

# CRANSTON MANOR

## Introduction

Your goal in *Cranston Manor* is to get all of the treasure and bring it back to town. This game is fairly difficult, but very entertaining. Probably the major problem for most players is the suit of armor which follows you around. Getting rid of it is quite satisfying.

You are allowed two word commands as you move around and ransack the old house.

## General Hints

The suit of armor on the ground floor of the house will prevent you from taking most items. To get rid of it, you must capture the mouse (see #20), and carry it around with you. Then, whenever you drop the mouse, the suit of armor will run out of the room and you can do whatever you want. Don't forget to get the mouse again before you leave.

There is a tin soldier in the underground rooms. Whenever he appears, leave the room immediately, or he will shoot at you. He will miss you with the first shot and kill you with the second.

In the procedures list, items followed by a star (\*) are the treasures.

## Procedures

### Outside the House

1. This is the start.
2. Get the lantern. You will need it in the underground area.
3. The crowbar is needed for #4.
4. Use the crowbar from #3 to open the gate.
5. Take the jewels (\*).
6. Take the coin for use at #55.
7. The screwdriver is used later at #9, after you come out of the house.
8. You will come back here after you have been to #38, upstairs in the house. At that time, inflate the raft and go north.
9. Use the screwdriver to get the emerald eyes (\*) from the statue.
- 10, 11, 12, 13, 14. These are just map locations — nothing special here. To go E from #13, you must first open the door. To get to #41 from #10, enter the cave.
60. Map location. You will come back here at the end.

## Ground Floor

- 15, 16. These are just map locations.
17. The chair here is useless.
18. Before you can get much done, you have to take care of the suit of armor. The first step is to get the cheese you find here. Also, take the pot when you are able to — you will use it to carry water.



19. Get the cage. You will use it and the cheese at #20.
20. Drop the cheese from #18. If you have the cage from #19, you will be able to get the mouse. Take the little rascal with you for the rest of the adventure. Drop him when you want to get rid of the suit of armor.
21. There is an expensive teapot (\*) here.



22. There is a silver candlestick (\*) here.
23. Play the organ, and a secret passage will be revealed.
24. The dagger here is useless. The crystal triangle (\*) can be used at #45.
25. Open the drawer and get the key. You will use it at #28.
26. Reading the book will reveal a secret word. Say this word here to go through the secret passage.
27. There is a gold spyglass (\*) here.
28. Use the key from #25 to unlock the door.
29. Climb the rope and you will see a stack of money. If you swing, you can get the bills (\*).
30. You will come back here later, after you have been underground to #52. Then you can use the water from #52 in the pot from #18 to prime the pump. Start the pump and get the bottle (with diamonds (\*) inside). If you haven't done #57 yet, fill the pot again for use there.
31. Map location. You can go west to #13 or up to #34.
- 32, 33. These are just map locations.

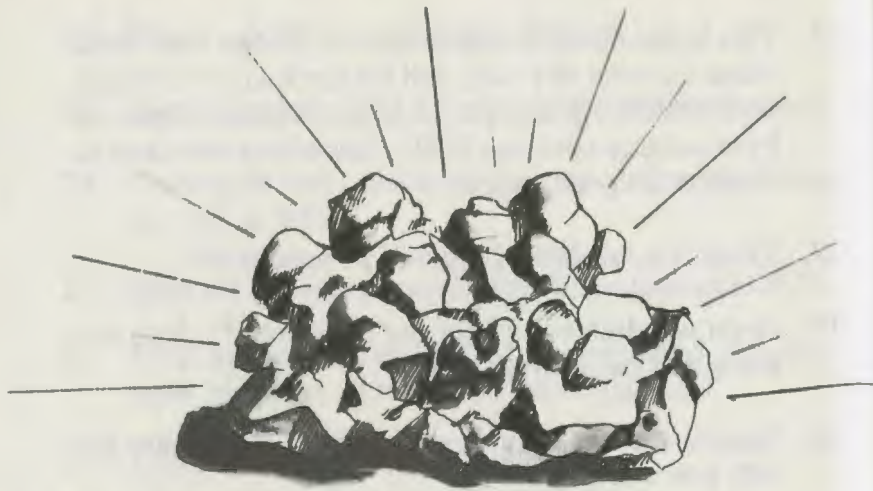
## Upstairs

- 34, 35. These are just map locations.
36. Take the ring (\*). Then pull the torch and you will see the upstairs end of the lift.

37. This is the upstairs end of the lift. To get here from either the west or south, pull the torch in one of those rooms. You will use this lift to get the gold nugget up from underground (see #50). Come back here later to retrieve the gold nugget.
38. There is a raft here. It should be used at #8.
39. Open the drawer and get the necklace (\*). You are stuck and can only go south.
40. Jump to the tree. You wind up at #11. If you have the raft, you can go do #8.

## Underground

- 41, 42, 43. These are just map locations.
44. Map location. There are many passages here. N returns to the same spot. S goes to the ice caverns. W goes to the blue rock room. E goes to the intersection with scratching. U goes to the winding E-W corridor. D returns to same spot.
45. Use the triangle from #24 to open the door. When you are underground, you need to have the lantern (from #2) on.
46. There is a sapphire pendant (\*) here. If you came from #47, turn the lantern back on.
47. To avoid the bull, turn the lantern off. You can then go East or West.
48. If you came from #47, turn the lantern on.



