

MANIAC: MANSION II

Day of the Tentacle

Story and Puzzle Walk-Through

The Characters

The Rooms

Technical Issues

Design Issues

The Team

The Schedule

STORY AND PUZZLE WALK-THROUGH

ABSTRACT

Tentacles eat toxic waste, get smart, take over the world. Dr. Fred tries to save the day, puts kids in experimental time machine. Things go awry, time machine crippled. One kid sent two hundred years into the past, one two hundred years into the future, one left in the present. Kids must fix time machine, get back together, use time machine to prevent world domination by tentacles.

The INTRO

The camera pans slowly over a pastoral landscape. Flowers bloom as we watch. Birds twitter. Cows sing-- well, maybe. Pan past a strange, angular house. We see that something gushes from a pipe in the side of the building into the stream. As the camera pans past the other side of the house, we see that the landscape has changed. Some plants have grown wildly out of control, while most have simply perished. A few birds are seen gagging, and a large squirrel smokes a cigarette behind a drooping tree. There are lots of mushrooms. At streamside we find our old friends Purple and Green Tentacle, and the camera halts on them.

PT: "Sluuuuurp."

We see that he's drinking from the stream. He turns to Green Tentacle.

PT: "Wow!! After drinking that stuff, I feel smarter, more powerful, more aggressive. I feel like I could..."

(dramatic close-up)

...TAKE ON THE WORLD!!!

Try some!"

GT: "Err, ahh, gee, I wouldn't want to get into trouble..."

-- CUT --

Bernard and two of his friends are hanging out at his place happily enjoying the royalties Bernard has received for writing the Nintendo version of Maniac Mansion. A short scene is played out which gives a brief introduction to each character. The action is interrupted by a knock at the door. Bernard answers it and is handed a message by a carrier pigeon. He reads the message aloud after tipping the pigeon and sending it on its merry way. The message is from Green Tentacle, and is a desperate plea for help. Doctor Fred's experimentations have increased the intelligence of Purple Tentacle but have made him horrifyingly evil to boot. Fred has locked

the tentacles up and plans to destroy them both. Being Green Tentacle's only friends and only hope, the kids are quickly off to the rescue.

A short time later the characters will find themselves faced with a dilemma: Green and Purple Tentacle are being held together in a single cell. Freeing one will free the other, and Purple is quite obviously and vocally evil as can be. Time is short, however, as Dr. Fred has some twisted implement of destruction prepared for the tentacles' demise. Inevitably, the decision is made to free the tentacles, the door is opened, and Purple Tentacle escapes into the night, cackling "Tomorrow the world!"

Just then, Dr. Fred appears. "Oh, no! What have you done?" he shouts. He briefly explains that with his newly enhanced intellect, Purple Tentacle is in fact quite likely to accomplish his goal of world domination. "We haven't a moment to lose! Quickly, to the time machine!" he exclaims dramatically. "The only way to save the world from Purple Tentacle is to use my experimental time machine to undo the sludge-drinking incident before it occurs!" (Actually, his initial idea is to prevent the characters' parents from meeting and thus stop them from freeing the tentacles, but he yields to the simpler suggestion.) Everyone rushes to the secret basement laboratory (easily identifiable by the sign on the door) and our heroes are strapped into an enormous machine made out of three portable toilets, one large diamond, and a whole lot of spare parts. Someone voices a concern and Fred reassures them that they will be able to return so long as their time chambers have power and the machine is still functional. He adjusts a few dials, throws a big switch; and there's a spit and a pop, a large flash of light, a few explosions, and some smoke. The three portable toilets (containing the three characters) spin madly and then flush themselves out of the picture.

The three kids are now sent to three completely different time periods, and we see them arrive on a split screen. One sets down roughly two hundred years ago, in colonial times. His time chamber (henceforth to be known as a Chron-O-John™) goes virtually unnoticed as it lands amongst a row of outhouses. Another Chron-O-John™ arrives high in a tree in a bleak future about two hundred years hence, which we quickly realize is controlled by tentacles as they capture and imprison this last kid. The third goes perhaps twenty seconds into the future and reappears with a thud in the lab as Dr. Fred is still blinking the smoke from his eyes. "Uh, oh," says Dr. Fred as one of the kids stumbles out of the chamber, "I guess maybe the cubic zirconia wasn't such a good idea after all." We see that, in fact, the faux diamond has cracked. He quickly explains to the kid present that in order to save the world it will be necessary to replace the cubic zirconia with an actual diamond (estimated cost a phenomenal two million dollars) and then return the other two Chron-a-John™s to the present so

as to be able to activate the machine again and hopefully get it right this time. The time machine in its current state WILL be useful, but only for sending (flushing, really) small objects back and forth through the time periods already reached.

The introduction is finally over as we've effectively split the game into three parts, past, present, and future. The primary focus from here on in is to fix the time machine and get all the kids back together, so that the world can be saved from the tentacles.

The GAME PROPER

As follows, in three technically separate time periods which nevertheless interact quite a bit. The kids in the past and future must find a way to power their Chron-O-Johns for the return voyage. The kid in the present must fix the main time machine. All three of these things must be accomplished before anyone can return home.

The PAST

The Constitutional Congress, having lost the hall in Pennsylvania to a monster carriage rally, is meeting at the Edison family inn to draft the Constitution. George Washington is there, along with Ben Franklin, Thomas Jefferson, and other perennial favorites. Red Edison is running the inn, along with his twin sons Jed and Ned. Some of the puzzles here involve tampering with the Constitution in order to make things easier for the kids in the present and future and generally mucking about with history. The kid sent to the past must find power for her/his time capsule, which has a plug; but of course there are no outlets. She must build a kite that will fly in the rain (with the help of Ben Franklin and Red Edison), construct a special battery, and cause a rainstorm.

