

Maxwell ManorTM

Hint Booklet

*Maxwell Manor is The Avalon Hill Game Company's
Trademark for its adventure mystery game*

INTRODUCTION

Naturally, we haven't told you everything about the house at 1313 Manor Road. There are numerous hints scattered throughout the rules, and reading this will help you find your way.

We've divided this book into two parts. Part One will reveal the secrets only hinted at in the rulebook, and explain further how to use the equipment. Part Two will tell you about the layout of the manor, and how everything connects (although due to the many variations, there will be some changes.) Part Three repeats the format of Part One, except that we tell you everything, in plain English.

SCORING

Your score is displayed at the bottom left of the screen. You receive points for the following: acquiring treasure (1,000), vases (25-75), killing a monster (50-100), wounding a monster (50-100), destroying a physical hazard (25-50) and acts of courage (50-100).

PART ONE: THE RULEBOOK REVEALED

The layout of the entire area: the only place you can go to is the manor. Fighting your way through the landmines will gain you nothing, and going up or down the road may give you some more equipment, but nothing else. (However, the graveyard will be important later).

Treasures: these are stepping stones on your quest. As you gain more of them, the easier it will be for you to acquire the skull. Treasures may be found anywhere, sometimes in the unlikeliest corners.

The coin: this is the rare and extremely valuable Way-back Coin, first minted on a foggy night and shuffled off to Buffalo during the birth of a nation. Its glow is good, and wetting it can renew it. Dropping it can cause an interesting re-action.

The shield: try it against a fast moving blunt object. Just don't turn your back on it!

The lamp: using it can help you find your way in one particular room, and expose secrets in a cavern.

The sword: try it in the minefield! (The gun, too).

The cross: good only to repel an undead creature, but it must be used for it to be effective!

Jumping: we've made jumping a little tricky. In most games, simply pressing the fire button will cause you to jump the same distance each time, but in Maxwell Manor, from where you jump, and how long you press the joystick will determine how far you go. It's hard to describe, and learning how will require practice. Also, the Atari and Commodore versions handle jumping in a slightly different way. Attempting a jump on the 64 like you were playing an Atari is a quick way down. Fortunately, falling great distances will not cause permanent injury (unless you land in acid, lava, or rotating spikes).

