

## Haunted House solution

by Chris Bache

(F, B, L, R are the directions.)

R. Unlock van door with key. R. Unlock gate (combination 48739222, from papers) and open it. Take pot lid. Move tub and take iron key. B. Unlock shed door with key and open it. R. Take fertiliser and drop it in the watering can. Take can. Take oak block, candle, lamp and drill. L. Shut shed door. Drop can in water butt. Get can. L. Drop oak block by door. Water weeds with can. Drop can. Take knocker. Put it on the door and knock three times. Take bell. F. Open books in order and add 10 to each page number. Move picture. Unlock safe with combination gained from each of the books. Open it. Drop bell, bible and candle onto the ghost. R. Put petit point on wall. Put pot lid on ginger jar. F. Drop lamp.

Unlock chest with drill. Drop drill. Open chest and take figurine. Take phone and dishes. B. Take candlestick and ginger jar. L. B. R. R. Open van doors, deposit the 6 treasures and close the doors. R. F. B. Open shed door. R. Take wine bottles. L. L. Take milk bottle. F. F. Pour milk into cat's bowl and drop the bottle. Move the cat-bed and the floor tile. Unbolt the kitchen door (all the bolts!) and open it. F. Arrange the bottles in descending order of height so that the orange bottle is 1, and the squat bottle is 5, and play the National Anthem on them (2231234454323212). Leave the bottles and take the doll and picture. B. Open oven and take jug. Take salver and silk painting. B. R. Put the pictures on the wall. Open the clock and take the vase. L. Take wall plaque and picture. B. R. R. Deposit the treasures (remember to close the doors afterwards!). R. F. F. R. F. R. Take both parts of the jardinière. F. B. Take the 3 pictures. L. Play gramophone and take Sylvac dog. B. R. R. Deposit treasures again. R. Take ball. F. Take tub. F. R. Take blue punch card. F. R. Take chamber pot. F. Turn on lamp. L. Open wall cupboard and take lead spider. F. Drop tennis ball. Take robot. Move Oz poster and get red punch card. F. Drop tub on mortuary table and take enamel bouquet. Drop robot on table. Drop chamber pot on table then take small key. Take green punch card. F. F. F. Turn on safe and insert punch cards in slot (red, green, blue). Take wall mask and coal bag. R. Drop bag to break it and take amber. B. Put spider in web. Take tang horse and jack. R. B. L. L. F. R. F. L. F. (This sequence of moves is derived from the first 'phone number - which shows the number of letters in the direction name for each move - and gets you to the secret room in the cellars.) F. L. B. B. B. R. B. (This is from the second 'phone number and gets you out.) Turn off lamp. R.

Unlock cupboard with key and open it. Take towel. L. Unlock small cupboard with key (on side of sofa). Open bedroom door. Open cupboard. Take soap. Drop it and the towel in the doorway. Take teddy. F. L. Put jack in box and take the jack-in-the-box. B. F. B. L. B. R. R. Deposit treasures. R. F. Take oak block. F. R. F. R. Take glass centrepiece. L. F. Take mirror. Open bedside cabinet and take scent flask. L. Drop oak block by Ottoman. Take bronze horse, mirror and disc. B. F. B. L. B. R. R. Deposit treasures. R. F. F. R. F. R. L. F. Take shoe. L. Take bowl. B. F. B. L. B. B. Close shed door. Drop bowl in water butt. Take bowl. L. F. R. F. Turn lamp on. L. Open wall cupboard and take gold spider. L. Take car and poster. F. Drop shoe in box. Take box and gold locket. R. Drop box. Take show and put it in the box. Drop bowl. Take fish and put it in bowl. Take bowl. Open cabinet and take scent bottle. L. Drop bowl on table and take trophy. B. B. L. L. F. R. F. L. F. F. L. B. B. B. R. B. Turn off lamp. B. L. B. R. R. Deposit treasures. R. F. F. R. F. Turn lamp on. L. L. Take Madeira, sherry, onion and snuff bottles. R. L. L. F. R. F. L. F. Take robot and chamber pot. F. L. B. B. B. R. B. Turn off lamp. B. L. B. R. R. Deposit treasures. R. F. F. R. F. Turn lamp on. L. L. L. F. R. F. L. F. Take polychrome figure. F. L. B. B. B. R. B. B. L. B. R. R. Deposit treasure. The end!