

# Mansion Murders

For many years now, a group of friends has gotten together every year on the same day to share with each other what had happened during the previous year. For some reason, they always meet in an abandoned mansion on the outskirts of town. However, this year's get-together has turned sour because one of the guests has been killed.

We at the police department believe that this guest was killed by one of the other guests. Therefore, we have assigned you to the case. You must search the house for weapons to figure out which one is missing. You must also question the suspects to find out who the murderer is. The murderer will be the suspect with both motive and opportunity. We have given you lists of both the weapons and the suspects. Once you have determined which weapon was used and who the murderer is, call us. Don't take too long or others may turn up dead...

Now that you know your mission, here is a screen shot of [Mansion Murders](#). Simply click on an area to find out more about its function.



Registering:

To register **Mansion Murders**, send \$5(US) to:

Dan Stephens  
5581 Jennifer Lane  
Colorado Springs, CO 80917

When you register, I will send your registration code to you via e-mail or snail mail (your choice). The benefits of registering include:

Use of the Suspect Info and Weapon Info windows.

No more annoying registration reminder screen.

'UNREGISTERED' is removed from the title bar and the About window.

# Suspect Info

(Registered Version Only)

When you click on this icon, you will see the following window (if you have a registered version of **Mansion Murders**).

Suspect Info			
Done	Information from:	Ellie Gaul	
		<i>Motive</i>	<i>Opportunity</i>
	Ellie Gaul	<input type="checkbox"/>	<input type="checkbox"/>
	Ms. Dee Meenor	<input type="checkbox"/>	<input type="checkbox"/>
	Major Krime	<input type="checkbox"/>	<input type="checkbox"/>
	Rob M. Blinde	<input type="checkbox"/>	<input type="checkbox"/>
	Lady Nifedoun	<input type="checkbox"/>	<input type="checkbox"/>
	Burton F. Prufe	<input type="checkbox"/>	<input type="checkbox"/>
	Mr. E.	<input type="checkbox"/>	<input type="checkbox"/>
	Kurt S. Ajurnd	<input type="checkbox"/>	<input type="checkbox"/>
Dead	M. Knute Gilty	<input type="checkbox"/>	<input type="checkbox"/>
	I. Otto Konfes	<input type="checkbox"/>	<input type="checkbox"/>
	<i>Weapon Info:</i>	<input type="text"/>	

This window allows you to keep track of who has said what. This is done by first selecting a person from the list of suspects at the top of the window. The information you have already entered will be displayed. This information consists of the words 'YES' or 'NO', or there will be no information (You can cycle through these choices by clicking on the one you want to change). The information for the currently selected suspect will be in black. Any information that you have gotten from another suspect will also appear, but it will be grayed out so you can compare information. The 'Weapon Info' text at the bottom of the window shows what, if anything, the chosen suspect has said about a particular weapon's location. This piece of information can be useful for finding the weapons. It can also be used to determine who the liar is.

Additionally, the left column of the list keeps track of the dead suspects. As the game goes on more suspects will be killed (if you aren't quick enough).

Help file generated by VB HelpWriter.

# WeaponInfo

(Registered Version Only)

When you click on this icon, you will see the following window (if you have a registered version of **Mansion Murders**).

Weapon Info		
	<u>Weapon</u>	<u>Where Found</u>
	Axe	
	Crossbow	
	Garrote	
	Ice Pick	
	Knife	
	Noose	
	Pistol	
	Poison	
	Razor	

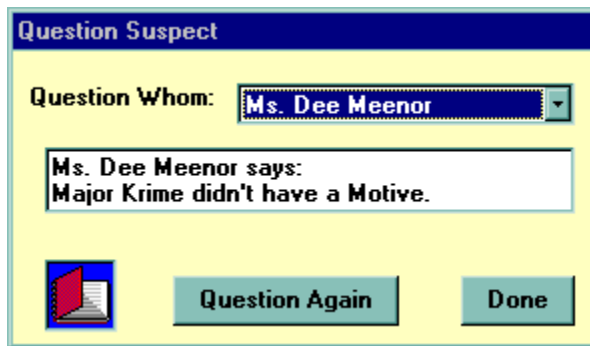
This window allows you to keep track of which weapons have been found. The computer automatically updates this list whenever you find a specific weapon by showing where you found it. Once you have found all of the weapons but one, then you know which weapon was used/is being used to commit the murder(s).

