COLONEL'S BEQUESTT

A Laura Bow Murder Mystery

HINT BOOK
by
Roberta Williams

Welcome to THE COLONEL'S BEQUEST, a "Laura Bow Murder Mystery."

The hero, or should I say, heroine of the story is Laura Bow, a young college student majoring in journalism at Tulane University in New Orleans. Having been invited to spend a "family reunion" weekend at the isolated bayou estate of a friend's rich uncle, she is suddenly and innocently caught up in a terrible series of murders beginning that first night.

While endeavoring to keep herself from becoming a victim of some maniacal killer, Laura, being a courageous, intuitive, and very curious girl, searches out clues, asks questions of remaining guests, and keeps her eyes open for any or all unusual happenings in an attempt to determine who might be doing these terrible deeds. Can Laura not only find the killer but possibly apprehend him or her? Is there more to the estate than meets the eye? Is escape possible? Can she not only stop the murderer but save lives as well? Could the Colonel's will have anything to do with the murders? Well...these are indeed awesome questions. So put on your detective hat and supply the help and encouragement that Laura will need to determine the answers!

The whole story of *THE COLONEL'S BEQUEST* occurs in one long night, but it is NOT a timed game. Therefore, feel no rush to solve it. It has the feel of a play and is actually divided up into eight separate "acts." The acts will proceed according to what you DO and will not only help to determine your progress, but will move the story along as well. Be very observant, look for clues, and save your game OFTEN. Once you've got the hang of it you'll find that being a "sleuth" can be fun and rewarding!

Upon playing the game you will quickly notice that THE COLONEL'S BE-QUEST does not have a score system. There are no "points" you can earn. There is no "maximum score." It was felt that a score system would detract from the story and make THE COLONEL'S BEQUEST look too "game-like." We wanted the player to concentrate on the STORY rather than on winning POINTS. So...without a score system, how would a player's progress be gauged? That question had us stumped for awhile, too. The answer is in two parts: First, moving on to a new "act" will help to determine your progress, and, second, the game will review what you KNOW and what you DON'T KNOW at the end of the game, and if you wish, supply "hints" to steer you in

the right direction upon re-play of the game. The game will then "rank" you as to your detecting skills.

To play an adventure game is to enter a fantasy world where YOU are the hero or heroine. You will be Laura Bow. You will guide her. You will think for her. Unfortunately if you are not careful, you will die with her. As Laura, throughout the game, you will encounter obstacles and puzzles designed to thwart you. Many times you may feel that all you need is a little hint in the right direction to get going again. Other times a puzzle may have you so confounded that you require the answer! Hopefully, if you're stumped, this hint book will put you back on track again.

How to use a hint book

If you feel you're stuck, look for a question that most resembles your problem. The hints usually progress, from top to bottom, from a mere hint or "nudge" to an outright answer to the problem. To uncover an answer to a question, simply place the see-through red "adventure window" over the first box. Seemingly by magic the answer will appear! I feel it's best to solve adventure games without looking at too many answers. At first, try to get by on just a small hint. ONLY if you're REALLY stumped should you go for the answer.

How NOT to use a hint book

I have NOT created this book with the intention that you should sit down and read it through before playing the game. Rather, the opposite is true. I would feel most proud to have you use this book as little as possible. That would show great integrity and perseverance on your part. If you must have help, read only those hints pertaining to your particular problem. To be a bit sneaky, though, I've included some fake hints to throw you off the path. If you see a question regarding an heirloom brooch, don't necessarily assume that an heirloom brooch even exists in this game!

If you've finished THE COLONEL'S BEQUEST

If you've "won" the game but did not make the rank of "Super Sleuth," I'm sure that we can entice you to play again to better your rank. If you did not make "Super Sleuth," there are things you did not do or see. Start the game over from the

beginning. Be more observant. Try to "get" everything you can. In some situations, try doing things differently than you did before.

I've included a section toward the end of this book called "After the End of the Game." Do NOT read this section unless you feel you've tried everything and cannot seem to obtain the rank of "Super Sleuth." This section will tell you which items you might not have gotten, things you might not have done or seen, or alternate ways of doing things. Again, do NOT treat this section lightly. To see it too soon could ruin the game for you.

