

Solution to Mata Hari

GAMEPLAY NOTES

Please note that this is a non-linear game. There are many ways to complete a mission or to achieve a required goal. Besides playing through the main storyline Mata has opportunities to gather espionage points by collecting relevant information scattered during her adventures. Once she gains enough snippets of information, she is able to put the whole picture together and this will register as an extra mission accomplished. Each small piece of information is worth 50 to 150 points, with an extra 150 at the end when Mata is able to collect all relevant information. In order to be completed, these smaller missions require three pieces of information collected. Once such missions are accomplished, a newspaper article will flash on the screen.

Mata can also increase her wealth by putting on dance performances. Each performance is worth 0, 500, 1,000, or 2,000 francs. The amount of money earned depends on the player's efficiency in the mini-game.

Lastly, Mata can gather skill points during mini-games. For example, the train ride can reward her with 0 to 500 points. Other mini-games yield 0 to 30 points, depending on how fast Mata Hari solves them. At the end of the game, your Espionage, Skill, and Money will all be tallied up and will influence how Mata lives out the rest of her life.

In order to play the dance performance mini-game, Mata needs *inspiration*. She needs to keep her repertoire fresh. There are inspiring ideas all over the game scenes, and they appear in the form of the cursor changing into a magnifying glass when you hover over them. However, this magnifying glass will only appear if you talked to your manager in Paris, Astruc, and he told you to get inspiration, that is, you received the *get inspiration* token.

When talking to people in the game, a list of conversation topics will appear on the bottom of the screen. Click on any one of these, move it onto the conversation partner and click again. This will start dialogue on the selected topic. Items in this tutorial written in *italics* are objects or conversation topics (tokens) that Mata can use in some way.

Objects in the inventory also appear on the bottom of the screen when in a situation that requires item usage. The method is the same, click on the desired object, move it onto the person or other item to be used on, and click again. You can use an object in the inventory on any individual or object in the room. Furthermore, you can (and often have to) use two or three inventory items on each other to build some kind of clever contraption for your spying endeavors. Pressing the space bar will show all usable items in a scene.

Moving the mouse pointer to the bottom of the screen will cause the inventory to appear, showing all the items in Mata's possession. In the lower right corner there are options to Load and Save, and to look at Mata's Diary where her past and present missions are listed. The diary is worth consulting as it clearly registers every given task for a mission.

The game is extremely flexible. The following walkthrough is just one proposed way of playing through the storyline. At any time, a different choice will lead to a whole other, maybe more eventful, method of completing the same mission.

INTRODUCTION

It is March 14th, 1963. An aged woman named Elsbeth Schragmüller is being interviewed for a book on the famous spy, Mata Hari. Elsbeth was a friend of Mata's. Mata Hari, born Margaretha Zelle McLeod, came to Paris in 1905. Penniless, but full of ambition, she was determined to make a career as an exotic dancer. Many envied her beauty.

The game opens in Paris, 1905, at the dawn of Mata Hari's career.

Chapter 1 - Dance Manager, 1905

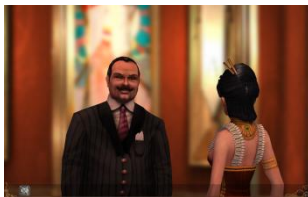


Paris, Artist Ball – Outside

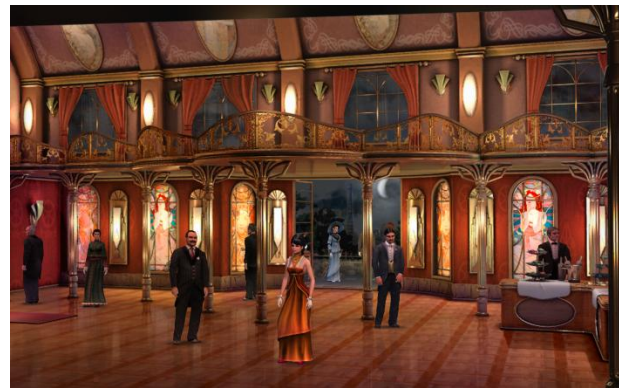
Enter the door to the ballroom. Unfortunately Mata Hari left her invitation in her dressing room and she can't get in without it. The *invitation* token is added to the inventory.

A mysterious gentleman arrives and asks if he can help, seeing Mata Hari's plight. Tell the gentleman about the *invitation*. The man vouches for Mata Hari and the doorman lets them inside. The gentleman doesn't reveal his name to Mata Hari, he just says he's an admirer.

Paris, Artist Ball - Ballroom



Speak first to Gabriel Astruc, the impresario who can make Mata famous. He claims to have talked too much already and asks you for a *drink* to ease his throat. Go over to the bartender and *order the drink*, using the token you just received. He pours champagne. Take the *champagne* from the bar and bring it back to Astruc. Mata asks Astruc to further her dance career, but Astruc refuses to talk about it unless she has an *introduction*.



