

Maniac Mansion FAQ/Walkthrough

by TheNintendoMaster03

Updated to v1.1 on Nov 28, 2011

FAQ #11

```

@@@@@@@@@@ @@@@@ @@@ @@@ @@@ @@@@@ @@@@@
@@@@@@@@@@@@ @@@@@@@@@ @@@@ @@@ @@@ @@@@@@@@@ @@@@@@@@@
@@! @@! @@! @@! @@@ @@!@@@@ @@! @@! @@@ !@@
!@! !@! !@! !@! @!@ !@!!@!@! !@! !@! @!@ !@!
@!! !!@ @!@ @!@!@!@! @!@ !!@! !!@ @!@!@!@! !@!
!@! ! !@! !!!@!!!! !@! !!! !!! !!!@!!!! !!!
!!: !!: !!: !!! !!: !!! !!: !!: !!! :!!
:!: :!: :!: !:! :!: !:! :!: :!: !:! :!:
::: :: :: ::: :: :: :: :: ::: ::: :::
: : : : : : : : : : : : : : : :

```

```

@@@@@@@@@@@@ @@@@@ @@@ @@@ @@@@@ @@@ @@@@@ @@@ @@@
@@@@@@@@@@@@ @@@@@@@@@ @@@@ @@@ @@@@@@@@@ @@@ @@@@@@@@@ @@@@ @@@
@@! @@! @@! @@! @@@ @@!@@@@ !@@ @! @@! @@@ @@!@@@@
!@! !@! !@! !@! @!@ !@!!@!@! !@! !@! !@! @!@ !@!@@!@!
@!! !!@ @!@ @!@!@!@! @!@ !!@! !!@!! !!@ @!@ !@! @!@ !!@!
!@! ! !@! !!!@!!!! !@! !!! !!!@!!! !!! !@! !!! !@! !!!
!!: !!: !!: !!! !!: !!! !!: !!! !!: !!! !!: !!!
:!: :!: :!: !:! :!: !:! !!: :!: :!: !:! :!: !:!
::: :: :: ::: :: :: :::: :: : : :::: :: : : :
: : : : : : : : : : : : : : :

```

This is a FAQ/Walkthrough of Maniac Mansion for the NES by TheNintendoMaster03.
This document is Copyright (C) November 28, 2011.
This guide should be viewed only in Notepad for best appearance possible.

<http://www.gamefaqs.com/features/recognition/97072.html>

Game: Maniac Mansion
Console: NES
Author: Kevin E. Merrill
E-Mail: kevinmrrl1519@gmail.com
Version: 1.1
Date: 11/28/11

This guide should be viewed only in Notepad for best appearance possible. My guides use the Ctrl+F4 system so you can skip ahead to any area of the FAQ you wish. Just insert the five letters in between the <>'s in the Ctrl+F4 system box. I also note to the left of the Ctrl+F4 cuts whether a section is completed or not yet.

What's New <WhtNw>

Reformatted along with all my other FAQs and spell checked.

Table of Contents

-----%-----Of FAQ Sections-----Completed-----

1. What's New-----> <WhtNw>

100%**Introduction*****Completed*****

2. Legal Disclaimer-----> <Legal>

3. Version History-----> <Versn>

4. Introduction-----Completed--> <Induc>

5. The Story-----Completed--> <Sline>

6. The Characters-----Completed--> <Crctr>

7. Controls-----Completed--> <Cntrl>

8. Commands-----Completed--> <Cmnds>

100%**Walkthrough*****Completed*****

9. Walkthrough-----Completed--> <Wlkth>
 Breaking Into the Mansion-----Completed--> <Flor1>
 The Second Floor-----Completed--> <Flor2>
 The Third Floor-----Completed--> <Flor3>
 Gathering the Remaining Keys-----Completed--> <GKeys>
 Recruiting Help-----Completed--> <Rcrut>
 Unlocking the Lab-----Completed--> <Unlck>
 Raiding Dr. Fred's Lab-----Completed--> <DFLab>

10. Endings-----Completed--> <Endng>

100%**Appendices*****Completed*****

11. Items List-----Completed--> <IList>

12. How to Die-----Completed--> <UDead>

13. Secrets-----Completed--> <Secrt>

14. Contact Info. and Rules-----> <Cntct>

15. Credits-----> <Crdit>

100%**Introduction*****Completed*****

Legal Disclaimer <Legal>

This document is copyright Kevin E. Merrill. It should not be reproduced under any shape or form except for personal or private use. Meaning being rewritten, sold or placed in magazines and newspapers is not allowed. If you want to host my guides on your websites just ask. I'm a nice guy. The only sites as of now allowed to host my FAQs are GameFAQs, IGN and Neoseeker. Failure to comply or

if you plagiarize my work is a violation of copyright law. All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders. All rights reserved.

