

FRANZINIUS!

THE HOUSE THAT HATES



MINOTAUR GAMES



OFFICIAL GUIDE



MINOTAUR GAMES
PRESENTS

FRAXINUS

THE HOUSE THAT HATES

CHARACTERS

CHARACTERS

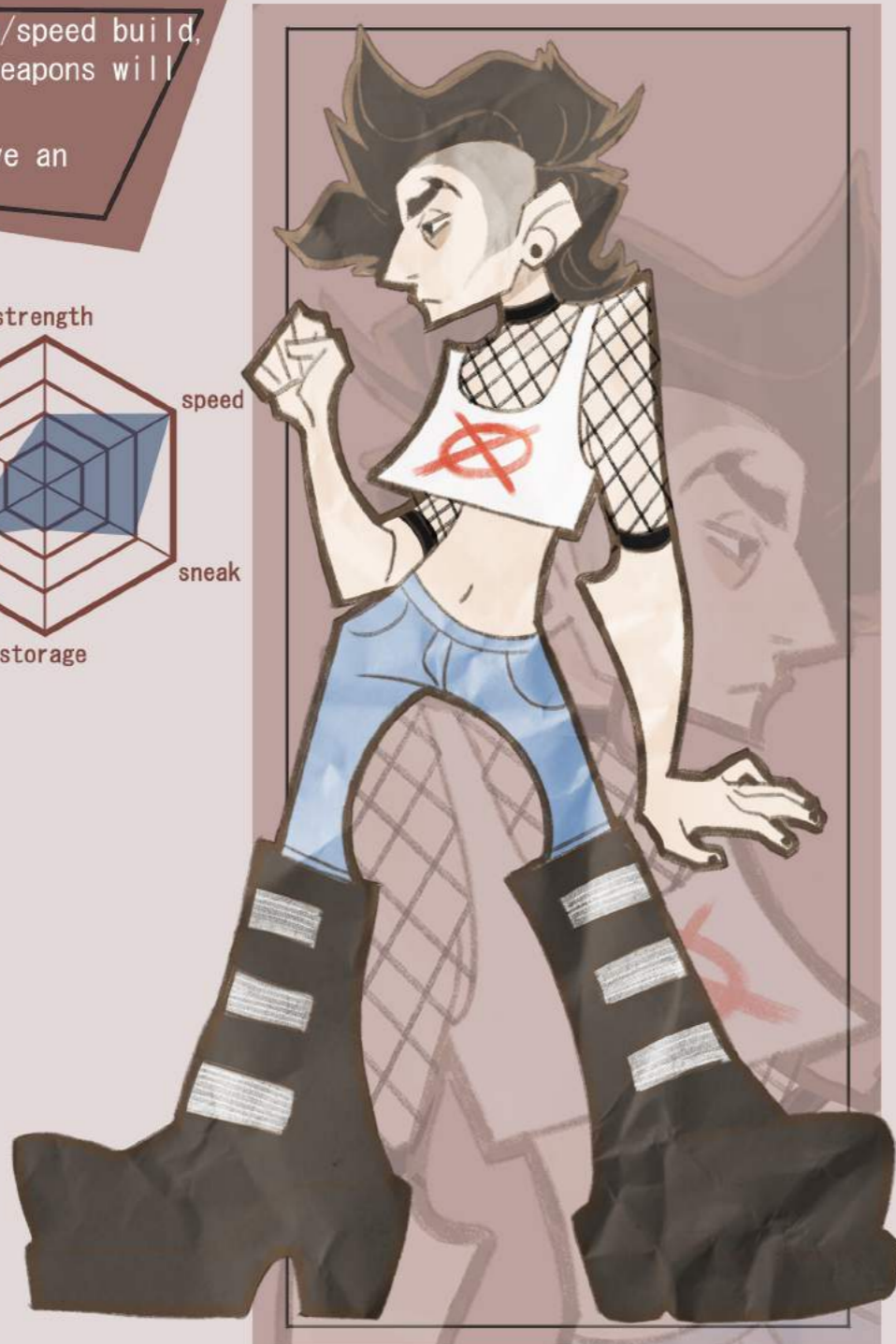
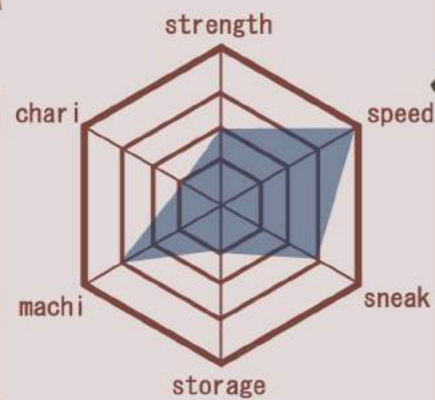