Building a Waterproof Kite

The trick here is to get hold of a waterproof lab coat which Red Edison has invented and give it to Ben Franklin, who has built a kite which is functional but not waterproof. Then Franklin may complete his experiment with electricity and help repower the Chron-O-John at the same time. Red will show off the lab coat but will not allow the player to take it. The kid in the present takes a "lab assistant wanted" sign which is hanging in the front window of the motel and flushes it back to the kid in the past. The kid in the past then pins the sign up on the bulletin board in Red Edison's workshop or alternatively simply hands it to Red himself, causing Red (an absent-minded sort) to believe he wanted to hire someone. He will then hire the kid in the past (some sort of competency test would be nice here

to make the game a bit more difficult) and give her the lab coat. The coat is then given to Ben Franklin, who uses it to beef up the kite.

Building a Super Battery

The player will need something a bit better than a key to hold enough lightning power to run the Chron-O-John. In Dr. Fred's lab in the present there are plans for a very special high-voltage, quick-charge battery that Dr. Fred has invented. These plans must be flushed to the kid in the past, who will tack them up on Red Edison's "things to do" bulletin board. The player must then provide Red with three essential materials detailed in the plans, and Red will build the battery, thinking it was his own idea the whole time.

Material 1: Oil

The player simply grabs some salad oil from a cupboard in the kitchen (it's nice to have a few easy puzzles to beef up the player's confidence).

Material 2: Vinegar

There's no vinegar about, so some must be created. The player takes a bottle of fine wine from Ben Franklin's room and brings it to Thomas Jefferson, who's putting together a time capsule. She talks Jefferson into including the wine in the capsule, which is a big metal can. In the future, four hundred years later, the can will be part of a historical display set up by the tentacles in the motel. The character in that time period will use a can opener found in the kitchen to open the can, then send the bottle of wine, long since turned to vinegar, back to the past via the Chron-O-John.

Material 3: Gold

The only gold to be found is a gold quill pen being used by the Continental Congress to sign the Constitution. It's impossible to get it with everyone in the room, so the idea is to drive them all out of the room. It's a tricky puzzle, but there are two hints: 1) the presence of a primitive smoke alarm (invented by Red Edison) and 2) a man wrapped up in a blanket who's eager to talk about how cold he is and how upset he is that if GEORGE WASHINGTON (speaking at the front of the room) were cold, they'd light a fire. There's a man at the fireplace who's job it is to take care of such things, but he's unwilling to build a fire for you because you're not important enough. There are four steps to getting everyone out of the room.

Step One: Get an Exploding Cigar

There's a man at the novelty convention in the present giving free demonstrations of exploding cigars. He'll give the character there as many as she likes, but always lights them with a pistol-shaped lighter that he carries, and KABOOM. The character must pick up one of those pistols that shoots out a little flag that says "BANG!" on it and switch that for the lighter pistol so that when the novelty man tries to light the cigar he will fail embarrassingly and the player can keep the cigar unexploded.

Step Two: Get Wind-up Chattering Teeth

There's a whole vat of wind-up teeth at the novelty convention. The character can try to take some out, but she will withdraw her hand suddenly as the many teeth snap at it. Periodically a set of teeth will chatter its way out of the vat, around the floor for a bit, and jump back in. The character will not be able to catch the teeth on the floor. What she must do is get the top of the birdbath (held by Dead Cousin Ted) from the front of the motel and cover the vat-o-teeth with it after a set leaps out. When it leaps back in it will be caught in the birdbath and will be easy to pick up (perhaps we'll also require you to put something sticky or viscous in the bath, like jello, to further impede the rampaging teeth).

Step Three: Make George Look Cold

The character in the present sends the above novelty items to the past, and the character there gives the exploding cigar to George Washington. It blows out his teeth, which are carried off by a rat, not to be seen again for four hundred years. As a replacement, the character provides George with chattering teeth, thus making him appear cold. The fire tender is now willing to build a fire.

Step Four: Plug Up the Chimney

The character can now pick up the blanket which was being used by the cold guy and take it up to the rooftop, where it can be used to plug the chimney. Smoke fills the meeting hall, and everybody leaves,

conveniently forgetting to grab the pen, which the player can now swipe.

Weather Control: Making it Rain

As everyone knows, the simplest way to make it rain is to wash your car. Outside the inn there is a dirty carriage which is ideal for this purpose. A bucket and sponge can be found in the washroom, and water is readily available at pumps in the washroom and kitchen. Soap is a bit trickier, and must be stolen from the maid's cart. The way to do this is to go into an unoccupied room, either Washington's or Franklin's, mess up the bed, ring the bell to summon the maid, and snake her soap while she's busy making up the room. Then the carriage can be washed, and the clouds will begin to roll in. For the benefit of the less insightful, as well as countries where the car-washing rain-starting phenomenon is not a matter of common lore, there will be a hint in the form of a dirty car in the present, and its owner will be there to explain why he won't wash it.

Escaping From the Past:

The character must now help Franklin launch his kite in the rain. In the process, she will get a chance to stick the battery in the pocket of the lab coat if it is not already there. The kite launch can happen as many times as necessary and is a small puzzle itself in that the character must push the kite up into the air when Franklin says "OK". Lightning dramatically strikes the kite and charges up the battery, which can then be hooked up to the Chron-O-John. The kid is ready to go whenever things are set in the other two time periods.

