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 :-)

[ www.colonelsbequest.net ]
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

[ www.colonelsbequest.net ]
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 conversation 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
[ 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 ]
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
[ 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

[ www.colonelsbequest.net ]
[ 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 Heni

[ 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)
[ 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 :-)
[ 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
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 ]
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
[ 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
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
[ 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
[ 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

[ www.colonelsbequest.net ]
[ 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 ]=-