

Chapter 1 : The Mystery House of Clintonville - Lifestyle - Columbus Monthly - Columbus, OH

We would like to show you a description here but the site won't allow us.

Now he might lose it. Admirers and detractors have their own names for the house at the corner of Indianola and Tibet: Few, however, know why owner Bob Erickson added three turrets to what was once a plain-Jane brick square, or why he built the snaking, raised walkway on its north side, or why he created an enclosed cupola toward the rear of the home with a ladder as its only access. Some have compared it to the Winchester Mystery House in San Jose, California, where the fabulously rich widow Sarah Winchester, of the Winchester gun fortune, transformed a small home into a seven-story Victorian mansion with more than rooms, thousands of doors and trapdoors and staircases to nowhere. Now Erickson—who had been living there alone after a divorce—is faced with an uphill struggle to bring his much-beloved house into compliance after the city of Columbus deemed it uninhabitable. A noble endeavor Erickson and his then wife, Dot, bought the two-story, three-bedroom house in after they moved to Columbus with their 3-year-old daughter and a teenage friend they were caring for. They were heavily involved in community service. By , they realized they needed more space for their own family, the foster children they were caring for and their volunteer work. Kids became tired of sharing sleeping quarters, so gradually Bob found a way to add five more bedrooms, mostly in an addition on the north side of the home. Malley got pregnant at the age of 18 and needed space to raise her daughter, so her dad raised the attic roof and built a third-floor apartment with a kitchen, bath, two bedrooms, a living room and a dining area. Bob wanted a workshop, so he created one in the garage, then added a paved carport next to it for vehicles and play. Everyone wanted more common spaces for gatherings, so they added three open-air turrets to the home in the front and a deck on the back. They had rope swings and there was a pool. I spent the majority of my childhood going back and forth between my house and that house. He was really living a St. Francis existence and sacrificing his own earthly needs to make space for his expanding family. I favored what made personal sense—however peculiar and vague—than copying others. Bob wanted turrets rather than balconies, for example, because he likes angular shapes and panoramic views, not because he wanted to add whimsy to the house. A haven In the back of his mind, Erickson always had a larger purpose in mind for his home. He and Dot dedicated themselves to fostering children. Dot, now Dot Erickson-Anderson, is a licensed social worker and has worked with a variety of child welfare organizations throughout her life. They also provided temporary respite care to 99 young people and opened their home to seven foreign-exchange students, six international adults and a college student working with deaf teenagers. Not content with just one house, in they purchased the house next door at Indianola Ave. Bob renovated that too, but in a more conventional style so it could be rented out. Bob suddenly found himself living in the once-crowded house alone, and projects that had once filled him with joy stagnated as he tried to find his footing in this new reality. To cope, Bob moved into the third-floor apartment and rented the rest of the home to a friend, Robert Caldwell, who lived there for nearly seven years with his wife and children. It was great for us because we needed a place to land and we were happy to be there. He dug out below the foundation, added two stories of windows and planned to put in an outside door and a walkway in the foot-by-foot space. He let his oft-renewed permit for the solarium lapse. The city swooped in. Vacate orders For years, explains Anthony J. He moved in with a friend and has lived there since. Unfortunately, finishing projects does not seem to be high on his list. It also could be a danger to firefighters if it was burning and they had to search for possible occupants, Martin says. He also was told to hire a structural engineer to inspect the house and make recommendations. But Erickson, along with his relatives and friends, has no intention of letting that happen. His grandchildren and Bo Lee, his former foster child, have been helping him with construction. His daughter Ali, as well as a close friend, have gone with him to find out from building department officials exactly what needs to be done. Everyone is helping him stay on task he admits he gets easily distracted and keeping his imagination in check. Progress In November, Erickson passed an inspection for some footing and foundation work on the solarium. He needs to replace siding, redo portions of the roof, repaint and repair the turrets and build columns on the front porch. While many forum participants considered the home an eccentric slice of

Clintonville, several thought it was unsafe and a blight on the neighborhood. One Clintonville resident who used to live nearby says she passed the house frequently and saw only constant states of disrepair, without any progress. Looking forward The future of the house remains unclear. Celebrezze at the city building department says that could be difficult. Bob says his debts may force him to sell anyway. He ticks off some ideas: Or, perhaps, just an interesting rental for a large family. I am still weighing very diverse thoughts and am open to ideas. Erickson smiles and sighs.

Chapter 2 : The Mystery House Series -

Title: Mystery House () / Want to share IMDb's rating on your own site? Use the HTML below.

