

12/30

The Colonel's Bequest Hints and Tips

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Walk Through (ACTS)

What to do in ACT ONE:

Question Ethel. Watch Lillian put on perfume in the bathroom. Push the armoire to discover the secret room; spy on Lillian and Ethel. Spy on Fifi and The Colonel. Look at Dr. Wilbur's bed and doctor bag. Look at the Colonel's cigar. Look at Clarence's cigar. Move the Grandfather clock and the mirror; spy on Rudy and Gloria. Spy on Clarence and Gertrude. Look at the decanter of cognac.

Tasks needed to be completed before proceeding to ACT TWO:

Go into the Colonel's bedroom and see him with Fifi. Downstairs you must see Gertie and Clarence talking in the Parlor. See Rudy and Gloria in the Billiards Room. Later, you must see Gertie

asleep in her room

What to do in ACT TWO:

Look on the floor near Gertie's room; get the hanky. Search every dead body you find. Look at The Colonel's weapon's collection. Move the mirror and the Grandfather Clock to discover secret rooms; spy on Clarence and Wilbur. Question Lillian. Get the soup bone. Toss the bone to the dog. Search the dog house. See Wilbur sitting alone in the Library. Spy on Clarence and Gloria.

Tasks needed to be completed before proceeding to ACT THREE:

See Wilbur and Clarence arguing with each other outside. See Lillian and Celie in the kitchen together. See Wilbur reading alone in the Library. You can also find Gertie's dead body outside the Billiards Room.

What to do in ACT THREE:

Move the mirror, the Grandfather Clock, and the armoires to discover secret rooms. Find the cane in the secret room. Get the poker in the library. Spy on The Colonel. Search Wilbur's dead body; get the monocle. Examine any piece of evidence you find using the monocle. Watch Lillian play in the Playhouse. Spy on Gloria. Get the crackers from Jeeves' room. Talk to Celie, question her, return her necklace. Get the carrot from Celie's house. Look at Dr. Wilbur's bed, look at his doctor bag. Find the attic key hidden in The Colonel's room. Ride the elevator to the attic, read the newspaper. Look at the clothes in the trunk in the attic. Check this trunk again later in the play. See Rudy and Fifi fight.

Tasks needed to be completed before proceeding to ACT FOUR:

Discover Lillian in her playhouse reading to her dolls. Notice Gloria alone in the Billiards Room. See Rudy and Clarence argue in their guest room. See Rudy and Fifi together. You can also discover Wilbur's dead body in the stable.

What to do in ACT FOUR:

In the Billiards Room, examine the record and the mud with the monocle. Get the cigar butt in the secret passage. Search Gloria's dead body. See Clarence and Rudy fight. Feed a cracker to Polly the Parrot. See Fifi and Jeeves kiss. Catch Lillian in the Weapon's Cabinet.

Tasks needed to be completed before proceeding to ACT FIVE:

Catch Lillian looking at the Colonel's weapon collection. While exploring outside you must see Rudy, Clarence and Ethel wandering around. You can also discover Gloria's dead body in the Gazebo.

What to do in ACT FIVE:

Find the rolling pin while exploring the grounds. Examine the footprint with the monocle. Get the crowbar and the oilcan from the Carriage House. Search Ethel's dead body. Watch Fifi put on make-up. Spy on The Colonel and Lillian. Smell the faint aroma

of perfume in the secret room. Notice Rudy eating alone in the Dining Room. Notice Clarence drinking alone at the bar. Notice The Colonel without his wheelchair.

Tasks needed to be completed before proceeding to ACT SIX:

See Lillian with The Colonel in his room. See Rudy eating alone in The Dining Room. See Clarence drinking alone in the Parlor. Go into The Colonel's Room when he's not around. You can also find Ethel's dead body in the Carriage House.

