

Maniac Mansion™



HINT BOOK

LUCASFILM™
GAMES

MANIAC MANSION™

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Maniac Mansion is full of rooms which are all filled with useful things. Find which is where in the.....

...Maniac Mansion Objects List

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Maniac Mansion has both stories *and* stories - the kind that have a beginning, middle and end; and the kind that are filled with rooms. In fact, Maniac Mansion has six full stories of rooms. A floorplan can be found in the.....

...Map of Maniac Mansion

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Perhaps it's best to follow in the footsteps of one who has gone before. Dave has been there and knows his way around. It could save you lots of trouble. Check out the.....

...Tour of Maniac Mansion

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Written by: Jok Church, Ron Gilbert, Doug Glen,
Brenda Laurel, John Sinclair

Layout by: Wendy Bertram, Martin Cameron,
Gary Winnick

Maniac Mansion™ Hint Book

How to use your Maniac Mansion Hint Book secret decoder strip.

The red gelatin strip is provided for your protection.

Without it, you couldn't help discovering how to solve all the mysteries. Which would take most of the fun out of the game.

With the gelatin strip, you only see the clues that you really need. So you can get yourself out of one jam, and still thoroughly enjoy the next one.

Just skim through the hint book until you find the question that has you stumped, then place the gelatin strip over the first line of clues underneath. If you're still stumped, reveal another line. And so on.

Don't you wish you had a Maniac Mansion decoder strip for all life's problems?

I see my three characters standing in the driveway. Now what?

- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion
- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion

How do I get through the front door?

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- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion
- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion

How do I put something in the mailbox?

- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion

How do I open the grate in the front yard?

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Should I answer the door when the doorbell rings?

- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion

What's in the package that gets delivered?

- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion
- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion

What are the tombstones for?

- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion
ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion
- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion

What's the valve under the house for?

- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion

What's the puddle on the floor under the house?

- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion
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What can I do with the grandfather clock?

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I'm in the main entryway. How do I open the door with no handle?

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How do I turn on the lights in the basement?

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What's the nuclear reactor for?

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What is the fuse box for?

- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion

How do I open the furnace?

- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion

Can I pick up the radioactive slime in the basement?

- ~~ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion~~
- ~~ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion~~

Where does the locked door in the basement go?

- ~~ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion~~

How do I unlock it?

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What's the old radio for?

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I found a flashlight in the kitchen. Why can't I turn it on?

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Can I use the microwave oven?

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Where is the gas for the chainsaw?

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Is there any way to pick up the knives?

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I've found a telephone but it seems to be broken.

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What do I do with the telephone once it is working?

- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion

How do I fix the staircase in the library?

- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion
- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion

What is Chuck the Plant for?

- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion

What do I do with all the old horrible food in the dining room?

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- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion
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Where is the key to the screen door in the pantry?

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How do I pick up the bottle of developer without breaking it?

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What should I do with the food in the pantry?

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How do I get into the swimming pool?

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How do I drain the pool?

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How do I get the portable radio?

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What is the button at the bottom of the pool for?

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How do I open the garage door?

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How can I get into the car?

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How do I open the trunk of the Weird Edsel?

- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion
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Should I start the Weird Edsel?

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Where are these tools I've been hearing so much about?

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How do I lift the cement slab?

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What neat stuff can I do in the hallway above the first floor?

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I'm in the room with the piano. Is there any way to pick up the vase?

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Is there any use for the scratched record?

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How do I use the cassette recorder?

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Can I play the piano?

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Can I open the wooden crate?

- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion

What can I do in the room with the statue of Nurse Edna?

- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion

I've found a room full of videogames. How do I get them to work?

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What do I need in order to play the videogames?

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What should I do if I want to play more than one videogame?

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How do I turn on the lights in Dr. Fred's office?

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- ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion

What do I do with the memoirs?

- The Mayor would love to see his name in print.
- If the memoirs were rewritten, someone might want to publish them.
- Wendy was given the memoirs.
- She needs to use the typewriter in the doctor's office.
- Mail the revised memoirs to the publisher.

Do I need anything from Dr. Fred's medical cabinets?

- Just say "No".
- The door's open.

I want to mail something. How do I know where to mail it?

- The address is given on a TV commercial.
- The address is on the TV.
- Mail the letters to the address on the TV.

How do I mail something?

- The address is on the TV.
- The address is on the TV.
- The address is on the TV.

