

Haunted House = The Helpsheet

There follows a list of items that you may experience difficulty with in Haunted House. After each item there is a number or group of numbers that point into the list of clues on the 2nd page. In the list of clues there may be references to other clues in brackets; it is up to you to decide whether you need this extra help. You should only look at the clue numbers that apply to your particular problem, for it seems that the ghosts have got word of this little help sheet and may have scattered several red herrings in it.

Front Gate	15	Shoes	37
Shed Door	22 under 8	Ottoman	69
Oak Beams	6 doorstep	Goldfish bowl	85
Front door	24, 3, 10, 1, 13, 44	Empty Box	36
Unfriendly ghost	31	Holed Out disc	2
Safe	41, 86	Superglue	38, 82
Sylvac Dog		Telephone book	34
Cat's bed	91	Spider	45
Back Door	48	Loo Loo	88
Oven	80	Robot	93
The privy	90, 47, 76	ICL	50
Genie	33	Coal	39
Object in clock	73	Wall cupboard	20
MFI chest	84	Wine	70
Cellar	79	Aluminium cabinet	42
Leave cellar	78	Pine Chest	43
Lamp	89	Jack	36
Valuables	2	Mortuary table	40
Habitat Refugee key	18	Van	26
Chamberpot	17	Tap	98
Small cupboard	27	Lost Goods	92
M' Lady's Chamber	30		

- 1 Water weeds
- 2 Use the Sherpa
- 3 Add weed killer
- 4 Fill the wine bottle
- 5 But don't go too far
- 6 Woodworm in Block of oak
- 7 The Blackbird knows best
- 8 Planted Tub
- 9 Just above scam, left hand edge
- 10 Place in Water Butt
- 11 Table
- 12 Soap
- 13 Put 35 on door above letter box
- 14 A fish out of water!! (10)
- 15 41 on four bits of paper
- 16 Give the saucer to the cockerel
- 17 The 22's inside, 54
- 18 You can break it if you arc potty! (54)
- 19 Book
- 20 Spiders like dark places
- 21 Five right
- 22 Key
- 23 Not all ghosts live where they work 66
- 24 Get watering can
- 25 Numbers in telephone book (34)
- 26 Larry Grayson's catch phrase, or 40
- 27 The key is well hidden (65)
- 28 Each page of the books
- 29 Look closely at the blackboard
- 30 When you have finished looking! 57
- 31 Bell 19 and candle
- 32 Practice for Wimbledon
- 33 Put a lid on it
- 34 Remember to look twice
- 35 Knocker
- 36 Not all Jacks lift cars
- 37 Go in shoe boxes
- 38 Sticky isn't it
- 39 Everything has its place, the coalhouse?
- 40 Things go to a secret location (25)
- 41 Combination
- 42 When slammed shut, re-open backwards
- 43 Take hone a spider
- 44 Knock 35 three times
- 45 29 then take him home
- 46 You can work the others out yourself
- 47 Respectful numbers
- 48 Look for the bolts
- 49 The golden acorn in the attic
- 50 Insert the RGB cards
- 51 Sound the dinner gong
- 52 She wants to 32, given a suitable 67
- 53 Next to the diamond ring
- 54 Get help from the 68
- 55 To leave the cellar click your heels
- 56 See 87
- 57 She is in a bath, so she needs 83
- 58 Look at the floor
- 59 The coins are under the carpet
- 60 Towel
- 61 Patches
- 62 J. Sainsbury plc Estab. 1869
- 63 Knock at next door
- 64 See 56
- 65 On the bed end silly! (9)
- 66 A few visits are needed
- 67 Ball
- 68 Mortuary 11
- 69 Don't let sleeping worms lie
- 70 It pays to read old newspapers (62)
- 71 The number of books
- 72 Programmers Joke!
- 73 Fill three clean 61 on the wall
- 74 Four left
- 75 Anyone for... a game? (52)
- 76 Place low to high then play
- 77 Put it on the see-saw
- 78 Try behind Montelupo first. If lost 96
- 79 There is more than meets the eye (66)
- 80 Open the bottom first
- 81 This is a red herring
- 82 "Leave that alone"
- 83 Soap and a 95
- 84 Drill
- 85 Not all fish are gold (14)
- 86 71 times two, plus 28
- 87 See 64
- 88 She always wants to play (75)
- 89 A magic lamp casts light everywhere
- 90 Bottles in shed
- 91 Pussycats like milk then 58
- 92 You need to get back what explodes (40)
- 93 To get a bonus, put it on the 68
- 94 You may have to ring twice
- 95 Towel
- 96 Before entering 25, 74, 21, 46, 94
- 97 Get the sword off the knight
- 98 There is no mains water (81)
- 99 Likes to listen to records
- 100 Put the key in the kettle