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Lucasfilm Games™ Presents

The Secret of Monkey Island™

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READ THIS FIRST... IT'S IMPORTANT!

Although you may have played other Lucasfilm games, there are a few differences in *The Secret of Monkey Island* of which you should be aware. The interface you use to play the game has an "auto-highlight" feature that highlights an appropriate verb when the cursor touches an interesting or useful object on the screen. For example, when the cursor touches a door that can be opened, the verb **Open** is highlighted on the screen. By double-clicking the mouse button, you can automatically perform the highlighted action—in this case, opening a door. Don't worry, though, this won't give away solutions to any puzzles!

About The Secret of Monkey Island

In *The Secret of Monkey Island*, you play the role of Guybrush Threepwood, a young man who has just hit the shores of Mêlée Island (somewhere in the Caribbean). Our naive hero's travels have led him to Mêlée Island in a quest to fulfill his life's ambition... to become a fierce, swashbuckling, bloodthirsty **Pirate**. Unbeknownst to Guybrush, however, there have been some strange happenings in the area surrounding Mêlée Island and the even more mysterious Monkey Island. As he walks into this maelstrom of mystery, Guybrush will soon become aware that things are not what they appear to be, that even bloodthirsty pirates can be scared, and that there's more to being a pirate than swinging a sword and drinking grog!

Here's where you come in... You direct the actions of Guybrush as he first explores Mêlée Island and then ventures on to Monkey Island. On Mêlée Island, Guybrush will have to prove himself worthy of becoming a pirate by completing **The Three Trials**. In the course of completing these trials, you and Guybrush will learn much about pirate life and local folklore. But don't be surprised if you find that some of the people you meet seem rather anachronistic!

If this is your first computer adventure game, be prepared for an entertaining challenge. Be patient, even if it takes a while to figure out some of the puzzles. If you get stuck, you might need to solve another

puzzle first or find and use an object. But hang in there and **use your imagination**, and you will guide Guybrush to discover... *The Secret of Monkey Island!*

Getting Started

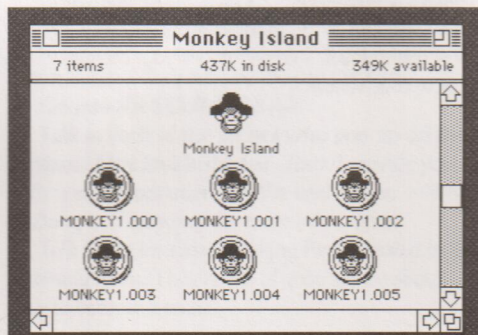
The files for *The Secret of Monkey Island* have been compressed in order to optimize disk storage. You will need to extract these files onto your hard disk before you can play the game.

Note: It is recommended that you first make backup copies of all disks and put the originals in a safe place. The disks are not copy-protected, to copy them, just follow the instructions that came with your computer.

To install *The Secret of Monkey Island*:

1. Create a folder on your hard disk called *Monkey Island*
2. insert Disk 1 in your floppy disk drive and double-click on the *Monkey Island #1* icon
3. click on the Drive button (System 7.0 users: the Desktop button) to switch to the drive on which you created the *Monkey Island* folder
4. locate the *Monkey Island* folder and double-click on its name in the scrolling window (if you need help with this, see your *Macintosh System Software User's Guide*)
5. click on the Extract button to copy the files onto your hard disk
6. eject Disk 1 and insert Disk 2; double-click on the *Monkey Island #2* icon and repeat steps 3 through 5
7. eject Disk 2 and insert Disk 3; double-click on the *Monkey Island #3* icon and repeat steps 3 through 5

Now, when you open your *Monkey Island* folder, you should see the following:





Note: If you rename any of the data files (shown as reels of film), the game will not run properly.

To start the game, double-click (press the mouse button twice) on the icon for *The Secret of Monkey Island*.

If you have a System version earlier than 6.0.7, you'll get a warning message when you try to start the game. Because *The Secret of Monkey Island* is designed to take advantage of the new audio capabilities present in System 6.0.7 and later (the improvements are especially noticeable on Macintoshes equipped with the Apple sound chip, such as the Mac II™), we strongly urge you to see your Macintosh dealer or local user group about a system software upgrade.

If you want to further improve the performance of the game, try disabling unnecessary system extensions (INITs, CDEVs, or other programs that are loaded when your Mac® is first turned on, such as menu clocks and screen savers). You will also find that *The Secret of Monkey Island* runs faster if there are no active applications running amok in the background.

