

# THE MANSION of MYSTERY



A paper computer game  
#3  
-Yas Rector



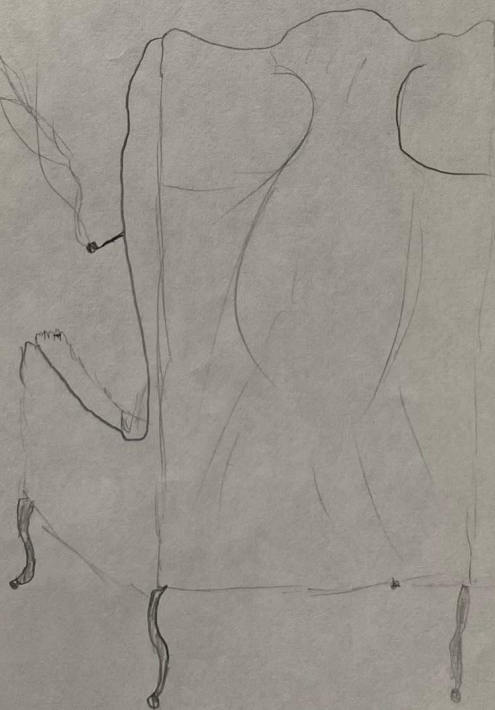
You are a wealthy, british-accented individual.

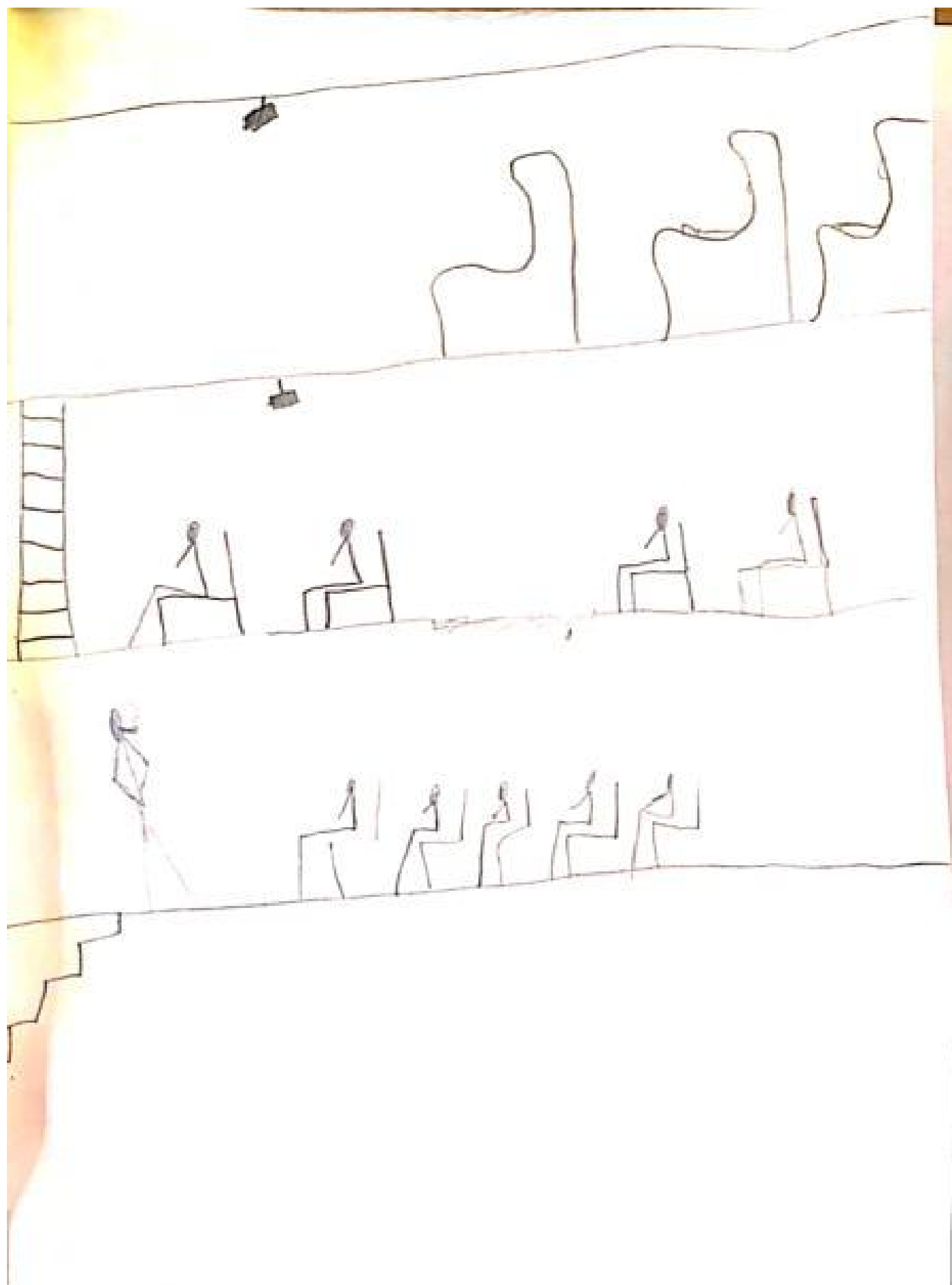


iving in your beautiful domicile, you recieve  
an invitation to visit your cousin Jeffrey in his  
mansion in the south of England.

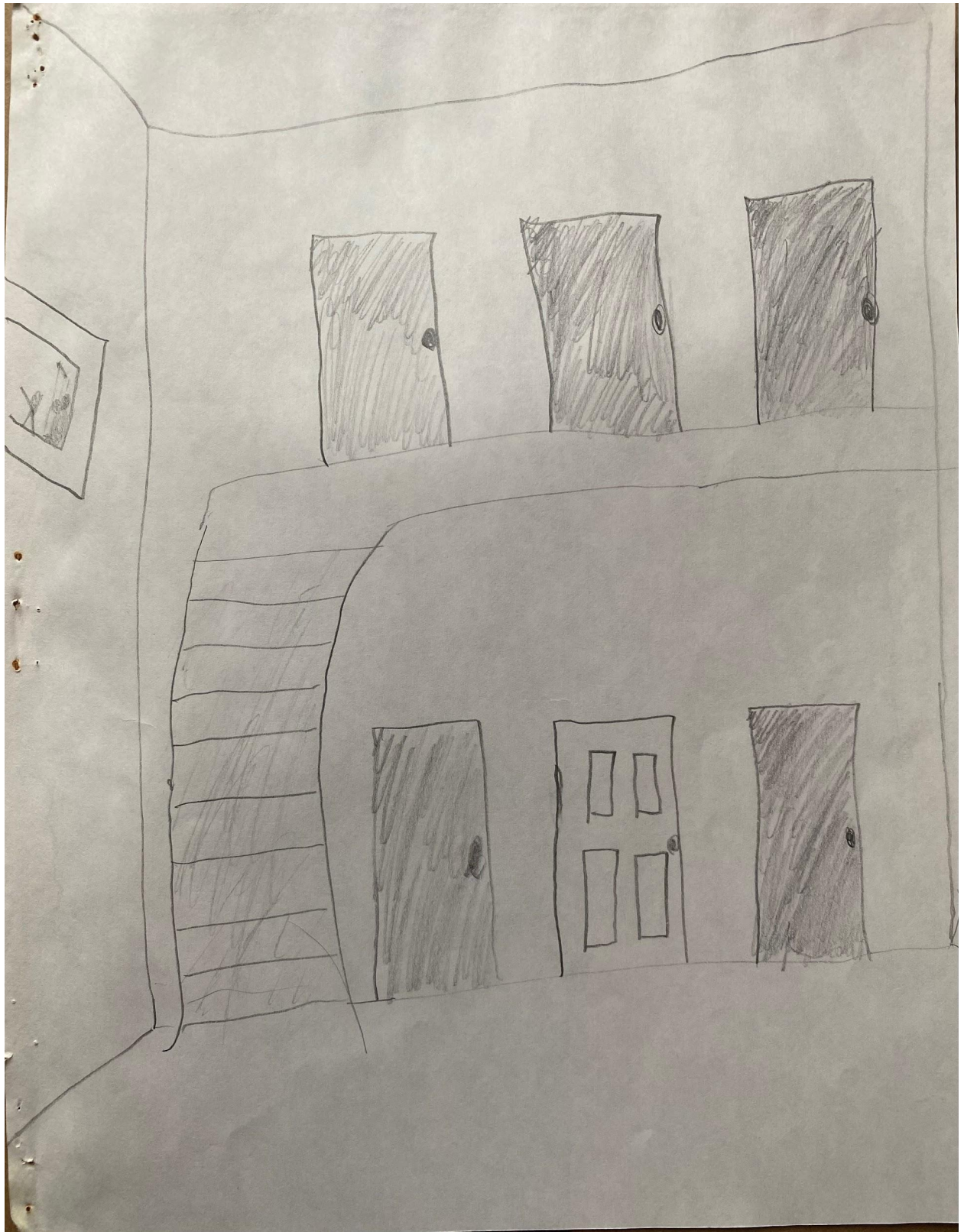


urrying to pack, you book tickets for the flight.

