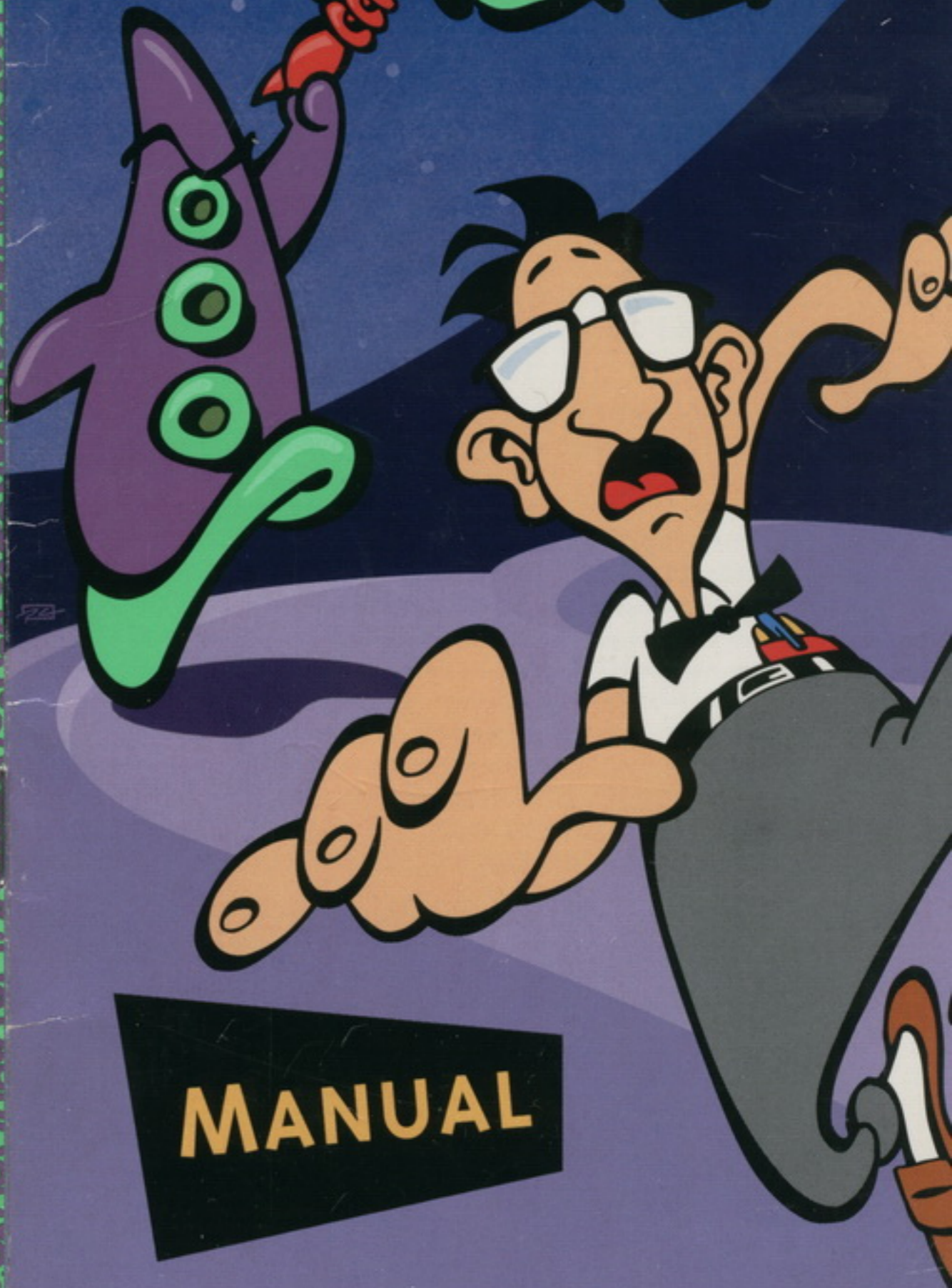


Maniac
Mansion.

Day of the TENTACLE™



MANUAL

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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 roommates **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 through 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

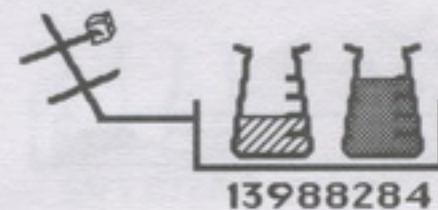
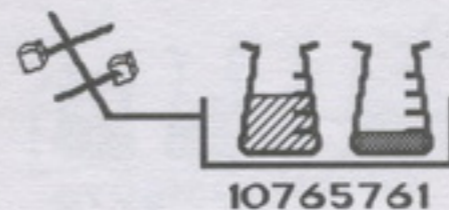
For those of you playing from a Compact Disc, ignore this section. It never happened. It doesn't exist. These aren't the droids you're looking for. Move along.

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.





