

Maniac  
Mansion.

# Party of the TENTACLE™



USE HINTS  
OR YOU'LL  
THE SUR

**HINT  
BOOK**

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My Greatest Physics Adventure  
A DOTT Walkthrough

# INTRODUCTION

You hold in your eager hands the hint book for *Day of the Tentacle (Maniac Mansion 2)*. Anyone expecting a different game may now leave the hint book. The rest of you, though, will undoubtedly find this document quite useful in untangling the snarls of Purple Tentacle's fiendish plot to take over the world. Here is what you may expect to find within these pages:

## Hints Section—Fabulous Hints for Tenacious Tentacle Busters

This is the place to go if you are stymied and can't get past a particular puzzle. There is a short section here for the beginning of the game, then three sections that cover the particular puzzles associated with the three time periods portrayed in the game, and then another short section for the end of the game. Look through the appropriate section until you find the question that seems to state your particular problem, then use a piece of paper to cover the hints beneath the top one. Usually the first hint is a general nudge in

the right direction, and succeeding hints give more and more information. You'll want to continue using the piece of paper to avoid seeing hints before you're ready for them.

**Object List** This is a list of all the objects in the game, where they can be found, which kid ends up using them, and what they do with them. Be very cautious using this list (or use your piece of paper to cover the rightmost column), since it contains solutions to most of the puzzles.

**Maps** This section contains maps, or cutaway views, of the house and surrounding grounds in the different time periods.

**Walkthrough** This is the transcript of Bernard's retelling of his exploits on the local cable access show *My Greatest Physics Adventure*. If followed carefully, it will enable you to get smoothly through the game and solve all the puzzles. It will also put a horse to sleep faster than—oops, sorry. You've got to look that one up on your own.

# Fabulous Hints for Tenacious Tentacle Busters

**WE'RE OFF TO SAVE THE  
TENTACLES—or, Bernard  
blows it again.**

## **So where is this secret lab?**

Probably someplace you wouldn't think to look—it's a secret, you know.

Take your time.

Open the grandfather clock

## **Where are the battery plans?**

You could ask Ted in the front yard, but he doesn't talk much. Where would an inventor—even a mad one—be most likely to keep his plans? Where would they be most convenient to his work?

On the bulletin board in the lab between the generator and the Sludge-o-Matic machine.

**HOAGIE FINDS  
THE FOUNDING FATHERS—  
who didn't know they were lost.**

*If you'd rather continue with Bernard, go to the next section.*

## **So how am I supposed to save the world?**

You've got to get back to the present. You'll need to power up your Chron-o-John.

Find Red Edison, get the battery built, get the battery charged, plug in the Chron-o-John.



## **How do I find Red Edison?**

Take your time.

Check inside the house—his lab may be in the same part of the house as Dr. Fred's.

Open the grandfather clock in the foyer and enter the secret passage.

## **Who's the guy in the field?**

A kite salesman?

A bifocal salesman?

That's Ben Franklin—knows a lot about electricity—check back with him after you get the battery built.

## **What about the mummy?**

Looks familiar, doesn't he?

You can't depend on him to speak first.

That's Dead Cousin Ted—talking to his silent, bandage-wrapped bod often helps Hoagie organize his thoughts.

## **I can't get Red to build the battery.**

Maybe he doesn't know how.

Did you give him the plans?

He needs oil, vinegar, and gold; you'll have to provide the ingredients.

## **How can I get the gold?**

You could try and take the pen on the table, but they'd catch you.

You'll probably need to get rid of them, and judging by the primitive smoke alarm on the mantle, they seem very concerned about fire.

To start a fire, you'll need Jefferson's log.

## **Jefferson won't fork over the log.**

Yep, he wouldn't give it to Hancock either.

He sure admires Washington, though—he might if he thought Washington were cold.

After Valley Forge, it's very hard for Washington to chill out. It might be enough for him to look cold.

## **What would make Washington look cold?**

You could shake him so he'd look like he was shivering, but you won't. His teeth might chatter.

He has false teeth that could be replaced by the chattering teeth found in the convention hall in Bernard's timeframe.

**How do I get the chattering teeth?**

You don't have to leave the room to do it.

It's not a problem of *grate* difficulty.

Open the floor grate by the fireplace, then chase the teeth into the grate, and pick them up from there.

**Washington won't take the teeth.**

You'll need to get rid of the ones he's got

Watch Washington and notice when his teeth leave his mouth.

You need a cigar to remove those teeth. You have to find a way to get one from the novelty salesman in the convention hall in Bernard's time.

**How do I get the cigar from the salesman?**

The problem is not the cigar; it's how to keep the salesman from lighting it.

To sabotage the lighter, you need to switch the flag gun from Dwayne's room for the lighter gun in the convention hall.

Dwayne's chain (on the door) is in the way; you need to get Dwayne to leave, so Bernard can grab the gun.

**How can I get Dwayne to leave?**

Insulting him would only make things worse.

He's very depressed—he could use some good news. If only someone admired one of his ideas....Have Hoagie get the letter from the mailbox and give it to Bernard to give to Dwayne.

**O.K., I've built a fire, but I still can't get the pen.**

There's a lot of wood in this room, so fire is a real danger. They've even got a smoke detector.

You'll need to smoke them out, so where's the only available smoke? Why isn't it filling the room?

You could block the chimney, but you need something that can be stuffed into the chimney (besides Hoagie).

Use Hancock's blanket—go up on the roof (through the attic) to do it.

**Where can I find the oil ?**

There probably aren't any supermarkets around.

Where do you keep cooking oil?

Check the kitchen for the oil.

**How do I get vinegar?**

Start with the bottle of wine in Franklin's room.

Wine turns into vinegar if not properly stored.

You could have Hoagie stand there holding the uncorked bottle for five days.

Or age it in some other manner.

Time is the key factor—give it to Jefferson for his time capsule.

**How do I open the time capsule?**

You'll have to wait a long time until it's vinegar.

The time capsule wasn't found in our time—we have to wait another two hundred years for the tentacles to dig it up and put it on display upstairs in the human habitat (where Laverne is).

Now if only Laverne had some way to open a metal canister.

Have Hoagie give Laverne the can opener. Then she can use it in the Colonial Room to open the time capsule and give Hoagie the vinegar.

**How do I get Laverne out of the tree and upstairs?**

See Laverne's section in this Hint Book.

**O.K., I've given the battery ingredients to Red, and I've got the battery, but it still won't work.**

They just don't make batteries like they used to in the future (or they're going to in the present, or something like that).

Try looking at the battery.

You need to get it electrically charged—try Franklin's kite.

**Ben says it's too sunny for his experiment. How can I make it rain?**

Since seeding the clouds is unlikely, you'll have to resort to folk wisdom.

You could have a picnic, or play golf, or...

Wash the carriage with brush, soap, and water.

**I've found the bucket and water. Where's the brush and soap?**

Remember this is essentially the same house and laid out the same.

For good soap, you'd need a cleaning professional.

The brush is in the cabinet in the washroom where you found the bucket. The soap is on the maid's cart.

**I still haven't found where the soap is.**

Washington has the only room expensive enough to have a bell to summon the maid.

Hoagie'll need to do something messy to keep her busy while he snatches the soap

Use the bed, pull the sash, then run out in the hall and pick up the soap off the cart.

### **How can I get Ben to fly the kite again?**

If you've made it rain, you're halfway there.

He still needs waterproof kite material.

The lab coat in Red's workshop is waterproof.

Give him the lab coat from the secret lab downstairs, then use the battery with the kite when Ben gives it to you.

Push the kite when Ben says "Now." Then pick up the battery and plug in the Chron-o-John.

### **How can I get the lab coat?**

It will take more than just going down to the lab and picking it up.

Red might give you the coat if he liked you, or had some reason to think you were trustworthy.

Hire on as his assistant by giving him the Help Wanted sign

**BERNARD SAVES THE DAY—  
they don't let him out at night.**

### **Where can I get a diamond for the time machine?**

Television is an excellent source of information about a great variety of things to buy.

You'll still need money.—an awful lot of money.

This is a problem Dr. Fred's been wrestling with.

If Dr. Fred were to sign the contract in the safe in his office...

### **How do I get Dr. Fred to open the safe?**

You need to know more about him. Talk to Edna, she knows the way to his heart.

If only you could wait until he's asleep, and sleepwalking...

Put him to sleep by using the Decaf coffee from the kitchen in his mug.