Where do I get a stamp?

- The Mayor would love to see his name in print.
- If the memoirs were rewritten, someone might want to publish them.
- Wendy was given the memoirs.
- She needs to use the typewriter in the doctor's office.

How do I get something out of the mailbox?

- The Mayor would love to see his name in print.

How do I get the mailman to pick something up?

- The Mayor would love to see his name in print.
- The Mayor would love to see his name in print.

What happens after I mail something?

- The Mayor would love to see his name in print.
- The Mayor would love to see his name in print.

How do I get past the Green Tentacle?

- The Mayor would love to see his name in print.
- The Mayor would love to see his name in print.
- The Mayor would love to see his name in print.
- The Mayor would love to see his name in print.

How do I open the filing cabinets in the darkroom?

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How do I develop the film?

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ManiacMansion•ManiacMansion•ManiacMansion•ManiacMansion
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What can I use the typewriter for?

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Why is there a paint blotch on the wall in the den?

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How do I get to the hatch on the ceiling in the den?

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The plant keeps biting me. What should I do?

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How do I use the shortwave radio?

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Why would I want to use the shortwave radio?

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How can I get into Edna's bedroom?

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How can I get into Edna's bedroom (cont'd)

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Why should I use the Hunk-o-Matic?

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How do I get Dead Cousin Ted to move?

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How can I get into Weird Ed's room?

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What is the Commando Chart for?

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What's the hamster for?

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Where are the plans Weird Ed is talking about?

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Where is the cattle prod?

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Can I play music through the mondo speakers in the Green Tentacle's bedroom?

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How do I get the boards off the window in the attic?

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How do I fix the broken wires?

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Why would I want to fix the broken wires?

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How can I use the telescope in the observatory?

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How do I open the safe?

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How do I use the envelope?

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How do I see what I'm supposed to see through the telescope?

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Where are the keys to the padlocks?

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Where is the combination to the inner door?

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How can I get past the Purple Tentacle?

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How do I get the Green Tentacle to be my friend?

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Is there a way to get Weird Ed on my side?

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Who are the Meteor Police?

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How do I call the Meteor Police?

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How do I stop Dr. Fred's intruder emergency procedure?

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How do I open the radiation shield door?

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How do I set Sandy free?

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The Meteor keeps killing kids when they walk in. What shall I do?

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How do I get rid of the Meteor?

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Where are all the keys?

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What if I don't have the person I need to solve a particular puzzle?

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What is Nurse Edna's phone number?

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What is the combination to the safe?

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What is the frequency for radioing the Meteor Police?

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What is the combination to Dr. Fred's lab?

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What can the different kids do?

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What should I know about Weird Ed?

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What should I know about Dr. Fred?

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What should I know about the Purple Tentacle?

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What should I know about the Green Tentacle?

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What should I know about the Meteor?

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What should I know about Nurse Edna?

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What should I know about Dead Cousin Ted?

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What should I know about the Meteor Police?

- The Meteor Police will find him if they find him
- The Meteor Police will find him if they find him
- If the Meteor Police find him, they'll be in a bit of a mess

