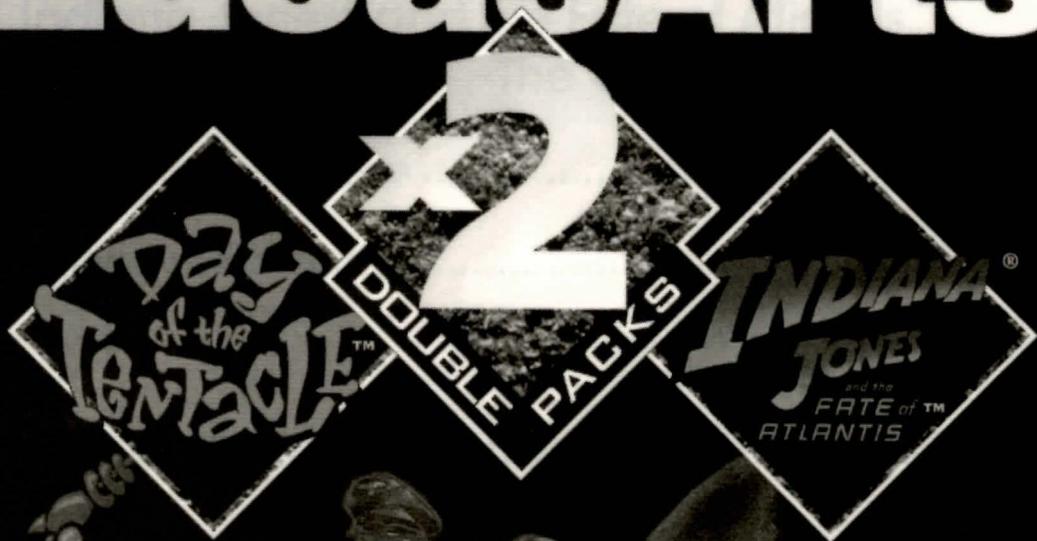


TWO OF THE FINEST CD GAMES EVER PRODUCED  
AT ONE LIMITED EDITION PRICE

# LucasArts™



INSTRUCTION  
MANUAL



# INDEX

## Indiana Jones® and the Fate of Atlantis™ - The Graphic Adventure

Quick Start Reference ..... 1

Instruction Manual .....3

## Maniac Mansion® 2: Day of the Tentacle™

Quick Start Reference .....17

Instruction Manual .....21

### **NEED ANY HELP?**

If you experience any difficulty loading or playing either of these superb adventures, simply give the U. S. Gold helpline a call on:

**0121 326 6418**

Lines are open from 9.00am to 5.00 pm Monday to Friday.

Our Product Support Staff are waiting to take your call. No hints will be given out on this line.

If you want to access our automated hint line, available 24 hour a day, 7 day a week, call:

**0839-654123\***

\*Calls are charged at 39p per minute cheap rate, 49p per minute at all other times. If you are under 18, get permission from the person who pays the phone bill before calling. Service operated by U. S. Gold Ltd. Information correct at time of going to press: November 1994.



# Indiana Jones® and the Fate of Atlantis™

---

## IBM® Reference Card

---

NOTE: To provide the most enjoyable playing experience possible, we designed this game to take full advantage of the current state of the art: 256-colour graphics, many popular sound cards, and a mouse. The game can, however, be played with the minimal configuration of internal speaker and keyboard. SoundBlaster, SoundBlaster Pro or compatibles are needed for voice.

### Getting Started

1. At the DOS prompt, change the disk address to your CD drive. (For example, if your CD drive is drive S, type **S:** and press **ENTER**.)

2. Type **atlantis** and press **ENTER**. The game loads automatically.

### Setting Preferences

When loaded, the program will check to see if you have a mouse driver or joystick installed, or one of the supported sound boards, and will set up the game appropriately. If you wish to override these default settings, you may do so by adding the following letters (separated by spaces) after typing **atlantis** when you start the game:

---

a AdLib Music Synthesizer sounds

---

s SoundBlaster sounds

---

r Roland sounds

---

i Internal speaker

---

m Use mouse control

---

j Use joystick control

---

k Use keyboard control

---

t Text only (no voice)

---

For example, to start the game in mouse mode with AdLib sounds, type:

atlantis m a

For a more complete list of options, type **atlantis help**.

### 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. When scrolling through your inventory, you can right-click on the up or down arrow to shortcut to the top or bottom row of the icon window. 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 re-calibrate your joystick if the cursor is drifting across the screen by centering the joystick and pressing CTRLj.

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.

### Keyboard Controls

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:

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

Note: in order for the keyboard controls to function properly, the CAPS LOCK key must be off.

## Using the Keyboard in Fist fights

If you'd rather use the keyboard to control Indy during a fist fight, press the - f - key to turn off the "fighting cursor" (pressing the - f - key again will re-enable the mouse or joystick). Keyboard fighting is controlled by the following keys:

If Indy is on the left:			If Indy is on the right:		
7 Step back	8 Block high	9 Punch high	7 Punch high	8 Block high	9 Step back
4 Step back	5 Block middle	6 Punch middle	4 Punch middle	5 Block middle	6 Step back
1 Step back	2 Block low	3 Punch low	1 Punch low	2 Block low	3 Step back

### 0 (Zero) Sucker Punch

To use the keyboard for fighting, you will need to make sure the Num Lock key is off.

## Save/Load Instructions

Press F1 when you want to save or load a game. Once the save/load screen is displayed, you can move the cursor and click on SAVE, LOAD or PLAY.

### 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 back-space key to change the existing name. 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:

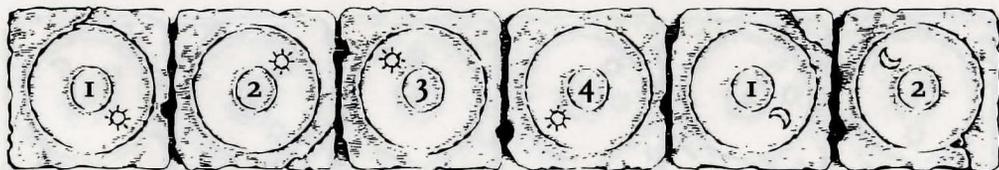
Click on the LOAD option. The current list of saved games will be displayed in slots along the left side of the screen. Click on the up and down arrows to scroll through the list; right-click on the up or down arrow to shortcut to the first or last save game slot. Click on CANCEL if you have changed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

**Warning:** When you load a previously saved game it will interrupt the game you are currently playing.

## Function and Command Keys

Save or Load a Game	F1
Bypass a Cut-Scene or Exit Some Special Interfaces	ESC or press both mouse/ joystick buttons at once.
Restart a Game	F8
Pause the Game	SPACE BAR
Sound Control:	internal speaker sound board
[	off softer
]	on louder
Message Line Speed (text mode only):	
Faster	+
Slower	-
Mouse On	CTRL m
Joystick On	CTRL j
(Be sure to centre joystick first.)	
Exit Game	ALT x, CTRL c, or ALT q
Toggle text on and off	CTRL t

Indiana Jones is a registered trademark of Lucasfilm Ltd. Indiana Jones and the Fate of Atlantis™ & © 1992, 1993 LucasArts Entertainment Company. Used Under Authorization. All Rights Reserved.



