Maniac Mansion

Day of the Tentacle

MANUAL

About Maniac Mansion 2: Day of the Tentacle

The trouble began when **Purple Tentacle** drank that pesky toxic waste. Once evil but harmlessly slow-witted, he became an evil super-genius, bent on WORLD DOMINATION! His creator, fidgety mad scientist **Doctor Fred Edison**, realized the threat to all humanity and captured Purple Tentacle, along with his good-natured brother **Green Tentacle**, and plans to have them put to sleep.

Bernard, the computer geek with a heart of gold, must free his old friend Green Tentacle! But at what cost? This time, he may be in over his head. His roomates **Hoagie**, a heavy metal roadie, and **Laverne**, a slightly twitchy medical student, are along to help, unaware of what lays in store. Time travel, tax evasion, talking horses, beauty pageants, skunk-tossing, and even a little clown-fu— an adventure spanning four-hundred years— all crammed into one fateful night. They were relaxing at home when the hamster knocked on the door...

Stopping this menace is up to you! You direct the actions of all three kids, cavorting though time in a frantic quest to return to yesterday and stop this Tyrannical Tentacle before he can even get started on his promise to make the world bow down to... *The Day of the Tentacle!*

If this is your first computer adventure game, be prepared for an entertaining challenge. Be patient, even if it takes a while to figure out some of the puzzles. If you get stuck, you might need to solve another puzzle first or find and use a new object. Stick with it and use your imagination... you and the Gang *will* eventually prevail!

Copy Protection

For those of you playing from a Compact Disc, ignore this section. It never happened. It doesn't exist. These aren't the droids you're looking for. Move along.

After exploring the mansion a bit, Dr. Fred will ask you to complete the plans for his Super Battery by entering the correct proportions of its ingredients. Find the right patent number in this manual (they're in numerical order for you rocket scientists) and match the beaker levels and crouton positions. Click on the level lines on the beakers for the proper amounts of oil and vinegar, and click on the ends of the toothpicks to either place or remove a crouton.

Don't lose your manual! Without it, you won't be able to play the game. If you lose the manual, you may purchase another from LucasArts Entertainment Company. Call 1-415-721-3333 for more information. Of course, if you have lost your manual, you have also lost this phone number. For your convenience, it also appears in the README file.

Playing the Game

To start the game on your computer, please use the computer reference card included with the game. It contains all the instructions specific to your computer.

10765761

13988284
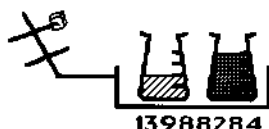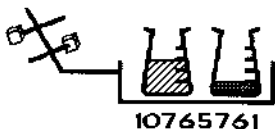
Walk to fake barf

Give PICK UP Use
Open LOOK at PUSH
Close TALK to PULL

HELP WANTED

As the story opens, Bernard and his friends are hanging out at the house when a little hamster shows up with a note. These non-interactive sequences are known as "cut-scenes" — short, animated sequences, like scenes from a movie — which can provide clues and information about the characters. Cut-scenes are also used to show special animated sequences, such as when Bernard gives Oozo the Clown a bop on the nose. When you are viewing a cut-scene, you do not direct the action.

You begin directing Bernard's actions as soon as he sends Hoagie and Laverne off to search the rest of mansion. The screen is divided into the following sections:

The Animation Window is the largest part of the screen and is where the animated action takes place. Dialogue spoken by the characters, as well as game-related messages, also appear here.

Available verbs are listed in the lower left-hand corner of the screen. To select a verb, position the cursor over the word and press the left mouse/joystick button or the ENTER key. You can also use a verb's "hot key" to select it (check your Ref Card for these keys). The interface you use to play the game has an "auto-highlight" feature that highlights an appropriate verb when the cursor touches an interesting or useful object on the screen. For example, when Bernard is near a door that can be opened, positioning the pointer over the door will highlight the verb **Open**. Pressing the right mouse/joystick button or the TAB key will use the highlighted verb with the object, which in this case opens the door (don't worry: this feature won't give away solutions to any puzzles). Keep in mind that even though a verb is highlighted, that one verb may not be the only way to use an object. Try the other verbs as well!