LIST OF OBJECTS

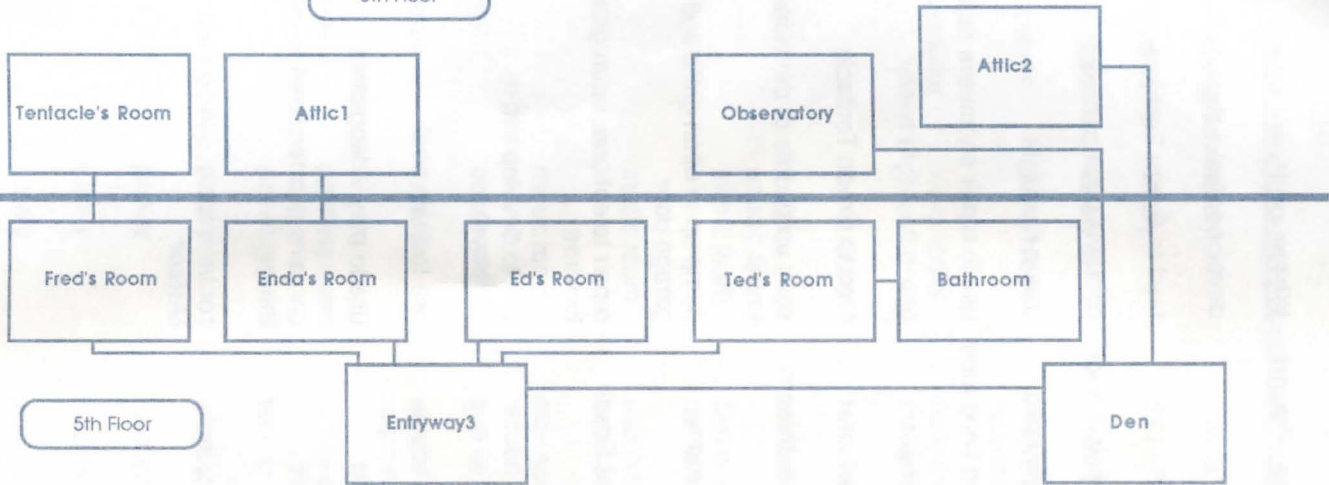
| <u>Object</u> | <u>Where Found</u> | <u>Where or How Used</u> |
|--------------------|--------------------|-------------------------------------|
| Meteor Mess game | arcade room | stores combination to lab door lock |
| painting | attic | hides safe |
| safe combination | attic | on the wall under the safe |
| wall safe | attic | contains quarter and envelope |
| fuse box | basement | contains circuit breakers |
| nuclear reactor | basement | powers Zom-B-Matic machine |
| cooling rods | bottom of pool | exposing them causes meltdown |
| radioactive water | bottom of pool | causes man-eating plant to grow |
| red button | bottom of pool | causes meltdown if pushed |
| developer tray | darkroom | allows Michael to develop film |
| enlarger | darkroom | allows Michael to make prints |
| man-eating plant | den | can be climbed to reach hatch |
| typewriter | den | revise memoirs and address envelope |
| old rotting turkey | dining room | feed to Green Tentacle |
| week-old roast | dining room | feed to Green Tentacle |
| dimes | Ed's piggy bank | use to operate telescope |
| hamster | Ed's room | move to reveal card key |

| <u>Object</u> | <u>Where Found</u> | <u>Where or How Used</u> |
|---------------------|--------------------|-----------------------------------|
| piggy bank | Ed's room | contains dimes |
| telephone | Edna's room | call to distract her |
| manuscript | Fred's office | Meteor's memoirs, need revision |
| dime | Fred's room | use to operate telescope |
| shortwave radio | Fred's room | use to call Meteor Police |
| wanted poster | Fred's room | has number for Meteor Police |
| door mat | front porch | hides key to front door |
| grate | front yard | leads under house |
| mailbox | front yard | receive and send things |
| tombstone | front yard | in memory of dead kid |
| undeveloped film | front yard | develop to please Ed |
| circuit breakers | fuse box | cut off power to entire house |
| cement slab | garage | one-way entrance from Meteor room |
| water faucet handle | garage | use to turn on Ted's shower |
| Weird Edsel | garage | blasts into outer space |
| chainsaw | kitchen | tempts you to behave badly |
| flashlight | kitchen | see in the dark |
| microwave oven | kitchen | steam open envelope |
| radiation suit | laboratory | wear into Meteor room |
| Zom-B-Matic | laboratory | controls Sandy and Dr. Fred |

| <u>Object</u> | <u>Where Found</u> | <u>Where or How Used</u> |
|---------------------|--------------------|---|
| blank cassette tape | library | use to record things |
| broken telephone | library | if fixed can use to call Edna |
| Chuck the plant | library | lovely to look at |
| cassette player | living room | record and play live music or records |
| glass chandelier | living room | contains hidden key to dungeon |
| radio | living room | remove tube to fix shortwave |
| envelope | mailbox | contains contract |
| piano | music room | Syd or Razor play to make demo tape |
| TV | music room | watch for important announcements |
| Victrola | music room | play scratchy record |
| telescope | observatory | see safe combination |
| broken wires | old attic | supply power to videogame machines |
| paint remover | painting room | remove paint blotch |
| wax fruit | painting room | feed to Green Tentacle |
| bottle of developer | pantry | leaks through grate |
| canned goods | pantry | feed to Green Tentacle |
| fruit drinks | pantry | feed to Green Tentacle |
| glass jar | pantry | use in microwave to open envelope, hold water |