LucasArts Entertainment Company™ Presents

# Indiana Jones and the Fate of Atlantis

## About Indiana Jones and the Fate of Atlantis

**I**N *Indiana Jones and the Fate of Atlantis*, you play the role of Indiana Jones, famed archaeologist-adventurer, as he attempts to discover and explore long-fabled Atlantis. Nazi agents, eager to unleash the powers of Atlantis against an unsuspecting world, are hot on Indy's heels... *or have they already passed him?*

Here's where you come in: you direct the actions of Indy (and, occasionally, his one-time colleague turned psychic, Sophia Hapgood) in his search for Atlantis. Periodically, Indy will be called upon to drive a car, ride a camel, pilot a balloon, operate a submarine, and repair and use Atlantean machinery. When the time comes, check the appropriate section below to learn how to operate each of them.

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 an object. But hang in there and use your imagination... you and Indy will eventually discover the true Fate of Atlantis!

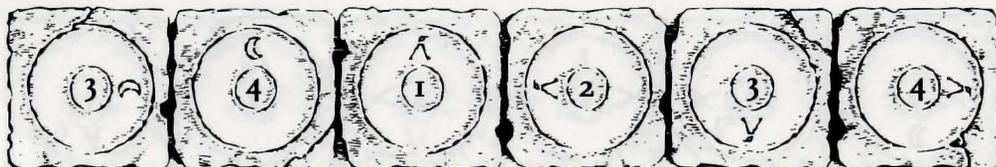
## Getting Started

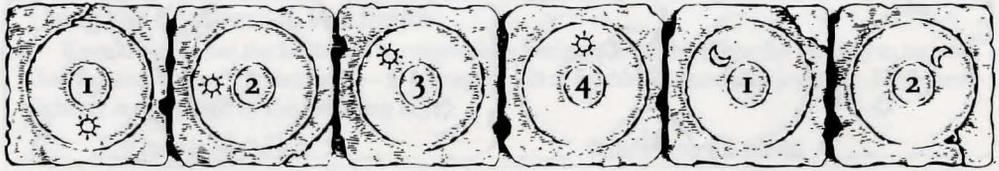
**TO START THE GAME** please use the reference card included with the game. It contains all the instructions specific to your computer.

Once you've started the program, a screen will appear displaying three concentric locking stones, arranged on a spindle. You will be asked to align the locking stones to match the illustrations found in the margins of this manual. To do so, turn to the page indicated on-screen and check the referenced illustrations. Click on the edges of each locking stone until its alignment is correct. Once you have aligned all three stones, click on the central spindle.



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





## Playing the Game

AS THE STORY OPENS, Indy is searching Barnett College for a mysterious statue. At this stage, as Indy proceeds from room to room, you can examine an object more closely — and in some cases, make use of it — simply by clicking on the item. Try clicking on the gargoyle in the foreground.

After you've found the statue, Indy will return to his office, where the next part of the story will unfold in a "cut-scene." Cut-scenes are short, animated sequences — like scenes from a movie — which can provide clues and information. They're also used to show special animated sequences, as when an unsuspecting jungle rodent helps Indy get rid of a snake. When you are viewing a cut-scene, your cursor disappears and — for the moment — you do not control events.

You begin directing Indy's actions as he arrives in New York City. The display is divided into the following sections:

➤ **THE ACTION SCREEN** is the largest part of the display. This is where the animated action takes place. Dialogue spoken by the characters also appears here.

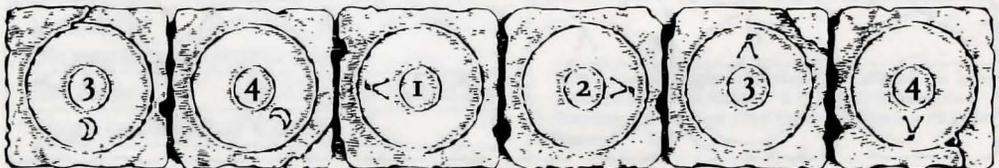
➤ **THE SENTENCE LINE** is directly below the Action Screen. You use this line to construct sentences that tell Indy what to do. A sentence consists of a verb (action word) and

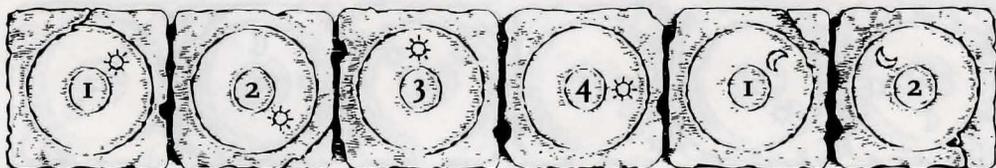


**orichalcum**, n. (or·i·kal'kum) [L. *orichalcum*, mountain bronze: Gk. *oros*, a mountain, and *chalkos*, copper]: 1. a golden-hued metal thought to be a primitive form of brass, possibly in use among the early Greeks. 2. a mythical substance of unknown character. 3. a material first described by Plato that "glittered like fire."

one or two nouns (objects). Some examples of sentences you might construct on the Sentence Line are "Use whip with statue" or "Use arrowhead with rag". Connecting words like "on" or "with" will automatically be inserted by the program.

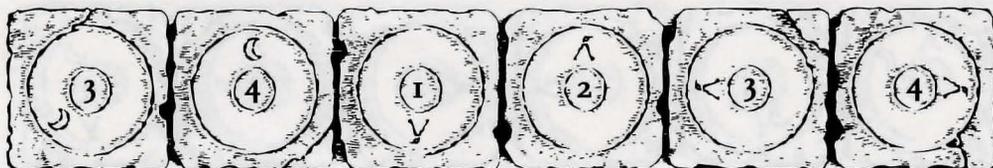
➤ **AVAILABLE VERBS** are listed in the lower left side of the display. To select a verb, posi-

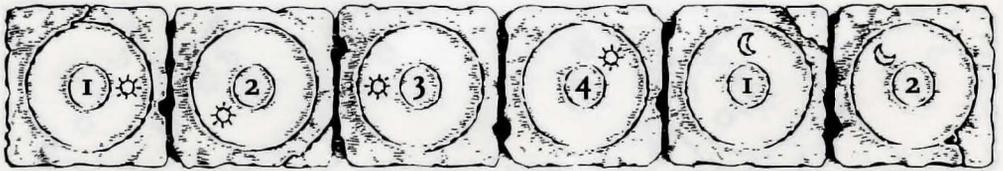




1 THE ACTION SCREEN  
2 THE SENTENCE LINE

3 AVAILABLE VERBS  
4 THE INVENTORY ICONS





tion the cursor over the word and press the left mouse/joystick button or the **ENTER** key. The game has a “quick-verb” feature that highlights an appropriate verb when the cursor touches an interesting or useful object on the screen. For example, when Indy 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 (to emulate the right button) will use the quick-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, it may not be the only way to use an object. Try the other verbs as well!