The PRESENT

The Edisons aren't as rich as they once were. They didn't get the royalties they were expecting from the Maniac Mansion TV show. They've relocated to a run-down inn—the last remaining property of the once great Edison family estate (and the motel where this entire game is taking place). At present there's a novelty salesman's convention taking place at the motel, so there are all sorts of yahoos walking around with joy buzzers and whoopee cushions. The kid in the present must help Dr. Fred repair the time machine, no small matter since they'll be needing two million dollars to acquire an appropriately sized diamond. Dr. Fred's rights to Maniac Mansion must be restored, a trick accomplished by filling out a contract and using the time machine to get it postmarked in the past, before the deadline. There's a small problem when Dr. Fred is taken away and held in the attic by IRS agents, who by strange coincidence look disturbingly like Dave and Sandy from the first game with sunglasses and ties.

Get the Royalty Contract From the Safe

Dr. Fred does have the contract he was supposed to sign to garner royalties from the TV show, he explains, but it's locked in his safe and he's forgotten the combination. He says that he often opens the safe in his dreams, but there is something awful inside, and he slams it shut. He's so disturbed by this that he's drinking coffee by the gallon and hasn't slept in two years. Nurse Edna will tell you she thinks that's just fine, because he had an annoying habit of sleepwalking.

Step One: Get Fred Sleepwalking

You switch Fred's coffee for decaf, a simple matter as both are available readily in the kitchen. After taking one sip of the unleaded brand, he drops into a deep sleep and begins ambling about with his arms outstretched. He'll periodically go into the office and open the safe, but you won't be able to see the combination and he always slams it shut in horror. However, Nurse Edna has a bank of monitors in her bedroom with which she can see all of the bedrooms and, conveniently, the office. There is a VCR connected to the office monitor.

Step Two: Get Edna Away From the Monitor

Edna won't let you play with her toys, but she's rolling around on one of those wheely chairs, and you can push her and send her careening towards the door. Unfortunately, there's a statue of a man leaning on a sword in the room and she's able to catch hold of the sword and zip back over to the monitors. The statue is way too heavy to move. The kid in the past will run across Ned and Jed carving the statue in their room, one posing and the other carving. They've gotten the head done, but little else. The two are identical, except that one is left-handed, the other right. The kid must grab the new left-handed hammer invented by Red Edison (he's always coming up with good stuff like that) and substitute it for the one being used by Ned, or Jed. He will be unable to continue carving and the two will switch places. Meanwhile, back in the present, the sword will consequently be on the other side of the statue, and Edna can now be pushed handily out the door. You'll hear her thumping down the stairs.

Step Three: Tape Fred, Learn the Combination

The player now picks up a video tape from the tentacles' bedroom (Green Tentacle will be hiding out there; Purple is long gone) and sticks it in the VCR by the security monitor. She can now tape Dr. Fred as he opens the safe. It will still be too quick to see the combination, but it can be played back in slow motion. Unfortunately, what's also on the tape is the IRS agents appearing and hauling Fred off to the attic, where they bind him in red tape and go over his records. The player is now free to get the contract from the safe but must rescue Dr. Fred so he can sign it.

Free Dr. Fred From the Evil Clutches of the IRS

Fred is being held on a cot in the back room of the attic, while the IRS agents rifle through papers in the front room. The player can reach Fred via a window on the roof, but any attempt to carry him off results in a little window sliding open in the door and the IRS agents noticing him missing. The player will drop Fred and hide, and the agents will enter the room and replace him on the cot. A substitution must be made so that the agents will not notice Fred is gone. The player must get red paint (from the past) and paint Dead Cousin Ted red (he's a mummy, remember?). Ted is standing in the front yard holding up the birdbath. He can be hoisted to the window using a rope and pulley which are already there, switched for Dr. Fred, and Fred attached to the pulley so he can be lowered down. At this point the rope breaks, and Fred falls most of the way to the ground, where he would be knocked out if he weren't still asleep. The player will automatically go and get him and carry him down to his lab where he'll be stretched out on a table.

Wake Up Fred and Get Him to Sign the Contract

The player sticks a funnel from the laundry room into Fred's mouth and pours coffee down his throat. This wakes him up, and he signs the contract. The only problem is, he's missed the deadline for sending it in by several years.

Mail the Contract in Early

A time machine is always a nice way to beat a deadline. In order to flush the paper contract and envelope (assume the contract was inside an addressed envelope in the safe) back to the past, the player will need a Tupperware container, and this will be in a cupboard in the kitchen. A Pony Express stamp is a bit harder to get. Weird Ed has a stamp collection which includes several Pony Express stamps, but he won't let you have them. You must get some disappearing ink from a

man in a trenchcoat at the novelty convention reception (we're not sure how, yet, so clever ideas will be appreciated). This you then spill on Ed's stamp collection, causing him to become irate and throw it at you. It bounces into the hall where you can pick it up and take the stamp you need, already recovering as the ink fades. The rest of the collection you can give back to Ed and get on his good side again. You can now send stamp, envelope, and contract back in time, put them in the mailbox there, and the Pony Express carries them off. Doug Glen or a suitable representative from LucasArts shows up in the present to tell Dr. Fred that his account is being credited with two million dollars in back royalties.

