

DARK MAN

PLAYING THE DARK GAME

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Chapter One: The Children

The Dark Man is in a shopping area. He is talking to the Old Man.

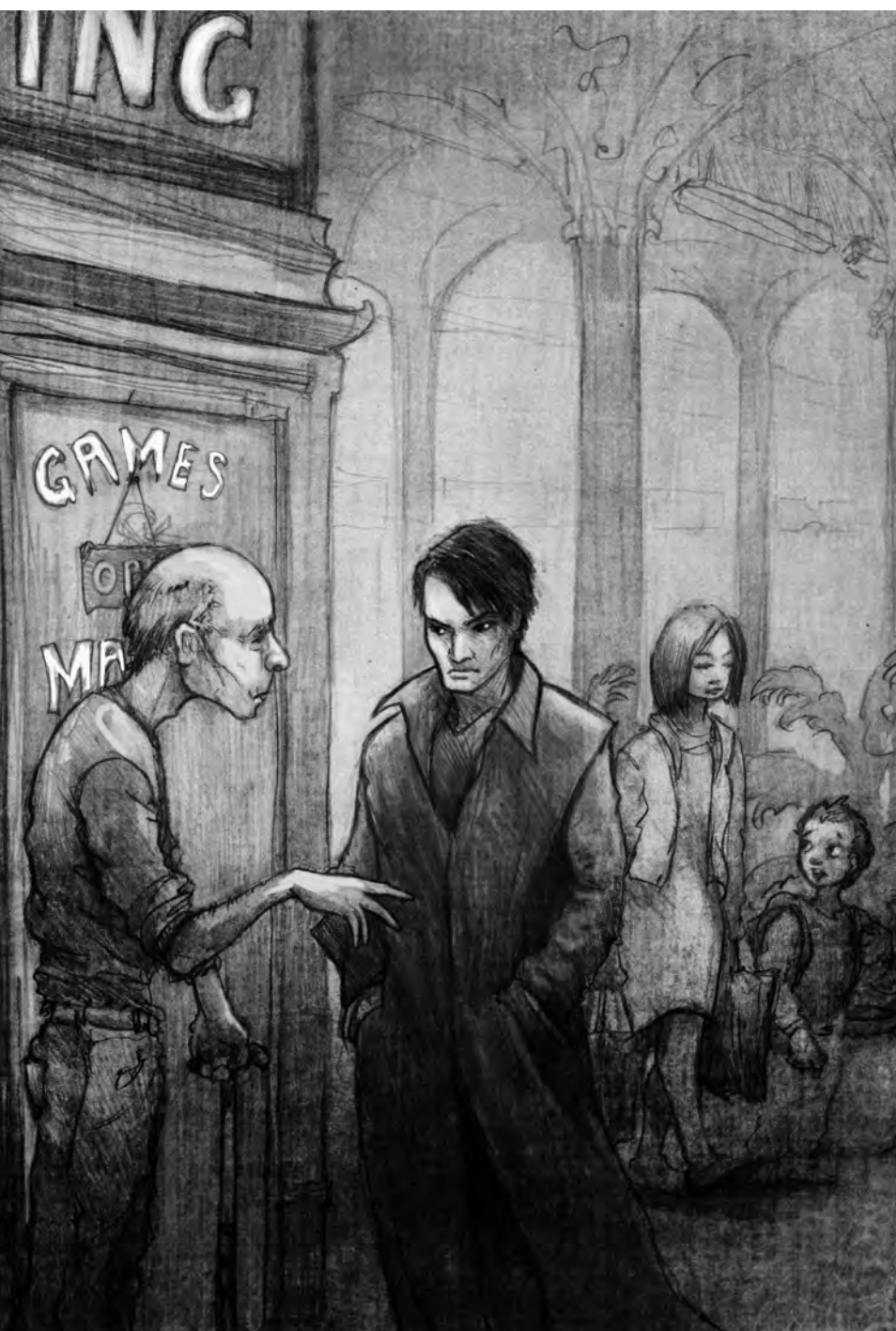
“A little girl and a little boy are in danger,” the Old Man says.

“Where are they?” the Dark Man asks.

“They are trapped in the ruined big house, way outside the city.”

The Dark Man nods.

He knows where this house is.



“Magic protects the house during daylight,” the Old Man continues. “You can only enter after dark.”

“Why are these children special?” the Dark Man asks.

“Because together, they can see magic charms that are invisible to you and me.”

“I will set them free tonight and bring them to you,” the Dark Man says.

The Old Man watches the Dark Man walk away.

Then he notices a small store.

He is drawn to the window.



In the window, he sees a box with a picture of a dark, ruined house on the lid. It is a game.

“This must be a sign,” he thinks, as he goes into the store to buy this strange game.



At night, the Dark Man stands before the massive doors of the ruined house.

He reaches out to push one of them.

The Old Man was right.

The house can be entered after dark.