Version History

<Versn>

Version 1.0 Submitted 11/12/04: Submitted the FAQ/Walkthrough.

Version 1.1 Submitted 11/28/11: Reformatted along with all my other FAQs and spell checked.

Introduction

<Induc>

This FAQ is now dedicated to my late best friend from North Kingstown High School, Steve Leach. Its been two years since you were taken from this cruel world. I hope you're enjoying the afterlife brother. He enjoyed this game just as much as I did. I miss you my friend.

Maniac Mansion, little did I know from the moment I saw this game advertised in Nintendo Power all those years ago that this would be my favorite NES game of all time. No matter how many times I play this game I always find the game's humor amusing and fun to play. It has tons of replay value with the number of groups you can bring in the mansion and has great puzzles to figure out.

The Story

<Sline>

Copied from the instruction manual. Copyright (C) 1990.

THERE ARE WEIRD PEOPLE LIVING IN MANIAC MANSION: Dr. Fred, a "retired" physician turned mad scientist; Nurse Edna, a former health care professional who's as strange as the good doctor; Weird Ed, a teenage commando with a hamster fetish; and then there's Dead Cousin Ted, and the tentacle, and somebody--or something--else... And what's a nice young cheerleader named Sandy doing in Dr. Fred's basement?

The Characters

<Crctr>

Dave: Dave is the leader of a rescue mission attempt to save his girlfriend Sandy. He is pretty useless in the game with no special abilities. What kind of leader is he if he isn't specialized in anything? Too bad. His CD Player track rocks though.

Razor: Razor is a talented musician that dreams of being in a band of her own someday. Her CD Player song is pretty cool.

Bernard: Bernard is the most useful character in the game. He is the only character that can use the Radio Tube to call the Meteor Police and one of two kids that can also use the tools as well.

Syd: Like Razor, Syd is a talented musician, rockin' a great pair of shades and is my best friend's favorite character in the game. Like Dave, Syd has a sweet CD Player theme song.

Wendy: Wendy is an expert writer and is the only one that can fix the manuscript for submission to Mark Eteer.

Jeff: Like Dave is pretty useless except for the fact that he can use the tools like Bernard. He is my favorite character and his CD Player song is awesome.

Michael: The photographer of the group with one of the hippest tune on his CD Player.

Dr. Fred: Apparently a retired physician has been spending many hours in the basement doing strange experiments on people. Has he really gone mad?

Nurse Edna: Edna is the only member of the Edison family that will not help you out but she is not as twisted as her husband.

Weird Ed: This teenager love his hamster and is planning something to take down his father. The question is will you help him out?

Dead Cousin Ted: Little is known about the family's dead cousin beside Edna operating on him over 20 years ago. Shame the game doesn't let you find out.

Green Tentacle: Who thought that a hungry tentacle was a talented musician? It has a dream to have its own rock band someday but Greenie needs your help.

Purple Tentacle: Dr. Fred's personal guardian to his lab of crazy experiments. It will not help your cause so you better find a way to deal with this.

Meteor: This evil hunk of rock is wanted by the meteor police for many murders but behind all the madness hides a great writer. If there only was a way to make him realize his potential...

Controls

<Cntrl>

```
|-----|
|                               |
|           Nintendo           |
|  _|_|_ |                     |
| |_ o _| Select Start       |
|   |_|_ |                     |
|           ( ) ( ) B A       |
|-----|
```

D Pad: Moves the cursor

Select: Instantly selects get, use or open command

Start: Brings up pause menu

B: Skip past cut scenes

A: Confirms commands

Commands

<Cmnds>

These are the 12 commands available to use in this point and click game.

Push: Push objects or other stuff solving puzzles to reveal items or in order to progress through the mansion.

Pull: objects or other stuff solving puzzles to reveal items or in order to progress through the mansion.

Give: The give command lets you switch items with nearby kids. They must be on the same screen.

Open: Open doors, microwave, water valves and other things in the game.

Close: Close doors, microwave, water valves and other things in the game.

Go To: Press A where you wish the cursor to scroll the room forward/back, up or down stairs or in/out doors.

Get: Lets you pick up items. Not everything you can is useful.

Use: Use items in places to progress with the game.

Read: Read signs, items and other various things.

New Kid: Allows you to switch out to a different kid.

Turn On: Lets you turn on light switches, microwave, water faucets and other electric equipment.

