

Introduction:

You are in a long time abandoned house, in the middle of the forest. Its windows are broken but it is possible for you to see that some of its furnitures are intact inside.

You heard some rumors saying that this house is haunted, but it holds a very awesome treasure.

A lot of treasure hunters tried their best adventuring in this house. Some never get out of there and those who left have never spoken a word about it.

You are confident that you will be the one who will find the treasure and prove, to everyone, that you are the greatest treasure hunter in the world.

Let us see if you are right...

The forgotten treasure

An Interactive Fiction by Thiago Outeiro, Joyce brum, João Pedro and Flávio Sousa
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Porch

The porche is not very large but has a very beautiful garden. The main door leads inside the house

You can see Main door, an old box (in which are first key, candle and string), Wooden chair and bucket (empty) here.

>take the key

A chill runs up your spine
Taken.

>take the candle

Taken.

>unlock the door with key

You unlock Main door.

>n

(first opening Main door)

Hall

You are in an empty hall. There is a stair that leads to the second door. You can see doors on north and east, leading to other rooms.

On the left side of the door you can see a map in a frame.

Max, who is a very thin and midium-aged man dressed as a buttler, is standing in front of you. He stares at you with a smile.

You can also see Main door and a first floor map here.

>hi

(addressing Max)
"Hello, friend", you say.

"Hello and welcome, sir", he answers, still smiling. How he could be so calm?

>ask max about himself

"Humm... who are you my friend?", you ask.

"I am Max and I work here for mister and misters Whinehouse. Or I use to work a long time ago, before I... .", Max answers and stare to nothing.

>ask max about dead

"Are you really dead?", you ask.

"Yes, I've died a long time ago. Don't ask me how, because I can't remember", he answer, but he doesn't seem being honest.

>u

Upper Hall

You can see a door in every direction, and in one corner you can see the stairs down to the Hall.

In the corner between the north and east door, you can see a little corner table, with a lampshade and a container with dead flowers.

On the side of the stair, you can see a map of the house in a frame

You can see a second floor map here.

>w

Small Bedroom

This seems to be the smallest bedroom of the house, just like a child bedroom. There are just a bed and a small wardrobe in here.

Carlie, a little girl, is sitted on the bed looking at you. She looked very happy to see you

You can also see a small wardrobe (closed) here.

>hi

(addressing Carlie)

"Hello little girl.", you say.

"Hello! I am Carlie! I'm so happy that now I have someone to play with".

>ask carlie abut herself

I didn't understand that sentence.

>ask carlie about treasure

"Do you know where could be a treasure in this house?", you ask.

"Treasure? Ah, I have a treasure. Marly, my little doll is so beautiful and funny. She is perfect, just like a treasure. But...", her eyes filled with water. She was about to cry "I don't know where Marly is. She is my favourite doll and... and... I lost her".

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Large Bedroom

This seems to be the bedroom of the owner of the house. There is some pictures on the wall and a red carpet in the center of the room. There is an inner room on the west.

The bed is a double bed and is very large.

The wardrobe is open, and you can see a lot of clothes on the ground, seems like someone took everything in a hurry.

The wardrobe has two drawers.

>open the top drawer

You see inside the drawer a broken picture frame with a photo of a young girl

>open the bottom drawer

You see inside the drawer a key

>take the key

(second key)

Taken.

>w

Inner Bathroom

It is a small bathroom, just with a toilet and a cabinet with a simple sink on it. It is not very fancy, but it is still very organized. Next to the cabinet there is a bathtub

You can see a cabinet (closed) and a medallion (closed) here.

>open the medallion

You open the medallion, revealing a photo. It is a photo of what seems to be the owners of the house in their wedding. There is the date 13/06 wrote in it.

.

>e

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>n

Living Room

The living room is huge and clean. There are some pictures on the wall showing a very serious and not friendly family: the mom, the dad and their little girl. The three of them seem to be very rich and unpleased.

The center table is in front of the couch

On the center table is a vase (in which is a flower).

You can also see a red couch here.

>unlock home office door with second key

You unlock Home office door.

>e

(first opening Home office door)

Home Office

In the Home Office you can see a desk and a bookshelf. There is also a computer on the desk.

On the shelf are a can full of coins (closed), book 1, book 2, book 3, book 4, book 5 and a dvd.

You can see a safe in here, with a dial which can spin to any number. It seems to be a very heavy.

>get the can full of coins

The can seems to have something bigger than a coin inside
Taken.

