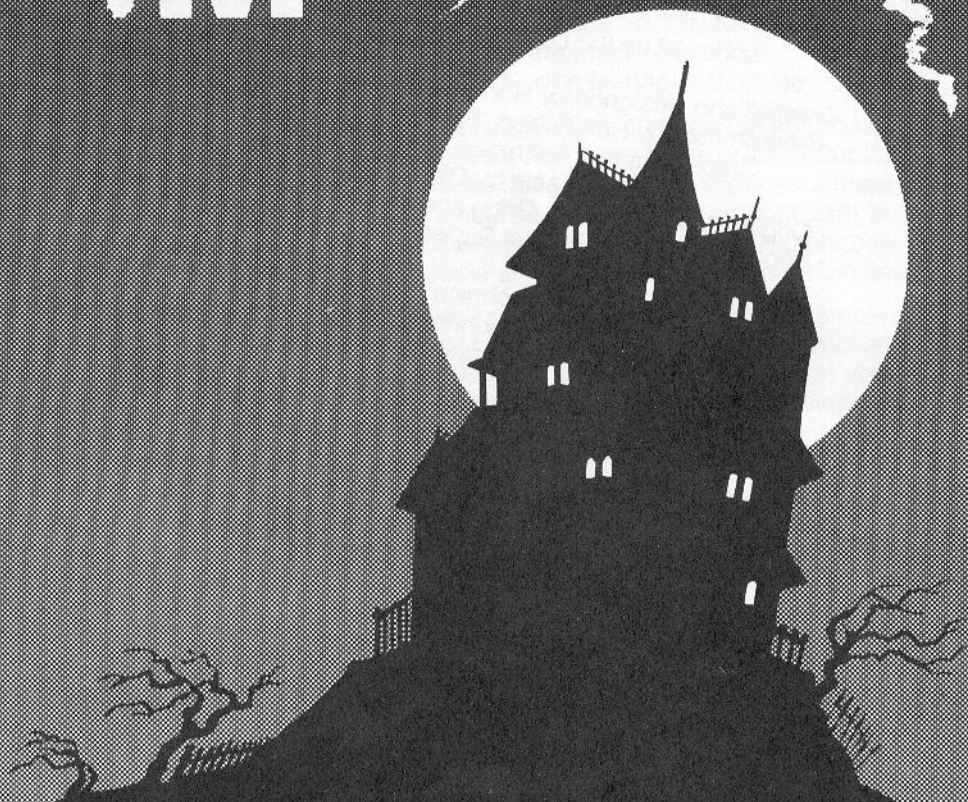


Maniac Mansion™



LUCASFILM™
GAMES

<http://www.replacementdocs.com>

MANIAC MANSION™

by
LUCASFILM™
G A M E S

Produced by the Lucasfilm Games Division

Created and Designed by Ron Gilbert and Gary Winnick
Programmed by Ron Gilbert, David Fox, and Carl Mey
Graphic Art and Animation by Gary Winnick
Sound Effects by Chris Grigg
Original Music by Chris Grigg and David H. Lawrence
Apple Conversion Special Support by Randy Farmer

Creative and Technical Support by
Noah Falstein, Aric Wilmunder, Chip Morningstar
Randy Farmer, Doug Crockford, Charlie Kellner

Lucasfilm Games General Manager, Steve Arnold
Production and Marketing Management by Nancy Mohler
Administrative Support by Wendy Bertram

Lead Playtester, Tim Partenfelder
Special thanks to the many other playtesters,
especially Tom and Darrell

Box cover art by Ken Macklin
Package and manual designed by John McLaughlin
Manual written by Brenda Laurel

Special thanks to George Lucas

Commodore 64/128 is a trademark of Commodore Business Machines, Inc. Apple II is a registered trademark of Apple Computer Inc. Pepsi and Pepsi-Cola are registered trademarks of PepsiCo, Inc. *Maniac Mansion*, character names, and all other elements of the game *Fantasy* are trademarks of Lucasfilm Ltd. © 1987 Lucasfilm Ltd. All rights reserved.

About *Maniac Mansion*

There are weird people living in *Maniac Mansion*: Dr. Fred, a "retired" physician turned mad scientist; Nurse Edna, a former health care professional whose hobbies would make a sailor blush; Weird Ed, a teenage commando with a hamster fetish; and then there's Dead Cousin Ted, and the Tentacle, and somebody—or something—*else*... And what's a sweet young cheerleader named Sandy doing in Dr. Fred's basement?

