

Shalebridge Murder Mystery

(Hints and Tips and Stuff)



This is not a [walkthrough](#), but simply a helpful nudge, here and there.

Author's Notes:

This hints document was written in 2020, a full five years after Shalebridge Murder Mystery was released. My aim has been to address the aspects of gameplay that have proven to be unpopular with the players—and possibly regarded as ‘unfair’. Ideally this information would be presented in-game somehow, perhaps in the form of diary

entries or some such, but since this is not a trng level the resources to do that properly are not there. So it is presented here, in this pdf file.

*Solutions to puzzles and jump sequences are *not* included, and the player is still required to explore the area thoroughly.

*Alerts to the presence of nearby small buttons and crucial pickups *are* included. Tips on the novel game mechanics are also outlined.

So assume this to be information or ‘intel’ that Lara acquired before entering—and feel free to use it with impunity, as a legitimate part of the overall gameplay. Hardcore players do of course retain the option to ignore it, but to those players I recommend that you proceed systematically and still refer to information in the ‘Lara’s Notes’ folder. And, as always, read the readme.

Getting Started:

Lara has gained entry to Shalebridge via a window and has thrown her only weapon in ahead of her: the crossbow, laser-sight & and some ammo are at Lara’s feet as you start.

Note your Inventory: the only unusual item is a set of lockpicks. These will only work on oak-panelled doors that have a visible lock. Small doors can be opened or kicked in; some glass doors can be pushed open. Other doors may need switches to open.

Main Goals:

You have to identify the Murderer of Ambrose Black; the Murder Weapon; and the Location of the murder. More on the murderer and the weapon later, you main preoccupation for most of the game is in finding Cluedo (Clue) room items, these are items that have possibly been disturbed or touched—anything that stands out. Luckily you will not have to investigate all of the hundreds of rooms and corridors in the mansion—

Cluedo just has nine featured rooms, and your main aim is to reach these rooms and investigate them more thoroughly. They are listed below in the order you are likely to encounter them:

Study
Billiards Room
Conservatory
Hall
Lounge
Library
Ballroom
Dining Room
Kitchen

To find the general location of these rooms you can consult some rough floorplans in the *Lara's Notes* folder. They are deliberately vague (not showing the connecting corridors) but if you miss a room the floorplans will show you where you missed it. To save backtracking later, it is worth finding the room items in the correct order.

Get Moving:

Okay, time to start. You can explore parts of the ground floor if you like but there is nothing to do here because the routes are blocked off by investigating police officers. Head upstairs.

Study (room 1 of 9): If you've made it to the **Music Room**—the floorplans show that the Study is nearby.

Billiards Room (room 2 of 9): Billiards is a bit like snooker or pool.

Swimming Pool: There is a small red button near the shallow end.

The Ground-Floor Secretaries Office: There is a small red button in here. It is conveniently placed for one of the secretaries.

Walkie-Talkie: Lara will automatically use it to remove a cop when she reaches an appropriate trigger point.

After a sweep through the attic ...(Did you get the first suspect murder weapon? Consult the walkthrough if you get stuck here or need help on some moves)... you eventually return to the ground floor.

Conservatory (room 3 of 9): The floorplans show that this sunshiny room is located at the southwest corner of the ground floor, near the Hall.

Hall (room 4 of 9): Is that cop always hearing you? Hmm, those hard marble floors are noisy!

Inner Hall: Two small red buttons here, one for a shortcut back to your starting position, the other grants access to the **Security Office**—this room looks like trouble! Maybe you should eliminate the risk.

Laboratory—this is where you check your Suspect Weapons for forensic clues. The Magic Carpet is also here.

Church—this is where you check your Room Items for evidence they “witnessed a crime”. You’ll need all nine room items to trigger the apparatus. There is a suspect murder weapon in the main church area.

Goldie the bear has forced a cop to move from his station—explore beyond to reach other areas of the ground floor.

Black Industries Conference Room (diamond ceiling): There is a secret in here, but nothing else.