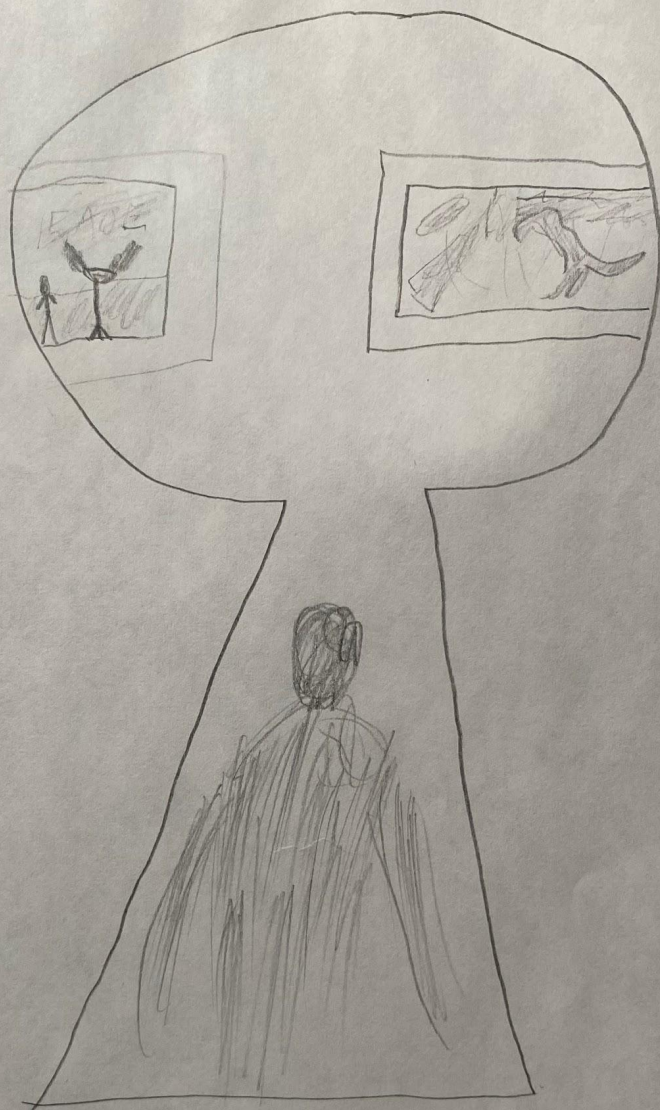


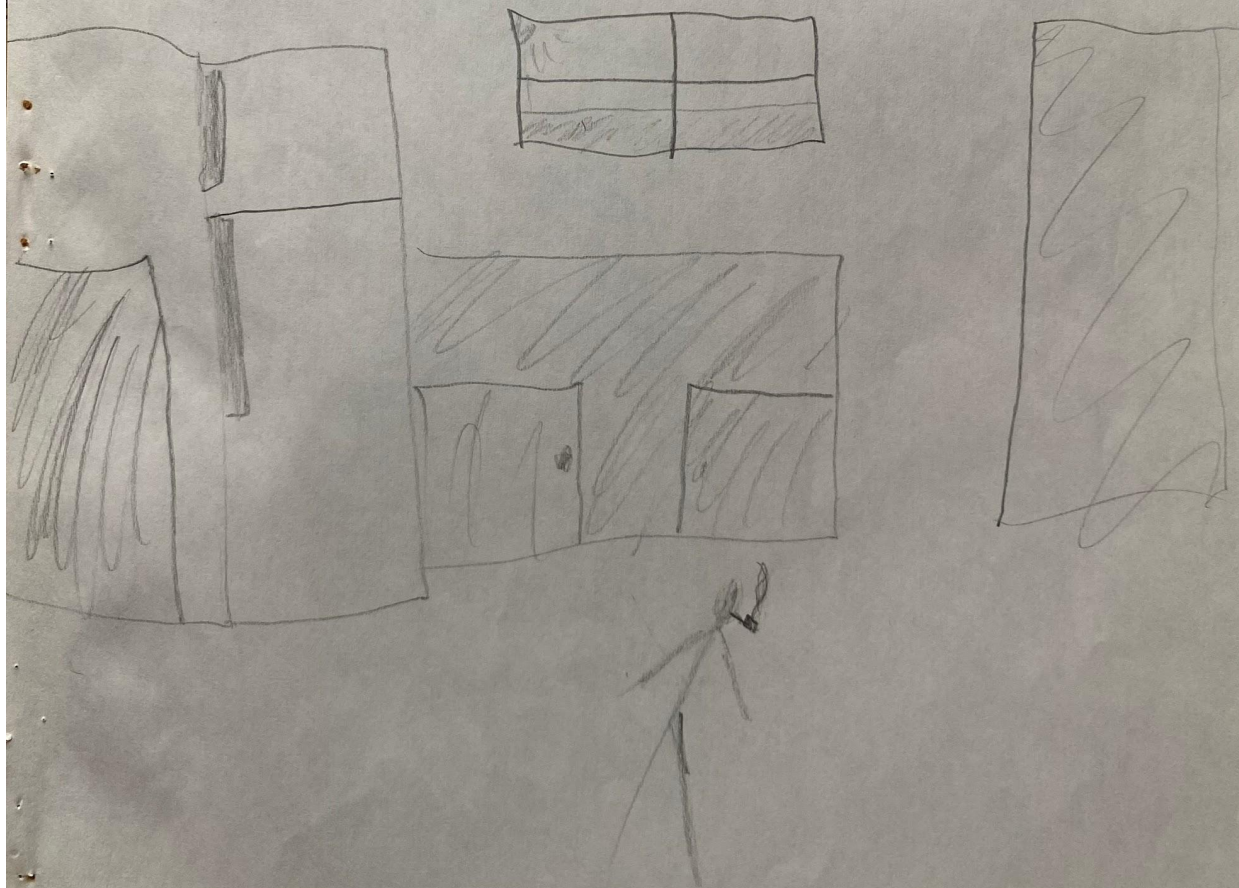




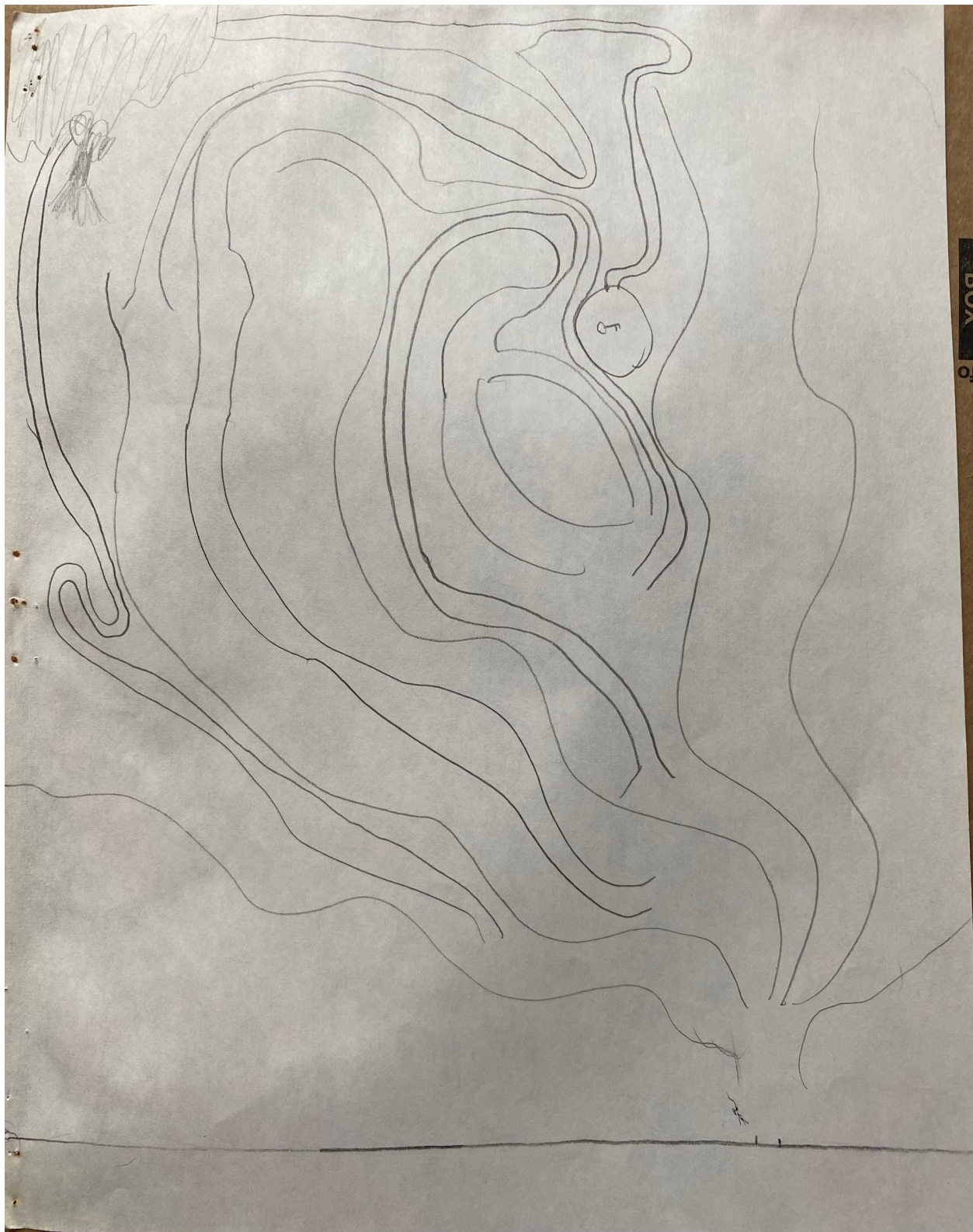




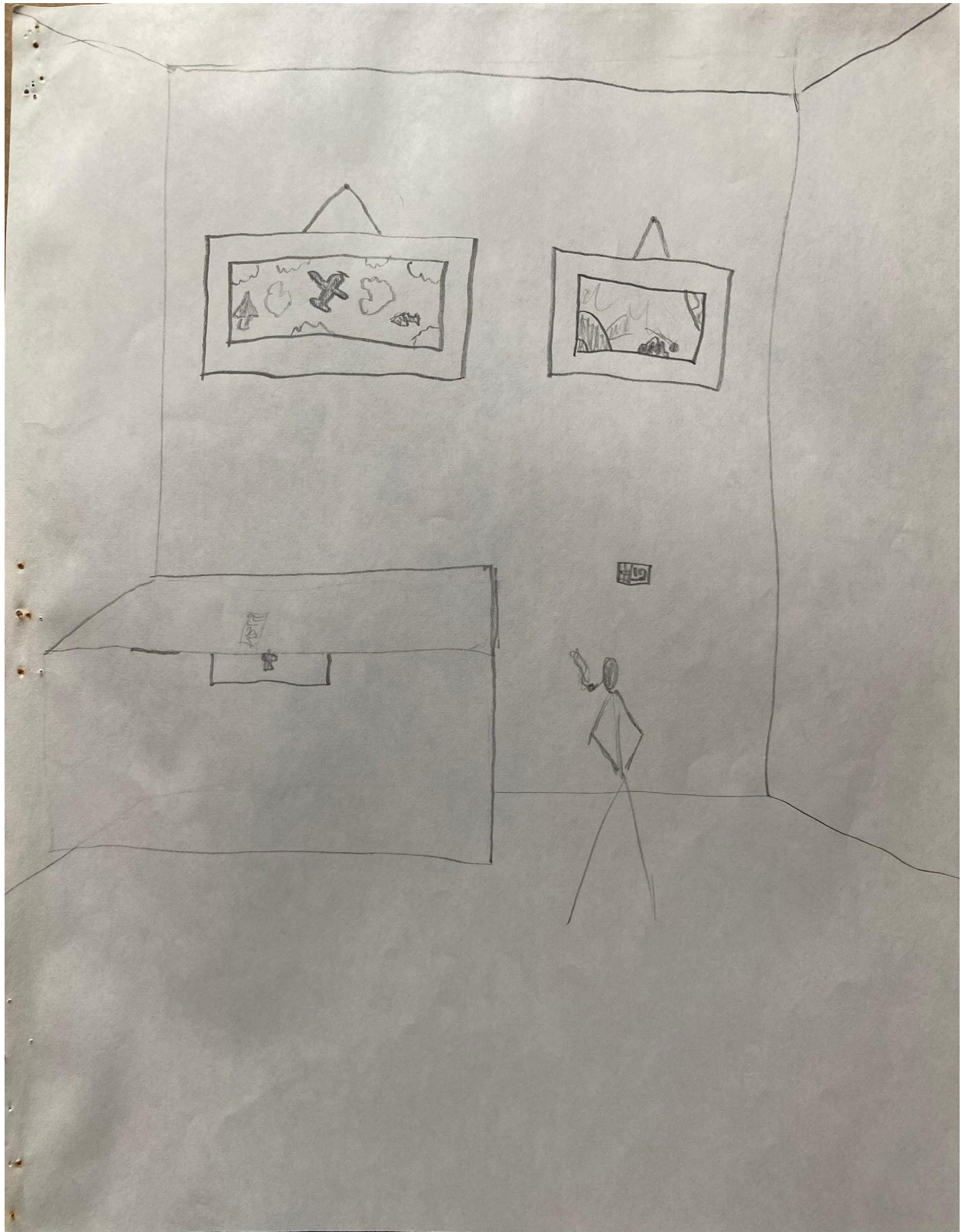












Dear,

U. B. P. E. Headquarters,

Everything is going according to plans!