The Sentence Line is directly below the Animation Window. You use this line to construct sentences that tell the kids what to do. A sentence consists of a verb (action word) and one or two nouns

24315792

27318976
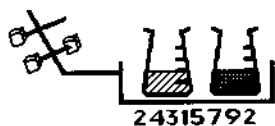
(objects). Some examples of sentences you might construct on the Sentence Line are "Use text book with pay phone" or "Use flier with Chuck the Plant". Connecting words like "on" or "with" will automatically be inserted by the program.

Once you've selected a verb, objects can be selected in two ways. You may select an object by placing the cursor over it in the Animation Window and clicking. Many objects in the environment, and all usable objects in the game, have names. If an object has a name, it will appear on the Sentence Line when you position the cursor over it. If no name appears for an object on the screen, you can be sure that it has no significance other than as part of the background. You may also select nouns by clicking on them in the Inventory (see next paragraph). When an object is selected that can be used with another object (from either the Animation Window or the Inventory), the cursor will become that object. To use the object with another, simply place the object over the target object and click your left mouse button. For example, if you want to use the textbook with lever, click on the verb USE, then click on the textbook in your inventory. The cursor is now a textbook. Place the textbook over the lever and click. As an extra shortcut for your convenience, clicking with the left mouse button on any object in your inventory will automatically default to the verb USE. Isn't that thoughtful?

The Inventory icons are located to the right of the Verbs. At the beginning of the game the kids' inventory is pretty slim pickings. When they pick up or are given an object to use during game play, an icon for that object is added to the Inventory. There is no limit to the number of objects they can carry. When there are more than six objects in the Inventory, arrows appear to the left of the icons. Click on them to scroll the icon window up or down.

To move the kids around, simply point the cursor where you want them to go, and click. Notice that **Walk to** is the default verb in the Sentence Line — this is because moving around is what the kids will be doing most often.

Using the Kids

You'll begin the game controlling only Bernard, but as the game progresses you will gain control of the other two kids; first Hoagie, then Laverne. You'll know when this happens because their faces will flash on the far right side of the screen, next to the Inventory zone. Once their picture has appeared, you can switch from kid to kid by simply clicking on the face of the kid you want to control.

To transfer an object from one kid to another, you must "flush" it through time using the Chro-O-John. There are two ways to do this. First, you can walk all the way to the Chron-O-John and place the object inside. Next click on the kid you want to receive the object. Walk that kid all the way to his or her Chron-O-John and pick up the item inside. A lot of work, you say? No problem. The fastest way to transfer items is to simply click on the item you want to give, and click on the picture of the kid you want to give it to. Presto, Chango! Pretty slick, huh?

31714260

36403693
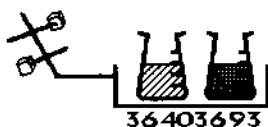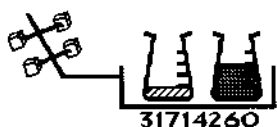
Things to Try in the Mansion

While Hoagie and Laverne are searching the rest of the mansion, let's take a look around. Hmm...that pink blob on the floor looks interesting. Place the cursor over it. Notice that the verb **Look at** is highlighted. Press the *right* mouse/joystick button or TAB key and Bernard will walk to the blob and tell you what he sees. A genius of Bernard's caliber knows that all things may come in handy: try to pick up the gum with a dime stuck in it. Select the verb **Pick up** with the cursor by pressing the left mouse/joystick button or the ENTER key. Notice that the words "Pick up" appear on the Sentence Line. Position the cursor over the gum and press the *left* mouse/joystick button or the ENTER key . This completes the sentence "Pick up gum with a dime stuck in it" on the Sentence Line. If Bernard is not already standing by the gum, he will walk over to it and try to pick it up. If it can be picked up, an icon will be added to your inventory.

To commence your exploration of the Mansion, walk to the right edge of the screen. While there are a number of areas which you will wish to investigate, let's start with Dr. Fred's office: walk to the door found to the right of the Animation Window.

Look around by moving the cursor around and noting the objects that highlight. Pick up everything you can. Try all the verbs with items you can't pick up at first.

Try looking behind the portrait. Here's one of many obstacles that will be strewn in the kids' paths...

Talking to Characters

There are plenty of characters in the game with whom you can converse. Nearly everyone the kids meet will have something to say, whether friendly or unfriendly...helpful, or unhelpful! Often, you can talk with someone at one point in the game, and then return to him or her later to get new information. What you learn and discover in another area may open more conversational topics with someone to whom you've previously spoken. To talk with characters, position the pointer on them and press the right mouse/joystick button or the TAB key to use the **Talk to** verb automatically, or select **Talk to** from the verb zone and click on the character you want to speak to.

