

Maniac
Mansion

Day of the TENTACLE™

A CARTOON ADVENTURE BY
TIM & DAVE
SCHAFER & GROSSMAN

MACINTOSH VERSION
USER'S MANUAL



Macintosh® Quick Reference Section

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

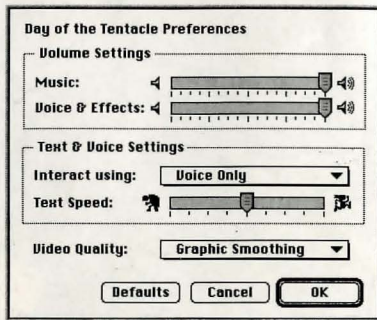
- ✗ One Compact Disc
- ✗ One User's Manual
- ✗ One Hint Book
- ✗ Odds 'n' ends that you don't really need in order to play the game

Getting Started

To run **Day of the Tentacle** on your system, simply insert the CD into your CD-ROM drive, wait for the window to show up, and double-click on the Day of the Tentacle icon. If you are running System software prior to version 7.5 (look in "About this Macintosh" under the Apple menu if you're not sure), you need to open the "Items for your System Folder" folder, drag the icons you see onto your System Folder icon, and restart your computer before playing. Note that you only need to do this the first time you run the game.

Setting Preferences

After starting up, you can pause the game and display the menubar by pressing the ESC at any time. From there, you can bring up the Day of the Tentacle preferences screen by choosing Preferences from the Game menu. The preferences screen (pictured at right) allows you to control the volume levels for music and for voices/sound effects. It also has controls for adjusting the text display speed and for controlling whether you are interacting with text, voice, or both. The bottom of the preferences screen contains a popup menu for controlling the video display quality; use this menu to trade off speed for video quality if your system is experiencing slowdowns.



Keyboard/Cursor Controls

In general, you will use your mouse for cursor control. Use the 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. Double-click the mouse button to use a highlighted verb with the object to which the cursor is pointing.

For keyboard cursor control, use either the arrow keys or the keypad. The RETURN key corresponds to the mouse button; the TAB key corresponds to double-clicking the 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 mouse button. The keys are mapped as follows:



Give



Pick up



Use



Open



Look at



Push
(Shove)



Close



Talk to



Pull
(Yank)

Other keyboard commands:



Switch to
Hoagie



Switch to
Bernard







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.


Function and Command Keys

  Save a Game



  Load a Game

 or  (backquote or tilde)
Bypass a Cut-Scene

 Pause
the Game

 (period)
Clear dialog line

  Toggle
text on/off

  Exit Game
(without saving)

  Version
Number

Memory Alert

Day of the Tentacle requires 4000k free memory to run. If you are having trouble running the game, you should make sure that you have quit out of all other open applications. If you are still running short of memory, you may need to turn off some extensions or control panels installed in your system.

To turn off extensions or control panels if you are running System 7.5 or later: Use the Extensions Manager control panel that shipped with your system. It is suggested that you turn off everything that isn't vital and restart before running **Day of the Tentacle**. To do this conveniently, first save your current configuration by choosing Save Set... from the pop-up menu above the list. Name this set "Standard". Next, turn off everything in Extensions Manager except your CD-ROM driver (either the Apple CD-ROM extension or your particular third-party driver) and choose Save Set... again, naming this set "Day of the Tentacle". Now, before you run **Day of the Tentacle**, simply choose your Day of the Tentacle set from the pop-up menu in Extensions Manager, and restart your system. To return to your usual setup, choose "Standard" from the pop-up menu and restart again.

If you are running a System version prior to 7.5, you can do exactly the same thing with the Extensions Manager control panel that you copied to your System

Folder when you installed the items for your System Folder. You can use the pop-up menu below the extension list to save extension sets, just as described above. However, properly enabling a set with this version of Extensions Manager involves two steps. First, turn off everything by clicking the "All Off" button. Then, enable the set you want by selecting "Enable Set" from the pop-up menu and — while still holding down the mouse button — moving the mouse over the name of the set you wish to turn on. When you've finished, restart your system to enable the set of extensions you have chosen.

IMPORTANT: Some third-party hardware requires their own drivers to operate properly. If this hardware is essential to your running **Day of the Tentacle** (e.g., monitors or disk drives), you will need to make sure that you don't disable the extensions and/or control panels that control the hardware. Consult the users manual for the hardware in question to find out what is essential.

Save/Load Instructions

To SAVE: Choose Save Game from the Game menu, or press Cmd-S. You will be presented with the standard Macintosh interface for saving a file. Navigate to the folder you wish to save in, type a new name, and click the Save button. Click the Cancel button if you have changed your mind and do not wish to save it.