The old man has agreed to  
give us the money we deserve.

At this rate, Target X will be ours  
in no time!

I am going out for chips now and  
will write again when I get back.

MWA HAHHAHA!!!

Yours  
Truly

AGENT



Dear U.B.P.E.,

Oh, shit! The old man is  
Dead!!!

What do we do, boss.~

I didn't intend for this to happen,  
honest! I think my sister may  
suspect what we're up to. She's  
smarter than she seemed at first!

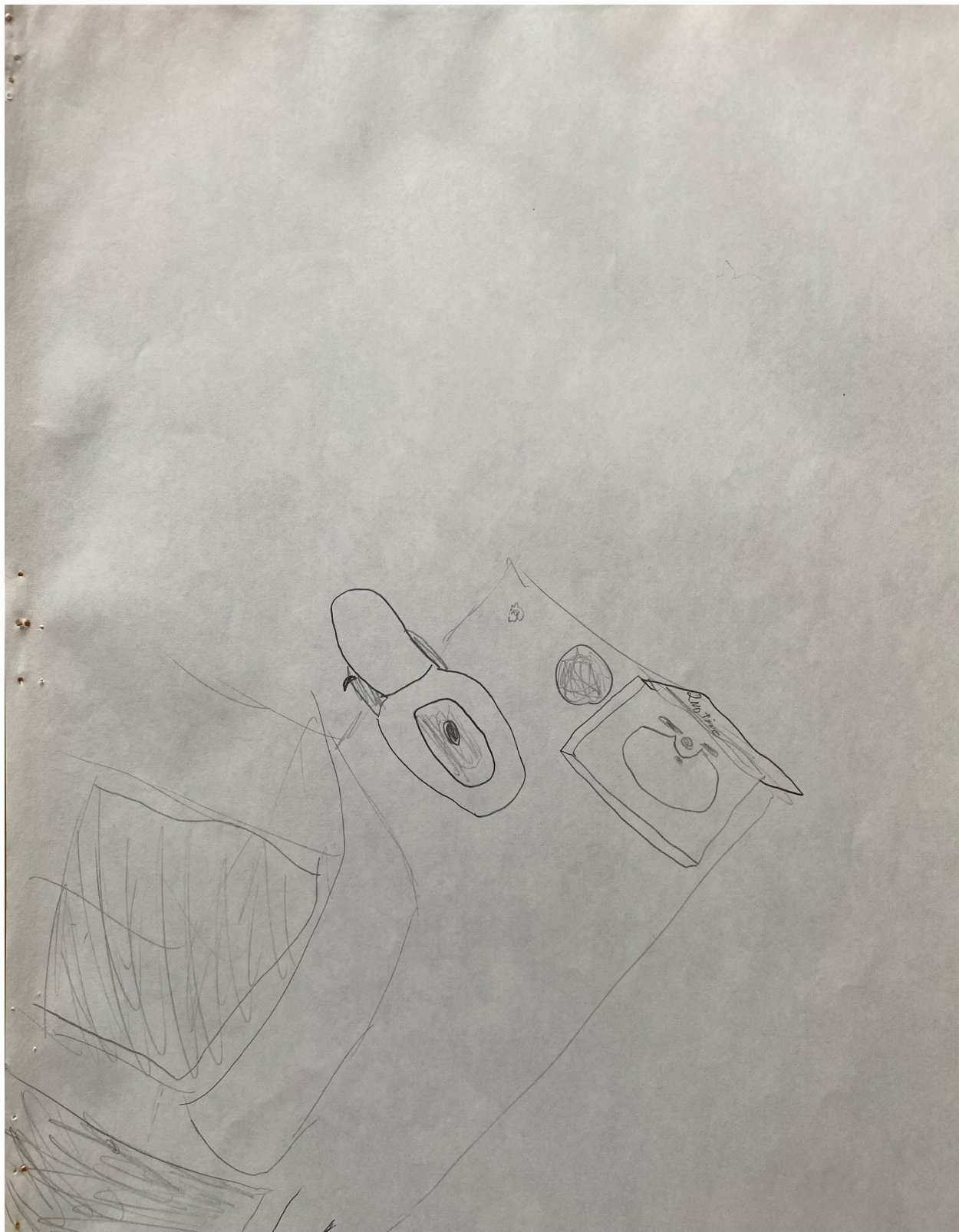
And that fat man... Him and  
his damn "intergalactic" organization  
keep causing us trouble!

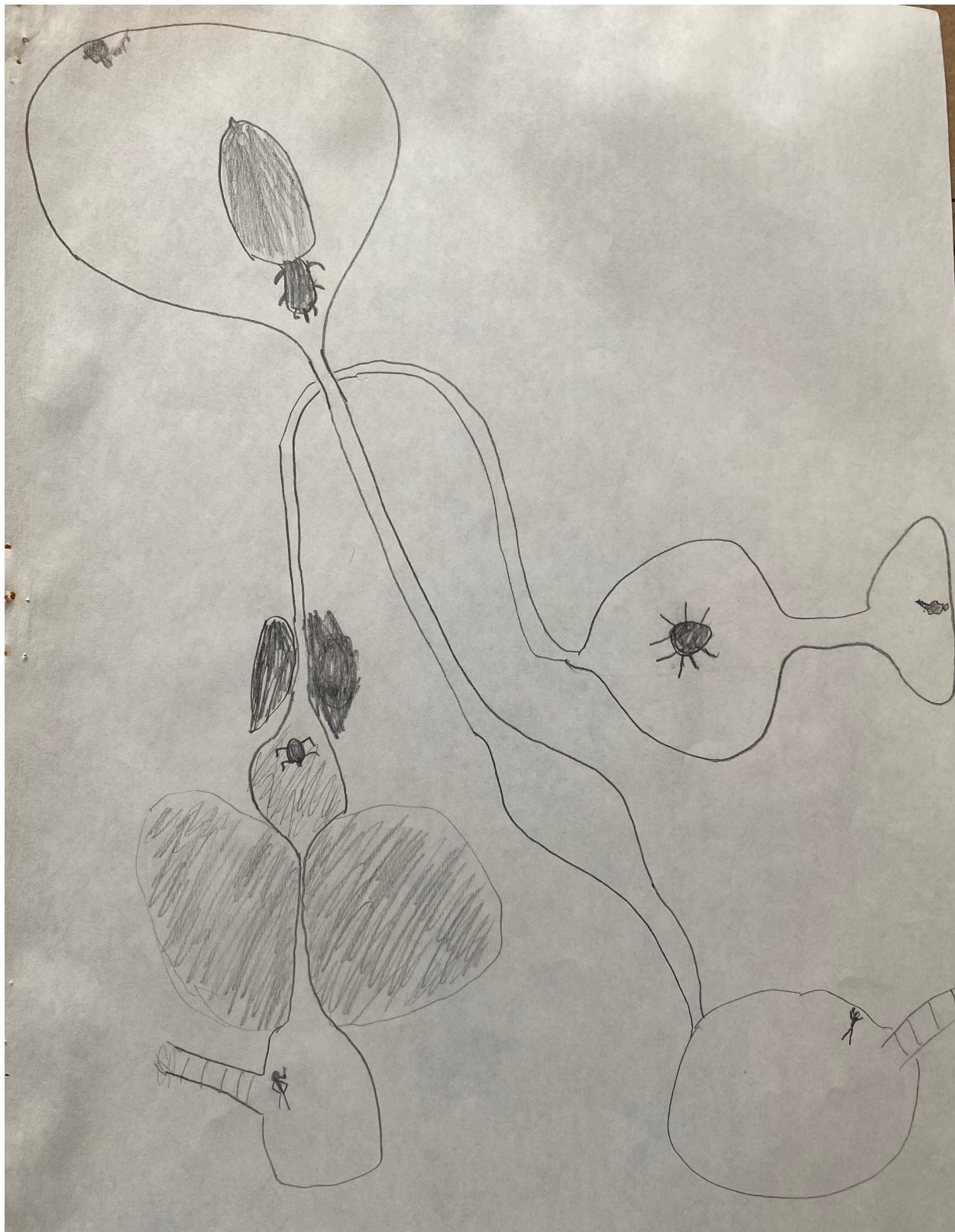
MWA HAHAHA!!!