✧ **NOUNS** (objects) can be selected in two ways. You may select a noun by placing the cursor over an object in the Action Screen. 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.

✧ **THE INVENTORY ICONS** are located to

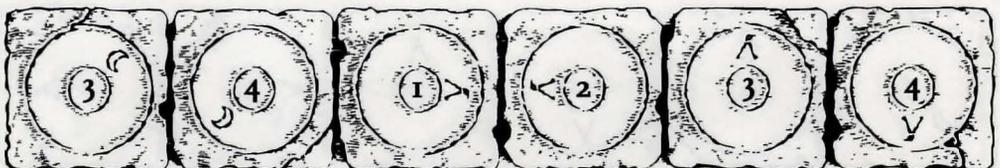
the right of the Verbs. At the beginning of the game Indy’s inventory is limited to whatever he has retained from the first cut-scene. When he picks up or is given an object to use during game play, an icon for that object is added to the Inventory. There is no limit to the number of objects Indy can carry. When there are more than ten objects in the Inventory, arrows appear to the left of the icons. Click on them to scroll the icon window up or down.

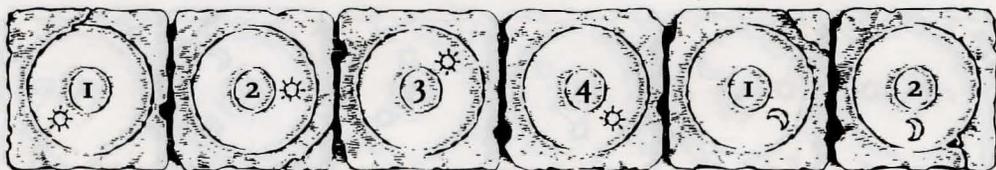
✧ **THE INDI QUOTIENT DISPLAY** will help you keep track of your progress through the game. Press the Inventory/IQ Point key — **i** — to view your point totals. (See “Indy Quotient (IQ) Points” below for a full explanation of IQ Points.)

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

## Things to Try in New York

**LOOK AT THE NEWSPAPER** at the stand next door to the theater. Place the cursor over the newspaper. You will notice that the verb *Look at* is highlighted. Press the right mouse/joystick button or **TAB** key and Indy will walk to the newspaper and tell you what he sees. To





pick up the newspaper, select the verb *Pick up* by placing the cursor over the verb and 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 newspaper and press the left mouse/joystick button or the **ENTER** key. This completes the sentence “Pick up newspaper” on the Sentence Line. If Indy is not already standing by the newspaper, he will walk over to it and pick it up. The newspaper’s icon will be added to your inventory.

Open the theater’s back door. See if you can talk your way past the doorman without getting into a fistfight (see the section entitled “Talking to Characters” for more information — and the section entitled “Fighting”... just in case).

Explore the alley a bit further... maybe there’s another way to get into the theater.

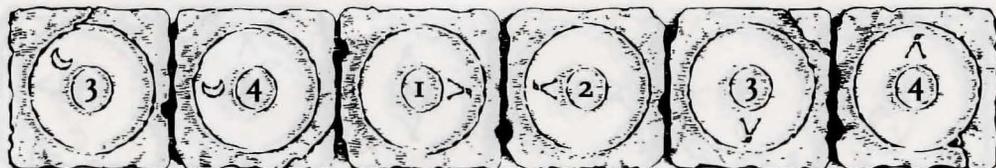
Once you’re in the theater, try to distract the stagehand. With him out of the way, you should have plenty of opportunity to try to attract Sophia’s attention!

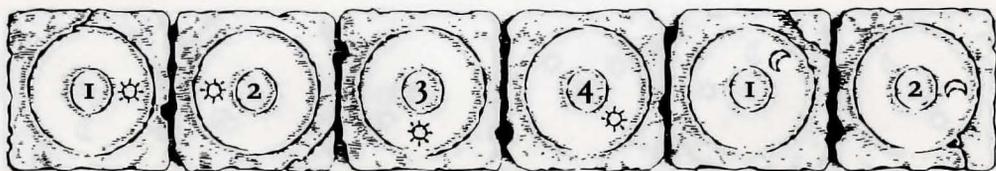
## The Paths

AT A CERTAIN POINT in the game, you will find yourself back in Indy’s office, with a decision to be made: should you persuade Sophia to continue with Indy on your search (the *Team* path)? Do you want to proceed on your own, using your intellect to overcome the obstacles in your way (the *Wits* path)? Or would you rather spice up your quest with a little more action (the *Fists* path)?

There are three ways to proceed from this point. The choice you make will influence the course of the story. While the *Team*, *Wits* and *Fists* paths cross one another at times, many of the puzzles and their solutions — as well as the places you can visit — will be different. The paths re-converge when you reach Atlantis.

We suggest you reserve a Save Game slot for this decision (see Game Controls below, to learn how to save your game). That way, once you’ve successfully completed the path of your choice, you can return to the point of decision to sample a different path.





## Special Interfaces

OCCASIONALLY, YOU WILL FIND the standard interface replaced by specialized controls:

### Talking to Characters

THERE ARE PLENTY OF CHARACTERS in the game with whom you can converse. Nearly everyone Indy meets will have something to say, whether friendly or unfriendly... helpful, or unhelpful! Often, you can talk with someone and then return later for new information.

In a conversation, you select what Indy says from the list appearing at the bottom of the screen. Just click on the phrase you want him to say. Of course, your choice will affect how other people respond. And, as conversations continue, you may be presented with a new array of dialog choices.

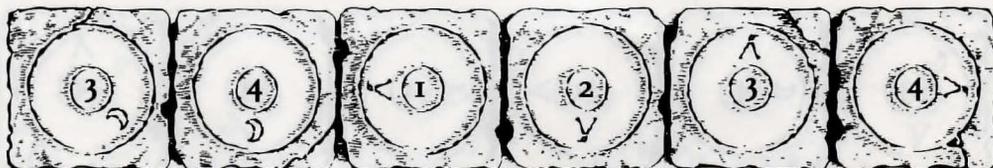
Occasionally, you may find yourself unable to resist a particularly amusing statement. Keep in mind that, just as in real life, some of Indy's wisecracks can lead to trouble. Fortunately, in *Indiana Jones and the Fate of Atlantis*, you can save a game before surrendering to temptation...

