



## Complete walkthrough for The Colonel's Bequest

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### **Introduction**

This walkthrough is written to help you to really find and learn all there is to learn in Sierra's **The Colonel's Bequest**. It describes all you need to go through, all you need to think of, and most important: all you need to achieve a maximum rank (score).

All commands you need to type in the *command line interface* of the game, will be shown in Courier-New, like this: `Examine rolling pin with monocle`. All actions will be preceded by a small header indicating the location where to execute them. These will be presented like **[ bathroom ]**.

This walkthrough will help you through the game as good as achievable, but do not forget to look around yourself as well. There is a lot to see and enjoy in this game... a lot to wonder and let your mind wander about :-)

Sidenotes:

- *Timing*: In some phases of the game, timing is very important. Most actions can be performed during a whole act, sometimes even longer. However, if you choose your moment badly, you might miss out on clues or events partially or completely. We will try to help you as thorough as we can in this, but:
- The sort-of famous "Save early, Save often" Sierra quote really goes for this game as well. Try to keep savegames of each Act, and at least one or two savegames extra within your current Act. You could easily miss out things, or even lose your game in this :-)



# The Colonel's Bequest

## Asking around

Although we have prepared everything for you to cheat your way through the game, we have left you one thing to do yourself :-). In several occasions, you will have to question one or more characters in the game, to learn enough about the secrets of them and the others.

We want to encourage you to ask them all, even if not all of them are absolutely necessary to "win" the game with a maximum rank. It however will help you to understand all about every character, which ought to help you to enjoy the game plot.

The answers characters give can differ *every act* (!), so keep on asking around and hearing people out about their opinions on others.

In this walkthrough, we will refer to this section as '**perform full conversation**'. If you encounter this, we expect you to:

- Talk to `<person>` (where `<person>` is the character you see in the game at that point). Keep repeating this, until you run out of conversation with this character.
- Ask about `<person>` about `<character>` (Whenever there is more than one other character in the room, you really have to add this. Otherwise ask about `<character>` really ought to be enough. Example: Ask Celie about Jeeves.

List of all characters and/or objects to ask/tell about:

Celie	Clarence	Henri
Wilbur (Doctor)	Ethel	Fifi
Gertrude (Gertie)	Gloria	Jeeves
Laura (You :-P)	Lillian	Rudy (Rudolph)
Sarah,	Doctor's Bag	Estate
Beauregard	Blaze	

(you can 'tell' everybody about all the same subjects as you can ask one about, however, we will specify these when absolutely necessary. Feel free to try a bit yourself though.

- Make combinations! (example: Ask about Jeeves and Fifi)

Full list of useful combinations:

- Colonel and Fifi
- Rudy and Clarence
- Celie and Lillian
- Gloria and Clarence
- Gloria and Gertie
- Rudy and Fifi
- Colonel and Lillian
- Gloria and Rudy
- Wilbur and Clarence
- Clarence and Gertie



# The Colonel's Bequest

## ACT 1

### [ Ethel's bedroom ]

Full conversation list (see the "Asking around" section above)

Look hanky

Look glass

Look ethel

Note: If you didn't get a chance to do this, restart your game. You'd miss out on vital information in the end.

### [ Lillian's Bedroom ]

Look painting

Look at eyes

Open door (chute)

Look in chute (type 'close chute' to leave)

### [ Bathroom ]

look Lillian (twice)

Look in basket

Wait until Lillian leaves

### [ Lillian's Bedroom ]

Look Lillian and Ethel

Look glass

Look hanky

Full conversation List (Lillian)

### [ Hallway upstairs ]

Open cabinet (right)

Move cabinet

(at painting) Look through hole (spy on Lillian and Ethel)

Smell



### [ Henri's room ]

Full conversation list (Henri)  
Look cannon  
Look in cannon  
Look painting  
Look eyes  
Look cigar  
Ask about cigar

### [ Wilbur's room ]

Look bed  
Look bag (close bed)

### [ Hallway ]

Move cabinet (left)  
smell  
look through eyes (spy on Henri and Fifi)

Note: If Fifi isn't with Henri, you're too late :-)

### [ Parlor ]

Full converion with gertie  
Full conversation with clarence  
look decanter  
look cigar  
ask about bag  
look glass

### [ Downstairs hall ]

Move mirror  
Look through hole (spy on Clarence and Gertie)  
Billiard Room  
Full conversation with Gloria  
Full conversation with Rudy  
Look cigarette



# The Colonel's Bequest

## [ Hallway ]

move clock  
look through hole (spy on Rudy and Gloria)