Watch TV

There are TV's in the motel rooms which will show the Home Shopping Network, which features a huge diamond for two million dollars (you'll see this early on in the course of the game, naturally). The character calls the network from a room phone (the pay phone in the lobby is broken) and orders the diamond with Dr. Fred's credit card. It arrives immediately by Super Federal Express, and Fred can use it to fix the time machine.

The FUTURE

Tentacles, with their accelerated learning curve, have become the dominant species on the planet--as the kid sent to the future soon finds out. Humans have become the demoralized servants and pets of the mutated tentacles. The inn is now a human kennel and museum. The kid is immediately caged and is to be put into obedience school. There is a human show taking place at the inn. Some puzzles here involve gaining your freedom gradually: by getting out of the cage, making a tentacle disguise, and staging a mass escape to distract the tentacle guards. The kid must also get the Chron-O-John™ down from the tree it's stuck in, break into Dr. Fred's old lab to get power for it, and, of course, win the human show.

Get Out of Jail Free

Getting out of the cell itself is ludicrously easy, as security is quite lax. The character can get to the front yard simply by asking the keeper (a bored looking tentacle who constantly gripes about having nothing better to do) to use the bathroom. She'll be taken for a walk. A greater degree of freedom can be gained by claiming to be sick, in which case the keeper will take her to the infirmary, where she can sneak out the minute Dr. Tentacle turns his back. This will result in access to a fair amount of the motel, but certain areas will be

occupied by tentacles who will return you to the cell. You'll be able to go up the chimney to the roof, which will be important.

Get the Chron-O-John Down From the Tree

This takes place entirely in the past and is simply a matter of causing the tree to cease to exist. It's a kumquat tree and is visible through the window of the hall where the Continental Congress is meeting. The kid in the past paints the kumquats red in a delightful homage to Alice in Wonderland, and then convinces George Washington that it's a cherry tree, which he naturally cuts down in order to prove his manliness.

Disguise Yourself

The future kid will want to look like a tentacle in order to roam about undetected (and register for the human show). She takes the tentacle anatomy chart from the wall of the infirmary and flushes it to the past. The kid there will put it on top of the pile of patterns being used by Betsy Ross, who is working on the flag. She will consequently design the American flag to look like a red white and blue tentacle. The future kid will then be able to go up on the roof and get the flag flying there and use it as a costume (any neat ideas on why the kid shouldn't take the flag BEFORE it looks like a tentacle are appreciated).

Win The Human Show

You want to win the human show in order to get the prizes: a large trophy cup and a certificate for dinner for two at Sardine's Wax and Slime Palace. The certificate (which will be useful, as explained below) and the trophy are prominently on display but unreachable. You must first make the tentacle disguise, so you can pose as a tentacle for registration (who ever heard of a dog registering itself for a show, after all). The tentacle behind the desk will give you a tag and tell you to put it on your human and put it with the others in the lobby (you've seen them there, lined up on a bench). He explains the rules of the contest: there are three categories for judging: best hair, best smile, and best sense of humor. The winner of the most blue ribbons will win the overall prize. Your human must be in good health. He also explains that you (the tentacle) must be in attendance for the judges to evaluate your human. This will hopefully give you the idea that you can't enter yourself, but must find a human to enter for you. (Any good ideas on how we can put that idea across better?)

Get a Human

You'll be using Dead Cousin Ted as your human in the show. He's upstairs in a historical exhibit, but you can get him downstairs by putting some roller skates on him and pushing him out the door (he's too big to carry around otherwise). He'll bounce downstairs to where the other humans are waiting. You can put the tag on him before or after sending him downstairs. Once he's downstairs with a tag on, tentacles will come and bring all the humans upstairs to the showroom, where Ted will get his own little cubicle. Tentacle judges will begin meandering about, but each event will be judged finally only after you have completed the necessary puzzles for that category. You'll hear a few hints from them about what they like. After one or two categories have been judged, it will become apparent that you're doing well, but the obnoxious human in the next cubicle is doing better and wins the blue ribbons, leaving you with the red second place ribbons. You must disqualify him, and the final event will be judged only after you've done this (for reasons of dramatic timing), resulting in you winning the dinner and trophy.

Get Some Good Hair

Get some Silly String from the novelty convention in the present, and put it on Ted's head. This isn't quite good enough to please the tentacles, and they'll say so, so get some tentacle styling gel from the building superintendent's room and a comb from somewhere and give Ted a real do.

Get a Nice Smile

Steal wax lips from the kid at the motel in the present (good ideas on how to do this?). Put them on Ted. (Once again, it's nice to have a couple of really easy puzzles.)

Get a Sense of Humor

Get the "bag-o-laughter" from a novelty guy in the present. Stick it behind or inside Ted. When the tentacles come by and tell tentacle jokes, they'll slap him on the back and he'll laugh uproariously.

Disqualify the Guy Who's Winning

Get some fake barf from the novelty convention. Put it in the cubicle with the obnoxious guy next to Ted. Dr. Tentacle will come by and notice this, then cart the guy off to the infirmary for examination.

Get Into the Basement Lab

There's a tentacle standing in front of the clock which is the lab entrance and he won't let you touch it. He mentions some incidents chasing down some humans who've escaped, so you decide to create a diversion by setting everyone free (besides, it seems like a nice thing to do).

Unlock the Cell

You'll have to get rid of the keeper. He's mentioned numerous times that he'd be gone in a second if he had anything better to do, so give him the certificate for the free dinner. He takes off, and you can use the keys to unlock the cell door. Unfortunately, the people are so used to being in there that they don't try to run away, they just sit there in a decidedly frustrating manner.