### **I still can't get the safe combination.**

Dr. Fred never writes down combinations.

He keeps them in his head.

You need someplace to observe Fred carefully.

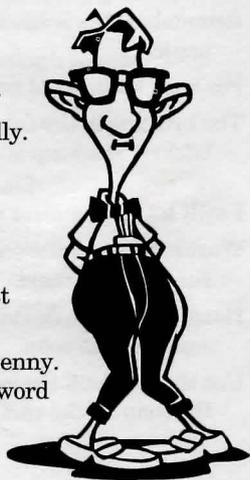
Watch Dr. Fred on TV in Edna's room.

### **How do I get past this Edna person?**

She makes even Bernard want to resort to brute force. Don't you wish you could just push her out of the way?

She keeps coming back, kind of like a bad penny.

Or a rubber band. The problem is that sword on the statue. If only the statue were right-handed...



### **How can I get rid of the statue?**

Get rid of a family heirloom, handed down from Edison to Edison? You don't need to get rid of the statue, just change it.

Only one of the brothers is left-handed

Have Hoagie get the left-handed hammer from Red's workshop, and switch it for the right-handed one in Jed & Ned's room, then push Edna.

### **Dr. Fred spins the dial too fast. How can I slow him down?**

If Fred were moving any slower, he'd fall over and sleep on the floor. If only real life had Slo-Mo replays...

Maybe you could slow the TV image down...

Get the video tape from Green Tentacle's room.

### **Fred is still too fast for me.**

Is it live, or is it Memorex?

Try instant replay...

Use the tape with the VCR, then press the red record button.

Rewind the tape, then change the right hand switch to EP.

Now play the tape again. Bernard now knows the combination and can open the safe.

### **How do I get the contract signed?**

#### **Dr. Fred has disappeared.**

Bernard is too honest to forge his signature. You'll have to find Fred. Did the IRS mention where they were taking him?

He hasn't disappeared; he's up in the attic tied to a bed.

#### **The IRS won't let me see Dr. Fred.**

Bernard can't outtalk the IRS.

And they never go away once they've started a job.

You'll have to sneak up the chimney.

#### **Dr. Fred can't sign the contract. He's all tied up.**

Bernard's too clumsy to try cutting the rope.

But he was a Boy Scout.

Pick up the rope.

#### **How do I remove red tape?**

Maybe you can't. Dr. Fred is all wrapped up like a mummy in the red tape.

If only someone would take his place so you could get the contract signed...

Maybe you could get another family member to help out here...

### **How do I move Ted ?**

He won't get up to the prison on his own, and Bernard's too weak to carry him.

Bernard may have to apply classical physics, which involves things like ropes and pulleys.

Use the rope with the pulley. Tie the rope to Ted. Pull the rope while standing on the roof.

### **The IRS doesn't seem to be fooled.**

Why not—he's wrapped up like Fred, and has a big head like Fred... Of course there is that color problem...

You'll have to make him red.

Have Hoagie get Bernard the red paint from the attic.

### **How do I get Fred out of the attic?**

You need some way to gently lower him so you don't damage his contract-signing hand.

Try the same way you got Ted in.

Tie the rope to Fred, then go out on the roof and pull it.

### **Now that I've freed Fred, how do I wake him up?**

Shouting, "DR. FRED, PLEASE WAKE UP!" seems unlikely to work, as does poking him with your cursor.

You'll need the opposite of the way you put him to sleep.

You'll need the regular coffee from the kitchen.

### **Fred doesn't seem thirsty.**

How odd—he used to pour that stuff down his throat.

You need to pour it for him, but don't spill any.

Use the funnel from the cabinet in the washroom with Dr. Fred, then use coffee with funnel.

### **Fred won't sign the contract.**

How frustrating. After all the trouble Bernard went to...

These Edisons are very uncooperative.

The heck with him. Tell him you'll stop the tentacles by yourself.

### **Wait a minute; this contract's outdated.**

That's right, Dr. Fred should have mailed it earlier.

Just like he should have shut off the sludge machine earlier. This isn't a problem when you've got a time machine. Let Hoagie mail it.

### **Where can I get a stamp?**

Weird Ed's got some.

As long as his stamps are worth anything, he'll hang on to it..

Of course, if Fate were to play a cruel joke, and something were to deface his stamp collection...

Get the disappearing ink from Dwayne's room and use it with the stamp album.

### **O.K., Dr. Fred has money, but he won't order the diamond.**

That does it. No more asking him for favors.

Is he too lazy to make a simple phone call? You'll have to do it for him

But Bernard doesn't have two million dollars.

Fred has two million dollars.

Get Dr. Fred's bankbook from the office, then make sure to watch TV before you call the Shopping Network.

## **LAVERNE IN TENTACLE LAND—**

*They may have no thumbs,  
but she has no clue.*

### **How do I get Laverne out of the tree?**

She can't get down on her own.

The tentacle can't reach her.

That tree has got to go.

### **What could hurt a kumquat tree?**

Not much. It needs to be chopped down.

It's a BIG tree, must be pretty old.

Tentacles can't handle an ax, and Bernard's too wimpy.

Who's the famous tree-chopper in this game?

Get Hoagie to talk George Washington into doing it.

### **This isn't the right kind of tree for George.**

I don't blame George—those kumquats don't look ripe.

Of course, even when they're ripe, they don't have that healthy red color that cherries do.

Paint the tree red with the paint from the attic, then challenge George's tree-chopping ability while he's in the convention hall. (Dialogue path 1,1,2,2, if you haven't talked to him before, otherwise 2,2)

### **Now Laverne is imprisoned. How can I get her out?**

Humans aren't entitled to lawyers in the future.



And no tentacle would want to own Laverne, so she's probably on her own.

Have Laverne talk to the guard and say she's sick or ask to go to the bathroom.

### **O.K., how can I get Laverne out of jail for good?**

She needs some way to wander around the house without being stopped by tentacles.

She needs to gain the respect of tentacles, and tentacles never respect humans.

She needs a tentacle disguise, and there probably aren't any just lying around ready-made.

But someone could make Laverne a costume if they had a pattern. The tentacle chart from the tentacle doctor's office would make a good pattern.

### **Who could make a disguise?**

Laverne couldn't—she doesn't have access to a sewing machine.

Who do you know in the past who's an old sew-and-sew?

Try leaving the pattern from the tentacle doctor's office with Betsy Ross.

### **Laverne can't get to the Chron-o-John.**

Human pets aren't allowed outside without a tentacle.

Why do we usually take pets outside?

You'll have to get Laverne captured again, then tell her guard she needs to go to the bathroom and head for the yard.

### **How can I get to the roof?**

The windows upstairs won't open.

But otherwise it's the same mansion, and the same rules apply. Use the fireplace.

### **How can I reach the disguise?**

You better figure out a way. Laverne looks cranky.

But if you want to lower the flag, you'll need a part that seems to have got lost sometime in the last two hundred years.

Get the crank from Bernard and use it with the crank box, then turn the crank.

### **How can I get the guard to let me open the clock?**

He probably won't believe you're the clock repair tentacle. Attractive as Laverne looks in her tentacle costume, she can't sweet talk him..

You can't get him to open it. You'll have to get rid of him, and he has no life.

What is the one thing he cares about enough to desert the clock? Chasing down and catching escaping humans. So get some to escape.

### **None of the humans in the front hall want to go anywhere.**

They're a pretty dull lot; only the Edisons seem to have that old human stubbornness.

You'll need to get rid of the guard in the kennel.

The kennel guard seems more attracted to Laverne; where do tentacles go on dates?

He seems to be interested in dinner—if you won the contest, you could use the dinner certificate.

### **How can I win the contest? I don't have a human.**

The humans in the hall already have owners, and the Edisons in the kennel are human show rejects.

But there's one family member missing.

Ted, the mummy, sort of looks like a human.

### **Ted won't leave the room.**

Of course not. He's a mummy. They don't move on their own, except in bad Boris Karloff movies.

Pushing him would take too long, and he might fall apart.

Use the skates. Then push.

### **When does the contest start?**

Certain preparations need to be made.

All the contestants need to be ready.

You'll have to register Ted first. Get a tag from the blue tentacle by the fireplace in the registration room.

### **When does the judging start?**

Hard to say.

Tentacle judges get so caught up in their conversations that they just talk and talk and never seem to stop.

Talk to the judges to get them to attend to business.

### **How can Laverne win?**

Doesn't look good.