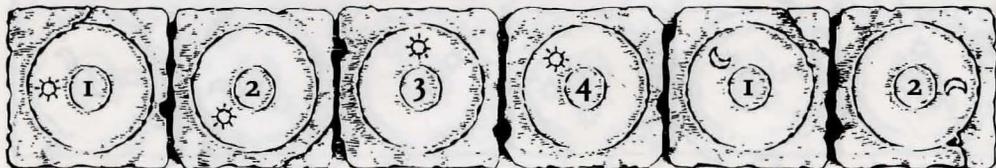
### Fighting

REMEMBER, PICKING A FIGHT IS *dangerous*. Losing can lead to the game's abrupt end. If you choose the Action Path, you *will* find it necessary to fight your way out of several situations.

NOTE: In most cases, you can "sucker punch" your opponent and win the fight (see your reference card for the appropriate key on your computer). Keep in mind that you don't get IQ Points for using this option.

Notice the displays for Health and Punch





Power, both for Indy and, below that, for his opponent. If either combatant is hit, his Health decreases. When Health drops to a dangerous level, the display will change to a warning yellow. When the drop in Health becomes critical, the display will become red. When a combatant's Health is entirely used up, he will be knocked unconscious. If Indy rests between fights, he will "heal" and his Health Power will return to normal.

The Punch Power display shows how powerful Indy's swing will be. Each time Indy tries to hit, his Punch Power takes a few moments to build back up to its maximum. If Indy swings again too quickly, he will not hit with maximum power. Of course, it may be more important to keep his enemy off balance than to hit for maximum effect. Indy can punch High, Middle, or Low, to try to get

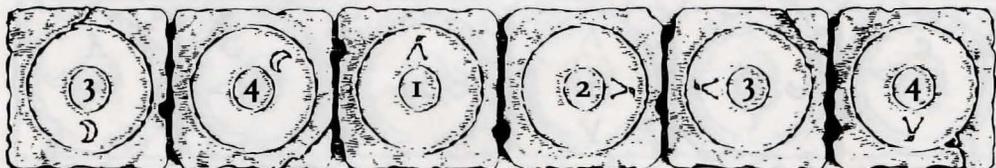
past his opponent's defenses. Each enemy has his own individual strengths and weaknesses.

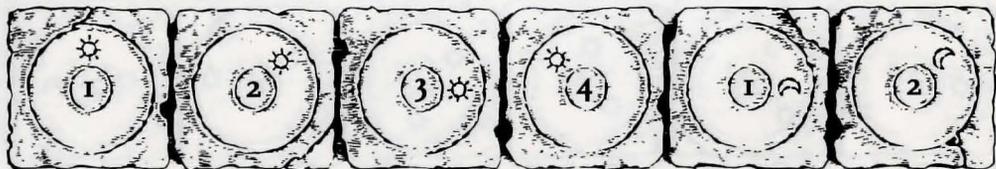
To punch your opponent, position the cursor on him (either High, Middle or Low) and press either mouse button (you can switch to keyboard control for fistfights, if you wish — see your reference card for details).

Indy also has some defensive moves. His opponents often set their fists a moment before they try to punch. If you watch for this and have Indy block at the same level — by positioning the cursor on Indy (either High, Middle, or Low) and clicking — you can successfully block the punch. Also, Indy can step back to increase the distance between himself and his opponent. This can be used to buy a little time for Indy to recover some of his Punch Power. If you don't like the way the fight is going, you can make your escape by repeatedly backing Indy away from his opponent.

### The Lost Dialogue of Plato

KEY PAGES IN Plato's Lost Dialogue have been marked by paper clips. To turn to a marked page, simply click on the appropriate paper clip. To close the book and return to the game, click anywhere else on the screen (or press the ESC key).





## Camel

USE THE MOUSE to direct your camel through the desert. Try to keep rock outcroppings between yourself and trouble — if you're caught, you're apt to wind up back in the city.

## Balloon

WHEN YOU'RE FLYING the balloon, you'll have to contend with prevailing winds, which shift direction whenever you change altitude (the weather vane in the lower right corner of the screen indicates your current heading). Up- and downdrafts can also affect the course of your flight.

Use the cursor to identify points of interest at which you might want to land. Use the on-screen verbs or the right and left mouse/joystick buttons to control the bal-



loon's altitude: to ascend, drop ballast; to descend, open the vents. To land at a point of interest, maneuver the balloon over the site and keep venting hydrogen until you're back on the ground.

## Automobile

SHOULD MONSIEUR TROTIER fall into the hands of Nazi agents, it will be up to you to rescue him. The Nazis drive fast, but their sense of direction is weak. Use the mouse to maneuver through the streets of Monte Carlo as you attempt to intercept the Nazis' car.

## Surveyor's Instrument (Transit)

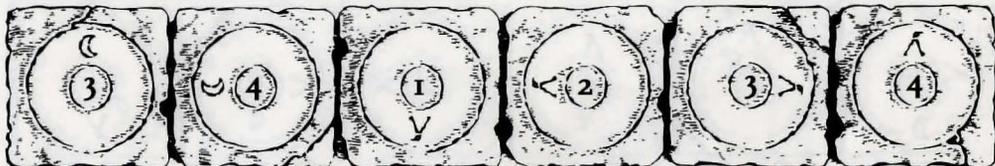
USE THE LARGER left and right knobs for coarse control; fine-tune the alignment using the smaller middle knobs.

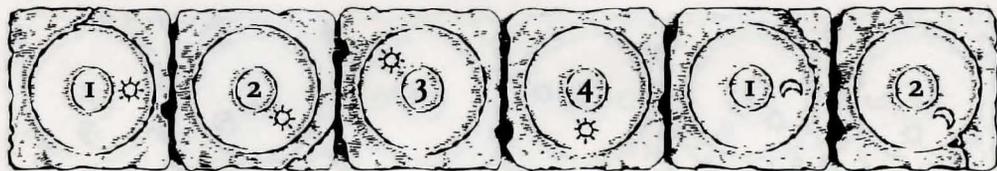
## Submarine

THERE ARE FOUR CONTROLS on the submarine; on the Team Path, you'll have to find each one and learn how to use it. From left to right, they control:

**Depth** Click at the top to ascend; at the bottom to descend. To level off, center the lever.

**Steering** Click to the left or right of the wheel to turn the submarine 180° left or right (the sub will move nearer and farther away as you turn).





