

# "SCAPEGHOST" CLUES

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This clue sheet starts with alphabetical lists of the three parts of "Scapeghost".

Each part has General Hints, Objects/Ghosts and Places. Look down the appropriate list to find what you want to know about, then turn to the entries whose numbers follow, in brackets.

If you want to find something, use the number after "where". For details of it, use the number after "dtl" (details).

For example, if you want to know about the Pebble in part 1, look at its entry, 119. For details, look up the number after "dtl" and turn to entry 680. This gives very brief information and refers you to 670 for more. And so on...

## GENERAL HINTS FOR PART 1

- |          |                                 |           |                               |
|----------|---------------------------------|-----------|-------------------------------|
| <b>1</b> | Beginning the game: (637).      | <b>6</b>  | Going places: (601).          |
| <b>2</b> | Finding things: (601).          | <b>7</b>  | Light: (602).                 |
| <b>3</b> | Finishing part 1: (751).        | <b>8</b>  | Orders of ghosts etc.: (568). |
| <b>4</b> | Getting Stronger: (670).        | <b>9</b>  | People: (770).                |
| <b>5</b> | Ghosts and Ghost Powers: (551). | <b>10</b> | Scoring for part 1: (701).    |

## OBJECTS/GHOSTS ETC. IN PART 1

- |           |  |           |   |
|-----------|--|-----------|---|
| <b>20</b> | abbey: where (49), dtl (603).                    | <b>52</b> | company: see (554).                         |
| <b>21</b> | Alan Chance: where (187), dtl (586).             | <b>53</b> | Conway, Violet: where (189), details (835). |
| <b>22</b> | Alex Pym: where (552), dtl (706).                | <b>54</b> | copper beech: where (511), dtl (569).       |
| <b>23</b> | altar: where (605), dtl (842).                   | <b>55</b> | crack of doom: where (702), details (842).  |
| <b>25</b> | bags: where (204), dtl (643).                    | <b>56</b> | criminal: where (64), dtl (555).            |
| <b>26</b> | bailiff: where (748), dtl (812).                 | <b>57</b> | crosses: where (660), dtl (802).            |
| <b>27</b> | barrel: where (104), dtl (734).                  | <b>60</b> | Daily Mail: where (64), dtl (703).          |
| <b>28</b> | beast: where (702), dtl (666).                   | <b>61</b> | Danby, Joe: where (714), dtl (604).         |
| <b>29</b> | beech tree: where (511), dtl (569).              | <b>62</b> | David Ridge: where (183), dtl (843).        |
| <b>30</b> | bell: where (201), dtl (779).                    | <b>63</b> | Dean, Edith: where (184), dtl (805).        |
| <b>31</b> | Bert Willmot: where (190), dtl (849).            | <b>64</b> | detective: where (187), dtl (555).          |
| <b>32</b> | bone: where (65), dtl (609).                     | <b>65</b> | dog: where (520), dtl (653).                |
| <b>33</b> | bottle: where (150), dtl (518).                  | <b>66</b> | dogwood: where (205), dtl (807).            |
| <b>34</b> | bulb: where (201), dtl (683).                    | <b>67</b> | door of church: where (560), details (608). |
| <b>35</b> | bushes: see (171) and (172).                     | <b>68</b> | door of shed: where (202), dtl (704).       |
| <b>36</b> | button: where (201), dtl (752).                  | <b>69</b> | drugs: where (44), dtl (651).               |
| <b>40</b> | candle: where (23), dtl (606).                   | <b>70</b> | Edna Willmot: where (206), dtl (811).       |
| <b>41</b> | card, white: where (164), dtl (671).             | <b>71</b> | Edith Dean: where (181), dtl (805).         |
| <b>42</b> | card, yellow: where (74), dtl (684).             | <b>72</b> | eleventh commandment: see (556).            |
| <b>43</b> | carrier bag (dog's): where (201), details (512). | <b>73</b> | emblem: where (748), dtl (753).             |
| <b>44</b> | carrier bags: where (204), dtl (643).            | <b>74</b> | faded wreath: where (90), dtl (611).        |
| <b>45</b> | cart: where (553), dtl (518).                    | <b>75</b> | fishbone: where (65), dtl (609).            |
| <b>46</b> | carvings: where (138), dtl (801).                | <b>76</b> | frame, wooden: where (580), details (597).  |
| <b>47</b> | cenotaph: where (652), dtl (597).                | <b>77</b> | fungus: where (748), dtl (844).             |
| <b>48</b> | Chance, Alan: where (187), dtl (586).            | <b>80</b> | gates: where (513), dtl (654).              |
| <b>49</b> | church: where (638), dtl (603).                  | <b>81</b> | ghosts: where (610), dtl (568).             |
| <b>50</b> | colleagues: where (116), dtl (607).              | <b>82</b> | gloves: where (675), dtl (804).             |
| <b>51</b> | Colonel Rycroft: where (658), details (759).     | <b>83</b> | gnomon: where (557), dtl (862).             |
|           |  | <b>84</b> | gravel: where (184), dtl (839).             |