Yours  
Riley

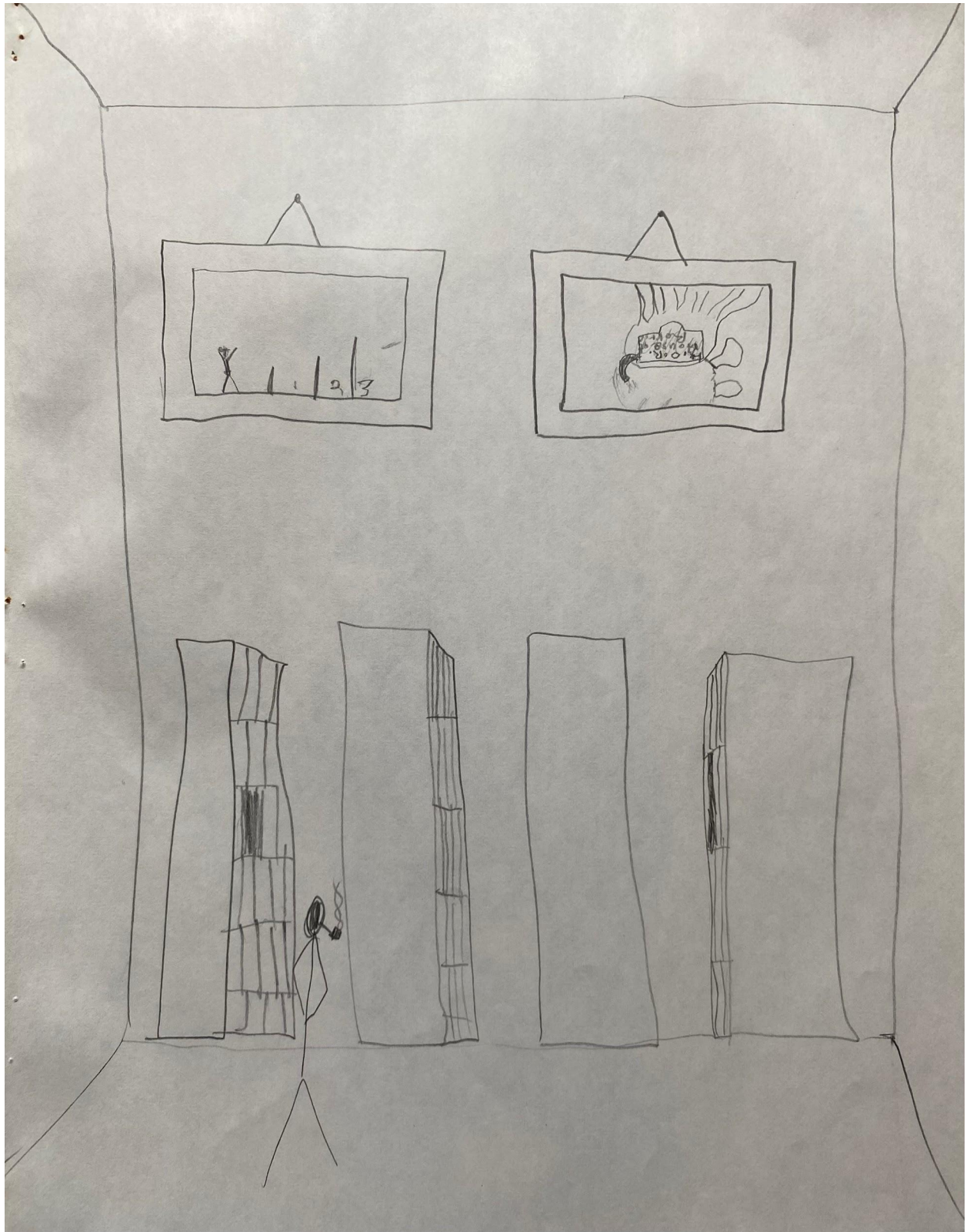
X













Jan. 24, '03

---

My plots have failed  
for the last 10 years.

For all that time, I have been  
trying to kill master Jeffrey -  
but tonight, it will work!

---

All I need is a little more time...

My plan is flawless!

— Alexander



Jan. 25 p

---

I have de gun. Everything  
is in place. Dis gun won't break!

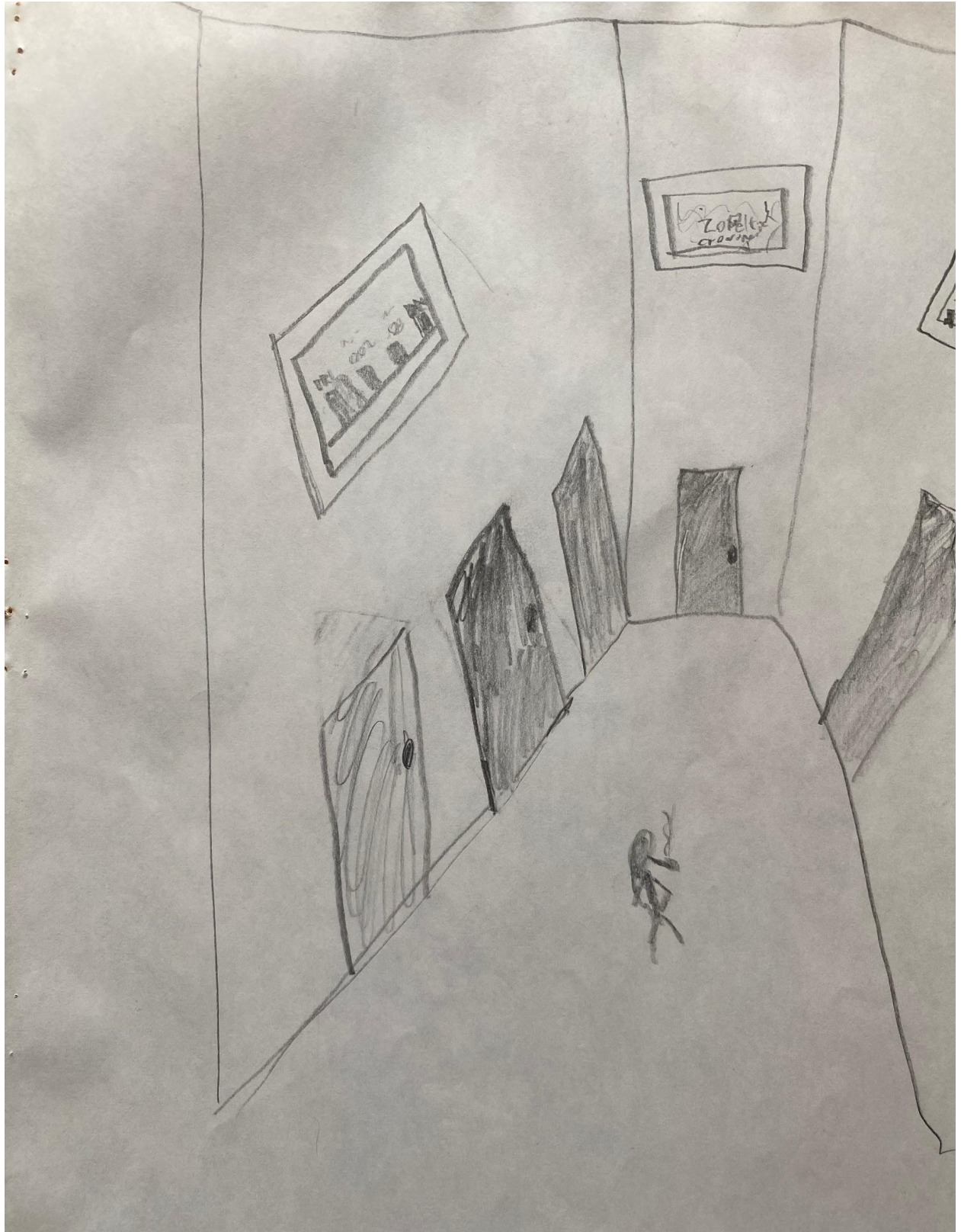
My master has, but a  
few precious hours to live.

My only challenge

is getting dat fat guy  
out of de way!

Alexander

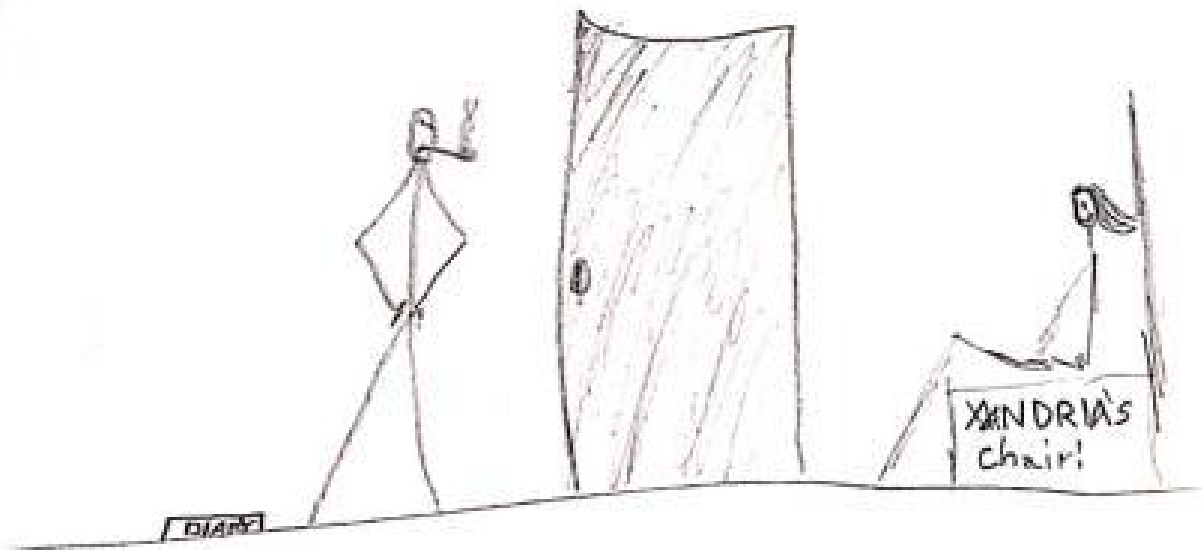








U. B. P. E. AGENT IS HERE!!



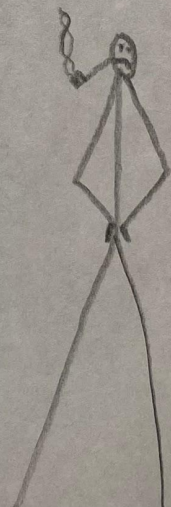
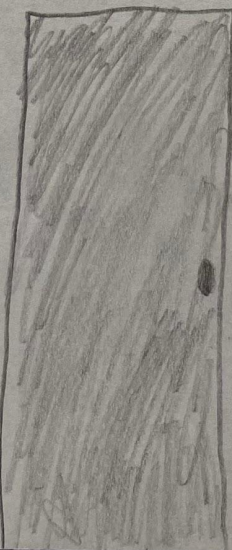
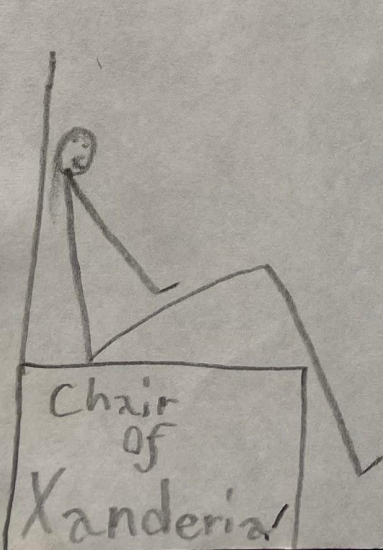
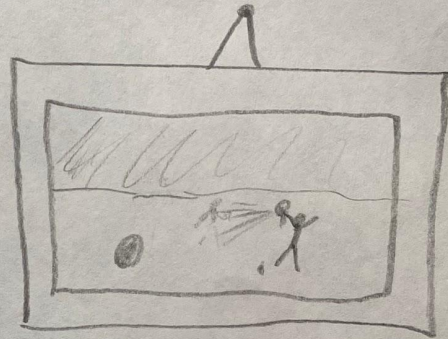
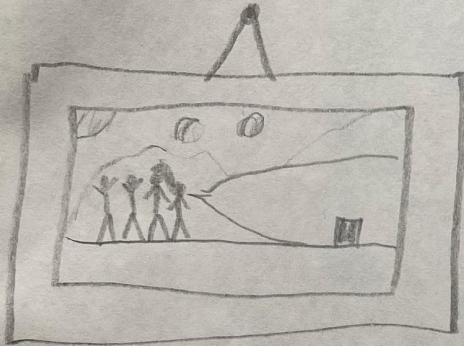
# XANDRIA'S DIARY!!

