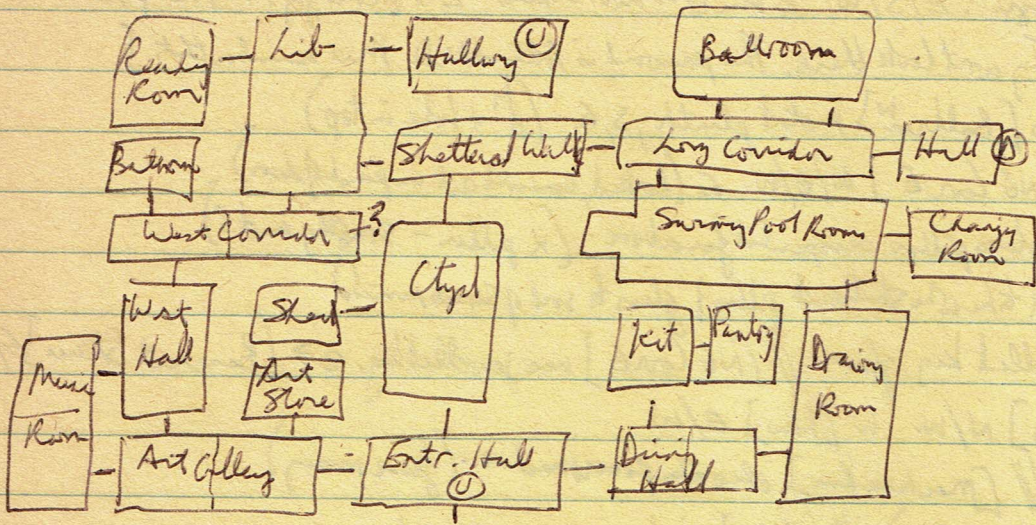


worked by police: yr sci uncle is dead at 55 of a heart attack.

You inherit everything (Map of the Ground Floor \Rightarrow prop up graphics)

The Mansion (1.0)
 QDK 3.12
 2004 Nick Dublin



Start at [Entrance Hall] ^(W) candles, e \rightarrow [Ballroom (entrance)] N/E Dining Room party

x party (chopped metal, curio on floor) take party \rightarrow Long Corridor (security doors close all doors but W)
 w \rightarrow [Ballroom (west end)] N/E/W. shutter, x shutter ("Password = Archimed")

n from Ballroom E \rightarrow [Art Supplies Storage Room] vase. take vase (rattles) drop vase \rightarrow Key 003 (Use it in room \bar{c} door to outside)

w from Ballroom W \rightarrow [Music Room (S)] grand piano, gold flute, N/E (cherry)

N [Music Room (N)] Requiem of Opus 400 (S/E) use on piano? use key on piano (door unlocks somewhere to East?)

[West Hall] plant pot, electric socket, N/S/E Plant in withered; needs water.

N [Corridor (W)] N/S/E. N \rightarrow [Bathroom] mirror. look at it (pot - it note?)

look at pot it note (from the large sword, then small sword, then large sword; Numbers must be perfect!)

[Corridor (E)] N/E/W, plant (hollow) gold flutes. E (door is locked) N (locked \bar{c} star design)

// [Entr. Hall (E)] staircase U, cupboard, E/W. // ~~etc~~ [Cupboard under the stairs] red heving.

e \rightarrow [Dining Hall] Table, N/E/W. x table \rightarrow mysterious catery (bull's head) /wins in holes?

N [Kitchen] sink, fridge x sink (Bliss + son hat resident) {use x on fridge \bar{c} put x in fridge}

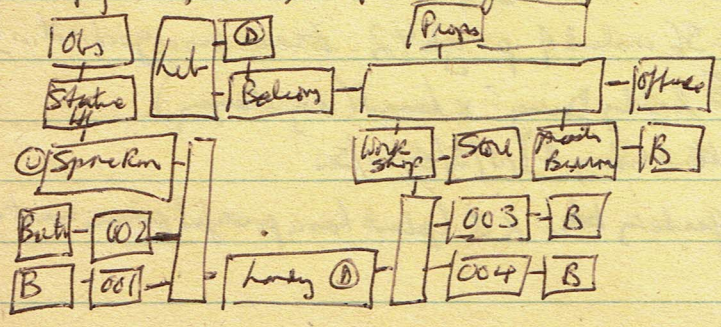
E [Party] (empty) // [Dining Hall (E)] E/W, drinks cabinet. x cabinet (Open? YES) x cabinet (take it? \rightarrow bottle)

x bottle (clear liquid inside) E \rightarrow locked, no keyhole "TARDIS" cannot in door.