Harold seems to have it in the bag.

First you have to get rid of Harold.

### **Harold won't leave.**

He might if he were sick. Or if he looked sick, they might disqualify him.

What about the fake barf in Bernard's time? You need to get it off the ceiling.

It might take an earthquake, or some other source of vibratory tremors.

Turn on the stereo and push over the speaker in the middle of the Tentacles' room, then get the barf and have Laverne use it with Ted.

### **I got rid of Harold, but I still don't think Laverne will win..**

Yeah, Ted just lacks a certain lifelike quality.

Fortunately this contest isn't judged on swimsuits or talent.

He needs a better laugh, a better smile, and better hair.

### **How can I get a better laugh?**

You'll have to steal one.

Who do you know that has a good laugh?

Get Oozo's laugh box from the clown in the convention hall in Bernard's time.

### **That clown drives me crazy.**

He's made out of tough, non-biodegradable plastic.

A fork's just not sharp enough to do him in.

A scalpel on the other hand...

### **How can Ted get a better smile?**

Painting one on wouldn't work...

You know someone with a good smile, or at least good teeth? The talking horse in Hoagie's time has a really good smile.

### **Smiles aren't easy to steal.**

It's not really the horse's smile.

They're dentures, and they come out at night. (Day of the Tentacle is the only interactive adventure computer game with three complete sets of false teeth. More for your computer buck from LucasArts Entertainment)

Put the horse to sleep.

### **What could relax a horse?**

It would take something pretty dull.

Something really obscure and mind-deadening (other than Hoagie's normal dialogue.

Bernard's textbook (in his inventory) could put anyone to sleep.

### **How can I cure Ted's scalp problem?**

Well, maybe something that looked like hair would be good enough.

You need something long and moist and stringy to use on Ted's head.

Have you flushed the spaghetti?

### **Ted's "hair" just isn't good enough.**

That's right, the tentacles are into big hair. It's hard to find a beauty parlor in the 22nd century, so Laverne's got to do this herself. What could you use to "style" (or twirl) spaghetti?

Use the fork from the kitchen in Bernard's time with the spaghetti on Ted's head..

### **Even with the kennel guard gone, those darn humans still won't leave.**

Well, it is a nice secure jail, and nothing can get in to hurt them.

Not unless a tentacle, or someone dressed as a tentacle, brought something dangerous into the cell.

You'll have to scare them.

### **What could possibly scare a human?**

Edisons aren't scared by tentacles, or Laverne, so they're pretty tough.

But they've also spent all their lives as sheltered domestic humans. Maybe a wild animal—like a lion, or a tiger, or a SKUNK.

### **Where could I find one of those human-scaring critters?**

Outdoors, maybe. See any black animals with a white stripe?

Maybe a black cat would do.

Now, how could you get his back white? What rubs against his back?

Paint the fence white.

### **How could I improve the appearance of the fence?**

There's no white paint in the whole game.

But there is a liquid that turns things white.

Use the Booboo-b-Gone from Fred's office on the fence.

### **I still can't pick up the cat.**

There's no way to get Laverne up to the roof, and "Here, kitty, kitty, kitty" isn't one of your dialogue options.

Lure him down.

Cat food would be a good bet, (or something that looked like cat food).

Use the toy mouse from the attic in the past.

### **That cat in the past is very selfish.**

I wouldn't trust Hoagie with my mouse either.

What if there were something to distract him that squeaked like a mouse?

Something like a squeaky mattress?

**The cat's too fast for Hoagy.**

Or the mouse is too close.

Hoagie needs more lead time.

Use the squeaky mattress with the other bed.

**I made it to the basement, but there's no way to use the generator.**

Too bad you can't plug it in.

What's supposed to power that generator, anyway?

You'll need a hamster from Ed's room in Bernard's time.

**Ed threw me out of his room, and I can't get back in.**

What made him angry?

Look at the stamp album.

Give Ed the stamp album.

**The only hamster is in the present, and I can't flush it.**

It would probably die if you put it in a time capsule.

How do you preserve a hamster?

How about cryogenics?

You'll have to put it on ice—Put the hamster in the ice machine.

**What good is a cold critter?**

Now you've got a hamstersicle, but the generator won't run on cold fusion.

The lighter doesn't seem to be a good idea.; you need a more sophisticated way to unfreeze something.

Thaw the hamster out in the microwave.

**A chilly and wet hamster isn't very useful either.**

There don't seem to be any hamster towels available. but something warm and cuddly and fluffy seems like the right idea.

Maybe a sweater would warm it up.

The sweater's stuck under the guy in the bedroom in Bernard's time.

**How do I wake up the guy in pajamas?**

You can't, but he can be moved.

If Bernard can't carry Fred, he sure can't dislodge this giant.

If only there were some powerful motor that could shake him off the bed...

The Fickle Finger machine might move him—if you had enough dimes.

**How do I get the dime out of the gum?**

You need to get a grasp on the problem and break loose the stuck places in your thinking.

First you need to get the gum off the floor: dynamite is still a bad idea.

When in doubt with Bernard, always use physics.

Use a crowbar.

**The guy with the ski mask won't give me the crowbar.**

Why should he?

He needs some other way to get in the car.

Give him the keys you can get by closing the door inside the honeymoon suite.

**How do I get the dime out of the gum?**

You have to find some way to separate it from the gum.

It isn't pretty.

What does one do with gum?

Just use it.

**The sweater won't flush.**

Yeah, and the hamster probably wouldn't like the way it smelled after the Chron-o-John, anyway.

There are two problems with that sweater—it's too big and it's too wet.

A dryer might solve both.

Oh yeah, it's a coin operated dryer. Needs quarters.

**Where can I get quarters?**

Don't count on Dr. Fred. He already spent all his quarters in the candy machine.

Since there's no coin return, Bernard may have to resort to violence and dishonesty.

Use the crowbar with the candy machine.

**Bernard can't get the sweater out of the dryer.**

That's what he gets for using all those quarters...

Enough for two hundred years of dryer time.

Laverne can get it out.

**I forgot why I needed the sweater.**

Well, now it's dry and springtime fresh.

And small enough...

To warm up the hamster so it can run the generator.

### **I've lost my hamster.**

He's not lost, he's in the mousehole.

You need to force it out of the mousehole. What could get a hamster out of a mousehole?

A toy cat seems unlikely and hamster chow is probably unavailable. What you need is a vacuum cleaner.

### **Where could I find a vacuum cleaner?**

Have you seen a vacuum cleaner anywhere in this game?

In these futuristic times, a vacuum cleaner would probably be a family heirloom, handed down from the distant past.

Isn't it a crime how there's never a vacuum cleaner around when you need one?

There should really be a law requiring people to have vacuum cleaners around.

Hoagie may have a suggestion about the necessity for vacuum cleaners.

Use the vacuum cleaner flier from the lobby with the suggestion box.

### **Help! The hamster's stuck in the vacuum cleaner.**

Is there a reverse switch?

I wonder how you clean out this model vacuum cleaner?

Don't panic—Open the hatch and get it out.

### **How do I disable the booby trap?**

You already have—it's a one-hit wonder.

### **The generator's running, but I can't connect it to the Chron-o-John.**

I suppose there's no way to stretch the Chron-O-John cord.

If only it came with an extension cord.

Use the extension cord from the seventies exhibit through the basement window to connect the Chron-o-John to the generator.

## **HOAGIE, LAVERNE, AND BERNARD BACK TOGETHER AGAIN—far more than they ever wanted to be.**

### **I'm too small to do anything and somebody stole my inventory.**

You also have three heads and your mother dresses you funny. You could wait for a miracle.

Everything you need is in the mansion, and being small wears off.

### **How can I get to the switch?**

#### **There's 10 tentacles guarding it.**

Notice anything familiar about their formation?

You've got courage to spare, so strike a blow for freedom.

Get the bowling ball from Green Tentacle's room.

### **Old Purple Tentacle zaps me before I can do anything.**

You could bite him on the ankle, if he had one.

Maybe there's a secret passageway you haven't noticed yet all through the game.

Get Dwayne's door open when large, get Old Purple to zap you, run through the mousehole when small, wait there until you grow, and pick up the bowling ball when large.

### **Now Old Purple Tentacle won't let me throw the switch.**

If only you could shoot HIM with the ray gun.

