

Maniac Mansion

A rollicking good time is in store for those who enter the spooky old mansion to rescue a teenaged girl snatched by Dr. Fred, a mad scientist plotting to take over the world. This story parodies horror movies and B science fiction films, for the villain turns out to be an "evil meteor" that is influencing Dr. Fred and his weirdo family. You control three characters using a "switch command" to hop to another viewpoint. They can move to different locations and some puzzles require coordinated actions of several characters. Characters are well-animated and "cut scenes" intermittently

show what's going on in another part of the house, fleshing out the story. The convenient, no-typing interface consists of a menu of verbs that you select with mouse, stick or keyboard. You then click on an item in the picture to form a sentence with it. Each room scrolls horizontally when a character reaches one end, lending a panoramic effect and the locations offer a sense of depth that provides an effective 3-D feeling. Topping off this clever story, comedy, and great graphic and sound effects are four alternative solutions, and you've got extra replay value as well.

Type: Animated Adventure
Skill Level: Intermediate
Systems: IBM, C 64, Apple II
Company: Lucasfilm Games/MicroProse

The Solution

There are five possible solutions; this one works with Dave, Syd and Bernard, and should provide insights into solving the other variations. In all rooms you must open the door and in many must turn on a light, neither of which is pointed out in this solution. Don't use the flashlight or the batteries will run out (though you can find more). To find a light switch in the dark, select "what is" and scan the room by moving the cursor around. There are two ways to escape the dungeon. If two kids are trapped there, place one in front of the door and have the other push the loose brick just below the left window to momentarily open the dungeon door. Quickly switch to the other kid, who will have just enough time to run out. The other way is to use the svtuz lfz.

Front of the House

All three kids should be here. Pick up the epps nbu and get the lfz. Unlock front door and send all three inside. Send Bernard to the Library.

Library

Open the loose panel directly below Chuck the Plant and get the dbttfuuf ubqf. Switch to Dave and send him to the kitchen.

Kitchen

Edna catches Dave, which clears this route for the others. Dave can stay in the dungeon for now and should use the trick noted above to let the others out when caught. Switch and send Syd into the Storage Room.

Storage Room

Have Syd pick up the gsvju esjol and hmbtt kbs. Switch to Bernard and send him to the Kitchen.



Bernard get the gmbtimjhiu, then open the refrigerator and get the qfqtf dbo. Switch to Syd and send him to the Kitchen to give the hmbtt kbs to Bernard. Send them both to the Painting Room.

Painting Room

Syd should pick up the xby gsvju and Bernard should get the qbjou sfnpwfs.

The Tentacle in the Attic

Send Syd up the next set of stairs to the Top of the Stairs, just outside the Darkroom, where he meets the Green Tentacle. Give the xby gsvju, then the gsvju esjol to the Tentacle and he'll let you pass.

The Radio Room

Switch to Bernard and send him here to get the ejnf. Then go left and climb the ladder to the Green Tentacle. Get the sfdpse on the tifmg and find the zfmmpx lfz behind the Tentacle and get it. Then send Bernard to the Piano Room.

Was it the Piano Room or was it Memorex?

Put the dbttfuuf ubqf in the dbttfuuf sfdpsefs. Put the sfdpse on the wjduspm. Turn on the dbttfuuf sfdpsefs and the wjduspm. Wait until the hmbtt csfblt, then turn them both off. Have Bernard get the ubqf and go into the Sitting Room.

The Sitting Room

Bernard should open the dbcjofu and put the ubqf in the dbttfuuf qmbzfs. Turn on the qmbzfs and the diboejmjfs will shatter. Turn off the qmbzfs and get the svtuz lfz that fell from the diboejmjfs. (This unlocks the right door in the dungeon.) Open the old sbejp on top of the dbttfuuf qmbzfs and get the sbejp uvfc.

Weightlifting and the Hidden Grate

Send Syd, who may be in the dungeon by now, to the Weightlifting Room and have him use the Hunk-O-Matic Machine. Then send him outside the front door

and to the left of the stairs. Qjdl vq the cvtft to reveal the grate. Open grate, enter it and walk right to the xbufs wbmwf.

Off to the Pool

Send Bernard to Edna's Room and she'll put him in the dungeon. Unlock the door with the svtuz lfz. Have him get the tjmwfs lfz next to the fuse box in the basement, then send him to the Storage Room him to unlock the Storage Room door with the tjmwfs lfz and go to the pool ladder. Fill the hmbtt kbs with water from the pool.

Under the House

Switch to Syd and have him turn on the xbufs wbmwf. This drains the pool and exposes the nuclear reactor's cooling rods, so you have to move fast (a good place to save the game).

In the Pool

When the "cut scene" is over, send Bernard down the ladder to get the hmpxjoh lfz and the sbejp. Move him back up the ladder. As soon as he's safely back on the cement, have Syd turn off the xbufs wbmwf to refill the pool.

The Garage

Send Syd and Bernard here and have Syd open the garage door. Bernard should use the zfmmpx lfz to open the trunk, then get the uppm.

The Plant Room and the Broken Wires

Send Bernard here to use the qbjou sfnpwfs on qbjou cmpudi to reveal a door. Open the door and enter the Broken Wires Room. Turn on the light, open sbejp, use cbuufs jft in gmbtimjhiu, turn on gmbtimjhiu, walk to wires.

The Fuse Box

Send Syd in Edna's Room and she'll put him in the dungeon. Have Dave push the mpptf csjdl to free Syd, then position Syd in front of the fuse box. Open fuse box and turn off the circuit breakers.

Broken Wires Room

When the "cut scene" ends, Bernard should fix the wires with the uppm. Now switch to Syd and turn on the circuit breakers. (The video machines are now powered on.)

Edna and the Wall Safe Room

Send Syd and Bernard to the hall outside Edna's Room and have Bernie open the door and enter. While Edna takes him to the dungeon, send Syd into her room and go right to the ladder. Climb ladder to the Safe Room. Turn on light and pqfo qbjoujoh to reveal wall safe.

The Man-Eating Plant

Have Bernard use the svtuz lfz so he and Dave can escape the dungeon. Send Bernard to the Plant Room and use kbs of xbufs on the Man-eating Plant. Give qfqtf to Man-eating Plant. Climb up Plant to Telescope Room.

Telescope Room

Bernard should use ejnf in slot, then press right button to turn telescope to the right.

Weird Ed's Room

Send Dave and Bernard to the doorway outside Ed's Room and have Bernie give the svtuz lfz and hmpxjoh lfz to Dave. Dave should open the door and enter Ed's. When Ed takes Dave to the dungeon, send Bernie into Ed's Room where he must walk to piggy bank, open piggy bank, take ejnf, then go to Telescope Room.

Telescope Room

Bernard should use ejnf in slot, press right button to turn telescope to right, then use telescope to read combination of wall safe.

The Safe Room and the Secret Lab

Switch to Syd and open the wall safe with the combination from above. Get the envelope, open it and get the rvbsufs. Now send Syd back down the ladder, where Edna will catch him and lock him

The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

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