| <u>Object</u> | <u>Where Found</u> | <u>Where or How Used</u> |
|---------------------|----------------------|---|
| grate | pantry | developer leaks through it |
| tentacle chow | pantry | feed to Green Tentacle |
| portable radio | pool chair in pool | contains fresh batteries |
| fresh batteries | portable radio | use in flashlight |
| radio tube | radio in living room | use to repair shortwave radio |
| old batteries | refrigerator | use in flashlight briefly |
| various food | refrigerator | feed to Green Tentacle |
| sponge | Ted's bathroom | soak up puddle of developer under house |
| Hunk-o-Matic | Ted's room | pump up to open grate and garage door |
| tools | trunk of Edsel | repair telephone, open grate, fix wires |
| puddle of developer | under house | use to develop film in darkroom |
| water valve | under house | use to drain pool |
| quarter | wall safe | use to play videogames |
| sealed envelope | wall safe | contains quarter; used to mail things |
| trunk | Weird Edsel | contains tools; can contain Meteor |

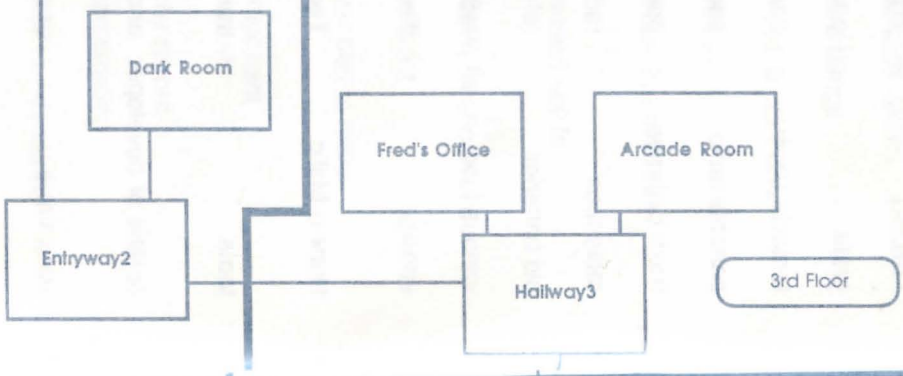
6th Floor



5th Floor

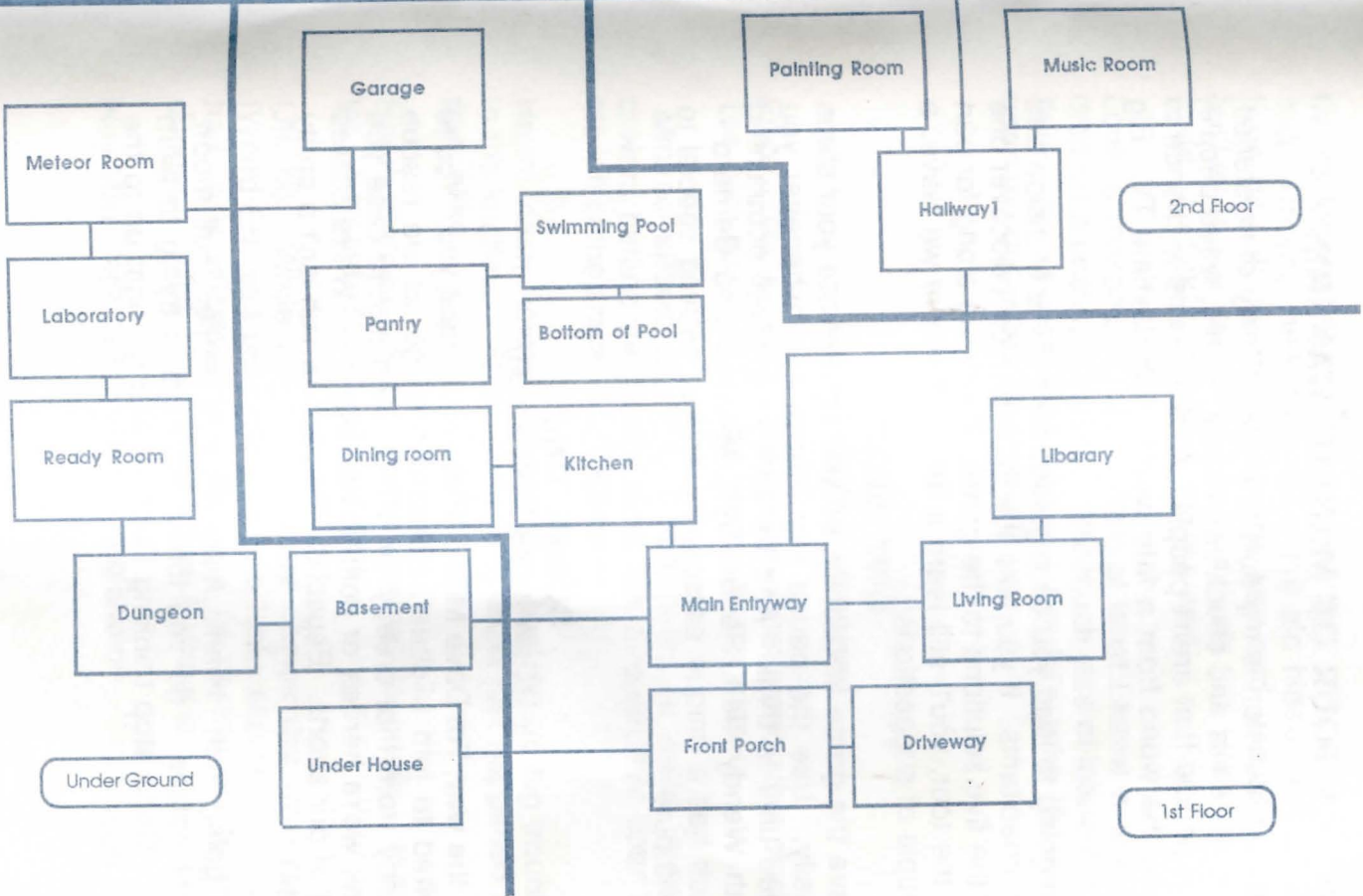
4th Floor

Maniac Mansion Map
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3rd Floor

2nd Floor



Under Ground

1st Floor

A TOUR OF MANIAC MANSION

Maniac Mansion is my sort of place. Plenty of mysteries, secrets, chills and chuckles. Funny people, weird people, and people that aren't people. All this -- and a chance to save the world from a fate worse than daytime TV. Big fun.

I'm going to lead you on a guided tour of the Mansion and its inhabitants. If you take the full tour, you'll discover one of the five solutions to the game. If you tag along for part of the tour, you'll still learn a lot. But before we leave, a couple of suggestions.

Save the game frequently, so you can retrace your steps easily. Use the pause key (space bar) whenever you need time to think. And be sure to get well acquainted with Wendy, Jeff, Razor, Syd, Michael, and Bernard -- each has a unique personality and something special to contribute.

SCENE ONE

(Driveway & Front Porch)

