

AGATHA'S FOLLY: PART ONE - HINTS, SOLUTION

There is no set pattern to finish A.F., and, in fact, you don't need to do everything in order to attain the end message(s). So you can finish the game without acquiring the top score. Don't worry, therefore, if you don't achieve 100/100 - but perhaps you can go back and figure out how to!

Thus, I am not providing a GO NORTH, X TABLE, GET OBJECT type of solution as it would be rather pointless (and possibly misleading). Instead, look below to find the room/object etc. that you're having problems with or can't locate - and try to avoid reading about other items etc. if you can.

TO START: The game has a random element - thus you will start play in different places, so don't worry if the first time you loaded up you were in the Kitchen and this time you're in the Hall. It's meant to add to the fun!

THE STUDY: Contains clues as to the missing Agatha. See desk to find out more.

THE KITCHEN: Contains a small object - examine everything in the description until you find it.

THE HALL: Again, examine everything in the location description.

THE LIVING ROOM (WEST): Two things here, examine something, then examine something mentioned in the first examination.

THE LIVING ROOM (EAST): Just a walk-through location, especially once you've opened the patio door.

THE DINING ROOM: Only one object, and it's visible.

THE PANTRY: Nothing on the shelves, it's the door and it's surroundings that are important. Perhaps a little bit of cleaning wouldn't go amiss?

THE PORCH: Another walk-through location, although things can be left here.

THE DRIVE: Not really interesting, but it does have your car parked on it.

THE CAR: Open the glove compartment to find a 'hint' sheet.

THE BATHROOM: Again, search everything carefully to find an object.

THE SMALL BEDROOM: The sampler is a clue, and there's another hidden here - perhaps it's time to start on the decorating?

THE BEDROOM: The bed and something else here - again, examine things carefully.

THE LANDING: Examine it then work out how to go up in the world!

THE CELLAR: When light, you'll see what you need.

THE ATTIC: Contains clues plus a useful item that isn't immediately visible.

THE PATH: Just a walk-through location, but don't forget the rock.

THE GARDEN: Something hidden here.

EDGE OF THE LAKE: A walk-through location, although you'll need to return and use it as a launch site later.

OUTSIDE THE MILL: Another walk-through location - if you can't go NW, then see the swan.

INSIDE THE MILL: Several things to do here. Start by reading the notice and examining the items. To go south, you'll need to imagine you're a thief!

THE STORE ROOM: Examine and look under something to find two useful objects.

THE MILL STREAM: Examine both the wheel and the stream then do some hard work!

THE ISLAND: A walk-through location.

THE FOLLY: What it's all about - do some work then figure out the clues to solve a code. For more details, see END GAME.

DESK: Examine it, rub desktop or look under desk, press button, open drawer.

CHAIR: Try sitting or standing on it.

TABLE: Not needed.

WINDOWS: Mainly useless, but examine one in kitchen to find something.

DOORS: Kitchen & Patio Doors need to be opened with the keys on keyring. Pantry door needs the large key. Door in millhouse: examine first, the lock needs to be picked with something small.

CAR: Open boot whilst on drive with car key (on keyring).

BELLOWS: Examine fireplace in living room.

KEYRING: Examine mantelpiece in living room.

LARGE KEY: Left in the porch by the estate agent.

BOX: Left in the porch by delivery lad. Contains groceries (including bread). Can be useful for carrying items around the place, but it's main use comes when you destroy it.

CUPBOARD: Examine stairs/hall.

NOTEPAD, JOURNAL, PARCHMENT, BOOK, PHOTO, PICTURE: All clues. First is in the cupboard, two is in the desk drawer, three is hidden in the beams in the bedroom (stand on bed then x beams, x hole), last three are in the chest.

SAMPLER, SCRIBBLES: Both in the small bedroom, and provide clues to break the coded symbols. First one is visible, second is found by examining wallpaper, then peeling it off with the help of a wet sponge and a flat rock.

SPONGE: In the bath.

COBWEBBS: Clean the ones in the pantry using the duster to uncover a switch.

DUSTER: In the boot of the car, along with the flask (not needed).

ROCK: On the path.

SWANS: You can feed them with bread if you want, but it won't get you very far. In fact, they won't budge at all - try to find a way around them. To do so, examine the bushes then go through gap.

HAIRGRIP: Found in kitchen, but gets wedged behind sink. To remove it, push/ move/ get it with cardboard strips (tear box to get them).

GENERATOR: Having examined notice and items, you'll discover that you need to do a few things to get it working. Find a lever, get the water wheel turning and then pull lever. Once you have done these, the light can be switched on in the cellar by pushing the switch in pantry.

WHEEL: Examine the stream then move debris to get it working.

LEVER: This is the gatepost. To find the thing, examine the bushes in the garden. To get it, you'll need to cut it with something. Then put it in hole in the millhouse.

WOOD AND BROKEN LEGS: Obtained by sitting or standing on the chair.

SAW: Examine bench in store room.

TROWEL: Look under bench in store room.

STOOL: In the cellar. Stand on it when it is in the landing to reach the loft door.

THE CHEST: In the attic. Examine it, examine carvings, rub/touch carvings to find a hidden mechanism. Can't be moved.

STRING: Examine rafters in attic.

BOAT: In cupboard. Inflate with bellows.

TO ROW ACROSS LAKE: Drop boat at edge of lake, N/enter boat/get in boat, then row or N.

OARS: Made from string, wood and legs.

PEOPLE: You have three visitors during the afternoon. Although it is not essential to answer the door when they knock, two of them leave you something and all three divulge interesting information - although at least some of that may be misleading!

THE FOLLY (END GAME): Only read this if really stuck. Basically, you will need to examine the dirt and then clear it. Although you can shift some with your hands, you will need the trowel to scrape the rest of the dirt away. To END GAME, you must wait for the moon to rise, then stand on the mosaic/crystal and type the TWO words that are on the back of the picture that was in the chest. If you can't decode the symbols, see the separate sheet. Once you have said the necessary words, you will be given the password that enables you to enter part two.

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CODE FOR
AGATHA'S
FOLLY