During a conversation, you select what the kids say from among the possible phrases at the bottom of the screen. Just click on the phrase you want them to say. Of course, what the kids say will affect how other people respond. And, as conversations continue, you could be presented with a new array of dialogue choices. Don't worry – we'll never punish you for selecting the "wrong" or funny dialogue response. After all, you're playing this game to have fun, aren't you? Well, aren't you?!?!

Function Keys

To save your progress in a game, enabling you to turn the computer off and start again later in the same place, use the save feature. Simply press the Save/Load Game function key (F1 or F5 on most computers – see your reference card for more information).

41526781

49389025
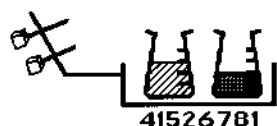
To load a game you have saved, use the Save/Load Game function key any time after *Day of the Tentacle* has been loaded.

To bypass a cut-scene, press the ESC key, or press both mouse/joystick buttons at once. See your computer reference card for details. After you've played *Day of the Tentacle* several times (and who wouldn't), you may want to use this function to skip over scenes you have seen before.

To restart the game from the beginning, press the key indicated on your reference card (F8 on most computers).

To pause the game, press the SPACE BAR. Press it again to resume play.

To adjust the speed of the Message Line to suit your reading speed, press the keys indicated on your reference card (+ and - on most computers). When you've finished reading a line of dialogue, you can press the Done key (the period — . — on most computers) to clear the line and proceed.

Use the keys indicated on your reference card to adjust the music volume (hard brackets — [and] — on most computers). If your sound card has a volume control, make sure it is set higher than level zero before using the keyboard controls to fine-tune the volume level. Sound effects and voice have no keyboard volume control. You'll need to use your sound card volume control.

To quit the game, press the key combination indicated on your reference card (Alt-X on most computers). If you plan to return to the game you're presently playing, remember to save the game before quitting.

Our Game Design Philosophy

We believe that you buy games to be entertained, not to be whacked over the head every time you make a mistake. So we don't bring the game to a screeching halt when you poke your nose into a place you haven't visited before. Unlike conventional computer adventures, you won't find yourself accidentally stepping off a path, or dying because you've picked up a sharp object.

We think you'd prefer to solve the game's mysteries by exploring and discovering, not by dying a thousand deaths.

Our Historical Accuracy Policy

We don't have one. This game is not intended to teach the history of our country nor its possible future. Please don't get into an argument at school or at a party and say, "Well, LucasArts says that John Hancock wrote his name big because it impressed girls." We're both going to look silly.

A Few Helpful Hints

Pick up everything you can. Odds are, at some point all those strange things will serve some purpose.

If you get stuck and can't figure out how to proceed, try looking through all the items you've found and thinking about how each one might be used (perhaps with yet another item in your inventory). Think about the places you've gone, and the people you've met.

50174762

52314938
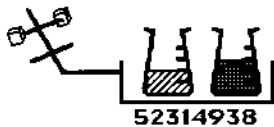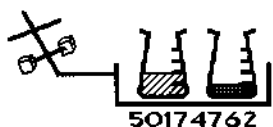
Chances are, there will be a connection that will put you back on track.

If you get stuck in one time period, move to a different kid. Remember, objects found in one time may be needed by a kid in another time.

If you want to speed up game play, you can order a hint book from LucasArts Entertainment Company. In the United States: 1-800-STAR-WARS (1-800-782-7927). In Canada: 1-800-828-7927.

If you want to access our automated hint line, call 1-900-740-JEDI (1-900-740-5334) in the United States only. The cost is 75¢ per minute. If you're under 18, first get your parent's or guardian's permission.

If you need technical assistance, call 1-415-721-3333. We're sorry, but no hints can be given on this line.

But Wait! That's Not All... Original Maniac Mansion!!!

As an extra added additional bonus at no extra added additional charge, you also get the original *Maniac Mansion.*® You'll find it while controlling Bernard, upstairs in Weird Ed's room. Simply use the computer on the desk in front of Ed. Don't worry. Playing *Maniac Mansion* does not affect *Day of the Tentacle*. It's just there for extra fun, and for those who may want to know a little more about Bernard and the Edisons. When you exit from *Maniac Mansion*, you will be returned to *Day of the Tentacle*, not to DOS.