By the way, I'm Dave Miller. Pleased to meet you. You're invited to join Michael, Bernard and me as we rescue Sandy from that creepy Dr. Fred. And just in case you think we're heroes or something, forget it. We're scared out of our shorts. Especially Bernard (which isn't a pretty sight).

I'm going first. Hmm...rusty old iron fence. Full moon. Night noises -- do you think somebody's trying to warn me? Gotta stop thinking like that and go right up to the front door.

Door's locked. Better not ring the bell. Ah...a thick door mat. Do you think it could be the old hidden key ploy? Sure could! Let's pick up the key and explore those bushes to the left of the steps. What's this -- an old iron grate. And it's rusted solid into the wall.

Look, a mailbox. Empty. Well, at least I know where to drop off a postcard to mom. Not much else of interest out here. No excuse for lingering. So, let's take the key, open the door, and head inside.

SCENE TWO

(Foyer, Kitchen, Dungeon)

Pretty quiet, except for the ticking of that grandfather clock. Too darn quiet! Better call the reinforcements.

Michael shows up first. A real hero...he walks in and cowers behind me. Let's send him through that door to the left of the stairs. Ah, the kitchen.

Hmm...nasty noises. Somebody's cooking up big trouble in the kitchen. Bet'cha something awful just happened to poor Mike.

Here's Bernard. Let's send in another volunteer -- that's you, Bernard. I'll just wait out here...

Oh, no! While I'm waiting, here comes this character (Weird Ed, as I later find out) who looks like he dried his hair in a microwave oven. He hauls me off to the dungeon. Well, now I know where Michael is.

Hey Mike, let's try to blow this pop stand!

SCENE THREE

(Dining Room, Pantry, Foyer, Living Room)

Blissfully unaware of my little predicament, Bernard tools on through the kitchen and into a dining room we could have used for football practice. Pretty funky food, but Bernard grabs it anyway. Then he finds more -- fruit drinks, this time -- in the pantry.

Back he comes to the foyer, which is now deserted, of course. So Bernard heads off to find his pals. Forget the stairs, too much exertion. Try the door next to them. No handle. Hmm...