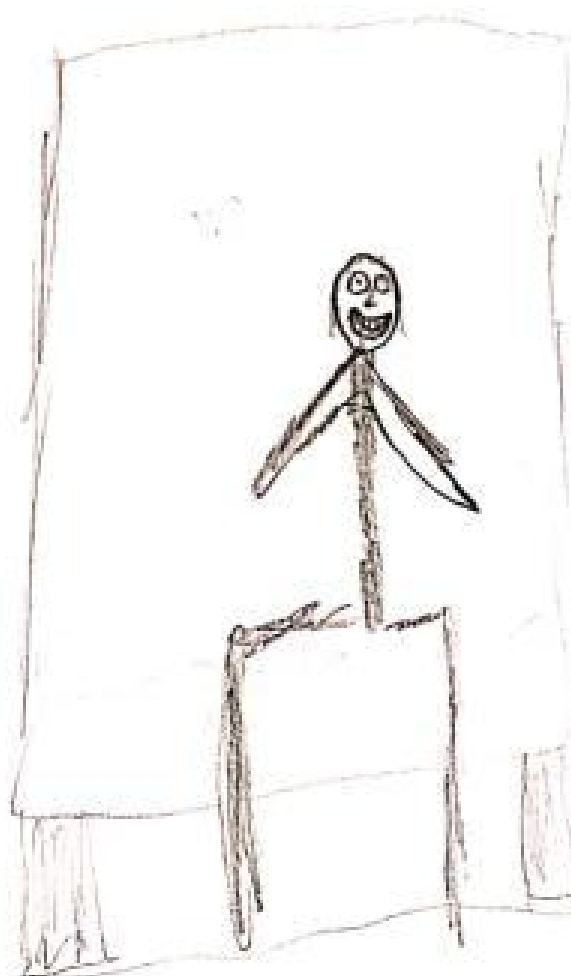
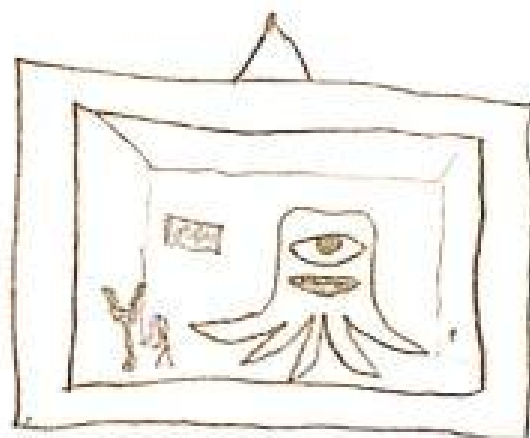
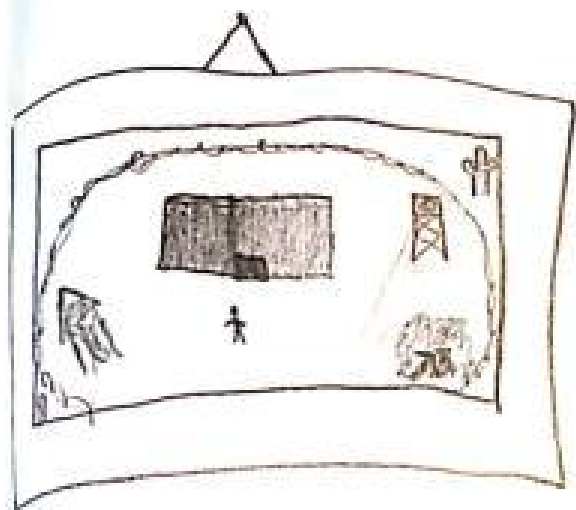
Like, oh my god! I am so  
happy to be working for U.B.P.E!

I'm surprised that Jeoffrey's dead  
though. If anyone's reading this, I didn't  
kill him! Really!

Xandria,  
Agent  
of  
U.B.P.E.









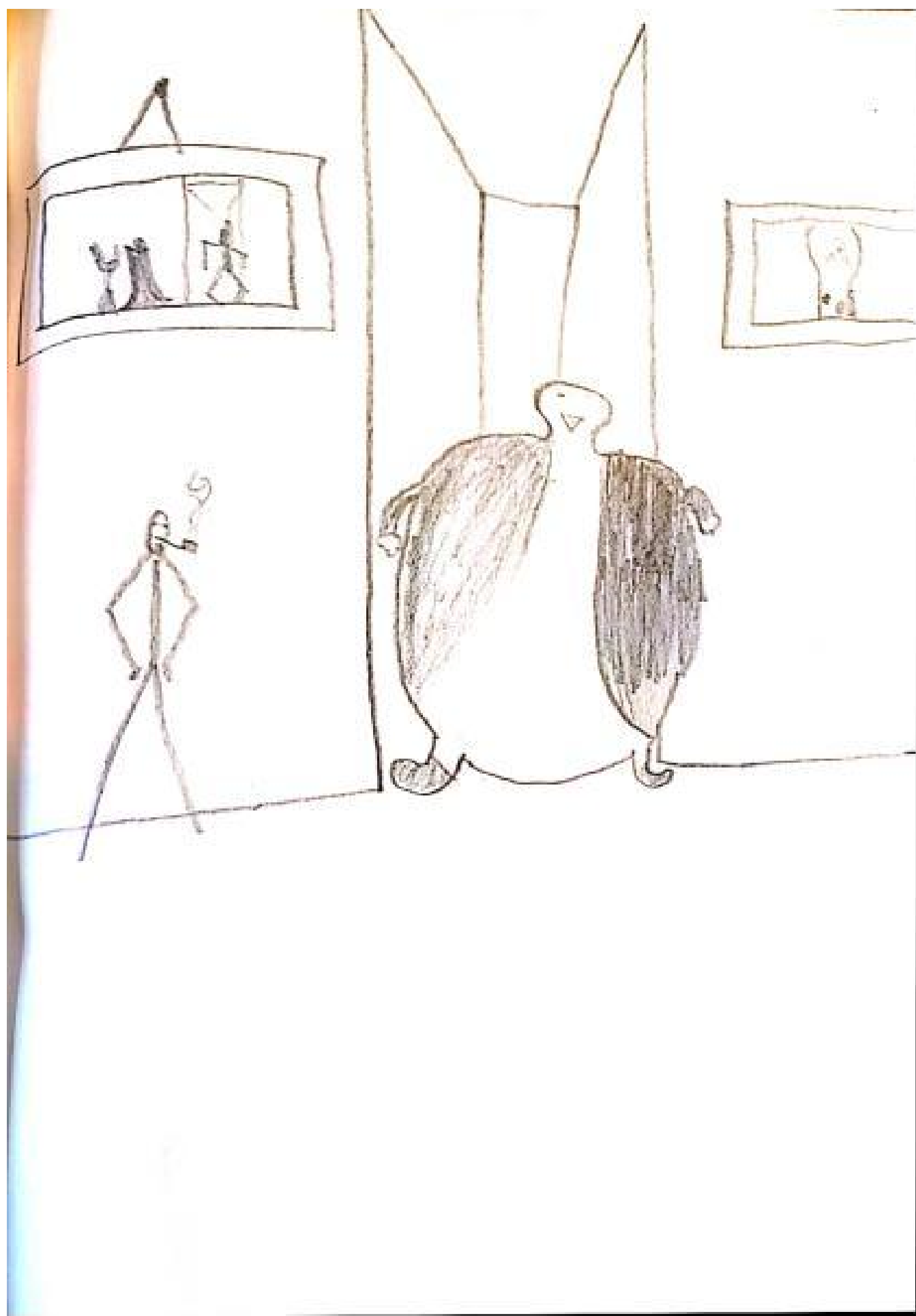
# Fat guy's journal

I gained five hundred pounds today, yes! Unfortunately, there isn't enough food in this house.

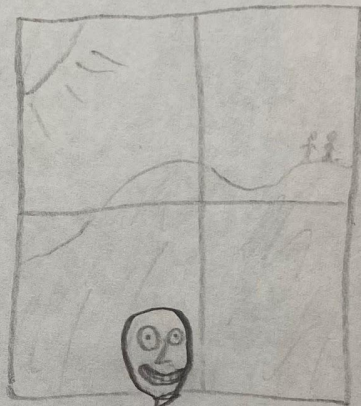
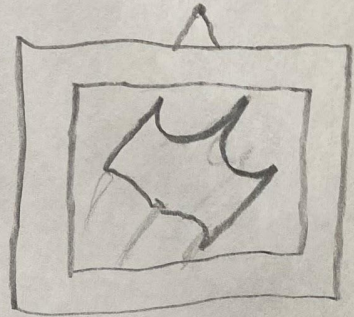
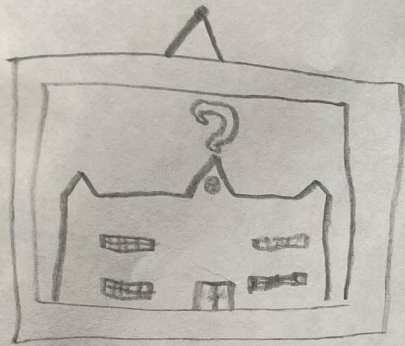
I have been sent here by the United Alliance of Evil (skinny bastards!).

I'm supposed to spy, and make sure Jeb or Jeff or whatever his name is doesn't give the money to that other group, whatever they were called...

- Fat Guy









Notepad

## Suspects:

Alexander: 2 JOURNALS: HAS GUN; WILL DO IT IN A FEW HRS.  
HAS TO GET PAST FAT GUY

Fat Guy - HUNGRY; CAN'T BE MOVED: WORKS FOR A EVIL ORG.


Xandria: UBE


Xandria: CLAIMS INNOCENCE, BUT SAYS UBE = UNITED BUNCH OF  
PEOPLE WHO ARE EVIL








# Inventory


  
Lighter


  
Pipe


  
Slimfast x2n


  
Sandwich


  
Garlic


  
Small  
key


  
Paper

  
Letter  
to  
U.B.P.E

  
Letter  
to  
U.B.P.E

  
Genie's  
Lamp

  
ID card

  
Shotgun

# Instructions

## Airplane

The game starts with Charles boarding a plane to visit Geoffrey in Europe. This first screen is a side view of the inside of a plane. The goal is to get to your seat and sit down!

- A) This is you, Charles!
- B) These are other passengers. Nothing special about them.
- C) This is a door in the ceiling. It has a little cord you can pull to open it. It opens onto the second level. You have to climb on top of other people's seats to get there.
- D) This is a laser gun. It will shoot you if you go in front of it! (You're fine until you move to the left of where the gun is).
- E) A ladder, leading up to the third level!
- F) Another laser gun. It must be destroyed before you proceed!
- G) Charles' seat! Once he sits down, the airplane will take flight. **Go to the next screen.**

## Mansion Entrance

Charles enters the mansion and finds no one there to greet him! However, there are many doors leading to other places...

- A) A door. It leads to the **Library**.
- B) A door. It leads to the **Kitchen**.
- C) A door. It leads to **Hallway 1**.
- D) A door. Leads to the **Study**.
- E) A door. The door is locked, but Charles can peek through the keyhole! If he does, go to **Keyhole**. There's no key in the game that opens this door.
- F) A door. It leads to the **Bathroom**.
- G) A painting, hanging on the wall. It shows a scene of a person confronting... something.
  - (I can't remember what PCG this is a reference to).