**Direction** After zeroing the sub's engine speed, click here to reverse the engines.

**Speed** Click near the top to increase engine speed; near the bottom to decrease speed. The lowest setting will stop the submarine dead in the water.

### Atlantean Machinery

EVEN THE WONDROUS MACHINERY of Atlantis is vulnerable to the ravages of time. Here's your chance to restore some of it to good working order: the parts that you've collected will be arrayed at the bottom of the screen. The remainder of the screen shows the interior of a sentry statue. To pick up a part, click once on it with the left mouse button: it will now follow the cursor around the screen. Position the part over one of the pegs, then click the left mouse button again to install it on the peg. When you have a part selected, clicking the right mouse button will de-select it.

### Game Controls

TO SAVE YOUR PROGRESS in a game, enabling you to turn the computer off and start again later in the same place, simply press the Save/Load Game function key (F1 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 the game has begun.

NOTE: during close-ups the Save/Load Game function may not operate.

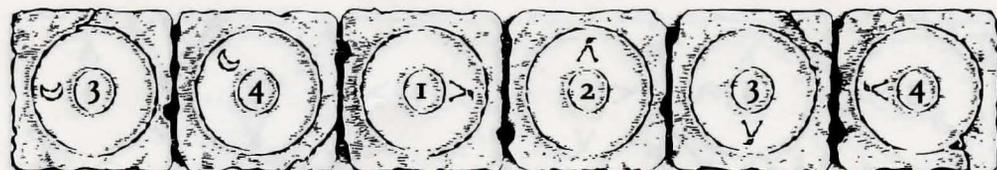
To bypass a cut-scene, press both mouse/joystick buttons at once, or press the ESC key. See your computer reference card for details. After you've played *Indiana Jones and the Fate of Atlantis* several times, you may want to use this function to skip over scenes you have seen before.

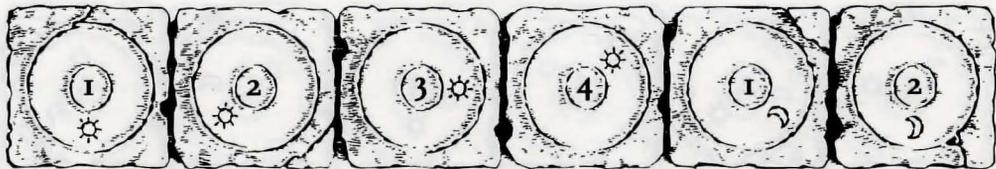
To restart the game from the beginning, press the key indicated on your reference card (F8 on most computers).

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 sound volume (open and close braces — [ and ] — on most computers). If you are using the internal speaker, these controls will turn the sound off and on. 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.

## Indy Quotient (IQ) Points

PRESS THE Inventory/IQ Point key — i — to switch from the inventory icons to the IQ Points display (pressing the key again, or clicking in the display area, will return you to the inventory). The Path designation will be “None” until you have passed the point in



the game in which you make the Path decision (described in “The Paths” above). The number labelled *Current* measures how well you are doing in the current game. The number labelled *Total* measures how well you have done in all the games you have played to that point. The maximum *Total* score, if you solve every variation of every puzzle on all

three paths, is 1000. You score IQ points when you solve puzzles, get past obstacles, or find important objects. Your IQ points are saved when you finish a game, save a game, or load a game. When you start a new game you will have no IQ points until you load or save a game.

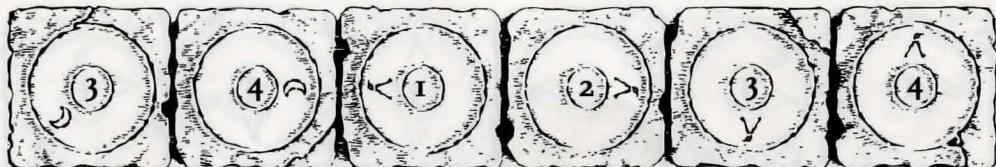
## Our Game Design Philosophy

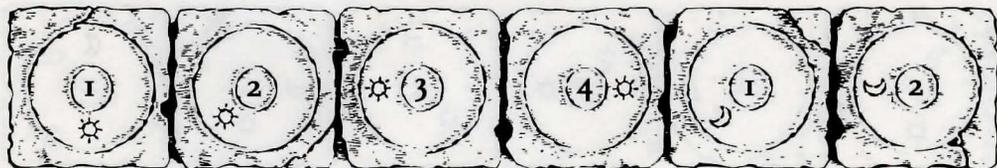
WE BELIEVE THAT YOU buy games to be entertained, not to be whacked over the head every time you make a mistake. So we don’t bring the game to a screeching halt when you poke your nose into a place you haven’t visited before. Keep in mind, though, that Indiana Jones is an adventurous character who often finds himself in dangerous situations. We try to make it clear, however, when you’re about to get yourself into a tight spot.

Save the game when you think you may be entering a dangerous area, but don’t assume that every wrong step will result in death. Usually you’ll get another chance.

## 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'll put you back on track.

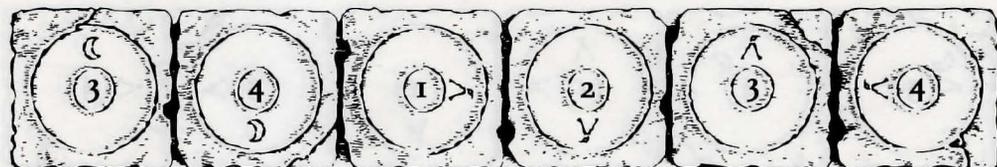
- When you're with Sophia, she might have some good ideas on how to proceed.
- There is more than one way to solve many of the puzzles.
- If you want to speed up game play,

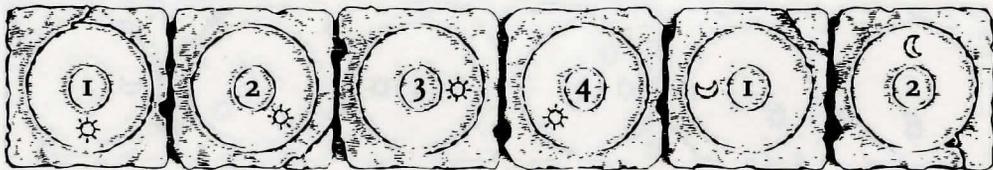
order a hint book from your retailer or direct from U.S. Gold mail order on 021-625-3366

## Bibliography

BELIEVE IT OR NOT, Plato really *did* invent the story of the lost continent of Atlantis. If you're interested in learning more about the lore of Atlantis, you might start with the following:

- DE CAMP, L. SPRAGUE. *Lost Continents*. Canada: Dover Publications, 1954.
- DONNELLY, IGNATIUS. *Atlantis: The Antediluvian World*. New York: Gramercy, 1985.
- MUCK, OTTO. *The Secret of Atlantis*. New York: Times Books, 1978.
- GRUNWALD, HENRY ANATOLE, ed. in chief. *Mystic Places*, New York: Time Life Books Publishing, 1987.
- PELLEGRINO, CHARLES. *Unearthing Atlantis: an Archaeological Odyssey*. New York: Random House, 1991.
- PLATO. *Timæus and Critias*. In *The Dialogues of Plato*, trans. Benjamin Jowett. New York: Random House, 1937.
- VITALIANO, DOROTHY B. *Legends of the Earth: Their Geologic Origins*. Bloomington: Indiana University Press, 1973.