If you have enjoyed this game, I'm sure that you will like our other animated adventure games: King's Quest I, II, III, and IV; Space Quest I, II, and III; Police Quest I and II; Leisure Suit Larry I, II, and III; Manhunter I and II; Hero's Quest I; Codename: ICEMAN; Conquest Of Camelot; The Black Cauldron; Gold Rush; and last but not least, Mixed-up Mother Goose for the little ones.

Good luck on your adventure, and I truly hope you enjoy THE COLONEL'S BEQUEST!

Roberta Williams

General Questions

All I do is wander around! There must be more to an adventure game than this?!



This game is too fast! This game is too slow!



How do I "see" the items I'm carrying?

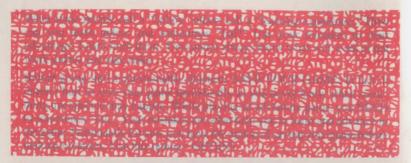


How do I "drop" items?



Am I the only one who keeps failing in my goal? I'm tired of starting all over again from the beginning of the game. What am I doing wrong?





Where does Laura put all that stuff she's carrying?

Characters in the Game

Colonel Henri Dijon

(Control of the state of the st

Ethel Prune

Lillian Prune

Gertrude Dijon

Gloria Swansong

Rudolph Dijon

Clarence Sparrow

Dr. Wilbur C. Feels

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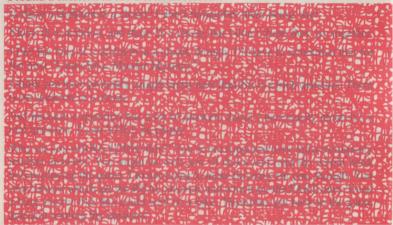
Celie

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Beauregard, Blaze, and Polly

General Exploration in the Mansion

I found a skeleton in the closet! Eeeeeeek!!



The crystal chandelier keeps falling on me!

I want to go into the elevator but the Colonel won't let me!

Okay, I finally managed to enter the elevator. I think it can go up to the attic. How do I get it to go there?

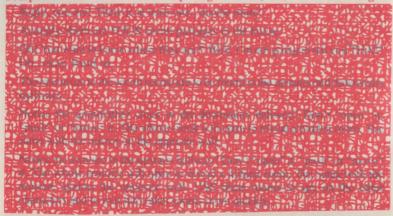
I discovered a chute! Where does it go? Can I go down it safely?

I want to take the doctor's bag. How can I do that?

I found a tortoise shell comb! What do I do with it? Should I wear it in my

I know there is an attic as I can sort of see it behind a locked door on the third level. How can I go there?

I suspect there is at least one secret passage or room, in this house. Am I right?



I've noticed several large pictures on the walls in various rooms. Is there anything special with them?



I discovered some weapons in the study. I would like to arm myself. How can I do that?



What can I do with the globe in the study?

What can I do with the dog? He just lies there!



I think there's something special with the player piano but I can't find anything!



I want to play billiards! How can I do this?



I try to "talk" to the parrot but all he does is either "squawk" at me or ask for crackers! Would crackers help?

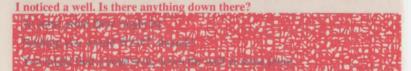


I see a mirror hanging on the wall in the downstairs hallway. Is there anything special with it? I found an empty closet. Is it always empty? How can I "open" or "close" the murphy bed? I finally got into the attic but I don't see anything interesting. What gives? Is there anything else besides old army clothes in the attic trunk? How can I play a record on the Victrola?

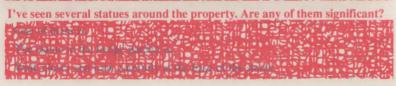
Can I EVER look into any of the suitcases besides my own?

How can I unlock the music box? I can't seem to do anything with the suit of armor because it's so rusted! Spring of well the spring of well-the Spring of well-the Sprin I want to take the battle axe from the suit of armor. How can I do that? I think there's something more to the grandfather clock than telling time!