- 85** graves: where (353), dtl (597).  
**86** green wreath: where (206), dtl (705).  
**87** hammer: where (754), dtl (514).  
**88** handle: where (68), dtl (712).  
**89** headstone: where (660), dtl (597).  
**90** heap of branches: where (559), details (611).  
**91** hedgehog: where (185), dtl (769).  
**92** hieroglyphs: where (40), dtl (672).  
**93** Joe Danby: where (714), dtl (604).  
**94** Key: where (195), dtl (734).  
**95** lantern: where (191), dtl (844).  
**96** leaf: where (179), dtl (680).  
**97** lever, short: where (104), dtl (734).  
**98** lever, medium: where (104), dtl (734).  
**99** lever, long: where (104), dtl (734).  
**100** light: where (515), dtl (602).  
**101** light bulb: where (201), dtl (683).  
**102** light (spotlight): where (76), details (655).  
**103** light switch: where (201), dtl (673).  
**104** lock: where (68), dtl (712).  
**105** long lever: where (104), dtl (734).  
**110** magazine: where (676), dtl (845).  
**111** marigolds: where (558), dtl (518).  
**112** matchbook: where (656), dtl (517).  
**113** me: where (187), dtl (586).  
**114** medium lever: where (104), dtl (734).  
**115** mound of earth: where (187), dtl (597).  
**116** mourners: where (187), dtl (607).  
**117** newspaper: where (194), dtl (657).  
**118** new wreath: where (187), dtl (840).  
**119** pebble: where (187), dtl (680).  
**120** petal: where (659), dtl (680).  
**121** plinth: where (138), dtl (611).  
**122** police: where (116), dtl (607).  
**123** push-button: where (201), dtl (752).  
**124** Pym, Alex: where (552), dtl (706).  
**125** relatives: where (116), dtl (607).  
**126** Ridge, David: where (183), dtl (843).  
**127** rope handle: where (68), dtl (712).  
**128** Rycroft: where (658), dtl (759).  
**130** sarcophagus: where (580), dtl (152).  
**131** seat: where (560), dtl (518).  
**132** sepulchre: where (559), dtl (709).  
**133** shed: where (559), dtl (755).  
**134** short lever: where (104), dtl (734).  
**135** shovel: where (162), dtl (597).  
**136** spotlight: where (76), dtl (655).  
**137** statue: where (519), dtl (662).  
**138** stonework: where (179), dtl (611).  
**139** sundial: where (176), dtl (564).  
**140** supervisor: where (663), dtl (518).  
**141** switch: where (201), dtl (673).  
**142** thermometer: where (580), dtl (707).  
**143** thistledown: where (192), dtl (680).  
**144** time: see (805).  
**145** Time magazine: where (676), dtl (845).  
**147** urn: where (130), dtl (664).  
**150** vandals: where (520), dtl (678).  
**151** vase: where (181), dtl (825).  
**152** vault: where (580), dtl (709).  
**153** Violet Conway: where (205), details (835).  
**154** vodka: where (150), dtl (597).  
**155** wall of abbey/church: where (580), details (863).  
**156** watch: where (201), dtl (809).  
**157** white card: where (118), dtl (671).  
**158** Willmot, Bert: where (206), dtl (849).  
**159** Willmot, Edna: where (206), dtl (811).  
**160** wind chimes: where (170), dtl (779).  
**161** window: where (202), dtl (710).  
**162** workman: where (663), dtl (518).  
**163** worms: where (806), dtl (756).  
**164** wreath, new: where (187), dtl (840).  
**165** wreath, green: where (206), dtl (705).  
**166** wreath, faded: where (90), dtl (611).  
**167** writing: where (829), dtl (839).  
**168** yellow card: where (74), dtl (684).  
**169** yew: where (560), dtl (518).

## PLACES IN PART 1

- 170** bed of roses: where (748), dtl (711).  
**171** bushes, dogwood: where (205), details (807).  
**172** bushes, elder: where (558), dtl (676).  
**173** car park: where (521), dtl (654).  
**174** cenotaph: where (652), dtl (597).  
**175** church/chapel: where (638), dtl (603).  
**176** circular clearing: where (511), details (139).  
**177** Colonel Rycroft's grave: where (665), details (795).  
**178** conclave: where (191), dtl (757).  
**179** copper beech: where (511), dtl (569).  
**180** David Ridge's grave: where (679), details (147).  
**181** Edith Dean's grave: where (685), details (805).  
**182** gate: where (560), dtl (521).  
**183** grave, David Ridge: where (679), details (147).  
**184** grave, Edith Dean: where (685), details (805).  
**185** grave, forgotten: where (690), details (890).  
**186** grave, Joe Danby: where (667), details (714).

- 187** grave, mine: where (522), dtl (846).
- 188** grave, Rycroft: where (665), details (795).
- 189** grave, Violet Conway: where (559), details (835).
- 190** graves, Willmot: where (667), details (810).
- 191** grotto: where (715), dtl (865).
- 192** Joe Danby's Grave: where (667), details (714).
- 193** paddock: where (748), dtl (865).
- 194** path: where (669), dtl (762).

- 195** reliquary: where (170), dtl (808).
- 196** road: where (521), dtl (565).
- 200** sepulchre: where (559), dtl (709).
- 201** shed, inside: where (668), details (768).
- 202** shed, outside: where (618), details (704).
- 203** spring: where (191), dtl (865).
- 204** vault: where (580), dtl (565).
- 205** Violet Conway's grave: where (559), details (835).
- 206** Willmot graves: where (667), details (810).

## **GENERAL HINTS FOR PART 2**

- 210** Beginning part 2: (716).
- 211** Evidence: dtl (576).
- 212** Finding things: (601).
- 213** Finishing part 2: (739).
- 214** Ghosts and Ghost Powers: (763).
- 215** Going places: (601).
- 216** Light: (777).
- 217** Orders of ghosts: (720).
- 218** Scoring for part 2: (831).