Naturally, it has inspired a chilling horror movie, *Winchester*, which opens in theaters today. Construction on the 24,000-square-foot home, which is located at South Winchester Boulevard in San Jose, California, began in 1889. While she was presumably looking for solace or closure, she was instead given a chilling warning. Through the medium, William told his widow that their tragedies the couple had only one child, a daughter named Annie, who died at six weeks old were a result of the blood money the family had made off of the Winchester rifles. He warned that vengeful ghosts would seek her out. In order to protect herself, William said that Sarah must "build a home for [herself] and for the spirits who have fallen from this terrible weapon. There was just one catch: She employed a crew of carpenters, who split shifts so construction could go on day and night, seven days a week, 52 weeks a year, for 38 years. The work only stopped on September 5, 1927, because the octogenarian mastermind behind the home died of heart failure in her sleep. Sarah issued many bizarre demands to her builders, including the building of trap doors, secret passages, a skylight in the floor, spider web windows, and staircases that led to nowhere. There are also doors that open to blank walls, and a dangerous door on the second floor that opens out into nothing—save for an alarming drop to the yard far below. In 1906, the great San Francisco Earthquake caused three floors of the then seven-story house to cave in. A postcard of the place shows a tower that was later toppled by the natural disaster. That tower—plus several other rooms destroyed in the disaster—were never rebuilt, but cordoned off. As for Sarah, she was safe but stuck in the Daisy Bedroom, named for the floral motif in its windows. She had to be dug out by her staff, as its entrance was blocked off by rubble. By Library of Congress, Public Domain, Wikimedia Commons

Some say the labyrinth layout was meant to confuse the ghosts, allowing Sarah some peace and a means to escape them. She was the sole architect of this extraordinary home, and no master building plan has ever been uncovered. So Sarah may be the only person who ever truly knew all of its secrets. When movers were called in after her death, one lamented its labyrinthine design that includes many winding hallways. One mover told *American Weekly* the Winchester House was a place "where downstairs leads neither to the cellar nor upstairs to the roof. This theory suggests that Sarah was a member of a mystic society like the Rosicrucians, or a secret society like the Freemasons—or possibly both. She also suspects that Sarah was just an ardent—albeit eccentric—philanthropist who used her family fortune to purposefully employ the San Jose community. There is only one known photo of the widow Winchester, which was taken surreptitiously. Though she was reclusive, she was never alone. She had 18 servants, 18 gardeners, and the ever-present construction team working on the grounds. Every morning, Sarah met with the foreman to discuss the always-evolving building plans. But when trying to get a room count, the new owners kept coming up with different numbers. After five years of renovations, they estimated the number of rooms to be about 365, which is the number most often quoted today. Among the secrets Sarah took to her grave was why she insisted that so many things relate to the number 13. The Winchester House has many paned windows and paneled ceilings, as well as step stairways. Even her will had 13 parts, and she signed it 13 times. The fascinating mansion is still owned by the family families? But thanks to them, tourists can now explore of the some rooms Sarah dreamed up. To this day, Winchester House is a destination for believers who hope to have a paranormal encounter of their own. A popular spot for such activity is the corridors of the third floor, where tour guides have claimed to hear footsteps and disembodied voices whisper their names. Also, when you are on that floor you can never really hear any of the other tours, so you feel pretty isolated.

Chapter 3 : Mystery Castle - History of the Mystery

Mystery House is an adventure game released by On-Line Systems in It was designed, written and illustrated by Roberta Williams and programmed by Ken Williams for the Apple II. Mystery House is the first graphical adventure game and the first game produced by On-Line Systems, the company which would evolve into Sierra On-Line.

Inspiration[edit] Windows inside the house With hundreds of workers living there, all 13 bathrooms had to be functional, but were later disconnected. These inheritances gave her a tremendous amount of wealth which she used to fund the ongoing construction. Though it is possible she was simply seeking a change of location and a hobby during her lengthy depression, other sources say that Winchester came to believe her family and fortune were haunted by ghosts, and that only by moving West and continuously building them a house could she appease these spirits. Carpenters were hired and worked on the house day and night until it became a seven-story mansion. She did not use an architect and added on to the building in a haphazard fashion, so the home contains numerous oddities such as doors and stairs that go nowhere, windows overlooking other rooms and stairs with odd-sized risers. Many accounts attribute these oddities to her belief in ghosts. The house is predominantly made of redwood, as Mrs. Winchester preferred the wood; however, she disliked the look of it. She therefore demanded that a faux grain and stain be applied. This is why almost all the wood in the home is covered. The home itself is built using a floating foundation that is believed to have saved it from total collapse in the earthquake and the Loma Prieta earthquake. This type of construction allows the home to shift freely, as it is not completely attached to its brick base. There are roughly rooms, including 40 bedrooms, 2 ballrooms one completed and one unfinished as well as 47 fireplaces, over 10, panes of glass, 17 chimneys with evidence of two others , two basements and three elevators. It has gold and silver chandeliers, hand-inlaid parquet floors and trim, and a vast array of colors and materials. This allowed her to move about her home freely as she was only able to raise each foot a few inches. There was only one working toilet for Winchester, but all other restrooms were decoys to confuse spirits. This is also the reason why she slept in a different room each night. These included steam and forced-air heating , modern indoor toilets and plumbing, push-button gas lights , and Mrs. There are also three elevators, including an Otis electric and one of which was powered by a rare horizontal hydraulic elevator piston. Most elevator pistons are vertical to save space, but Winchester preferred the improved functionality of the horizontal configuration. The manual and emergency tools for the Otis Automatic Electric elevator Mrs. Winchester never skimped on the many adornments that she believed contributed to its architectural beauty. Many of the stained glass windows were created by the Tiffany Company. Some were designed specifically for her, and others by her, including a "spider web" window that featured her favorite web design and the repetition of the number thirteen, another of her preoccupations. A second window was designed by Tiffany himself, so that when sunlight strikes the prismatic crystals a rainbow is cast across the room. The window was installed in an interior wall in a room with no light exposure, preventing the effect from being seen. Her niece then took everything she wanted and sold the rest in a private auction. Winchester made no mention of the mansion in her will, and appraisers considered the house worthless due to damage caused by the earthquake, the unfinished design and the impractical nature of its construction. These spirits are said to have directly inspired her as to the way the house should be built. The number thirteen and spider web motifs, which carried spiritual significance for her, occur throughout the house. This room was made available for viewing by the public. Later on the "Aftershow" about the episode, Kari Byron revealed that after she first visited the Mystery House as a Brownie it had given her nightmares, and that the house was "still creepy". Nuka World , an expansion pack for the post-apocalyptic video game Fallout 4 , features a tourist attraction named Grandchester Mystery Mansion where a narrator tells the story of an allegedly possessed young girl called Lucy that murdered her parents. The house shares similarities with the Winchester Mystery Mansion such as its name, stairs and doors that go nowhere and the belief that the residence is haunted.

