago--or was it only a few minutes?--I stumbled like a zombie into the bathroom, intent on my morning ritual. Boy was I in for a change of plans.

60- **Samedi Night Fever**. Rumor has it that a St. Louis gang can bring the dead back to life.

61- **Out of the Depths**. I remember my friend telling me about the house and the side of her family that owned it. I thought they were just stories. The human thirst for knowledge. Who knows what gleaming heights it may lead us to-- or what dark abyss?

63- **Enemy of My Enemy**. The odor of cooked meat fills the still air, as well as the sting of ozone and hot metal. Empaths can almost taste a lingering taint of fear and shock.

64- **Shadow Over New Brunswick**. When you arrive in the small farming town of New Brunswick all you can think about are a bed and a hot meal. The accommodation in the barn barn aren't exactly a bed, and the food isn't exactly hot, but it's better than nothing. Or so you think.

65- **Dark Halloween**. The PCs are looking forward to a hard-earned vacation, driving through a small New England town or just searching for a quick source of money. But no matter what their destination, their path leads to trouble. Journey into the Dark in **three** thrilling adventures: **Scarecrow**, **Down to New England**, and **The Bet**.

65- **It Plays with its Food**. Amidst the tangle of tilted chairs, fallen lamps and smears of blood, the little girl stood silently. **Fiction**

66- **Trick or Threat**. Remember when Halloween pranks were limited to soaping

windows and decorating trees with toilet paper? Times have changed. So has Halloween.

67- **Mall Rats**. A teenage girl disappears while shopping; police log it as a possible runaway, but something darker may lurk behind the walls of the mall.

68- **Window of the Mind**. It's up to my research team to test the old doctor's claim, using what our detractors call a mix of superscience and witchcraft.

69- **Road Work**. PCs hired to transport supplies and equipment to human survivors in Demonground-infested West Virginia may be lured into an elaborate Dark Minion plot.

70- **Fear and Loathing**. A fear mechanic rules variant.

71- **Dusted!** The one remaining eye flicks open, and you try to jump back, but the bony arm whips out and grabs your shoulder before you can begin to read.

72- **Last Stop**. In three hours, four people have entered the store, but none have come out.

73 - **Action/Reaction**. This time, the problem is coming to you.

73- **Ice, Ice, Baby**. When the captain broadcasted an "iceberg warning" over the ship's intercom, we all had a good laugh. But we didn't laugh for long.

74- **Globules**. Horror emerges from the strangest and most unexpected places these days. Who would ever have suspected that a nightmare could ooze forth from a small Maine town? But it did. Perhaps a nightmare waiting to happen lies next door to us all.

76- **Way Down Atlantis**. An ancient treasure leads to high adventure beneath the deep sea. Includes new equipment, beasties, characters, maps and a new Dark Race.

77- **The Beast Under the Bed**. It's a time for worry, a time for dread. That scratching's not your imagination; it's not in your head. It's the beast under the bed.

78- **Flashback**. unpublished. The PCs, now alone, stand back-to-back to face the final assault in the temple ruins.

78- **The Shroud**. unpublished. Can the PCs recover the mysterious shroud stolen from an alien corpse?

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

Most individual books in the system are available through

www.drivethrurpg.com

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.

This disk is available through

www.farfuture.net

Most individual books in the system are available through

www.drivethrurpg.com