There are some differences between the original *Maniac Mansion* and its sequel. After all, the original is five years old and we've had a lot of good ideas since then.

To execute a sentence, you must click the mouse button once the sentence is completed on either the object or the sentence line. For example, to pick up the bush, you must click on **Pick up** then click on the bush, then click again on the bush to execute. Also, the verbs have different "hot keys." Refer to your Ref Card.

Objects do not automatically highlight. You must first click on **What is**, then move the cursor around the screen. All important objects will then highlight.

You only get one save game. To go to the SAVE / LOAD menu, press F5. Click on the SAVE THIS GAME button to save where you currently are. To load the game you last saved, click on the LOAD THIS GAME button. The save game is stored separately from the *Day of the Tentacle* save games so they won't be affected.
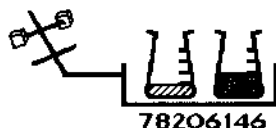
To switch kids, click on **New kid**, then the name of the kid you wish to control.

To escape out of cutscenes press F4.

62814670

66763141
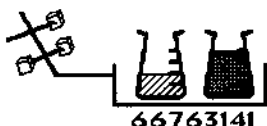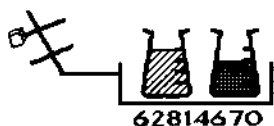
Created and Designed by Dave Grossman and Tim Schafer

Programmed by Gwen Musengwa, Judith Lucero, Jonathan Ackley,
Ron Baldwin, Dave Grossman, and Tim Schafer
Lead Artist, Stylist / Background Artist: Peter Chan

Lead Animator and Character Designer: Larry Ahern

Animators: Larry Ahern, Lela Dowling, Kyle Balda, Sean Turner,
and Jesse Clark

Art Technicians: Jesse Clark and Ron Lussier

Music and Sound by Clint Bajakian, Peter McConnell,
and Michael Z. Land
Digital Effects Editing by Ron Baldwin
Lead Tester: Jo "Captain Tripps" Ashburn
Testing by Leyton Chew, Chip Hinnenberg, Brett Tosti,
Mark A. Nadeau, Dan Connors, Wayne Cline, Mark Cartwright,
Matt Forbush, Dana Fong, and Doyle Gilstrap, Jr.
SCUMM Story System by Ron Gilbert, Aric Wilmunder,
Brad P. Taylor, and Vince Lee
*i*MUSE™ Music System by Michael Z. Land and Peter McConnell

Voices Produced and Directed by Tamlynn Barra
Voice Technology by Aric Wilmunder
Story By Dave Grossman, Tim Schafer, Ron Gilbert,
and Gary Winnick
Based on Characters Created by Ron Gilbert and Gary Winnick

Product Marketing by Robin Parker and Mary Bihr
Public Relations by Sue Seserman
Distribution Manager: Meredith Cahill
Product Support Manager: Khris Brown

Package Design by Terry Soo Hoo
Concept and Illustration by Peter Chan
Manual Written by Wayne Cline
Manual Design by Mark Shepard
Print Production by Carolyn Knutson

Special thanks to George Lucas

This manual assumes that you are using a joystick or mouse.
See your reference card for keyboard equivalents.

71718229   78206146

80046215

86539614

Maniac Mansion® 2:
Day of the Tentacle™
IBM® Reference Card (CD-ROM Version)

CONTENTS

Your *Maniac Mansion 2: Day of the Tentacle* package should
contain the following:

✔ One Compact Disc
✔ This Reference Card

✔ One User's Manual
✔ Odds 'n' ends that you don't really
need in order to play the game

GETTING STARTED

To play the game from your Compact Disc, use these
commands:

Switch to the correct drive (for example, type **s:** and press
ENTER).

Type **dott** and press ENTER (to start the game).

SETTING PREFERENCES

When loaded, the program will check to see if you have a mouse
driver or joystick installed, or a AdLib,™ or SoundBlaster™ sound
board, and will set up the game appropriately. If you are using a
Roland™ or General MIDI sound board you must tell the computer by
typing **dott r** or **dott g**. If you wish to override these default
settings, you may do so by adding the following letters (separated by
spaces) after typing **dott** when you start the game:

a	AdLib / SoundBlaster music
r	Roland music
g	General MIDI music
m	Use mouse control
j	Use joystick control
k	Use keyboard control
t	Text mode (this will turn off all digitized sound & speech)
s220/7/8	Set SoundBlaster address/int/k bufsize