Turn Off: Lets you turn off light switches, water faucets and other electric equipment.

100%**Walkthrough*****Completed*****

=====
Walkthrough <Wlcth>
=====

This is the walkthrough section, the bulk of the guide. Here I cover how to get through all the rooms of the mansion and how to bypass the Purple Tentacle with Bernard, one of the musicians, Wendy and Michael. There are many ways to die in this game so don't try anything in the How to Die section listed in the appendices. There are also a good amount of cut scenes that randomly appear. I'll note when one occurs when its apparent for certain parts of the game.

Breaking Into the Mansion <Flor1>

After Dave talks to everyone, the kids who you bring can alter the dialogue by the way, you can read the sign once you start the game for laughs. Go left and pull the door mat. You can even read the door mat and the doorbell if interested. You'll find the key to enter the mansion. Before you enter the mansion make one kid stay out here to get Ed's package later in the game. I always pick Dave since he's so useless. Don't use the doorbell as the mailman will later deliver his package to the house. If you pull this prank enough times he won't come down when the mailman arrives at the mansion with it.

Once inside go to the gargoyle on the right side of the staircase and push/pull it. The door is now open. Switch to the second kid you picked and go through the door. Turn on the light switch to the left of where you're standing and head left past the nuclear reactor and furnace. Grab the silver key near the fuse box containing the circuit breakers and leave. Then switch to the kid who opened the door and move him outside, thus closing the door. Open the door next to the grandfather clock and grab the flashlight. You can actually read the

clock if you want. Once in the kitchen, go right twice and you'll see Edna. If you don't want to risk getting captured and sent to the dungeon, mess around doing stuff mentioned below until the cut scene with Dr. Fred and Sandy appears. She'll be gone after that. Quickly leave and reenter the kitchen to get her out of there to move on to the other rooms.

Go past the chainsaw and open the refrigerator. On the top rack there's cheese and old batteries, the middle rack you'll find lettuce and old batteries and finally on the bottom rack there's broken bottles of Ketchup. The only thing you need here is the can of Pepsi. You can also take the cheese if you want to change Weird Ed's line when he arrives at the kitchen. In the next room there is a gravy stain which you can't do anything about along with the week old roast and old rotten Turkey. There's nothing important here. Just enter to the next room.

To the right of the yellow door is more items to pick up. Above the racks is tentacle chow and bottle of developer. On the first rack is canned goods, beneath it is fruit drinks and a glass jar on the right side. Get the glass jar and the bottle of developer only if you have Michael. Doing so will break the bottle sending the developer down the grate below. Use the silver key in the yellow door to enter the next room. Fill up your glass jar with the water in the swimming pool here. Around this point you should soon see a cut scene when Weird Ed leaves his room and down to the kitchen. Stay where you are until he leaves and make sure all the kids are inside rooms so Ed won't bring them to the dungeon. You can open the gate now but you won't be able to do anything past it. Leave here and return to the first floor area. Go right, past the second gargoyle and open the door to access the living room.

If you have Bernard you can open up the radio and get the radio tube. If not just open the green cabinet to show the cassette player to use later and go right to open the next door. You'll see a key on top of the chandelier but there's no way to get it yet. Turn on the lights near where you enter the room and keep going right. Look around the square panels for the loose one next to the phone. You cannot use the phone. Its broken but unlike the staircase in the middle of the room, you'll be able to repair it later. Speaking of panels, open the one near the phone to find a cassette tape. Take it and leave. Once you step out a cut scene involving Fred and Sandy could occur now if you didn't wait to go to the kitchen early like I never do. Leave here, go up the stairs to the second floor.

The Second Floor

<Flor2>

You'll see three doors here and if for some strange reason you feel like wanting to conserve the Edison's energy you can actually turn off the lights but there's no need obviously. The one to the right is the Music and TV room, the left room is the Art room and the middle door leads you up to the rest of the second floor.

Inside the Art room there are only two things worth getting here, the Paint Remover and Bowl of Wax Fruit. Leave the Paint Brush behind and go to the Music and TV room. You can't do anything with the Easel. If you have a musician or Wendy in your group, watch the TV to take down the address for Mark Eteer's publishing company. No, you won't have to write it down. The kid that watches the broadcast remembers it later. Put the cassette tape in the cassette recorder and leave it there for now. You will return here later to put it to use. You can place the broken record on the Victrola but its not useful at all so just leave it behind and leave the room. You can't take the vase so don't waste your time trying.