He probably won't let you have it (except in the middle of the forehead)

There IS a mirror in the room

Talk Old Purp into shooting Dr. Fred (Dialogue path 1,4,1,3)

# OBJECT LIST

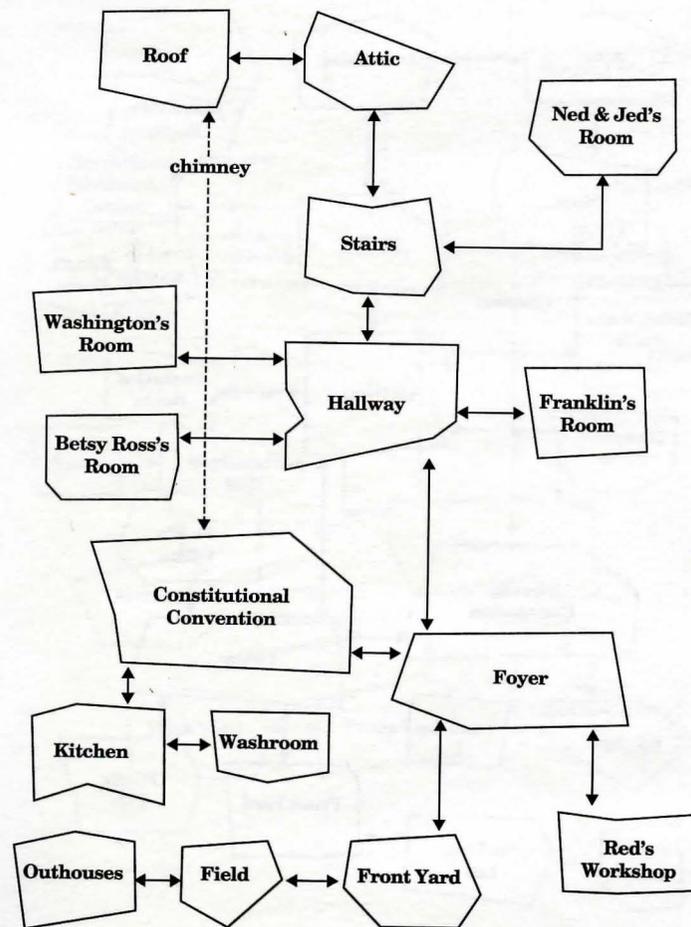
OBJECT	ORIGINAL LOCATION	KID WHO USES IT	USE
<b>IN THE PRESENT:</b>			
Battery plans	Lab Bulletin Board	Hoagie	Give to Red
Textbook	Bernard's inventory	Hoagie	Put horse to sleep
Dimes	Phone, Lobby Floor	Bernard	Fickle Fingers machine
Bankbook	Office Desk	Bernard	Order diamond
Booboo-b-Gone (whiteout)	Office Desk drawer	Laverne	Paint fence
Contract	Office safe	Hoagie	Put in mailbox
Vacuum Cleaner Flier	Lobby rack	Hoagie	Put in suggestion box
Help wanted sign	Lobby	Hoagie	Get lab coat from Red
Plastic Barf	Lobby ceiling	Laverne	Disqualify Harold
Gum	Lobby floor	NA	(Holds dime)
Crowbar	Parking lot	Bernard	Get gum and quarters
Box-o-laughs	Inside Oozo—Conv. Hall	Laverne	Win Best Laugh
Cigar Lighter	Convention Hall	Hoagie	Light exploding cigar
Exploding cigar	Salesman—Conv. Hall	Hoagie	Remove George's teeth
Chattering teeth	Convention Hall	Hoagie	Make George look cold
Decaf coffee	Kitchen	Bernard	Put Fred to sleep
Regular coffee	Kitchen	Bernard	Wake up Fred
Fork	Kitchen	Laverne	Style Ted's "hair"
Funnel	Laundry cabinet	Bernard	Pour coffee into Fred
Keys	Honeymoon suite door	Bernard	Trade for crowbar
Sweater	Honeymoon suite bed	Bernard	Use in dryer
Quarters	Hallway candy machine	Bernard	Use in dryer coin slot

OBJECT	ORIGINAL LOCATION	KID WHO USES IT	USE
Disappearing ink	Dwayne's room dresser	Bernard	Spoil stamp album
Flag gun	Dwayne's room floor	Bernard	Switch for lighter
Video tape	Tentacles' room stereo	Bernard	View combination
Bowling ball	Tentacles' room table	Everybody	Bowl down tentacles
Stamp album	Weird Ed's room	Bernard	Calm Ed down
Pony express stamp	Stamp album	Hoagie	Mail contract
Hamster	Weird Ed's room	Bernard	Put in ice machine
Rope	Attic	Bernard	Moving Ted & Fred
Flagpole crank	Roof flagpole	Laverne	Lowering "flag"
<b>IN THE PAST:</b>			
Can opener	Hoagie's inventory	Laverne	Opening time capsule
Letter	Front yard, mailbox	Bernard	Cheer up Dwayne
Left-handed hammer	Workshop	Hoagie	Switch with other hammer
Lab coat	Workshop	Hoagie	Use for kite material
Battery	Workshop	Hoagie	Plug in Chron-o-John
Blanket	Convention Hall	Hoagie	Plug chimney
Gold quill pen	Convention Hall	Hoagie	Make battery
Oil	Kitchen	Hoagie	Make battery
Spaghetti	Kitchen	Laverne	Win Best Hair
Bucket	Washroom	Hoagie	Wash carriage
Brush	Washroom	Hoagie	Wash carriage
Soap	Maid's cart, Hallway	Hoagie	Wash carriage
Wine	Franklin's room	Hoagie	Make vinegar
Right-Handed hammer	Ned & Jed's	None	None
Horse dentures	Stairs	Laverne	Win Best Smile
Toy mouse	Attic	Laverne	Lure cat
Red paint	Attic	Hoagie Bernard	Paint kumquats Paint Ted

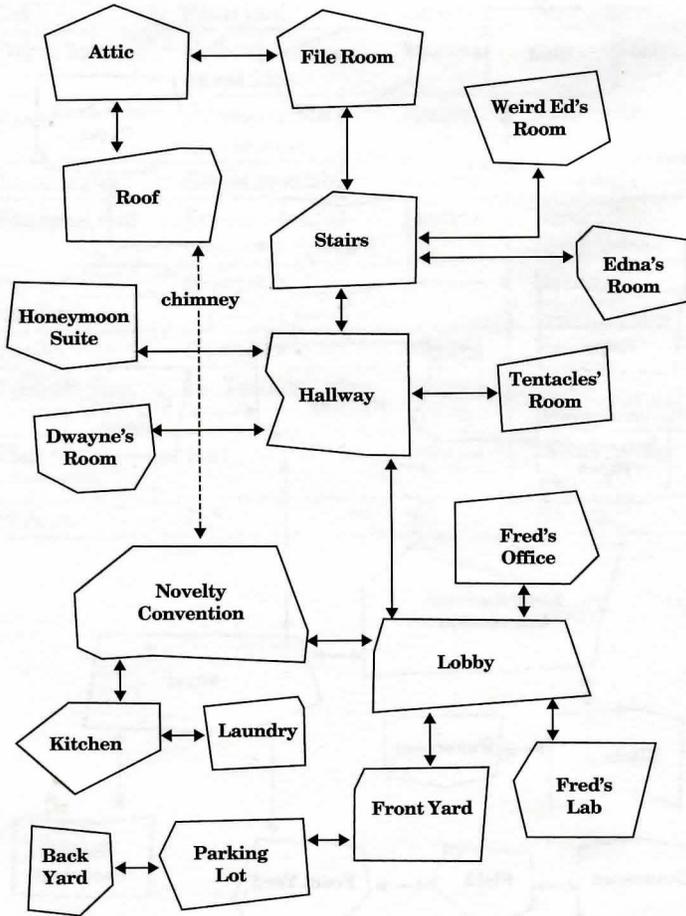
OBJECT	ORIGINAL LOCATION	KID WHO USES IT	USE
<b>IN THE FUTURE:</b>			
Scalpel	Laverne's inventory	Bernard	Open Oozo
Small sweater	Laundry dryer	Laverne	Warm hamster
Human tag	Registration hall, registration desk	Laverne	Get Ted in show
Cat	Front yard	Laverne	Scare humans
Frozen hamster	Hallway, ice machine	Laverne	Run generator
Vinegar	Colonial exhibit, time capsule	Hoagie	Make battery
Roller skates	Seventies exhibit	Laverne	Move Ted
Extension cord	Seventies exhibit	Laverne	Power Chron-o-John
Dinner certificate	Showroom	Laverne	Get rid of Kennel Guard
Trophy	Showroom	Laverne	NA
Tentacle chart	Dr. Tentacle's office	Hoagie	Give to Betsy Ross
Flag	Roof	Laverne	Use as tentacle costume
Hubcap	Lab	NA	NA