**NOTICE:** LucasArts Games (a division of LucasArts Entertainment Company) reserves the right to make improvements in the product described in this manual at any time and without notice.

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

LucasArts Games warrants to the original consumer purchaser that the diskettes furnished in this product will be free from defects in materials and workmanship (as evidenced by your receipt). If any diskettes supplied as part of this product prove to be defective, and provided that the consumer purchaser returns the media to U.S. Gold Ltd. in accordance with the instructions in the following paragraph, U.S. Gold Ltd. will replace any defective diskettes free of charge.

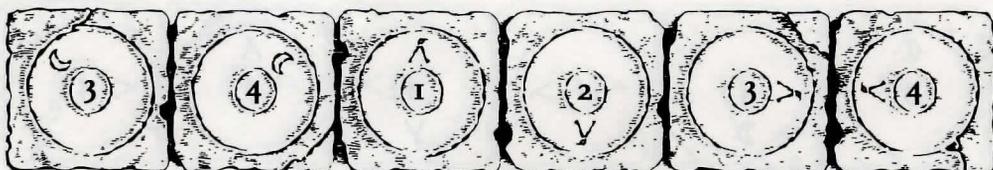
To obtain a replacement diskette, please return the diskette only, postage prepaid, to U.S. Gold Ltd., at the address below, accompanied by a statement of the defect, and your name and return address.

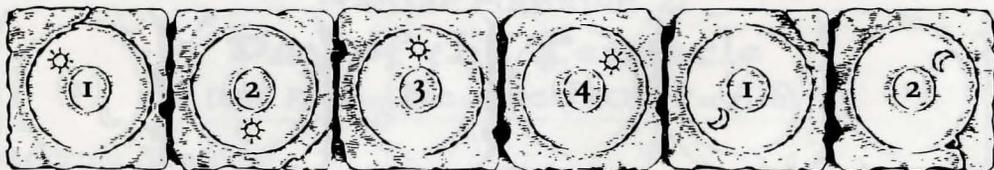
THE SOFTWARE, DISKETTES, AND DOCUMENTATION ARE PROVIDED "AS IS." THERE IS NO WARRANTY OF MERCHANTABILITY, NO WARRANTY OF FITNESS FOR A PARTICULAR USE, AND NO OTHER WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED REGARDING THE SOFTWARE, DISKETTES, OR DOCUMENTATION, EXCEPT AS EXPRESSLY PROVIDED IN THE PRECEDING PARAGRAPH. ACCORDINGLY, THE ENTIRE RISK AS TO THE USE, RESULTS

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

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX.

Indiana Jones is a registered trademark of Lucasfilm Ltd. LucasArts Games is a trademark of LucasArts Entertainment Company. iMUSE, patents pending, *Indiana Jones and the Fate of Atlantis* and SCUMM™ & © 1992 LucasArts Entertainment Company. Used under authorization. All rights reserved.





## Development Team

Story and Design by Hal Barwood

& Noah Falstein

Produced by Shelley Day

Project Led by Hal Barwood

Programmed by Michael Stemmler,

Ron Baldwin, Tony Hsieh, Sean Clark,  
and Bret Barrett

Additional Programming by

Kalani Streicher

Lead Artist: William L. Eaken

Background Art by James Alexander Dollar,

Mike Ebert, and Avril Harrison

Lead Animator: Collette Michaud

Animation by Avril Harrison, Anson Jew,

and Jim McLeod

Additional Art and Animation by Mark J.

Ferrari, Sean Turner, Martin "Bucky"  
Cameron, and Brent E. Anderson

Indiana Jones Theme Music Composed  
by John Williams

Original Music and Arrangements by  
Clint Bajakian, Peter McConnell, and  
Michael Z. Land

Music Re-Orchestration by Robin Goldstein  
and J. Anthony White

Lead Tester: Wayne Cline

Quality Assurance by Howard Harrison,

Tabitha Tosti, Patrick Sirk, Kristina  
Sontag, David Maxwell, David Wessman,  
Bret Mogilefsky, and James Hanley

Additional Testing by Jo Ashburn,

Leyton Chew, Justin Graham,  
Chip Hinnenberg, Kirk Lesser,  
Ron Lussier, Eli Mark, Dave Popovich,  
Jon Van, and Ezra

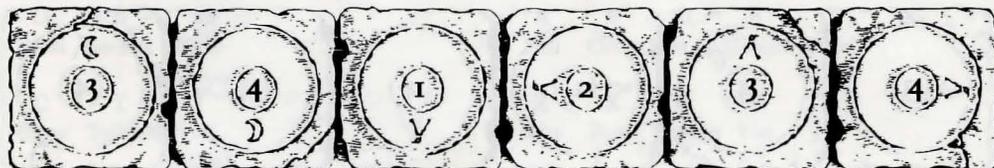
Music Produced by Peter McConnell

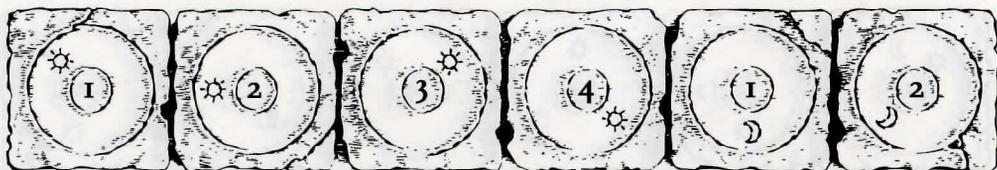
Sound Effects by J. Anthony White,

Robert Marsanyi, and Clint Bajakian  
*SCUMM™* Story System by Ron Gilbert,  
Aric Wilmunder, Brad P. Taylor, and  
Vince Lee