JAX

The player character and self-appointed ruler of everything. Jax is loud, stubborn, and fiercely independent - though all that will be put to the test when he enters the [House](#).

Jax is best used as a stealth/speed build, utilizing one-handed Light weapons will maximize DPS.

Press **X** while in the air above an enemy to activate Jax's special attack!

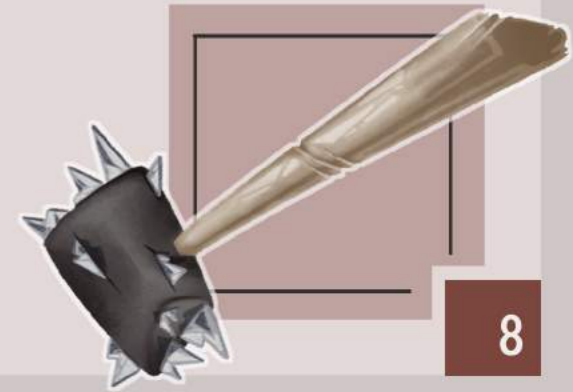
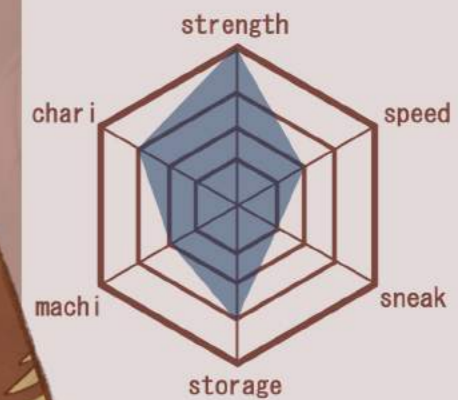


VICTOR

The kind and dependable shopkeep. Once a wanderer desperate to escape the [House](#), he has long since given up and accepted his life in the labyrinth.

Victor's strength makes him ideal for a 2-handed tank build. Experiment with weapon upgrades!

Press **X** while across from an enemy to activate Victor's special attack!

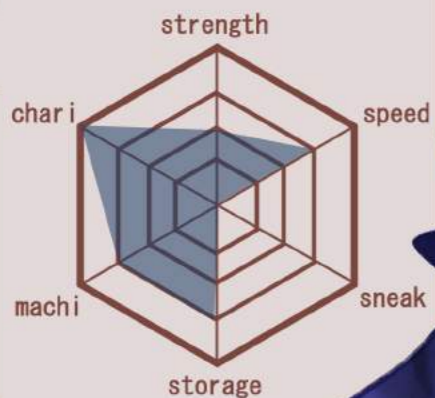


CLOWNE

A clown that is quite down in the dumps. She's lost the magic in her act, and can't seem to get anybody to laugh! Perhaps the **House** has something to do with it.

Clowne is best used as a long-range speed build, though all her jingling makes her very bad at stealth.

Press **X** with a projectile equipped to activate Clowne's special move!