## MAPS

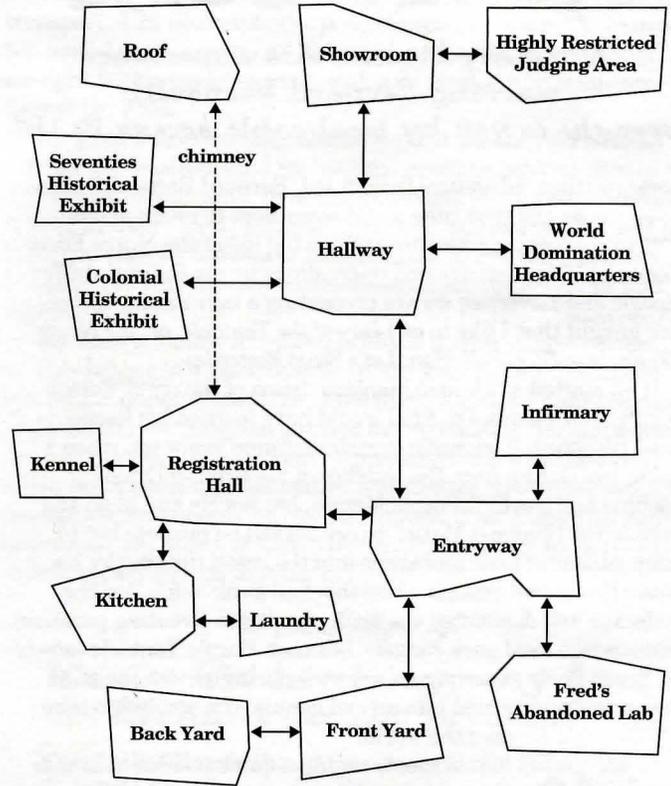
### Past Map



# Present Map



# Future Map



# MY GREATEST PHYSICS ADVENTURE

A Weekly Multimedia Experience

starring Bernard Bernoulli

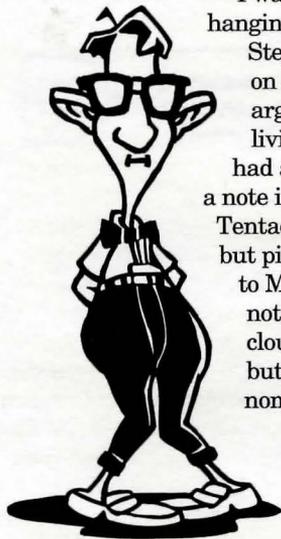
brought to you by local cable access KLUC

Greetings, adventure fans. It is I, Bernard Bernoulli, physics major and part-time world saver here to relate another of my amazing adventures. With the aid of the Nurse Edna Memorial Video Library and re-creations by my faithful staff (Hoagie and Laverne), we are presenting a hair-raising adventure tonight that I like to call *Day of the Tentacle*, or, *It's Never Too Early to Stop Pollution: Let's Start Yesterday*.

It all started at Maniac Mansion, home of the crazy Edison Family. You'd think Dr. Fred would have learned his lesson about responsible scientific experimentation years ago when I had to rescue him from the clutches of his Brain-o-Drain™ machine and the Evil Purple Meteor, but no! He had to go and activate the Sludge-o-Matic™ which served no purpose but to pump gallons of toxic mutagens into the creek running by his house. It was bad enough when this foul gunk defoliated the landscape and decimated the duck population (creating paranoid neurosis in a local park ranger), but then Purple Tentacle (one of Dr. Fred's early experiments in gene-splicing) drank the stuff, grew arms, and turned into an evil genius who wanted to take over the world!

I was spending a quiet evening at home, hanging up my autographed picture of Stephen Hawking and finishing my notes on a Unified Field Theory, when a heated argument between my roommates in the living room alerted me to the fact that we had a visitor—specifically, a hamster with a note informing us that my old friend Green Tentacle was in trouble. We wasted no time, but piled into Hoagie's pickup and headed off to Maniac Mansion to investigate. (I did notice some strange, almost alphabetic, cloud formations in the sky as we drove, but assumed this to be an unrelated phenomenon)

When we reached the mansion we split up, mostly to get the other two out of my hair so I could think clearly. I immediately noticed the



suspicious nature of the grandfather clock, which I opened to discover the all-too-customary secret passage.

I had just freed the tentacles when Purple Tentacle revealed his true nature, leaving me in shocked horror to greet Dr. Fred, who immediately tried to blame me for the disastrous consequences of his vile tinkering. By appealing to our better natures (and, I must confess, my scientific curiosity), he enlisted Hoagie, Laverne, and me as human guinea pigs for his previously untested Chron-o-Johns™. Imagine our surprise, when instead of being transported 24 hours into the past, Hoagie ended up 200 years in the past, Laverne ended up 200 years in the future, and I ended up right back where I started, with a frustrated and semi-incoherent Dr. Fred.

Dr. Fred was eventually able to explain that he had used an inferior grade of diamond for his time machine, and we needed to acquire a new diamond. In addition, Hoagie and Laverne needed to plug in their Chron-o-Johns™. I sensibly pointed out the lack of electrical power available to Hoagie in the Eighteenth Century, but Dr. Fred only muttered something about battery plans and walked off.

My keen scientific mind and brilliant powers of observation quickly led me to deduce that the plans were right there in the lab, on the bulletin board. Dr. Fred made a sudden re-appearance and (as you may imagine) startled me by flushing the plans down the toilet in the Chron-o-John™. Apparently this was not a real toilet, but a trans-chronal matter transmitter, allowing the interchange of small non-living objects through time. I could certainly appreciate the utility of such a device, and resolved to employ it in helping my friends to return.

## Episode 2.

### It's not his birthday; why does Bernard get the present?

It's true that Hoagie thought it was up to him to save the world, but (in his own caveman-like way) he suffers from delusions of grandeur, and it seems only logical to begin the next part of this narrative in the present, since my component was the most central and necessary to the whole project.

I decided that I might learn more about the mess we found ourselves in by exploring the mansion and collecting evidence. Knowing Dr. Fred, I thought it possible he might even have mislaid enough cash to buy the diamond, or might have some more stray patent applications that could be sold to raise the funds.

I made my way upstairs to the lobby. Taking a closer look around, I realized that the Edisons had fallen on hard times indeed, and apparently had converted their ancestral mansion into a hotel in order to make ends meet. I was able to find a dime in the pay phone in the front hall, but the second dime in the gum on the floor needed more force than my calculator-conditioned fingers could provide. The Help Wanted sign in the window seemed tailor-made for Hoagie, so I gave it to him (with the aid of the Chron-o-John™). I also picked up the vacuum cleaner flier in the

lobby rack, because the suggestion on it seemed sensible.

A glance into Dr. Fred's office (well, a glance into his bankbook, actually) confirmed my deduction about the gloomy state of the family finances. I checked the safe behind the picture, but apparently Dr. Fred had changed the combination since my last visit. There was no cash in his desk drawer, either, but I took the Booboo-b-Gone™ since I was almost out at home, and Dr. Fred had apparently hocked his typewriter.

I proceeded through the double doors at the end of the lobby and found myself face-to-face with a terrifying image from my childhood: Oozo, the Bop-em Clown.™ I tried to strike back at this apparition, but the results were always the same—total defeat. I vowed revenge and continued my search. I thought perhaps opening the air conditioning vent by the fireplace might reveal some hidden cash, but no such luck. I was then accosted by a rude cigar salesman hawking (sorry, Stephen) his wares. I was not impressed by his sample, and in an attempt to lose him, displayed interest in an exhibit of self-propelled dentures. I managed to corner these in the open vent, and, pocketing them out of scientific curiosity, proceeded through the swinging door into the kitchen.

There I found coffee, decaf and regular, which I took along in case I was facing a long night of mansion exploration, and a fork which I grabbed as well. In the laundry cabinet by the dryer I discovered a funnel, which I took for luck. Funnels have always been lucky for the Bernoullis.

