



AGENT ANGIE DEE, REALTOR

Episode 1: The House on Usher

Walkthrough

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Instructions

The following is a walkthrough of *The House on Usher*. It is a hidden object game with adventure game elements and other types of puzzles.

Controls

- Use the back button at the top, left to return to the previous scene
- When the lipstick is fully extended you can get a hint for most scenes
- Zoom: Click the magnifying glass in the lower right of the screen to zoom. For touch screens such as tablets, stretch two fingers apart to zoom. Drag to move the screen around.

PC-Only Controls

- Cursor Icons
 - Hand: indicates a puzzle
 - Magnifying Glass: indicates a close up
 - Arrow: indicates advance to a new scene
 - Question Mark: indicates you need to drag an inventory item onto that area to unlock it.

Tablets

The word 'click' also refers to touches

Map

Once you have accessed a room you can return there using the map.

Inventory

Inventory items can be collected by solving puzzles or picking them up in a scene. Inventory items are used to progress through the game's areas dragging the appropriate item to the correct part of the environment in the adventure scene to unlock access to another scene.

Several scenes have an inventory item in the scene to pick up, click on it to collect it.

Puzzles

The player must solve a puzzle to earn an inventory item

- Hidden object: Find all the items in the list
- Acrostic: Drag letters from the repository to solve the phrase. There is a hint on the page.
- Photo: Take a picture that encompasses enough pieces to reach the minimum threshold

- Labyrinth: Find the correct pathway in each scene
- Radio: Locate the correct frequency and band

Hints

You can get hints in several types of scenes. The hint recharge time is based on the game difficulty setting.

- Adventure: You will get a suggestion on what you need for that room. Many rooms have several hints that progress in detail and require recharging. If you leave the room the hint will repeat upon re-entering the room.
- Hidden Object: The hint will show you a random object that hasn't been found.
- Word Puzzle: The hint will show you a single letter solution.

Cleaning

Most scenes contain optional dirty objects to clean up. The fraction in the top left of the screen displays how many have been found of the total in the scene.

Dirty objects consist of bugs (cockroaches, ladybugs, and spiders), cobwebs and mauve colored objects. The purpose of cleaning up the dirty objects is to increase the property's resale value. The player cleans up the object by clicking on it. Hints don't work on dirty objects.

Click Penalty

If the player has too many unproductive clicks the screen will freeze for a short period of time and the house value will be penalized. The number of clicks allowed is based on the difficulty setting.

Device Optimization

Nexus <http://www.howtogeek.com/164106/why-is-my-nexus-7-so-slow-8-ways-to-speed-it-up-again/>

Scene Walkthrough

Scene 1.0 - Front Gate

Click on the mailbox to go to the hidden object scene.

- Scene 1.1 - Mailbox: After finding all the items, the player receives the bobby pin. Drag the bobby pin from inventory to the gate's lock to gain access to the Front House.
- Scene 1.2 - For Sale Sign: Click on real estate sign to access an optional area. This area gives a close-up of the real estate sign.

Scene 2.0 - Front Yard

Pick up the car key. Click on the bushes to go to the hidden object scene.

- Scene 2.1 - Bushes: After finding all the items, the player receives the sledgehammer.
- Scene 2.05 - Front Door Close-Up: Drag the sledgehammer to the door's glass to gain access to the Foyer.

Scene 3.0 – Foyer

Pick up the gear, which can be found on the bottom half of the table. Next, click on the closet to go to the hidden object scene.

- Scene 3.1 - Coat Closet: After finding all the items, the player receives the chainsaw.
- Scene 3.2 - Mirror: Click on the mirror to access an optional area. This area gives a close-up of Agent Angie, the player character.

Scene 4.0 - Living Room

Return to the foyer. The chainsaw needs to be used on the ceiling piece that fell down to gain access to the Living Room. Click on the fireplace to go to the hidden object scene.

- Scene 4.1 - Fireplace: After finding all the items, the player receives the electric screwdriver.
- Scene 4.2 - Acrostic Puzzle: Click on the book pile to access the acrostic puzzle. Spell the words "DEAD BODIES." You will receive a doorknob.
- Scene 4.3 - Mirror: Click on the mirror to access an optional area. This area gives a close-up of Agent Angie, the player character.