Open the security door to access the rest of the second floor. There are two rooms you can explore here. The first is an office which should only be entered if you plan on using Wendy and the second is an arcade which will be useful later if you have Bernard/Jeff. Enter the office room and turn the lights on which are located on the far left side. Once you can see open the desk to acquire the manuscript. Once in your possession head up to the third floor.

The Third Floor

<Flor3>

To access the rest of the third floor you must feed the Green Tentacle the can of Pepsi and the bowl of wax fruit. You can actually just give the tentacle the Pepsi, leave and come back and it'll be gone but the way they intended you to use both to cross. An amusing thing to note is if you come up here with Bernard he runs back down like a wussy so give the stuff to anyone else. The room here is for developing film. You only need to enter that room if you have Michael. Once you feed him, go up the stairs and go in the first room, the radio room.

Once in the radio room, get the dime near the bed and if you have Bernard insert the radio tube in the socket of the radio here. Come back later with Bernard and read the sign above the radio for the number to call the Meteor Police. You won't be able to capture the Meteor until you find a couple keys later. Go up the ladder to meet the Green Tentacle yet again to get know him on a personal level. He dreams of being in a rock band and if you have a musician you can help him out.

Grab the record in front of the poster of its Mother and the yellow key on the wall before leaving here. Go right past the next two rooms who are Nurse Edna's and Weird Ed's to the fourth room. In here you'll see a sarcophagus. You can open it but you can't do anything with the contents inside so just leave it be and use the Hunk-O-Matic machine twice to get ripped! Well, the closest one of these guys will get to being. Do this for both kids you brought with Dave.

In the bathroom you'll find a sponge on the sink which is useful if you have Michael. If you use the pull chain you'll hear the sound of a toilet flushing but if you try to use the toilet after opening the lid...you guessed it. It won't show it. This is an NES game after all! Open the shower curtain to see Dead Cousin Ted in the shower! Pretty creepy right?

Anyway, exit out of both rooms and head to the final room to the right to the family room. Here, if you have Wendy use the manuscript with the typewriter to fix the manuscript. Don't let anyone besides Wendy use it or it'll be even worse. Read it and you'll learn that the Meteor itself wrote it! Use the paint remover on the paint bloc on the wall to reveal a door. Don't try using it on anything else cause you'll end wasting the remover.

Give the nearby plant the can of Pepsi and then the contents of the glass jar. It will grow tall enough for you to reach an observatory! BTW, this plant will eat just about anything! Head up and you'll see a control panel to move the telescope for later use. Go back down and open the revealed door. Once there locate the light switch directly above you. The boarded up window can't be repaired even with the tools you get later. See that area on the left? We'll need the tools for that later. Now leave and enter the fourth room again. In time a scene involving Edna and Weird Ed should appear and the doorbell should ring soon.

Stay there and wait for the doorbell to ring. When it rings, switch to Dave and get the package. Then open the package to acquire the stamps off it. Once Weird

Ed leaves his room, wait a few seconds then enter his room and quickly take the hamster, the card key that's behind it and the three dimes in his piggy bank. Use the command open to break the poor piggy bank to steal his chump change.

Then go back in the fourth room and switch back to Dave to open the front door again. By this time he should be back in his room so go in the fourth room with Dave and get the hamster from the kid that robbed Ed's room. Then give Ed both the package to befriend him and the hamster back to him. Or if you're really cruel you can feed it to the plant in the family room or nuke it in the microwave as one of the musicians! But don't return it to Ed or the kid will die. Make sure you take the stamps off the package before you hand it to Ed or there's no chance of mailing anything to Mark Eteer. After you do you can pick up the roll of film outside the mansion for Michael to develop.

Gathering the Remaining Keys

<GKeys>

Return to the music and TV room and put the new record on the Victrola and turn on the recorder and the Victrola. It doesn't matter which order you do them in. Once the vase breaks turn off both and take the cassette tape to the living room. Insert the cassette tape in the player and play it. The three windows will crack and the chandelier will fall from the ceiling dropping the old rusty key! Now you can enter and exit the dungeon anytime you please!

Go outside the mansion and open the bushes on the left side and the grating behind it with one of your two ripped kids. Enter the grating and go right to the water valve. Bring the second ripped kid to the swimming pool area with the yellow key and wait next to the ladder. Switch to the first ripped kid and open the water valve. Switch back to the second ripped kid and a somewhat funny cut scene appears. Go down the ladder and get the radio and the glowing key. Open the radio to get a fresh pair of batteries! Don't push the red button unless you want to see the game over screen. Get out of the pool then switch back to the kid near the water valve and close it. If you have Michael you can use the sponge to pick up the puddle of developer to develop Ed's photos. Have the kid near the pool go through the gate you opened earlier to enter the garage area.