Well, the next door opens right up, and there's an old radio. With a new cassette player underneath. No tape, though. But a mondo vacuum tube in the radio. Just might come in handy.

Pressing on, Bernard opens the door at the other end of the room and finds himself in the dark...

SCENE FOUR

(Library, Living Room, Foyer)

Must be a light here somewhere, mumbles Bernard. Aha! A lamp. That's better.

Funny though, everything seems to be broken in here. The stairs, the phone. Tools sure would come in handy! But look -- a secret panel and ...a blank cassette tape.

Scurrying back to the cassette deck, Bernard notices something funny about the chandelier. Is that a key up there? Too busy to worry about it now. Gotta hear that tape.

Shucks! It's blank! Oh well, let's save it for later and head back to the foyer.

SCENE FIVE

(Dungeon)

This dungeon chews old tennis shoes! Gotta get out...

Look -- Michael found a loose brick. When you push it, the door opens. Of course, when you let go, the door slams shut.

Hey Mike, just hold that brick a second, and I'll slip on out.

SCENE SIX

(Basement, Foyer)

Boy is it dark in here! Ow! Stubbed my toe.

Phew! There's the light switch, near the stairs. All sorts of neat gear in here. Particularly the silver key hanging next to the fuse box. Everybody's gotta have one.

Back upstairs. Bernard's so glad to see me that he trades all his drinks and the blank tape for the silver key. Better head upstairs before he changes his mind.

SCENE SEVEN

(Painting Room, Music Room)

Hmm...these people have special rooms for everything. The music room has a lot of stuff that'll probably come in handy. They'll never miss it anyway, will they?

But the painting room is even better. Think I'll just hang on to that paint remover and wax fruit. It's bound to come in handy sooner or later.

Back in the corridor, I take a deep breath, brace myself, and pop open the door between those hideous portraits. If I had ancestors like that, I'd think twice about Darwin's theories...

SCENE EIGHT

(Fred's Office, Arcade Room, Entry Two)

Another one of those long halls. And another stairway. Anybody around here ever heard of ranch style houses?

Let's try the first door. Ooh! Found one really terrific thing.

Into the next room. Looks like fun, but nothing seems to work. Got any spare change? Maybe somebody else does.

Onwards and upwards. Ugh -- what's that? Hyperactive leg of squid, from the looks of it. Hungry, too. Won't let me pass.

SCENE NINE

(Entry Two, Dark Room, Entry Three, Fred's Room)

Yuck! The Tentacle eats wax fruit. Washes it down with fruit juice. Must do something for him, 'cause he lets me through the door next to him.

Darkroom. The red light helps me check it out. Hmm...gotta remember this place for later. Time to climb some more stairs.

Somebody's bedroom. The radio doesn't seem to work -- guess it's missing a tube. Maybe I'll fix it later. In the

meantime, there's a dime on the floor. And a cleverly hidden ladder leading to...a mondo stereo set. Wish I'd brought my "Mangled Niece" tape. Oh, well.

On the way out, I notice that the Tentacle has an upset tummy. Slurp a little Pepto Bismol suckers. I'll just help myself to that yellow key. And to that record on the shelf. And I think I'll make my exit before he perks back up.

SCENE TEN

(Edna's Room, Music Room, Ed's Room)

Sandy's behind one of these doors, and big trouble's behind some others. The second door in the hallway is in the second category. I see a key, a phone, and, ugh...you guessed it! Ball and chain time. Well, we both know what to do.

Back to the foyer for a quick powwow with Bernard. Then off to the music room to copy the Tentacle's record onto cassette tape. You may ask why. Don't.

SCENE ELEVEN

(Ed's Room, Ted's Room)

Uh...hello. I see you have a piggy bank. Bet I could play a lot of video games by cracking it open. But I guess I'll have to wait, because it's off to the slammer again! I'll be a three time loser before long.

There's Bernard. Let's give him the cassette tape and the yellow key. Lean and mean, that's my motto. Especially with all those stairs to climb again.

Back on the fourth floor. Sweaty. Forget the first three doors. But the fourth...

SCENE TWELVE

(Ted's Room, Bathroom, Den)

Say...this is my kind of pad. Body-building gear and all -- gotta look my best for Sandy. Say, you really build up a sweat this way. Better wash up a bit in that bathroom.