Then I headed back out to the lobby and thought I would reconnoiter outside. I ran into another old friend, Dead Cousin Ted the mummy, and tried to say hello, but he was as taciturn as ever. In the hotel parking lot, a poor motorist had locked himself out of his car and was vainly attempting to get in with a truly handsome crowbar. I made a mental note to see if I could find any way to help him.

Back in the mansion, I proceeded upstairs, where I came upon a vintage ice machine, filled with vintage ice. I then checked the Honeymoon Suite (room W), where one of the guests was obviously sleeping off a long night at the dinner table. I checked the TV, but there was nothing on but that silly Shopping Network, advertising a diamond... A DIAMOND? I ran to the phone, but unfortunately they insisted on some form of payment. Drat.

While in the room, I couldn't resist trying out the Fickle Fingers machine with the dime I had liberated from the pay phone. Its powerful motor was sufficient to partially dislodge the sleeping giant, but it got me no further toward the solution of my problem. In frustration I slammed the door, and discovered a set of keys that I thought might be of help to my friend in the parking lot, so I took them along and I walked on down the hall.

I saw no need to investigate the candy machine (I wasn't hungry, and it wasn't going to easily give up its quarters), so I tried to check in Room R. There my way was blocked by a stout chain and Dwayne, a designer of novelty items. I decided it would be wisest to remove the dangerous disappearing ink (he might decide to drink it) and I walked on down the hall.

In Room F, I discovered Green Tentacle, who filled me in on

the latest news about his band and about the nefarious activities of Purple Tentacle. Having always been fond of the particular diatonic wave forms found in tentacle rock, I turned on the stereo, and was blown away by a seismic blast of "sucker surf" tunes, the impact of which was strong enough to partially dislodge the fake barf from the lobby ceiling downstairs. Intrigued by the implications of this phenomenon, I pushed over the speaker in the center of the room, and therefore succeeded in dislodging the barf. Another victory for applied physics! I liked the music so well, I borrowed the video. I was going to get Greeny to autograph his bowling ball for me, but it was just too heavy, man (Rock and roll always makes me talk that way. Hoagie loves it).

Upstairs on the landing, I found the family quarters, with Nurse Edna's video room and Weird Ed's den. I gave Edna a playful push, in hopes of watching my video on her VCR, but she obviously had been working out with Oozo. Still, if that statue's arm hadn't been there...

Weird Ed seemed different than the last time I talked to him. He obviously had not worked through all the trauma he experienced on my last visit. I thought it best to confiscate his hamster while it was still alive and in one piece. I was pleased to see his painful memories did not prevent him from keeping the original Maniac Mansion® video game on his computer. In an effort to cheer him up, I showed him the old disappearing ink trick with his stamp album. No sense of humor at all. I decided to keep his stamp until his mood improved.

I found nothing of interest at the top of the stairs, either in the family archives, or in the attic beyond, but when I climbed through the attic window onto the roof, I discovered a charming pulley and crank of exactly the same type we studied in my first high school physics class. I took along the crank for old times' sake. Upon investigation of the chimney, I found it to be highly functional, possibly designed by some clever ancestor of Dr. Fred's in colonial times. I climbed into it to further investigate, and found myself once again in the convention hall.

This served to remind me that I had really made no progress in my quest for a diamond, other than a potential source (the Shopping Network)—if I could procure two million dollars. I thought I might check in again with Dr. Fred in the lab, and found him as I had left him, finishing off the last of his coffee. I thought maybe a nap would help him think more clearly, so I poured some Decaf into his "I ♥ Coffee and  $\pi$ " mug.

Imagine my surprise when he began sleepwalking upstairs, muttering something about the safe and a contract. I quickly followed him to the office and did, in truth, see a contract in the safe, but he was opening and closing it too fast for me to grab the contract. Then I noticed the camera in the office and realized I might get a better view of the combination from Edna's video room.

As I passed the front door, I remembered my friend in the parking lot, so I took the keys outside to him, and he was good enough to give me his crowbar in exchange. When I got back to the lobby, I picked up the fake barf from my experiment in auditory physics, and, while thinking of physics, recognized the crow-

bar as a type of lever and decided to use it on the chewing gum. It produced the desired result, and I quickly realized I could get another dime by using the gum.

On my way upstairs to the video room, I stopped into the Honymoon Suite to try the Fickle Fingers machine one more time. The Incredible Bulk on the bed fell off, revealing a perfectly usable sweater, although somewhat damp. I thought if I brought it along, I might discover some quarters for the dryer. No sooner was I back out in the hall than I saw the candy machine. With the aid of my trusty crowbar, I was able to borrow some quarters. (This was not theft, mind you, since any quarters used in the dryer would be collected by Dr. Fred just like the quarters in the candy machine.) (Of course, the candy machine didn't work so well after that) (Oh, well...)

On upstairs to the video room, but Nurse Edna still wouldn't let me at the machinery. I tried pushing her again, but she again rescued herself with the colonial statue. I was desperate. I decided to ask Hoagie for help.

### Episode 3.

## Hoagie's not looking for a hero; he's looking for a sandwich

I was convinced that Hoagie could help me solve the riddle of the colonial statue, and, in his own neolithic way, he did. Eventually.

First, though, he had to wander over to the right of the out-houses and bother Benjamin Franklin, whom Hoagie so colorfully referred to as "the weird fat dude with the kite." Had Hoagie remembered anything about history (other than "it was the class before lunch"), he would have realized that Franklin would be exactly the person who could connect him (figuratively speaking) to a source of electricity. Fortunately, for some reason, people seem to confide in Hoagie, and he thus becomes a useful repository of information, as long as it can be conveyed in words of less than four syllables.

He eventually lumbered toward the inn, passing a classic, though somewhat dusty, colonial carriage ("bitchin' wheels, dude"). For some reason he felt moved to look inside Red Edison's mailbox and give me the letter he found there, which did, in truth, prove useful later.

Inside the inn he exchanged a few words with the strangely familiar desk clerk, then opened the grandfather clock and headed down to Red's lab, where he handed over the battery plans. Red, sensing immediately that the written word was not Hoagie's forté, informed him of the necessary ingredients: oil, vinegar, and gold. Hoagie helped himself to a left-handed hammer as well. He has always been fascinated by blunt instruments; he has a tattoo that reads, "If at first you don't succeed, try a bigger hammer." He also took a strange fancy to the lab coat, so I sent him the "Help Wanted" sign to give to Red so that he could pick up the coat.

Back upstairs, Hoagie sailed through the double doors and

found himself facing three of our illustrious Founding Fathers: John Hancock, Thomas Jefferson, and George Washington. I find it hard to credit anything that Hoagie reported about his conversations with these three—that Hancock was perpetually chilly, that Jefferson had a pet log, and that Washington was a cigar-smoking egomaniac with a passion for deforestation of cherry trees. I think Hoagie has absorbed far too much voltage in his career as a roadie.

Anyway, as he tells it, he eventually found the kitchen, where to his horror the only available food was uncooked spaghetti and salad oil. What spaghetti was doing in a colonial kitchen is a mystery best left unsolved, but it was food, so Hoagie took it, along with the oil for the battery. He went searching through the adjoining washroom in the vain hope of finding more food, but all he was able to acquire was a bucket and a brush (from inside a cabinet).

He filled the bucket with water at the pump in the kitchen—perhaps he thought he could find a stove somewhere to cook the spaghetti—and headed back out to the entrance hall and upstairs.

The first room he saw was none other than that of the Father of our Country, George Washington himself. Having (on all his band tours) studiously believed all those signs about "George Washington slept here", Hoagie couldn't resist using the bed, which meant it ended up looking much like his bed at home, only without the pizza stains. Fortunately, Red's inn had a luxury that our student housing does not, namely a maid service. Hoagie pulled the cord, and then, possibly ashamed of the mess he'd created, beat a hasty exit. For some reason he then picked up the soap off the maid's cart—perhaps it was time for his twice-yearly bath.

In the next room, Hoagie found a true Founding Mother—Betsy Ross, who, in Hoagie's eyes, was only a bad-tempered drudge at the mercy of the fickle design whims of Washington & company. He then checked the next room—Franklin's bedroom and workshop—but the only thing of interest to Hoagie was a bottle of wine, which he took, of course.

Perhaps Hoagie got into this wine. This is the only thing I can think of that would account for his story of finding a talking horse on the landing of the next stairway. And not just an ordinary talking horse, but a talking horse with false teeth. Incredible.