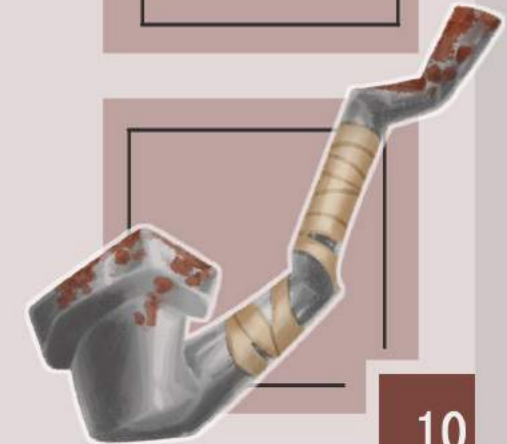
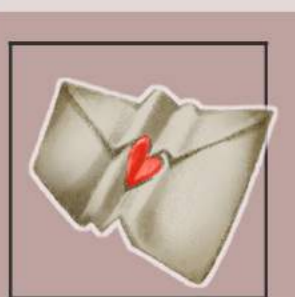
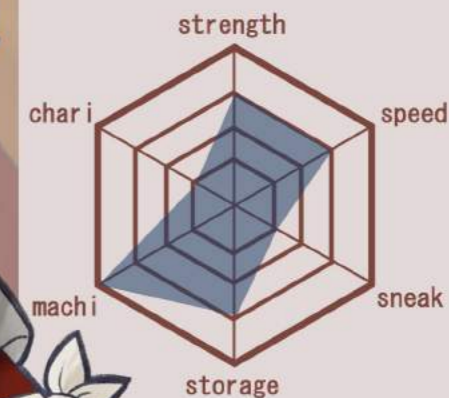


GAS MASK

Nobody knows her name, where she came from, or who she is at all, but one thing is certain - she is getting out of this **House**, no matter the cost.

Gas Mask is usable for many play styles, just not sneak. She's not one for hiding and playing mouse.

Press **X** with a molotov cocktail equipped for a special attack!

