

MANIAC MANSION II - DAY OF THE TENTACLE!!!!

This will guide you through the game from start to finish. Most of the points in the game could be done at different times, but I tried To put it together as easily as possible.

When moving items between characters, you can drag the object icons between them, instead of manually moving the object to the johns yourself. When switching between characters, just click on the character's icon.

If I describe something like 'Door To The Left', it means YOUR LEFT. I described in detail where to go when changing rooms. After a while I eliminated some detail. Later on you will be able To get around the rooms and floors with no problems.

- PICK UP HELP-WANTED SIGN From Window.
- PICK UP FLIER From The Rack of Fliers.
- PICK UP Dime From PayPhone Coin Slot.
- OPEN GRANDFATHER CLOCK.
- PUSH LEVER On Sludge-O-Matic Machine To The Far Right.
- PICK UP Paper On Bulletin Board To The Far Right.

SWITCH To BERNARD:

- WALK Upstairs.
- ENTER Main Hall (Double Doors).
- OPEN Grating.
- WALK To Chattering Teeth.
Chase Chattering Teeth Until It Gets Trapped In The Grating.
- PICK UP Chattering Teeth.
- ENTER Swinging Door.
- PICK UP FORK From Table.
- PICK UP COFFEE From Coffee Maker.
- PICK UP DECAF COFFEE From Coffee Maker.
- ENTER Laundry Room To The Right.
- OPEN CABINET.
- PICK UP FUNNEL From Cabinet.
- GO To Main Hall.
- ENTER FirePlace.
- PICK UP Crank From Flag Pole.
- ENTER Right Window.
- ENTER Door.
- OPEN Trap Door.
- WALK To Trap Door.
- WALK To Downstairs.
- ENTER First Door On The Left (Your Left).
- PUSH SPEAKER.
- PICK UP VIDEOTAPE On Top of Stereo.
- USE STEREO (On).
The Fake Barf Will Fall From Ceiling.

- USE STEREO (Off).
- EXIT Room.
- ENTER Next Room On The Left.
- PICK UP DISAPPEARING INK.
- EXIT Room.
- ENTER Third Room On The Left (W Room).
- CLOSE Door.
- PICK UP Keys From Door.
- USE DIME With Ficklefingers Coin Slot.
- USE TV.
- EXIT Room.
- Walk Downstairs To Main Hall.
- PICK UP FAKE BARF From Floor.
- ENTER Office.
- PICK UP SWISS BANKBOOK On Desk.
- OPEN DESK DRAWER.
- PICK UP Booboo-B-Gone From Drawer.
- OPEN Portrait.
- EXIT Office.
- WALK Outside.
- WALK To Parking Lot.
- GIVE Keys To Man In Ski Mask.
- WALK To MOTEL.
- USE CROWBAR With GUM WITH DIME STUCK IN IT.
- USE GUM WITH DIME STUCK IN IT.
- Walk Upstairs.
- Enter First Door On The Right (W ROOM)
- USE DIME With Ficklefingers Coin Slot.
The Sleeping Conventioneer Will Fall From The Bed.
- PICK UP SWEATER From Bed.
- EXIT Room.
- USE CROWBAR With CANDY MACHINE.
A Pile of Quarters Will Fall From Candy Machine.
- PICK UP QUARTERS.
- Walk Downstairs To The Left.
- ENTER Laundry Room.
- OPEN DRYER.
- USE SWEATER With DRYER.
- USE QUARTERS With Coin Slot.
- EXIT Room.
- GO To Main Hall.
- ENTER CLOCK.
- USE DECAFF COFFEE With Mug.
Dr. Fred Will Fall Asleep And Start SleepWalking.
- GIVE THESE ITEMS TO HOGIE:
TextBook, Flier, Chattering Teeth, Help-Wanted Sign.

SWITCH To HOGIE:

- WALK Towards The INN On the left.
- OPEN MAILBOX.