What to do in ACT SIX:

Search the wastepaper basket in the bathroom. Examine the bottle with the monocle. See Lillian hiding something in her suitcase. Search Jeeves' and Fifi's body. Thoroughly examine the decanter of cognac. See Clarence writing at his desk. Spy on Lillian when she's alone; spy on Clarence. Feed a cracker to Polly. Watch Rudy petting Beauregard.

Tasks needed to be completed before proceeding to ACT SEVEN:

See Lillian hiding her diary in her suitcase. See Clarence writing at his desk. See Rudy outside with Beauregard. Knock at Celie's front door. You can also discover that Jeeves and Fifi have been murdered, upstairs.

What to do in ACT SEVEN:

Feed a cracker to Polly. Read Clarence's notebook. Search Clarence's body. Read Lillian's diary. Take note of what's missing from The Colonel's weapon's collection. Pray with Celie in the Chapel. Watch Lillian playing in the Playhouse again. Enter the secret underground passageway through the Hedge Garden, discover the dead bodies. Find the next secret passageway. Use the crowbar to pry Ruby's vault open. Unbar the door to get out. Catch Rudy searching Lillian's room.

Tasks needed to be completed before proceeding to ACT EIGHT:

See Lillian in her playhouse again acting very bizarre. Go to

the Chapel and pray with Celie. Read Clarence's journal. See Rudy searching Lillian's room. You can also discover Clarence's dead body.

What to do in ACT EIGHT:

Search Lillian's dead body, find the key. Get the gun and the bullet. Load the gun. Go into the attic through the door at the top of the stairs. Shoot Rudy.

Tasks needed to be completed to finish ACT EIGHT:

Find Lillian's dead body in the Hedge Garden. Hear a fight in the attic.

Basic Detective Skills

About The Colonel's Bequest:

Colonel's Bequest is a PLAY divided into 8 "acts." There are

several tasks you MUST accomplish in each act to cause the play to progress.

How to progress through the "acts":

In every act there are certain tasks you must accomplish in order for the play to progress to the next act.

How to "spy" on people and find out what's really going on behind those closed doors? Everytime I walk into a room and interrupt a conversation, the people stop talking!

Push on either armoire upstairs to move it. Discover a secret room. You are able to peek through the eyeholes of the portraits to spy on anyone in the bedrooms. Do this often throughout the play. Downstairs, push on the Grandfather Clock or the mirror to eavesdrop on conversations.

How to closely examine the items you've found. What to use to yourself:

A real detective is never without a magnifying glass! You can find a monocle on Wilbur's dead body and use it to examine evidence in much the same way.

Information on each character

Information on the Colonel:

The Colonel smokes a cigar, take note of it. Spy on the Colonel when he doesn't know you're watching. Spy on him when he's alone with Fifi and again when he's alone with Lillian. Spy on him when he gets out of his wheelchair to stoke the fire!

Information on Lillian:

At the beginning of the play, watch Lillian in the bathroom as she puts on perfume. Spy on her private conversation with her mother, and again speaks to The Colonel. Question her when she's in the kitchen with Celie. Startle her when she's snooping through the Colonel's weapon's collection. Note her bizarre

behavior when she's alone in the Playhouse (more than once).

Towards the end of the play, read her diary.

Information on Ethel:

Question Ethel at the beginning of the play. Notice her hanky.

Spy on her private conversation with Lillian. Spy on her when she's drinking alone. Watch her stumble around drunk outside.

Information on Gertrude:

Spy on her private conversation with Clarence. She sure has the goods on him. She knows all about his affair with Gloria, his desire to buy Ethel's land, and his Racehorse scam. You will see her napping in her bedroom early on in the evening.

Information on Gloria:

Spy on her when she speaks to Rudy. Discover that she's having an affair with Clarence. Discover that she's concealing a

medical problem from the past. Watch her threaten Dr. Wilbur; watch her break Clarence's heart. Watch her as she sits alone listening to the Victrola.

Information on Rudy:

Spy on him when he speaks to Gloria. Spy on him when he speaks to Clarence. Take note of his relationship with Clarence. Catch him trying to kiss Fifi. Watch him eat alone. Catch him searching Lillian's room. I wonder why Beauregard likes him.

