

Haunting At Cliffhouse

System Requirements:

Pentium or Higher Processor

64 Mb RAM

Windows 95, 98, ME, 2000, XP, Windows 7 or Windows 10 with DirectX 5 or Above

Supports all DirectX-Compatible Sound and Video Cards

Installing The Game:

The game will install into your Program Files folder with the name of "Haunting At Cliffhouse". It will also create a desktop icon with the name of "Cliffhouse". The game can be started from either place. The installer contains a big file, so give it some time to load up. After starting the game, you should hear music immediately. If you don't, quit the game and navigate to the game files in your "Program Files/Haunting At Cliffhouse" folder and run the winsetup file. You may have to quirk the sound settings. Select "save and run".

How To Play:

This game is strictly point and click. To interact with the game, you must move the mouse over the screen. When the arrow cursor turns to a different color, this means that there is something to do there. For example, an object you need to pick up, a conversation with one of the characters or movement to another scene. Hitting the spacebar or the backspace key will pull open the interface. This is where you can save your game, load a pre-existing game or quit the game.

Inventory Items:

During the course of the game, certain objects will need to be collected. When obtained, they will automatically be placed in your inventory. To access the inventory, right click anywhere on the screen and the inventory box will open. The up and down arrows on the right of the inventory box will allow you to scroll through your inventory items. Some inventory items will need to be combined with others by first clicking on one object and then clicking it on the second object in inventory. If you hear a bell ring, this means the objects were combined. To select the inventory item, click on OK. To put back an inventory item, click on the arrow. If the interface is closed and you want to remove an inventory item off of the cursor, right click and the object will return to the inventory box.

Puzzles:

You can quit any puzzle and come back to it at a later time by hitting the "Home" key.

You can have the game complete a puzzle for you by hitting the "Tab" key.

Hints & Help

Email: mysterymanoradm@gmail.com

Website: Mystery Manor Adventure (<http://www.mysterymanor.net>)

Forum (<http://www.mysterymanor.net/forum>)

Hints and Puzzle Solves: <http://mysterymanor.net/Cliffhouse/hauntingatcliffhousehints.htm>