- H) A steep staircase, going up to a walkway on the second floor, where doors **D**, **E** and **F** are.

## Keyhole

The door is locked, but if Charles peeks through the keyhole, this is what he sees!

A) Charles' uncle Geoffrey! As Charles watches, however, someone stabs Geoffrey – Geoffrey is **MURDERED!!** He falls to the floor, dead!!

B) A painting, showing a young boy with what looks like a Clown head mounted on a Stick!

(This is a reference to "Zoovac Game" from Series 1, in which Xaq rescues Zoocac for the first time)

C) A painting, showing a Dinosaur within a castle wall!

(This is a probably a reference to "Till Time Do Us Part", when Xaq was teleported to a medieval castle with a dinosaur in the middle of it!)

At this point, the door can't be opened, so all Charles can do is go back to the **Main Hall** and begin looking for clues.

## Kitchen

Charles comes to the Kitchen. No one's here.

A) Charles.

B) A cupboard. Inside, there's a clove of garlic!

C) Another cupboard. Inside are just some paper towels and some garbage bags.

D) A door. It leads outside the house, to **Outdoor Maze**.

E) A refrigerator. There's a sandwich and some celery inside. It also contains a can of Slim-Fast.

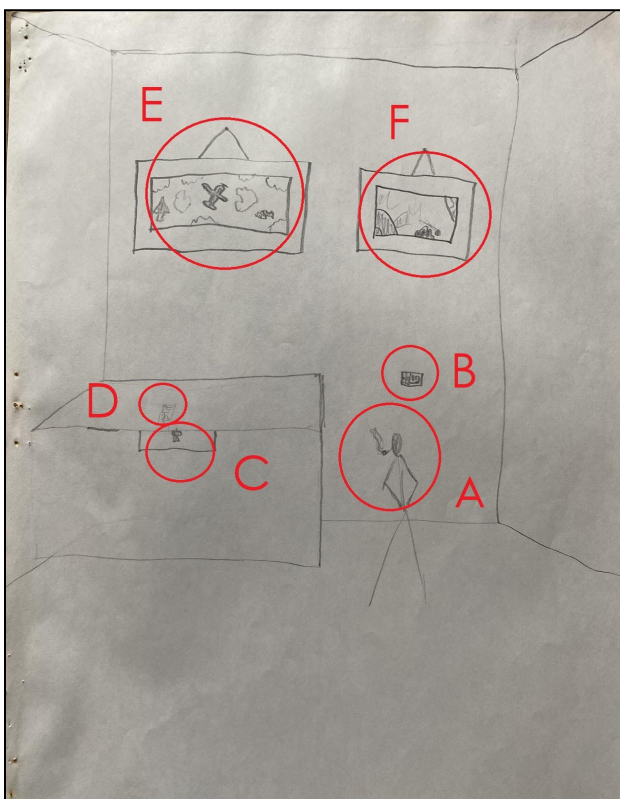
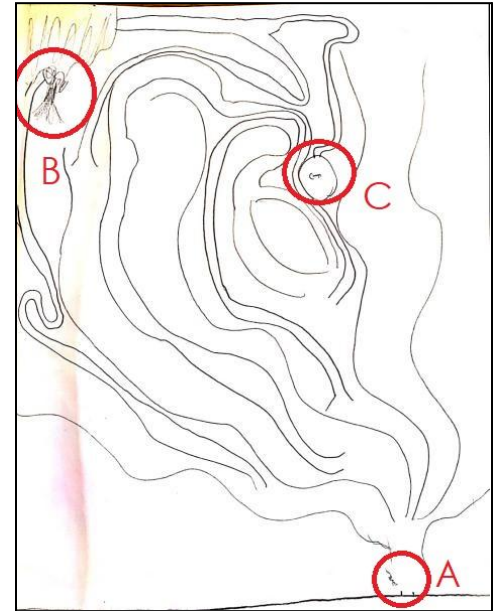
F) A window. You can see the landscape outside.

There's also a door at the bottom of the page (not shown on the screen) which goes back to the **Main Hall**.

## Outdoor Maze

Charles exits the house to find a hedge maze! If Charles can find his way through the maze, he can find

- A) Charles, standing by the door to go back into the house (the **Kitchen**).
- B) A tree.
- C) The key!



## The Study

- A) Charles.
- B) An ID card acceptor. It will open if you have an ID card. If you use the ID card, it opens and you'll find another note inside. Show the **UBPE Memo 2**.
- C) A drawer. It's locked. If you have the key you got in the Outdoor Maze, you can open it.
- D) A note. Show the **UBPE Memo**.
- E) A painting of an airplane in flight, with fighter jets bearing down on it.  
(This is a reference to a typical flight screen, typical of screens from many of Chris' and Xaq's PCGs.)
- F) A painting of an alien starship (flying saucer) shooting at a smaller flying saucer.  
(This is a depiction of a screen of Pierre escaping, from the PCG *The ALIEN Abduction* by Xaq).



## UBPE MEMO

Dear U.B.P.E. Headquarters,

Everything is going according to plans!

The old man has agreed to give us the money we deserve.

At this rate Target X will be ours in no time!

I am going out for chips now and will write again when I get back.

MWA HAHHAHA!!!

*Yours truly* AGENT X

## UBPE MEMO 2

Dear U.B.P.E.,

Oh, shit! The old man is Dead!!!

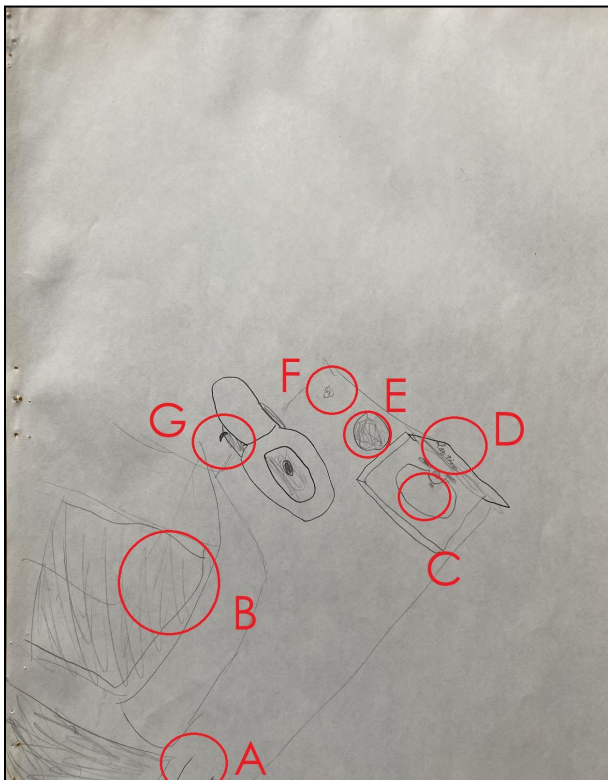
What do we do boss?

I didn't intend for this to happen honest! I think my sister may suspect what we're up to. She's smarter than she seemed at first!

And that fat man... Him and his damn "intergalactic" organization keep causing us trouble!

MWA HAHHAHA!!!

*Yours truly* X



## Bathroom

Charles enters what, at first glance, seems like an ordinary bathroom. (He can exit the way he came - towards the bottom left - to return to the main hall).

- A) Charles.
- B) A bathtub.
- C) The sink.
- D) The mirror above the sink. "2nd time" is written on the mirror in lipstick.
- E) The trash bin. There's an ID card inside. The name on it says "Agent X - Xandria".
- F) A crumpled up paper is on the ground. Inside, there's a note. It says, "Agent X - Don't forget to flush!"

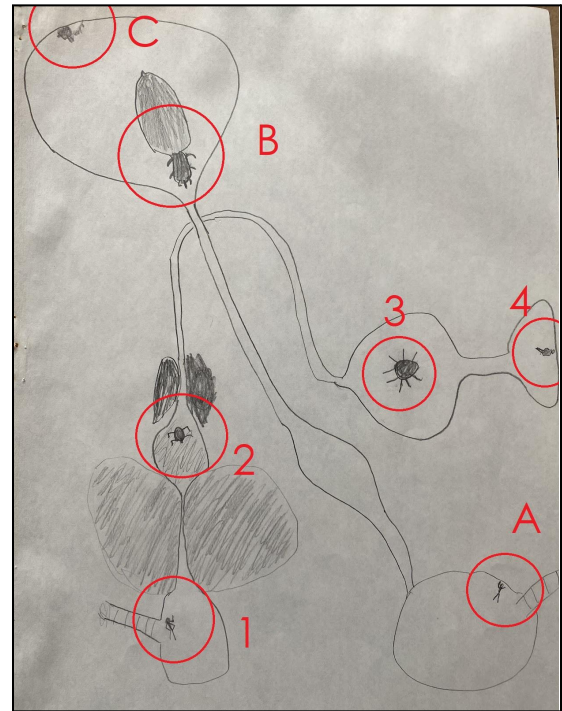
- G) The toilet. If it's flushed twice in a row, the toilet moves aside, and there's a hole in the wall. It leads to **Underground**.

## Underground

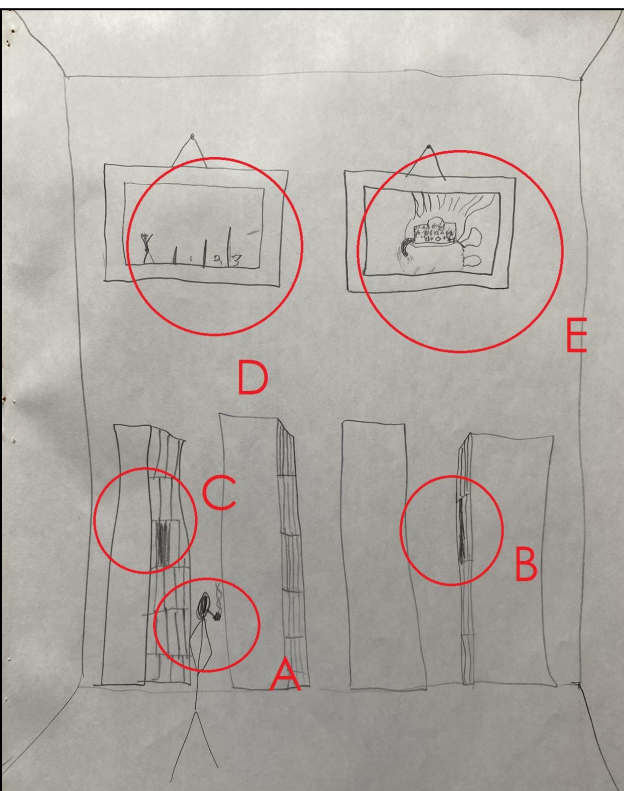
Charles enters an underground cavern! There are two entrances to the Underground, and the two areas are cut off from each other. The walkway that starts at A) is high above the one that starts at 1), too high to jump. Both walkways are suspended high above an endless pit.

If Charles came from the **Bathroom** he'll start at A); if he came from the **Fat Guy's Room** he'll start at 1).