Information on Clarence (the attorney):

Clarence smokes a cigar, take note of it. Spy on his private conversations. He has words with Ethel, Rudy, Wilbur and with Gloria. He has a racehorse scam going with Wilbur, he's having an affair with Gloria, and he has a fight with Rudy. Notice him drinking alone. Notice him writing in his notebook. When you find him dead, search his body for the matches.

Information on Wilbur (the doctor):

Notice Dr. Wilbur reading alone in the Library. Gloria threatens him regarding her secret medical past. Spy on his conversation with Clarence. He has a racehorse scam going. When you find him dead, search his body for the monocle.

Information on Jeeves (the butler):

Jeeves keeps to himself. You discover that he is having an affair with Fifi.

Information on Fifi:

Note that she carries a hanky. She wears perfume. Spy on her when she's alone with the Colonel. Rudy tries to kiss her but she wants nothing to do with him. You discover that she is having an affair with Jeeves.

Information on Celie:

Find the Healing Necklace that Celie lost and she will make you her friend. Visit her at her home more than once during the play. Pray with her in the Chapel.

What to do with Blaze (the horse):

Get a carrot from Celie and feed it to Blaze.

What to do with Beauregard (the dog):

You can find a soup bone in the icebox and toss it to Beauregard. When he's eating it, search his doghouse.

What to do with Polly (the parrot):

You can find some crackers in Jeeves room. Feed them to Polly, one cracker each act.

Things you can do in various rooms

What to do in the Parlor:

You can overhear private conversations going on in the Parlor.

Notice the decanter of cognac on the bar. Later in the play you will notice it is missing. Clarence drinks alone in The Parlor.

Also note, Polly the parrot is in the Parlor.

What to do in the Billiards room:

You can overhear private conversations going on in The Billiards Room. Gloria likes to sit in here and listen to the Victrola. At a certain time during the play, you may discover evidence of a struggle in this room. Closely examining some evidence could give you a clue as to who the murderer is.

What to do in the Library:

You may notice Wilbur reading alone in the Library. At a certain time during the play, you may discover evidence of a struggle in

this room. Closely examining some evidence could give you a clue as to who the murderer is.

What to do in the Study:

The Colonel keeps his Weapon Collection in the cabinets and his derringer on the desk. Take note of what weapons he has. Later in the play, take note of what's missing. At a certain point in the play you discover Lillian searching through the cabinets.

What to do in the Kitchen:

You see Lillian talking to Celie in the kitchen. You can also attempt to talk to Celie. Get the soupbone from the icebox.

What to do in the Dining room:

Private conversations sometimes occur in The Dining Room. If you are able to eavesdrop you'll learn some interesting facts. At one point you find Rudy eating alone.

How to enter the Attic, what to do in there:

There are two ways to get into the attic. When The Colonel's not around, you can find the key to operate the elevator controls and ride up to the attic. Look through the trunk full of old army clothes and read the newspaper. In the eighth act, you will find another key on a dead body. Use that key to enter the attic through the door at the top of the stairs.

How to enter the Basement, what to do in there:

Towards the end of the play you discover a secret passage in the Hedge Garden that leads to the basement. Locate the small metal plate on the wall. Insert the crank into the metal plate (take the crank off the bell). Turn the crank to discover another hidden passage.

What to do in the Upstairs Bathroom:

In the beginning of the play you are able to watch Lillian putting on perfume in the bathroom. Later in the play, search the wastepaper basket.

What to do in the Colonel's bedroom:

You can see different people having conversations with The Colonel-Fifi talks with him and even kisses him (hmmmmm). Lillian also has a conversation with The Colonel. You can search for the elevator key when The Colonel is away from his room. Notice The Colonel's cigar. Try to spy on The Colonel when he doesn't know you're watching.

What to do in Lillian's room:

Towards the end of the play you will see Lillian hiding something in her suitcase. When she's not around you discover it's her diary! Still later, you can catch Rudy searching the room.