## **OBJECTS/GHOSTS ETC. IN PART 2**

- 230** Alan Chance: where (353), dtl (586).
- 231** alcove: where (523), dtl (717).
- 232** aluminium foil: where (264), details (883).
- 233** amaranth: where (748), dtl (830).
- 234** body: where (758), dtl (902).
- 235** bookmark: where (261), dtl (729).
- 236** bottle, broken: where (731), details (597).
- 237** bottle of whisky: where (364), details (761).
- 238** branch: where (265), dtl (894).
- 239** briefcase: where (571), dtl (729).
- 240** bulb, clear: where (300), dtl (764).
- 241** bulb, pearl: where (301), dtl (728).
- 242** bushido: where (767), dtl (847).
- 243** card, plastic: where (773), dtl (292).
- 245** Chance, Alan: where (353), dtl (586).
- 246** chimney: where (813), dtl (907).
- 248** cloud of vapour: where (782), details (903).
- 249** cobwebs: where (572), dtl (518).
- 250** cornucopia: where (524), dtl (681).
- 251** curtains: where (364), dtl (921).
- 260** Danby, Joe: where (353), dtl (720).
- 261** directory: where (360), dtl (539).
- 262** divining rod: where (271), dtl (875).
- 263** dead body: where (758), dtl (902).
- 264** dispenser: where (364), dtl (611).
- 265** ditch: where (362), dtl (641).
- 267** door, bricked-up: where (813), details (881).
- 268** envelope: where (261), dtl (928).
- 269** evidence: where (576), dtl (576).
- 270** extension lead: where (350), details (911).
- 271** Fata Morgana: where (732), dtl (750).
- 272** fire: where (939), dtl (837).
- 273** firemen: where (563), dtl (837).
- 274** fireplace: where (367), dtl (858).
- 275** flourescent light: where (365), details (619).
- 276** foil: where (264), dtl (883).
- 277** footsteps: where (371), dtl (682).
- 280** ghosts: (615).
- 281** gnostic: where (525), dtl (812).
- 282** grandfather clock: where (365), details (766).
- 283** graves: where (353), dtl (565).
- 284** hand: where (718), dtl (852).
- 285** harness: where (748), dtl (900).
- 286** headlights: where (373), dtl (529).
- 287** headstone: where (353), dtl (518).
- 288** herbs: where (358), dtl (597).
- 289** house: where (566), dtl (726).
- 290** ice: where (736), dtl (721).
- 291** icon: where (419), dtl (616).
- 292** ID card: where (773), dtl (729).
- 293** images: where (526), dtl (797).
- 294** ivy: where (827), dtl (827).
- 295** Joe Danby: where (353), dtl (720).
- 296** joss: where (614), dtl (561).
- 300** lampholder in hall: where (360), details (619).
- 301** lampholder in kitchen: where (364), details (728).
- 302** lead, extension: where (350), details (911).
- 303** lid: where (331), dtl (722).
- 304** light: (777).
- 305** light, ancient: where (562), details (733).
- 306** light, flourescent: where (365), details (619).

- 307** light from headlights: where (373), details (529).
- 308** light in hall: where (360), dtl (619).
- 309** light in kitchen: where (364), details (728).
- 310** light on landing: where (365), details (619).
- 311** lightbulb, clear: where (300), details (764).
- 312** lightbulb, pearl: where (301), details (728).
- 313** lightbulb, spare: where (790), details (748).
- 314** lilly: where (748), dtl (577).
- 315** Luke's ghost: where (365), dtl (899).
- 316** map: where (238), dtl (729).
- 317** me: where (353), dtl (586).
- 318** mirror: where (352), dtl (617).
- 320** open secret: where (816), dtl (896).
- 321** ouija board: where (748), dtl (688).
- 322** owl: where (565), dtl (597).
- 323** panel: where (282), dtl (927).
- 324** paper, charred: where (858), details (729).
- 325** pendulum: where (247), dtl (518).
- 326** plug: where (270), dtl (911).
- 327** puddle of whisky: where (782), details (903).
- 328** socket: where (270), dtl (911).
- 329** switch in hall: where (360), details (619).
- 330** switch in kitchen: where (364), details (898).
- 331** tank: where (350), dtl (870).
- 332** telephone: where (360), dtl (527).
- 333** tower: where (353), dtl (565).
- 334** trap: where (828), dtl (815).
- 340** wall behind ivy: where (827), details (858).
- 341** walls: where (621), dtl (852).
- 342** water: where (265), dtl (578).
- 343** wergild: where (748), dtl (737).
- 344** whisky: where (237), dtl (761).
- 345** workmen: where (333), dtl (783).

## **PLACES IN PART 2**

- 350** attic: where (567), dtl (581).
- 351** backwater: where (715), dtl (708).
- 352** bathroom: where (363), dtl (622).
- 353** cemetery: where (522), dtl (565).
- 354** clink: where (748), dtl (528).
- 355** copper beech: where (353), dtl (569).
- 357** garden, front: where (566), dtl (597).
- 358** garden, herb: where (530), dtl (798).
- 359** green, village: where (537), details (529).
- 360** hall: where (363), dtl (619).
- 362** herb garden: where (530), dtl (798).
- 363** house: where (566), dtl (726).
- 364** kitchen: where (363), dtl (918).
- 365** landing: where (738), dtl (876).
- 366** lich-way: where (748), dtl (582).
- 367** lounge: where (363), dtl (853).
- 370** Ridgeway: where (715), dtl (691).
- 371** stairs: where (363), dtl (884).
- 372** tower: where (353), dtl (565).
- 373** village, green: where (537), dtl (529).
- 374** wen: where (715), dtl (623).

## **GENERAL HINTS FOR PART 3**

- 380** Beginning part 3: (785).
- 381** Finding things: (601).
- 382** Finishing part 3: (851).
- 383** Ghosts and Ghost Powers: (860).
- 384** Going places: (601).
- 385** Helping the Police: (856).
- 386** Light: (891).
- 387** Orders to people: (787).
- 388** Scoring for part 3: (904).

## **OBJECTS/GHOSTS ETC. IN PART 3**

- 389** Alan Chance: where (487), dtl (586).
- 390** angel: where (742), dtl (880).
- 391** Asphodel: where (828), dtl (788).
- 392** Beano: where (393), dtl (531).
- 393** Big John: where (536), dtl (856).
- 394** bottle: where (470), dtl (565).
- 395** briefcase: where (494), dtl (947).
- 396** broken glass: where (743), dtl (692).
- 397** bucket: where (480), dtl (624).
- 398** bulb: where (430), dtl (882).
- 400** cards: where (422), dtl (518).
- 401** cat: where (480), dtl (594).
- 402** chair: where (481), dtl (597).
- 403** Chance, Alan: where (487), dtl (586).
- 404** church: where (483), dtl (565).
- 405** cigarette: where (791), dtl (597).
- 406** circuit breaker: where (408), details (532).
- 407** connectors: where (478), dtl (626).
- 408** cupboard: where (490), dtl (909).
- 409** curtains: where (470), dtl (925).
- 410** door, heavy oak: where (583), details (693).