Classic
 Coins info

N from Ecb Hall W is locked. (not 003) / e: look at staircase. Yes → [Lobby (E)]
 (15) staircase, E/W (door 0) e → [short corridor (S)] N/W/E (004)
 N → [short corridor (W)] N/E/S. E (003) use key 003. → [Room Three] E/W. (white behind lockage)
 e → [Onsite Bathroom (3)] concrete blocks (key handle) x block (001)
 // use bottle on sink (has: it's acid. use block on sink (concrete dissolves, leaving Gold Key) - in acid
 // door N of short corridor is locked, key v. rusted. // [Lobby (W)] stone shield (E/W)
 x shield (handles worn at back?) W → [long corridor (S)] N/E/W (001)
 N → [long corridor (mid)] N/W/S; W (002) N → [long corridor (N)] N/W/S
 W → [Dusty Stone Room] ladder, footprints in dirt N. N (locked, w/ yellow pic, silver)
 look at ladder (goes U to hatch) Y → [Lobby] ladder, E → [Attic] W/E E → [Attic (mid)] N/S/W.
 S → [Attic corridor (S)] Key pad. (type in a word), N/E x key pad (y type type ARAAHND, english opus)
 e → [Office] key handle (half of a key) // [Attic cor (N)] TV-VCR combination (needs a socket (see West Hall))
 // N of long corridor (N) is locked. // use TV on socket (V) {need a VCR counter} // take key (door sink → YES)
 take key 001. // [Room One] wardrobe E/W x it (open? Y → red typed)
 // [Onsite Bath 004] empty horn. // use tape in VCR → Corp knows my secret. I know how to stop them.
 Get to the basement for all the answers. Something useful in sacks of potatoes in party.
 // [Putty] x sack (YES) → golden star-shaped pendant (why in city) // use way horn on mysterious carving. (one door)
 // [Corridor (E)] use star pendant on plinth (No opus). N → [Library] N/S/E.
 N → [Library (N)] science books, spider books, S/E/W.
 x science books (3, 9, 7) x spider books ('Remove the dirtball & go west to find the truth').

N → [Recky Rm] glasses, gunpowder books, map of Second Floor, Key 002.
 x book (put empty casing in slot, put powder in journal, press switch) // [Room 002] Behind table (x d. Ecbay horn)
 // [Bath 002] Cloth, hineside Remove Fluid, Pot of gunpowder.
 // use ecbay horn on myst. carving (it turns at E door opens)



e of Din Rm → [Drawing Rm] grandfather clock, wdr panel, letter, N/W
 x letter (to Edith) x clock (turn hands?) clock put on panel
 Which hand? large (1, 12, least) 3. Small? 9. Large? 7. Panel opens x panel, Y → shotgun.

x shotgun (serial # sanded off) N. [Drawing Rm(N)] Art Gallery party, N/S
 take party. door N locked. // take Din Rm party. put Art G party in frame @ Gallery.
 // use dining rm party in frame @ Drawing Rm N → Key 004 drops.

// [Room floor] rusty key, e → [Bath 004] empty. // use rusty key at front Corridor N
 N → [Workshop] N/E/S, shotgun shell machine, blowtorch. take blowtorch. use gun powder on machine
 e → [Workshop Store Rm] box. take box (take 2 shell cases). use casing on machine → shells.
 take shells. use shells on shotgun. N → [Key Cor (W)] S/E/W W → [LC (ind)] N/E/W

N → [Staircase] dress. x dress (key? Y → silver key) x silver key (w/ly) // e → [LC (E)] S/E/W E/F/T/S
 E (office, locked), S (locked) // [Balcony (E)] N/S/E/W (S: ctyd, top → greenhouse N)