Scare the People Out of the Cell

There's a cat outside which is always rubbing itself under a picket fence. You get some white out from Dr. Fred's office desk in the present and paint the bottom of the fence. The cat rubs under the fence and gets a white stripe on its back. This wigs it out, so it climbs up onto the porch overhang (out of reach) and tries to clean itself. It can be lured down with a rubber mouse, procured at your friendly neighborhood novelty convention. Once that's done, you take the "skunk" to the cell and toss it in, and all the humans run out in a panic. The tentacle by the clock chases them, and you're free to go down to the basement.

Power the Chron-O-John

There's a hamster wheel generator in the basement lab, left there from when Dr. Fred was using it. You need to get an extension cord to connect the generator to the Chron-O-John in the yard and get a hamster to run the thing.

Get an Extension Cord

The building super has an extension cord, which is easy to get from him. You may have to trade him something; for instance: a large trophy cup.

Get a Hamster

There are hamsters in the present, one in the generator and one in Weird Ed's room (maybe we'll lose one of them). However, they wouldn't survive the time flush, so we have to get one to the future another way. Stick a hamster way down in the ice machine in the hall in the present. The future kid takes it out of the machine in the future, frozen solid. She thaws it out in the microwave (yay, hamster in the microwave), but it comes out wet and shivering and won't run on the wheel.

Get a Sweater

There's a passed-out conventioneer in one of the motel rooms in the present, and he's sleeping on a sweater. The character in the present gets a dime from the broken pay phone in the lobby, uses the dime to power up the magic fingers bed, and picks up the sweater when the guy vibrates onto the floor.

Shrink the Sweater

The character in the present breaks into the non-functional candy machine (with a crowbar?) and gets \$876,600 in quarters. She takes the sweater, puts it in the dryer in the laundry room, and inserts the \$876,600 in quarters. The next time the future kid goes into the laundry, the machine finishes running, with the sweater naturally shrunken to hamster size. She gives the sweater to the hamster and it gets warm and dry.

Put the Hamster in the Generator

The first time you put the hamster in the generator, something scary happens (a booby-trap goes off). It's clear that it's a one-time thing, but the hamster has run into a mouse hole, so you must retrieve it.

Get a Vacuum Cleaner

There's an advertising flyer for George's Hardware in the lobby in the present which reads, "George Says: Every house should have a vacuum cleaner in their basement." The kid in the present flushes this to the kid in the past. The kid in the past slips it into the suggestion box at the Continental Congress. Everyone thinks it's from George Washington, so it becomes a constitutional amendment and everyone has a vacuum cleaner in their basement. The future kid can now use the vacuum to suck the hamster out of the hole and put it back in the

generator (after blowing the lint off, of course). Now the kid can connect the generator to the Chron-O-John through the window with the extension cord, and power it up with the hamster.

The END

Once all the pieces are working again, the kids are brought back to the present. The time machine is reassembled and the kids go back to the time before the tentacles took their first sip of toxic waste. Pollution of the river is stopped (or pour even more toxic chemicals into the river and kill the tentacles). Either way, the world is saved, the Edisons aren't poor anymore, and we've all learned something about ecology and American history ...not!

THE CHARACTERS

The Kids:

- **Bernard** – What a geek. Made a fortune on the Maniac Mansion Nintendo game. Thinks Razor is attracted to his intellect.
- **Razor** – Lead singer in a punk-rock nostalgia band that opens for Wayne Newton in Vegas. Hangs around with Bernard because he's rich.
- **Hoagie** – Roadie for a heavy metal band. Can fix anything with duct tape. Can withstand several blows to the head with no visible effect.
- **Laverne** – Med student. Enjoys cadaver work. Full of disgusting medical trivia. Good with knives and needlework.
- **Chester** – Beatnik artist. Dressed entirely in black. Too hip.
- **Moonglow** – Lovechild of the sixties. So mellow we're thinking about dropping her.

The Past:

- **Red Edison** – Revolution-era ancestor of Fred. Just as mad, and twice as forgetful. Runs the inn where Constitutional Congress is being held. In stiff competition with another inventor of the time—Ben Franklin.

All the Edisons are ghastly-looking: complexions like cave fish, teeth like baked beans, and eyes that look like they're about to pop out and hang from little springs.

- **Ned & Jed Edison** – Identical twin sons of Red. Broke their father's heart when they chose to abandon the family business (Mad Science) and take up pottery, sculpting, bonsai tree raising, etc.

- **George Washington** – Father of our country. Cuts in line for donuts. Will cut down cherry trees if asked nicely. Never turns down a good cigar.
- **Benjamin Franklin** – Inventor, womanizer. Steals ideas from Red Edison, improves them. Currently working on his famous experiments with electricity.
- **Thomas Jefferson** – Historian. Stays up in his room the whole game putting together a time capsule. Always looking for contributions of historical interest.
- **Betsy Ross** – As soon as she can find some time she's going to get cracking on that flag thing. She's so busy, she might not notice if a new pattern were placed on here pile...
- **The Cold Guy** – Congressional delegate by the fire complaining about the temperature of the room. Says if George were cold, they'd build a fire.
- **The Fire-building Guy** – Will build a fire if George is cold.
- **John Hancock and Two Other Guys** – Hang around George, discuss constitutional matters.
- **Hotel maid** – Must be distracted in order to steal things from her cart.

