

# WALDEN MISSION™



A Game by Kevin Bagley

THE ANIMATED ARCADE-ADVENTURE  
THAT WILL KEEP YOU BUSY FOR MONTHS!

 **DATAMOST** INC. <sup>®</sup>



# MABEL'S MANSION

by Kevin Bagley

## Introduction

Barney the bellhop just received word of the untimely death of his aunt Mabel. To balance out this bad news, Barney has learned that his aunt has left her entire fortune to her favorite nephew; yes, Barney. But there's a catch.

Mabel, as it was well known, was not playing with a full deck, and before she died she devised a devious test for Barney to prove that he is worthy of her fortune. In order to get his aunt's treasures, he has to collect them from her ninety room mansion. Sounds easy, doesn't it?

It's not. Mabel has been preparing for this day all her life by spending considerable sums of money remodeling her turn-of-the-century mansion. In doing so, she has created the most intricate construction of passages, puzzles, triggers and tricks ever devised!

For instance, in order to get a certain treasure, Barney will have to push and open objects in a specified order, one object "triggering" another. Mabel also locked all the doors and hid their keys. And if that isn't bad enough, she left the mansion filled with all sorts of creatures which could prove very dangerous to Barney's health.

To top it off, it's rumored that Mabel was so much of a miser that she and some friends from the nether world are said to haunt the mansion and guard the fortune. It's said that Mabel herself guards the largest stash of cash! Being absent-minded, however, Mabel has left lots of loot lying about the mansion with no guard at all.

You know the dangers. You know the risks. You know the rewards. Can you guide Barney through Mabel's elaborate test and help him attain his full inheritance?



## Start Up

1. Place the disk in the drive and turn on the computer.
2. Press the SPACE BAR after the title screen appears. Mabel's Mansion will go into demonstration mode. Take a minute to get acquainted with the mansion.
3. Press the SPACE BAR to exit the demonstration mode and enter the Key Selection Menu. You have a choice of two pre-selected keysets, or you may choose your own keys. Simply press the right or left arrow key to move the arrow on the screen under the keyset you want, then press RETURN. To define your own keys, move the arrow under the third keyset and press RETURN. Select the keys you want to use for each action, and press RETURN when finished.

### Mabel's Mansion Key Commands

	SET 1	SET 2	YOUR SET
RIGHT	R	D	___
LEFT	L	A	___
UP	U	E	___
DOWN	D	C	___
FORWARD (THRU DOORS)	F	I	___
BACKWARD (THRU DOORS)	B	N	___
OPEN	O	O	___
STOP	S	S	___
PUSH	P	P	___
TAKE	T	T	___
INVENTORY	I	Z	___
SAVE GAME	CTRL S	CTRL S	___
RESTORE GAME	CTRL R	CTRL R	___
JUMP	J	J	___
ATTACK (GET WEAPON)	A	F	___
USE WEAPON	SPACE BAR	SPACE BAR	___
QUIET (HALF VOLUME)	Q	Q	___
HELP (KEY SELECTION)	ESC	ESC	___

## Helpful Hints

- Do not expect to get through the game in one evening. This is a long-term graphic adventure that could take as long to solve as a text adventure. It may take you months to get all the way through Mabel's Mansion.
- In order to complete the game, you must collect *all* the treasure (money, jewelry, etc.) and destroy *all* the creatures. Your total money is displayed at the top of the game screen. You'll also need to find the hidden keys so you can open doors and reach other areas of the mansion.
- After you open a door, walk forward through a solid door and backward through a striped door.
- Use the save game (CTRL S, or whatever key you set) feature whenever you are about to do something dangerous. Then if you are killed, use the restore game (CTRL R, or whatever key you set) feature to take up where you left off before you died.
- You have 15 life points to begin the game (zero being death), but every time a creature knocks you down you lose some points, so be careful.
- *Try opening, pushing and taking everything!* You may have to push or open an object two or three times to activate the trigger. Be careful not to push an object over something you might want to take. Also, try maneuvering objects from different positions.
- It may sometimes be necessary to retrace your steps in order to take or activate something that you missed or that couldn't be activated until later.
- Many weapons are hanging on the walls.
- To use a weapon you've taken, press ATTACK (A, F or whatever key you set) to access the weapon screen. Then press the arrow keys until the arrow is over the weapon you want. Press RETURN. You'll now be back in the mansion holding the desired weapon. The creatures will remain where they were until you return. In this way you can take a weapon, and go back into the room with a planned attack. Press the SPACE BAR to fire the weapon.



