



# Murder in the Manor

This document will help you understand the game's content better. For each level of the game, you will have a list of vocabulary, and tips to help you if you struggle at any point.

## Overview

### Synopsis

You are a police team investigating a murder in the manor of a famous actress, during a private party.

### Controls



use the **left click** of the mouse to click on the links in order to move in the manor and interact with people and objects.

# Phase A: Get to the office

## Understanding the text

### Vocabulary and phrases

English	Translation
"good luck"	
"thank god"	
A guest	
A hidden passage	
A library	
A manor	
A murder	
A reception hall	
A wooden staircase	
An actress	
An investigation	
An office	
Famous	
Front door	
In front of	
Main	

The ground floor	
The inner yard	
The owner	
To access a place	
To discover something	
To display an art collection	
To go back to ...	
To take the stairs	
To turn around	
To turn left / right	

### Important points of grammar

Giving directions, present perfect, past tenses, passive/active voice.

### Understanding the game

#### What is happening?

A body has been found in the upstairs office. You are the police team that is trying to find the murderer.

#### What you should notice

Amelia is the owner of the manor. You should listen to her indications to move in the manor.

### Tips and help

**Objective:** enter the office upstairs.



Not sure what to do next? Click on the “Game objectives” link in the header bar. Maybe it will help you.



You have talked to Amelia a first time, what now? Follow her instructions to arrive to the door of the office.



You are in front of the office door, but you cannot enter? Talk back to Amelia, in the entrance hall downstairs.

## Phase B: The victim’s story

### Understanding the text

#### Vocabulary and phrases

English	Translation
A bedside lamp	
A blunt object	
A bookshelve	
A bow tie	
A clue	
A dinner jacket	
A fight	
A lampshade	
A lover	

A pale skine	
A shelve	
A spiral staircase	
A theft	
A victim of a crime	
An attempt	
anxious	
Around 6 PM	
Blood	
But, most likely, ...	
Lately	
Obvious	
Take a look at something	
The murder weapon	
The room is turned upside down	
To be abroad	
To be after something	
To be out of place	
To be supposed to do something	
To begin with, ...	
To block a door	

To draw attention	
To go wrong	
To guess “I guess there is no point hiding the truth”	
To have an affair	

### Important points of grammar

Simple past, “there are ...”, simple present, past perfect, past continuous, “could something be something?”, active and passive voice.

## Understanding the game

### What is happening?

You have now explored the office and analyzed the body.

Now you have to find to name of the victim, and try to understand why the murder occurred.

### What you should notice

Once again, Amelia may be able to help you, but you should also talk to other people in the reception hall, entrance hall, back garden and living room.

## Tips and help

**Objective:** Identify the victim and discuss with people to try to find why the murder occurred.



Still struggling to enter the office? Have you talked to Amelia in the entrance hall and then followed her indications to access the office by the ground-floor library?



Not sure what to do next? Click on the “Game objectives” link in the header bar. Maybe it will hel you.



You don't find the victim's name? Someone in the entrance hall, or someone else in the reception hall or in the back garden may be able to help.



Talk to as many guests as possible to understand the victim's story.

## Phase C – The motive

### Understanding the text

#### Vocabulary and phrases

English	Translation
A curator	
A draft	
A replica	
Colourful	
The lead role of a movie	
To act strange	
To interrupt	
To regret something	
To replace something with something	
To set things straight	
To wonder if ...	

## Understanding the game

### What is happening?

You need to know the motive of the crime.

### What you should notice

On the crime scene (the first-floor office), there is a locked computer. Amelia, the owner may know the code.

## Tips and help

**Objective:** try to find the motive of the crime.



The office computer is locked? Amelia should be able to help.



You don't find an art expert? Look in the reception hall.



Do you know if the Ridleys knew James? Maybe you should talk to more people.

## Phase D – The killer

### Understanding the text

#### Vocabulary and phrases

English	Translation
An alibi	
Case closed	
To ruin something	



## Understanding the game

### What is happening?

You probably have several ideas of motives now. You are getting closer to solving the case.

### Tips and help

**Objective:** Find and arrest the killer.



Check your game objectives and follow the instructions.

# Annex: Full game guide

**Phase A – Get to the office where the unidentified corpse is and look for clues**

## **A.1 – Talk to Amelia McOlen and go into the office**

When the game starts, Amelia talks to you and gives you your first objective: go upstairs and step into the office.

The problem is: the door of the office is blocked from the inside.

## **A.2 – Talk to Amelia McOlen again and learn about the hidden passage**

When you arrive at the door of the office and find out that it is blocked, a new objective is activated: you need to go back to Amelia to ask her if she knows of another way to access the office.

She tells the police that there is a secret spiral staircase in the library that leads to the office.

## **A.3 – Go to the library and then take the spiral staircase to the office**

You arrive in the library and take the spiral staircase. Then you arrive in the office and complete your objectives (click on “Game objectives” if in doubt).

## **Phase B – Identification of the victim and his love affair**

### **B.1 – Identify the victim**

Talking either to Nolan Rogers (reception hall), or to Nathan Rogers, the players find out the identity of the victim: James Myers.

### **B.2 – The woman that followed James in the library**

Talking to Nolan Rogers (reception hall), you learn that a woman had followed James in the library.

### **B.3 – Identity of the woman**

Talking to Katelin Ridley in the back garden, she confesses her affair with James.

### **B.4 – Leopold Ridley**

Talking to Leopold Ridley in the living room, you find out that he knew about the affair but wasn't jealous: Katelin and him are getting divorced anyway.

### **B.5 – Finding out that James has been in the manor before...**

Talking to Amelia, you learn that, even though she didn't know his name at the time, James and Katelin had the manor for themselves for a week-end.

## **Phase C – The painting**

### **C.1 – Get the password from Amelia**

Talking to Amelia again, you learn that, except a script on her computer, she doesn't see what could be stolen in her office. She also gives you a piece of paper with the password.

### **C.2 – Unlock the computer and learn about the theft**

With the password of the computer, open the computer in the office. You find a draft email written by James explaining that he stole a painting and want to set things straight and give it back to Amelia.

### **C.3 – Talking to an art expert**

Talking to the art expert, Dafina Prifti, you identify a painting that is fake: this is the stolen picture.

You also learn that Amelia is trying to impress a producer with tonight's party, because she has a lot of debts and needs a lead role in a movie.

## **Phase D – Finding the killer**

### **D.1 – Talk to the producer Amelia is trying to impress**

Find the movie producer that Amelia is trying to impress with tonight exhibits: David Phillips in the living room.

By talking with David, you learn that his assistant, Daniel Woods, was absent during part of the evening, which corresponds to the time of the murder.

### **D.2 – Talk to Daniel Woods and discredit his alibi**

Talking with Daniel, he tells you that he was sick and was in Bathroom 2 during the time of the murder. You go to the bathroom 2 to find evidence. You realise Daniel could not have been there.

### **D.3 – Arrest Daniel Woods**

Talking back to Daniel, he panics and tries to run. You arrest him and he confesses.



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