The Present:

- **Dr. Fred** – Mad scientist. Very bitter about losing rights to Maniac Mansion Nintendo game. Wears surgical gloves everywhere. Feels guilty about releasing mutant tentacles on the world, and wants you to help him set things right.
- **Nurse Edna** – Fred's wife. Twisted body, twisted mind. Has surveillance cameras in all the bedrooms of her motel, for security reasons. Spends most of her time watching them.
- **Weird Ed** – Only child of Fred and Edna. Knows someday he will be a raving lunatic like his dad, and can't wait. Used to be into military weaponry, now collects stamps.

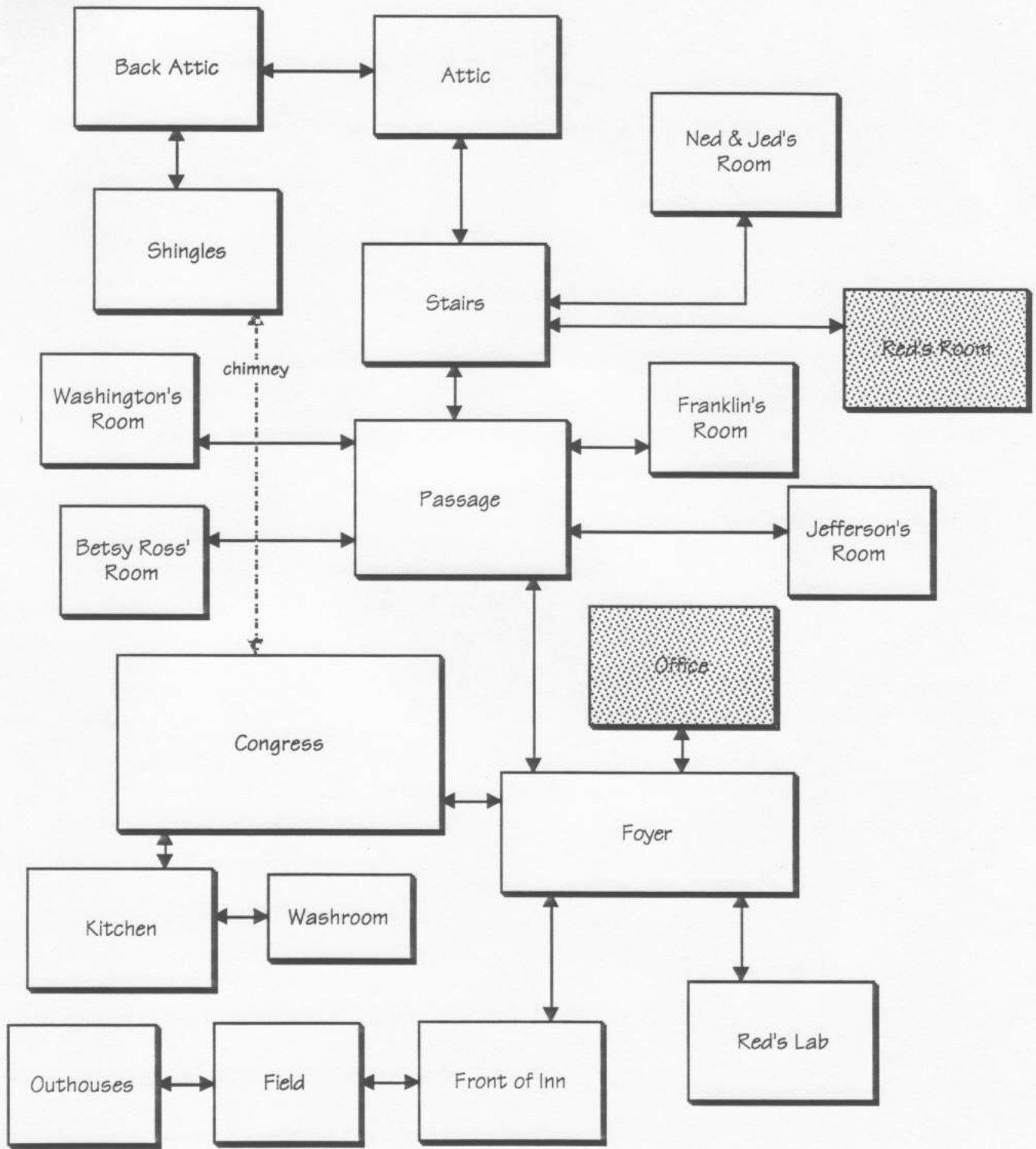
- **Dead Cousin Ted** – Beloved Cousin Ted is just as much a part of the family now as when he was alive. His mummified body, in fact, makes a lovely bird bath holder. In the future, he will be used as a mannequin in a historical diorama of humans in the seventies.
- **Purple Tentacle** – The first tentacle to drink the forbidden toxic sludge, which only exaggerates his already malevolent character. His goal: WORLD DOMINATION!!!
- **Green Tentacle** – Doesn't want to cause anyone any trouble. Just trying to get a band started. But when Dr. Fred locks him up with Purple Tentacle, GT sends out the pitiful S.O.S. message that gets the kids involved in the game.
- **IRS agents** – Show up out of nowhere to audit Dr. Fred's files. Keep him tied up in red tape until they're done.
- **Exploding Cigar Salesman** – Keeps sticking exploding cigars in your mouth and, before you can stop him, setting them off and laughing like crazy.
- **Disappearing Ink Salesman** – Shifty figure in a dark trenchcoat. Says "Pssst. Kid. Come over here," like the guy in Monkey 1.
- **Other Novelty Goods Salesmen** – Stand around, squirting each other with fake boutonnieres, zapping each other with joy buzzers, putting whoopie cushions on chairs. It's the Convention from Hell. But you do get some useful items from them.
- **Car Guy** – Another novelty goods salesman who hangs around out by his filthy car, explaining that he doesn't wash it because, if he did, it would only rain.
- **Washer Guy** – Monopolizes the washing machine so you can't use it, then asks if he can throw his jeans into the dryer with your sweater.


