

Mystery House

TAKEN OVER

[main MHTO page ...](#)

Below are modified Mystery House games, which you can download or play online. If you download a file ending with ".blb", you'll need a [Glulx interpreter](#) to run it; files ending in ".z5" or ".z8" require a [Z-machine interpreter](#). Playing Glulx games online requires Java Web Start; the Z-machine games run in an applet and should work in Java-capable browsers.

To read about how to play games like Mystery House, check out [Brass Lantern's beginner resources](#). For help with the original Mystery House, you might be interested in a [walkthrough](#).

Want to create your own occupation, and modify a game yourself? Start by [creating an account](#).



Mystery House (The Original) by The Mystery House Taken Over Team

A reimplementaion of the 1980 game by Roberta and Ken Williams. The version available for online play is text only; [download the MHTO kit](#) to modify or play the full, graphical reimplementaion.

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Where There's a Will by Dan Shiovitz

The bad news: your Uncle Oscar just died. The good news: whoever finds the jewels inherits his estate. The bad news: you've got seven other relatives all trying to find them too. The good news: you get to start looking first. The bad news: your relatives intend to make sure they're the ones looking last. But chin up! How bad can it be?

More about Mystery House Advance Team member [Dan Shiovitz...](#)

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Mystery House Cracked by the Flippy Disk by Nick Montfort

The Flippy Disk's crack works "liberated" digital art into Mystery House in a deft demonstration of what the hackers of the home computer era called "skillz."

More about the Mystery House Advance Team member known as [The Flippy Disk ...](#)

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Mystery House Makeover by Adam Cadre

Cadre joins early home computing to a ritual of today's popular culture, offering a disturbing transformation of domestic space that he achieves with his trademark je ne sais quoi.

Adam Cadre is author of numerous works of interactive fiction (including *Varicella*, winner of the 1999 XYZZY Award for Best Game) and the novel *Ready, Okay!*

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Casa Tomada by Daniel Garrido

Timelines converge in Casa Tomada, where Roberta Williams's house is joined to the disturbing world of a Julio Cortázar story whose title translates as "House Taken Over." Illustrations by Javier Castro. Casa Tomada is in Spanish.

Daniel Garrido, a.k.a. dhan, is the editor of the SPAC newsletter on interactive fiction and author of the interactive fiction *Ocaso Mortal*.

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[You wake up itching.] by Michael Gentry

With illustrations subtly changed but in a style like the original, and with new sorts of disorientation at play, this version of *Mystery House* becomes disturbingly inflected.

Michael Gentry is an interactive fiction author who created the Lovecraft-inspired *Anchorhead* as well as the perplexing and disturbing *Little Blue Men*.

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Glass Boxes by Yune Kyung Lee and Yoon Ha Lee

No stones are thrown in this richly re-illustrated *Mystery House*, where East replaces West and the play of theater is substituted for the sketchy intrigue of the original.

Yoon Ha Lee is author of *The Moonlit Tower* and *Swanglass*. This is her first interactive fiction collaboration with her sister, Yune Kyung Lee, who is a librarian at Stanford University.

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Mystery House Remixedup by Scott Rettberg

The literary peripatations and twitches seen in the famous hypertext novel *The Unknown* come to inhabit the mostly blank page of the Williams's classic.

Scott Rettberg is co-author of *The Unknown*, co-founder of the Electronic Literature Organization, and assistant professor of new media studies at Richard Stockton College of New Jersey.

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Mystery House Possessed by Emily Short

This intricate all-text reworking draws on the Gothic, as well as *Clue*, to simulate seven

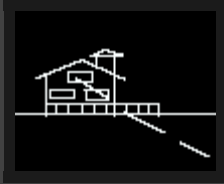


characters working to outwit the killer in their midst.

More about Mystery House Advance Team member [Emily Short...](#)

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Mystery House Nightmared by Art Destroyer

The physically-impossible illegitimate love-child of Picasso, Adobe and Mondrian. On drugs. On the road. Going 400 miles per hour. Optical nerves, beware.

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Mystery House: Occluded Vengeance by Guy Minor

In Mystery House: Occluded Vengeance, author Guy Minor molds an anonymously written Renaissance revenge tragedy around a skeletal plot rich with possibilities for murder and mayhem, supplying background and motive, if not sense and sanity, to the events of the original Mystery House.

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