- 411** farmhouse: where (533), dtl (891).  
**412** Flibbertigibbet: where (828), details (700).  
**413** fox: where (828), dtl (817).  
**414** gag: where (595), dtl (627).  
**415** glass, broken: where (743), dtl (692).  
**416** hammer: where (481), dtl (878).  
**417** hay: where (493), dtl (611).  
**418** holy water: where (442), dtl (540).  
**419** H.U.G.E: where (694), dtl (596).  
**420** jacket: where (422), dtl (584).  
**421** John B: where (536), dtl (856).  
**422** John Q: where (818), dtl (905).  
**423** journal: where (828), dtl (838).  
**424** Jude: where (818), dtl (826).  
**425** Kali: where (628), dtl (535).  
**426** key: where (440), dtl (697).  
**430** lampholder: where (470), dtl (611).  
**431** light: (891).  
**432** lightbulb: where (430), dtl (882).  
**433** me: where (487), dtl (586).  
**434** merry maidens: where (828), dtl (792).  
**435** money: where (422), dtl (895).  
**436** movements: where (470), dtl (820).  
**437** newspaper: where (821), dtl (565).  
**438** Pearson, Sarah: where (949), details (936).  
**439** phial: where (442), dtl (418).  
**440** pocket: where (420), dtl (584).  
**441** police: where (630), dtl (856).  
**442** priest: where (483), dtl (591).  
**443** Professor: where (818), dtl (692).  
**444** ropes: where (482), dtl (692).  
**445** rubble: where (483), dtl (542).  
**446** Sarah Pearson: where (949), details (936).  
**447** Severian: where (818), dtl (826).  
**448** shelf: where (481), dtl (908).  
**449** skull: where (632), dtl (632).  
**450** sprayer: where (417), dtl (698).  
**451** stair which creaks: where (502), details (861).  
**452** table: where (494), dtl (795).  
**453** taxi: where (472), dtl (946).  
**454** tyres of taxi: where (453), dtl (633).  
**455** tyres of van: where (460), dtl (793).  
**460** van: where (744), dtl (857).  
**461** vault: where (549), dtl (565).  
**462** vicar: where (483), dtl (591).  
**463** Weasel: where (855), dtl (917).  
**464** water, holy: where (442), dtl (540).  
**465** whetstone: where (748), dtl (648).  
**466** whisky: where (394), dtl (565).  
**467** window: where (470), dtl (699).  
**468** wires: where (478), dtl (687).

### PLACES IN PART 3

- 470** attic: where (588), dtl (856).  
**471** back of the cellar: where (481), details (929).  
**472** barn, back of: where (543), dtl (940).  
**473** barn, inside: where (547), dtl (796).  
**474** bathroom: where (745), dtl (597).  
**475** bedrooms: where (745), dtl (518).  
**476** bench: where (634), dtl (707).  
**477** beside the farmhouse: where (593), details (597).  
**478** behind the farmhouse: where (822), details (407).  
**480** catacombs: where (715), dtl (632).  
**481** cellar: where (544), dtl (916).  
**482** cellar, back of: where (824), details (929).  
**483** cemetery: where (522), dtl (635).  
**484** cemetery, outside: where (545), details (645).  
**485** exorcised graves: where (746), details (540).  
**486** farmyard: where (794), dtl (597).  
**487** grave, mine: where (483), dtl (834).  
**490** hallway: where (492), dtl (909).  
**491** Hell-fire Club: where (636), dtl (859).  
**492** house: where (533), dtl (891).  
**493** inside the barn: where (547), details (796).  
**494** kitchen: where (747), dtl (906).  
**495** lake: where (715), dtl (578).  
**496** living room: where (836), dtl (802).  
**497** my grave: where (522), dtl (635).  
**500** outhouse: where (477), dtl (518).  
**501** outside the cemetery: where (545), details (645).  
**502** stairs, top of: where (550), details (861).  
**503** steps: where (600), dtl (869).

### Answers

- 510** Hello again! It must be a good few month since we last met. See (854).  
**511** Roughly NW of where I started.  
**512** There's no way to save it.  
**513** At the edges of the cemetery.  
**514** Can be used to hit the (163).  
**515** In many places.  
**516** It's beyond (26).  
**517** Evidence that (64) is one of the gang. Not that I needed it.

