

MYSTERY HOUSE

Company: On Line Systems

Suggested Retail: \$24.95

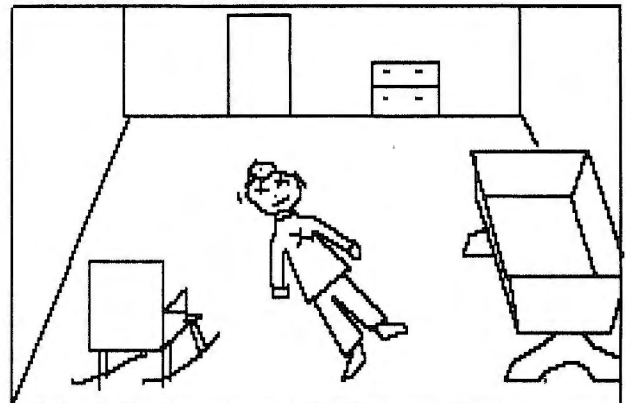
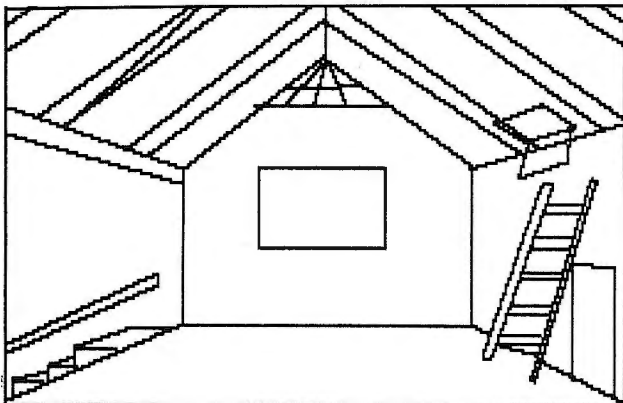
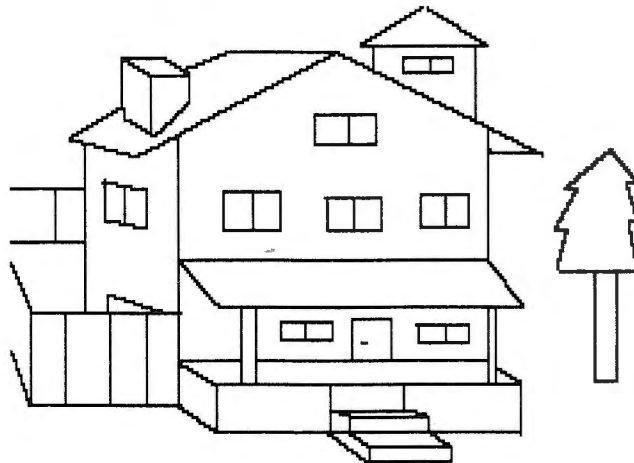
Type: Hi-Res adventure.

Description:

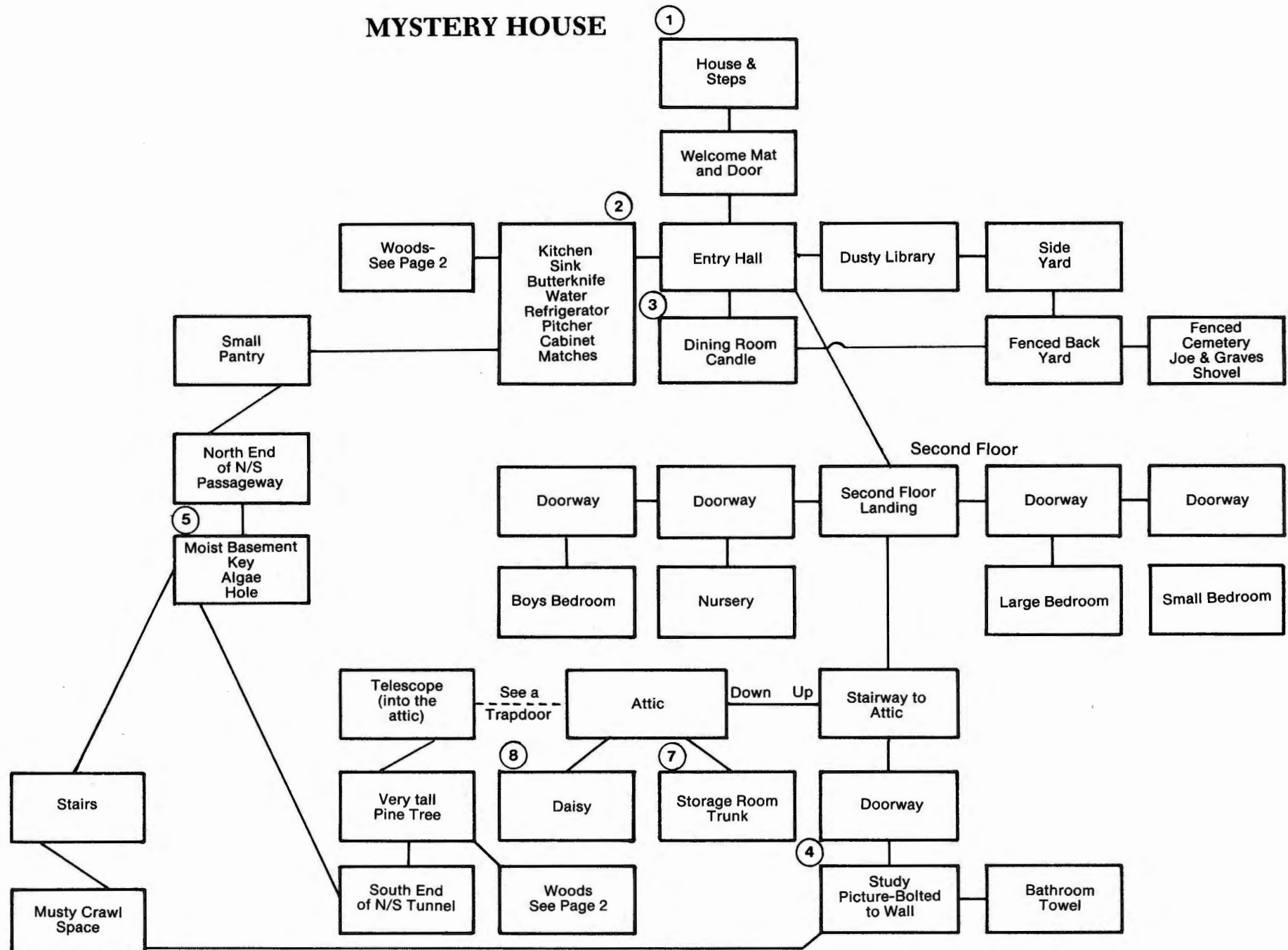
Based loosely on the Agatha Christie novel, *The Ten Little Indians*. You have the dual task of trying to find the treasure hidden somewhere in the house and deducing the identity of the baddy. Unfortunately, he keeps murdering the other suspects and even tries to kill you.

Playability:

Not a long game. The mansion has only two stories. The vocabulary is limited and uses only a standard two-word parser. The graphics of rooms and objects appear as black and white line drawings. You do get a save-game option, however. All in all, it's a fun game for beginning and intermediate adventurers, and is noteworthy as the first of the Hi-Res adventures.