Scene 10.0 – Garage

The car key needs to be used on the door in the Living Room to gain access to the Garage. The player cannot get under the hood of the car until they obtain the jack stand pin from the Workbench. Once retrieved drop the jackstand, then the jackstand pin onto the car.

- Scene 10.3 - Pin-Up Calendar: Click on the pin-up calendar to access an optional area. This area gives a close-up of the pin-up calendar.
- Scene 10.2 - Workbench: After finding all the items (screwdrivers), the player receives the jack stand pin.
- Scene 10.1 - Under the Engine: Place the jack stand, then the jack stand pin onto the car. Solve the hidden object puzzle to retrieve the the door wheel.

Scene 5.0 – Hallway

Return to the living room and go to the upstairs hallway. Click on the painting to go to the hidden object scene. The electric screwdriver needs to be used on the bedroom door to gain access to the Bedroom.

- Scene 5.1 - Painting: After finding all the items, the player receives the blowtorch.

Scene 5.0 – Hallway

To reach the Hallway, go upstairs. Use the door knob on the left door to enter the Master Bedroom.

Scene 11.0 - Master Bedroom

Click on the jack stand under the bed to add it to the inventory. Next, click on the closet door (the door to the left of the bed) to go to the hidden object scene.

- Scene 11.1 - Walk-In Closet: After finding all the items, the player receives the portable vacuum.
- Scene 11.2 - Nightstand Close-Up: Click on the book to go to the acrostic puzzle.
- Scene 11.3 - Acrostic Puzzle: Spell the words “PUT A SOCK IN IT.” The player will receive a bottle of poison.

Scene 12.0 - Master Bathroom

Click on the mirror for an optional scene or on the joke book for the acrostic puzzle.

- 12.1 - Mirror: Click on the mirror to access an optional area. This area gives a close-up of Agent Angie, the player character.
- 12.2 - Acrostic Puzzle: Spell the words “LEEKS,” “HIS AND HEARSE,” “SHOWERS,” and “MARIO.” The player will receive the hair trimmer.

Scene 6.0 – Bedroom

Click on the camera on the bed to add it to inventory. Click on the dollhouse to go to the hidden object scene.

- Scene 6.1 - Dollhouse: After finding all the items, the player receives the reciprocating saw. The player must return to the Hallway and use the saw on the attic hatch to gain access to the Attic. This can be done now or after the Master Bedroom and Bathroom scene.
- Scene 6.2 - Mirror: Click on the mirror to access an optional area. This area gives a close-up of Agent Angie, the player character.

Scene 7.0 – Attic

Click on the trunk to go to the hidden object scene. To go to the dumbwaiter, the player must find the board in the attic and place it over the hole in the floor.

- Scene 7.1 - Trunk: After finding all the items, the player receives the hedge trimmers.
- Scene 7.2 - Mirror: Click on the mirror to access an optional area. This area gives a close-up of Agent Angie, the player character.
- Scene 7.3.1 - Acrostic Puzzle: Spell “FINGER SANDWICHES” to receive the second gear.
- Scene 7.3.5 - Dumbwaiter: The player must place the two gears on the dumbwaiter’s cog slots (the metal screw that’s sticking out of the wood). Clicking on the dumbwaiter will allow the player to enter the kitchen.

Scene 8.0 – Kitchen

Click on the cabinet under the kitchen sink, which is the kitchen’s hidden object scene.

- Scene 8.1 - Under the Kitchen Sink: After finding all the items, the player receives the dynamite. Click on the door to the right of the fridge to enter the Greenhouse.

Scene 13.0 – Greenhouse

Drag the camera onto the flowers next to the giant mushroom to advance to the Orchid Garden.

- 13.1 - Orchid Garden: Take a picture to the lower-right rainbow and the paisley flowers in the scene to reach \$15,000. The player will receive the flower photo.
- 13.5 - Pool Door: This is the door on the left. The player must use the hedge trimmers twice on the vines to gain access to the Pool.
- 13.8 - Patio Door: This is the door on the right. The player must use the hair trimmer three times on the moss to gain access to the Patio.