Hey! The toilet just flushed, but I don't see anybody. Looking behind the shower curtain, I see why. Can't make too many friends in that outfit. No wonder he smells kinda ripe -- shower's broken.

Still no Sandy. But one more room on this floor. Here goes nothing...

SCENE THIRTEEN

(Den, Attic)

Peculiar house pets in this joint. The carnivorous plant is especially creepy. No, you can't whisper in my ear!

Did I tell you that I'm a neat freak? Well, I am. So I'll just use my paint remover on that blotchy wall and...hey! A door.

And something else. Right above the plant is a passageway. Suppose I fed it something really nutritious (other than my left leg), and it grew so I could climb up... I'll check with Bernard, but later.

For now, through the painted door and, guess what? Right, more stairs. Dark ones. OK, here's the light switch. Hmm...an attic. Broken electrical wires. Another subject for Bernard. Better find him before one of the house pets does.

SCENE FOURTEEN

(Pantry, Pool, Garage)

Bernard and I talk awhile, and he tells me about the pantry with the locked door. Now that we have a key or two, maybe...

Just before he unlocks the door, Bernard grabs a glass jar from the pantry shelf. Then we discover the swimming pool. Too bad I left my trunks at home!

Into the yard, and there's the garage. Heavy door. Phew! Good thing I worked out recently. Ugly car. Big locked trunk.

Well, we try a few keys and find some neat stuff inside. Bernard kind of stuff. Myself, I'm satisfied with that faucet handle on the shelf.

On the way back to the pool, I have an inspiration. Bernard, I say, you wait here. I'm going outside for a few minutes.

SCENE FIFTEEN

(Under The House)

This Mansion is beginning to feel like home! I zip through the house and out the front door. With my newly developed muscles, I yank off the grate and slip into the sub-basement.

Smells like old socks down here. Ah, there's what I'm looking for. The drain valve for the pool. Here goes nothing...

Bernard! Jump into the pool and see what you can find. He does, but it's a lousy idea. Alarms go off everywhere. Let's get out of here!

Bernard barely escapes with a radio, a key, a jar of radioactive pool water, and his life. We meet in the foyer and Bernard has a great idea -- feeding that meat-eating ficus something that'll really make it grow!

SCENE SIXTEEN

(Den, Observatory)

Wow, was Bernard ever right. I pour the pool water into the pot, and the plant grows faster than the national debt. But not quite high enough. Maybe with a Pepsi chaser...

He's burping like a goat, but no matter. Up I climb, through the opening, and into the observatory.

SCENE SEVENTEEN

(Observatory, Bathroom)

Great telescope. Wonder what color pajamas the neighbors wear. Just kidding.

Seems somebody is a tree freak. But I'd rather look at something more interesting. The buttons don't do anything. Oh, great...a coin slot.

I try the dime. It works, but not for very long. There's the corner of a house. Promising, but I need more loot. I hatch an ingenious plan.

To the bathroom!

SCENE EIGHTEEN

(Bathroom, Entry Three)

I slip the handle onto the faucet and give it a pull. Aha, the mystery mummy moves. Now I can read Nurse Edna's phone number.

Am I crazy? Like a fox.

Out to the hallway, really hustling now. Bernard! Fix that phone. And call nurse Edna. Tell her that her refrigerator's running, and she better catch it...

SCENE NINETEEN

(Library)

Bernard understands immediately. Off he heads for the library, but something tells him to try Tentacle's music in the cassette player.

Wow! Think what might have happened with my "Best of the Gruesome Grandmas" tape!

Anyway, Bernard wastes no time pocketing the rusty key. Then he uses his new tool kit to fix the phone. Finally, I hear him dialing that nasty nurse...

SCENE TWENTY

(Edna's Room)

Edna answers, and I dash in to snatch the key. (Remember the key?) I was fast, but Edna was faster.

Hmm...what's this about a hamster? File it away for future reference, because I'm on my way to the slammer, again.

Hey, Mike. How's that brick pushing finger? Bet it's getting real strong.

Let's try the old phone ploy again. This time, I don't yell to Bernard until I'm right outside Edna's door.

Phone rings. I run. Grab the key. Dash up the ladder. Safe!

SCENE TWENTY-ONE

(Attic One)

Safe, but dark. Need some light. Found it. Hey, what's that strange painting. And who would put a painting like that against a wall like that...

Aha! The old safe-behind-the painting ploy. Combination safe. Oh, well.

Down the ladder. Hello, Edna. Hello, Michael. Hello, loose brick. What's this about "Meteor Mess"? Sounds like a game worth playing.