- **Passed-Out Guy** – Passed out in the Honeymoon Suite, on the bed, using the sweater you need as a pillow (until you shake him off of it with the magic fingers).
- **Hamster** – Belongs to Weird Ed. You can put him to work in Dr. Fred's treadmill generator, but he won't feel motivated if he's too cold.

The Future:

- **Bored Tentacle Guard** – Watches over the humans in the holding cell. Hates his job. Wishes he were somewhere else. If someone were to give him a trip for two to the Bahamas, he'd be out of there in a second...
- **Dr. Tentacle** – In charge of health regulations at the Human Show. Believes you never can be too careful about disease, so one cough and you're in quarantine.
- **Building Super** – Keeper of the all-important extension cord.
- **Poodle Boy and his Owner** – Totally obnoxious entrants in the Human Show, these two keep winning all the events. What's worse, they're incredibly smug about it. Defeating them will be the greatest and most rewarding challenge of the show.
- **Human Show Contestants** – Tentacles and their pet people—your competition. The owners spend their time primping and pampering their poodle-like people.
- **Judges** – Mingle about the Human Show, trying to decide who has the best lips, hair, sense of humor, etc.
- **Human Pets** – Their wills broken, their spirits weak, these pitiful souls have grown used to a life of servitude and obedience. So much so that they resist your initial attempts to free them from captivity. You must break the chains of their mental bondage by throwing a skunk into their cell and scaring them out. "Let my people go!" you cry, "Let them go free, or at least run around outside for an hour and distract the guards so I can run an extension cord down to the basement to power my time machine!"


Past



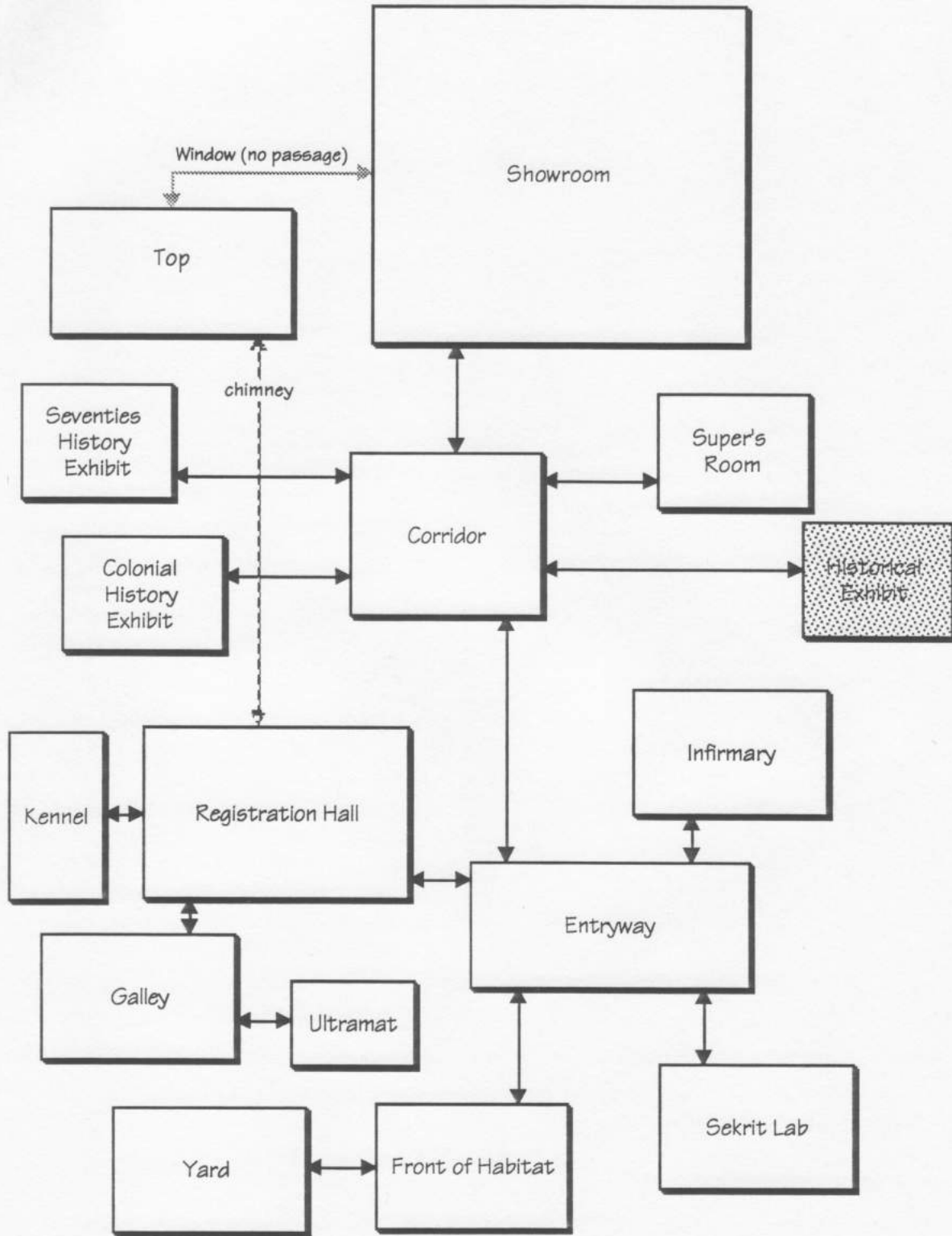
 These rooms are not in current design, but they may be added later.