Now that the second kid of your choosing is ripped you can open the garage door. This is why you needed to use the Hunk-O-Matic machine twice. Using it once wouldn't be enough unlike for the grating. You'll see a car and the water faucet handle. Get that and use the yellow key in the car's trunk to find the tools. Leave it open for the end of the game as its necessary as a way to beat it. Now that you have the handle for the water faucet in the bathroom return there and use it on the water faucet and then the handle pushing dead cousin Ted aside to reveal a four digit number for Edna's room. Jot it down cause its different every time you play. There's a few possible numbers. If you know them all feel free to tell me.

Then backtrack to the phone and use the tools to fix it. Now you can raid Nurse Edna's room but doing so requires the services of all three kids if you don't want to send a kid to the dungeon and having a second kid in the radio room to storm Edna's room once the kid is captured. Give the dimes to Dave and send him to the observatory. Have a second kid that's not Bernard or Jeff wait outside Edna's door then have Bernard/Jeff call Edna.

Right after the phone starts ringing switch to the kid outside Edna's room since a cut scene immediately triggers. After it ends quickly enter her room and grab the small key on the nightstand then quickly climb the ladder. The light switch is above where you appear but to the left a bit. Open the painting of Dr. Fred to reveal a wall safe. Switch to Dave at the observatory and use

two dimes in the control panel and push the right button twice to see the four digit code to open the safe.

If you want before doing so use a dime in the control panel and push the left button once to see an alien! Afterwards you'll need to use all three dimes and push the right button three times to view the pass code. Switch back to the kid in Edna's attic and input the pass code to open the safe to find an envelope. Open it to add a quarter to your kid's inventory and call Nurse Edna again to get out without having to go to the dungeon and then either go down the stairs or hide in the radio room. BTW, the possible combinations are 3621, 0120, 1230, 1029 and 4186.

Recruiting Help

<Rcrut>

If you have yet to see a cut scene involving Dr. Fred and Nurse Edna you should soon. You're gonna have to wait a few minutes afterwards for the power to go out. This is what you have to wait for to fix the wires so you can play the arcade machines. Get Bernard/Jeff up to the hidden room in the family room. Use the batteries you got from the radio in the pool and turn on the flashlight on the wires. Use the tools to fix them and wait for the power to come back on before you can play the machines. The only game you can play is Meteor Mess. All the others will just bore the kid.

You're gonna need the small key and a quarter. Use the small key in the coin box and then put in the quarter. The top score is the password to unlock Fred's lab. If you don't have Bernard or Jeff in your group, don't worry there is a way to access the lab in a much easier matter. Take back the quarter out of the coin box and head back to the first floor to unlock Fred's lab.

If you ever see a cut scene with Fred playing the game you need to go back and take down the code since seeing that cut scene resets the high score. Bring a kid to the right gargoyle and have the card and yellow keys one that's going to enter the lab. The combinations I've got before are 7572, 5858, 3301 and 8640.

If you have a musician or Wendy, you're gonna have to return to the kitchen and make sure the kid that does has the stamps and glass jar. Fill up the glass jar with the water faucet's water. Don't worry its not radioactive unlike the pool and put both the stamps and the glass jar in the microwave and turn it on. You don't need to open the microwave to get the envelope back BTW. You'll then be able to place the stamps on the envelope. Finally, take the envelope back to the family room to type the address you got from watching the TV so you can send the envelope to the publishing company. But what can you send?

There are many things you can send to Mark Eteeer. You can send him a blank cassette tape, Green Tentacle's demo tape, tape of Razor/Syd playing the piano, recorded tape of the broken record, recorded tape of the new record, Meteor's manuscript before rewritten and after rewritten. However the ones you need to send to save the day are either the rewritten manuscript or Green Tentacle demo tape. After deciding what to send open the mailbox to put in the envelope and pull the flagpole. It'll take a while for it to be received but you'll know when a cut scene pops up. Some time later you'll hear the doorbell ring to acquire your desired contract.

If you have a musician in your group turn on the cassette recorder in the music and TV Room and play the piano. Turn off the recorder and bring the cassette to the Green Tentacle. Give the cassette tape to it to let the tentacle listen to it. It'll love it and give you its demo tape to send to Mark Eteer. Use the typewriter to write the address down so you can send the tape. Do you have

Wendy instead? Then stick the fixed manuscript in the envelope and include the address on the envelope using the typewriter to mail the Meteor's work of art.

