

Maniac Mansion® 2: Day of the Tentacle™

IBM® Reference Card

CONTENTS

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

- ✓ One Compact Disc or
- ✓ Six game disks
- ✓ This Reference Card
- ✓ One User's Manual

GETTING STARTED (CD-ROM VERSION)

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).

GETTING STARTED (PC 3.5" DISK VERSION)

Note: We recommend that you first make backup copies of all disks and put the originals in a safe place. The disks are not copy-protected, so to copy them, just follow the instructions that came with your computer.

To install *Day of the Tentacle* to your hard disk from the floppies included in the package, boot your computer, then insert Disk 1 in drive A, type **a:** and press ENTER. (This utility will also work from drive B.)

When you see the **A:\>** prompt, type the word **install** and press ENTER.

Follow the on-screen instructions to install *Day of the Tentacle* on your hard drive.

To play the game from your hard disk use these commands:

Switch to the correct drive (for example, type **c:** and press ENTER).

Type **cd \dott** and press ENTER

(to change to the correct directory).

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:

a	AdLib / SoundBlaster music
r	Roland music
g	General MIDI music
m	Use mouse control
j	Use joystick control
k	Use keyboard control
t	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 recalibrate your joystick if the cursor is drifting across the screen by centring 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

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

Maniac Mansion (the old one)

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

The CD-ROM version requires 2 megs. free EMS RAM to run smoothly. The PC 3.5" version requires about 570k of free memory (with 2 megs EMS RAM, it'll work with as low as 530k but more is always better). 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. CD-ROM version 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.

Memory Concerns The CD-ROM version of 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). The PC 3.5" version requires at least 570k free base RAM in order to run. It will recognise up to 2 megs EMS RAM, but does not require it. With EMS properly configured, *Day of the Tentacle* can run with as little as 530k free base RAM.

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>

FUNCTION AND COMMAND KEYS

Save or Load a Game **F1** or **F5**
Bypass a Cut-Scene **ESC**
or press both mouse/joystick buttons at once.

Restart the Game **F8**

Pause the Game **SPACE BAR**

Sound Control (music only):
[softer
] louder

Message Line Speed:
Faster +
Slower -

Clear dialogue line . (period)

Mouse On **CTRL m**

Joystick On **CTRL j**
(Be sure to centre joystick first.)

Toggle text on/off **CTRL t**

Exit Game (without saving)
ALT x or **CTRL c**

Version Number **CTRL v**

You should add to the boot disk relevant files for your particular sound card, mouse, (CD-ROM driver, and EMS driver - CD-ROM version) 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 on (0171) 368-2226, and are on duty from 10:00am to 1:00pm and 2:00pm to 5:00pm Monday to Friday. You may also fax our Technical Support Department on (0171) 468-2006, or write to us at: LucasArts Entertainment, c/o Virgin Interactive Entertainment (Europe) Limited, Technical Support, 2 Kensington Square, London W8 5RB.

ABSOLUTELY NO HINTS WILL BE GIVEN ON THE TECHNICAL ASSISTANCE LINE.

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