

MYSTERY HOUSE

Introduction

In *Mystery House*, Sierra On-Line gives you a great plot — a challenging murder mystery. You will find one dead body after another, and you will also find mysterious and confusing notes. With some work (and this book to help you over the rough spots) you should be able to solve the case.

The graphics are unusual for an On-Line adventure. The pictures are all line drawings, without filled-in colors. This means the pictures come up faster, so you don't have to wait as long as you move around the map. On the other hand, many people prefer the look of the filled-in pictures.

General Hints

To keep from getting the notes mixed up, we recommend that you read each note, then drop it where you found it. These notes, and some dead bodies, give fairly good hints as to who is the murderer.

After a number of moves into the game, it will get dark. You should light the candle at #4 and keep it lit.



Procedures

1. This is the start.
2. This note refers to the jewels at #13.
3. Inside the refrigerator you will find a pitcher. Look at the sink, you will find a useless butter knife. Turn on the water and fill the pitcher to use at #4.

Inside the cabinet you will find some matches, also for use at #4. Don't light the stove!

After #11, come back here, move the cabinet, and break the wall with the hammer to make a hole.

4. Once you get the candle you can light it with the matches from #3. When you try to move, you will start a fire. Don't panic, just put it out by pouring the water from #3. Keep the candle lit throughout the adventure.

The fire will make a hole. Look there to find a key for #12.

5. Look at the body to get a hint as to the murderer's identity. Go through the gate to get from #5 to #17.
6. You cannot get any useful hints from this body.
7. This note refers to the killer.
8. Wow! That was close. Anyway, get the dagger to use at #17.
9. The hair on this body should give you an idea of the killer's identity.

10. The pair of pantyhose points to the murderer. The hanging towel is for #13.

11. Get the hammer for #3.

After #14, come back here and open the trapdoor to go through to #18.

12. Unlock the chest with the key from #4. Use the gun you find here at #18.

Go back to #3 and break the wall.

13. Take the key so you can unlock the front door at #2, after you are finished with #18. The daisy on the body is very significant.

Wipe the algae with the towel from #10. This exposes a loose brick. Take the brick and you will find the jewels. Take them.

Go through the hole to go west.

14. Look through the telescope to see a trapdoor at #11.
15. This is an unmappable forest. Go south and east repeatedly. Try to go up after every move. When you get a message that the kitchen door is closed, open the door and go up. You will wind up at #3.
16. This note is not very helpful.
17. Go through the gate to get from #5 to #17. You know that Joe is a killer because of the note at #7 (there are six graves), the fact that the body at #5 was killed with a blunt object (the shovel), and just because he is

alive. So it is your duty to kill him with the dagger from #8. However, you are not done. Numbers 9, 10, and 13 point to somebody else

18. Open the trapdoor you saw at #14 to get here. The blonde hair from #9, the pantyhose from #10, and the daisy at #13 are enough to convict Daisy. Kill her with the gun from #12. The note refers to the jewels, in case you haven't found them.

Now you have found the jewels and killed the two murderers. Go to #2 and use the key from #13 to unlock the front door. Go back to #1 and leave all this carnage behind.

Congratulations! You have won! Go wash your hands!

Map Notes

The map is fairly small, but it's not as easy as it looks. Often you will need to go through doors, gates and holes, instead of simply going in a direction. Try opening or going through a door if the normal direction command fails.

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