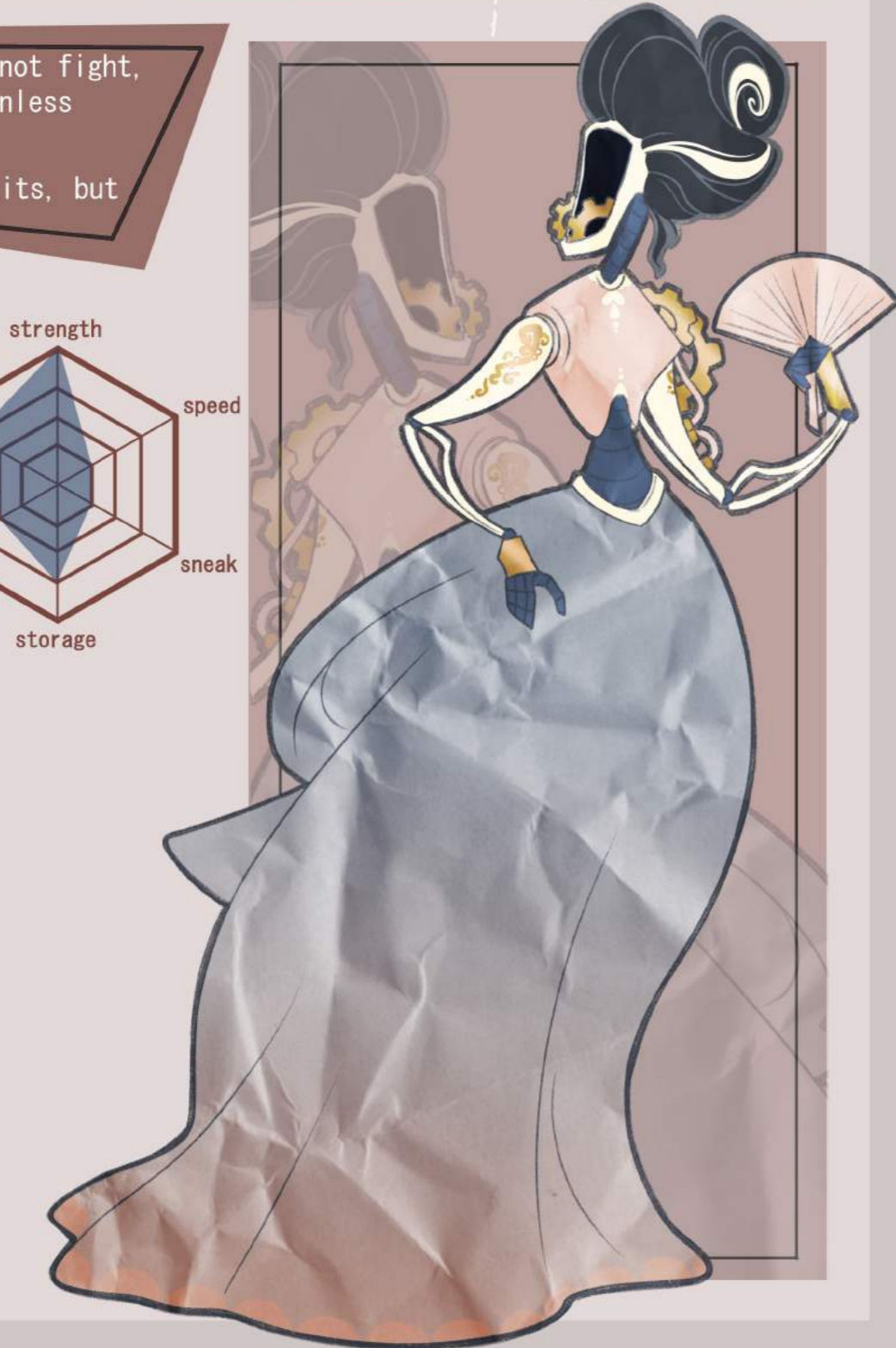


LADY

A beautiful but forlorn automaton unsure of what era it is. She seems to have misplaced her face somewhere within the [House](#) and would very much like to get it back.

Lady does not run and does not fight, as a proper lady should – unless provoked, of course.

Lady does not land many hits, but press **X** to watch enemies fly!



