



# MISCHIEVOUS MANSLION

A Minecraft puzzle map

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# About Document

Hey everyone,

I was debating for a while if I was going to do a type of *Developer Commentary* of Mischievous Mansion, seeing as I was so passionate about the process of making the map. I also started to realise that there were a lot of scrapped features and ideas that didn't make it to the final version. But what finally tipped me over was [Erцерus](#), a wonderful Minecraft mapmaker who inspired me with his own *Making of - Savanna Scramble*. Seriously, go check out his [map](#) and his work. It's truly awesome!

So essentially, what I've now done is write a rather lengthy but fun document I call: *Cut Content - Mischievous Mansion*. It's not exactly a *Making of* but more so a documentation of most features, changes, mechanics and ideas that I ended up removing or scrapping entirely. I know most people don't really care about behind-the-scenes stuff but I know there are people out in the Minecraft Community that enjoy it a lot. That includes me, too.

**So, enjoy!**

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## cut content

Before you proceed, here is a quick list of the following features and behind-the-scenes material that you can read about within this document:

- 1 - Flower Pot Keys
- 2 - Sword Crafting
- 3 - Painting Puzzle
- 4 - Mansion Floor Map
- 5 - Outside Area
- 6 - Old Pillager
- 7 - Optional Encounter
- 8 - Dialogue
- 9 - Drowned x3
- 10 - Encounter Replay

## 1 - Flower Pot Keys

The key to the **workshop**, where you can upgrade equipment, was originally hidden within the flowerpot inside the cabin early on in the map (Picture 1). All you would do was simply click on the flower pot, the plant would disappear and a key would appear in your inventory. I was basically inspired by traditional means of hiding keys, such as underneath a doormat or in a vase.

This mechanic was always intended to be a one-time thing but I realised that players would suspect something more as the mansion itself was littered with flower pots as detail. I simply can't help it!

Thus, to avoid this issue the feature was sadly scrapped.



**Picture 1:** This was the flower pot where the workshop key was hidden.

## 2 - Sword Crafting

Very early on in the conception of this map, I wanted to create a scenario where players had to collect wood in order to **craft** their first weapon. The cabin was meant to be abandoned, so the player had to sort of survive the first night, similar to survival in Minecraft. This is also why the area around the cabin is so open and unnecessarily large. So, instead of simply picking up a sword from the **workshop** like in the final version, players had to first retrieve an axe. The next thing would be to explore the surrounding area and chop enough wood in order to craft a wooden sword (Picture 2).

After all, it mimicked too much a survival map, and Mischievous Mansion was solely meant to be a puzzle map. I also felt that players should get access to the mansion fairly quickly, similar to how Luigi's Mansion (2001) does it. Hopefully, by now you've come to realise that my map is heavily inspired by that game. Inspiration like this will be a sure pattern going forward as well.

Luckily, removing this feature led me to the idea of the **weapon upgrade** mechanic, which was a far better fit for gameplay.



**Picture 2:** Leftover assets for where you would chop and find the wood in order to craft.

### 3 - Painting Puzzle

That's right! I scrapped a fully fledged puzzle in the mansion. It was even the first puzzle I had thought of designing, too! This puzzle was primarily an idea that occurred when I discovered the **secret paintings** in Minecraft that could only be obtained with commands. I thought they looked quite unique at the time and they used an artstyle that fit my vision for the map.

Funny enough, how this puzzle would have worked is still a mystery to me. I literally couldn't figure out how to incorporate it. All I can say is that it was originally meant to be how you would unlock the door to the **Library** on the 1st floor. These paintings would then be observed above that door, and copies would be scattered around the nearby rooms in order to somehow be interacted with (Picture 3).

It really was a shame to cut it so early on. But it was such a massive barrier for me when I tried to design the map. Perhaps this feature could return one day. At least I hope so.



**Picture 3:** This is the Library door and how the painting puzzle would look like.

#### 4 - Mansion Floor Map

Speaking about floors, a really useful feature such as a **mansion floor map** was intended to be a part of the gameplay loop. Since it's inspired by Luigi's Mansion, and if it wasn't obvious enough, this feature would have been a nod to the portable **Game Boy Horror** device given by Professor E. Gadd (Picture 4).

Like in the game, this feature would basically be a map that players could use to easily view all rooms on the floor. Handy, right? The only problem was that the mansion had five separate floors due to the way I designed it. Either I had to create a smart way to refresh the map when you enter a new floor, or I could repurpose the idea to something else. Can you guess what I picked?



Picture 4: Game Boy Horror, as seen in Luigi's Mansion (2001).

Enter the **mysterious map**. In the final version of *Mischievous Mansion*, the mysterious map is found in the **workshop** and acts as a clue to where the mansion is. It also worked as a nice nod to the map that Luigi holds in the opening scene of *Luigi's Mansion* (Picture 5).

All that besides, I deemed the mansion floor map as a mechanic too difficult for me to design. Basically this is a fancy way of saying that I was a bit lazy.



Picture 5: The mysterious map that leads the player to the mansion.

## 5 - Outside Area

This next feature was hardly even touched but that doesn't mean it was bad. Essentially, I wanted the mansion to have an **outside area**, very similar to the **courtyard** in Luigi's Mansion. In some ways, the mansion is nearly a room-by-room recreation of the game, so naturally an outside area would fit well.