For example, to start the game with AdLib sounds and using a joy-
stick, type:

dott a j

KEYBOARD/CURSOR CONTROLS

You can use a mouse for cursor control if you have installed a
compatible mouse driver. Use the left mouse button to select objects
on the screen for use in the sentence line, as well as to select a line of
dialogue in a conversation. Press the right mouse button to use a
highlighted verb with the object to which the cursor is pointing. If
you have both a mouse and a joystick installed, you may select one as
your controller by holding down the CTRL key and pressing **m** for
mouse or **j** for joystick. You may also recalibrate your joystick if the
cursor is drifting across the screen by centering the joystick and
pressing **CTRL j.**

For keyboard cursor control, use either the arrow keys or the keypad. The ENTER (or 5) key corresponds to the left mouse button; the TAB key corresponds to the right mouse button.

All of the verbs used in the game can also be selected by using keyboard commands. Each key corresponds to one verb. Pressing the appropriate key once is equivalent to moving the cursor over the verb and pressing the controller button. The keys are mapped as follows:

Day of the Tentacle

G	**P**	**U**
Give	Pick up	Use
O	**L**	**S**
Open	Look at	Push *(Shove)*
C	**T**	**Y**
Close	Talk to	Pull *(Yank)*

Maniac Mansion (the old one)

Q	**W**	**E**	**R**	**T**
Push	Open	Walk to	New kid	Turn on
A	**S**	**D**	**F**	**G**
Pull	Close	Pick up	Unlock	Turn off
Z	**X**	**C**	**V**	**B**
Give	Read	What is	Use	Fix

Other keyboard commands:

Day of the Tentacle:

1 - Switch to Hoagie

2 - Switch to Bernard

3 - Switch to Laverne

Note: When talking with a character, keys 1-6 will select the different dialogue choices, **1** being the top choice and **6** being the bottom choice.

Maniac Mansion

(the old one):

U Scroll inventory list up, **I** Select upper left inventory item, **O** Select upper right inventory item, **J** Scroll inventory list down, **K** Select lower left inventory item, **L** Select lower right inventory item.

F1, **F2**, & **F3** - Switch kids

MEMORY ALERT

Day of the Tentacle requires 2

FUNCTION AND COMMAND KEYS

Save or Load a Game	**F1 or F5**
Bypass a Cut-Scene	**ESC**
or press both mouse/joystick buttons at once.	
Restart the Game	**F8**
Pause the Game	**SPACE BAR**
Sound Control (music only):	
	[softer
	] louder
Message Line Speed:	
	Faster **+**
	Slower **–**
Clear dialogue line	**.** (period)
Mouse On	**CTRL m**
Joystick On	**CTRL j**
(Be sure to center joystick first.)	
Toggle text on/off	**CTRL t**
Exit Game (without saving)	
	ALT x or CTRL c
Version Number	**CTRL v**

megs. free EMS RAM to run smoothly. If your computer does not have sufficient memory to run *Day of the Tentacle*, the game will alert you after starting. You can still play the game, but your hard drive will be accessed more frequently. This activity could cause certain parts of the game to slow down noticeably. If this happens, quit the game (save game first!) and try to free up more memory by removing any terminate-and-stay-resident programs you have installed.

SAVE/LOAD INSTRUCTIONS

Press F1 or F5 when you want to save or load a game. Saved games are stored to a directory on your hard drive called **DOTT.CD**. Once the save/load screen is displayed, you can move the cursor and click on SAVE, LOAD, PLAY (to return to the game as it was before you pressed F1) or QUIT (to quit the game).

To SAVE: Click on the SAVE option. The current list of saved games will be displayed in slots along the left side of the screen. Click on the up and down arrows to scroll through the list; right-click on the up or down arrow to shortcut to the first or last save game slot. Select a slot by pointing the cursor to it and clicking. Now you will be able to type a new name for that slot or use the backspace key to change the existing name and save over a previously saved game. Press ENTER or click on OK to save the game. Click on CANCEL if you have changed your mind and do not wish to save it.

To LOAD: Click on the LOAD option. The current list of saved games will be displayed in slots along the left side of the screen. Click on the up and down arrows to scroll through the list; right-click on the up or down arrow to shortcut to the first or last save game slot. Select a slot by pointing the cursor to it and clicking. Click the cursor on OK to load the game, or CANCEL if you have changed your mind and do not wish to load it.

