

The Black Mirror is a third-person point-and-click horror adventure game developed in 2003 by Future Games, a Czech company. Its original name is "Posel Smrti" (). The game features 150 locations and 5 hours of spoken dialogue. Two sequels, "" and "", were released. The Visitor is a point-and-click adventure game by Jay "Zeebarf" Ziebarth. It was published by Newgrounds in 2007. It was Zeebarf's first point-and-click adventure game with the game company ClickShake Games. "The Visitor" requires logic and common sense to guide an alien parasite through its new earthly surroundings in this interactive horror adventure. The second Visitor game came out in 2010 and was called "The Visitor: Massacre at Camp Happy". It is an eat-and-grow based game in which a player must use cunning to beat the levels, gaining the qualities and sizes from the animals you eat. The third game, The Visitor Returns, was released in 2011. Alpha Polaris is a point-and-click horror adventure game, developed by Finnish company Turmoil Games and published by Just a Game. It was released for Microsoft Windows on June 24, 2011. The game is set in a research station in Greenland. Clock Tower II: The Struggle Within, released in Japan as Clock Tower: Ghost Head, is a survival horror point-and-click adventure game developed by Human Entertainment and released for the PlayStation in 1998. It is the third game in the "Clock Tower" series, and is considered a spin-off in its home country of Japan where it was not a numbered release. The story follows 17-year-old Alyssa Hale who suffers from multiple personality disorder with an alter ego named Mr. Bates. The player must guide Alyssa through various environments, altering between her normal and twisted personality, to uncover the secrets of her and her family's past. Black Mirror II: Reigning Evil is a third-person point-and-click horror adventure game developed by Cranberry Production. The game is a sequel to "The Black Mirror". Black Mirror II takes place in the 1990s, twelve years after the original game. The concept for the game was created by King Art Games. It was initially released in 2010 in the UK and then released in North America in 2011, only a few months prior to its sequel, . Alter Ego is an adventure game developed by the Czech company Future Games in 2010. It is similar to another company's game The Black Mirror. The game uses the AGDS Engine. It was the last game by Future Games. Ankh is a point-and-click 3D adventure game by Deck13 Interactive released in 2005 for the Microsoft Windows. It features a fully three-dimensional environment with cinematic camera movement. All content is fully spoken and the soundtrack reflects an authentic Egyptian atmosphere. Humor is an important aspect of the game, and the influence of classic LucasArts adventure games is noticeable. "Ankh" is a remake of Ankh: The Tales of Mystery, a 1998 adventure game developed by Artex Software for the Acorn Archimedes. "Ankh" was ported to Linux and OS X in 2006. A Special Edition of the game was released in the UK in February 2007. A Nintendo DS port was released in 2008 under the title Ankh: Curse of the Scarab King. Alter Ego is a role-playing video game released by Activision in 1986. It was created by Peter J. Favaro for the Commodore 64, MS-DOS, Apple II, and the Apple Macintosh. The game allows the user to make decisions for an imaginary person (being therefore the player's alter ego) and shows what possible consequences these decisions could have on that person. "Alter Ego" was available in both male and female versions, each using a different set of experiences. Sam & Max: Freelance Police was a graphic adventure computer game developed by LucasArts from 2002 until its cancellation in 2004, and the final game in the company's adventure game era. "Freelance Police" was originally intended for release for Windows in early 2004 as a sequel to the 1993 title "Sam & Max Hit the Road". The game was based on the characters Sam and Max: an anthropomorphic dog and "hyperkinetic rabbit thing" who debuted in a 1987 comic book series created by Steve Purcell. "Freelance Police" was announced in August 2002, and showcased at the Electronic Entertainment Expo (E3) in 2003. Like its predecessor, "Freelance Police" was designed as a point-and-click adventure game, but used a 3D game engine in place of the SCUMM and GrimE engines used in older LucasArts adventure games. The project's development was led by Michael Stemmler, one of the original designers for "Sam & Max Hit the Road", while Steve Purcell assisted in developing the game's plot and providing artistic direction. Serena is a freeware horror adventure game developed by several video game development companies, including Senscape, CBE Software, Infamous Quests, Digital Media Workshop and Guys from Andromeda. It was released for Windows, Linux and OS X. The game previews the Dagon Engine that was supposed to be used in Asylum. The main characters are voiced by Josh Mandel and Sarah Wilson (YouTube blogger Pushing Up Roses), as well as a cameo from Guys from Andromeda's Scott Murphy. Gameplay is first-person perspective, with fixed background screens and a point-and-click interface. It

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