Chapter 4 : Abita Mystery House and the UCM Museum in Abita Springs Louisiana

Mystery House: San Antonio was the best mystery I have read besides Agatha Christie. This book is faced paced and exciting. My emotions were all over the place.

Mystery House - Apple II render emulation - 2. The player is soon locked inside the house with no other option than to explore. The mansion contains many interesting rooms and seven other people: Tom, a plumber, Sam, a mechanic, Sally, a seamstress, Dr. Green, A surgeon, Joe, a gravedigger, Bill, a butcher, and Daisy, a cook. Initially, the player has to search the house in order to find a hidden cache of jewels. However, terrible events start happening and dead bodies of the other people begin appearing. It becomes obvious that there is a murderer on the loose in the house, and the player must discover who it is or become the next victim.

Development Edit At the end of the s, Ken Williams sought to set up a company for enterprise software for the market-dominating Apple II computer. One day, he took a teletype terminal to his residence to work on the development of an accounting program. Rummaging through a catalogue, he found a program called Colossal Cave Adventure. He and his wife Roberta both played it all the way through and their encounter with this game would have a strong influence on video-gaming history. Having finished Colossal Cave Adventure, they began to search for something similar, but found the market underdeveloped. Roberta Williams liked the concept of a textual adventure very much, but she thought that the player would have a more satisfying experience with images and began to think of her own game. Ken spent a few nights developing the game on his Apple II using 70 simple two-dimensional drawings done by Roberta. Eventually, it sold more than 10,000 copies, which was a record-breaking phenomenon for the time. Though Ken believed that the gaming market would be less of a growth market than the professional software market, he persevered with games. Mystery House was re-released in through the SierraVenture line, which produced a number of early Sierra games until it was also eventually released into the public domain [2] and later developed into an application for the iPhone and the iPod Touch. Applying graphics to an adventure game, however, was unprecedented as previous story-based adventure games were entirely text-based. Mystery House was satirized in the adventure game Prisoner 2.

Chapter 5 : Mystery House | Thriller | Old Time Radio Downloads

*The Mystery House [Eva Pohler] on calendrierdelascience.com *FREE* shipping on qualifying offers. Ellen and her two best friends share a mid-life crisis by hatching a plan to renovate an 's Greek revival in the nearby historic district of San Antonio.*

Chapter 6 : The Secret of Mystery House 2 Game - Play online at calendrierdelascience.com

The Winchester Mystery House is a mansion in San Jose, California, that was once the personal residence of Sarah Winchester, the widow of firearm magnate William Wirt Winchester.

Chapter 7 : Mystery House – Hardcore Gaming

The Mystery House quest is one of the Secondary Encounters in We Happy Few, sometimes found in Lud's Holm. Partly tied to the Johnny Bolton, Special Agent encounter, this house is far off from the.

Chapter 8 : Mystery House - Hidden Object Games

It's that vacant-looking house on that eerie, silent street that no one seems to visit anymore. You know the type, right? Missing streetlights, cracked sidewalks, scraggly weeds.

Chapter 9 : The Mystery House by Eva Pohler

The Oregon Vortex is a glimpse of a strange world where the improbable is the commonplace and everyday physical facts are reversed. It is an area of naturally occurring visual and perceptual phenomena, which can be captured on film.