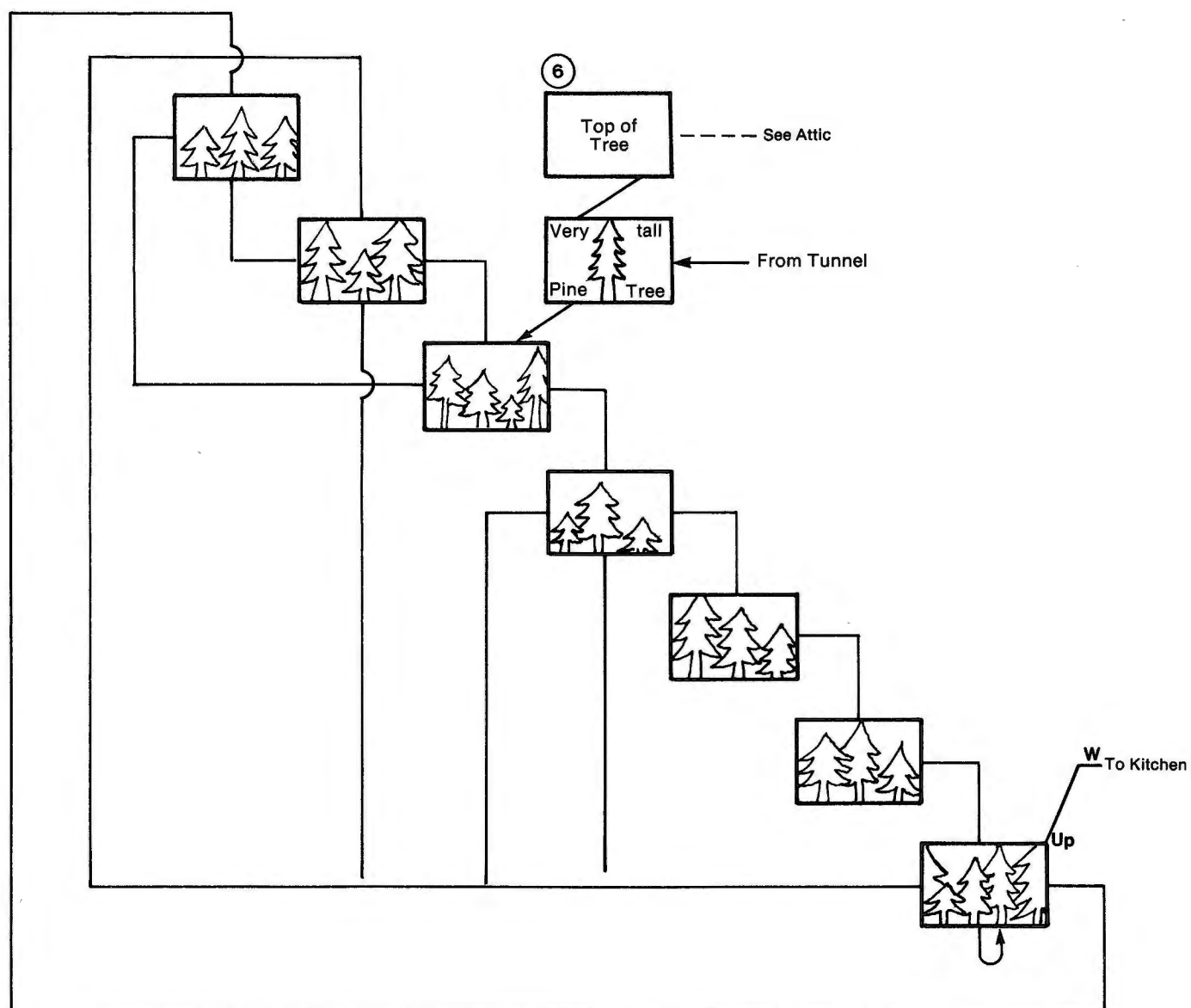


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Forest Maze



MYSTERY HOUSE

1. Go Steps. Open and Go Door.
2. With the Hammer from the Attic and the Candle from the Dining Room, Open and Look Cabinet. Get Matches. Open and Look Refrigerator. Get Pitcher. Look Sink. Get Butterknife. Water On. Get Water. Move Cabinet. Break Wall (with Sledgehammer).
3. With Lit Candle, try leaving. Pour Water. Look Hole. Get Key.
4. After Getting Towel, try to Get Picture. With Lit Candle, try to Get Picture. Unscrew Bolts. With Butterknife. Get Picture. Press Button. Go Wall.
5. Wipe Algae. Get Brick. Get Jewels. Get Key.
6. Look Telescope. (Permits you to see Hidden Trapdoor).
7. Unlock and Look Trunk. Get Pistol. Go Door. Open Trapdoor. Go Trapdoor.
8. Kill Daisy. With Pistol. Exit via front door (with the Skeleton Key) and become a Guru Wizard.