MANIC MANSION

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Programmed by
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Art and Animations Inspired by
Lucasfilm Games *Maniac Mansion*

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Manic Mansion

The story begins with a group of friends standing outside the front door of the Manic Mansion. Bernard is being peer pressured into venturing inside to retrieve a Golden Chalice. Judging from the conversation though, this is because he has already volunteered to be the one to enter.

Upon entering, the front door to the Manic Mansion promptly closes and his friends despite their promise to stay until he returns, leave.

Now it is up to Bernard to not only find the Golden Chalice, but more importantly find a way out of the Manic Mansion.
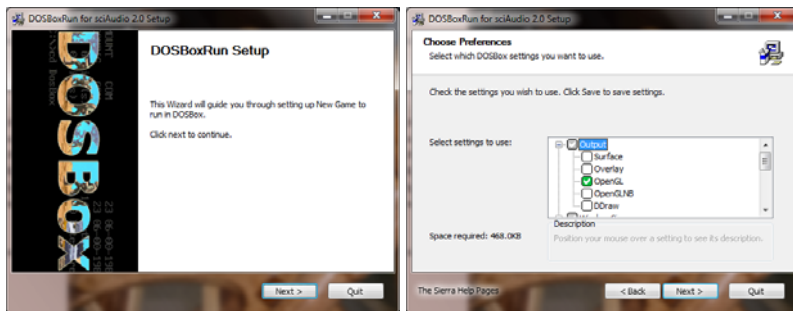

Press any key to skip intro.

Manic Mansion, was designed and created in a thirty day span for entry to a Halloween Competition hosted at SCIprogramming.com. The exact rules of the competition dictating the game can be found there.
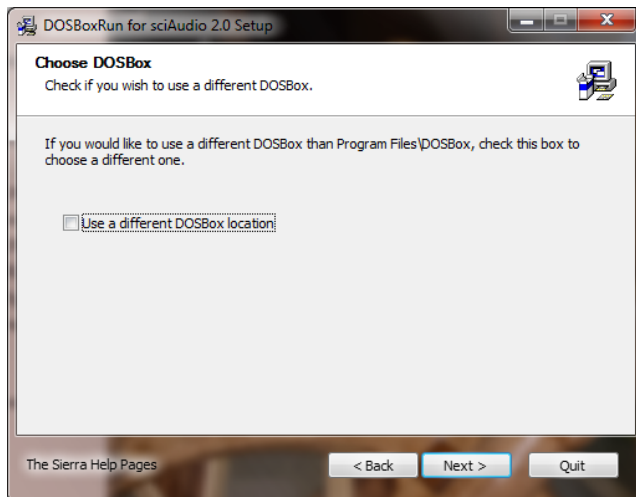
Installation:

This game was designed specifically for play using DOSbox. In order to experience everything that this game has to offer, including mp3 quality sounds you must have DOSbox installed. If it is not already, you can download it from SCIprogramming.com.

Once DOSbox has been installed on your machine, run the Install.exe file included in the games folder.

The default settings will serve you quite well for running this game. However, depending on where DOSbox was installed, you may need to flag the checkbox to "Use a different DOSbox Location" when prompted.

Once installed, the game can then be launched using the RUN.EXE file.

Interacting with the Game:

There are action icons available which allow you to interact in various ways with the world you find yourself in. Clicking on an action icon will change the cursor to the corresponding action giving you the ability make use of that action.

 The Walk icon allows you to walk around the room using the mouse. This can also be accomplished using the arrow keys on the keyboard.

 The Talk icon allows you to attempt talking to various other characters or objects in the rooms.

 The Look icon allows you to look at a particular point of interest or examine something more closely.

 The Hand icon allows you to physically interact with objects in the room, whether it be trying to pick up an item of interest or opening a door.

One note on using your mouse to move the character, they make a straight line from wherever they are standing to wherever it is that you clicked. They do not do any kind of path finding, so if there is an obstacle in your way, the character will walk right into it so you will need to guide them around the rooms.

As well, when using the keyboard to move the character, press the arrow key for the direction you would like to travel and the character will begin walking in that direction. Pressing the same arrow key again will cause the character to stop. Do not simply press and hold the arrow key, it will cause the character to move very slowly. The game registers that as multiple presses of the arrow key so in essence it will start and stop the character repeatedly.

One final note, on interacting with the world, you can quickly cycle the cursor through the action options by right clicking anywhere rather than clicking on the action icon itself.

Inventory:

As you progress throughout the game, you will undoubtedly encounter items which you can pick up and carry with you.

In order to use an item that you have procured, simply use the hand icon on the item and your cursor will then change to a representation of that item. Once an item has been selected you can attempt to use it in the room, or on other items by simply clicking on the area or item you would like to use it in conjunction with.

You can also look at or attempt talking to an item you are carrying by using the corresponding look or talk cursor on the item. It is always suggested that you examine any item that you pick up as doing so may uncover clues that will help you throughout the game.
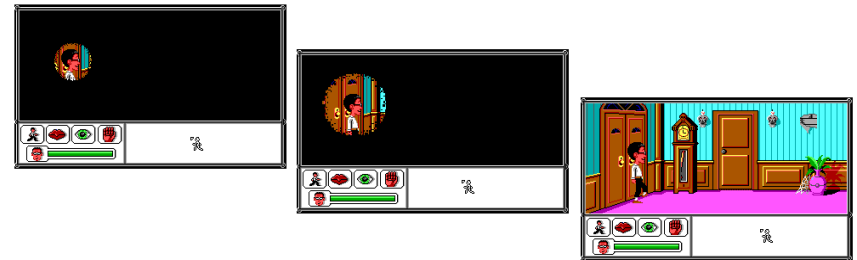
Saving, Restoring, Quit

You have the ability to save your game as well as restore a previously saved game. By clicking on the white bar at the top of the screen, a list of system related options will appear.

Lighting:

There are three different lighting levels used throughout this game. You start out on the lowest light level. As the game progresses, you should be able to find the items you need to have a working flashlight which will then put you at the medium lighting level. With any luck, you will also be able to get the electricity flowing once again through the old Manic Mansion which will then provide you with a clear view of your surroundings.

Battling:

As you wander around the house, you will undoubtedly be attacked, repeatedly, by a ghoul. The chances of encountering the ghoul depend entirely on the current light level. The darker it is, the more often you will be attacked. During each encounter, you will have the opportunity to attempt a defense. Your chances of successfully defending also greatly depend on the current light level. When you are successfully attacked, you will lose health and as with all games that include a health bar: when you run out, you die. Also when the ghoul's attack is successful, there is a chance that you will lose an item if you are carrying any. The item will then randomly be placed in a room, so to get it back you will have to find it again.

Need Help:
With most adventure games, there may be times where you just plain aren't sure what to do. Don't worry, there is help available. Visit SciProgramming.com, and ask away. Also, if you are interested in creating your own adventure games utilizing either Sierras SCI or AGI engine you are more than welcome to come and join in the fun.

SciProgramming.com

Good luck and enjoy!