The [Key](#) icon appears once you have found the key in one of the rooms. You **MUST** have the key in order to enter locked rooms.

The [Search Room](#) icon allows you to search the room you are in. Don't just search one view of a room. Some rooms have two views. You must search all views of a room to find everything.

## Question Suspect

This icon appears whenever there are suspects in the same room as you. When you click on this icon, you will see the following window.



This window allows you to question any suspect who is in the same room as you. The suspects possess several very important pieces of information. They will tell you about someone's motive or opportunity to commit murder, or they may tell you where a weapon is hidden. Don't take all of the information at face value though; one of the suspects is a liar -- everything he or she tells you is false.

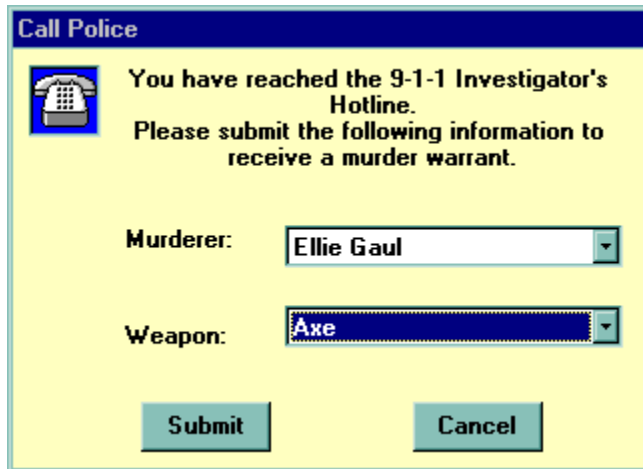
To question a suspect, select one of them from the list at the top of the window. They will tell you something, at which point you can click the Suspect Info icon to record the information. You can continue questioning a particular suspect by using the 'Question Again' button.

NOTE: The suspects don't stand around waiting for you to question them. They tend to move around quite a lot. However, a suspect will not move while you are questioning him or her.




# Call Police

When you click on this icon, you will see the following window.



**Call Police**

 You have reached the 9-1-1 Investigator's Hotline.  
Please submit the following information to receive a murder warrant.

Murderer:

Weapon:

This window allows you to request a warrant for the arrest of the suspect you think is responsible for the murder(s). Choose the suspect from the list of suspects and the murder weapon from the list of weapons. Then click the 'Submit' button to see how you did. Read your fate (and the murderer's) in the text box above the main picture.

If you are right, you will see where the murderer will spend the rest of his life, and you will be rated on your ability as a detective based on the number of suspects still alive. On the other hand, if you are wrong the murderer will escape to kill again!

NOTE: If you feel that you were too hasty in requesting an arrest warrant, you can always click the 'Cancel' button to return to the game.

# The Mansion Murders Menu

## Game

New - Start a new game (you can also press the 'F2' key)

Exit - Quit the game

## Info

Suspect Info - same as clicking the Suspect Info icon

Weapon Info - same as clicking the Weapon Info icon

Search Room - same as clicking the Search Room icon

Question Suspect - same as clicking the Question Suspect icon

Call Police - same as clicking the Call Police icon

## Help

How to Play - shows this help file (you can also press the 'F1' key)

About - information about the game and author

The [Main View](#) area provides a 3-D view of your current location. Within this area you can click where you wish to go. The mouse pointer changes shape to let you know where you can and can not go, and where to click so you can turn around.

The [Main View Text](#) keeps you informed as to what is happening in the game and where you are located.