Once you've started the program, a screen will appear displaying a pirate's face (actually a combination of two faces). You will be prompted to enter a date that was significant in that pirate's life at a given geographical location. Use your **Dial-A-Pirate** wheel to match up the top and bottom halves of the pirate face you see on the screen. Then, locate the window on the wheel that matches the geographical location mentioned on the screen. Using the keyboard, type the date you see in the window.

Don't lose your Dial-A-Pirate wheel! Without it, you won't be able to play the game. If you lose the Wheel, you may purchase another from Lucasfilm Games. Send your request for a replacement, this manual (no photocopies, please!), and a check or money order for \$7.50 to the address printed at the end of this manual. We will return your manual with the new code wheel.

Playing the Game

After the opening title sequence and introduction, Guybrush will meet the Official Lookout for Mêlée Island. When they've finished talking, Guybrush will walk down to the dock at one end of the town of Mêlée. You may begin directing his actions as soon as he gets to the dock. The screen is divided into the following sections:

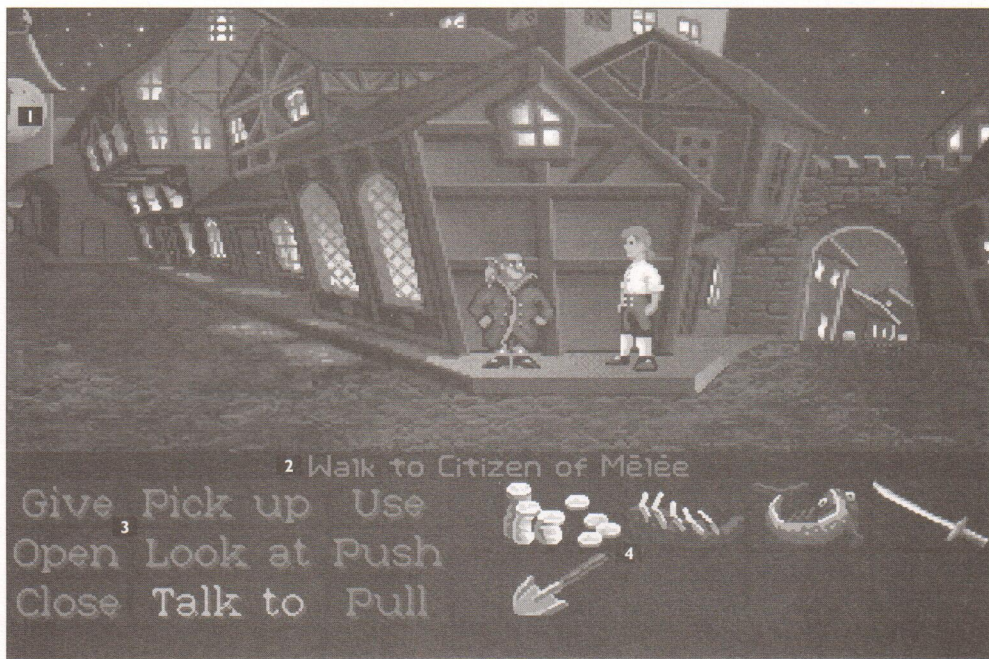
1) The Animation Window is the largest part of the screen and is where the animated action takes place. It shows the "camera's-eye view" of the room or location. Dialog spoken by the characters, as well as game-related messages, also appear here.

2) The Sentence Line is directly below the Animation Window. You use this line to construct sentences that tell Guybrush what to do. A sentence consists of a **verb** (action word) and one or two **nouns** (objects). An example of a sentence you might construct on the Sentence Line is "Use shovel on dirt." Connecting words like "on" or "with" will automatically be inserted by the program.

3) Verbs must be selected from the words in the columns below the Sentence Line. To select a verb, position the cursor over the word and press the **mouse button** or the **RETURN** key. Verbs are highlighted in a bright color when an obvious use for them appears in the Animation Window. For example, when Guybrush is near a door that can be opened, positioning the pointer over the door will highlight the verb **Open**. Double-clicking the mouse button or pressing the **TAB** key will use the highlighted verb with the object, which in this case opens the door. But remember, although a verb is highlighted, that one verb may not be the only way to use an object. Try the other verbs as well!

