Haunted House Walkthrough

Verbs List

|  |  |  |  |
| --- | --- | --- | --- |
| Verb Index | Verb | Applies to | Action |
| 0 | - | - | Used to indicate “Verb not found” |
| 1 | HELP | - | List all verbs the computer knows |
| 2 | CARRYING? | - | Lists all objects the player is carrying |
| 3 | GO | DIRECTIONS | Moves position |
| 4 | N | - | Shortened form for “GO NORTH” |
| 5 | S | - | Shortened form for “GO SOUTH” |
| 6 | W | - | Shortened form for “GO WEST” |
| 7 | E | - | Shortened form for “GO EAST” |
| 8 | U | - | Shortened form for “GO UP” |
| 9 | D | - | Shortened form for “GO DOWN” |
| 10 | GET | OBJECTS | Pick up object and take it with you (player must be in same location as object) |
| 11 | TAKE | OBJECTS | Same as GET |
| 12 | EXAMINE | ANYTHING | Reveals any concealed object |
| 13 | OPEN | DOOR, DESK | Opens door or drawer (must have the key for the door) |
| 14 | READ | BOOKS, SPELLS | Displays written clues (must have the book of spells or be in the library) |
| 155 | SAY | ANY WORDS | Say words typed “out loud”, e.g. casts spell |
| 16 | DIG | - | Makes a hole (must have the shovel and be in the cellar) |
| 17 | SWING | AXE | Breaks down false wall (must have the axe and be in the study) |
| 18 | CLIMB | ROPE | Go up or down the rope |
| 19 | LIGHT | CANDLE | Turns light on (must have the candle, the matches and the candlestick) |
| 20 | UNLIGHT | CANDLE | Turns light off (must be carrying the lighted candle) |
| 21 | SPRAY | AEROSOL | Removes bats from rear tower (must have the aerosol) |
| 22 | USE | VACUUM | Sucks up ghosts (must have vacuum and batteries) |
| 23 | UNLOCK | KEY, DOOR | Opens door (must have the key) |
| 24 | LEAVE | ANY WORDS | Leave object behind (must have the object) |
| 25 | SCORE | - | Prints out score |

Objects List

|  |  |  |
| --- | --- | --- |
| Object Number | Object | Location Number |
| 1 | Painting | 46 |
| 2 | Ring | 38 |
| 3 | Book of spells | 35 |
| 4 | Goblet | 42 |
| 5 | Scrolls | 13 |
| 6 | Coins | 18 |
| 7 | Statue | 28 |
| 8 | Candlestick | 42 |
| 9 | Matches | 10 |
| 10 | Vacuum cleaner | 25 |
| 11 | Batteries | 26 |
| 12 | Shovel | 4 |
| 13 | Axe | 2 |
| 14 | Rope | 7 |
| 15 | Boat | 47 |
| 16 | Aerosol can | 60 |
| 17 | Candle | 43 |
| 18 | Key | 32 |
| 19 | North |  |
| 20 | South |  |
| 21 | West |  |
| 22 | East |  |
| 23 | Up |  |
| 24 | Down |  |
| 25 | Door |  |
| 26 | Bats | 13 |
| 27 | Ghosts | 52 |
| 28 | Drawer | 43 |
| 29 | Desk | 43 |
| 30 | Coat | 32 |

Problems and solutions

|  |  |  |
| --- | --- | --- |
| Problem | Solution | Object(s) needed |
| Too dark to see | Put candle in candlestick,  Light candle with match | Candle (hidden in desk drawer), Matches, Candlestick |
| Bats | Spray with “Baticide” | Aerosol can |
| Secret room | Break down false wall | Axe |
| Locked door | Unlock | Key |
| Paralysing ghosts | Suck up with Vacuum cleaner | Portable vacuum cleaner |
| Magical barrier | Use magic spell | Book of magic spells |
| Marsh | Get across in boat (one time only as boat gets stuck in mud) |  |
| Barred coffin window | Dig round edge to remove bars, Open lid | Shovel |