*iMUSE™* Electronic Music System by

Michael Z. Land and Peter McConnell





### **Packaging**

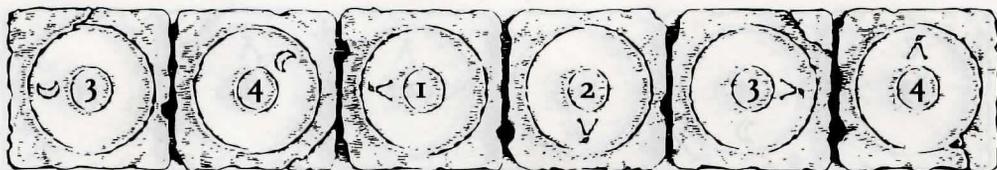
Product Marketing Manager: Robin Parker  
Manual and Hint Book by Judith Lucero  
Package Design by Soo Hoo Design  
Manual Design by Mark Shepard  
Package Illustration by William L. Eaken  
Necklace Model by Milton Williams

### **The Staff of LucasArts Games:**

General Manager: Doug Glen  
Director of Development: Kelly Flock  
Associate Director of Development:  
    Lucy Bradshaw  
Director of Business Operations:  
    Jack Sorensen  
Manager of Planning and Analysis:  
    Steve Dauterman  
Public Relations Manager: Sue Seserman  
Marketing Assistant: Marianne Dumitru  
International Coordinator: Lisa Star

Direct Sales Manager: Jo Ellen Reiss  
Direct Sales Representatives: Rita Bullinger-Allen, Wendy P. Judson, Kerre Mael, and Gabriel McDonald  
Product Support Supervisor: Kris Brown  
Product Support by Erin Collier, Mara Kaehn, and Livia Mackin  
Computer Systems Supervisor:  
    James Wood  
Computer Support by Thomas J. Caudle and Randy Spencer  
Administrative Support by Annemarie Barrett, Meredith Cahill, Jo Donaldson, Lex Eurich, Deborah Fine, Michele Harrell, Brenna Krupa Holden, Marcia Keasler, Erin Kelly, Liz Nagy, Debbie Ratto, Andrea Siegel, and Dawn Yamada

*Special thanks to George Lucas  
and Steven Spielberg*



# Maniac Mansion® 2: Day of the Tentacle™

IBM® Reference Card (CD-ROM Version)

## 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:

<b>a</b>	AdLib / SoundBlaster music
<b>r</b>	Roland music
<b>g</b>	General MIDI music
<b>m</b>	Use mouse control
<b>j</b>	Use joystick control
<b>k</b>	Use keyboard control
<b>t</b>	Text mode (this will turn off all digitised sound & speech)

**s220/7/8** Set SoundBlaster address/int/k bufsize

For example, to start the game with AdLib sounds and using a joystick, 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 re-calibrate 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

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

### Maniac Mansion (the old one)

<b>Q</b>	<b>W</b>	<b>E</b>	<b>R</b>	<b>T</b>
Push	Open	Walk to	New kid	Turn on
<b>A</b>	<b>S</b>	<b>D</b>	<b>F</b>	<b>G</b>
Pull	Close	Pick up	Unlock	Turn off
<b>Z</b>	<b>X</b>	<b>C</b>	<b>V</b>	<b>B</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 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.

### FUNCTION AND COMMAND KEYS

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

**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 utilise expanded memory (EMS).

If you are using DOS 5.0, you may utilise 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=\$p\$g <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 behaviour 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 0121 326 6814 and are on duty from 9:00am to 5:00pm Monday through Friday.

Day of the Tentacle™ and © 1993 LucasArts Entertainment Company. Used Under Authorization. All Rights Reserved. Maniac Mansion is a registered trademark of Lucasfilm Ltd. The LucasArts logo is a registered trade mark of LucasArts Entertainment Company. LucasArts is a trademark of LucasArts Entertainment Company. Used under authorization. IBM is a registered trademark of International Business Machines. LucasArts Entertainment Company, P.O. Box 10307, San Rafael, CA 94912. Manufactured and distributed under license by U. S. Gold Ltd., Units 2/3 Holford Way, Holford Birmingham B6 7AX. Tel: 021 625 3366.

# About Maniac Mansion® 2: Day of the Tentacle™

**H**he 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**, realised 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 room mates **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 U. S. GOLD Ltd. Call 021 625 3366 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 Chron-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, Changó! 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 calibre 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. In the UK: 021 625 3366. If you want to access our automated hint line, call 0839 654123. Calls cost 39 pence per minute "cheap rate", 49 pence per minute all other times. You may be told of other services. Make sure you have permission from the person who pays the phone bill before calling. Prices are correct at time of press (November 1994). If in any doubt contact U. S. Gold Customer Services at U. S. Gold's address. Services provided by U. S. Gold Ltd., Units 2/3 Holford Way, Holford Birmingham B6 7AX. Available in the UK only.

If you need technical assistance, call 0121 326 6814.

## 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*.<sup>®</sup> 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 cut scenes press F4.

## Credits:

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 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

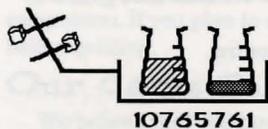
Manual Design by Mark Shepard

Print Production by Carolyn Knutson

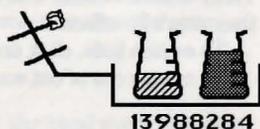
*Special thanks to George Lucas*

This manual assumes that you are using a joystick or mouse.

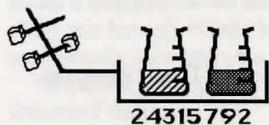
See your reference card for keyboard equivalents.