Scene 14.0 – Patio

Click on the bar to go to the hidden object.

- Scene 14.1 - Tiki Bar: After finding all the items, the player receives the cocktail napkin.
- Scene 14.5 - Acrostic Puzzle: Click on the newspaper on the Patio’s chair to access the acrostic puzzle. Spell the words “CAT SCRATCH-OFF FEVER.” The player will receive the can of Rusto.

Scene 15.0 – Pool

Click on the Pool to go to the hidden object scene.

- Scene 15.1 - Pool Bottom: After finding all the items (keys), the player receives the house keys.

- Scene 15.2 - Cabana Close-Up: The house keys need to be used on the cabana door. Then, the player must click on the door to open it.
- Scene 15.4 - Cabana Interior: There is an acrostic puzzle and a mirror inside the cabana. Click on the receipt on the lower shelf to access the acrostic puzzle.
- Scene 15.4.1 - Acrostic Puzzle: Spell the word "POLTERGEIST." After completing the puzzle, the player will receive the flashlight.
- Scene 15.4.2 - Mirror: Click on the mirror to access an optional area. This area gives a close-up of Agent Angie, the player character.

Scene 16.0 - Labyrinth Entrance

Click on the open area of the fence in the Pool scene to go to the Labyrinth Entrance. The player must use the flashlight to light up the area and click on the path to go deeper into the woods.

- Scene 16.1 - Labyrinth: If you solved the Orchid Garden, the flower photo will appear in the bottom right corner. Match the flower in the photo to the path in each scene that has the same flower. You need to do this 5 times in a row to escape the forest. This can be different each time you restart the game.

Scene 17.0 - Fallout Shelter Entrance

Click on the shelter door hatch to go to a close-up of the shelter door.

- Scene 17.5 - Shelter Door Close-Up: Pick up the crumpled paper. The can of Rusto needs to be used on the hatch's handle, and the door wheel needs to be placed on the door to gain access to the Fallout Shelter.

Scene 18.0 - Fallout Shelter

Click on the cabinet to go to the hidden object scene.

- Scene 18.1 - Supply Cabinet: After finding all the items, the player receives the bug spray.
- Scene 18.2 - Radio-Tuning Puzzle: If you have the crumpled paper it will appear in the lower right corner and a radio frequency will be written on it. Set the red vertical bar between 102 and 104 on the Frequency Modulation line, and then turn the Band dial two places to the right. You will receive the carpenter's hammer.
- Scene 18.4 - Mirror: Click on the mirror to access an optional area. This area gives a close-up of Agent Angie, the player character.
- Scene 18.6 - Shelter Exit Close-Up: The player must use the carpenter's hammer to gain access to the kitchen's secret passageway.

Scene 19.0 - Secret Passageway to Kitchen

Use the bubble gum on the hallway that's ahead, and then use the bottle of poison to get rid of the giant centipedes. Click on the path to continue forward. The napkin inventory handprint from the napkin t as clues to find the correct path 5 times in a row.

- Scene 19.5 - Passageway with Kitchen View: Click on the piece of paper in the scene to go to the receipt for the foundation inspection estimate.
- Scene 19.5.1 - Acrostic Puzzle: Spell the word "SLIME MOLD." After completing the puzzle, the player will receive the lighter. The player should then use the portable vacuum twice on the cobwebs to go up the ladder, and they will find themselves back in the Kitchen.

Scene 8.0 Kitchen

Place the dynamite on the floor panel and drag the lighter afterwards to gain access to the Basement.

Scene 9.0 – Basement

Click on the arcade cabinet to go to the hidden object scene.

- Scene 9.1 - Arcade Game Cabinet: After finding all the items, the player receives the machete.
- Scene 9.3 - Mirror: Click on the mirror to access to an optional area. This area gives a close-up of Agent Angie, the player character.
- Scene 9.2 - Poster: The player must use the machete on the poster, which reveals the termites that have been hiding in the wall. Then, the player must use the bug spray on the termites. Finally, the player must use the blowtorch on the termites to defeat them once and for all.

Scene 2.9 Front of House For the Win

The player hears a final dialog with Homer where he reveals how much commission she earned.