49. There is a gold nugget (\*) here. To get it out of the underground, you must take it to #50.
50. Bring the gold nugget from #49 here. You should have already pulled the torch in #36. Drop the nugget, then lift. It will be transported to #37.
51. There are gold bars (\*) here.
52. Get water here to fill the pot from #18. You will use it at #57 and #30. Also get the gold eggs (\*) here. Go prime the pump at #30 if you haven't yet.
53. You can go east from here.
54. There is a Buddha (\*) here.
55. Use the coin from #6 in this machine. The card that comes out is used at #56.
56. Insert the card from #55, and you will be able to go south.

57. Here you will need the water from #30 or #52. Pour the water and get the platinum sphere (\*). If you haven't gotten the diamonds from #30 yet, go get some more water from #52 and proceed to #30. If you have all the other treasures, go get the gold nugget from #37 and bring everything back to the front gate (#60 outside the house).

58, 59. Map locations. If you go west from #59, you die.

60. Front gate — outside the house. When you have all the treasures, bring them back here. There are 17 treasures in all. They are: jewelry, emeralds, candlestick, spyglass, gold bars, platinum sphere, crystal triangle, teapot, pendant, pearl ring, necklace, \$50 bills, diamonds, Buddha, eggs and a nugget. Once you have everything in hand, you will notice that the tin soldier and suit of armor don't bother you any more.



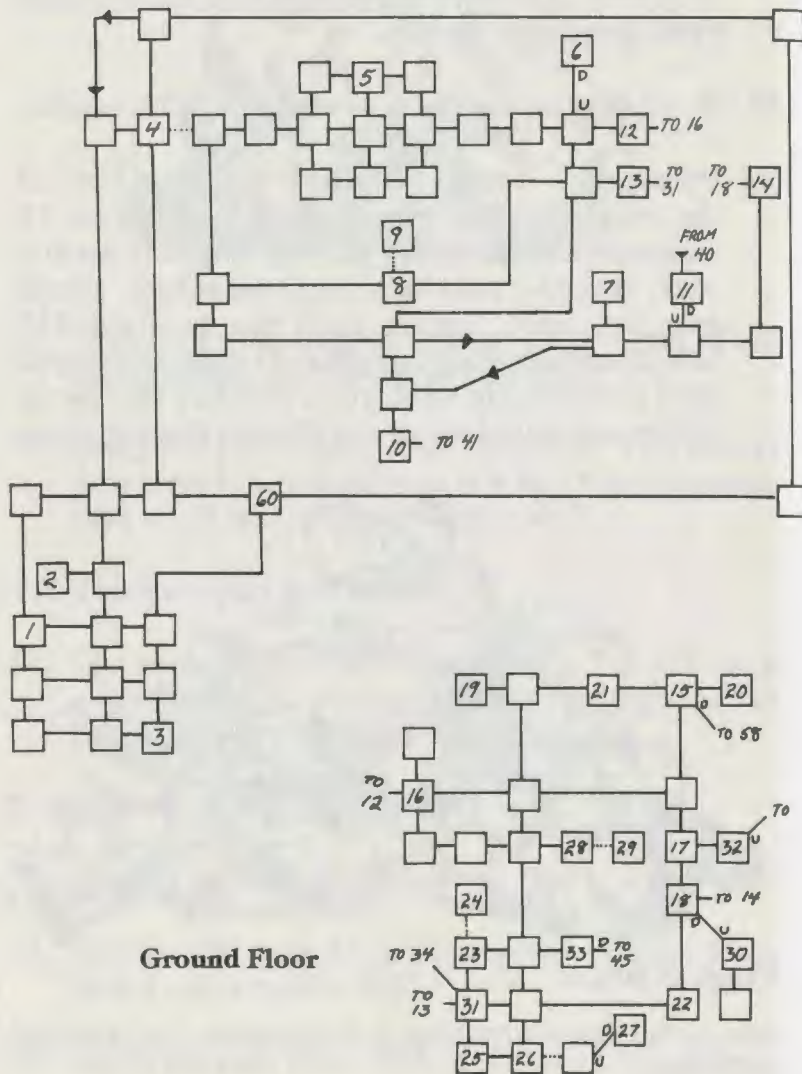
## Map Notes

Intersecting lines on the map are not intersection passages in the game.



# Cranston Manor

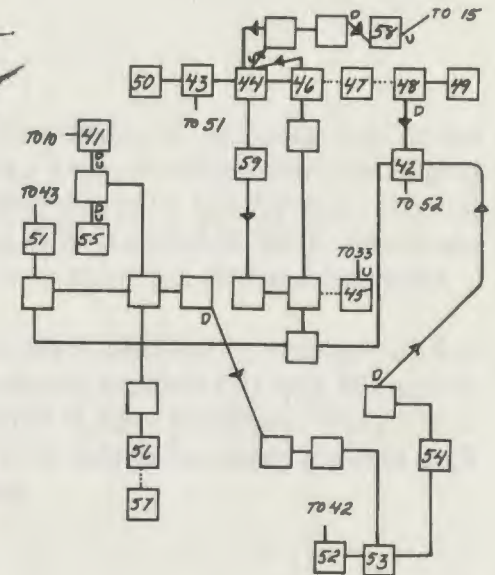
## Outside the House



## Ground Floor



## Underground



## Upstairs