- PICK UP LETTER.
- ENTER INN.
- ENTER Main Hall.
- USE FLIER With SUGGESTION BOX.
- ENTER Kitchen.
- PICK UP SPAGHETTI From PANTRY.
- PICK UP OIL From PANTRY.
- Enter Room To The Right.
- PICK UP BUCKET.
- OPEN CABINET.
- PICK UP BRUSH From Cabinet.
- ENTER Kitchen.
- USE BUCKET With Water Pump.
The Bucket Is Now Full Of Water.
- EXIT Kitchen.
- ENTER Left Window.
- PICKUP RED PAINT.
- USE NED'S BED.
- USE SQUEAKY MATTRESS With JED'S BED.
- USE JED'S BED.
- PICK UP SQUEAKY MOUSE toy When The Cat Goes To The Bed.
You Must Do This Quickly.
- OPEN TRAP DOOR.
- WALK To TRAP DOOR.
- USE TEXT BOOK With HORSE.
The Horse Will Remove His Teeth And Fall Asleep.
- PICK UP DENTURES From Glass.
- Walk Downstairs (Straight Ahead).
- ENTER First Door On The Left.
- PICK UP Wine Bottle On Crate.
- EXIT Room.
- ENTER Third Door On The Left (George's Room).
- USE GEORGE'S BED.
- USE CORD.
The Maid Will Come Running.
- EXIT Room.
- CLOSE DOOR.
- PICK UP SOAP From Maid's Cart.
- USE SOAP With BUCKET FULL OF WATER.
- WALK Downstairs (Straight Ahead).
- ENTER Grandfather Clock.
- PICK UP LEFT-HANDED HAMMER On Work Table.
- GIVE PATENT APPLICATION To RED EDISON.
- GIVE OIL To RED EDISON.
- GIVE HELP-WANTED SIGN To RED EDISON.
- PICK UP LAB COAT.
- EXIT Room.
- ENTER Main Hall.
- GIVE WINE BOTTLE To THOMAS JEFFERSON.
- ENTER Fireplace.

- ENTER Left Window.
- WALK To Trapdoor.
- ENTER Room On The Left.
- PICK UP RIGHT-HANDED HAMMER.
Do This When Ned EDISON Puts It Down.
- GIVE LEFT-HANDED HAMMER To NED EDISON
- GIVE THESE ITEMS TO BERNARD:
Letter, Red Paint.

SWITCH To BERNARD:

- PUSH NURSE EDNA.
- USE VIDEOTAPE With VCR.
- LOOK At monitor.
- PRESS Red Record button.
Wait Until Tape Stops.
- REWIND Tape <<
- SWITCH Speed To EP
- PLAY TAPE >
NOTE: You Will Not Need To Remember Combination.
- EXIT Room.
- Enter Next Room Ahead.
- USE DISAPPEARING INK With STAMP ALBUM.
Ed Will Throw The Stamp Album At You.
- PICK UP STAMP.
- PICK UP STAMP ALBUM.
- ENTER ROOM.
- GIVE STAMP ALBUM To WEIRD ED EDISON.
- PICK UP Hamster From Hamster Cage.
- EXIT Room.
- Go Downstairs (Straight Ahead).
- ENTER Second Door On The Left.
- GIVE LETTER To DWAYNE.
- PICK UP FLAG GUN.
- EXIT Room.
- OPEN ICE MACHINE To The Left.
- USE HAMSTER With ICE MACHINE.
- Go Downstairs.
- ENTER Office.
- OPEN SAFE.
- PICK UP CONTRACT From Safe.
- EXIT Room.
- EXIT Motel.
- USE RED PAINT With DEAD COUSIN TED.
- ENTER Motel.
- ENTER Main Hall.
- WALK To FirePlace.
- ENTER Window On The Right.
- PICK UP ROPE.
- EXIT WINDOW.
- USE ROPE With PULLEY.

- EXIT Motel.
- USE ROPE With DEAD COUSIN TED.
- WALK To Fireplace.
- PULL ROPE.
- ENTER Motel.
- WALK To Fireplace.
- Enter Window.
- USE DEAD COUSIN TED With DOCTOR FRED.
- USE ROPE With Doctor FRED.
- Exit Window.
- PULL ROPE.
- USE FUNNEL With DR. FRED.
- USE COFFEE With Dr. FRED (Regular Coffee)
- TALK To DR. FRED.
- SAY: "Oh, forget it. I'll get rid of Purple Tentacle myself."
- SAY: "I'm getting Purple Tentacle declared insane and arrested."
- USE STAMP With Signed Contract.
- Exit Room.
- WALK To Main Hall (Double Doors).
- WALK To CIGAR SALESMAN.
- USE FLAG GUN With CIGAR LIGHTER.
- TALK To CIGAR SALESMAN.
- SAY: "Nice cigars."
- SAY: "Sure, lay one of those Havana babies on me."
- GIVE THESE ITEMS TO HOGIE:
Red Paint, Signed Contract, Cigar Lighter, Exploding Cigar.

