

Using *Maniac Mansion*[™] on Your IBM[®] PC or Compatible

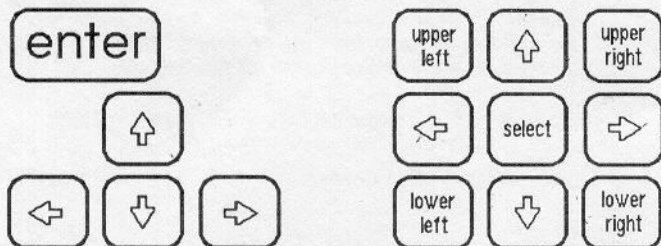
Loading *Maniac Mansion* from Floppy Disk

Note: We recommend that you first make a back up copy of all disks and put the originals in a safe place.

After booting, place the *Maniac Mansion* disk in drive A and type: A:
When you see the A: prompt, type: maniac (for demo, type: demo)
In a few moments, you will see the *Maniac Mansion* selection screen.

Cursor Control

Keyboard cursor control can be done using either the arrow keys or the keypad:



Numbers 1, 3, 7, and 9 take the cursor directly to the corners of the display; use the even-numbered keys for finer navigation.

You can use a mouse if you have installed a compatible mouse driver. The left mouse button corresponds to "enter." Use the right mouse button (or right joystick button if you have a two-button joystick) to override cut scenes while playing the game. To select joystick or mouse type :

shift J— Toggle joystick on/off

shift M— Toggle mouse on/off

Setting Preferences

When loaded, the program will select the best mode for your machine. When the game is running you can select other graphics modes by using these shifted keys:

shift V— MCGA mode

shift E— EGA mode

shift C— CGA mode

shift H— Hercules mode

shift T— Tandy[®] 16-color mode

shift B— CGA black-and-white mode

After selecting the modes that you want, you can type 'shift W' to write your preferences to disk. To Read the preferences while playing the game type 'shift R', or type 'maniac p' when starting a game.

Note: The program will do nothing if you select a mode or input device that your machine cannot support. If you have an EGA or MCGA card and are willing to trade colors for speed, you may want to try playing the game in CGA mode.

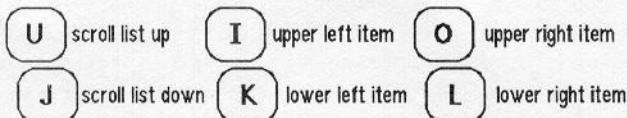
Keyboard Commands

All fifteen 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 pushing the button; pressing the key twice is the same as double-clicking on it. The keys are mapped according to the layout of verbs on the screen :



You can also select inventory items from the keyboard. On the screen, you can see four items at a time in the inventory list. Use the following keys:



Special Functions

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|------------|--|
| F1, F2, F3 | Select first, second, and third kid on rescue team
(Note: these keys do the same thing as the "New Kid" command—check your manual.) |
| F4 | Override cut scenes |
| F5 | Select save/load game (A separate disk is not required for MS-DOS versions.) |
| F6 | Toggle sounds off/on |
| F8 | Restart game |
| space | Pause game |
| control-C | Quit without save |

Installing and Loading *Maniac Mansion* with Hard Disk

To install *Maniac Mansion* on your hard disk, copy all the files from your *Maniac Mansion* disk into a directory entitled "mansion" on the hard disk. If your hard disk is drive C, you would use the following commands:

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| C: | (to get to your hard drive) |
| mkdir mansion | (to create a directory for <i>Maniac Mansion</i>) |
| cd mansion | (to go into the new directory) |
| copy a:*. * | (to copy all the <i>Maniac Mansion</i> files into the new directory) |

Use these commands to load the game from your hard disk:

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|------------|--------------------------------------|
| cd mansion | (to change to the correct directory) |
| maniac | (to load the game) |