strength

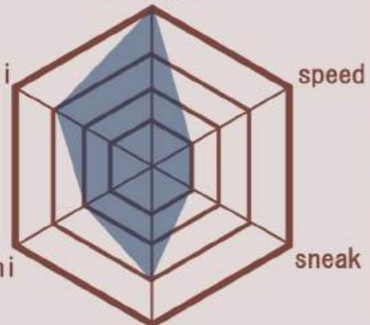
char i

speed

machi

sneak

storage

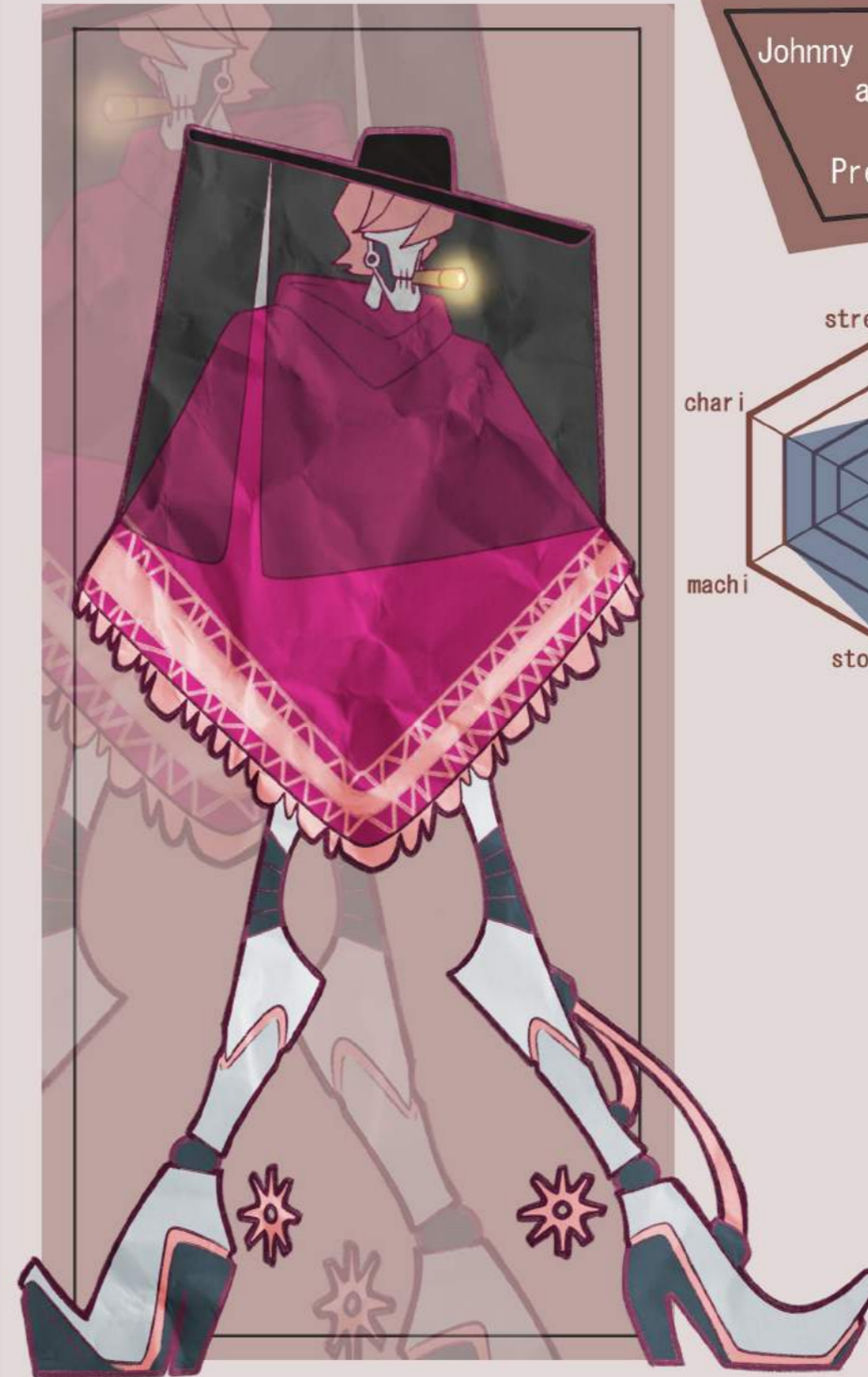


JOHNNY

An automaton who's convinced they are a cowboy. They have no memory of being made, only that their creator resides somewhere inside the [House](#), and they are desperate to know more about their past.

Johnny is incredibly fast and resilient, and most skilled with a gun.

Press **X** with a projectile equipped to activate Johnny's special attack!



strength

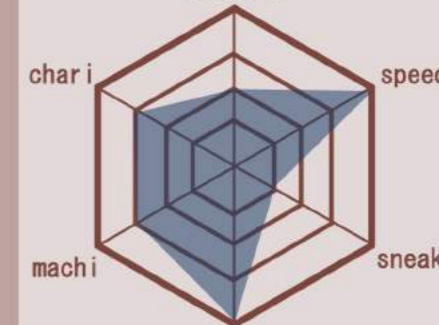
char i

speed

machi

sneak

storage



QUEST ITEMS

These are items that will help progress quests. Not all are required to complete the game, but some will give extra bonuses when found, so keep an eye out.



IRON KEY:
This key unlocks the second floor.