Present



 These rooms are not in current design, but they may be added later.

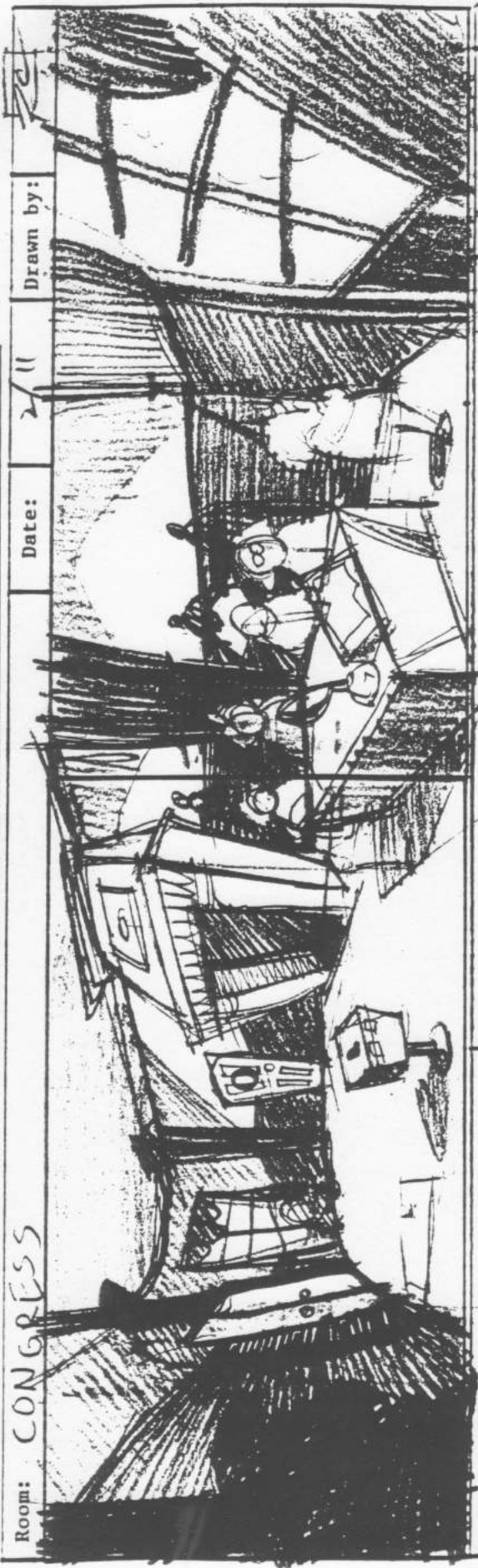
Future



These rooms are not in current design, but they may be added later.

PAST

This is a sample storyboard. 55 more of them are available for your perusal in Tim & Dave's office.



Description:	Detail:	COMP
	Fire place	BLK/WHT
	Suggestion Box	COLOR
	door → passage	FULL SCREEN
	door → kitchen	SCREEN SIZE
	door → lobby	1 1 1/2 2

Corresponds to:
 convention Hall (present)
 Registration Hall (future)

Actors:

Washington, cold guy, fire making gu.
 extras. Bald eagle, turkey,

Actions:

get fire made, watch amendments
 be read, smoke out room

TECHNICAL ISSUES

We plan to change the interface only enough to add icons for switching between kids (Unless one of the other projects comes up with something cool we want to rip off).

Easy mode will make a triumphant re-appearance.

We plan to use more generalized animations such as reaches and gestures and less extensive special case animations, because we believe we'll get more mileage out of them. This does not mean no cool rope-swinging animations, but it does mean no specialized picking-up-a-specific-object animations. We intend to do more facial animations than ever before, something made possible by the large heads of the actors. Larry has done some successful testing in this regard. Light sourcing as found in Monkey 2 will be carried to further dramatic extremes.

We'll be building Maniac 2 with consideration towards a future CD talkie version. Due to the difference in pacing between the printed and spoken word as well as the cost in time, disk space, and dollars of recorded voice we'll be keeping the dialog as trim as possible without sacrificing fun and story. Also, we'll need more action during dialogs than in previous games so that there will be something to watch while listening to characters talking.

DESIGN ISSUES

We've eliminated the choosing of kids because technical and time limitations make it impossible to do it right. It would increase design difficulty because, if we made it a real choice we would end up with something like Hal's three-path headache. It would increase animation difficulty because most special-case animations would have to be duplicated. And as far as talkies are concerned, we don't even want to talk about it. So, instead of less fun with a small range of characters, we're going for more fun with three of them. We just don't know which ones to cut yet.

We may have a scummlet shortage in a couple of months, since it's just us and Tony.

No copy protection (Right Kelly?)

THE TEAM

Peter Chan will be lead artist on the project and will do all the background art. Larry Ahern will be lead animator. There will be a part-time animator to be named later. Dave and Tim will be doing some programming, against their better judgement, and so will Tony Hsieh. All three of us will be wishing there was another SCUMMlet real soon. There will be no producer, but Lucy Bradshaw will be assuming as many of those duties as possible.

THE SCHEDULE

Storyboards have been drawn for the entire game and will require only minor revision. Production begins officially on February 25th, with a kick-off meeting to decide whether that was really a good idea to be held on February 28th. We'll be done March 1st, 1993.