

The Witness

Introduction to the Witness

The Witness is Infocom's second mystery adventure; the mystery is what happens and who arranged it. You are the witness to the murder of Mr. Linder.

The Conspiracy

Mr. Linder, Monica, and Phong decided to frighten Stiles and frame him for attempted murder with you as the witness. They set up the office so that when the butler's button is pressed, the clock would fire a shot (from one of the two guns that Monica bought for the plot) at Mr. Linder's chair, and the window would shatter. Mr. Linder got Stiles to come to the back door, then called you to come over to his house. When Phong rang the doorbell, Linder shouted "Stiles!" at the window, and while you were distracted, he pushed the button. Phong planted the other gun outside, and Duffy caught Stiles running away for his life.

Characters

- Phong** This underpaid butler has the house keys. You can get them from him by saying "PHONG, GIVE ME THE HOUSE KEYS."
- Monica** This mystery-loving electronics wizard was ruled by the iron hand of her father.
- Stiles** This frightened "friend" of the late Mrs. Linder was framed by the Linder household.

- Duffy** Your faithful Sergeant does all your leg-work. He is always around when not running an errand for you.
- Linder** This tyrant with a thing for revenge ends up being caught in his own trap.
- Asta** Monica's overfed cat has only a bit part.

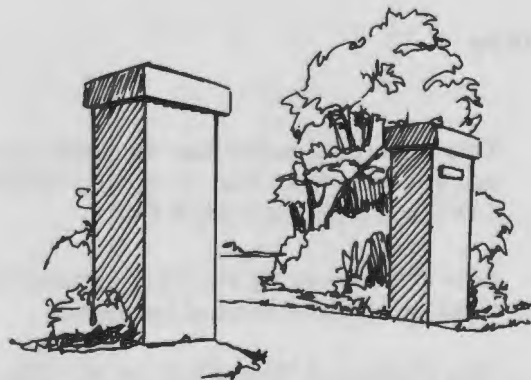
General Hints

Before you can arrest a suspect, you must be able to prove a motive, ample opportunity, and lack of an alibi. If you arrest a suspect without proper evidence, he (or she) may get away with murder!

Every time you find a new piece of evidence, be sure to examine and analyze it.

Room Notes

1. **Driveway entrance**—There is nothing important here.

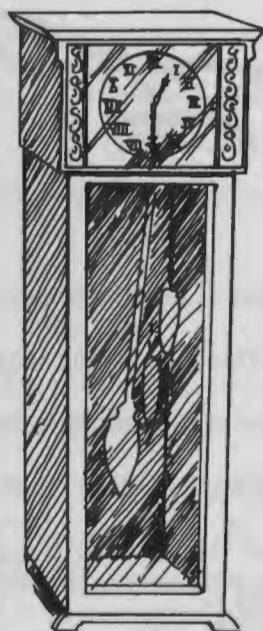


2. **Side yard**—There is nothing important here.
3. **Office path**—A muddy handgun 'appears' after the murder. Analyze it for some evidence against the murderer.
4. **Office porch**—Some footprints 'appear' after the murder. Make a cast of them and compare the cast to Stiles' shoes.



5. **Back yard**—There is nothing important here.
6. **Rock garden**—There is nothing important here.
7. **Driveway**—There is nothing important here.
8. **Front porch**—Ring the bell to get in.
9. **Garage**—Neither the Bentley, the convertible, nor the ticket stub which Monica drops on the floor when she returns is important.
10. **Workshop**—This is the place that controls the burglar alarm, the butler's button and the clock mechanism.
11. **Hallway**—There is nothing important here.
12. **Storage closet**—The broom has no use. Leave it where it is.

13. **Office**—When you are told to sit, sit and stay there until after the murder. Then, look at the clock, look at the keyhole, look at the powder, show the powder to Monica to put her on edge. Accuse Monica, then go to room #17 to get the medical report. Look at the desk in room #17 carefully to find the report and read it. Return to this room and push the butler's button and ask Phong about the button. Look at the window. After Monica has returned and sobbed in her bed awhile, she will come to this room. Follow her here and handcuff her to the lounge. Search her twice, and ask her about the hidden handgun. You can now arrest her.



14. **Hallway**—There is nothing important here.
15. **Entry**—There is nothing important here.
16. **Hallway**—There is nothing important here.

17. **Monica's Bedroom**—On the desk is a medical report. Monica will refer to that if you accuse her after she admits to having tried to scare Stiles. For instructions on what to do with it, read the instructions for room #13. Nothing else here is important.

18. **Bathroom**—There is nothing important here.

19. **Toilet**—Monica runs in here to throw up after she sees Linder dead.



20. **Tub**—There is nothing important here.

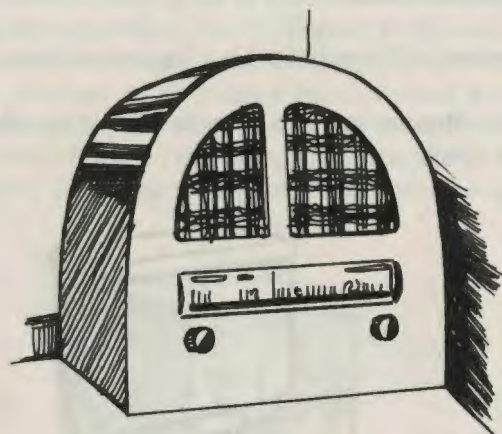
21. **Butler's Bedroom**—Open the book on the table. Read the receipt. Ask Phong about it and he will tell you that Monica bought them. The other gun is hidden in the clock. To get it, read the instructions for room #13.

22. **Bathroom**—There is nothing important here.

23. **Hallway**—There is nothing important here.

24. **Living room**—When you get here for the first time, wait awhile. Stiles will be handcuffed here after Duffy gets him.

Show Stiles the threatening note. Compare the plaster cast to his shoes. Ask him about the matchbook. Ask him about the explosion. Nothing else here is important.



25. Dining room—There is nothing important here.

26. Kitchen—Nothing of importance is here, but Phong can usually be found here.

27. Linders bedroom—There is nothing important here.

28. Front yard—There is nothing important here.

How to Win

- Go north up to room #8, and ring the bell.
- Wait for Phong to lead you up to the living room (room #24).
- Ask Monica about Mr. Linder.
- Wait around until Linder finishes his drink.
- Sit on the wooden chair when you get to the office (room #13).
- Stay there until Linder gets killed.

- Push the office button.
- Ask Phong about the office button to get him to admit to the conspiracy.
- Look at the clock.
- Look at the keyhole.
- Get the powder.
- Analyze the powder.
- Go up to room #26 to get Phong.
- Get the house keys from him.
- Go to room #21 and open the book.
- Read the receipt.
- Go back to room #13.
- Unlock and open the back door.
- Go east.
- Make a cast of the footprints in room #4.
- Go south.
- Analyze the gun in room #3.
- Go to room #24 and compare the cast to Stiles' shoes.
- Confront Monica in the workshop (room #10) right after she returns.
- Show her the powder to get her to confess to the conspiracy.
- Accuse her.
- Go to room #17 and look at the desk carefully.
- Read the report.
- Ask Monica about the report when she goes to her room (room #17) wait until she goes out of her room again, and then follow her to room #13.
- Handcuff her.
- Search her twice.
- Ask her about the hidden handgun.
- Ask her about the clock key.
- Arrest her.
- You have now won *The Witness*!

172

