

"MURDER MYSTERY WEEKEND": SOLUTION

I. THE ARRIVAL AND UNCIVIL SERVANTS

You begin in your car possessing a map. **Look under mat** and you'll find a ticket and **reach between seats** for a wallet/purse depending on whether you are male or female. Leave your car and **open boot** to find your case, which you cannot carry yet. As you cross St. Chad's, your ticket is blown in the direction of the Cathedral. The Invisible Doorman is outside and you must prove he is there. Enter the foyer, **examine seats** and **lift cushions** for a calendar.

Go to the reception desk, but there are no staff available. The legend on the map suggests that you **search carefully under desk** (not directly, but near enough) and you find a luggage trolley. There's a sign in the kitchen which directs you to the third flight of stairs, so go there and **say enalp** for a vial of acid. Go to the bar and **peel off sticky tape**, then visit the kitchen again where you must **put tape on moustache**. **Pull tape** and the distressed chef rushes away. **Pour acid on lock** of the cupboard for a bag of flour.

Go outside the hotel and **throw flour**: the Invisible Doorman is revealed and he gets you your key. Now, before heading up to your room, get your suitcase by **connecting it to trolley**. In your room **take suitcase from trolley**, then open the suitcase and **examine knickers/boxer shorts** for a copy of Adventure Probe. Go down to the lounge (the eastern location) and **wave Probe** to see all your friends. If you **talk to Martin**, he will tell you that his hair is causing quite a fuss. Go to the western lounge location and **tell women about Martin** and they rush into see his extra-long hair. If you have your money, you can **phone** the restaurant and the cabs. Now your party will descend to the waiting area behind which stands a ghostly-white man. The cabs are soon there and you all head off to TGI Friday's.

II. EATING AT TGI FRIDAY'S

A ginger-haired man with glasses who wears a red and white uniform asks for your order. When you're sat at the table here, that is. You can choose **1** for noodles, **2** for Cajun Chicken Salad, **3** for BSE Burger or **4** for Frie d'Anglais. Choose your meal. **Examine bottle** and, in order to get the cork, **ask Bob for cork** and he'll use his Swiss Army Knife to remove it. You also require the tablecloth, so **ask Margo for cloth** and she demonstrates her party trick. At the bar you must distract the barmaid by first **ask Vicky for ball** then **throw ball**. Take the label off the tap.

Head into the stall. **Examine cistern** and there is a scrap of paper, which bears a limerick asking for three more of the same. The key is that Cork, Dublin (the pattern on the tablecloth), Kilkenny (the label) and Limerick are all towns/cities in Ireland. So **place** the relevant objects on the **cistern**. A leprechaun appears and asks you to answer his riddle, the answer of which is any noun listed in the Concise Oxford Dictionary beginning with 'X'. The leprechaun then enquires what you want in return, so **ask leprechaun for toiletbrush** (a sign inside reads, "Don't Forget Your Toiletbrush"). You can now leave.

III. THE FIRST EVENING

You return to the Royal Angus, but the alien abduction has taken place. You must, therefore, find out what's going on. **Ask barman about uncivil servants** and he says that green-eyed things took them off to the roof. So head up there and you'll see the mothership flying off, leaving a naval beret. Take the beret down to the lounge and **show beret to Wynne**. She tells you all about it.

Now head to the market and, to pass the farmer **run between legs**. Daisy flattens him and he drops a bottle of sack which you should pick up. Go to the market and there are four offers (Alfonso won't even entertain the idea): Jock (3d); Ethelred (Pouch of Bones); Henry (5d); Egbert (2s5d). **Sell Daisy to Ethelred** and you automatically leave the market. Enter Old Ben's place and **give sack**. You arrive home and you are sent to bed with no supper. The next morning you awaken and the bonestalk is in the garden. Climb the bonestalk and go to the plain. **Pull back cactus** and the dwarf runs inside. **Pinch nose** and enter the house to avoid the dandelions. The duck can be placated by **pat bill and feet**. Go east, **get mouse from pocket** and **release mouse**. The dwarf is now on his high horse, so **push dwarf**. He falls through the clouds and you and your mother are rich . . . THE END.