Go talk to the middle-aged lady. She gives Mata Hari advice on socializing, making small talk about *the city*, *fashion*, *people*, and *the weather*. She tells her that Astruc is the right man to promote her career.



Go on to talk to the mysterious gentleman. Talk next to the young journalist. You do not learn his name, but after talking to him about the city, you can ask him for a *introduction*. He says works for the Morning Herald.

Talk to Astruc and tell him about the interview. He still doesn't give in and requires you to collect two *compliments* from the guests, as he himself does not trust his own judgment.

Talk to Samsonet. Tell him about the need for a *compliment*. He'll give you a compliment if you manage to get a few kind words out of Rupert Zollinger. Talking about the man's *mistress* seems to be a sore topic. Talk to the handsome gentleman, Zollinger. He seems to be in a bad mood, but after making small talk about people and fashion, you can talk about his *mistress*, Danielle Rouyer, who is out on the balcony. He gives you a compliment. Go out onto the balcony.



Paris, Artist Ball – Balcony

You chat up the married woman who thoroughly enjoyed your dancing. After some weather-talk, she gives you a compliment. Go back inside.

Paris, Artist Ball – Ballroom

Talk to Astruc. He does not consider Zollinger's remark a compliment. Go to Samsonet and tell him about *Zollinger's compliment*. He dutifully compliments you and you can finally go convince Astruc to be your impresario.

Astruc is indeed impressed and gives you his *business card*, accepting to become your manager. Leave the ballroom.

Paris, Artist Ball - Outside

Samsonet stops Mata outside, in front of the door. He proposes that she consider being a spy, trading information between various parties in order to prevent the outbreak of a pointless war. Mata Hari's first task is to return to the ballroom, seduce Zollinger. She needs an impression of Zollinger's corporate seal (sigil). The impression is worth 5,000 francs to Samsonet. To her astonishment, Mata Hari learns that Elsbeth Schragmüller is also one of Samsonet's agents. Samsonet gives you a *love note* for Danielle that you can use to break her and Zollinger up, and become Rupert Zollinger's new mistress. You agree and return to the ballroom.

Paris, Artist Ball – Ballroom

Talk to Elsbeth once to make sure she is indeed a spy, then go out onto the balcony.

Paris, Artist Ball - Balcony

You give the love note to Danielle who is intrigued and wants to write a note back. However, she does not have a *pen*.

Paris, Artist Ball - Ballroom

Back in the ballroom, you ask the journalist for a *pen* and he immediately gives you one.



Paris, Artist Ball - Balcony

Go back to Danielle and give her the *pen*. She jots down a quick *reply* and gives it to you.

Paris, Artist Ball - Ballroom

You give the *reply* to Zollinger who *complains* about Danielle after reading the note.

Paris, Artist Ball - Balcony

Talk to Danielle about Zollinger's *complaint*, about him calling her an “expensive brainless flirt”. She is beside herself with rage and calls Zollinger an idiot as a *parting shot*. Their relationship is thereby over.

Paris, Artist Ball - Ballroom

You convey Danielle's *parting shot* to Zollinger. He expresses his *gratitude* to you for telling him. You immediately inquire about his *gratitude* at which he can't help but wonder whether you are trying to seduce him. You explain the *rules of seduction* to Zollinger. There are only four basic ones that Mata uses, suiting four basic types of men: *flattering*, *yielding*, *dismissing*, and *daring*. Mata Hari is cunning enough to flatter Zollinger without him noticing that he is getting buttered up. He gives Mata a *bracelet* he originally intended for Danielle and invites Mata Hari back into his hotel room.



Paris, Zollinger's Hotel Room

Take the *whiskey* from the small cabinet next to the large windows and pick up the *rod* leaning against the cabinet. Pick up the *pillow* in front of the bed. These items move into the inventory. If you rummage through Rupert's belongings in the room, he'll complain and ask Mata to get back into bed.

Give him the *pillow* so he can rest. Use the *rod* to close the *open window* and get rid of the night breeze. Rupert wakes up and calls for you. Give him the *whiskey* and he'll leave you in peace.

Go to the front of the room and take the *soap* and the *cigar lighter* from the commode. There is a glass of wine on a table in the very front. You find a scrap of paper under it about French-made corrosion-resistant submarine valves. You receive 50 espionage points for finding the paper.

Select the seal (*sigil*). Turn on the *cigar lighter* and heat the *sigil* in order to be able to make an impression with it into the *soap*. Use the *soap* on the *sigil*. Mata Hari completes her first mission as a spy.



Chapter 1 ends.