>open the can

You open the can full of coins, revealing Garage key.

>take the key

(Garage key)
Taken.

>turn on the computer

When you turn the computer on, a message is displaying, saying:

"Honey, don't forget to put the third book on the shelf in the lavabo. - John"

>read book 3

"... she is our daughter, but this is the only way to save her. I am going to put the poison on her food, and she won't even feel anything. I wish there was another w..."

The rest is blurred by what looks like water drops.

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You can also see a red couch here.

>n

Dining room

The dining room is a huge room with simple furnitures. There is a room on the west and another on the south.

You can see a dining table (on which are a pot (in which is dead flowers), four glasses and four plates), a bar (on which are a bottle of wine (in which is grape juice), bottle of scotch whisky (empty) and a bottle of vodka (empty)) and four chairs here.

>w

Main Kitchen

The main kitchen has one cabinet with a sink and one refrigerator, and, on the opposite wall, a counter and one stove

You can see a red cabinet (closed) and a garbage basket (closed) here.

>open the cabinet

You can see some cleaning products

You open the red cabinet, revealing a tinderbox.

>get tinder box

You can't see any such thing.

>get tinderbox

Taken.

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>unlock garage door with garage key

You unlock Garage door.

>w

(first opening Garage door)

Darkness

It is pitch dark, and you can't see a thing.

>get match

Taken.

>light the candle

(with the match)

(first lighting the match)

You light up candle.

Garage

The Garage seems not being used regularly. There are no windows and the main door are closed. There are no car in here too.

You see a very old chest with the name Carlie written in it. It has a small keyboard which makes you believe it was locked and it can only be open if you type the correct password

You can also see a light switch and a tool box (closed) here.

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The match goes out.

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>ask carlie about number

"Hello little girl.", you say.

"Hello! I am Carlie! I'm so happy that now I have someone to play with".

"Carlie you have some number you like, or some important number?"

"Hmm... OH!!, I love the number of my birthday, is 22/11, is like 4 numbers, but have just 2" she laughed and seems to be very happy

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You see a very old chest with the name Carlie written in it. It has a small keyboard which makes you believe it was locked and it can only be open if you type the correct password

You can also see a light switch and a tool box (closed) here.

>type 2211 on the chest

A good sound comes from the keyboard and the chest opens, revealing a doll, a dress, a teddy bear, a sketchbook and a princess crown.

>get the doll

Taken.

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Carlie, a little girl, is sitting on the bed looking at you. She looked very happy to see you

You can also see a small wardrobe (closed) here.

>give carlie the doll

"Hello little girl.", you say.

"Hello! I am Carlie! I'm so happy that now I have someone to play with".

She looks at the doll with tears in her eyes, but she seems very happy. She took the doll from you and hugged it very tight.

"You are REALLY my best friend. You find my treasure. Thanks!", she says.

You give the doll to Carlie.

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>tell max about book 3

"Hello, friend", you say.

"Hello and welcome, sir", he answers, still smiling. How he could be so calm?

"Listen, Max. I saw the Mrs. Whitehouse's diary and she tried to kill her own daughter with poison. I don't know why, but she seemed to believe that this was the only way"

Max looked at you with disbelief.

"That can't be true... she's loved little miss Whitehouse. Of course that miss Whitehouse was always sick and demanded a lot of attention, but she couldn't have done this. It was me. I'm sure that I used something spoiled and...", he answers.

"It wouldn't be enough. Just spoiled food wouldn't kill you both. She did it to miss Whitehouse. But how it killed you?", you intervened.

"I always tried the food before give it to miss Whitehouse, to know if it is too salty or sweet. That was enough to kill me, what it seems. Thank you, my friend. You can't imagine how much weight you just take off my back", he answers with relief

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Home Office

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On the shelf are book 1, book 2, book 3, book 4, book 5 and a dvd.

You can see a safe in here, with a dial which can spin to any number. It seems to be a very heavy.

>spin the dial to 1306

Clunk! and the safe door swings slowly open, revealing a diamond necklace.

>take the necklace

You've found your treasure, congratulations. Now you just have get the hell out of here. It will be easy... right?

A chill runs up your spine

Taken.

>w

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You leave the house feeling that, even though you had some difficulties, you have no regrets on dealing with those two ghosts.

Somehow, when you step out of the house, you feel that they are no longer in there. They have left to a better place, since there is nothing holding them here anymore. And you are rich.

***** You won. ****