

navigation

- [Main Page](#)
- [Community portal](#)
- [Current events](#)
- [Recent changes](#)
- [Random page](#)
- [Help](#)

categories

- [Basics](#)
- [Games](#)
- [People](#)
- [Competitions](#)
- [Authoring Systems](#)
- [Interpreters](#)
- [The Glossary](#)
- [Tutorials](#)

search

toolbox

- [What links here](#)
- [Related changes](#)
- [Special pages](#)
- [Printable version](#)
- [Permanent link](#)

Mystery House Taken Over

The first graphical IF game, *Mystery House* by [Ken](#) and [Roberta Williams](#) for [On-Line Systems](#) (later [Sierra](#)) was reverse engineered into Inform and made available for creative alterations. The MHTO site opened to the public on March 15, 2005.

(See also [Collection](#) for similar projects.)

Games

The original collection, as released on March 15th:

- [Where There's a Will](#) ([Dan Shiovitz](#); Z-code).
- [Mystery House Cracked by the Flippy Disk](#) ([Nick Montfort](#); Glulx).
- [Mystery House Makeover](#) ([Adam Cadre](#); Glulx).
- [Casa Tomada](#) ([Daniel Garrido](#); Glulx). [Spanish](#).
- [\[You wake up itching.\]](#) ([Michael Gentry](#); Glulx).
- [Glass Boxes](#) ([Yune Kyung Lee](#) and [Yoon Ha Lee](#); Glulx).
- [Mystery House Remixedup](#) ([Scott Rettberg](#); Glulx).
- [Mystery House Possessed](#) ([Emily Short](#); Z-code).
- [Mystery House Nightmared](#) ([Art Destroyer](#); Glulx).

Games added after March 15th:

- [Mystery House: Occluded Vengeance](#) ([Guy Minor](#); 26-Mar-2005; Glulx).

Links

- [Mystery House Taken Over](#) . The event site.

Reviews

- [Reviews](#) by [Jessica Knoch](#).

Categories: [Events](#) | [2005](#)