As I said, I never really started work on this but it would have been somewhere behind the mansion next to the tall chimney (Picture 6). Unfortunately, by the time I finished most other rooms, an outside area was simply just forgotten about. I suppose the most important thing to me was that the mansion had a tight focus. Hopefully I succeeded. You be the judge of that.



**Picture 6:** This is roughly the location where I wanted an outside area.

## 6 - Old Pillager

Yeah, this shady guy is still in the final version. Originally, when you fulfilled his quest, players would receive even more items such as the **water bucket**, **gunpowder**, and the **campfire**. When you returned with an item he requested, the old pillager would reward you with one of the three items I just mentioned. An item for an item, essentially.

It was during early playtesting that I realised how cluttered the players inventory would become, as there were many other items around on the 2nd floor to find. Some light spoilers ahead; but it also made zero sense that an enemy would supply you with useful items, because after all, this pillager is an **illusioner** in disguise.

When you defeat this foe in the final version, he only gives you one of two **batteries** that unlocks the door to the 3rd floor (Picture 7).

Therefore, the items he previously held were then put into other rooms and secret containers. Ultimately the gameplay experience I wanted felt a lot cleaner and streamlined due to the change.



**Picture 7:** Old Pillager, a slimy, double-crossing, no-good swindler.

## 7 - Optional Encounter

Here's a fun one! The **encounter** named **Billy the Billiardist** was never meant to be an **optional encounter**. Through more playtesting, I discovered that you could obtain an important item by jumping on top of several instruments, thus bypassing the need for the **extendable scaffolding** guarded by Billy. Essentially, he became pointless due to a bug.

The bug I'm talking about is obviously in the **Music Room** but I loved the idea of parkouring on the instruments so much that I kept it! It was never intended but it gave the drumset and the hanging guitars a literal gameplay purpose (Picture 8). Billy, from now on, became an optional encounter alongside another, whom I will get to soon.



**Picture 8:** On the left is the scaffolding that can be avoided using the instruments.

## 8 - Dialogue

Something that I don't actually enjoy too much about Luigi's Mansion, at least on multiple playthroughs, is the amount of **dialogue** the player has to read. You can skip it but you'll miss out on the story. Right?

But in order to keep true to the game, Mischievous Mansion contained a lot... like a **LOT** more dialogue for the different characters compared to the final version.

Since I wanted to keep Mischievous Mansion light on story and more focused on gameplay, much of the dialogue was cut or simply sidelined as minor notes around the map. Even **you**, the player, had lines to speak in the story. But I'm no author and I'm not great at crafting captivating dialogue (Picture 9).

So yeah, in order to spare you boredom, I left most of the written dialogue out.



**Picture 9:** Example: The wandering trader would have warned you of an incoming threat.

### 9 - Drowned x3

Almost up until launch, the other **optional encounter** named **Dean the Drowned** would fight you as **three** individual clones. He essentially had no name back then, so there would just be three drowned mobs with tridents in the **Sewer**.

Sadly, this was where the problem occurred. Currently, fighting one drowned with a trident is difficult but three was quite literally **IMPOSSIBLE**. Naturally it had to be cut down to one drowned, which fits far better with how every other encounter functions (Picture 10).

Seeing as he was an optional encounter, he would also reward players with the powerful trident that he himself used. The issue was that the fight can happen fairly early on, and giving players a powerful weapon would render all other weapon upgrades dull. Thus, no trident for the player in the final version.



**Picture 10:** This is Dean the Drowned, a tough fighter and a figure of controversy.

### 10 - Encounter Replay

Oh, man! This was perhaps the most desired feature that I couldn't include in Mischievous Mansion. The **Encounter Replay** would have been an additional mode unlocked at the end of the story. It basically gives you the opportunity to replay every encounter in the map, even the final boss!

It's a very similar feature that Luigi's Mansion had, where you could replay fights with any **portrait ghost** and achieve a better score. I might as well mention that the portrait ghosts are essentially the same as the encounters in my map. They were my biggest inspiration (Picture 11).



**Picture 11:** Portrait ghosts, as seen in Luigi's Mansion (2001).

But why was the Encounter Replay cut? To be honest, it was a matter of time and effort. I set an internal release date for 23rd of December 2022, which I managed to stick to, thankfully. The Encounter Replay would have been a whole separate system for me to design. Quite frankly, I didn't really feel like there was space for it in the **workshop**, which is where I would have wanted it to be (Picture 12).

This feature was too little too late. But I might give it another try in some other form in the future. Who knows...



**Picture 12:** Encounter Replay might have been accessed somewhere around the cabin.

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## Conclusion

So there you have it! That concludes my in-depth look into the cut content of Mischiefous Mansion. If you've made it this far in the document, I'd like to sincerely **thank you** for the time spent reading. I hope you've enjoyed it!

If you feel up to it, you can leave a **comment** that you've read this right [here](#). I love reading feedback and I genuinely try to answer all outgoing comments as soon as I can.

Besides posting on Planet Minecraft, I also have a [website](#) where you can find all my other maps, **FREE** to download and play. Hope to see you there!

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