V. THE CONVENTION

You awaken from your dream on the morning of the Convention and go down stairs to have breakfast. You have 500 moves to complete the various tasks around the Ariel Suite. Vicky won't let you inside unless you **give ticket**. You should **play megapoints** for a hint with regard to the broken Amstrad. In order to fix Karen's monitor, this must be done when you have the calendar in your possession. Simply **repair monitor** and she tells you Jon's disk isn't wanted. **Ask Jill about Amstrad** and she tells you that Margaret and Mike know about what happened. **Ask Margaret or Mike about nuts** and it turns out Jenny has them, so **ask Jenny for the nuts**. **Give trolley** to Larry and he tells you how to sort out the Cliff Richard Fan Club. **Search nuts** for a bolt which is most useful. **Fix Amstrad** using the bolt and Phil and the two Duncans believe in your magic. You can now reach into the monitor!

Sue can't get rid of a rogue book in the library of "Prisoners of Ice" and if you **take book** ("guide to being a salesperson"), you can **give book** to the eager Nikki and she will give you the location of the disk. **Examine desk** and you can take the disk which Phil Glover requires for his Sam Coupé. **Give disk** to him and he gives you some information on disks. **Tell Martin (Bela) about disks** and he will tell you where Gruel's cap is (so go out on the street and you'll find it).

Give cap to Gruel and he shows you a recess in which is a rag (**reach in recess**). Mark's specs are steamed up, so **wipe specs** with the rag. He mentions Anne's loss of the lighter. He tells you about the spell. Anne will open the door later on if you help her. John Nicholls wants an ST, so **ask Lorna or Danny for illusion** and each tell you half of the incantation. **Cast illusion** and an ST appears. He points out a lighter on a high ledge. **Ask John (Ferris) for lighter** and he gets it for you. Janice will assist if you help Lynn, Pete and Anne.

You find a glass of malibu at the bar. **Give malibu** to Lynn. In the megapoints corner you should **look under keyboard** for a mortgage agreement and **give agreement** to Pete. Now Janice will give you the packet of Thinking Caps which you should give to John Schofield, Hilary and Margo. They get on with the game. John is a whodunit expert so he will give you advice.

VI. EATING AT THE DYNASTY

You are given three dares. It is quite simple to complete them, but you are offered help with them on one instance. Pete can help with the first, Lynn with the second, and Anne with the third, but only if you have returned *their* lost items. (1) **Look under table, press catch and spin centrepiece**, (2) Go to the bar and **fill tankard**, then go upstairs and **melt ice**, and (3) In order to enter the locked room, **ask Anne about door** and she opens it. **Enter** and you have completed all three dares. You return to the hotel.

A mad scientist eventually turns up, commenting on aliens, and providing you with a scientific philosophy. You are baffled and you won't get to sleep until it's sussed out so **ask Dave about philosophy**. You understand it clearly now. It is about time you got your ticket back. The map helps, but you'll need a competent navigator. **Show map to Ellen** and she'll accompany you to the outside where she'll guide you across to the Cathedral, leaving a string so you can get back and forth. But getting the ticket, high on the Cathedral, is a different matter.

In the toilets **look behind wastepaper bin** and you find a catapult. **Examine stairs** on every flight and you discover a stone. **Search seats** in the restaurant for a set of keys which must be handed into the reception before you go to bed. Before you do that, though, go to the multistorey car park and **open Jeep** so that you can **search Jeep** for a telescope, which must be taken. Go to the outside of the hotel and **look through telescope** to discover your ticket up there. To get the ticket head over to the Cathedral and **climb gutter**. You must drop everything first and you have no hands free while you're up there so **blow ticket down**. Head back down and that's that. Return the telescope to the Jeep and lock it. The result is that you are not arrested the following morning. **Return keys** to the reception desk, and you will be safe enough.