Your goal is to direct a team of three local teenagers (including Sandy's boyfriend Dave) through the mansion to rescue Sandy. As you explore, you'll meet all the strange inhabitants of the mansion, and you'll discover Dr. Fred's ambition to control the world—one teenager at a time.

You'll find that each of the seven teenagers you can choose from has special skills, talents, and weaknesses. And each of the crazy occupants of the mansion has goals and desires that can help or hinder your team, depending on how you handle them. The story—and your approach to rescuing Sandy—will be different depending on which kids you choose and how you interact with the people and things inside the mansion itself.

Each of the possible stories in *Maniac Mansion* is really a large, complex puzzle made up of scores of smaller puzzles. From time to time, movie-like "cut-scenes" reveal clues about the story and what's going on elsewhere. As you discover the smaller puzzles that make up each story line, you'll find that most will have to be solved in a certain order. There are always several ways to get something done—but of course, there is always a best way. Good luck!

Getting Started

To load and run the game on your Commodore 64 or C-128 computer, first remove all cartridges from the computer and turn on the disk drive. Then turn on the computer (C-128 users hold down the **C** key) and the monitor. Plug your joystick into port 1 (nearest the front). Put the disk in the drive label-side-up, then type **LOAD "*"*,8,1** and press **RETURN**.

To load the game on your Apple II, put the disk into the disk drive, label side up, then turn on the computer and monitor.

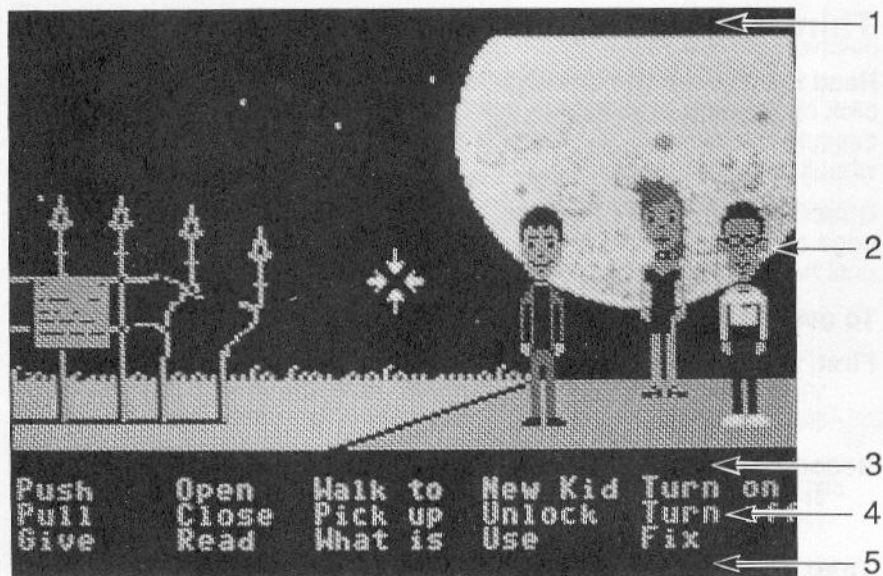
The first thing you will see is a title screen with pictures of the seven kids from which you can choose your team.

To select your team, use your joystick to move the cursor (if you are using an Apple computer without a joystick, use the arrow keys). Move the cursor over the kids' portraits and *click* (press the joystick button) on one that interests you. You will see a short biography of that kid at the top of the screen. Dave (Sandy's boyfriend) will always be on your team, so you can select two other kids. The first two portraits you click on will be highlighted with a white border, like Dave's. The white border means that the character in the portrait is selected for your team. If you'd like to change your selection, just click again on the picture of the kid you don't want. The border will disappear and you can select another one. You can win the game with any team, but the story line and many of the puzzles you need to solve will be different for each combination. When you have completed your selection, click on "Start" to begin the game.

Playing the Game

After the title sequence, you will see your team standing in the driveway next to the mansion. When they all turn and face you, you will be directing the actions of Dave (you can switch control to a "new kid" if you'd like—see instructions on page 4).