Have the photographer Michael with you? Backtrack to outside the mansion and pick up the roll of film if you didn't already and head to the developer room where you fed Green Tentacle and turn on the lights at the far left side. You'll first want to put the sponge with the developer in the tray and then the roll of film in that order. Then give it to Weird Ed and head down to the first floor. Now that you know what to do with all the kids let's unlock Fred's lab.

Unlocking the Lab

<Unlck>

Push the right gargoyle one last time and send a kid through the door with the old rusty, glowing and card keys. Bring the yellow key if you already used it in the car to send it into space. Go to the door near the circuit breakers using the old rusty key to enter the dungeon.

This is where you end up if Weird Ed, Nurse Edna or Purple Tentacle catches you around the mansion. The ways you can get captured are if Edna or Ed captures you in the kitchen, use the doorbell before giving Ed his package to lure him down, turn off the circuit breakers and get caught by Purple Tentacle, enter Ed's room and not give him anything to befriend him, when you're Ed's friend try to take his hamster or open up his piggy bank, enter Edna's room, have a kid in the basement when another opens the water valve luring the Purple Tentacle to you, enter the secret lab not giving the Purple Tentacle anything or have anyone to get rid of him.

If for some reason you never get the old rusty key the only way to get a kid out of there is similar to the gargoyle outside. The kid you want to leave should be at the door and the other near a loose brick to the right of the door to the lab to the far left. Push it in to open the door. if you try to do this with one kid you'll never make it out in the limited time given to you once you move away from the loose brick.

With the glowing key you can unlock the padlocks and open the door to reveal the inner door which can only be unlocked through a four digit code which requires you to fix the wires to see Meteor Mess' high score. If you don't have Bernard/Jeff you can just type in 0000 to bypass the door. To beat the game as Bernard, once the inner door is open backtrack to the radio room, turn on the radio and call the Meteor Police to get rid of the Meteor and the officer will drop a badge outside the dungeon for you. If you try this many times and not unlock the lab he won't come for to the Meteor so don't mess with the Police!

Raiding Dr. Fred's Lab

<DFLab>

Once you head in his lab you see Purple Tentacle guarding the door. BTW, while in this room and the next you can't switch out kids. There are many way to bypass him or get him out of the room permanently. To do so you can either give Green Tentacle his contract, Weird Ed his plans, show Meteor's contract, show the badge, make the kid wait outside and have a different one pull the circuit breakers forcing him to come out show the badge or Meteor's contract, make the kid wait outside and the other open the water valve and like the last one show the badge or Meteor's contract. Once Purple Tentacle is no longer an obstacle, open the next door and make sure you're ready cause the door will automatically lock behind you.

As soon as you enter here you'll see Sandy tied up and Dr. Fred ticked off you got in here. You can use the quarter in Pepsi Machine to get a cold can of Pepsi if you want but just go to the locker and open it. Get the radiation suit and insert the card key in the card slot next to the door. Once you reach the locker Dr. Fred will come over and initiate the self destruct sequence and walk back and forth like the maniac he has become. Inside the next room is a switch and the Meteor if he wasn't taken away by the Meteor Police. If you don't go in with the suit on and get hit, the Meteor kills you! Depending on if the Meteor's still in his room or not you have three ways to finish the game.

One is if you called the Meteor Police to take him away pull the switch to stop the countdown. The second is if the Meteor's still there, flip the switch but he can't stop the sequence thanks to the Meteor so grab the Meteor and go right through the door to access the garage area. Put the Meteor in the trunk and close it. Use the yellow key in the modified rocket engine to send the Meteor into orbit. The final way is before entering the lab use the yellow key in the modified rocket engine, then flip the switch in Meteor's room. Go out to the garage and since you already sent the car into space you can go back to the family room and feed the Meteor to the plant thus completing the game and saving Dave's girl!

Endings

<Endng>

Listed below is the dialogue and who appears in the endings before the credits.

-----No Deaths or Contract/Plans-----

For the majority of the endings this will be the ending:

Dr. Fred: "I'm sorry my insane plan caused you so much trouble. How can I ever repay you for your help?"

Dave: "Cash would be nice!"

Dr. Fred: Don't be a tuna head! Dave, Sandy and Dr. Fred then face the screen.

-----Wendy-----

Wink: "Welcome back from our break. We've been talking with the celebrity rock who gave up.....a life of crime for a career as a writer. So Mr. Meteor, how does it feel...to be famous instead of infamous?"

Meteor: "Well, Wink, it feels great. But I couldn't have done it alone..."
You'll soon see Wendy enter the picture at the end of the scene.