- 518** Just scenery.
- 519** Examine the (121).
- 520** First seen at darkness, wandering about the graveyard.
- 521** I couldn't leave the cemetery on my first night (i.e. in part 1).
- 522** Where I started.
- 523** Hidden.. Almost. See (534).
- 524** Keeps cropping up in cluesheets.
- 525** Second to fifth century.
- 526** In and around the House. To see them, just concentrate.
- 527** Disconnected. See (518).
- 528** Destination of the gangsters.
- 529** Avoid each car. See (538).
- 530** West of the Front Garden.
- 531** Classic British comic. Scenery.
- 532** Stops the main electricity coming back on. See (546).
- 533** North of the farmyard. To enter, turn off the lights. See (407).
- 534** Behind something. See (318).
- 535** Hindu goddess of destruction. See (541).
- 536** Usually on lookout; in the Attic.
- 537** East and north of the Cemetery.
- 538** Go south of the green, wait for it to pass, and try again (548).
- 539** Out-of-date telephone number list.
- 540** Deadly to ghosts. Run away! I dared not to visit exorcised places.
- 541** You can't have creation without destruction (thermodynamics), yet Christians and humanist often falsely equate destruction with evil. Hindus are more sensible.
- 542** Remains of fallen church tower.
- 543** West of "Inside the Barn". I could never go there in person.
- 544** Beyond the locked door (410).
- 545** West and south from my grave.
- 546** Push it.
- 547** Where the van goes. See (460).
- 548** There is just enough time to go north across the green.
- 549** Almost buried by Rubble (445).
- 550** Up from the Hallway.
- 551** My powers were limited in part 1, see (670), but there a several other ghosts to help, see (568).
- 552** "Disguised". Examine (137) etc. and see (706).
- 553** Driven by the Supervisor.
- 554** When lots of ghosts are following, they are called this. See (568).
- 555** The one of the drugs squad who set me up, I couldn't do anything against him yet.
- 556** Thou shalt not get found out.
- 557** Part of the Sundial. See (564).
- 558** North of Violet's grave.
- 559** Due west of my grave.
- 560** South of the Church.
- 561** Idol where you stick joss sticks.
- 562** In the Church etc.
- 563** Arrive to douse a fire. See (272).
- 564** Push it. And see (575).
- 565** Just scenery in this part.
- 566** To the north side if the Village Green (359). And see (286).
- 567** Above the landing.
- 568** I would need help from all eight other ghosts. See (585) for a list of ghosts and (598) for a list of things they could help with. The (65) helped too.
- 569** Examine the Stonework, etc. And see details of the specific objects.
- 570** Q. Why would police drivers make good ghosts? A. See (579).
- 571** Hidden in the (231).
- 572** In the Attic and other places.
- 573** Comes to life in the (195).
- 574** Sarah should wait nearby, e.g. in (408), and be ordered to get the Briefcase, when it was left unguarded. See (897).
- 575** Get another ghost to do this at the same time.
- 576** There is Evidence in and around the house; study the (293) to find some of them, and see (589) for details.
- 577** Flower associated with death.
- 578** Flowing water is a barrier to ghosts etc. So see (592).
- 579** If you're sure, see (587).
- 580** East of the Church.
- 581** Something is hidden. See (331).
- 582** Funeral route to graveyard.
- 583** Downstairs from the Hallway.
- 584** Search it.
- 585** They are (22), (31), (51), (62), (70), (71), (93) and (153).
- 586** The hero of this game. A ghostly ex-policeman. Examine me.
- 587** Because of all their practice, rushing about going , "Whoo! Whoo!"
- 588** Above the Top of the Stairs (502).
- 589** There are five items. See (629). See (739) for where to put them.
- 590** These are insulated and just scenery. But see (407).
- 591** Avoid him. Run away!
- 592** But after using my powers I could reach across. See (612).
- 593** Northeast from the Farmyard (486).
- 594** Animals can see ghosts.

- 595** Worn by Sarah in the cellar.
- 596** Level 9's new arcade game system for 16-bit micros: the wHolly (or Holy) Universal Games Engine.
- 597** Just scenery.
- 598** The things are (68), (36), (155).
- 599** Wait until moonrise.
- 600** Leading down from the hallway.
- 601** Use GO TO place, or FIND thing, or FOLLOW person. See instructions.
- 602** Ghosts do not like light. They get weak in ordinary light, cannot go into brightly lit places, and are temporarily banished if caught by sudden light. See (101) to (102).
- 603** Ghosts cannot enter the church (aka chapel/abbey), but part could be used to block the gangsters' plans: (155).
- 604** Follow him, and when his "guided tour" is finished he will follow orders and help solve puzzles.
- 605** Inside the Church.
- 606** Flickers to reveal the presence of invisible ghosts.
- 607** The living learn of the past from ghosts. But in this game you, as a ghost, must learn from the living. Follow them.
- 608** There is no way in. See (603).
- 609** Remove to please the Dog. (Spirits CAN perform conjuring tricks with bones). See also (620).
- 610** In the Cemetery after dark.
- 611** Search it and use what's there.
- 612** Freeze the Water.
- 613** Sitting on the Wall.
- 614** Asia.
- 615** Only two ghosts are about tonight, Joe (295) and one other (315).
- 616** Symbol which the original artist thought meant something.
- 617** Something (231) is here. For what to do to the Mirror, see (625).
- 618** Beside the path, (559).
- 619** The switch in the hall controls both the hall light and that on the landing, above. See (631).
- 620** First pat the Dog a few times.
- 621** All over the place. The important one is (340).
- 622** Look in the mirror (617).
- 623** Cobbet's name for London.
- 624** I seemed to have kicked it.
- 625** Break it.
- 626** Carry power to the farmhouse. See (639).
- 627** Once the Ropes are cut, Sarah can remove it herself.
- 628** Everywhere.
- 629** They are (239), (268), (292), (316) and (324).
- 630** Approaching the Farm. But the gang would see them first, and escape, unless something was done.
- 631** See (642) before pushing it. Then see (647).
- 632** In thousands of "fantasy" games, but not in this game.
- 633** Must be deflated to help stop the [...] couldn't do it.. See (646).
- 634** Where the gang will go: in court.
- 635** Leave the cemetery as rapidly as possible.
- 636** West Wycombe in the 18th century.
- 637** Explore the cemetery. After dark, follow Joe and see (644).
- 638** West and south of my Grave.
- 639** Can be short-circuited. See (649).
- 640** Create an image in his camera.
- 641** I needed the Map. See (578).
- 642** Remove the clear bulb.
- 643** The gangster's drugs. Find a way to delay them. See (651).
- 644** Practice moving light objects (670), recruit fellow ghosts (568) and finish Part I (735).
- 645** Hide in the Van, until the Farm.
- 646** So Sarah had to be told to.
- 647** The only way to turn the light off again is found in the (364). See (883) for details.
- 648** A kind of bridge, perhaps.
- 649** Touch them with the Sprayer.
- 650** Push it across the Ouija Board.
- 651** Immobilise the bags. See (155).
- 652** Roughly northwest of My Grave.
- 653** Unlike humans, animals can see ghosts. And this one can help with heavy objects. See (661).
- 654** Scenery. I was not yet strong enough to leave the cemetery.
- 655** Prevents ghostly activities in the southern part of the graveyard. Press the (36) to turn it off, before tackling the (155).
- 656** Dropped by the detective.
- 657** To help tell the story.
- 658** Wandering near the Cenotaph.
- 659** Beneath the Marigolds.
- 660** All over the cemetery.
- 661** First help it: see (75). Then it copied when e.g. I tried to lift a heavy object. This was especially useful with the (118) and (127).
- 662** Hit it.
- 663** Doing things in the graveyard.
- 664** Pushed to impress Alex. I needed to be strong first, see (4).
- 665** North of the Cenotaph.
- 666** This is its number.
- 667** Due north of my grave.