SWITCH To HOAGIE:

- EXIT Room.
- WALK To MAIN HALL.
- GIVE EXPLODING CIGAR To GEORGE WASHINGTON.
This Will Blow His Dentures Out of His Mouth.
- GIVE CHATTERING TEETH To GEORGE WASHINGTON.
- PICK UP BLANKET.
- EXIT Main Hall To The Left.
- WALK Upstairs To The Right.
- WALK To Upstairs (Far Right).
- WALK Upstairs (Lower Left).
- ENTER Window.
- USE BLANKET With CHIMNEY.
- WALK To MAIN HALL (Downstairs).
- TAKE GOLD PLATED QUILL PEN.
- ENTER Grandfather Clock.
- GIVE GOLD PLATED QUILL PEN To RED EDISON.
- EXIT INN.
- WALK To KUMQUAT TREE Near Outhouses.
- USE RED PAINT With KUMQUAT TREE.
- WALK To CARRIAGE Near INN Entrance.
- USE BUCKET FULL OF SOAPY WATER With CARRIAGE.
- ENTER INN.

- TALK To GEORGE WASHINGTON
- SAY: "Whoa, You're like GEORGE WASHINGTON!"
- SAY: "My name's Hoagie."
- SAY: "Is it true about you and the cherry tree?"
- SAY: "I bet you've lost it. You couldn't cut down a tree To save your grandmother."

SWITCH To LAVERNE:

- TALK To TENTACLE GUARD.
- SAY: "I have To go To the bathroom!"
- WALK To THE PATH On The Right.

SWITCH To HOGIE:

- GIVE THESE ITEMS TO LAVERNE:
Can Opener, Spaghetti, Squeaky Mouse Toy, Dentures.
- SWITCH To LAVERNE:
- WALK To TENTACLE GUARD.
You Will Be Put Back into The Kennel.
- TALK To TENTACLE GUARD.
SAY: "Oooh... I don't feel so good..."
- PICK UP TENTACLE CHART.
- EXIT Room.
- EXIT Former Motel.
You Will Get Caught And Put Back into The Kennel.
- TALK To TENTACLE GUARD.
SAY: "I have To go To the bathroom!"
- GIVE Tentacle Chart To HOGIE.
- GIVE Scalpel To BERNARD

SWITCH To HOAGIE:

- WALK To MAILBOX In Front of INN.
- USE SIGNED CONTRACT WITH MAILBOX.
- ENTER INN.
- WALK Upstairs.
- ENTER Middle Room (Betsy's Room).
- USE TENTACLE CHART With PATTERNS.

SWITCH To BERNARD:

- USE SCALPEL With OOZO THE CLOWN.
- PICK UP BOX O'LAUGHS.
- EXIT Room To The Left.
- ENTER Office.
- USE PHONE.
Bernard Will Order The Diamond.
- GIVE THESE ITEM To LAVERNE:
Fork, Crank, Fake Barf, Booboo-B-Gone, Box O'Laughs.

SWITCH To LAVERNE:

- WALK To TENTACLE GUARD.
Back To The Kennel.

- TALK To TENTACLE GUARD.
SAY: "Oooh... I don't feel so good..."
- EXIT Room.
- WALK To Main Hall.
- ENTER Fireplace.
- USE CRANK With CRANK BOX.
- USE CRANK.
- PICK UP FLAG
- USE FLAG.
You Are Now Disguised As a Tentacle.
- WALK To Chimney.
- TALK To BLUE TENTACLE.
He Will Give You a NAME TAG.
- ENTER Main Lobby To The Left.
- WALK Upstairs To the Right.
- OPEN ICE MACHINE.
- LOOK AT ICE MACHINE.
- PICK UP FROZEN HAMSTER In ICE MACHINE.
- ENTER First Room (W ROOM)
- USE CAN OPENER With TIME CAPSULE On Dresser.
- PICK UP VINEGAR.
- EXIT Room.
- ENTER Middle Room.
- USE NAME TAG With MUMMY.
- USE ROLLER-SKATES With MUMMY.
- PICK UP EXTENSION CORD.
- PUSH MUMMY.
- EXIT Room.
- WALK Upstairs (Straight Ahead).
- USE FAKE BARF With HAROLD.
Harold Is Now Disqualified.
- USE SOGGY NOODLES With MUMMY.
- USE FORK With MUMMY'S HEAD.
- USE DENTURES With MUMMY.
- USE BOX O'LAUGHS With MUMMY.
- WALK To The Right.
- TALK To JUDGES.
SAY: "Hey when are you guys going To judge Best Hair?"
- TALK To JUDGES.
SAY: Hey when are you guys going To judge Best Smile?
- TALK To JUDGES.
SAY: "Hey when are you guys going To judge Best Laugh? The Mummy Wins The Contest."
- EXIT Mummy's Room.
- WALK Downstairs To The Left.
- ENTER Main Hall.
- Enter Door Left of FirePlace.
- Use FROZEN HAMSTER With MICROWAVE.
You Defrost The Hamster.
- ENTER Door On The Right.