If you call the Meteor Police and give the contract to Meteor first you'll get the following extra line after the above conversation with the Police Officer ruining Meteor's day.:

Officer: "I don't care if you've reformed...you've still coming with me!"

If you kill off Wendy before giving the contract the conversation between Wink and Meteor remains the same but you see Sandy in Wendy's place.

-----Kill Off Dave-----

Dr. Fred: "I'm sorry my mad plan cost your boyfriend his life. How can I repay you for what I've done? Hey! I could build a machine to bring him back to

life! But that's another story. Ha, ha, ha, ha, ha, ha!!"

Sandy: "Great..."

-----All Kids Die-----

If you kill off all three kids:

"All the kids have died. The rescue attempt failed. Sandy is doomed to zombiehood. Dr. Fred, still under the evil influence, is destined to take over the world and...a small part of the galaxy. Hope you like purple...Heh, heh, heh. The game is over. You lose. Heh, heh, heh..."

If you blow up the mansion:

The mansion slowly blows up in a nuclear explosion.

"The house and everyone within a 5 mile radius have been destroyed in a massive nuclear meltdown. The game is over. You lose. Heh, heh, heh..."

100%**Appendices*****Completed*****

Items List <IList>

There are many items in Maniac Mansion you can pick up to help you through the game but there are also they are just plain useless. Listed below are all the items whether they're useful or not.

-----Useful Items-----

Key: You'll find this key under the door mat before entering the mansion. Use it to open the mansion's front door.

Silver Key: This key found in the basement near the fuse box lets you past the yellow door giving you access to the swimming pool and garage areas.

Flashlight: Useful in dark areas but you'll need to find a fresh pair of batteries to use it. Grab it in the kitchen so you can fix the wires later in the game.

Can of Pepsi: A Pepsi can that's used for two things in this game. You'll find it in the refrigerator to feed the Green Tentacle and the plant in the family room.

Bottle of Developer: Useful for developing Ed's prints after you give him his package. You'll drop the developer down the grate in the room where you use the silver key but pick it up with a sponge under the grating outside the mansion.

Glass Jar: This jar is used for many things such as making the plant in the family room grow and putting regular water in to heat up the envelope. Like the bottle of developer, this item is found in the room you use the silver key.

Radio Tube: Found in the radio in the living room, this item can only be picked up and used by Bernard to call the meteor police to take away the evil Meteor.

Cassette Tape: This blank tape can be found in the phone room behind a loose panel. Very useful for getting a certain key and for getting a recording contract for Razor/Syd or Green Tentacle.

Bowl of Wax Fruit: This treat is found in the art room and is only needed to bypass the Green Tentacle.

Paint Remover: Also found in the art room, this item reveals a hidden door in the family room so you can fix the wires when the power's out.

Manuscript: This fine piece of art is located in the office room and can be fixed only by Wendy to get Meteor its publishing contract.

Dime: You can find a total of four dimes. The first is located in the radio room, the second in Weird Ed's room. You can get three out of his piggy bank when he's not in his room.

Record: This record will help you obtain the key above the chandelier. Pick this up up the ladder in the radio room.

Yellow Key: This key unlocks a trunk in the garage area and is in the same room as where you can find the above item.

Sponge: Found in the bathroom you can pick up the puddle of developer under the grating outside or empty out the glass jar.

Package: Weird Ed's commando package arrives at the house the first time you hear the doorbell ring so keep a kid outside. This item is helpful if you wish to befriend him.

Stamps: You're gonna need to take these off the package if you want to send a letter to the publishing company.

Hamster: This adorable hamster of Weird Ed's is only useful for getting the card key that's behind it.

Card Key: This necessary key like I just mentioned above is hidden behind Ed's hamster. He obviously has a good plan in place if he stole this.

Glowing Key: Once you drain the pool you can obtain the key to unlock the padlocks in the dungeon leading to Fred's lab.

Batteries: You'll happily find these inside the radio that's under the pool. Once you do pop them in the flashlight. The old pack lasts a couple seconds.

Water Faucet Handle: The water faucet in the bathroom can only be used once you find this behind the garage door.

Tools: These tools are necessary to fix the phones and are located in the weirdest place...a locked trunk behind the garage door.

Old Rusty Key: This old key that's high above in the living room is the path that will let you enter the dungeon at all times.

Roll of Film: The photos Ed needs to develop to help his father can only be acquired if you give him his package. The film is outside the mansion.

Small Key: Only obtainable in Edna's room when she is distracted on the phone or if you let a kid get caught in her room and then storm her room.

Envelope: Hidden behind a wall safe in Edna's attic is the envelope you can send cassette tapes and the manuscript to Mark Eteer.