## [ Library ]

(watch conversation, no spying)  
Look magazine  
Full conversation with wilbur  
Look painting  
Look at eyes

## [ Dining room ]

Look painting  
Look eyes  
Open door (chute)  
Look in chute

## [ Kitchen ]

Talk to celie (full conversation isn't necessary)  
Open icebox

## [ Gertie and Gloria's bedroom ]

See gertie sleeping

## ACT II

## [ Hallway ]

Get hanky

## [ Gertie and Gloria's bedroom ]



# The Colonel's Bequest

Look out window  
Look painting  
Look eyes

## [ Study Room ]

Look cabinet (both)  
Look glass case

## [ Kitchen ]

ask lillian about rudy  
ask lillian about jeeves

## [ Outside Billiard Room ]

Find Gertie dead  
look body  
search body

## [ Kitchen ]

Tell Lillian about gertie  
Show hanky to Lillian

## [ Outside Study Room ]

See Clarence and Wilbur chatting  
Follow Clarence and Wilbur

## [ Hallway ]

move mirror  
look through hole (Spy on Clarence and Wilbur)

## [ Outside Kitchen ]

Throw bone  
Look in doghouse  
Open door (cellar)  
Cellar  
Get crackers



# The Colonel's Bequest

## [ Bar ]

Look decanter

Look glass

Give cracker to polly (*Give just one, but repeat this every Act! (yes, we'll notify you :-)*))

## [ Rudy and Clarence's room ]

See Fifi kiss Rudy

Look glass

Full conversation with Rudy

Tell about Gertie

## [ Hallway ]

Move clock

Look through eyes (Gloria and Clarence)

## [ Library ]

Conversation with Wilbur

Tell about Gertie

## [ Hallway ]

Move clock

Look through hole (See Wilbur reading)

## ACT III

### [ Hallway ]

in one of the secret passageways, Henri's cane lies for the grabs.

Get Cane

### [ Library ]

Look floor

Get Poker

Look at feathers

Look chair

Read magazine



# The Colonel's Bequest

## [ Barn or Chapel ]

See Wilbur dead  
Look body  
Search body (get monocle)  
Inspect poker with monocle  
Inspect hanky with monocle

## [ Carriage House ]

Get crowbar (in carriage)  
Get oilcan

## [ Bar ]

Give cracker to Polly

## [ Hallway upstairs ]

Move cabinet  
Look through hole (spy on Henri)

## [ Henri's bedroom ]

Full conversation with Henri

## [ Wilbur's bedroom ]

Look bed  
Look bag

## [ Rudy and Clarence's bedroom ]

Look cigar  
Look glass

## [ Hallway ]

Move cabinet (right) (spy on Rudy and Clarence)





# The Colonel's Bequest

## [ Fifi's room ]

Watch Fifi and Rudy fight  
Inspect decanter with monocle  
Inspect glasses with monocle  
Look in glasses  
(walk right to the changing section) Search clothes

## [ Hallway ]

Oil visor  
Open visor (and get the valve handle automatically)

## [ Dollhouse ]

Open door  
Look Lillian  
Talk to Lillian

## [ Bell Tower ]

climb stairs  
oil bell  
pull ring with cane  
look bell  
get crank

## [ Church ]

Walk over pulpit until a message appears about a sagging floorboard  
use crowbar to open floorboard  
look in hole  
get bible

## [ Cemetery ]

Sometimes, while entering the cemetery, the spirit of Sarah Crouton appears. However, there is no way you can achieve a better gaming rank by seeing this, I couldn't resist to add this :-)



# The Colonel's Bequest

## [ Celie's shack ]

Knock on door  
give necklace  
Sit at table  
Full conversation with Celie  
Get carrot

## [ Hedge garden ]

put vale in shaft  
turn valve  
turn statue

## [ Henri's bedroom ]

(if the elevator doesn't appear, re-enter the room)  
get key (cannon)  
put key in control  
up

## [ Attic ]

read newspaper  
(go south)  
look in trunk  
look boots  
look insignia  
look gloves  
look cape

## [ Billiard Room ]

Full conversation with Gloria  
Re-enter room  
look floor  
look footprint  
look feathers  
get record  
inspect record with monocle



# The Colonel's Bequest

## ACT IV

### [ Gazebo / Well ]

(The body of Gloria can sometimes be found in the well, turn handle to discover)

Find Gloria dead

look body

search body

look boa

### [ Bar ]

Give cracker to polly

### [ Upstairs passageway ]

Get cigar butt

look cigar

### [ Henri's bedroom ]

show cigar butt

show cane

### [ Outside ]

Find Rudy or Clarence and follow the one you've found.