- 668** Open the door. See (68).
- 669** Basically follows the Church wall.
- 670** At first, I was too weak to lift any but the lightest objects. But I found I could train my powers, see (687).
- 671** Showed the New Wreath was mine. See (42).
- 672** Ancient form of Icons. See (291).
- 673** Push to toggle the shed Lightbulb. See (683).
- 674** One of the undead.
- 675** On some kid, I guess.
- 676** Search (172).
- 677** Transfer to New Wreath. See (695).
- 678** They will be scared off if they think a night watchman is about. Use (101) in the Shed.
- 679** West of the Copper Beech.
- 680** Light object. See (670).
- 681** Worth looking into.
- 682** Indication that something nasty is upstairs. Watch out for (315).
- 683** This scares away the Vandals. See (678).
- 684** An indication that its wreath is Edna's. See (677).
- 685** South of the Sepulchre.
- 686** Prise it open with the (99).
- 687** Carry each light object, starting with the lightest. In order: (696).
- 688** Form of communication in which one person cheats and the others are amazed.
- 689** Carry electricity. There are insulated, but see (407).
- 690** I've forgotten.
- 691** My favourite long-distance path, ENE from Avebury along the Downs and Chiltern escarpment.
- 692** Use Broken Glass to cut the Ropes.
- 693** Ghosts can float through the wood, but I had to wait for it to be opened to take anything with me.
- 694** Only at Level 9.
- 695** Take this to the Willmot Graves. Unaided Ghosts are not strong enough, so see (65).
- 696** (143), (120), (96), (112), (119), (41), (42), (75), (146), (30) and (83).
- 697** Bend this van key to hinder the gang's escape.
- 698** Metal is a conductor. See (407).
- 699** Allowed Big John to watch for the Police; see (385). Just Scenery.
- 700** A gossippy spirit.
- 701** The score is 5 times my strength ("weight" of the heaviest object I carried), plus 25 for each ghost recruited (not Joe), 25 for dealing with the (136) and 50 for finishing. Total 300.
- 702** In the book of revelations.. relavat.. revlat.. In the Bible.
- 703** Crummy newspaper. See (657).
- 704** I had to open the door. See (712).
- 705** Bert's wreath, though Edna claims it's hers. Resolve their argument with (118).
- 706** Follows orders once woken. See (137).
- 707** Look at the Wall behind it (155).
- 708** Dig here.
- 709** Where the gangsters have hidden [...]
- 710** Scenery. Allows people to catch a glimpse of what's happening in the Shed. Especially the (150).
- 711** Roses are very nice. See (724).
- 712** First open the Lock (725) and then pull the Handle (719).
- 713** Recruit its owner.
- 714** Joe materialises after dark, like the other ghosts. See (604).
- 715** Not in this game.
- 716** Go to the House, see (529), and tackle anything there (315). Then see (576).
- 717** Small hiding place. See (523).
- 718** At the end of my arm.
- 719** Pull the Handle. The Door is opened if the (65) is around.
- 720** Only Joe will help in this part.
- 721** Has no bad effect on ghosts.
- 722** I could not move it, and so had to (727) instead.
- 723** Stop them from retrieving it. See (155).
- 724** Every kind of pest and disease loves them.
- 725** To open it requires four ghosts. See (734).
- 726** Investigate all the Images (797), collect evidence (576), and summon the authorities (273).
- 727** Get into the Tank (331).
- 728** First tackle the light in the Hall. Then see (883).
- 729** Evidence useful to the Police, in interpreting events at the house and tracking down the gang's new hideout. See (739).
- 730** Flowing underground.
- 731** Push the Bottle.
- 732** Possibly in "Lancelot".
- 733** Term in building laws, preventing blocking of neighbours' windows.
- 734** A Key works by pushing all the Levers at once, and turning the Barrel. See (741).
- 735** Block the gangsters by burying their loot. See (651).
- 736** Freeze the water. See (265).
- 737** Blood money.
- 738** Beware! It was not save to be here while (315) was about.



- 739** Leave all the evidence in one place, ideally in the (360), with something to attract attention, i.e. the (234), and summon the authorities (273).
- 740** On parts of (370), and elsewhere.
- 741** So I had to get four ghosts to do the same. See (749).
- 742** Heaven.
- 743** Drop the Bulb.
- 744** Outside of the Cemetery, and later in the Barn.
- 745** Off the Landing.
- 746** Most of the Cemetery. Avoid them like the plague.
- 747** East of the Hallway.
- 748** Not in this game.
- 749** E.g. JOE, WAIT 3, PUSH LONG LEVER. BERT, WAIT 2, PUSH MEDIUM LEVER. EDNA, WAIT 1, PUSH SHORT LEVER. TURN BARREL.
- 750** Morgan le Fey
- 751** Having recruited all the ghosts, see (551), the idea is to go for the gangsters weak point (643).
- 752** Controls the Spotlight and needs a firm push. See (760).
- 753** Another kind of Icon.
- 754** Not in this part.
- 755** To enter, see (68). Once inside, see (768).
- 756** Squirmy creatures. See (765).
- 757** Inward-looking gathering.
- 758** Hidden in the (350).
- 759** Will help, and follow orders, once the (150) are dealt with.
- 760** So get a ghost to help. See (775).
- 761** A very potent blend. See (771).
- 762** See individual objects.
- 763** See (720) for helpful ghosts. My powers had increased, see (780).
- 764** Remove, so that the landing light (310) will work alone. See (619).
- 765** For every animal which dies in blood sports or experiments, millions die on farms. Sliced by ploughs, poisoned by chemicals etc. etc. And why don't people object to this carnage? See (774).
- 766** Falls downstairs if pushed (776).
- 767** Japan.
- 768** See details for the Bell (779), Button (752) and Switch (673).
- 769** Cute animal which eats (163).
- 770** Could not even see me clearly until I learnt manifestation in part 3. Until then, only ghosts and animals could help.
- 771** The vapour (782) would burn. See (903).
- 772** Ghosts have the secret of eternal life. See (945).
- 773** Buried somewhere. See (778).
- 774** Because the animals are worms, and worms aren't cuddly. So they don't count.
- 775** E.g. JOE, WAIT 1, PUSH BUTTON, PUSH BUTTON
- 776** The Clock can be used to drag the (270) behind it.
- 777** Ghosts do not like lights. For details, see (306) - (310).
- 778** I dug in the Herb Garden. But I needed to know where. See (797).
- 779** Makes a noise. See (786).
- 780** I could concentrate to see astral Images in some places (797), and put my hand through walls (858).
- 781** Evaporating and producing (248).
- 782** Push the Bottle and it breaks, producing (327) and (248). And see (903).
- 783** Clearing away the rubble, but the gang's drugs will be buried for a while yet.
- 784** Hedge tree.
- 785** Escape the graveyard via the (460), and enter the farmhouse (891). Then see (385).
- 786** Violet can hear it. See (799).
- 787** Apart from at the very start of this part, Sarah would follow orders if she could hear them. For this, I had to be manifest (visible and audible to people). She could hide herself and help with (395), (453) and (460).
- 788** Plant genus associated with death, see (314).
- 789** Why does a saintly policeman glow brightly? See (943).
- 790** There isn't one. Perhaps someone has borrowed it.
- 791** Smoked by one of the gang.
- 792** A stone circle.
- 793** Deflate to hinder the gang's escape at the end.
- 794** East of where the Van stops.
- 795** Basically scenery.
- 796** Search the Hay. And see (455).
- 797** There are astral Images in and around the House, recording violent events from the past. Concentrate to see them.
- 798** Something was hidden here, see (778). And I needed the Map (268).
- 799** Tie it to the Dogwood Bush, so she can locate her "home".
- 800** Guards the Village Green.
- 801** The have no real use, but may be worth examining.
- 802** Scenery.
- 803** Will co-operate once she has "her" Wreath. See (811).
- 804** Protect my hand from the influence.