Locations

|  |  |  |
| --- | --- | --- |
| Number | Description | Exits |
| 0 | Dark Corner | E, S |
| 1 | Overgrown Garden | W, E |
| 2 | By Woodpile | W, E |
| 3 | Yard | W, E, S |
| 4 | Weed Patch | W, E |
| 5 | Forest | W, E |
| 6 | Thick Forest | W, E, S |
| 7 | Blasted Tree | W, S |
| 8 | Corner of House | N, S |
| 9 | Entrance to Kitchen | E, S |
| 10 | Kitchen | W, E |
| 11 | Scullery Door | N, W |
| 12 | Dusty Room | S, E |
| 13 | Rear Turret Room | W |
| 14 | Clearing | N, E |
| 15 | Path | N, W, S |
| 16 | Side of House | N, S |
| 17 | Back of Hallway | N, S |
| 18 | Dark Alcove | E, S |
| 19 | Small Dark Room | E, W |
| 20 | Spiral Staircase | N, U, W, D |
| 21 | Wide Passage | E, S |
| 22 | Slippery Steps | W, U, S, D |
| 23 | Clifftop | N, S |
| 24 | Crumbling Wall | N |
| 25 | Gloomy Passage | N, S |
| 26 | Pool of Light | N, E, S |
| 27 | Vaulted Hall | E, W |
| 28 | Hall | W, E |
| 29 | Trophy Room | N, W, S |
| 30 | Cellar | N, S |
| 31 | Cliff Path | N, S |
| 32 | Cupboard Hanging Coat | S |
| 33 | Front Hall | N, E, S |
| 34 | Sitting Room | N, W, S |
| 35 | Secret Room (false wall) | S |
| 36 | Steep Marble Stairs | N, D, S, U |
| 37 | Dining Room | N |
| 38 | Deep Cellar | N |
| 39 | Cliff Path | N, S |
| 40 | Closet | N, E |
| 41 | Front Lobby | N, W |
| 42 | Library | N, E |
| 43 | Study | W |
| 44 | Cobwebby Room | N, E, S |
| 45 | Cold Chamber | W, E |
| 46 | Spooky Room | W |
| 47 | Cliff Path by Marsh | N, S |
| 48 | Verandah | E, S |
| 49 | Front Porch | N, W, S |
| 50 | Front Tower | E |
| 51 | Sloping Corridor | W, E |
| 52 | Upper Gallery | N, W |
| 53 | Marsh by Wall | S |
| 54 | Marsh | W, S |
| 55 | Soggy Path | N, W |
| 56 | Twisted Railings | N, E |
| 57 | Path | N, W, E |
| 58 | Path by Railings | W, E |
| 59 | Beneath Tower | W, E |
| 60 | Debris | W, E |
| 61 | Fallen Brickwork | N, W, E |
| 62 | Stone Arch | N, W, E |
| 63 | Crumbling Clifftop | W |

Master Map

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | 0 |  |  | 1 |  |  | 2 |  |  | 3 |  |  | 4 |  |  | 5 |  |  | 6 |  |  | 7 |
|  | DARK CORNER | E | W | OVERGROWN GARDEN | E | W | BY WOODPILE  (Axe) | E | W | YARD | E | W | WEED PATCH (Shovel) | E | W | FOREST | E | W | THICK FOREST | E | W | BLASTED TREE (Rope) |  |
|  | S |  |  |  |  |  |  |  |  | S |  |  |  |  |  |  |  |  | S |  |  | S |  |
|  | N | 8 |  |  | 9 |  |  | 10 |  | N | 11 |  |  | 12 |  |  | 13 |  | N | 14 |  | N | 15 |
|  | CORNER OF HOUSE |  |  | ENTRANCE TO KITCHEN | E | W | KITCHEN  (Matches) | E | W | SCULLERY DOOR |  |  | DUSTY ROOM | E | W | REAR TURRET ROOM (Scroll) (Bats) |  |  | CLEARING | E | W | PATH |  |
|  | S |  |  | S |  |  |  |  |  |  |  |  | S |  |  |  |  |  |  |  |  | S |  |
|  | N | 16 |  | N | 17 |  |  | 18 |  |  | 19 |  | N | 20 |  |  | 21 |  |  | 22 |  | N | 23 |
|  | SIDE OF HOUSE |  |  | BACK OF HALLWAY |  |  | DARK ALCOVE  (Bag of coins) | E | W | SMALL DARK ROOM | E | W | SPIRAL STAIRCASE |  |  | WIDE PASSAGE | E | W | SLIPPERY STEPS |  |  | CLIFFTOP |  |
|  | S |  |  | S |  |  | S |  |  |  |  |  |  |  |  | S |  |  | S |  |  | S |  |
|  | N | 24 |  | N | 25 |  | N | 26 |  |  | 27 |  |  | 28 |  | N | 29 |  | N | 30 |  | N | 31 |
|  | CRUMBLING WALL |  |  | GLOOMY PASSAGE  (Vacuum cleaner) |  |  | POOL OF LIGHT  (Batteries) | E | W | VAULTED HALL | E | W | HALL WITH LOCKED DOOR  (Statue) | E | W | TROPHY ROOM |  |  | CELLAR | BARRED | WINDOW | CLIFF PATH |  |
|  |  |  |  | S |  |  | S |  |  |  |  |  | S |  |  | S |  |  | S |  |  | S |  |
|  |  | 32 |  | N | 33 |  | N | 34 |  |  | 35 |  | N | 36 |  | N | 37 |  | N | 38 |  | N | 39 |
|  | CUPBOARD  (Key in pocket) |  |  | FRONT HALL | E | W | SITTING ROOM |  |  | SECRET ROOM  (Book of Spells) |  |  | STEEP MARBLE STAIRS |  |  | DINING ROOM |  |  | DEEP CELLAR (Ring) (Coffin) |  |  | CLIFF PATH |  |
|  | S |  |  | S |  |  | S |  |  | S |  |  | S |  |  |  |  |  |  |  |  | S |  |
|  | N | 40 |  | N | 41 |  | N | 42 |  |  | 43 |  | N | 44 |  |  | 45 |  |  | 46 |  | N | 47 |
|  | CLOSET | E | W | FRONT LOBBY |  |  | LIBRARY  (Candlestick) | E | W | STUDY  (Candle in drawer) |  |  | COBWEBBY ROOM | E | W | COLD CHAMBER | E | W | SPOOKY ROOM  (Painting) |  |  | CLIFF PATH BY MARSH  (Boat) |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  | S |  |  |  |  |  |  |  |  | S |  |
|  |  | 48 |  | N | 49 |  |  | 50 |  |  | 51 |  | N | 52 |  |  | 53 |  |  | 54 |  | N | 55 |
|  | VERANDAH | E | W | FRONT PORCH |  |  | FRONT TOWER  (Goblet) | E | W | SLOPING CORRIDOR | E | W | UPPER GALLERY |  |  | MARSH BY WALL |  | W | MARSH |  | W | SOGGY PATH |  |
|  | S |  |  | S |  |  |  |  |  |  |  |  |  |  |  | S |  |  | S |  |  |  |  |
|  | N | 56 |  |  | 57 |  |  | 58 |  |  | 59 |  |  | 60 |  | N | 61 |  | N | 62 |  |  | 63 |
|  | TWISTED RAILINGS | E | W | PATH |  | W | PATH BY RAILINGS | E | W | BENEATH TOWER | E | W | DEBRIS  (Aerosol can) | E | W | FALLEN BRICKWORK | E | W | STONE ARCH | E | W | CRUMBLING CLIFFTOP |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