- You can't kill a creature with just any weapon. You have to have the right one. And there is only one right one for each creature.
- Inventory is a representation of what you have found. The treasures may show up differently depending on what section of the mansion you are in.
- You can outrun or jump over (using the JUMP command) some creatures.
- Listen to sounds. They will tell you whether you've activated a trigger, opened something, or taken something. There is also a sound that occurs when nothing has happened.
- *When in doubt, retrace your steps to see if you've missed something.*

## A Short Tutorial

This tutorial is designed to give you a head start in how to play Mabel's Mansion. If you are an experienced adventurer, and do not need any such help, feel free to bypass this tutorial and take on Mabel's Mansion without assistance.

To begin, you should know that pressing the L key starts Barney walking toward the left side of your screen, and pressing the R key starts him walking toward the right. Pressing the SPACE BAR stops him, facing the way in which he was last moving.

1. Place your Mabel's Mansion disk into your computer's drive and turn on the computer.
2. Press the SPACE BAR after the title screen appears. Mabel's Mansion will go into the demonstration mode. Take a minute to get familiar with the mansion.
3. Press the SPACE BAR to go from the demonstration mode to the Key Selection Menu. You can choose the keyset you want by using the arrow keys to move the arrow under the preferred keyset and then pressing RETURN. To define your own keys, move the arrow under the third keyset, press RETURN, and select the keys you want to use for each action.

*Note: For this tutorial, select the first keyset and press RETURN.*

4. You're now in room one of Mabel's Mansion. Notice the couch, chairs, record player, urn, picture and table with candlesticks. These are the objects you may push, open and take treasure, money, keys or weapons from.
5. Press the R key. Walk into room two and stop (press the SPACE BAR) just left of the first set of candlesticks.
6. Press the P key. You'll hear a sound and see the candlesticks move to the left. You've successfully moved an object and triggered the first release.
7. Press the P key again. Notice that the sound is different when nothing happens. This sound will always let you know that nothing is being triggered, or that something has already been triggered.
8. Press the R key. Stop at the window.
9. Press the O key. The window will open. You've now released the second trigger.
10. Press the R key. Stop just left of the phone.
11. Press the P key. The table moves to the right.
12. Press the P key again. Nothing visible happens, but the sound is not the "nothing" sound you heard earlier (sometimes you need to push an object twice to trigger a further action).
13. Press the O key. You've now taken the phone off the hook.
14. Press the R key. Stop just left of the second set of candlesticks.
15. Press the P key. The candlesticks move right.
16. Press the R key. Walk into room three and stop just left of the first chair.
17. Press the P key. The chair moves left.
18. Press the R key. Stop at the chest.



19. Press the P key and then the O key. The chest opens.
20. Press the R key. Stop just left of the second chair.
21. Press the P key. The chair moves right.
22. Press the R key. Stop just before the door at the right side of the room.
23. Press the L key, then the U key, to enable you to walk up the stairs. Continue walking left and stop at the toilet.
24. Press the P key. Nothing visible happens, but again, the sound is different than the "nothing" sound heard earlier. You've activated a trigger. You'll have to come back later to open the toilet after you've activated another trigger (which trigger that is, we're not saying).
25. Press the R key. Stop at the mirrored cabinet.
26. Press the P key, then the O key, to open the cabinet.
27. Press the R key. Stop just left of the couch.
28. Press the P key. The couch moves left to uncover a diamond on the floor to the right (it's hard to see, but it's there).
29. Press the R key. Stop at the right side of the couch.
30. Press the T key to take the diamond.
31. Press the I key. You now have one diamond in your inventory. Press any key to return to the mansion.
32. Press the R key, then the D key, to walk down the stairs. Press the L key when you reach the floor. Keep walking left until you are back to room one.
33. Stop at the open door. Press the R key, then the U key at the bottom of the stairs to walk up.
34. Stop just left of the urn.
35. Press the P key, then the O key, to open the urn.

36. Press the T key to take the key inside the urn. You now have your first key and may open the lower left-hand door.
37. Press the L key, then the D key, to walk down the stairs. Continue walking left and stop at the far left door.
38. Press the O key to open the door (sometimes you may need to push the door first).
39. Press the F key to walk forward through the door (forward through solid doors, backward through the striped doors).
40. You're now in another section of rooms in Mabel's Mansion. Since you're now a seasoned haunted mansion traveler, we're getting out of here and going where it's safe. This place gives us the creeps! Remember, to complete the game, you must collect *all* the treasure and destroy *all* the creatures. Good luck.





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