- 805** Edith will only help once time has ended. This involves one of several awful puns. See (814).
- 806** In the ground, see (748).
- 807** Sway in the breeze. See (835).
- 808** Gave me increased energy.
- 809** Drop in the Vase.
- 810** Both are "friendly" and (849).
- 811** Unfortunately, her wreath is the faded one (74) but she won't believe it. So see (819).
- 812** Someone familiar with ghosts.
- 813** In the Lounge, in the youth wall between it and the ivy-covered wall, next to the Lawn outside.
- 814** See (145), (156) or (167).
- 815** Push the button to trigger it, then leave before it operates.
- 816** Everybody knows where it is.
- 817** Furry animal. See Worms (756).
- 818** Normally in the Kitchen.
- 819** Replace the White Card on the New Wreath (118) by the Yellow Card (168) and take it to her. But see (832).
- 820** These are hints of approaching Police, see through the Window. See (856).
- 821** Not in this part.
- 822** NE and north from the Farmyard.
- 823** Get the Bell and see (799).
- 824** Northern part of the Cellar (481).
- 825** Drop the Watch in it.
- 826** Irrelevant gang member.
- 827** On the south wall of the House, above the Lawn. It matches the outside of (267).
- 828** Not in this game.
- 829** Write in the Gravel.
- 830** Eternal flower.
- 831** Twenty points for each of the 5 pieces of evidence found, see (576), and five points for each one that is left in the (360). And see (841).
- 832** It's too heavy. See (65).
- 833** Beside the Chimney. See (813).
- 834** Leave before it's exorcised.
- 835** Violet will help once there's a source of sound to follow home. See (823).
- 836** North of the Hallway.
- 837** A large Fire (272) was quickly followed by the arrival of firemen. Give them a reason to summon the police immediately. See (234).
- 838** Publication with no VAT, unlike e.g. Level 9's publications. I think there should be VAT on everything, to avoid anomalies, with other taxes slightly reduced and benefits raised to compensate. VAT (purchase tax) is a Good Thing, as it falls on local goods and imports the same, unlike e.g. income taxes which increase the costs of local products alone and so benefits imports.
- 839** Write "time" in the gravel and then erase it. Yeuch!
- 840** Helps to recruit (70).
- 841** Ten points each for reaching (357), (365) and (350); fifty points for the ghost business (315), and see (848).
- 842** [missing]
- 843** Will help once impressed with my strength. Use the Urn (664).
- 844** Its influence strengthens ghosts.
- 845** Take to Edith. See (888).
- 846** I always returned here when struck by bright light, but the location has no other power.
- 847** Martial art.
- 848** Plus twenty five each for seeing Images, summoning the authorities (273) and finishing. There are penalties if either you or Joe are banished, even temporarily.
- 849** Will co-operate once Edna has "her" Wreath. See (811).
- 850** This scares him to death.
- 851** Distract John from seeing the Police approaching (856), free Sarah (858), store the evidence in safety (901), and block the gangsters' escape (934).
- 852** I could put my hand through walls, but this only mattered in one place. See (340).
- 853** Something is hidden. Watch the images (797) and find the (324).
- 854** Scapeghost is Level 9's last text adventure planned, so I hope you enjoy the game – Pete.
- 855** Initially in the Cemetery. Drives back to the farmhouse, where he plays cards in the Kitchen and occasionally visits the Cellar.
- 856** Big John's job is to look out from the Attic and warn of approaching police. See (864).
- 857** Hide inside it to follow the gangsters to their base. Later on, see (867).
- 858** There was some charred paper (324) trapped in the Chimney. See (866).
- 859** Proof that the right name gets you remembered.
- 860** I was the only ghost around, but my powers had increased. See (874).

