

# Uncle Tays' House Adventure Walkthrough

## MAIN FLOOR

<b>DUMBWAITER</b>	LIBRARY “take checkbook”	DEN “move couch with brace”, “take teddybear”	<b>KITCHEN/STAIRS TO BASEMENT</b> “move fridge with jack”, “take fuse”		
GARAGE “take jack”, “take bungee”	HALL	HALL	FOYER “take newspaper”, “read newspaper”	<b>SITTING ROOM</b>	DINING ROOM
	BEDROOM “take note”	<b>BATHROOM</b> “move clothes with gloves”	EXIT Return here when finished		

## BASEMENT

STORAGE “take boxspring”	<b>LAUNDRY</b> “take loons”	WORK ROOM “take oilcan”	<b>BOTTOM OF STAIRS</b> “drop boxspring”
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## SECOND FLOOR

	BEDROOM “take investment”	CHILD’S ROOM “spin top”	SECRET ROOM “take loverboy”	BEDROOM “take key”
3 DOORS/ <b>DUMBWAITER</b>	DANGEROUS HALL “open [direction not mentioned in note] door”, “oil dumbwaiter with oilcan”	HALL “unlock door” “drop teddybear”	HALL	<b>BALCONY /STAIRS TO ATTIC</b> “tie bungee to railing”, “jump” “take picture”, “jump” “put fuse in fusebox”
	BATHROOM “take gloves”, “read note in mirror”	CLOSET “take gainesburger”, “eat gainesburger”	GAME ROOM “take top”	

## THIRD FLOOR

<b>ATTIC</b> “take brace”, “take magazine”, “read magazine”
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