Hey, Bernard. Let's pay a visit to our good buddy, Weird Ed.

SCENE TWENTY-TWO

(Ed's Room)

Ol' human sacrifice Bernard, I call him. Into Ed's room and off to the dungeon. While Ed drags him downstairs, I slip into the room.

Just enough time to slip a dime out of the piggy bank. Close call.

Now, Ed's not too swift. So we pull exactly the same trick on him again. Got the hamster and the card he's chewing. But Ed gets us. And Bernard, Michael, and I are reunited in jail!

This time, darn it, we're going to spring all three of us...

SCENE TWENTY-THREE

(Dungeon, Basement, Den, Attic Two)

Three guys with six keys. One of them must open the dungeon door. And so it does.

While we're breaking out, we come up with a really complicated plan. It may even work.

Bernard, it's purple heart time again. Off to Edna's room. Off to jail. In I go. And up to the attic.

The combination works. I get a sealed envelope for my troubles. And Bernard's. I find a whole quarter inside. Goodbye poverty. Hello, Edna.

SCENE TWENTY-FOUR

(Dungeon, Arcade Room)

Michael is beginning to feel at home in the dungeon, so we leave him there. Bernard and I head upstairs to the game room.

Meteor Mess, anyone? Kinda fun, but get a load of that high score. Could it be significant? Better jot it down somewhere.

Let's try Edna's key on the Meteor Mess coin box. Works. Got my quarter back. Sure was worth risking my life for...

Speaking of risking my life, where's Sandy? Remember Sandy? Better check with Bernard.

SCENE TWENTY-FIVE

(Foyer, Dungeon)

Bernard, I say, let's go to jail again. But give me all your keys first.

Of course, we still have to open this door with no knob. Maybe if you push the nearest gargoyle. The old secret-door-gargoyle-ploy. Works every time.

I head through the dungeon door and lock it behind me. Let's try these keys on the "Sekrit Lab" door. It opens to reveal...another door. With a combination lock. Yipee.

Well, should I try the Meteor Mess high score? It ought to work, unless Fred has racked up a new high score.

The door creaks open. Cold air drifts in. I'm getting cold feet.

SCENE TWENTY-SIX

(Living Room, Fred's Room, Front Porch)

Meanwhile, Bernard is using his noodle again. He puts two and two together -- the tube from the living room radio and the empty socket in Dr. Fred's transmitter. Bingo.

Bernard checks the wanted poster, tunes in the transmitter, and calls the police. Better wait for them outside.

As Bernard paces anxiously, he notices a package by the mailbox. Hmm...this would have been pretty darn useful if we got our hands on it earlier.

Sirens. Vehicles. Cops.

SCENE TWENTY-SEVEN

(Dungeon, Ready Room)

Tough cops. Efficient cops. But we still don't have Sandy.

Off go the cops. On go our thinking caps. Michael notices something shiny on the ground. Money? Keys? Cream of chromium soup?

No, better yet. A police badge.

Mike scoops up the badge and heads for the Sekrit Lab. I give him the card key, just in case. Plus some spending money.

Oh, no! It's the Purple Tentacle again. Michael decides to bluff his way through this one. He hands the Tentacle his badge and the Tentacle goes to pieces. Nice that somebody still respects authority.

One more door. Here goes...

SCENE TWENTY-EIGHT

(Laboratory)

Seeing Sandy all tied up to that machine, I would have gone bonkers. But Mike is cool. He glides over to the drink machine and buys himself a Pepsi. Drinks it nice and slow, keeping an eye on Dr. Fred.

Now Fred, he isn't cool. He sets the timer on the machine. Poor Sandy! She's avoided heavy metal music all these years, and now she's about to get her brains blown out with something even worse!

But Michael, as I said, is cool. In a few seconds, he does what's necessary. Sandy's safe. Fred's grateful. Even the Tentacle digs what's happening.

Want to know how he did it? C'mon, figure it out! I did.

One last thing...

OK, so you've seen one way to solve the puzzle of Maniac Mansion. There are four completely different ways. And thirteen different teams to do it with.

Use everyone's skills. Wendy types. Michael takes photos. Syd and Razor play some mean music. Jeff...well, he may have hidden talents.

As for Sandy, she has one great talent. It's for living happily ever after. With yours truly -- as soon as I rescue her again.

Additional copies of this
Maniac Mansion™ Hint Book
are available from:

Maniac Hints
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