What's with the gazebo? There doesn't seem to be anything there.



What do I do with the pansies I picked from the flower bed? Should I give them to someone?

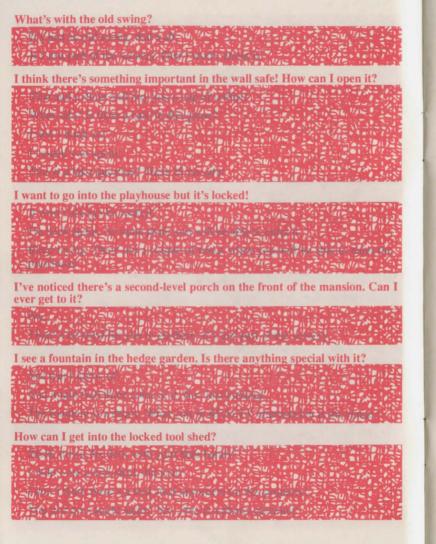


The horse is not very friendly! In fact he's downright mean!



I see the lantern, but I can't get to it!





I don't see anything special in the chapel. to being the out the late. But the state the out the 是我可能的"神经的过去性",这种可是"特别的经验的证明",这个人 I see chickens in the chicken coop by Celie's house. Can I do anything with Speaking of Celie's house, it's locked. How do I get in it? 他们主义之他的对称自己的"自己的"的"自己",只是"对对自己" the state of the s How do I go across the broken bridge in the swamp? I think there's something over there. I saw a ghost in the cemetery! What does it want? What do I do with it?

The cellar door is locked. I want to go in there!

I can't find anything to do in the cemetery!

I would like to ring the bell in the bell tower but I can't reach the rope!

I climbed the ladder up the side of the bell tower but I can't see anything to do up there!

What do I do with the cookies I found in the cookie jar?

The state of the s

I found an oilcan! Now...what do I do with it?

I see some old sugar cane fields on the other side of a wooden fence. How do I get into those fields?

What is there to DO in the rose garden besides smell the roses?

I can't find anything to do in the hedge garden.

I found a trapdoor that leads underground! Now...how can I enter it? Everytime I try I fall down the stairs and kill myself!

I found an old Bible and read what was in it. What does all that stuff have to do with the current mystery?

Walk Through By Act

Before proceeding with the questions concerning the specific acts, it's important to understand how they work. The game is divided into eight "acts." Each act is broken down into four "must do's." (A "must do" refers to something a player MUST DO to move the story, and thus the acts, along.) The game "begins" at 7:00 p.m. according to the grandfather clock in the downstairs hallway. Each time the player completes a "must do" (which may be nothing more than observing a character, or characters, in a particular place, or room) the "clock" moves forward fifteen minutes. Therefore, after completing four "must do's" the time will then be 8:00 p.m. and Act II will begin. Each act, except for the first one, will begin with a murder. This will continue on through the eight acts. That is how time, and the acts, proceed. The player is actually "causing" the story to progress by exploring and observing events.

Act I

All the other characters seem to ignore me! How can I communicate with them?



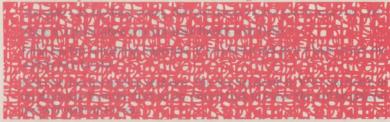
I want to "spy" on the other characters. Is there a way to do this?



I noticed Wilbur reading a magazine in the library. I want that magazine but he won't let me have it!



Celie's not very nice to me! What did I do wrong?



Is the Colonel always such a grouch? Or is it me?



What's with Jeeves? Why won't he talk to me?



Rudy told me about his affair with Ethel. Is that important to know?



I'm confused about the dog. Am I supposed to do something with him?



Lillian is supposed to be my friend but she doesn't seem to want to be with I overheard some very interesting stuff! What do I do with this information? I discovered a key in the Colonel's room but he won't let me take it! A CONTRACTOR SECURITION OF THE PROPERTY OF THE Ethel has a white thing in her hand. What is it? 的问题的形式是因为问题的表现是因为问题的现在是 Act II I found Gertie's dead body! Now what do I do? I walked away from Gertie's body and when I came back it was gone! Where is it? Who moved it?

