

ARTFUL Deceit

WALKTHROUGH

v.0 r.230927 (BETA)

Issuing the following **COMMANDS** in order will complete the game.

OPEN DOOR

N

N

U

U

S

E

E *(you enter the home office)*

LOOK AT DESK

TAKE ARTICLE *(Also, take a look at **ITEM-01** in Game Items folder)*

READ ARTICLE

ANALYZE ARTICLE

TAKE POEM

READ POEM *(Also, take a look at **ITEM-02** in Game Items folder)*

TAKE WOODEN BOX

LOOK AT BOX

SEARCH BOX *(to find moveable flower)*

PRESS FLOWER *(following poem instructions. **Opportunity 1 of 4**)*

TWIST FLOWER

PULL FLOWER

SLIDE FLOWER *(box opens. **Opportunity 2 of 4**)*

Lights flash and alarms blare scaring you half to death. This was surely "le coup fatal" (the fatal blow) to Richard's weak heart. It means the murderer did not need to be present to complete the act. But even Richard's weak heart needed more than just a good scare.

W

W

W

W

W *(You enter the master bedroom)*

N

*Roughly here, the detective returns stating the article was fake. The article which appeared to be from a prominent business news source claimed Richard was involved in illegal activity and was going to be arrested. This got Richard both angry and worried, raising his blood pressure and preparing him for the fatal blow. The last step for opportunity is to figure out who created the fake article. **Opportunity 3 of 4***

OPEN CABINET

TAKE MEDICINE

ANALYZE MEDICINE

S

E

E

E

N

D

D

W

OPEN DOOR

W (You enter the garage)

LOOK AT CABINET

TAKE BOX

OPEN BOX

TAKE RADIO

OPEN RADIO

*Roughly about here the detective returns stating the medicine was fake and made of chalk. By switching the heart medication for chalk, Richard had not been taking his necessary blood pressure medication for weeks. Silently to Richard, his blood pressure had reached a dangerous state making it easy to raise his blood pressure then deliver a final blow to kill him. But who had the means to make fake medication? **Means 1 of 4***

TAKE BATTERIES

OPEN EXTERIOR GARAGE DOOR

W

DRIVE TO GALLERY

E

LOOK AT MYSTIC DREAMS (Note, Dupont's first painting identified by year 1978)

LOOK AT WHISPERED SECRETS (Note, Dupont's second painting identified by year 1979)

N

LOOK AT REFLECTIONS OF THE SOUL (Note, Dupont's third painting identified by year 1980)

LOOK AT ENIGMA (Note, Dupont's fourth painting identified by year 1981)

E

S (You enter the gallery office)

SEARCH DESK

PRESS BLACK BUTTON

OPEN PAINTING

ENTER 6502 (very clever, but no such luck. Easter egg for Commodore fans)

ENTER 3429 (3/4/29 is Richard's birthday found in coroner's report)

TAKE RECORDS

READ RECORDS (Also, take a look at **ITEM-03** in Game Items folder)

Reading the records you learn Dupont's artwork makes very little profit compared to others. This hints at the affair Richard and Dupont were having. Richard obviously saw more in Dupont than he did her artwork. This caused friction between Richard and his business partner James Blackwood. However, not even that James would kill over it.

S

LOOK AT CABINET

TAKE RED FILTER

TAKE BLUE FILTER

TAKE GREEN FILTER

Note, in the gallery workshop are materials similar to the ones used to make the puzzle box "Le coup fatal". There are blue and red gel filters for the strobe lights, there are speaker wires and even white chalk for the fake medication. Dupont's things and she is capable of using mixed media to build quite intricate work. Need to prove it though.

W

TAKE FLASHLIGHT

OPEN FLASHLIGHT

REMOVE DEAD BATTERIES FROM FLASHLIGHT

PUT GOOD BATTERIES IN FLASHLIGHT

CLOSE FLASHLIGHT

TURN ON FLASHLIGHT

TURN OFF BREAKER

E

N

N

W

W (You enter the gallery entrance)

PUT BLUE FILTER ON FLASHLIGHT

LOOK AT MYSTIC DREAMS

*You find the word **DESIRE** hidden in the painting using the **BLUE FILTER**. Motive 1 of 4*

REMOVE BLUE FILTER FROM FLASHLIGHT

PUT RED FILTER ON FLASHLIGHT

LOOK AT WHISPERED SECRETS

*You find the word **LOVE** hidden in the painting using the **RED FILTER**. Motive 2 of 4*