I find it far easier to credit his account of the young artistic Edison brothers, partially because it is so characteristic of Hoagie to pull the infantile practical joke of switching his left-handed hammer for the artist's right-handed hammer. I am also forced to believe because this simple-minded prank altered history and solved my problem with the colonial statue.

Hoagie insisted on exploring the attic, where he found a cat playing with a toy mouse and a bucket of red paint which he correctly assumed might soon prove useful. But first I had to get that combination.

## Episode 4.

### *Bernard to the rescue, or, Dr. Fred's in trouble now.*

With a different statue, I felt confident in pushing Nurse Edna out of the room. Unfortunately, I made a rare trigonometric error in calculation, and she rolled all the way down the stairs with disastrous results. Physics isn't always pretty.

At least this gave me the opportunity, by observing Dr. Fred opening the safe, to do some good for the Edisons. Except—he was still too fast with that dial. Then I noticed there were two speed settings on the VCR. I inserted my videotape, and proceeded to tape Dr. Fred—with unexpected results. I also taped his arrest by the IRS, who said they were taking him “upstairs”. I would have to rescue him, but my scientific curiosity compelled me to find out the combination first, so I rewound the tape, played it on slow speed, and memorized the combination. Then down to the safe, which I easily opened and acquired the contract.

While I was downstairs, I put the sweater in the dryer, and, since the dryer didn't look too reliable, just deposited all my quarters. Who cares about time when you've got a time machine?

Now where could the IRS be keeping Dr. Fred? It seemed likely they would want to look through the records in the family archive, so I headed all the way back upstairs, and there they were, in all their grey-suited arrogance, denying me access to the attic where they had imprisoned Fred. If I wanted my friends back, I needed Dr. Fred. Luckily, I knew something the IRS did not—that I could get to the roof through the chimney. Back downstairs I went, and up the chimney like a skinny, pocket-protected Santa Claus. I quickly traversed the window sill and found the missing scientist, firmly trussed up in rope and red tape. I easily removed the rope, but the tape might take hours. To clear my head, I thought I would see if the pulley was in good working order. Out on the roof, I used the rope, and the pulley did, indeed, appear to be functional. I used the chimney as a quick route to the first floor and went out through the front door to see what I could use as a counterweight.

And there stood Ted, serving no useful purpose other than holding up a birdbath. He didn't voice any objections to helping with my experiment, so I looped the rope around his neck, went back up the chimney to the roof, and pulled. Sadly, I neglected to account for the light grasp Ted had on the birdbath, and the difference in weight resulted in a rather hard landing. Nonetheless, I was anxious to see if Ted had survived his trip upstairs, so I dashed back up the chimney and into the attic.

Ted was fine, but I was no closer to freeing Dr. Fred...or was I? I looked at Ted, then I looked at Fred, and then I remembered Hoagie's red paint. He sent it to me, and after a judicious application, Ted and Fred looked as much alike as Ned and Jed. I switched the two, and a snoopy IRS guard confirmed that my ruse was successful. Now I merely had to get Ted-er-Jed-I mean-Fred downstairs. Having once again tied on the rope, I used the

pulley, and, well, let's just say that Isaac Newton was once more proved correct. Hole-ly correct.

There was just one little problem. I needed Fred to sign the contract, and Fred was still out cold. I felt my luck had finally deserted me... until I remembered my lucky funnel. With the aid of the funnel and a hearty dose of regular coffee, Dr. Fred was his old, hand-wringing, cantankerous self again. In fact he was so much back to normal, I had a rough time talking him into signing the contract. It wasn't until I gave up completely that he finally came around.

So I had the signed contract, and I even had a stamp to mail it with—except it was a pony express stamp! No problem; I just sent the stamped contract back to Hoagie and let him mail it in the inn's mailbox. Then, with the aid of Dr. Fred's newly enriched bankbook, I called the Shopping Network and ordered the diamond. Now (gulp) it was up to Hoagie and Laverne.

## Episode 5.

### *False alarm, or, Hoagie's gold rush*

I thought it best to remind Hoagie of what he was looking for, and also that Laverne was still stuck in that tree. Hoagie asked if it was a kumquat tree. When I said I thought so, he asked me to return the red paint. He also asked how vinegar was made, and when I told him, he began to chuckle. Hoagie is not a well person.

At any rate, he headed back down the chimney and walked straight over to Jefferson to give him the wine. When he told me Jefferson put it in the time capsule, I began to see what Hoagie was up to. He then walked outside and painted the tree. Now this was too silly. Nobody would mistake a red-painted kumquat for a cherry; nobody, apparently, except for George Washington. The tree was down, and in the future, Laverne was free—for approximately 30 seconds, until she was captured by tentacles and thrown into a holding cell. Well, one problem at a time.

Now Hoagie had to get gold, and the most obvious source was the quill pen on the table. He could have just grabbed it and run, but Hoagie runs about as well as he does differential equations. So getting rid of the Founding Fathers (preferably non-violently) seemed to be the way to go. What was that he'd said about Washington's fondness for cigars? Maybe an explosion could scare them out.

But first I had to get an exploding cigar from the salesman without its exploding, which meant I couldn't let him light it. What if that lighter gun were switched for the flag gun in Dwayne's room? No, no, it was all too elaborate, and besides, how could I get Dwayne away from the gun?

Then I remembered the letter Hoagie had given me—the letter congratulating an inventor on a good idea. I re-read it, and sure enough, there weren't any names mentioned, so it might work. Dwayne read the letter and took off, which left me free to get the gun out of his totally messy room. With all the food around, it was easy to see why the mice had set up shop in the baseboard.

The gun switch worked perfectly, and after getting the cigar

from a slightly miffed salesman (served him right!), I sent cigar and lighter off to Hoagie. The resulting explosion when he gave the cigar to Washington didn't frighten anyone, but it didn't seem right to leave the Father of our Country toothless, so I sent along the chattering teeth as well.

Interestingly enough, this led to a fire being built. Remembering Jefferson's remarks about smoke, and noticing the primitive smoke detector, Hoagie grabbed Hancock's blanket and headed for the roof and the chimney (He majored in smoke effects in the Roadie Correspondence Course). As I have constantly tried to impress upon him, education paid off, and the Founding Fathers found the window to be an excellent fire escape.

Once Hoagie grabbed the gold (and I remembered that the time capsule had an expiration date in the twenty-second century), I realized we had to concentrate on Laverne.

## Episode 6

### The future looks sushi; or Laverne unleashed

Laverne's great skill (other than free-lance surgery) has always been her ability to chatter on until all other arguments disappear. Using this dubious ability, she was able to convince the guard she needed to see a doctor (I've known this for years). The doctor had never encountered a human like Laverne—who has?—and unwisely left her alone. She grabbed the tentacle chart (she's always been a sucker for a good chart) and took full advantage of her freedom to run away through the double doors and down to the end of the hall and...back into her cell. Drat.

This time she convinced the guard she had to go outside and found her way to the Chron-o-John.<sup>TM</sup> She had decided that she needed a tentacle costume, and thought that Hoagie, with his show business background, might know someone who could help, so she flushed him the tentacle plans. I thought she might be safer without her scalpel, and besides, I had plans of my own. I sent her the crank to keep her courage up.

Just by chance, Hoagie did know someone with sewing skills, and dropped off the tentacle plans with Betsy Ross. This worked better than he could have dreamed. Laverne, who has never been too fond of fresh air (or anything else that could be called healthy) made her way back into the mansion and into her cell.

Unfortunately, Laverne is also claustrophobic, and soon got herself out by pretending to be sick again. This time, though, she thought she'd try the chimney to escape (don't ask!) and once on the roof with a tentacle costume staring her in the face, even Laverne could figure out how to use the crank to lower the flag and put it on. When she came back downstairs (or downchimney), she got a little carried away with her role as a tentacle, and before she knew it had signed up with the blue tentacle for the human contest. Too bad she didn't have a human (Laverne has never gotten along well with humans).

As she wandered back in the front hall, she gained enough rationality to recognize the grandfather clock and realize that the

hamster-driven electrical generator was probably still downstairs. This presented two problems: there was still a guard in front of the clock, and I was the only person she knew with access to a hamster—two hundred years in her past. It couldn't go through the Chron-o-John,<sup>TM</sup> so how could I put a hamster on ice...on ice! Cryogenics was the answer. I stashed the hamster in the ice machine by the honeymoon suite, and sure enough, when Laverne got upstairs, she found it there—almost perfectly preserved. She decided to explore a little, and in Room W in her time, she found the time capsule, a far more useful discovery than a sleeping conventioneer. Hoagie sent her his can opener, and she was quickly able to return the favor by sending him the vinegar.