W → [Balcony (W)] hanging basket, N/S/E/W. down N, ctyd S, x basket (string smthg falls into ctyd)
 W → [Lib 2nd Floor Balcony (S)] N/S/E S (key in lock; unlock it) S → [Corridor (N)]

or N → [Lib 2nd Floor Bal (N)] S/E, e → [hanging] Staircase (S/W) d → [Hall] Staircase, button
 look at btn (attached to wall to down W) Y → door W opens. W → [Library]

// [Dirty Staircase] use silver key. N → [Statue Hall] statue, stone sword; N/S (statue → should hold ?)
 x sword (handle worn). take sword. use it on statue. use shield on statue → { rises }

x statue (turn it? Y → dir? N/S/E/W) N → North door opens. [Observatory] telescope
 x it (pres btn? Y → fire or falls) // use fire axe @ Lib S. e → [Sheltered Walkway (W)] S, E, W, SE.

S → [Ctyd (W)] key head. (N, S, E, W, SE) use key head on key handle → broken key.
 use blowtorch on broken key → mended key. (W locked). S → [Ctyd SW] N, NE, E, W, S.

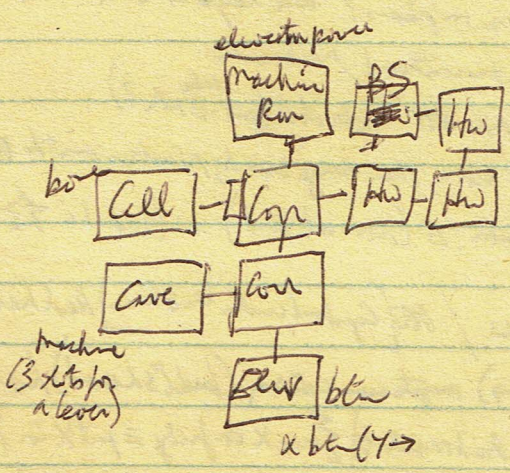
W → [Shed] dirty note { ~~Ernie~~ was using q = 56 instead of p = gb 42. Ernie was a good rat... }

/E → [Ctyd SE] kernel (occupied by piece dog & lady Daisy? x kernel (dog's hunger)).

N → [Ctyd SE] pool, N/S/W/SW. | W → [Sheltered Walkway E] N/S/E/W/SW

N → [Greenhouse (W)] e → [Greenhouse (E)] garden bk. x it (plant has a powerful poison, use it in next test)

use axe @ Shuttle and Walk E. e → [Cor W] S/E/W S → key behind door.
 use master key. S → [Swimming Pool/Hall] N/E. pool E → [Swim (md) E/W]
 E → [Swim Hall E] btm, jacuzzi. E/S/W. & btm (Y → door S open) E → [Change Rm] dump note
 E'll hide it in the attic. They won't look there. The password is ALL-THIS-D. Must remember that.
 // [NE Cor Mid] N/E/W. W → [Ballroom^W] metal plinth, S, E. (M + hole in top)
 E [Ballroom E] E/S. S → [NE Cor E] N/E/W. E (locked, emerald set in panel of door)
 // use fuse on metal plinth → glass pillar suspended far above. (x pillar - something in it?)
 x plinth (rewards will be plentiful to be who shattered pillar) glass to side of sweet metal
 use shot gun on pillar → jewelled key, glass // [NE Cor G] use jewelled key, e → [Basement Stairs] E/W
 e → [Hw] S/W. S → [Hw] N/W. W [Hw] E/W
 W → [Cor N] N/S/E/W. // [machine Rm] elevator power machine. (fuse missing)
 // girder to dog, x kennel (Y → office key) // [Office] window. use axe on window
 S → [Bottom] kitchen mirror, diary, N/W. x key (missing part in jacuzzi) W (blocked)
 // x jacuzzi (lever) / use lever on machine (1: no) (2: no) (x lever: 3) (rattling on pipe - door unlocked)
 // [Master Bedroom] wardrobe, fuse (serv) move wardrobe // use fuse on elevator power machine
 (fuses E)



speaking man → (yank for them) man in a black suit (end)