4) The Inventory icons are located to the right of the Verbs. At the beginning of the game the inventory is empty. When Guybrush picks up or is given an object to use during game play, an icon for that the object is added to the Inventory. There is no limit to the number of objects Guybrush can carry (after all, he's young and strong!). When there are more than eight objects in the Inventory, arrows appear to the left of the icons. Click on them to scroll the icon window up or down.

Nouns (objects) can be selected in two ways. You may select a noun by clicking the cursor on an



object in the Animation Window. Many objects in the environment, and all usable objects in the game, have names. If an object has a name, it will appear on the Sentence Line when you position the cursor over it. If no name appears for an object on the screen, you can be sure that it has no significance other than as part of the background. You may also select nouns by clicking on them in the Inventory.

To move **Guybrush** around, simply point the cursor where you want him to go, and click. Notice that **Walk to** is the default verb in the Sentence Line — this is because moving around is what **Guybrush** will be doing most often.

"Cut-scenes" are short, animated sequences — like scenes from a movie — which can provide clues and information about the characters. They're also used to show special animated sequences, as when **Guybrush** gets himself into a fight while "exploring" a mansion. When you are viewing a cut-scene, you do not direct the action. To bypass a cut-scene, press **⌘**, or use the **ESC** or **~** keys. After you've played *The Secret of Monkey Island* several times, you may want to use this function to skip over scenes you have seen before, including the title sequence.

Things to Try in the Town of Mêlée

Look at the poster on the first house at the dock. Select the verb **Look at** with the cursor by pressing the mouse button or the **RETURN** key. Notice that the words "Look at" appear on the sentence line. Position the cursor over the poster and press the mouse button or the **RETURN** key. This completes the sentence "Look at poster" on the sentence line. If **Guybrush** is not already standing in front of the poster, he will walk over to it and read it to you.

Open the door of the SCUMM BAR. Place the cursor over the door to the bar. You will notice that the verb **Open** is highlighted. Double-click the mouse button or press the **TAB** key to open the door.

Go into the SCUMM BAR.

Talk to each of the pirates who pop up on the Sentence Line inside the bar...they'll provide you with useful information. See the next section entitled "Talking to Characters" for more information.

Talk to the Important-looking Pirates seated in the adjoining room. They're full of good advice about how to become a pirate!



See if you can outwit the Cook to get into the kitchen for a look around.

Once in the kitchen, step out onto the dock...you might be able to have some fun with that bird!

Talking to Characters

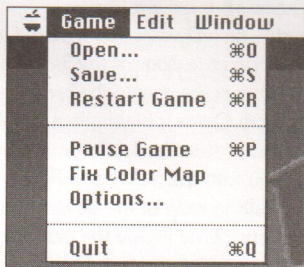
There are plenty of "colorful" characters in the game with whom you can converse. Each person Guybrush meets will have something to say, whether friendly or unfriendly...helpful, or unhelpful! Often, you can talk with someone at one point in the game, and then return to them later to get new information. To talk with a character, position the pointer on them and double-click the mouse button or press the **TAB** key to use the **Talk** to verb automatically.

In a conversation, you select what Guybrush says from among the possible phrases at the bottom of the screen. Just click on the phrase you want him to say. Of course, what Guybrush says will affect how other people respond. And, as conversations continue, you could be presented with a new array of dialog choices. Don't worry — we'll never punish you for selecting the "wrong" or funny dialog response. After all, you're playing this game to have fun!

Menu Options and Command Keys

To save your progress in a game, enabling you to turn the computer off and start again later in the same place, use the save feature. Simply select **Save** or press **⌘S**. See "Save/Open Game Instructions" for more information.

To open a game you have saved, select **Open** from the Game menu or press **⌘O**. See "Save/Open Game Instructions" for more information.



To restart the game from the beginning, select **Restart Game** or press **⌘R**. You will be given a chance to change your mind.

To pause the game, select **Pause Game**, press

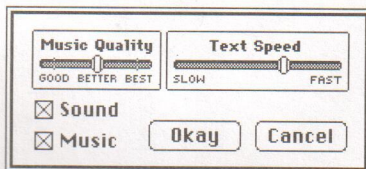
⌘P, or press the **SPACE BAR**. Press it again to resume play.

You may find that some applications change or otherwise affect the game colors. If this happens, choose **Fix Color Map** to reset the game defaults.

If the game menu and/or cursor are hidden, you can make them visible by holding down the **COMMAND** key.