Quarter: Once you open the envelope you'll find this quarter in it to use in the arcade machines or Fred's Pepsi machine.

-----Useless Items-----

Chainsaw: There's no gas to find making this item useless unfortunately. You'll find this in the kitchen.

Cheese: The only reason you should take this out of the refrigerator is to see Weird Ed's different line.

Old Batteries: These batteries only last a few seconds so let them be in the... refrigerator? Why are batteries in the refrigerator?

Lettuce: Yep, you guessed it. Its stored in the refrigerator. Leave it unless you want to feed the plant or green tentacle.

Broken Bottles of Ketchup: That plant will eat anything including this from once again the refrigerator.

Week Old Roast & Old Rotten Turkey: These useless pieces of meat in the room to the right of the kitchen like the below food are not necessary at all.

Canned Goods, Fruit Drinks and Tentacle Chow: All three found in the room above and on the racks with the glass jar.

Paint Brush: Found in the art room you can't use this on the easel or anything else so leave it be.

Broken Record: There's no reason to pick this up unless you want to pull a prank on poor Mark Eteer. Its in the Music and TV room.

Radio: The radio itself found under the pool is useless. Just remember to open it to get the fresh pair of batteries.

Cold Can of Pepsi: Use the quarter in Dr. Fred's Pepsi machine to acquire this.

How to Die <UDead>

There are several ways you can kill off the kids and see the game over screen. Listed below are all the ways I know how to do so. When a kid is killed he/she will appear outside the mansion as a tombstone with R.I.P. on it. If you read the tombstone it'll say "And good riddance!"

-----One Kid-----

1. After emptying the pool have a kid stay in it and turn off the valve to drown him/her.
2. Give Meteor's contract to the Green Tentacle.
3. Give your contract to the Green Tentacle.
4. Give the nuked hamster to Weird Ed.
5. Fill up the glass jar with water from the swimming pool and put it in the microwave. Turn on the microwave and then open it.
6. Walk in the Meteor's room without the radiation suit on and get hit.

-----Game Over-----

1. Find the keypad on the floor with the arcade and manuscript to the left of

the security door.

2. Turn off the circuit breakers in the basement and keep them off.
3. Open the water valve and never close it.
4. Push the red button at the bottom of the pool.
5. Enter Meteor's room without the radiation suit and get hit.
6. Let Dr. Fred's countdown expire.
7. Kill all three kids.

Secrets

<Scret>

Stun Edna: This trick requires two kids, one behind Edna's room and one somewhere else in the mansion. To do this trick, enter Edna's room, then switch to the other kid and wait 30 seconds. Quickly switch back and she will be stunned.

Stun Purple Tentacle: Wait in the outer lab for a cut scene to appear. Soon afterwards you'll be able to bypass the Purple Tentacle without having a badge, contract or giving Ed his plans. You can easily do this by ringing the doorbell if Ed hasn't received his package yet or calling Edna.

Nuke the Hamster: You must have a musician as one of the three kids to do this. Put Weird Ed's hamster into the microwave and turn it on. Unfortunately for PAL region players this was removed in their version and was supposed to have been in the North American version but was not.

Nuked Hamster Carrier Does NOT Remain Dead: If give Weird Ed his hamster back after being nuked in the microwave you can still play as him/her, he/she will just be invincible for the rest of the game.

Easy Entrance into Fred's Lab: You don't need to fix the wires to get Fred's code to enter his lab. Just input 0000 as the code and the door will open. This will not work however if you have already fixed them.

Start the game with only two kids: Press A on the kid you want to bring then quickly click on start. If you did it right the start button looks messed up. This is easiest to do with Michael since the start button is right above him.

Contact Info. and Rules

<Cntct>

Please read the FAQ before e-mailing or sending me messages. I've gotten a few questions through e-mail that were already answered in my FAQs. Make sure that you speak proper English in your e-mails/messages please. I want to understand what you trying to say not see a big mess or words that don't make sense. If you didn't like it tell me what to improve. I don't mind criticism at all. I just ask you don't be nasty about it. Thank you.

E-mail: kevinmrrll1519@gmail.com
Twitter: <http://twitter.com/KMerrill103>

Credits

<Crdit>

-To Nintendo Power for advertising this game. I probably never would of played it in my childhood.
-To my best friend Steve for loving this game as much as I do and playing this

game with me now and then.

-To Lucasarts for making my favorite NES game of all time.

-To my Dad for buying me this game when I was 8.

This document is copyright TheNintendoMaster03 and hosted by VGM with permission.