SILVER KEY:
This key unlocks the third floor.



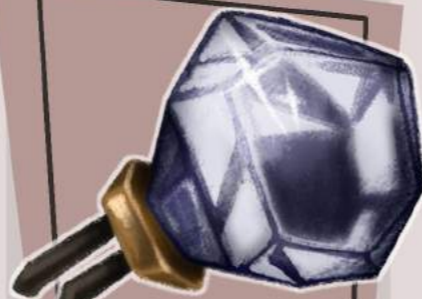
COPPER KEY:
This key unlocks the basement level.



BRONZE KEY:
This key unlocks the sub-basement.



???? KEY:
This key seemingly goes with no lock...



CRYSTAL DOORKNOB:
Knob to a third floor bathroom door.



LADY'S FACE:
Lady's misplaced face mask.



LOVE LETTER:
A crumpled but intact love letter. From who?



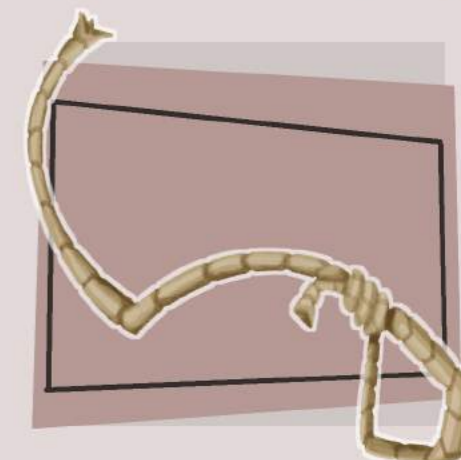
ODD MANUSCRIPT:
A thick and strange manuscript for a book.



STORAGE BOX:
A simple box used to store... something.



TEDDY'S HEAD:
A poor dismembered teddy bear.



NOOSE:
Unsure if it has been used or not.



COMMON JUNK:
Collectable junk, can be used as currency.



RARE JUNK:
Collectable junk, worth 2x COMMON JUNK.

WEAPONS

These are your biggest tool for survival within the **House**. The one thing lost souls learn quick is this **House** is here to hurt you, one way or another.



HAMMER:
A simple hammer, great for fighting nails.



SLEDGEHAMMER:
For when the HAMMER just isn't cutting it.



WARSLEDGE:
Upgraded SLEDGEHAMMER, +3 STR.



PARING KNIFE:
For the sous chef.



CLEAVER:
When mealtime gets heavy.



MEATGRINDER:
Upgraded CLEAVER, +1 SPD +1 STR.



RUSTY PIPE:
Old pipe, found in the third floor bathroom.



THE HOUSEBASHER:
Upgraded RUSTY PIPE, +2 STR.



POCKET KNIFE:
A small pocket knife, good for throwing.



MACHETE:
Upgraded POCKET KNIFE, +1 SPD.



PISTOL:
A handgun, empty of bullets.



SHOTGUN:
Upgraded PISTOL, +1 STR.



BASEBALL BAT:
A standard wooden bat with lots of memories.



CRUSHER:
Upgraded BASEBALL BAT +3 STR.

