

Haunted House Walkthrough – Matt Filer

You stand outside the haunted house, wondering what treasures await. You **GO NORTH** twice, then **WEST** and **NORTH** again into the **CUPBOARD**. Here you'll find a **COAT** which you should **EXAMINE**. Inside the coat is a **KEY** which you should **TAKE**.

Travel **SOUTH**, **EAST** and then **NORTH** twice to stumble upon a **VACUUM** which will come in handy later. **TAKE** the **VACUUM** and continue on your travels, going **NORTH** twice, then **EAST** once where you will spot some **MATCHES** lying around. **TAKE** the **MATCHES** and continue **EAST**, **NORTH** then **WEST**. You're now outside the house, and someone has left an **AXE** here. **TAKE** the **AXE** and go **EAST** twice to also find a **SHOVEL** which might come in handy.

Now is time for a bit of exploration. Travel **WEST**, **SOUTH**, **WEST** twice, **SOUTH** three times, **EAST** then **SOUTH** again. Tired from exploring all this way, you'll bump into a **CANDLESTICK**. **TAKE** it and go **EAST** once more to come across an abandoned **STUDY**. In the **STUDY** is a **DESK** you should **EXAMINE** to discover a **DRAWER** containing a **CANDLE**. Helpful for those dark corners!

Looking around the **STUDY** you spot a hole in the wall and decide to **SWING** your newly acquired **AXE** at it. The wall crumbles and allows you to travel **NORTH** once. Here you find some **MAGIC SPELLS** in a book that you should probably **TAKE** to keep you safe.

Travel **SOUTH**, **WEST** and **NORTH** twice, **TAKE** the **BATTERIES** you find. **LIGHT** that **CANDLE** you found earlier before proceeding to help you guide your way through the darkening rooms. Travel **NORTH** and your candle will reflect off of a pile of **COINS** that you'll want to **TAKE**. Explore through the darkness travelling **EAST** twice, **NORTH** then **EAST** again. There's a **SCROLL** here that might be of use, so **TAKE** that too. Watch out for **BATS** here that will slow your progress. Just keep moving until they're gone, they mean no harm.

Time for some more exploration! **GO WEST**, **SOUTH**, **WEST** twice, **SOUTH** and **EAST** twice to discover a **STATUE** which has been left abandoned in the darkness for years. Feel free to **TAKE** it as a reminder of your time here. Behind the statue is a **DOOR** which you'll have to **UNLOCK** before continuing. Cautiously you continue on, going **SOUTH** twice and **EAST** twice. Here is a painting which might fetch a good bit of cash! **TAKE** the **PAINTING** and hope for the best. Slowly travel **WEST** twice, a strange feeling surrounds you. Something is blocking your path!

It's time to **READ** your **MAGIC SPELLS** book, perhaps something in there will help this strange feeling. The book tells you to **SAY XZANFAR**. You don't know what it means, but shouting it at the top of your voice seems to make you feel better.

More concerned than ever you continue on, going **WEST**, **SOUTH** then **WEST** again. A strange eerie glow surrounds you. Ghosts! After watching Ghostbusters the night prior, your instant instinct is to whip out your **VACUUM**. A swift **USE** and the ghosts are no more – lucky you didn't leave it behind on your travels!

Something catches your eye at the end of the corridor so slowly you edge **WEST** twice. It's a **GOBLET**! Perhaps this will fetch even more than the painting? You definitely should **TAKE** it.

It's probably time to get the hell out of here! It doesn't look like there are any other items lying around. You turn and run **EAST** twice, **NORTH** three times, **EAST**, **NORTH**, **EAST** and **SOUTH** twice, being careful not to trip on the **SLIPPERY STEPS**.

This nightmare isn't over yet – there's a **COFFIN** in front of you. More treasures inside perhaps? You **EXAMINE** it and notice a **RING** among the human remains. Setting your morality aside, you **TAKE** it. There's no going back now!

There must be a way out here. Perhaps you could **DIG** your way out just **NORTH** of where you currently are around those **BARRED WINDOWS**? You **DIG** until you have a big enough gap and squeeze out **EAST** with your newly found treasures. Run **NORTH** three times until you stumble on a **ROPE**. **TAKE** it and run back **SOUTH** five times until you come across a **BOAT**. This is it! Escape!

TAKE the **BOAT** and sail **SOUTH** and **WEST** twice before you **LEAVE** the boat by the wall at the edge of the marsh. Head **SOUTH**, **WEST** of you is an **AEROSOL** can, and further **WEST** three times is the exit! You request your **SCORE** and hope to never have to visit here again.