The night is still young and you can return to the lounge, **move chair** and **sit**. You should go to your room, but before you can get to bed you must get past the orc. Simply **put stone in catapult** and **fire catapult**. Enter your room and go to the bathroom. **Examine surface** for a sleeping tablet. **Fill glass** and **put tablet into glass**. **Drink water** and head back to your bedroom and **sleep**.

IV. THE DREAM: JAKE AND THE BONESTALK

You awaken as either Jake or Jane, and you must first **examine rafters** and **feel rafters** for some wood. **Take model** (of the moon and made of green cheese). head out to the landing. A mouse runs downstairs, so go down yourself. **Put wood in mousehole** and she will run into your hands. **Feed mouse** and you have a friend for life. **Put mouse in pocket** so Mother doesn't see the poor creature. **Take spectacles** and **put them on chair**. **Wait** for Mother and she immediately sits on her specs. **Eat breakfast**, **wait** and **take sandwiches**. Back up in the landing by **examine embroidery** you are given the locations of red and blue circles in a grid: use these later on. **Search hollyhocks** in the garden for a bolt and **ring bells** to call Daisy, whom you must sell. Enter the barn and **search straw** for a pitchfork. Go outside and **knock** on door; you hide and Mother rushes past to find out who it was. Enter the yard and **push tub** until it's by the river. **Float tub** and **cross river**. Take the bucket and go back again. The bucket, if placed in the window, will hold it open. Now you can start doing your chores:

- (1) *Milk Daisy* : Simply use the bucket to obtain goat's milk;
- (2) *Feed Cat*: Just take the milk to the kitchen and **feed cat**;
- (3) *Clean Henhouse*: Use the pitchfork to change the straw.
- (4) *Fix Trellis*: Climb up onto the roof and use the bolt to repair it.

In the attic, **take** and **read diary**. **Kiss Mother** before leaving for the village. **Move red** and **blue balls** along the path into the correct positions (i.e on the embroidery) and **push turnstile**. In the lonely track there is a vagabond. **Talk to him** and he refers to the impending arrival of Her Ladyship's/His Lordship's carriage. **Wait** and you are rewarded with a shilling. You should **give money** to the vagabond and he'll take Daisy into the village for you. **Chase carriage** and its occupant gives you a ride. **Talk to Lady/Lord** and you get off at the village. Visit Old Ben and he returns Daisy.

VII. THE MURDER MYSTERY EVENING

So that you are given a Potion of Youth, you must answer the riddle that Larry told you about ("which sports ground did Cliff sing at when the sport was called off due to rain in 1996"). The answer is, of course, Wimbledon.

Say to Cliff Richard Fan Club Wimbledon and they will rejuvenate you, thus allowing you to enter the restaurant where it takes place. You have ten suspects:

1. THE DODGY GEEZER
He was with the cook at the time of the murder.
2. THE POMPOUS PRAT
The maid is his alibi.
3. THE LADY IN ORANGE
She says she was upstairs with the butler, but she wasn't because he was unconscious elsewhere.
4. THE VACILLATING VICAR
He was playing the piano for the Portuguese Singer.
5. THE SCAPEGOATED BUTLER
Unconscious at the time of the murder.
6. THE MALODOROUS MAID
With the Pompous Prat.
7. THE CZECH COOK
She was along with the Dodgy Geezer. Saw the Interfering Old Granny and the Flying Dutchman in the Gardens.
8. THE PORTUGUESE SINGER
He was practising, with the vicar.
9. THE INTERFERING OLD GRANNY
In the gardens with the Flying Dutchman, but she forgot.
10. THE FLYING DUTCHMAN
Ditto.

Therefore, having **interrogated** all these suspects, you can make the decision that you should **arrest Lady in Orange** and the game is over. The weekend is *complet*, so well done. You have finished ***Murder Mystery Weekend***.