AREA MAPS

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AREA MAPS

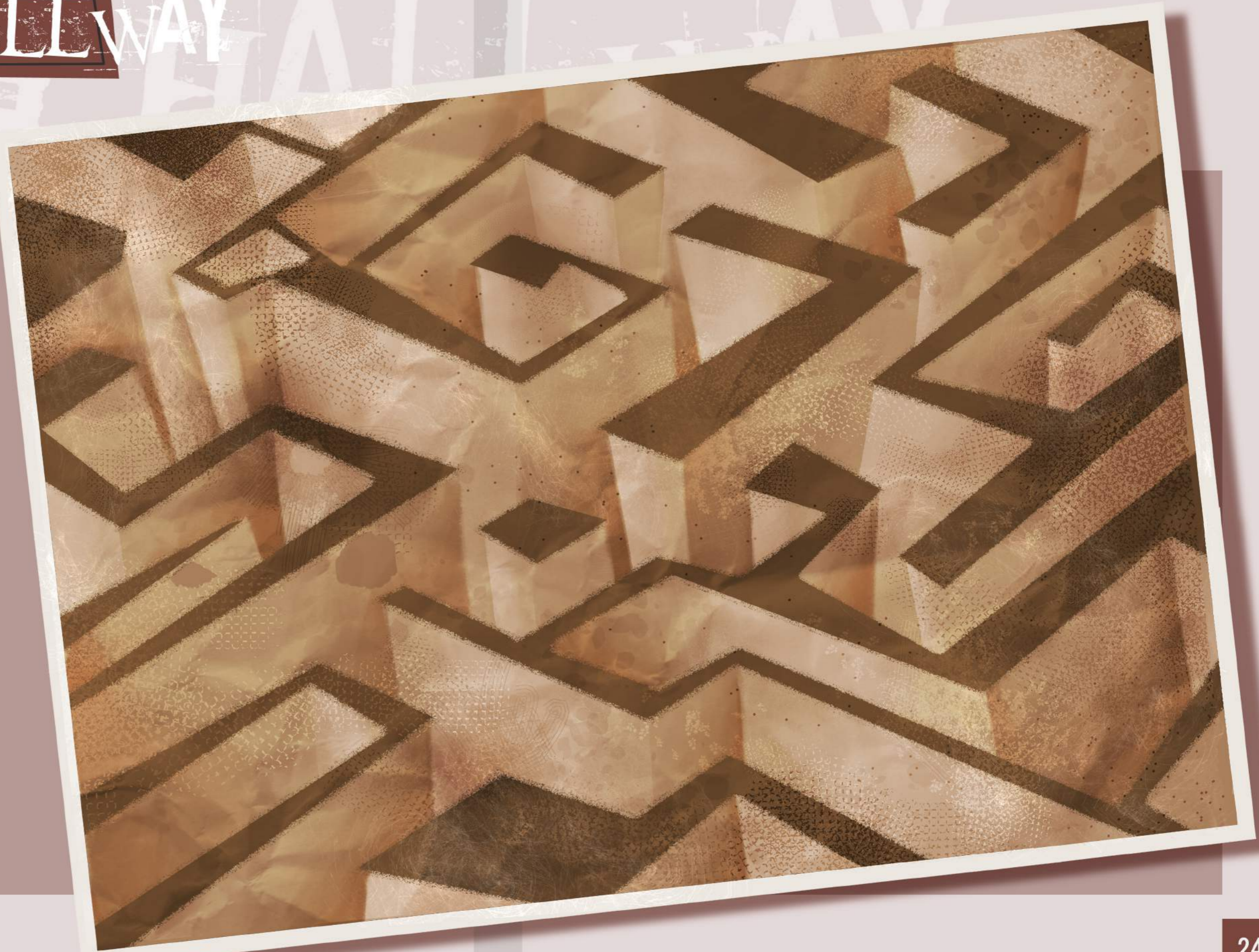
The Kitchen:
Long torn to shreds by fellow inhabitants, with enemies roaming the halls, this area seems devoid of useful items or secrets — but look closer in unexpected areas and you may find items of great importance.



The Foyer:
One of the safest areas in the [House](#). Return here to regain health and relax in between fighting for your life.