- OPEN DRYER.
- PICK UP SWEATER.
- USE SWEATER With COLD WET HAMSTER.
- EXIT Former Motel (Outside).
- WALK To FENCE To The Right.
There Will Be a Cat Scratching Himself On The Fence.
- USE Booboo-B-Gone On The Fence.
- USE SQUEAKY MOUSE TOY With CAT.
You Now Have The Cat/Skunk.
- WALK To THE PATH On The Right.
- USE EXTENSION CORD With Plug.
- USE EXTENSION CORD With WINDOW.
- GIVE Vinegar To HOAGIE.

SWITCH To HOAGIE:

- ENTER INN.
- ENTER Grandfather Clock.
- GIVE VINEGAR To RED EDISON.
He Builds The Super Battery.
- PICK UP BATTERY From Shelf.
- WALK Upstairs.
- ENTER Third Room On The Far Right.
- GIVE LAB COAT To BEN FRANKLIN.
You Will Now Fly The Kite.
- USE BATTERY With KITE POCKET.
- WHEN BEN SAYS "NOW", PUSH KITE.
Lightning Will Charge The Battery.
- PICK UP BATTERY.
- WALK To The CRON-O-JOHN.
- USE BATTERY With PLUG.
Hoagie Is Ready To Go.

SWITCH To LAVERNE:

- ENTER Former Motel.
- ENTER Main Hall.
- ENTER Kennel (Straight Ahead).
The Tentacle Guard Will Talk To You.
SAY: "Um, I'm here To see you, big boy."
SAY: "I'm here by accident. Bye."
- GIVE DINNER CERTIFICATE To TENTACLE GUARD.
The Tentacle Guard Will Leave.
- USE SWITCH.
- USE CAT.
The Humans Will Run, Thinking It's a Skunk.
- EXIT Room.
- Enter Main Lobby.
- OPEN Grandfather Clock.
- ENTER Grandfather Clock.
- USE EXTENSION CORD With OUTLET On Generator.
- USE TOASTY WARM HAMSTER With GENERATOR.

- PICK UP HUBCAP.
 - USE BUILT-IN SHOP VAC With MOUSE HOLE.
 - OPEN HATCH On Shop Vac.
 - PICK UP DUST BALL In Shop Vac.
 - USE HAMSTER With GENERATOR.
- Laverne Is Ready To Go.

AFTER ANIMATION SEQUENCE, YOU ARE IN THE HONEYMOON SUITE:

- EXIT Room
- WALK To The Right Towards Purple Tentacle.
He Will Use His Ray Gun To Shrink You.
- ENTER Middle Room After Shrinking.
- ENTER Mouse Hole.
- PICK UP BOWLING BALL After You Are Returned To Normal Size.
- EXIT Room.
- WALK Downstairs To The Left.
- ENTER Grandfather Clock.
- USE BOWLING BALL On PURPLE TENTACLE.
They Will All Die And Their Leader Will Appear.
- TALK To PURPLE TENTACLE (Leader).
SAY: "Just what is it you have against humans anyway?"
SAY: "But humans also created Sludge-O-Matic, which made you super-intelligent."
SAY: "Who, Fred? But there's only one of him."
SAY: "Let's discuss your hatred of humans further."
SAY: "Sounds like you just hate Dr. Fred."
SAY: "You're pretty handy with that raygun."
SAY: "Why don't you zap Dr. Fred if you hate him so much?"
- THE END ...SIT BACK'N WATCH!