Store Room, with carpets: Bit buggy this section, basically you need to sprint in (for a suspect weapon) and sprint out again, so that the cop does not get a clear view of you.

Continue past the Cousins Gallery, and there are several areas to explore. If you did not deal with the security office then your game will end somewhere here. Eventually you will reach a large area with luxuriant blue carpets.

The Blue Area: With hindsight, I screwed up here. This is a major location of player frustration. I should have at least made this following information very clear:

Before leaving the Blue Area you should have collected the following items:

- 1/ One room item, **Lounge (room 5 of 9)**.
- 2/ Carpet Cleaner, for use with the Magic Carpet.
- 3/ A Suspect Murder Weapon. (If you can’t find it, consult Lara’s notes for a picture of the six weapons).

The puzzles in this area only need to be solved if you are going for a secret that will eventually reveal the Motive of the crime.
Return to the laboratory when you have completed your tasks.

The Magic Carpet will transport you to the highest parts of the building.
[Pick-up a general item from each of the two bedrooms.](#)

Can you remember where you saw a dartboard?

Eventually you will reach a library annex. There is another of those pesky buttons here: Hint—it is near to the ground. Press it to gain access to the main Library, but be careful, there are two cops in here—use sprint to get behind the nearest bookshelves. Collect room item: [Library \(room 6 of 9\)](#). Sprint past second cop to leave. Note: If you forgot to collect your room item you can't return because the cops will definitely notice you a second time. However there is a secret shortcut to the safe centre of the Library, via another small switch located just above ground level near the desk.



Moving on...

Another blue-carpeted area & master bedroom: Collect the [Key to the Crypt](#). (if you have problems here consult the walkthrough, you should also collect two more suspect weapons in this general area).

Return to the Church and enter the Church Crypt.

Neutralize the wraith with holy water, which is also on a timer.

Gain access to new areas. The gameplay is fairly self-explanatory down here—consult the walkthrough if you get stuck.

Eventually you will gain access to a Masonic Lodge. Goldie the bear has left you a hint about another switch. This one is *very* small, but there are only so many places it can be.

Back to the main mansion.

After passing through a wine cellar, you find yourself in a staff area. The storage room contains a secret. The washing-machine room has no gameplay significance whatsoever. Take the stairs directly up and collect the suspects' fingerprints from the staffroom. A door can be opened here to create a shortcut back to an earlier area, but you need to retrace your steps back to the storage areas and take the other passage/stairs, to the right (as you are descending).

Use the dumbwaiter to gain access to the Kitchen, but there is no room item in this section so continue up some stairs.

There is a small red button behind a suit of armour. Push the armour out of the way and push the button to gain access to the Ballroom.

In the Ballroom there are two small levers dissembled into the wall features somewhere. Pull them to gain access to all remaining areas.

Find and pick-up two more room items:

[Ballroom \(room 7 of 9\)](#).

[Dining Room \(room 8 of 9\)](#).

Use another dumbwaiter to reach the last part of the Kitchen and pick-up the last room item:

Kitchen (room 9 of 9).

With all of the room items and (hopefully) all of the suspect murder weapons you can now finally start to solve this crime. Return to the Church and enter the lower area, behind the pulpit. Place the nine room items on the nine pedestals.

Collect something from the printer and return to the laboratory.

Place the Suspect Murder Weapons in the appropriate receptacles. One will reveal forensics information. Collect something from the printer.

Use the fingerprint recognition machine to compare the forensics with the suspects' fingerprints. Collect something from the printer.

You've done it!! Now just combine your two crime reports and show them to the police inspector in the Incident Room (staffroom).

[Consult the walkthrough if you have any remaining issues regarding the secrets and viewing the motive.]

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PS Interested in a bit more *Lawther*, but perhaps something completely different this time? How about a novel?

<https://www.smashwords.com/profile/view/NorthBooks>

They're both free and can be downloaded directly from the smashwords page without any requirement to register.

