

CIS 487 Fall 2003 Assignment 1

Game Analysis and Review

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Game analyzed:
Maniac Mansion

Basic Information

Game title:	Maniac Mansion
Company & Author:	LucasArts Entertainment Company Originally designed by Ron Gilbert and Gary Winnick
Type of Game:	Interactive Sci Fi game
Platforms:	NES, DOS, Apple II, Atari ST, Amiga, Commodore 64
Price:	\$5 for NES game cartridge
Minimum hardware:	Nintendo Entertainment system, game controller
Actual hardware:	Nintendo Entertainment system, game controller

Game Summary

Quick overview

A mad scientist kidnaps a cheerleader Sandy. Sandy's boyfriend, Dave, picks 2 of his friends to go to the Maniac Mansion to rescue her.

Story Line

A teen-ager named Dave, picks two of his friends to go with him, and sets off, to the old Mansion, owned by Doctor Fred. Twenty years ago, a Meteor landed near the mansion.. Ever since then They have all been acting pretty weird. Dave is out tonight, to see what is going on. His girl friend, has been kid-napped and Fred and family, are the prime suspects. After reading the sign out side, "Trespasser's will be horribly mutilated", They set off to the Maniac Mansion. The awesome thing about this story, is that it gets better, as the game goes on, and you can see stuff through cut-scenes.

Player's role

The game plays in 3rd person point of view. You manipulate where you want the player to move, use or pick up by pointing to the commands on the screen or pointing to the area of the scene. What the player can do and how the game can be won depends on the other 2 characters you pick at the beginning of the game to rescue Sandy. A description of each player is given below.



Dave- Sandys boyfriend a character that your automatically stuck with is the quarterback of the football team.



Razor- Is in a rock in roll maniac who wouldn't say no to an alien starting up an ailmutant band.



Syd- With keyboards or a guitar, Syd is a happy guy but he's tone deaf. The green tenicle could give him some lips



Jeff- He's the surfer guy of the group. His thing is making tubular connections with phones and totally gnarly waves.



Benard- Is the nerd of the group. With an IQ that reads like the national debt, Bernard can do anything. Electronic is his special field and interest.



Wendy- Is the writer of the group. She has a way of taking other peoples words and making them better. All she needs is a typewriter and some memoris



Michael- He is the photographer of the group. He is the only one in the group who knows how to develop film. As it turns out, this is a darn useful thing to know.

Game Play

This is a point and click game, and you use commands to get around. (As I said, before) Through out the game, you solve puzzles, while trying to avoid the Mansions owners, Doctor Fred, Nurse Edna, Weird Ed, Dead Ted, and two Tentacles. Running into them will get you a trip to the dungeon. But by doing all kinds of things, you may even be able to make friends with some of them. The awesome thing about this game, is that there is so much to do, to the character's you meet in the Mansion, and to the items

Installation

For NES – Need to have a Nintendo entertainment system, with one game controller, and the Maniac Mansion game cartridge.