REMOVE RED FILTER FROM FLASHLIGHT

N

PUT GREEN FILTER ON FLASHLIGHT

LOOK AT REFLECTIONS OF THE SOUL

*You find the word **BETRAYAL** hidden in the painting using the **GREEN FILTER**. Motive 3 of 4*

REMOVE GREEN FILTER FROM FLASHLIGHT

PUT RED FILTER ON FLASHLIGHT

PUT BLUE FILTER ON FLASHLIGHT (red & blue light makes magenta. This is hinted by **ITEM-04** found in the gallery storage room)

LOOK AT ENIGMA

You find the word **DEATH** hidden in the painting using the **RED + BLUE FILTERS** together. The 4 hidden messages provide the motive in a form of written confession. Dupont first **DESIRED** Richard for herself. Second, she fell in **LOVE** with Richard during their affair. Third she felt **BETRAYED** by Richard when he wouldn't leave Victoria. Finally, Richard's **DEATH** was retribution for a woman scorned. **Motive 4 of 4**

W

SEARCH SCULPTURE

After searching the sculpture in the Gallery Entrance, the sculpture's aesthetic gives you a feeling of **DESIRE** and you find a **BLUE BUTTON**.

PRESS BLUE BUTTON

Pressing the **BLUE BUTTON** engages the puzzle within the sculpture. Following the order of the paintings we locate the other buttons and press them in order. **MEANS 2 of 4**

E

E (You enter the gallery reception area)

SEARCH SCULPTURE

After searching the sculpture in the Gallery Reception, the sculpture's aesthetic gives you a feeling of **LOVE** and you find a **RED BUTTON**.

PRESS RED BUTTON

W (You enter the middle of the gallery)

SEARCH SCULPTURE

After searching the sculpture in the Gallery Reception, the sculpture's aesthetic gives you a feeling of **BETRAYAL** and you find a **GREEN BUTTON**.

PRESS GREEN BUTTON

W

N (You enter the north end of the gallery)

SEARCH SCULPTURE

After searching the sculpture in the North End of the Gallery, the sculpture's aesthetic gives you a feeling of **DEATH** and you find a **MAGENTA BUTTON**.

PRESS MAGENTA BUTTON

After pressing all four buttons in the proper order (any other order resets the puzzle) a small hidden compartment is revealed. The compartment contains a metal device. **Means 3 of 3**

TAKE DEVICE

ANALYZE DEVICE

W

W (You exit the gallery)

DRIVE TO HOUSE

We suspect it's Dupont at this point. Look for her in the house to see what she says. After finding her...

SHOW ARTICLE TO DUPONT

Dupont is the only person to claim to have read the fake article when shown it. That is because she created it.

Opportunity 4 of 4

If you haven't yet received the analysis back from the metal device then waste time by entering LOOK until the detective returns with the analysis. If Dupont leaves the room, follow her so you don't need to find her later.

*Once the detective returns with analysis, he shares that the metal device is actually a pill press with remnants of white chalk and the handle has Dupont's fingerprints. Additionally, it was found hidden in her sculpture. **Means 4 of 4***

You now have all of the Means, Motive and Opportunity needed to accuse Dupont.

ACCUSE DUPONT

Dupont quickly laughs it off as an absurd suggestion, exclaiming that Richard was the love of her life and was going to marry her.

You explain in detail her motive found hidden within her paintings.

Dupont appears rattled, but remains silent.

You then explain she had the means. Richard had been taking fake medication created using a pill press that not only has her fingerprints all over it but was discovered hidden within her own sculpture.

Shaken, Dupont nervously tries to explain how her "real" use of the pill press was for "artistic purposes." She then leans hard into the fact that Richard died of a heart attack while she was nowhere near his home.

Finally, you explain how she had the opportunity. The fake newspaper article that only she recognized. Then, her fatal blow took the form of a deceptively artistic, yet blaring, puzzle box that triggered his heart attack.

Dupont begins to sob, screaming that Richard was a liar who destroyed her heart and got exactly what he deserved.

Upon hearing this confession, two police officers rush over to make the arrest.

Dupont is led away in handcuffs.

THE END

THANK YOU!

Thank you for playing Artful Deceit. We hope you have as much fun playing as we did creating it. Please let us know what you think, or how we can improve upon it.

PROVIDE FEEDBACK

- **Report** a [bug](#) you found while testing the game.
- **Email** questions to TenPrintClearHome@gmail.com.
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