# Game Walkthrough

The aim of the game is to explore the house and gather as many items as you can and then return to the entrance to complete the game.

You start in room 57 and should GO EAST three times.

There is a can of AEROSOL here so GET it.

GO WEST three times.

GO NORTH twice and the front door of the house will slam shut behind you.

GO WEST then GO NORTH.

There is a COAT here you cannot take so EXAMINE it to reveal a KEY which you should GET

GO SOUTH then GO EAST then GO NORTH twice.

Someone left a VACUUM here you should TAKE it.

GO NORTH twice then GO EAST.

There are some MATCHES here to GET

GO EAST then GO NORTH then GO WEST

TAKE the AXE

GO EAST twice

GET the SHOVEL

GO EAST three times to GET the ROPE

GO WEST four times then GO SOUTH

GO WEST two times then GO SOUTH three times

GO EAST then GO SOUTH

GET the CANDLESTICK and GO EAST

EXAMINE the DESK and OPEN the DRAWER to reveal a CANDLE

GET the CANDLE then SWING the AXE to break down the false WALL

GO NORTH to discover a BOOK OF SPELLS which you should TAKE

READ the BOOK OF SPELLS to reveal a magic word.

GO SOUTH then GO WEST then GO NORTH twice

TAKE the BATTERIES someone left here and then LIGHT the CANDLE

GO NORTH and TAKE the pile of COINS then GO EAST twice

GO NORTH then GO EAST

Here you may be attacked by some BATS if so SPRAY the BATS then

TAKE the SCROLL and GO WEST then GO SOUTH then GO WEST twice

GO SOUTH then GO EAST three times then GO NORTH

GO WEST then GO SOUTH TWICE and EXAMINE the COFFIN to reveal a hidden RING

TAKE the RING then GO NORTH twice then GO WEST then GO SOUTH

GO WEST and TAKE THE STATUE here before you UNLOCK the DOOR

GO SOUTH and UNLIGHT the CANDLE then GO SOUTH twice

Here you will be trapped by GHOSTS until you USE the VACUUM to suck them uo

GO WEST twice to GET the GOBLET then GO EAST twice then GO NORTH

GO EAST twice to GET the PAINTING

GO WEST twice to find a MAGIC BARRIER blocks the way

SAY XZANFAR to teleport.

Here you will be teleported to a random room. If you are not sure where you are or where to go you can SAY XZANFAR to teleport again. The aim now is to return to staring point of the game. You can get here by following the path around the edge of the map from the back-garden exit from the kitchen by going east to the edge and then going south until you come across a boat which you need to cross the marsh. From here GO SOUTH then GO WEST twice and LEAVE the BOAT here as you cannot carry it to the ending room. GO SOUTH then WEST four times and you will be back where the game started and should have all the Items in the game. To check you can use the SCORE command to check your score which should congratulate you and reward the player points for the number of items carried which is then doubled for reaching the staring room.