

Oct. 31st.

Walk-through.

This walk through follows only one of the possible ways to play the game. Mind you, you will miss a lot of the fun if you play the game strictly by following this.

I highly recommend that you try to find a hint in the built-in hint system in the game. This you do by typing: hint or help. A main menu will appear and you can choose your option from there.

The deserted Street:

This shouldn't be a problem. You simply open the gate and walk north.

In the garden:

Go E. In the shed look under the blankets and get the pickaxe and shovel. Then search the boards and take the broken table leg. Leave the shed.

Examine grave.

Break ground with the pickaxe. The head will go flying off, so search the grass. Get head and mend pickaxe with the broken table leg and break ground again.

The ground is now "soft" enough for you to dig with the shovel. (dig grave twice)

Examine casket and take the stake. Then open the casket and look in casket.

Examine skeleton.

You have no further use for the shovel and pickaxe, so you can drop them if you want.

Go NW to the vegetable garden.

Say hello to ghost.

You can ask him several questions. But most important is:

Ask about weeding.

Ask about garlic.

Ask about Aconitum Napellus.

Ask for garlic.

Ask for wolfsbane.

Go SE, back to the garden, and then N to the porch.

Knock on door and then go In.

You have now entered the southern hallway. There are four exits here.

Like mentioned earlier this walk-through will give you the direct route to finishing the game, so go N to the northern end of the hallway. Where you will find a staircase leading up to the attic. Go Up (twice)

Oops. Stairs aren't what they used to be, are they? Ok, you fell through them and landed on an unknown object.

Examine the object and you'll find out it's a cage of some kind.

Climb down.

Examine the cage and get the meat.

Mix petals with meat (You will now have a poisonous meatball. Get the newspaper from the room.

Examine the smashed door and the hinges (especially the upper one) Take the screw and go E into the cellar corridor.

NOTE: Should you encounter the werewolf, throw the meatball at him +20.

Go South twice until you are at the bottom of a stairway leading up.

Go up to the landing.

Examine door.

Examine keyhole.

You will find that it's locked from the other side. To get the key push / slide newspaper under door. Then push key with screw and take the

newspaper. Violá you got yourself a key.

Unlock the door, open it and you will be in the kitchen.

Kitchen:

The witch is gone. You need to get her back in order to kill her.

Open cupboard and find the cheese. Take the cheese.

Examine the cauldron and eat the food. You will now find yourself trapped in a metal cage and the witch is back, ready to eat you when you are fat enough.

Examine the cage.

Get wire.

Bend wire (You have now made a lock pick)

Examine twigs.

Get twig.

Examine twig.

When the witch comes over and asks you to reach out your hand, give her the gnarled twig, that will keep her off your back for a while.

Unlock cage.

Open door and got out.

Push witch into oven + 20 points.

Open East door and go East into the northern hallway.

Go S to the southern hallway.

Open the east door and walk E.

You are now in the library: There is not much happening in here. You have to wait a certain number of turns, so you can use the time to explore a little. (Reading the books on the book case will give you some information, but they are not essential.

Once the time is up, the library will change, and you are now in "present" day library.

Examine the fireplace and you'll find that it's inscribed with hieroglyphs.

Examine hieroglyphs. (One is displaying a hand.)

Place hand on hand (or imprint) and a secret niche will appear.

Examine niche. (You'll find a vial.)

Take the vial from the niche.

Examine the vial.

Now examine the book case.

Push bookcase and enter (It will close behind you leaving you "trapped" in a secret passage.)

Inside the secret passage

Examine the book case and you will find some scribbling. Read scribble
(You have now summoned the mummy)

Go Up and you'll face a wall.

Feel wall, and then Push brick. The wall slides aside and allows you to go
In. You are now in the Attic.

(Note: If you meet the mummy: Open vial. Throw vial at mummy +20)

Attic:

Before you mess around in here, Open chamber door and go East into the
butler's chamber.

When he sees you he will drop a ring.

Look under bed. Yep, there's the ring. But the mouse isn't going to give it
up easily.

Clean cheese, then give cheese to mouse. He'll drop the ring which you
can now take.

Examine ring.

Go West, back to the attic.

Open closet and get the sack. Open the sack by either pulling the
padlock, or use the lock pick if you still have it.

Look in sack.

Empty sack.

Assemble skeleton (it will come alive and start chasing you.)

Open attic door and go west to the attic stairs.

Attic stairs:

Go Down.

Jump across gap. (The skeleton will fall through the hole +20)

You should now have 80 points. Time to get the monster of them all.

Go Down to the northern hallway, then go South to the southern hallway.

Go West into the dining room.

Examine fireplace.

Search ashes and get the statuette.

Examine statuette.

Go East, then N and then W. You should now be in the kitchen.

Open the cellar door.

Go Down.

Cellar:

Go North till you reach the northern end of the cellar.

Examine the beams.

Examine indentation.

Drop garlic.

Press ring against indentation.

Get garlic.

Go North.

Crypt:

Examine casket.

Examine crest.

Open casket. (yep, Dracula is there.)

Kill Dracula.

You have won!!!