What to do in Ethel's room:

There is not much that occurs in Ethel's bedroom. You can talk to her at the beginning of the game.

What to do in Gloria and Gertie's room:

In the early evening you'll find Gertie napping in her room. Later you will discover signs of a struggle in this room.

What to do in Dr. Wilbur's room:

Notice Dr. Wilbur's bag on his bed. Later you will notice it's missing.

What to do in Clarence and Rudy's room:

Rudy and Clarence argue in their room. Later, Clarence naps in his room. Late in the night, you see Clarence writing at the desk. When he's not around you are able to read his diary. You

will also see signs of a struggle and a bloodstain on the floor.

What to do in Fifi's bedroom:

At first you notice nothing suspicious in Fifi's room (except when Rudy's around). Later in the play, however, you discover a murder here! Search carefully for any clues or evidence. Thoroughly examine the decanter of cognac.

What to do in Jeeves bedroom:

Jeeve's room is in the cellar. Get the crackers that are on the table.

What to do at Celie's house:

Visit Celie more than once during the play. When she invites you in for a chat, get the carrot.

What to do in the Chapel:

Use the crowbar (that you found in The Carriage House) to pry up the loose floorboards and find an old Bible. Come back later and pray with Celie.

What to do in the Cemetary:

There is something in the tomb, but you can't get to it through the cemetary. You must take the secret underground passage through the Hedge Garden.

What to do at the Playhouse:

Twice you discover Lillian in the Playhouse with her dolls acting in a very bizarre manner.

What to do at the Stable:

You need to get the lantern. First, you must feed Blaze the

carrot that you got from Celie's house.

What to do in the Carriage House:

You need to get the oilcan and the crowbar. You can sometimes discover a dead body here.

What to do at the Bell Tower:

Climb the ladder and oil the bell (find an oilcan in the Carriage House). If you can't reach the rope, use the cane that you find in the secret passage. Get the crank from the bell, you'll need it.

What to do at the Hedge Garden:

You will see a small square shaft on the statue of the dancing nymph. Insert the valve handle into the shaft (you can find the valve handle in the suit of armor). Turn the valve handle, then turn the statue. Towards the end of the play you will find a

dead body in the Hedge Garden. Search the body to find a key.

Get the derringer and the bullet. Load the gun. Near the end of the play you will also discover a SECRET UNDERGROUND PASSAGE in the Hedge Garden that leads to the basement.

Other Tips

Whgat to do with the suit of armor:

Oil the visor. (You can find an oilcan in the Carriage House.)

You'll find a small metal valve handle inside the armor. Use it on the statue in the Hedge Garden. Or you can Oil hand.

How to open the cellar door near the doghouse:

At the beginning of the play, the doors won't open. Come back later and you will be able to go inside.

How to ride the elevator:

Search The Colonel's room when he's not around. Find the brass key inside the miniature cannon. Look at the elevator controls.

Using the key you will be able to ride up to the attic.

ACT 8 (The Final Scene)

What to if I find the Colonel, and he is dead...:

Time is critical, you need to move a little faster. You want to interrupt the fight in which the Colonel is killed. Try again, this time: after discovering Lillian's body, get the gun and the bullet... load the gun. Search Lillian for a key, then QUICKLY go to the attic.

You witness the struggle in the attic between Rudy and the Colonel, and Rudy wins... What you should have done:

It's probably not a good idea to passively watch. Did you find the gun? Get the gun and bullet in the Hedge Garden. Load the gun. Shoot Rudy!

You witness the struggle in the attic between Rudy and The Colonel, and you shot the Colonel.. Did you do the right thing?

Nope. Next time don't shoot The Colonel.... shoot Rudy and see what happens.

You witness the struggle in the attic between Rudy and the Colonel, and you shot Rudy.. Did you do the right thing?

Wise choice... You did the right thing! Rudy was trying to kill The Colonel.

If you have any further questions:
contact either one of us on a bbs.