Talk to Rudy/Clarence (before they're fighting)

### [ Outside ]

Find Ethel walking around (often in the North or West areas around the house)

Look Ethel

Talk to Ethel

Reenter the home, make sure you do **NOT** cross the study room.

### [ Dining room ]



# The Colonel's Bequest

See Fifi and Jeeves kiss

## [ Hallway ]

move mirror  
look through hole (spy on Fifi and Jeeves)

## [ Study ]

See Lillian's special interest in weapons  
Look Lillian  
Full conversation with Lillian  
Open cabinet  
Show cigar butt  
Show cane

## ACT V

### [ Henri's bedroom ]

Full conversation with Lillian

### [ Hallway ]

Move cabinet (left)  
Look through hole (spy on Lillian and Henri)

### [ Fifi's bedroom ]

while she's changing clothes: open door (only one chance :P)  
show cigar  
show hanky  
full conversation with Mademoiselle Fifi

### [ Bar ]

Feed Polly to cracker  
Full conversation with Clarence  
Show cigar  
Show cane



# The Colonel's Bequest

## [ Near Barn and Carriage House (south west) ]

Get rolling pin  
Examine rolling pin with monocle  
Look footprint  
Examine footprint with monocle

## [ Carriage House or Rose Garden ]

find Ethel dead  
look body  
search body

## [ Barn ]

feed carrot to horse  
pet horse  
open gate  
get lantern

## [ Upstairs secret passageway ]

Smell (and detect a faint aroma of perfume)

## [ Dining room ]

Watch Rudy eat  
Full conversation with Rudy

## [ Cellar ]

Notice Jeeves washing up  
Look at flowers  
Look at Jeeves

## [ Henri's bedroom ]

look at wheelchair



# The Colonel's Bequest

## ACT VI

### [ Attic ]

Look in trunk  
Look boots  
Look gloves  
Look cape

### [ Fifi's bedroom ]

Find Fifi and Jeeves dead  
Look bodies  
Search bodies  
Look bodies  
Look flowers  
Look decanter  
Inspect decanter with monocle

### [ Bathroom ]

Look in basket  
Look bottle  
Inspect bottle with monocle

### [ Lillian's room ]

Talk to Lillian

### [ Hallway ]

Move cabinet (right)  
Look through hole (spy on Lillian)  
Look through hole (spy on Clarence)

### [ Clarence's bedroom ]

Talk to Clarence  
Look Clarence



# The Colonel's Bequest

## [ Bar ]

Look glass  
examine glass with monocle  
Give cracker to Polly

## [ Study ]

Look cabinet  
Look dagger

## [ Outside study]

See Rudy pet Beauregard  
Talk to Rudy

## ACT VII

## [ Study ]

Look glass case  
Look derringer

## [ Bar ]

Give cracker to Polly

## [ Clarence and Rudy's room ]

look floor  
look chair  
look blood  
read notebook

## [ Lillian's bedroom ]

Open suitcase (Lillian's bed)  
Get diary  
Read diary  
Inspect diary with monocle



# The Colonel's Bequest

## [ Bathroom or Wilbur's bedroom ]

Note: If Clarence is found dead in the bathtub, the command "Take shower" will respond with 'what a morbid thought!'. However, if you just type 'wash' it gets better :-)

Find Clarence dead

Look body

Search body (get matches)

## [ Upstairs passageway (right/left differs) ]

Look floor

look footprint

## [ Hedge garden ]

light lantern

## [ Basement ]

Look bodies

Put crank in hole

Turn crank

## [ Vault ]

Look **at all four** plates

Use crowbar to open vault (Ruby's vault is all you need)

Look in vault

get pouch

look in pouch

close vault

remove bar ( to get out )

## [ Chapel ]

See Celie praying

talk to Celie

(if you feel like it) Pray





# The Colonel's Bequest

## [ Outside,near church ]

Talk to Rudy

## [ Dollhouse ]

look Lillian  
look board  
talk to Lillian

## [ Lillian's Bedroom ]

Talk to Rudy

## ACT VIII

### [ Bar ]

Give cracker to Polly

Leave house through frontdoor

look dog  
pet dog  
read note

### [ Hedge Garden ]

Find Lillian Dead  
Look body  
Search body (get skeleton key)  
get bullet  
get gun  
load gun

### [ Henri's room ]

Look bag  
Look in bag

### [ Attic ]

Shoot rudy

--[ The End ]--