To end the game, select **Quit** or press **⌘Q**. You will be given a chance to change your mind.

When you select **Options**, you'll see the box below.

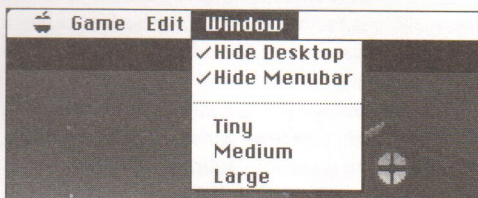


To turn the sound or music off and on,

click on the appropriate boxes. You can turn off just the music, or both the sound and music.

The Music Quality slider can be used to alter the way in which the game's music is played. Note: On some Macs, setting Music Quality to "Best" or "Better" will significantly affect the game's performance. If you find the game is moving too slowly, or the quality and tempo of the music seems "off," try a lower Music Quality setting.

To change the speed of the Message Line to suit your reading speed, adjust the Text Speed slider by clicking on it and then dragging it to the left or right. (When you've finished reading a line of dialogue, you can press the Done key — the period — to clear the line and proceed.)



If you want to have access to your desktop as you play the game, select **Show Desktop**.

To use **Hide Menu Bar** (clicking in the Menu Bar area will still give you access to the Menus), you will first need to **Hide Desktop**.

To change the screen size, select **Tiny**, **Medium**, or **Large**.



Save/Open Game Instructions

Select **Save** or **Open** from the **Game** menu to save or load a game. **Save** will not be available during the opening sequence or during cut-scenes. To **SAVE**:

After selecting **Save** or pressing **⌘S**, type in the name under which you wish your game to be saved. Click on the Save button or press **RETURN**. Select **Cancel** if you have changed your mind and do not wish to save it.

To **OPEN**:

After selecting **Open** or pressing **⌘O**, you will see the names of the games you have already saved. Select a game by clicking on it and then clicking on the **Open** button (or you may simply double-click on the game you want to open). If you decide not to open a saved game, click on the **Cancel** button. Warning: opening a previously saved game will cause you to lose the game you are currently playing.

Our Game Design Philosophy

We believe that you buy games to be entertained, not to be whacked over the head every time you make a mistake. So we don't bring the game to a screeching halt when you poke your nose into a place you haven't visited before. We make it clear, however, when you are in a dangerous situation.

We think you'd prefer to solve the game's mysteries by exploring and discovering, not by dying a thousand deaths. We also think you like to spend your time involved in the **story**, not typing in synonyms

until you stumble upon the computer's word for a certain object.

Unlike conventional computer adventures, you won't find yourself accidentally stepping off a path, or dying because you've picked up a sharp object. There are a few dangerous situations where *Guybrush* can die, but to anticipate them takes just a little common sense, not excessive paranoia. Save the game when you think you may be entering a dangerous area, but don't assume that every wrong step will result in death. Usually you'll get another chance.

A Few Helpful Hints

• Pick up **everything** you can. Odds are, at some point all those strange things will serve some purpose.

• If you get stuck and can't figure out how to proceed, try looking through all the items you've found and thinking about how each one might be used. Think about the places you've gone, and the people you've met. Chances are there will be a connection that'll put you back on track.

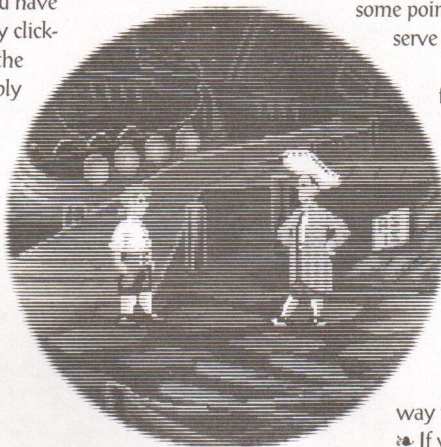
• There is more than one way to solve many of the puzzles.

• If you want to speed up game play, order a hint book from Lucasfilm Games.

In the United States: 1-800-STAR-WARS
(1-800-782-7927). In Canada: 1-800-828-7927.

• If you want to access our automated hint line, call 1-900-740-JEDI (1-900-740-5334 in the United States only). The cost is 75¢ per minute. If you're under 18, first get your parent's or guardian's permission.

• If you need technical assistance, call 1-415-721-3333. We're sorry, but no hints can be given on this line.





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