- 1) The Message Line** is the line at the very top of the screen. Words spoken by any of the characters appear on this line, as well as game-related messages (for example, "PUT IN SIDE ONE AND PUSH JOYSTICK BUTTON").
- 2) The Animation Window** is the largest part of the screen where the animated world of the mansion is displayed. It shows the "camera's eye view" of the room that the currently active character is in.
- 3) The Sentence Line** is directly below the Animation Window. You use this line to construct sentences that tell the characters what to do. A sentence consists of a *verb* (action word) and one or two *nouns* (objects). An example of a sentence that you might construct on the Sentence Line is "Unlock door with key." Connecting words like "with" will be put in automatically by the program.
- 4) Verbs** must be selected from the groups of words in the columns below the Sentence Line. You will always be able to see all the verbs used in the game—they will not change as the game progresses. To select a verb, position the cursor over the word and click.
- 5) The Inventory** is the area below the Verbs. Each character on your team has his or her own Inventory. It is empty at the beginning of the game; the name of an object is added to a character's Inventory when the character picks the object up during game play. There is no limit to the number of objects a character can carry. When there are more than four items in an Inventory, an arrow icon appears in the middle of the list. Use it to scroll the list down or up.



Nouns (objects) can be selected in two ways. You may select a noun by placing the cursor over an object in the Animation Window and clicking. Most objects in the environment, and all objects that are usable in the game, have names. If an object has a name, it will appear on the Sentence Line when you click on it. You may also select nouns by clicking on words in the Inventory.

To move a character around, select “Walk to” from the Verbs by positioning your cursor over it and clicking. Then move your cursor into the Animation Window, point it where you want the character to go, and click. If you point to an open door and click, the character will walk through it. Notice that “Walk to” appears automatically on the Sentence Line after a sentence has been executed—this is because moving around is what your characters will be doing most often.

To tell a kid to carry out the directions you’ve put on the Sentence Line, either double-click on the final word selected, or click once on the Sentence Line itself. If nothing happens, double check the way you constructed the sentence.

To replace a noun or verb on the Sentence Line without reconstructing the entire sentence, simply click on the replacement word. It will appear in the right place in the sentence.

“**Cut-scenes**” are short, animated sequences—like scenes from a movie—which can provide clues and information about the characters. When you are viewing a cut-scene, you do not direct the action so the text below the Animation Window disappears.

Things to Try

Read the sign on the fence. Select "Read" from the verbs and then click on the sign, creating the sentence, "Read sign." Click again to execute the sentence. Dave will walk over to the sign and will tell you what it says via the Message Line.

Direct Dave to walk to the mansion by moving the cursor to the left edge of the screen and clicking. Have him continue walking to the left until he's in front of the mansion.

To get into the mansion, try the sentence, "Unlock door with key."

First, select "Unlock" by moving your cursor over the word in the Verb List and clicking once. "Unlock" now appears on the Sentence Line.

Second, select the front door by moving your cursor over the door in the Animation Window and clicking once. "Unlock door with" now appears on the Sentence Line.

Third, place your cursor over "key" in the Inventory list below the Verbs. By double-clicking on "key" you can complete the sentence and execute it at the same time. What, no key? If you need help, there's a hint at the bottom of the next page.

Special Verbs and Function Keys

To switch control from one character to another, select the verb "New Kid." The names of the three kids on your team will appear on the Sentence Line. Place the cursor over the name of the new kid you want to control and click once. As a short-cut, you can use function keys to change kids. On the Commodore, keys **F1**, **F3**, and **F5** correspond to the three kids on your team. The keys are in the same order that the kids' names appear on the Sentence Line when you select "New Kid." On the Apple, use the number keys **1**, **2**, and **3**.

To find out what is in a room, select the "What is" verb and move the cursor around the room. When the name of something appears on the Sentence Line, you'll know that it is an "active" object and you might want to use it in the game.

To save your progress in a game so that you can turn the computer off and start again in the same place, you can use the "save" feature. First, be sure that you have a blank, formatted disk—if you need to make one, do it before you begin playing the game. When you want to save the progress of a game, press **Shift-F1** on your Commodore or use **Control-L** on your Apple. A save-load menu will appear—just follow the directions on the screen.

To load a game that you have saved, press **Shift-F1** on your Commodore, or **Control-L** on your Apple, anytime after *Maniac Mansion* has been loaded. Follow the directions on the save-load menu.