To LOAD: Choose Open Game from the Game menu, or press Cmd-O. You will be presented with the standard Macintosh interface for opening a file, with an additional area to the left of the file list. Navigate to the folder where your saved games live. If you click once on a savegame in the list, a snapshot of where you were will show up in the area to the left of the file list. Double-click on the savegame, or click the Open button to load the game and continue where you left off. Click the Cancel button 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 chose Open Game, be sure to save the game before opening 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 "Read Me" file before contacting technical support. Chances are they will help you out.

Virtual Memory This game will run optimally only if you have virtual memory turned OFF. If you attempt to run it while virtual memory is enabled, you will be warned at startup that gameplay will be adversely affected. To turn off virtual memory, go into the Memory control panel, click the "off" button in the virtual memory section, and restart your machine.

Performance If you are experiencing poor performance, you should consider using a different video mode, or playing without music. To switch to a lower-quality but faster video mode, simply choose a different mode from the Video menu; or, use the Video Quality pop-up menu in the preferences screen. The standard video mode is Double Size (Cmd-D). To speed up video display, you can choose either Interlaced (Cmd-I) or Small (Cmd-A) modes. If you have a PowerPC based system, you can also try turning on Graphic Smoothing (Cmd-G) for better quality display, though this may slow down your game on slower machines.

Turning off the music can also greatly enhance gameplay speed, especially on non-PowerPC machines. To turn music on and off, select "Music" from the Sound menu (Cmd-M), or set the music volume to its lowest value in the preferences screen.

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.

About Maniac Mansion® 2: Day of the Tentacle™ (Macintosh version)

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

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

Stopping this menace is up to you! You direct the actions of all three kids, cavorting 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!

Playing the Game

To start the game on your computer, please turn to page 2 (the Quick Reference section).

Video	
Small	⌘A
Interlaced	⌘I
✓ Double Size	⌘D

Sound	
✓ Music	⌘M
✓ Effects	⌘E
Toggle Text & Voice ⌘T	
Text Only	
✓ Voice Only	
Text & Voice	

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 mouse button or the RETURN key. You can also use a verb’s “hot key” to select it (see page 3 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**. Double-clicking the mouse button or pressing 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 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 mouse button on any object in your inventory will automatically default to the verb USE. Isn’t that thoughtful?

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

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



Using the Kids

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

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

Things to Try in the Mansion

While Hoagie and Laverne are searching the rest of the mansion, let's take a look around. Hmm...that pink blob on the floor looks interesting. Place the cursor over it. Notice that the verb **Look at** is highlighted. Double click the mouse button or press the TAB key and Bernard will walk to the blob and tell you what he sees. A genius of Bernard's caliber knows that all things may come in handy: try to pick up the gum with a dime stuck in it. Select the verb **Pick up** with the cursor by pressing the mouse button or the RETURN key. Notice that the words "Pick up" appear on the Sentence Line. Position the cursor over the gum and press the mouse button or the RETURN 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 double click the mouse button or press 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 pause the game and display the menubar again, press the ESC key. From the menubar, you can access a number of the game's features and options. To resume playing again, choose Resume Game from the Game menu, or simply click

the mouse somewhere away from the menubar.

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 choose Save Game from the Game menu.

To load a game you have saved, choose Open Game from the Game menu any time after **Day of the Tentacle** has been started.

To bypass a cut-scene, press the ` or ~ (backquote or tilde) key. 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, choose Restart Game from the Game menu.

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, adjust the Text Speed slider in the Day of the Tentacle preferences screen. You can display the preferences screen by choosing Preferences from the Game menu. When you've finished reading a line of dialogue, you can press the Done key (the period "." key) to clear the line and proceed.

To adjust the music or voice/sound effects volumes, use the appropriate slider in the Day of the Tentacle preferences screen. Also make sure the system's volume in the Sound control panel is set higher than level zero before using the slider bars to fine-tune the volume levels.

To quit the game, choose Quit from the Game menu. If you plan to return to the game you're presently playing, remember to save the game before quitting.

Game	
Open Game...	⌘O
Save Game...	⌘S
Skip Scene	⌘.
Resume Game	⌘R
Restart Game	
Preferences...	⌘P
Quit	⌘Q

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.

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Special thanks to George Lucas

Any Questions?

Call our Technical Support line at:
415-507-4545

When you call please be sitting in front of your computer with paper and pen, and gather as much pertinent information about your computer as you can assemble: make, model, peripherals, RAM and disk size, graphics card and monitor. You can also write to

Technical Support at:

LucasArts Entertainment Co.
P.O. Box 10307,
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Product Support hours are 8:30 am to 6:00 pm Pacific Standard Time, Monday-Thursday; 8:30 am to 5:00 pm Pacific Standard Time, Friday.

Technical Support FAX **415-507-0300**
Technical Support BBS **415-507-0400**
(For file download only)

Need More Hints?

Please do not call Technical Product Support for HINTS, as they do not give hints over the phone. However, you may call our 24-hour automated hint line at:

1-900-740-JEDI (1-900-740-5334)
This service costs 75 cents a minute,

and you must be over 18 years old or have your parents' permission to call.

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