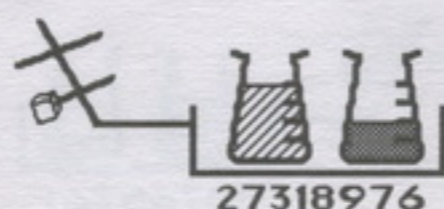
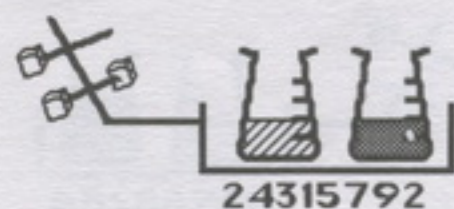
As the story opens, Bernard and his friends are hanging out at the house when a little hamster shows up with a note. These non-interactive sequences are known as “cut-scenes” — short, animated sequences, like scenes from a movie — which can provide clues and information about the characters. Cut-scenes 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



(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?

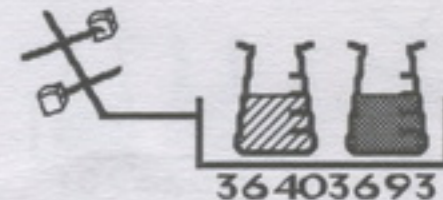
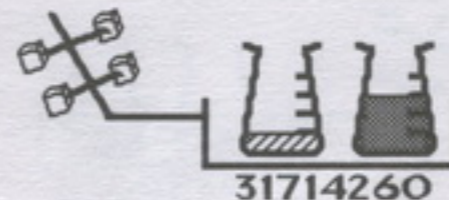
The Inventory icons are located to the right of the Verbs. At the beginning of the game the kids’ inventory is pretty slim pickings. When they pick up or are given an object to use during game play, an icon for that object is added to the Inventory. There is no limit to the number of objects they can 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?



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...

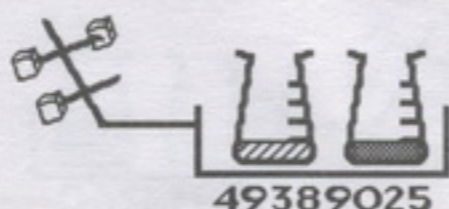
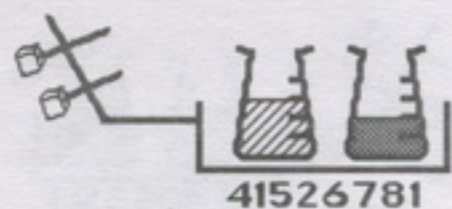
Talking to Characters

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).



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.

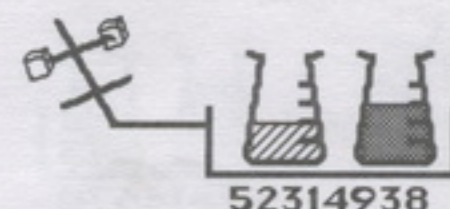
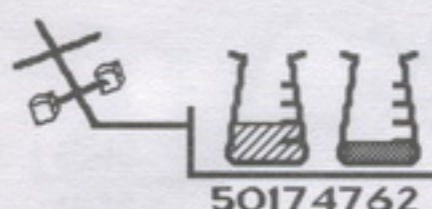
Our Historical Accuracy Policy

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.



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.

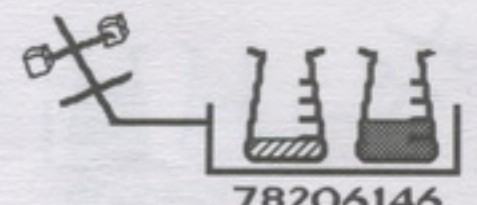
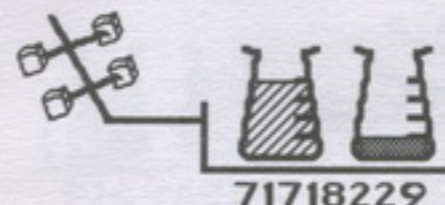
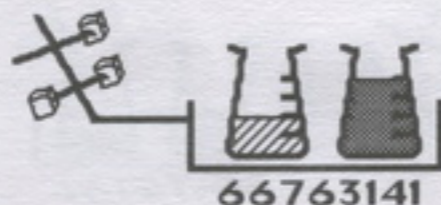
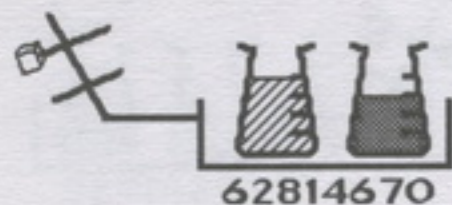
To execute a sentence, you must click the mouse button once the sentence is completed on either the object or the sentence line. For example, to pick up the bush, you must click on **Pick up** then click on the bush, then click again on the bush to execute. Also, the verbs have different "hot keys."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



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
iMUSE™ 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 Bihl
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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.

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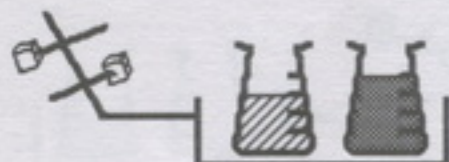
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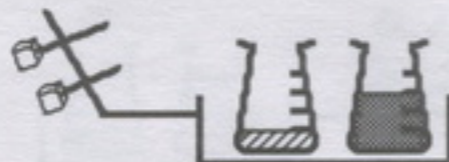
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