



Mystery House Cracked


by [the Flippy Disk](#)

Episode 3 of [Mystery House Taken Over](#)

2005

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 **Complete L33T Garbage**, June 10, 2010

by [Bernie](#) (Fredericksburg, VA)

The opening description is: "U R N THE FRONT YARD OF A LARGE ABANDONED VICTRON HOUSE. STONE STEPS LEAD UP 2 A W1DE PROCH"

Sadly, I played a few turns anyway. Might as well give the game a fair shot, right? Besides, I've never seen a "Pr0ch" before. I walked through a few rooms and found a few dead bodies outside. When I typed "look", I got the response "THERE IS NOTHING KEWL". Yup, that sums it up perfectly. Nothing 'Kewl' in this game at all. I marked it as "I've played it" and now wish I could add "and I want those wasted 10 minutes of my life back."

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[Peter Pears](#), June 10, 2010 - [Reply](#)

Well, naturally you're entitled to your opinion, and you stated your opinion based on what you saw of the game. It's perfectly ok.

But you seem to be unaware of the game's history, which might be worth pointing out. "Mystery House Taken Over" is a project in which many different authors took the original "Mystery House" game and reworked it - mostly for humorous purposes. This particular MSTO replicates a "cracked" version of MH by a crackz group, who are themselves excruciatingly 1337. It's a parody of 1337ness, and not to be taken seriously. Even the music is designed to poke fun at crackz and warez and those cracking teamz and all those things ending in "z".

[Bernie](#), June 11, 2010 - [Reply](#)

I see. That history does put things into context. Without that context, the ten minutes that I played were not at all fun, and I lost a lot of faith when the game indicated that there were no objects in the room when I was standing with 4 dead bodies.

Is there anything in the game that makes it worth playing other than the obvious parody? Are the puzzles fun? Is the parser reasonable and the game well-implemented? I realize that in email form, these questions can come off as antagonistic; they're not. I'm genuinely curious because if the game has playable value beyond the amusement as parody, I'll give it another shot.

[Peter Pears](#), June 11, 2010 - [Reply](#)

To be honest, probably not, unless you're familiar with the original MH. If you are, then it's always fun to watch the game become 1337ised. If you don't, then no, you're not likely to enjoy it much.

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