

DARK

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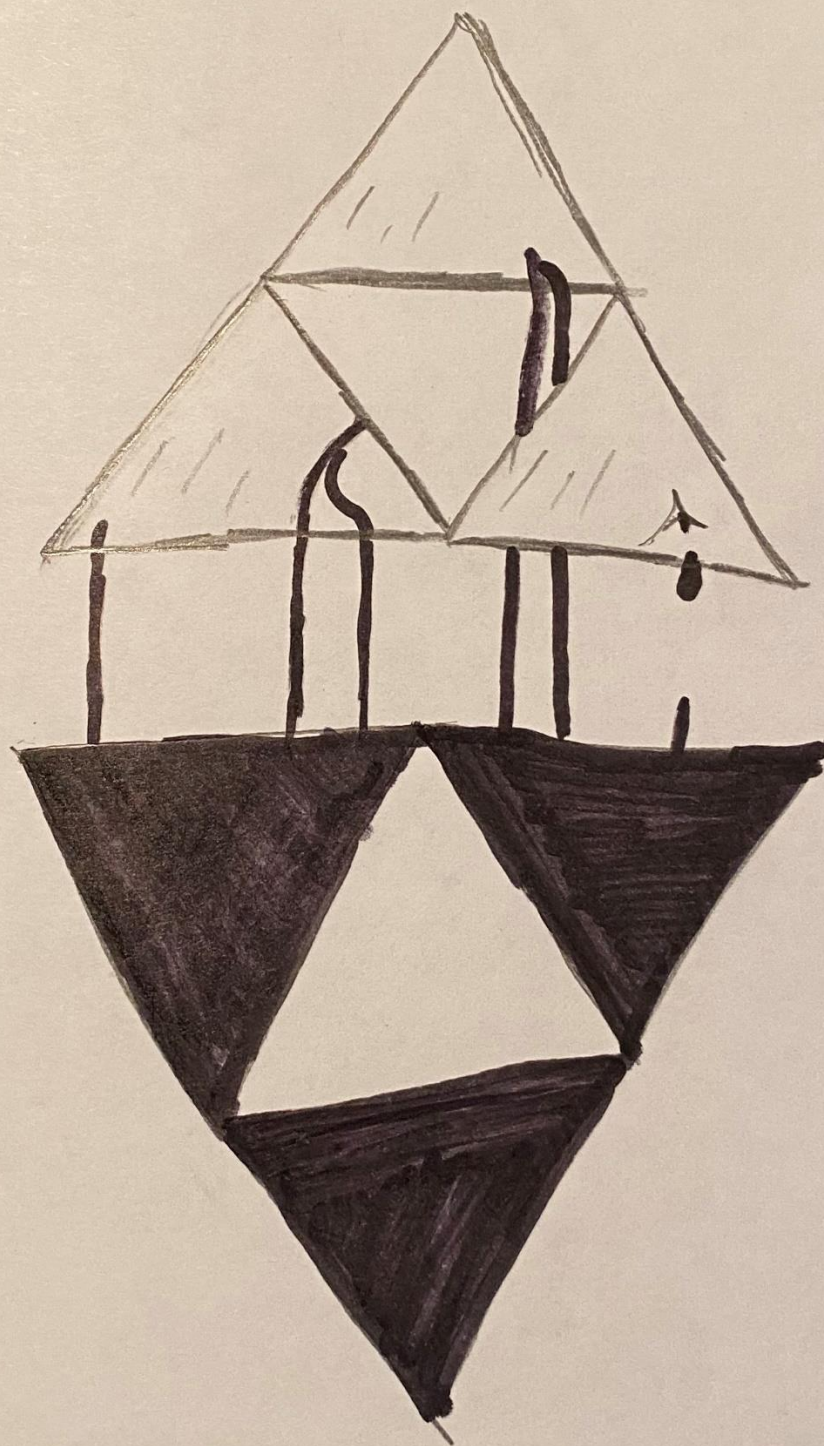
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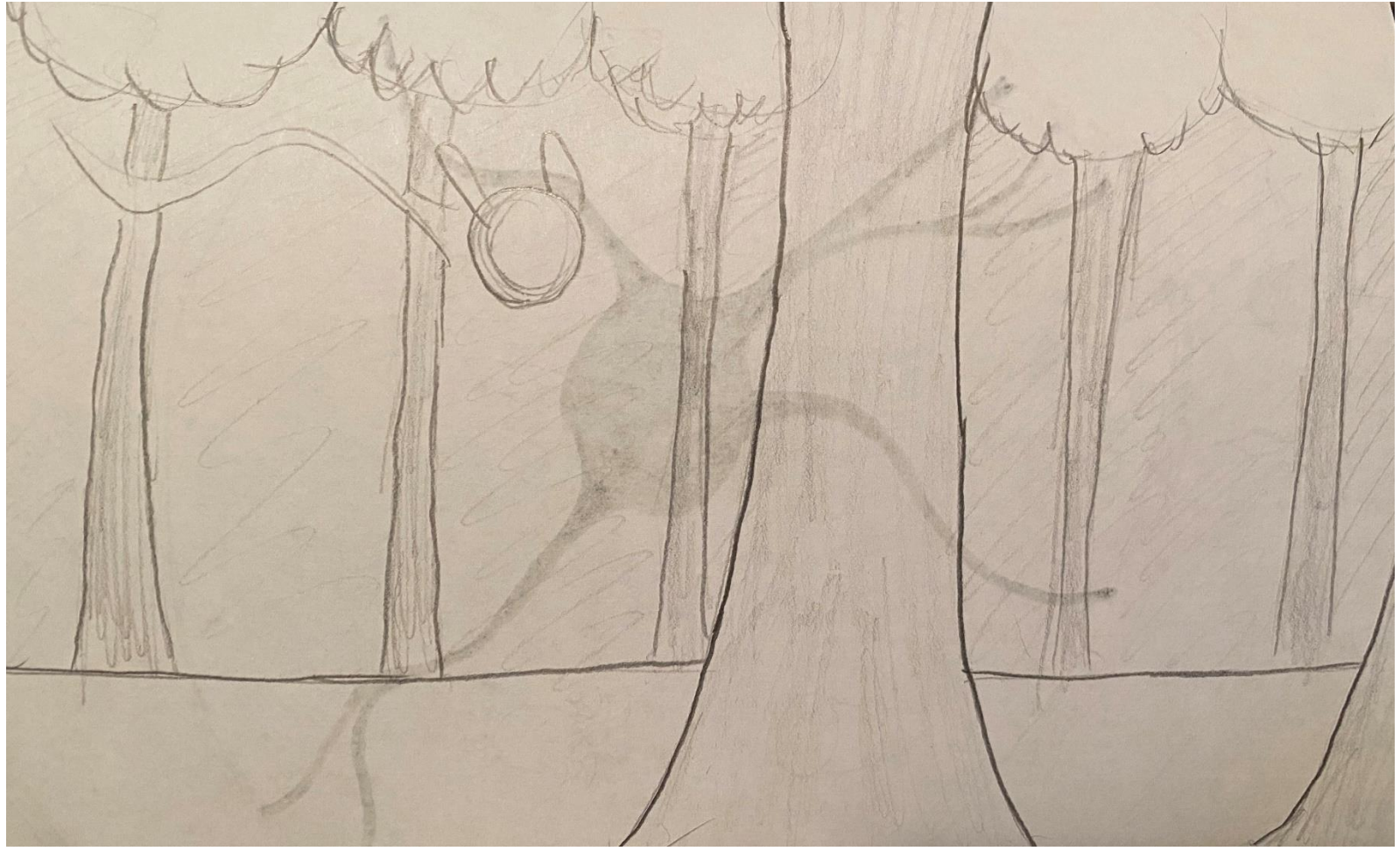
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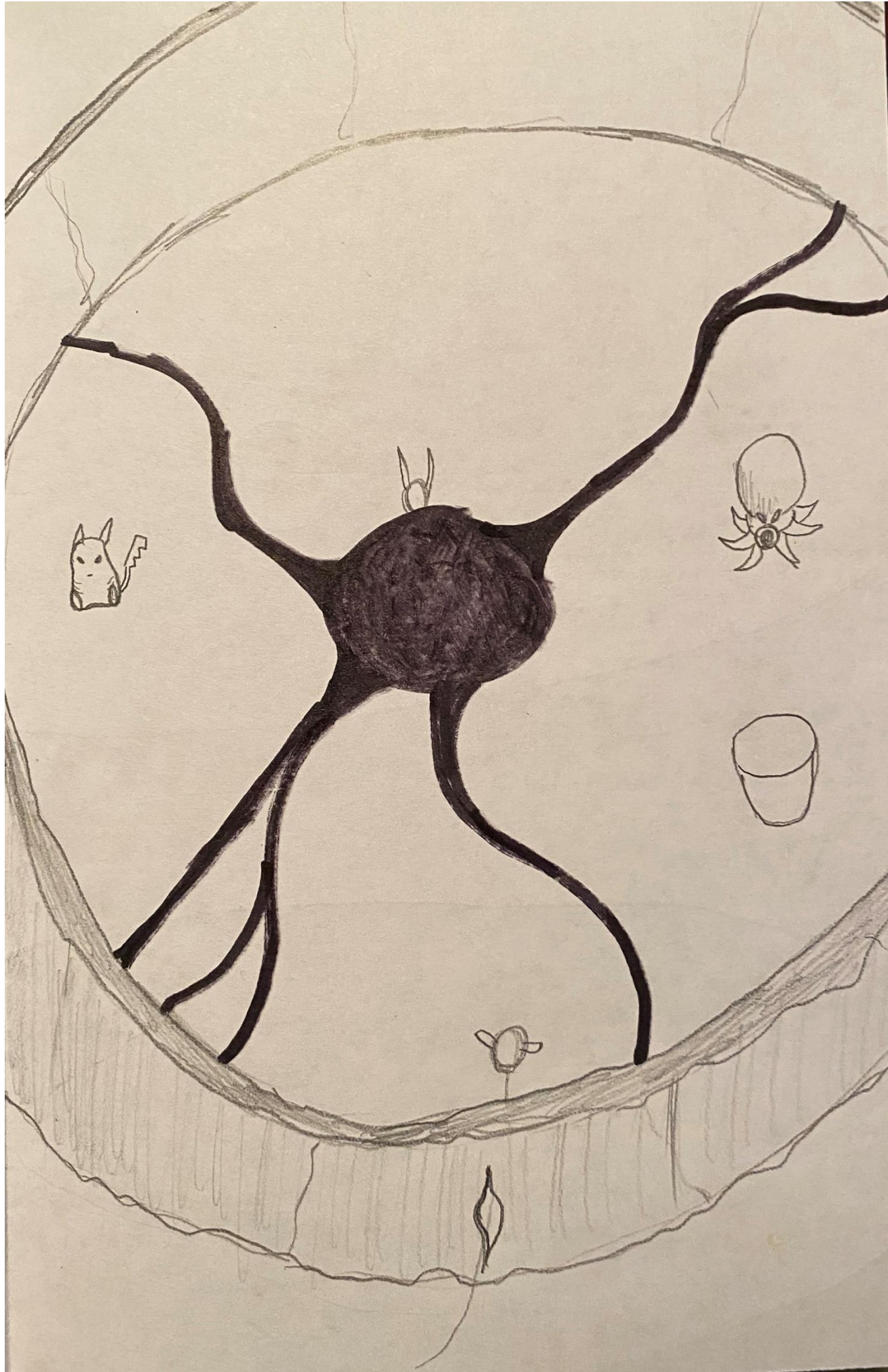
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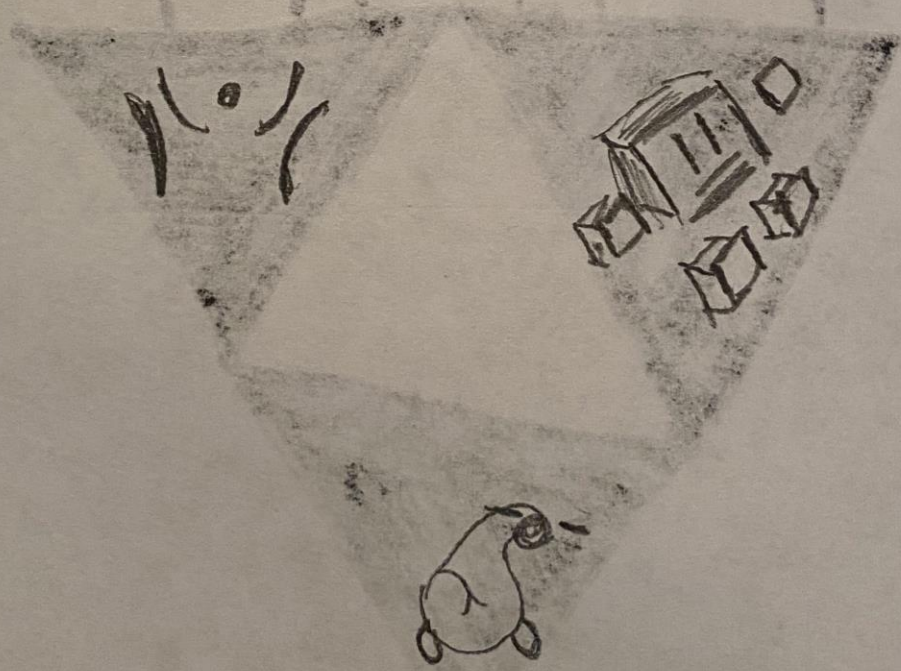
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Instructions

Page 1 – Cover

It's just the cover.

Page 2 – Navi

In this game you play as Navi the Fairy. You've felt something's wrong for days. You're flying through the forest, trying to find the source of it.

This screen is a cinematic – once you've explained all that to the player, turn to page 3.

Page 3 – The Old Hollow

Navi flies into the Old Hollow through a hole. The Old Hollow is a hollowed out giant tree where fairies gather. But something's wrong; there's no fairies.

In the center of the room is a pool of black oil. If Navi flies into it, she'll be sucked down and die.

Her friend, Grindl the Fairy, is being pulled down into the black oil. She yells "Navi! Heeeelp!"

To the left is a weird Pikachu. (Navi hasn't seen a Pikachu before, so she doesn't recognize it). It won't fight her – only stare at her.

To the right is a weird Octorok. Once again it won't attack. Only stare.

Bottom right is a cork. If Navi pushes the cork into the pool of black oil, it stops the flow, but some of the oil splashes up onto her and she gets a vision.

Page 4 – The Vision

Navi sees things from other worlds – a strange Tutorial Robot (top right); an alien(bottom); and something... else (top left).

Then Navi comes to.

THE END.