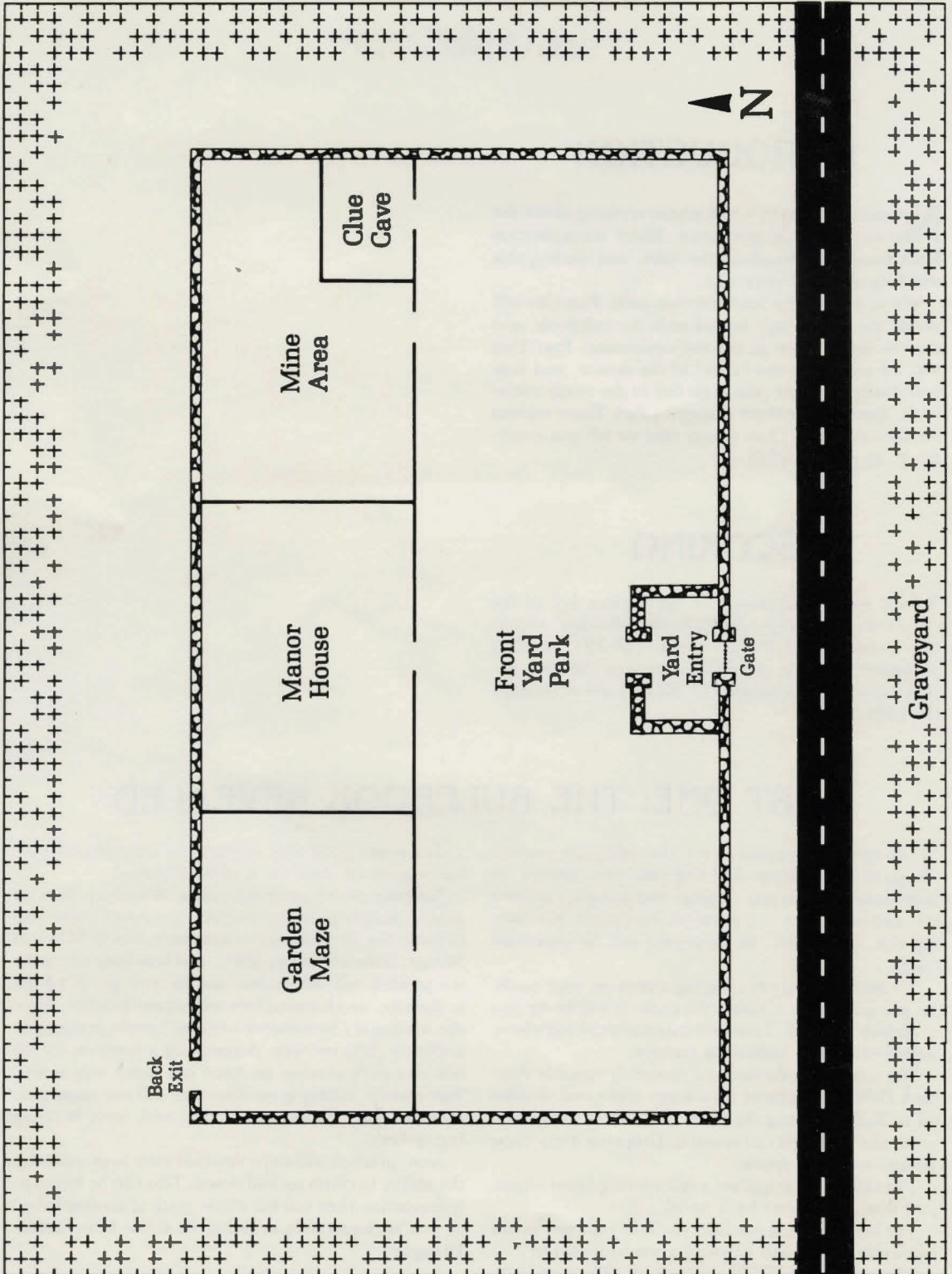
Also, practice will show you that your man will have the ability to climb up and down. This can be especially important when you fall within reach of another ledge, or you're desperately avoiding an arrow from Doctor Dreagno.

PART II: THE MANOR MAPS

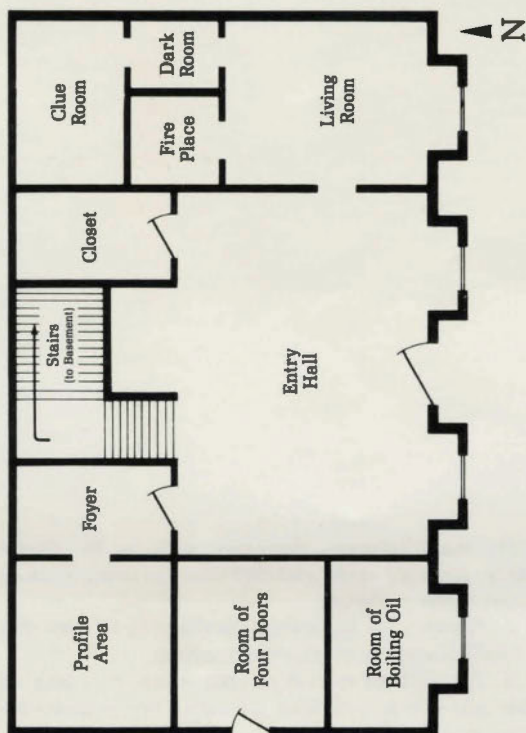
(Note: Manor layout may change in some games.)