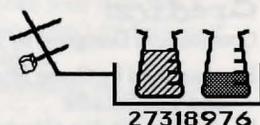
10765761



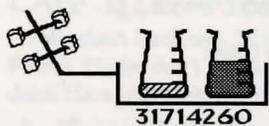
13988284



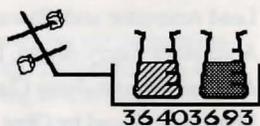
24315792



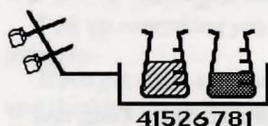
27318976



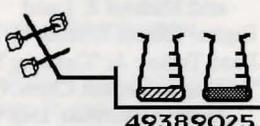
31714260



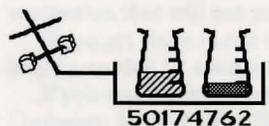
36403693



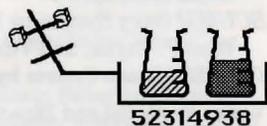
41526781



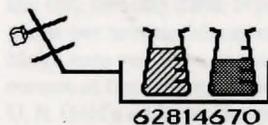
49389025



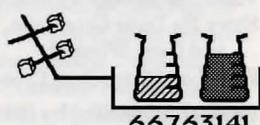
50174762



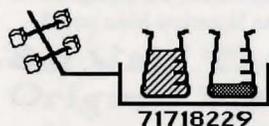
52314938



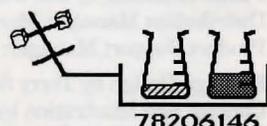
62814670



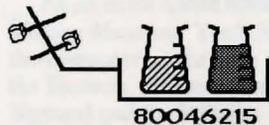
66763141



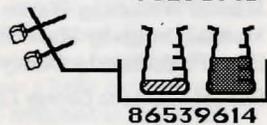
71718229



78206146



80046215



86539614

**IMPORTANT - READ CAREFULLY BEFORE USING THIS PRODUCT  
LICENCE AND LIMITED WARRANTY**

BY USING THE SOFTWARE INCLUDED WITH THIS LICENCE AND LIMITED WARRANTY YOU WILL INDICATE YOUR ACCEPTANCE OF THE TERMS OF THIS LICENCE AND LIMITED WARRANTY BETWEEN YOU, AND U. S. GOLD. THE SOFTWARE AND ACCOMPANYING ITEMS ARE PROVIDED TO YOU ONLY UPON THE CONDITION THAT YOU ACCEPT AND AGREE TO ABIDE BY THE TERMS SET OUT BELOW. IF YOU DO NOT AGREE TO THE TERMS AND DO NOT WANT YOUR ACT OF USING THE SOFTWARE TO INDICATE YOUR ACCEPTANCE OF THE TERMS, PROMPTLY RETURN THE SOFTWARE TOGETHER WITH ALL ACCOMPANYING ITEMS ("PROGRAM PACKAGE") TO YOUR DEALER FOR A REFUND.

**A. TECHNICAL SUPPORT:** If you have any problems with the software program(s) ("Program"), contact U. S. GOLD, Units 2/3 Holford Way, Holford, Birmingham B6 7AX Tel: 021 625 3366. If you require technical assistance, call the Helpline on: 0121 326 6418.

All telephone charges incurred by you in connection with this facility will be met by you, U. S. GOLD shall pay postage costs in returning to you any Program which is returned to U. S. GOLD by you under this agreement but shall not be responsible for postage costs incurred by you in returning the Program to U. S. GOLD.

**B. LIMITED USE LICENSE:** The Program is owned by LucasArts Entertainment Company (the Manufacturer), and is protected under copyright laws and international treaties. All rights not expressly granted are reserved.

**YOU MAY:**

- Either (a) make one copy of the Program solely for backup or archival purposes provided that you reproduce all information (including copyright notices) which appeared on the original disk(s), or (b) transfer the Program to a single hard disk, provided that you keep the original disk(s) solely for backup or archival purposes.
- Transfer the complete Program Package on a permanent basis, provided that you retain no copies and the recipient agrees in writing to the terms of this Agreement.

**YOU MAY NOT:**

- Use the Program on more than one computer, computer terminal or workstation at the same time.
- Make copies of the materials accompanying the Program, or make copies of the Program except as provided above.
- Use the Program in a network or other multi-user arrangement or on an electronic bulletin board system or other remote access arrangement.
- Rent, lease, licence or otherwise transfer the Program without the express written consent of the Manufacturer, except that you may transfer the complete Program Package on a permanent basis as provided above.
- Reverse engineer, decompile, disassemble, or create derivative works of the Program.
- Use the extra set of disks (if the Program Pack contains both 3.5" and 5.25" disks) on another computer or loan, rent, lease, or otherwise transfer them to another user except as part of the permanent transfer of the entire Program Package.

**C. LIMITED WARRANTY:** U. S. GOLD warrants, to the original buyer only, that the media upon which the Program is recorded shall be free from defects in materials and workmanship under normal use and service for a period of 3 months from the date of purchase.

**EXCLUSIVE REMEDY:** Subject to the following provisions U. S. GOLD's entire liability and your exclusive remedy under this limited warranty shall be, at U. S. GOLD's option, either (a) the repair or replacement of the Program that does not meet U. S. GOLD's Limited Warranty and which is returned to the dealer or to U. S. GOLD, if sold to you directly by U. S. GOLD, with a copy of your receipt; or (b) a refund of the price, if any, which you paid for the Program and any accompanying items (as defined) as substantiated with proof of purchase. **TO MAKE A WARRANTY CLAIM, PLEASE RETURN THE PROGRAM PACKAGE TOGETHER WITH YOUR PROOF OF PURCHASE TO YOUR DEALER.** This Limited Warranty is void if the failure of the media upon which the Program is recorded has resulted from; damage caused by your or any third party's act, default, or misuse of the Program or by failure to follow any instructions supplied with the Program; by failure to comply with the instructions supplied with the computer hardware with which the Program is operated; if the Program has been stored, handled or applied in such a way that damage is likely to occur; or if the Program is altered, modified or repaired by persons not expressly nominated or approved in writing by U. S. GOLD.

**NO OTHER WARRANTIES.** WITH RESPECT TO THE PROGRAM, PROGRAM MEDIA AND THE ACCOMPANYING WRITTEN MATERIALS, U. S. GOLD GIVES NO OTHER WARRANTY OR GUARANTEE, OTHER THAN THE ABOVE WARRANTY. U. S. GOLD MAKES NO REPRESENTATIONS, WARRANTIES OR CONDITIONS INCLUDING BUT NOT LIMITED TO THE MERCHANTABILITY, QUALITY OR FITNESS FOR PURPOSE OF THE PROGRAM OR ANY ACCOMPANYING ITEMS. U. S. GOLD DOES NOT WARRANT THAT THE PROGRAM WILL MEET YOUR REQUIREMENTS OR THAT THE OPERATION OF THE PROGRAM WILL BE UNINTERRUPTED OR ERROR FREE. THIS LIMITED WARRANTY DOES NOT AFFECT YOUR STATUTORY RIGHTS.

**LIMITATIONS ON DAMAGES.** IN NO EVENT SHALL U. S. GOLD, BE LIABLE FOR ANY DAMAGE WHATSOEVER (INCLUDING WITHOUT LIMITATION, DAMAGES FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF INFORMATION, OR OTHER PECUNIARY LOSS ARISING DIRECTLY OR INDIRECTLY) OUT OF THE USE OF OR INABILITY TO USE THE PROGRAM. U. S. GOLD SHALL NOT BE LIABLE FOR ANY SPECIAL INCIDENTAL, CONSEQUENTIAL OR OTHER SIMILAR LOSS OR DAMAGE EVEN IF U. S. GOLD HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGE AND IN NO EVENT WILL THE LIABILITY OF U. S. GOLD EXCEED THE PURCHASE PRICE PAID BY YOU FOR THE PROGRAM AND ANY ACCOMPANYING ITEMS.