THE HALLWAY

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GAME

LOCATIONS

VS



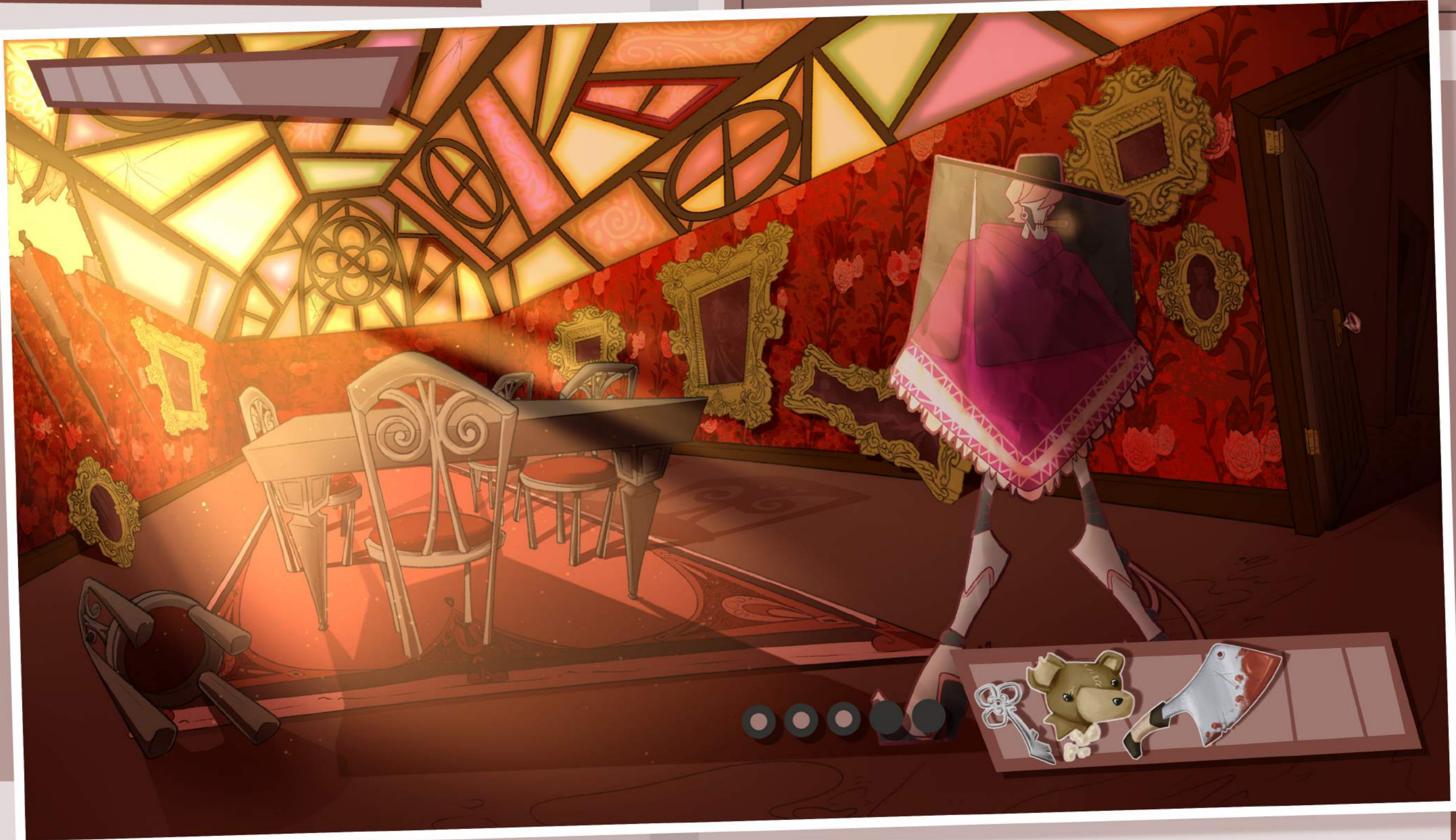
NOSTALGIA ROOM

A room filled with wistful memory. Tread carefully, or else you may be drawn to stay forever within the past.



DINING ROOM

A lovely dining area with a beautiful view. Ignore the noises coming from the kitchen and the rattling of the door.



STAIRCASE

An ever-lengthening staircase with countless doors that lead nowhere... for the most part.