MAP I

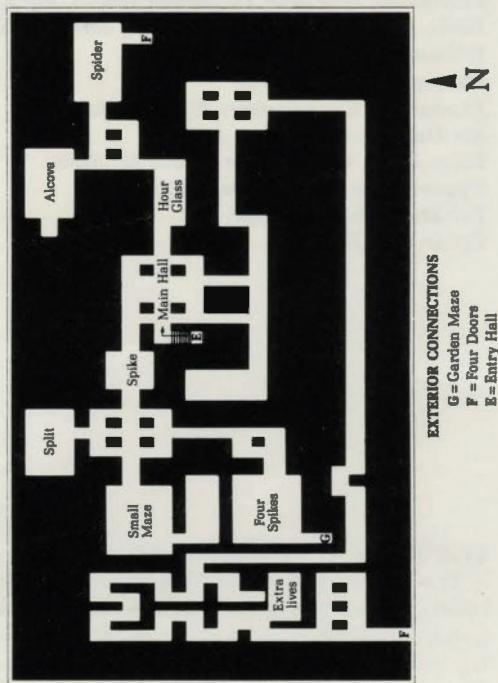
Manor Grounds Map



MAP II
Manor House Map



MAP III
Manor Basement Map



PART THREE: THE GAME REVEALED AT LAST

(Warning! All of the answers to Maxwell Manor can be found here. They are grouped exactly like the list in Part One, except that the new explanation will tell everything! Don't say we didn't warn you.)

The layout of the entire area: the graveyard can only be reached once you get the skull.

Treasures: as each treasure is taken, another stepping stone is added to a random place in the Skull Room. Since you can vary the way you jump, you could capture as few as three treasures, and be able to reach the platform. You do not need all sixteen.

Also, did you find the treasure in the room with four doors? Check the left side of the room.

The coin: picking the coin up from the fountain is easy, you keep pushing through the grass until you are there. You'll die a couple of times, but most of the time you'll make it. (Try shooting the row of grass before you enter; bugs love to come up there.) When dropped, the coin will take you back to the last place you picked it up. Try it in limbo. At first, this will mean the front of the house. Later, when you find the place where you must drop everything to find the exit, you will be taken back to there.

The coin will only work for three "trips." It can be

used at any time, including while falling. Keep it prepared, but be aware that you can trigger it accidentally. The coin's magical powers can be renewed once by dropping the coin into the fountain and picking it up again.

The shield: this will deflect cannon fire if it is placed between you and the ball.

The lamp: on the main floor of the house is the Dark room (it is next to the room with the fireplace). Using the lamp there will show you where to move. Also, on the right side of the front garden, you will find a clue cave. Using the lamp there will reveal a secret message.

The cross: if you caught the connection between the references to the undead, and the Vampyre Spider, you'll realize that you can use the cross on the creature (by using, we mean putting it in your hand and quickly pressing and releasing the fire button). You can also shoot the spider, but that's only effective in two directions.

The final secret about the skull: if you have reached the skull room, and found it difficult to leave, have you thought of going up? Jumping will enable you to climb, and you will end up in the garden maze, far from the entrance. Get outside quickly. You know that the graveyard is south of the manor entrance, so head for the road. The end will almost be in sight.

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QUESTIONS OF PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "complete" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

IF YOU CANNOT LOAD THE PROGRAM

1. Unless specified elsewhere, this game was designed to be run on "standard" computer models. We cannot guarantee that the game will run on computers that have been modified by hardware from the original or third-

party manufacturer. Hardware such as 80-column cards, memory cards and different operating systems could cause problems.

2. Check your equipment carefully to be sure that all cables and connections are correct.

3. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.

4. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.

5. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own disk drive, but be unable to read software made on a different disk drive for this reason. Be sure your heads are correctly aligned. Your local computer store or dealer can help you with this.

6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load) to:

Avalon Hill Microcomputer Games

4517 Harford Road
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Defective software will be replaced.



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