To bypass a cut-scene, press **F7** on your Commodore or **Esc** on your Apple. After you've played *Maniac Mansion* several times, you may want to use this function to skip over scenes that you have seen before. To bypass the title sequence, press **F7** on your Commodore or **Esc** on your Apple instead of clicking on "Start."

To restart the game from the beginning, press **Shift-F7** on the Commodore or **Control-R** on the Apple.

To pause the game, press the space bar. Press it again to resume play. The game will automatically pause if you make no input for two minutes, and you will need to press the space bar to continue playing.

When the disk is being accessed or the game is paused, the cursor will change. On the Commodore, a picture of a snail replaces the cursor during these times; on the Apple, the cursor disappears.

To adjust the speed of the Message Line to suit your reading speed, press "+" to speed up text and "-" to slow it down.

To turn off the sound on your Apple, press **Control-S**.

To use a two-drive Apple system, copy side 2 (the unlabeled side) of the *Maniac Mansion* disk to a blank, formatted disk. Place the original disk in your first drive, label side up, and the "side-2 disk" in your second drive. Press **Control-D** during the team selection sequence before you start playing the game.

Hint: Now where would someone hide a key? A key? You know, hide a key? Come on! Where would someone hide a key to the front door? It's under the door mat!! Look under the door mat!!

Notice: Lucasfilm reserves the right to make improvements in the product described in this manual at any time and without notice.

The enclosed software product and this manual are copyrighted and all rights are reserved by Lucasfilm Ltd. No part of this manual or any of the accompanying materials may be copied, reproduced, or translated in any form or medium without the prior written consent of Lucasfilm Ltd.

Lucasfilm Ltd. warrants to the original consumer purchaser that the diskettes furnished in this product will be free from defects in materials and workmanship under normal use for a period of ninety (90) days from the date of purchase (as evidenced by your receipt). If any diskettes supplied as part of this product prove to be defective, and provided that the consumer purchaser returns the media to Lucasfilm in accordance with the instructions in the following paragraph, Lucasfilm will replace any defective diskette: (a) free of charge to the consumer purchaser, if the diskette proves to be defective within the ninety (90) day period following the date of purchase, and (b) if the diskette proves to be defective after the expiration of the ninety (90) day warranty period, Lucasfilm will replace the defective media for a fee of \$7.50 per diskette.

To obtain a replacement diskette, please return the product, postage prepaid, to Lucasfilm, at the address below, accompanied by proof of date of purchase, a statement of the defect, and your name and return address. To replace defective media after expiration of the warranty period, send the product, postage prepaid, to Lucasfilm at the below address, enclosing proof of purchase, a statement of the defect, your name and return address, and a check for \$7.50. Lucasfilm will mail a replacement to you.

THE SOFTWARE, DISKETTES, AND DOCUMENTATION ARE PROVIDED "AS IS." THERE IS NO WARRANTY OF MERCHANTABILITY, NO WARRANTY OF FITNESS FOR A PARTICULAR USE, AND NO OTHER WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED REGARDING THE SOFTWARE, DISKETTES OR DOCUMENTATION, EXCEPT AS EXPRESSLY PROVIDED IN THE PRECEDING PARAGRAPH. ACCORDINGLY, THE ENTIRE RISK AS TO THE USE, RESULTS AND PERFORMANCE OF THE SOFTWARE, DISKETTES AND DOCUMENTATION IS ASSUMED BY YOU. IN NO EVENT WILL LUCASFILM BE LIABLE TO YOU OR ANYONE ELSE FOR ANY CONSEQUENTIAL, SPECIAL OR INDIRECT DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING WITHOUT LIMITATION, DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF LUCASFILM HAS BEEN ADVISED OF THE POSSIBILITY OF ANY SUCH DAMAGES OR LOSS. SOME STATES DO NOT ALLOW LIMITATIONS ON THE DURATION OF IMPLIED WARRANTIES AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, AND THUS THE PRECEDING LIMITATION AND/OR EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS DEPENDING ON THE LAWS IN YOUR STATE. YOU AGREE THAT THE LIABILITY OF LUCASFILM ARISING OUT OF ANY KIND OF LEGAL CLAIM (WHETHER IN CONTRACT, TORT, OR OTHERWISE) WILL NOT EXCEED THE AMOUNT YOU ORIGINALLY PAID FOR THE USE OF THIS PRODUCT.

Lucasfilm Ltd., Games Division, P.O. Box 2009, San Rafael, CA 94912.

G-LF1-03A