- A) Charles, and the ladder back to the **Bathroom**.
- B) A giant insect queen. It will attack Charles when he approaches. He has to get past it somehow.
- C) A telephone. If Charles picks it up, he'll get a clue. A mysterious person will tell him "...The day before he was killed, Geoffrey changed his mind and decided not to give U.B.P.E. their money!"



- 1) Charles, and the ladder back up to **Fat Guy's Room**.
- 2) A giant spider. Charles has to get past it somehow.
- 3) An even bigger giant spider! Once again, it attacks when Charles gets close.
- 4) A genie's lamp! If Charles rubs it, it will grant any one wish – though it can't reveal who murdered Geoffrey!



## Library

Charles finds himself in an ordinary-looking Library.

- A) Charles.
- B) A bookcase. One of the books looks different than the others. This is **Alexander's Journal**.
- C) A bookcase. One of the books looks different than the others. This is **The Fat Guy's Journal**.
- D) A painting of a kid doing karate challenges.
  - (This is a depiction of Xaq doing Karate, as seen in *Karate Game* by Chris).
- E) A painting of a mansion from above.



- (A Painting of the House of Rorric, from *The Alien Abduction*).

### Alexander's Journal

Jan. 24, '03

My plots have failed  
for the last 10 years.  
For all that time, I have been  
trying to kill master Jeddiey—  
but tonight, it will work! —  
All I need is a little more time...  
My plan is flawless!

— Alexander

### Alexander's Journal – Page 2

Jan. 25

I have the gun. Everything  
is in place. This gun won't break!  
My master has, but a  
few precious hours to live.  
My only challenge  
is getting that fat guy  
out of the way!

Alexander

### The Fat Guy's Journal

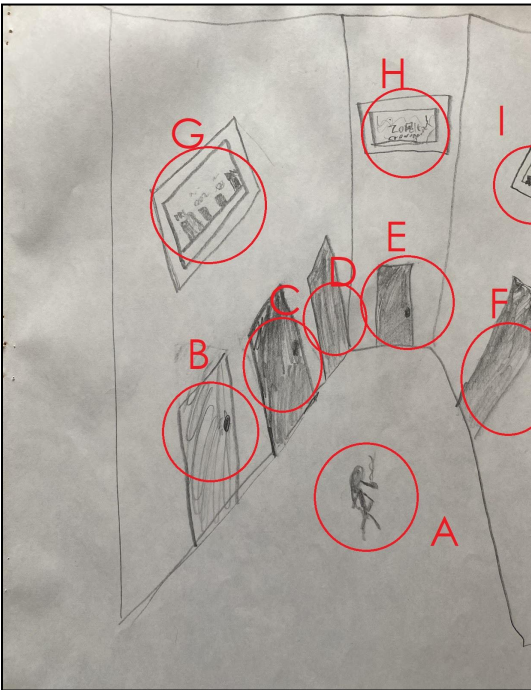
Fat guy's journal

I gained five hundred pounds  
today, yes! Unfortunately, there isn't  
enough food in this house.

I have been sent here by the  
United Alliance of Evil (skinny bastards).

I'm supposed to spy, and make  
sure Jeb or Jeff or whatever his  
name is doesn't give the money to  
that other group, whatever they were  
called...

— Fat Guy



## Hallway 1

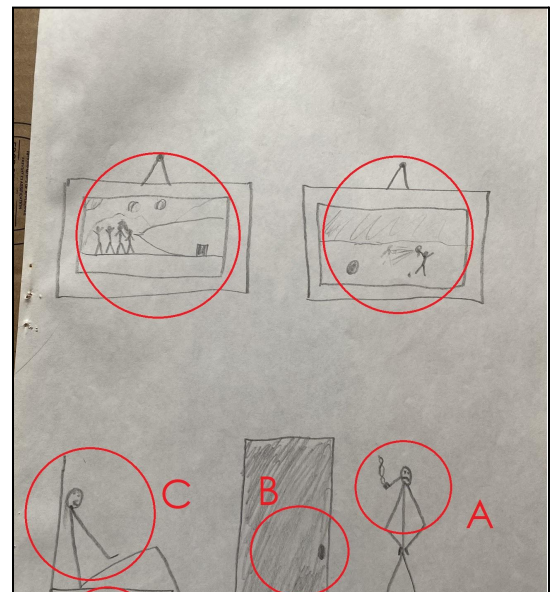
- A) Charles.
- B) A door. It goes to the **Fat Guy's Room**.
- C) A door. It goes to **Xanderia's Room**.
- D) A door. It goes to **Alexander's Room**.
- E) A door. It's locked! No key in the game unlocks it. It goes to the **Mystery Solving Screen**. It only opens once the police arrive. They have the key.
- F) A door. It goes to **Xandria's Room**.
- G) A painting, depicting a man in a robe in a strange alien-looking hallway.
  - (This is a hallway screen from *The Alien Abduction*).
  - It fits the room because it's a hallway.
- H) A painting of a map of a different planet.
  - (This is the map screen from *The Last of the Zorelta*).
- I) A painting showing someone in a robe in a hallway.

- (This is a hallway screen from *The Last of the Zorelta*).

## Xanderia's Room

Charles enters the room that Xanderia Scott, an intelligent young woman, is staying in. She's rich and successful, the daughter of a US Army General.

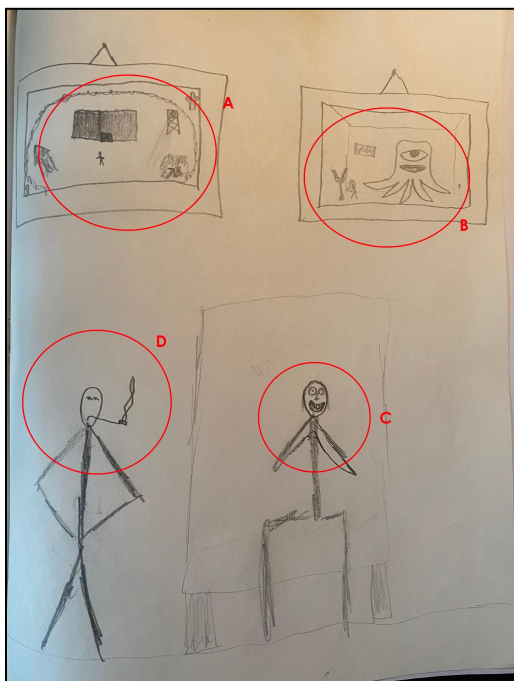
(Note: Xanderia is the daughter of General Scott from Chris' PCG *The Nazi Machine*. This is her first appearance.)





Whoops! I forgot to give letters to the two paintings! I'll call the one on the left E) and the one on the right F).

- A) Charles
- B) The door, which goes back to **Hallway 1**.
- C) Xanderia. She's sitting on her chair calmly, contemplatively. She will say she came here with her sister Xandria, to celebrate Xandria being a member of the U.B.P.E. (United Buncha People who are Evil). She was horrified when Geoffrey was murdered, but says she didn't witness it. If asked about her sister, she'll say she's proud of her (but she'll say it without much emotion).
  - **For the PCG Master Only:** She is the true murderer, but of course she won't reveal this. She is actually an agent of U.B.P.E. herself, but won't reveal that either. If she's accused of either of these things, she'll deny it.
- D) A chair, which Xanderia is sitting on. It says "Chair of Xanderia" on it.
- E) A painting of four kids on an alien planet, with a landed spaceship nearby.
  - (This is a reference to one of Chris' Series 1 PCGs, whose title has been lost to time. It's one where Xaq, Chris, Colette, and Ari ended up on an alien world).
- F) A painting of a person in a dark cave, using a mirror to reflect light, by the look of it!
  - (This is a reference to Kurt's PCG *The Invisible Menace*, his first ever PCG, in which the hero had to fight an invisible enemy. He had to use a mirror to reveal the enemy's location.)
  - Note: **For the PCG Master Only:** This painting being included here fits the theme of the room because the true villain, Xandria, is here, but she has to be revealed - like the enemy in *The Invisible Menace*. It's unlikely the player would make that connection - but you can tell them after they beat the game.



## Alexander's Room

Charles enters Alexander's room. Alexander has been the butler here for many years.

A) This is a painting of what looks like a military base.

- (It's the Nazi base from *Relics of the Sea* by Chris).

- **For the PCG Master only:** This painting fits the theme of the room because the Nazis are obvious villains, like Alexander.

B) A painting of a person and a clown on a stick confronting some weird aliens.

- (a reference to the final boss fight with Rho'Shvej in *The ALIEN Abduction* by Xaq)
- **For the PCG master Only:** This painting fits the theme of the room because Rho'Shvej is a big, dramatic, obvious villain, much like Alexander.

C) Alexander. He's got a creepy, way too happy smile, like someone who just committed a murder. He will openly admit he was planning Geoffrey's murder. However, he will say he didn't do it!

- **For the PCG Master only:** He really is innocent. His plans to kill his master have failed for many years, and it was someone else who did it.

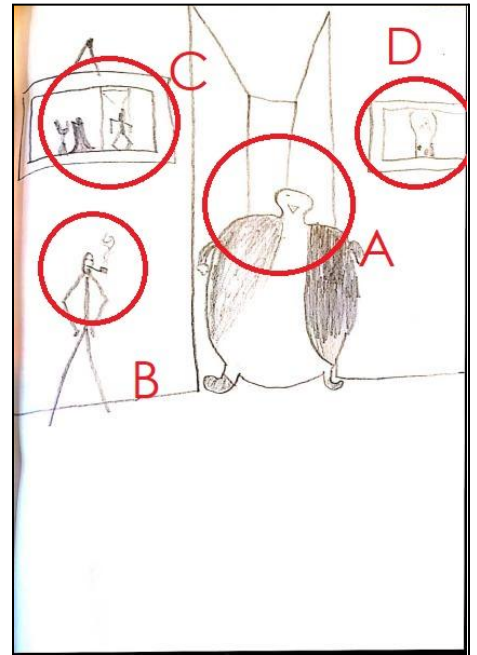
D) Charles. That's you.

## The Fat Guy's Room

Charles enters The Fat Guy's room! The Fat Guy is a gleeful, jolly guy, who loves blocking people's paths. Here, he's blocking the entrance to a short hallway behind him.

He won't volunteer much information, but if asked, he'll reveal anything he knows without hesitation.

- A) The Fat Guy. He's blocking your path to the short hallway behind him.
- He won't deny that he's working for an organization called "The Company".
  - Note: His journal says he's working for the "United Alliance of Evil". This is a larger alliance; the Company is one member of the Alliance. It also includes other evil organizations like the Crodin from planet Shri, certain Tryptozians, and so on.
  - So, the Fat Guy works for the Company directly, but also works for the Alliance as a whole.
  - The Fat Guy's mission here is to stop the UBPE from getting money from Geoffrey. (He won't say this unless asked).
  - He's annoyed with both Xandria and Xanderia. He's trying to block them from getting their money!
  - The Fat Guy won't deny any of this. He won't deny anything. He doesn't care about secrecy at all. He just wants to block your path.