What do I do with the white hanky I found on the floor in the upstairs hallway?

The state of th

I smell cigar smoke! Is this significant?

I try to "follow" the other characters but sometimes they disappear so fast I don't know where they went!



I'm beginning to know the other characters a little more and to understand their relationships with each other. How important is this stuff I'm learning about them?



I don't know who I can trust and who I can't!



I found some crackers. Are these for the parrot?



Is there a clue in the sheet music I found?



I finally made it into the cellar, but didn't see anything special.



Act III

I think something terrible has happened to Wilbur! Am I right?!



What do I do with the monocle?



What's so important about Wilbur's reading a racehorse magazine?



I took the fireplace poker but don't know what to do with it? Should I use it as a weapon?



Everybody seems to have a motive to kill somebody else! How will I EVER sort out the real truth?



I noticed Lillian in the playhouse. She was acting REAL strange with some I have seen Rudy accosting Fifi a couple of times. Should I take note of this? I found a cane in a secret passage. I think the Colonel is sneaking around! Am

I think I found something that belongs to Celie. What should I do with it?

What do I do with the ring I found in the bowl of fruit?

Celie's in her house now, but she won't let me in! How can I enter her house?

I want to look in the doghouse but the dog's in the way! How do I get him out



Ethel's such an awful drunk! Can, or should, I do anything for her?



Act IV

What can I do with Gloria's body?



I found a piece of broken record in the billiard room. Can I do anything with it?

Why was Lillian looking in the Colonel's weapons cabinet?

Am I seeing things? Did the cognac decanter move to a new room?

Aha! I found a cigar butt in a secret passage! Now I'm POSITIVE someone

else is using them besides myself!

I've noticed that Clarence and Rudy REALLY don't like each other! I'm confused about why, though.

Gertie just told me to beware of Clarence! Should I listen to her?

I befriended Celie and she told me some pretty interesting stuff...especially about a treasure! Does the treasure exist? Where is it?

Jeeves seems to be carpet sweeping some "evidence" off the floors. Could that be an admission of guilt?

Is there something going on between Fifi and Jeeves?

I finally got the lantern! Now, how do I light it?

Act V

I've found Ethel's body! What can I do with it?

For the life of me I can't figure out what to do with the rolling pin I found!

The state of the s

I saw a muddy bootprint! Does the murderer wear boots when doing his or her dirty deeds?

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I have noticed a "shadowy" character here and there around the property and house. How can I see this character better? Is this the murderer?

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I feel terrible about all the murders that are taking place! Is there anything I can do to stop them?

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I found a dead body hanging from a tree! Should I just leave it alone?

What is the importance of the smell of perfume in the secret passage? Now I'm really confused about who may be using them besides myself!

Act VI

Oh, dear! Now Jeeves and Fifi have been murdered! Is there anything I can do with their bodies?

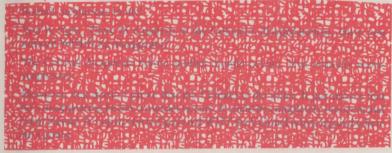
There aren't many people left alive! Obviously, one of them is the killer but I'm STILL confused!

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I think someone's trying to scare me with this halloween mask! What should I do about it?!

Production of the second secon

Is there a pattern with the Colonel's disappearances from his room? Should I be suspicious about this?



I'm confused about how Jeeves and Fifi died. It appears that they were poisoned but I have no proof!



By using the monocle I have been able to see fingerprints on various objects. How do I know whose prints they are, and will this knowledge lead me to the killer?



I think there's something important in Lillian's suitcase! How can I open it?

I see a big map on the wall. Is there a clue on it?

Celie won't talk to me anymore! I thought she liked me! Did I do something wrong?

I think there's something missing from the weapons cabinet! Am I right?



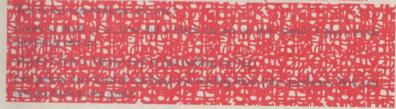
Act VII

Oh, no!! Now it's Clarence's turn to die! Should I do anything with his body?

And speaking of dead bodies...where are they going?