- 861** Push the squeaky stair (451) at the right time. And see (856).
- 862** Take to Edith. Another bad pun.
- 863** The church wall looks fragile, and were it to fall it would bury the vault below. See (873).
- 864** When movement was seen outside the Window, and only than, I had to scare and distract Big John before he noticed. See (871).
- 865** Pray here to summon a friend.
- 866** But I couldn't quite reach it from inside the house. See (872).
- 867** Bend its (426), and see (930).
- 868** When Sarah is in the Cellar, cut her bonds with (396); to get it there see (410). Then see (877).
- 869** Lead down to the Cellar. For details of the Door, see (693).
- 870** Something nasty is hidden here, see (727).
- 871** This would happen five times, and each distraction worked once. See (451), (398), (409), (879) & (886), And (897) for more information.
- 872** And I wasn't quite sure where it was, to reach it from the outside. See (881).
- 873** Push it, when all the other ghosts are there to help.
- 874** I could carry light objects (450), become manifest (visible), see (387) and (897), heat or cool things (893), and see (885).
- 875** Twitches as other ghosts arrive.
- 876** Make use of the Clock.
- 877** I became manifest (visible) to dispose of the Weasel, see (416), and again to give Sarah orders.
- 878** This is too heavy to carry. When Sarah gives a hint, see (887).
- 879** Charge John with static. See (856).
- 880** High spirit.
- 881** There was a bricked-up door right beside the Chimney. See (889).
- 882** Take and drop it, at the right time, as one way of scaring and distracting Big John. See (856).
- 883** Use the (276) to put the landing light out. See (892).
- 884** Beware of Luke's ghost. See (899).
- 885** Blow things about (409), and push things (416) and (451).
- 886** Cool the room. See (856).
- 887** Wait for Weasel, and push it. Then see (948).
- 888** She tears it up, fulfilling the curse. And then follows orders.
- 889** So I arranged to wait outside on the lawn, while Joe put his hand through it from the inside. Once I had seen his hand, it was obvious where the chimney was, and I could push the paper from its ledge.
- 890** See (690).
- 891** To turn off the house lights, see (698). To keep them off, see (406).
- 892** Put it in the Kitchen Bulbholder and push the Switch there.
- 893** One way of distracting Big John is to cool the air. See (856).
- 894** I needed to reach it. See (641).
- 895** Despite its value, this is not important to the game. I couldn't take it with me.
- 896** Surely, you already know about it.
- 897** When John B was really scared – after I had scared/distracted him four times, see (856) – I could panic him by manifesting myself and becoming visible. His [...] upstairs, leaving the Briefcase of drugs unguarded. See (395).
- 898** Operates Kitchen Light. But first see (232).
- 899** Attacks ferociously, but is banished by light. See (619).
- 900** Wave. Its clanking scares people.
- 901** The drugs had been transferred to a Briefcase. The Police would need this evidence, but the Briefcase was too heavy for a ghost, and was guarded in the Kitchen. See (910).
- 902** Hidden. If it were downstairs, any visitors, e.g. (273), would see it and immediately call the Police. See (270) to get it there, and (913) for a further hint.
- 903** The Cloud of Vapour looks very inflammable. See (912).
- 904** The score is 400. 10 for reaching each of (483), (484), (473), (478), (490), (470) and (481). See (914).
- 905** Leader of the drugs importers. To distract him from protecting the drugs, see (897).
- 906** The gang plan to stay here until morning. At the right time, I needed to lure them away from guarding the Briefcase. See (897).
- 907** The Images (293) show something. See (858).
- 908** Strong enough to support the Hammer. See (878).
- 909** Examine Cupboard. Use the Circuit Breaker (532), and see (915).
- 910** First free Sarah, see (944). Then she should hide, see (408), while I got Big John to distract the gang, see (897). Next see (924).

- 911** The Plug and the Socket are joined together, and one always follows the other. See (923).
- 912** Ignite it. But it soon goes out unless you see (921).
- 913** Put the Evidence beside it in the (360).
- 914** Twenty each for doing the right things to (407), (406), (455), (454), (426), (444), (463), (446), (395) and for hiding the Briefcase safely. And see (922).
- 915** A good hiding place, e.g. for (446) and (395).
- 916** Free Sarah (936) then deal with Weasel, see (416).
- 917** Keeps a watch on Sarah, later in the game. See (926).
- 918** First, see (883), and at the end see (272).
- 919** Remove your head and put it under your arm.
- 920** Wait for dawn.
- 921** Blow the Curtains into the burning (248). Then see (273).
- 922** Plus ten points for each time Big John is scared, and the same for each stage in the Police approach: a total of 100. And see (931).
- 923** Freeze (or attach) the Plug to the (263) and see (932).
- 924** While the gangsters ran up to the Attic, Sarah got the Briefcase and e.g. hid it in (408). Then she could delay the (453) and (460).
- 925** Blow the curtains, at the right time, as one way of scaring and distracting Big John. See (856).
- 926** Opens the cellar Door (410), which is useful for (944). To get rid of him, see (935).
- 927** Close to trap something inside. See (270).
- 928** Evidence, see (729). It's trapped and needs a firm pull. See (933).
- 929** Free Sarah (936).
- 930** Get someone to deflate its tyres.
- 931** Plus fifty for crashing the Taxi at the very end of the game.
- 932** Attach the Socket to the Clock, see (942).
- 933** So get Joe to help. See (941).
- 934** I bent the Key and Sarah deflated (454) and (455). Next see (946).
- 935** Having freed Sarah, I used the Hammer to stun him. See (878).
- 936** Whatever her past loyalties, once freed (944). Sarah followed orders. See (910).
- 937** Ghosts can do this. See (772).
- 938** Fade away into the moonset.
- 939** The best place to start it is in the Kitchen, see (782).
- 940** I was unable to visit the site of my death, so I had to get someone else to deal with the Taxi there. See (930).
- 941** E.g. JOE, WAIT 1, PULL ENVELOPE, PULL ENVELOPE.
- 942** Put it inside and close the Panel. Consider the clock and (546).
- 943** Because of his halo, halo, halo.
- 944** Take some Broken Glass (396) through the cellar Door (410) to cut Sarah's Ropes.
- 945** It's like perpetual motion, (937).
- 946** I waited for the Taxi and got inside to fight the escaping gangsters. See (930) first.
- 947** Vital evidence, too heavy for a ghost to carry – so (446) had to help – which I could only get if it were left unguarded. See (574).
- 948** Tell Sarah to get the Ropes and tie him up. You may be able to lock the Door, too.
- 949** Initially in the Kitchen, but soon a captive in the Cellar.