## Episode 7.

### Ben says "Charge it!", or, Hoagie learns that AC/DC isn't just a band name

Now Hoagie was ready to rock and roll. He took the battery ingredients down to the lab to Red and Red made the battery, leaving it on a convenient shelf for Hoagie to steal.

But there was still the question of how to charge the battery. Since Red was unavailable ("Hey, dude, how do I get the juice to this bogus battery I ripped off from you?") seemed unlikely even to Hoagie), it finally occurred to Hoagie to check with the only other eighteenth century scientist he knew—Ben Franklin.

Hoagie realized that the kite was the key (heh, heh), especially with that battery-sized pocket in it, but a storm was needed. There was only one thing to do—wash the carriage! This, of course, has no meteorological cause and effect relationship in real life, but it worked for Hoagie. He combined soap with water and set to work with his brush, and shortly produced a storm that drove Franklin indoors to look for better kite material.

As luck would have it, Hoagie had available some durable, waterproof material—the lab coat. He gave it to Ben, and in no time they were out in the field ready to fly the "Frank-o-Copter". Hoagie used the battery with the kite, and pushed when Ben told him to, and Eureka!—a charged battery. All Hoagie had to do was plug the Chron-o-John<sup>TM</sup> into the battery, and we both were ready...to bail out Laverne.

## Episode 8.

### Laverne says, "Don't calimari me, I'll calimari you"

Laverne exited the colonial display and went on to room R, where she found a 1970's display and Disco Ted (Hoagie always said disco was dead, but I didn't know it was mummified). Laverne's shrewd knowledge of anatomy allowed her to instantly recognize that Ted was—or had once been—a human being, and she decided to enter him in the contest. She slapped the entry badge

on his chest, equipped him with roller skates for better mobility, and gave him the old Nurse Edna push down the hall.

She then tiptoed past the Head Tentacle's room and made her way upstairs to the Human Show, where she insisted on wandering around and talking to Doctor Tentacle. Her luck held, and he didn't recognize her, but she did satisfy herself as to the high health standards of the human contest. She then went over to nag the judges into getting on with the contest and soon found out that Ted didn't stand a chance with Harold around. "Gosh," she thought, "it's too bad I didn't bring along any of my test tubes of plague bacillus, or we could disqualify that nasty old Harold in nothing flat!" I convinced her that my plastic barf used with Harold might work just as well.

But still the judges found something not quite right about Ted, so Laverne set out to get him better hair, smile and laugh. Hoagie thought the spaghetti might work for hair, so he gave that to Laverne. He also thought the talking horse on the landing had a great smile, but to get it, he'd have to put the horse to sleep. Then he remembered I always used to read him selections from the Chicago Manual on Thermodynamic Flux Design when I tucked him in at night, so I sent him my textbook, and after a surprisingly short selection, he was able to grab the horse dentures and send them to Laverne to use on Ted.

At this point I was getting disgusted with Laverne's being distracted by all this human contest business, so I decided to take out my aggressions on Oozo with the aid of Laverne's scalpel. It was eminently satisfying, and in the process I found a laugh for Ted that seemed to work just fine. Laverne whined at the judges once more, but they still didn't like Ted's "hair". The only thing I had that looked like a comb was the fork, and that seemed to do the trick. Ted had won, and we could get back to figuring out how to get Laverne back. Yes, I know you're saying, "Why bother?", but one must be loyal to one's roommates. Especially when they haven't paid the rent yet.

## Episode 9.

### Polecat panic and radiated rodents

While in the Seventies display, Laverne displayed amazing good judgment in picking up the extension cord attached to the lamp for use with the Chron-o-John." She said she was feeling a little lost (so what else is new?) after the excitement of the contest, so she decided to visit (of all places) the human kennel. The guard seemed especially interested in taking her out to dinner, and since Laverne thought whatever tentacles might eat would be especially yuchhy (her term, not mine), she gave him the dinner certificate she had won. This left her alone in the cell with the humans, and she realized if she could get the humans to escape, maybe the tentacle guarding the clock might run after them, and she could get at the generator. The humans, though, seemed in no mood to escape, because they were scared of wild animals.

She went outside to look for wild animals, but all she could find was a scraggly black cat. Fortunately, Laverne's favorite Sat-

urday morning cartoon character was Stinkee La Skunque, so she knew that all she had to do was find some way to paint this cat's back white in order to convert it into a frightening wild animal. I suggested my correction fluid, and by applying it to the cat's favorite fence, she was able to produce an excellent facsimile skunk...who was now so frightened it had fled to the roof.

Hoagie was sure the toy mouse in the attic would lure it down, if he could figure some way to get it away from his local cat. Unfortunately, he couldn't, and sat down on the nearest bed to think further. He noticed that the squeaky mattress attracted the cat, and deduced that if he used the mattress with the other bed, he might have enough time to grab the toy mouse before the cat came back. It worked! Laverne got the mouse, lured the cat, used the cat to scare the humans, and gained access to the generator.

Laverne complained she didn't have a hamster to run the generator. A valid point, but hamsters don't flush. Then I remembered she was doing a term paper on cryogenics, and — since it was an emergency — tucked the little hamster from Ed's room into the ice machine, knowing that no one else would touch that ice for two hundred years. I was right (as usual) and Laverne was able to extract it safely in the future.

Somehow a hamster in a block of ice didn't seem likely to be able to run much, so Laverne found the kitchen and thawed it out in the microwave. (I wouldn't have had the nerve after my Maniac Mansion experience with Ed's original hamster.) The hamster still looked chilly, so I suggested she check the dryer. Sure enough, there was my sweater, shrunk down to hamster size. Now we had a fully functional hamster, so it was back to the lab for Laverne.

When she used the hamster with the generator, she neglected to account for the paranoia of the tentacles concerning human devices. She found herself regaining consciousness (or what passes for consciousness with Laverne) in the ruins of the time machine, with a thoroughly frightened hamster hiding in the mousehole.

If you could thaw out a hamster with a microwave, it seemed only logical that you could extract a hamster with a vacuum cleaner. If only someone had been thoughtful enough to leave a vacuum cleaner in the basement...wait a minute! What did that flier say again? Right, that should work. I sent the flier to Hoagie and instructed him to use it with the suggestion box. A vacuum cleaner conveniently appeared. Laverne used it with the mousehole, and then opened the hatch to acquire a dusty, but healthy hamster. She then put the hamster back on the generator treadmill, hooked the extension cord to the generator, threw the cord out the window, then ran outside to complete the connection. "At last," I thought, "the nightmare is over." Silly me.

## Episode 10.

### Togetherness pays off, or, Roommates that get out of a hole together, bowl together

The tentacle invasion of earth has been so thoroughly covered in the media that I need only sketch in the details: The spoiling of our joyous reunion by the intervention of Purple Tentacle, our dash to the past, the horror of finding ourselves in one misshapen body, the threat of the growing tentacle army, Old Purple Tentacle and his infernal shrinking ray—I'm sure you've seen all of this on CNN or nightly network news until you're sick of it.

Suffice it to say we found ourselves hiding out in the Honey-moon Suite. I knew we had to get down to the lab and turn off the switch, but when we tried, there were those ten tentacles guarding Fred and the sludge machine.

I must admit it was Hoagie who recognized their formation and suggested the bowling ball (after all, bowling is the official roadie sport). Every time we tried to get into Green Tentacle's room, though, Old Purple would shrink us. I finally remembered the mousehole in Dwayne's room, which got us in, and as soon as the shrink ray wore off, we grabbed the bowling ball and headed for the basement to knock over some tentacles.

We reckoned without the tenacity of Old Purple, who insisted on minimizing our efforts. Luckily, I minored in psychology, and was able to talk him into taking out his aggressions on Dr. Fred. Boy, did I make that tentacle feel small.

Dr. Fred helped us disentangle all remaining complications, and as we walked off into the sunset, I felt that somehow Hancock, Jefferson, Franklin, Ross, and Washington would have been proud of our efforts to keep our country safe. May the gloriously triangular red, white, and blue long wave over this proud nation of free scientific inquiry! Physics Forever!



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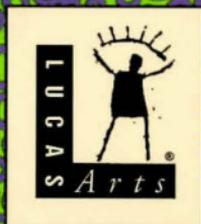
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