A black cat crossed my path! Does that mean I may be the next victim?



I think I know who the murderer is! Give me a clue to let me know if I'm right!



The derringer is missing from the study! Who took it?



Is Lillian's diary as incriminating for her as it seems?



Act VIII

I'm really confused! Now LILLIAN'S dead!! What's going on around here?!

What's with the disguise Lillian's wearing?



I found the derringer near Lillian's body but it's not loaded! Are there any bullets anywhere?



I found all the dead bodies in the basement! Where do I go from here? Is there anything I can do in the basement?



I found myself inside a tomb where I see some vaults in the walls! I want to open the vaults, but I can't! Help!



What is the meaning of the message written on the parlor wall?

I see a struggle going on between Rudy and the Colonel in the attic! I feel that one of them is a guilty party, but I don't know who! What should I do?!



The Colonel died at the end of the game and Rudy told me "the whole story." How do I know that he's telling me the truth?

Rudy got wounded at the end of the game and the Colonel told me "the whole story." How do I know that he's telling me the truth?



I never did find the treasure! Where is it?

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After the End of the Game

CAUTION: Do not read this section until you have actually solved the game and seen the very end. Reading this section too soon will spoil the game for you if you have not completed it on your own.

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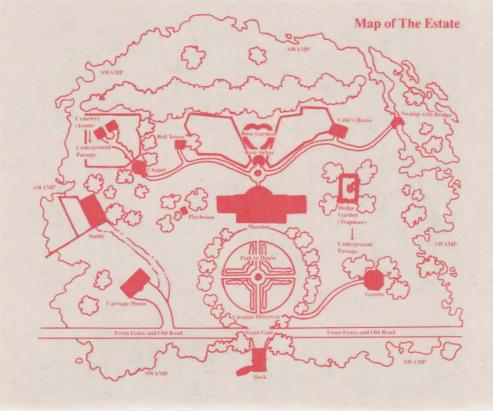
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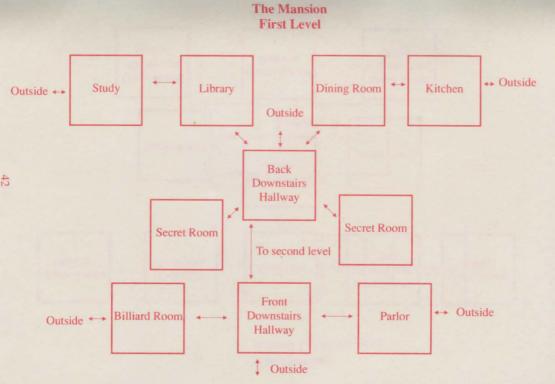
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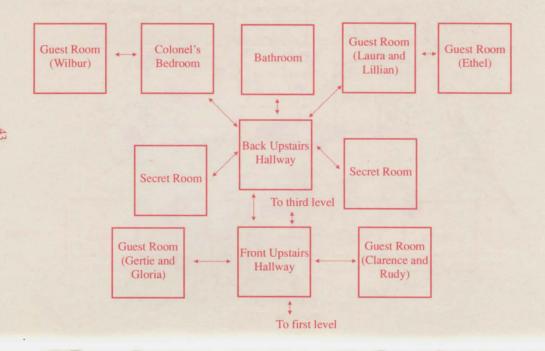
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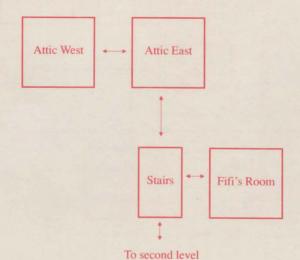
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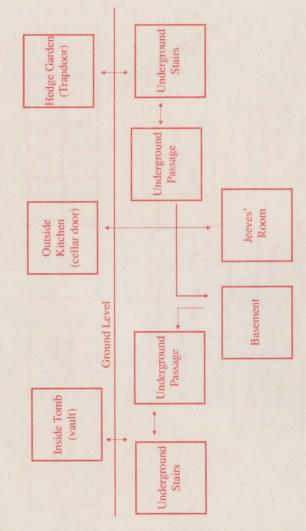






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