Uncle Tays' House Adventure Walkthrough

Show hints

BASEMENT

[26] STORAGE "take boxspring"	[27] LAUNDRY (X ← 7) "take loons"	[28] WORK ROOM "take oilcan"	[29] BOTTOM OF STAIRS (X → 2) "drop boxspring"

MAIN FLOOR

[24] DUMBWAITER (U → 23)	[08] LIBRARY "take checkbook"	[06] DEN "move couch with brace", "take teddybear"	[02] KITCHEN / STAIRS TO BASEMENT (D → 29) "move fridge with jack", "take fuse"		
[10] GARAGE "take jack", "take bungee"	[05] DANGEROUS HALL	[04] HALL	[01] FOYER (lobby) "take newspaper", "read newspaper"	[03] SITTING ROOM (U → 12)	[11] DINING ROOM
	[09] SMALL BEDROOM "take note"	[07] BATHROOM (D → 27) "move clothes with gloves"	[31] EXIT Return here when finished		

SECOND FLOOR

	[21] CORNER BEDROOM "take investment"	[18] CHILD'S ROOM "spin top"	[19] SECRET ROOM "take loverboy"	[13] MASTER BEDROOM "take key"
[23] 3 DOORS / DUMBWAITER (D → 24)	[20] DANGEROUS HALL "open [direction not mentionedin note] door", "oil dumbwaiter with oilcan"	[17] HALL "unlock door", "drop teddybear"	[14] HALL	[12] BALCONY / STAIRS TO ATTIC (D → 3) (U → 25) "tie bungee to railing", "jump", "take picture", "jump", "put fuse in fusebox"
	[22] BATHROOM "take gloves", "read note in mirror"	[16] CLOSET "take gainesburger", "eat gainesburger"	[15] GAME ROOM "take top"	

THIRD FLOOR

[25] ATTIC (D → 12) "take brace", "take magazine", "read magazine"

About the Story:
In this adventure you find treasures and valuables in your mad uncle Tays' house type simple commands: north, south, etc.
To move (or just 'n', 's'). Take and drop, inventory, look, read, move, and so on.
Some commands are complex: 'move the hubcap with the spanner'.

8-Bit BASIC Retro-programming Projects and Classic BASIC Games

Sources:

- jimgerrie.blogspot.com
- http://jimgerrie.blogspot.com/2014/02/uncle-tays-house-adventure-walkthrough.html
- Type-in Mania Page
- My GitHub Page

- [Screenshots of Our Games](#)
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