Warning: Loading a previously saved game will cause you to lose the game you are currently playing. If you think you will want to return to the game as it was before you pressed F1, be sure to SAVE the game before LOADing a different one.

TROUBLESHOOTING

This section will provide you with some solutions to gamers' most common technical problems. If you are having difficulty getting *Day of the Tentacle* up and running, please refer to this section and the game's README file before contacting technical support. Chances are they will help you out.

Memory Concerns This game requires at least 2 megs. free RAM in order to run. Please be sure you have installed your EMS Drivers correctly. *Day of the Tentacle* will only utilize expanded memory (EMS).

If you are using DOS 5.0, you may utilize its ability to load certain RAM resident programs "high" to free up base memory. Refer to the original Microsoft documentation for further information. You may also make a boot disk with DOS 5.0 that will set up the optimal configuration for running this game. To make a boot disk, please follow the instructions below, using the underscore ("_") to denote a space:

1. Insert a brand new unformatted high density floppy disk into the A: drive.

2. At the C: prompt, type: format_a:_/s   \<enter>
3. At the C: prompt, type: copy_command.com_a: \<enter>
4. At the C: prompt, type: a: \<enter>
5. At the A: prompt, type: copy_con_config.sys   \<enter>
                      files=20   \<enter>
                      buffers=20   \<enter>
6. Press the "control" and "z" key at the same time.   \<enter>
7. At the A: prompt, type: copy_con_autoexec.bat   \<enter>
                      prompt=pg   \<enter>
                      path=c:\;c:\dos   \<enter>
8. Press the "Control" and "z" key at the same time.   \<enter>

You should add to the boot disk relevant files for your particular sound card, mouse, CD-ROM driver, and EMS driver to ensure you will receive full support from these peripherals. Please note that the

instructions above are meant for uncompressed hard drives. Boot your machine with this disk in the A: drive and it will come up with the maximum amount of memory possible.

DOS 6.0 includes a memory management utility called MemMaker. It will assist you in freeing up as much free RAM as possible. Please refer to your original Microsoft documentation for further information and instructions.

Compression Programs This game was designed to run optimally on an uncompressed hard drive. If you do choose to compress your hard drive, the game's performance could be affected in various ways. These effects may vary depending upon which compression program you choose to run.

Sound Cards If you are experiencing problems with your sound card, try running the diagnostic software that came with your card. Most sound card problems are due to configuration errors. If you are using a sound card that is not listed on the system sticker on the outside of the box, or are running a sound card in emulation mode, your sound may not perform optimally. Sound card performance will also be affected if you do not have enough free memory. Please be certain that you meet the minimum requirement for free RAM.

Mouse Setup If you are having difficulty with your mouse, please be certain that its device driver has been installed and loaded properly. Windows and other software packages often have built-in mouse drivers that will not function outside of their own environment. Most mouse drivers can be loaded by typing "mouse" or a similar command at the C: prompt. Please consult the original documentation that came with your mouse to find more information about enabling commands.

Erratic behavior in a mouse may also be due to a hardware conflict or incompatible mouse driver. Please check with your mouse's manufacturer to be certain you are using the most recent mouse driver version.

Technical Assistance

Please be certain you have read and checked each section of the troubleshooting guide before calling Technical Support. Although we are more than happy to assist you, we often find that many problems can be solved by simply checking the above section and the game's READ ME file. Please also be aware that due to the millions of software and hardware configurations possible, you may still have to refer to your computer dealer, hardware manufacturer, or software publisher to properly configure their product to run with our game.

When you call, please be either sitting in front of your computer or have a complete and detailed list of your machine's current software and hardware configuration so that we may more readily assist you.

Our technicians may be reached at (415) 721-3333, and are on duty from 8:30am to 6:00pm PST Monday through Friday. You may also fax our Technical Support Department at (415) 721-3482, or write to us at: LucasArts Entertainment, Technical Support, P.O. Box 10307, San Rafael, CA, 94912.

ABSOLUTELY NO HINTS WILL BE GIVEN ON THE TECHNICAL ASSISTANCE LINE.

If you need a hint, please call our automated hint line at: 1-900-740-JEDI. Each call costs 75 cents per minute and callers must be over the age of 18 or have parents' permission before calling. Recorded hints are available 24 hours a day, 7 days a week. Live operators are on duty from 8:30 am to 4:30 pm PST, Monday through Friday.