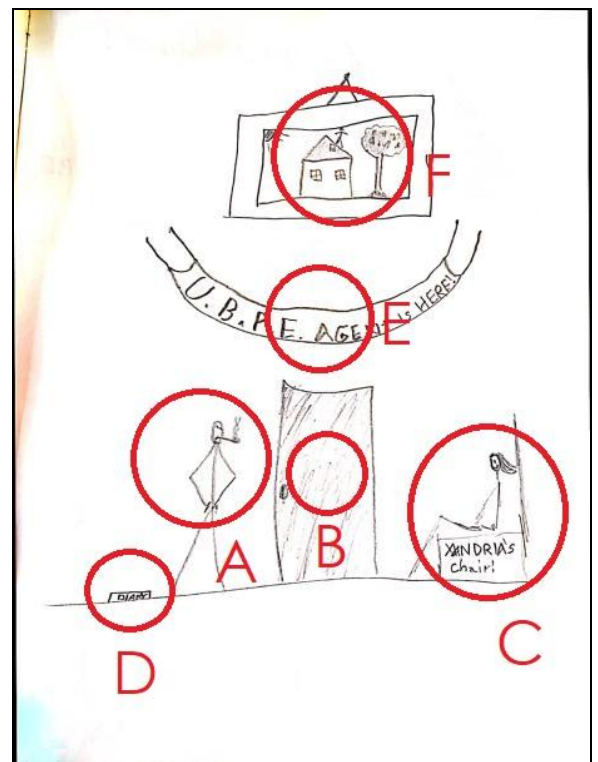
- If you offer him **Slim-Fast**, he won't drink it. You have to trick him by offering him something else to eat, and hiding slim-fast inside of it.
  - He's blocking a short hallway behind him. If you get past him, the hallway is short and ends in a ladder. The ladder goes down to **Underground**.
- B) Charles.
- C) A painting of a skinny person dancing around and blocking a hallway, with a robed figure and what looks like a clown head on a metal stick trying to get past him.
- (This is the Skinny Guy screen from *The Last of the Zorelta*).
  - It fits this screen because the Skinny Guy is a precursor to the Fat Guy, who may have turned into him! And it's the same kind of puzzle, with him blocking the path.
- D) A painting from above of The Fat Guy, with two people trying to get past him!
- (This is the Fat Guy screen from *The Alien Abduction*.)
  - It fits the screen for obvious reasons.

## Xandria's Room

Charles enters Xandria's room! He finds her sitting on the chair. Xandria is a young, rich, ditzzy woman with a valleygirl accent. She's recently joined the U.B.P.E. (United Buncha People who are Evil) and is super excited about that! She's friendly and will answer all your questions.

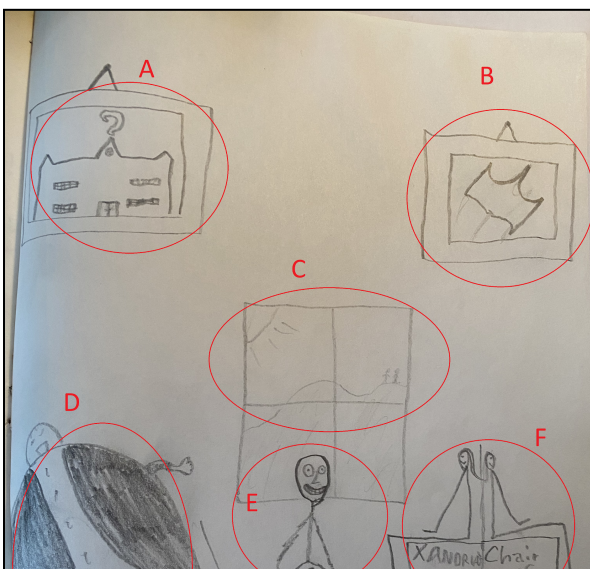
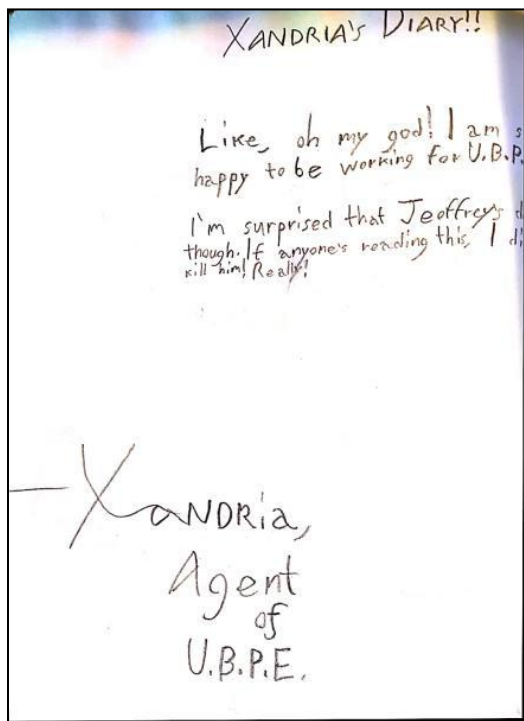
(Note: Xandria is the daughter of General Scott from Chris' PCG *The Nazi Machine*. This is her first appearance.)

- A) Charles.
- B) The door, which leads back to **Hallway 1**.
- C) Xandria, sitting on a chair. The chair says "Xandria's Chair!" on the side of it.
  - Xandria will talk openly and excitedly about being part of UBPE.
  - She will deny having anything to do with Geoffrey's murder. She says she was just here to collect money from him for UBPE, that's all!
  - She will be annoyed if asked about her sister, Xanderia. Xanderia's often condescending to her.
  - She'll also be annoyed if asked about the Fat Guy. He's been interfering in her work. That's because UBPE and the Company are rival organizations, and the Company doesn't want UBPE to get money from Geoffrey.



- **For the PCG Master Only:** She really is innocent. While she's working for an evil organization, the UBPE, she is naive and doesn't really fully understand the extent of the evil that they do.
- D) A book, lying on the floor. This is Xandria's Diary. If Charles reads it, show the player **Xandria's Diary**.
- E) A banner, hanging from the wall. It says "U.B.P.E. Agent is Here!"
- F) A painting showing a boy climbing out a window of a house, with an apple tree nearby.
  - (This is the first screen from the first ever PCG, *Paper Computer Game* by Chris.)
  - It fits the screen because it's happy and simple, like Xandria.

### Xandria's Diary:



### Mystery Solving Screen

The police have finally arrived, and they've gathered together all of the suspects! They say to Charles, "Have you figured it out? Who is it? Who murdered your uncle?"

This is the final screen of the game, and this is the part where Charles must put all the clues he's



gained together and solve the mystery once and for all! Everyone is here, so he can ask anyone final questions, or get people to interact with each other to reveal things.

**For the PCG Master Only:** If the player accuses someone who isn't guilty, the police will ask to see your evidence. They'll look it over, and point out why the evidence doesn't hold up. They'll point out some flaw in what you said. (For example if you say it's Xandria, they'll say "but the notes by Agent X act surprised when Geoffrey is murdered, and she's Agent X, so it can't be her!") It's up to the PCG Master to come up with specific objections to each character.

If the player accuses Xandria, the police won't accept it unless the player points out at least one piece of evidence that implicates her. For example, that the Fat Guy says he's trying to stop Xandria, indicating that she's a member of UBPE also. If the player gives a good argument, the police will arrest her, and **You Win The Game!!**

- A) A painting of Geoffrey's mansion with a question mark over it.
  - (This is the cover to the *Mansion of Mystery*.)
  - It fits the screen because this is the final screen, so it represents looking back at the game as a whole! Which is what this screen is all about.
- B) A painting of a weird starship in space.
  - (The Taburnackle from *Balzak Globotron* by Xaq).
  - At the time this game was made, Balzak wasn't out yet. So this painting was a preview of the next planned Paper Computer Game by Xaq! Where the painting of the Mansion reflects this game, the Taburnackle painting harkens toward the future of PCGs!
  - The ship looks different than it does in *Balzak Globotron* because its design evolved (and I got better at drawing it) during production of that game.
- C) A window. Outside it's a sunny day, and you can see hills with two people standing in the distance.
- D) The fat guy in a fancy suit
  - He thinks all of this is hilarious and is glad this commotion is messing up everyone's day and blocking them from what they want to do.
- E) Alexander
  - He's just obsessing over wanting to have killed his master, he barely even acknowledges that he's been taken to this room.
- F) Xandria and Xandria.
  - They're both extremely annoyed by this, and bicker with each other a bit.
- G) Charles, with two police officers.

## Epilogue

Once Charles has correctly implicated Xandria, and backed it up with evidence, the police will arrest her. She'll finally get angry and reveal that she did do it, because he was refusing to pay UBPE! And it was her duty.

Xandria will be horrified at this, as she didn't know her sister did it – or that she did it on behalf of the UBPE. Xandria will be taken away. And that's the end of the game!

*Charles' adventures continue! He next has a brief appearance in **MaNiPuLaTioN**, a PCG by Xaq, which is a minor role but has a major effect on his story! Then, his next full adventure is **Welcome to Death Ward Hospital**, a different kind of Mystery PCG!*

## Appendix

This section has notes to clarify certain things from the game.

### Those Weird Letters

Throughout the game, I've used some strange letters, in the various journals and notes you find, as well as in the title screen. These are archaic English letters, which were used in Old English but are forgotten today.

- The letter **Ð**, lowercase **ð**. This is called the letter "Eth". It's pronounced like "TH" as in "this". Whenever you see it, imagine it's a "th" instead.
  - So for example, when it says "**ðat fat guy**", it's really "that fat guy".
- The letter **Þ**, lowercase **þ** (though the way I draw it, the loop looks pointy) is the letter "thorn". It's pronounced like "TH" as in "thistle". (This is slightly different from the pronunciation of "eth"). Whenever you see it, imagine it's "th" instead.
  - So for example, Alexander's Journal is labeled "Jan. 25**Þ**", it's really "Jan. 25th".
  - Also the title of the game is **Þe Mansion of Mystery** - but it should really be The Mansion of Mystery!

Why did I use them? Idk, I thought they were cool lol. At the time I had recently learned about them, thought they were cool, and wanted to restore them to the English language. So I used them in everything!

### Evil Organizations

There are three evil organizations mentioned in the game. This could get a bit confusing, so hopefully this will sort it out!

- **U.B.P.E.** – United Buncha People who are Evil – an evil organization which has been a rival to the Company. This game is their first appearance.
  - Xandria and Xandria work for them, and are trying to pressure Geoffrey for money.



- **The Company** – the evil organization from many other PCGs. They are a rival to U.B.P.E. and are trying to stop them from getting money from Geoffrey!
  - The Fat Guy is working for them.
- **United Alliance of Evil** – a larger, interstellar alliance which the Company is a part of! In later PCGs they would be called just “The Alliance” (as in *Balzak Globotron*) and later renamed “The Shadow Alliance” (*PCG Anniversary Special II* by Chris).