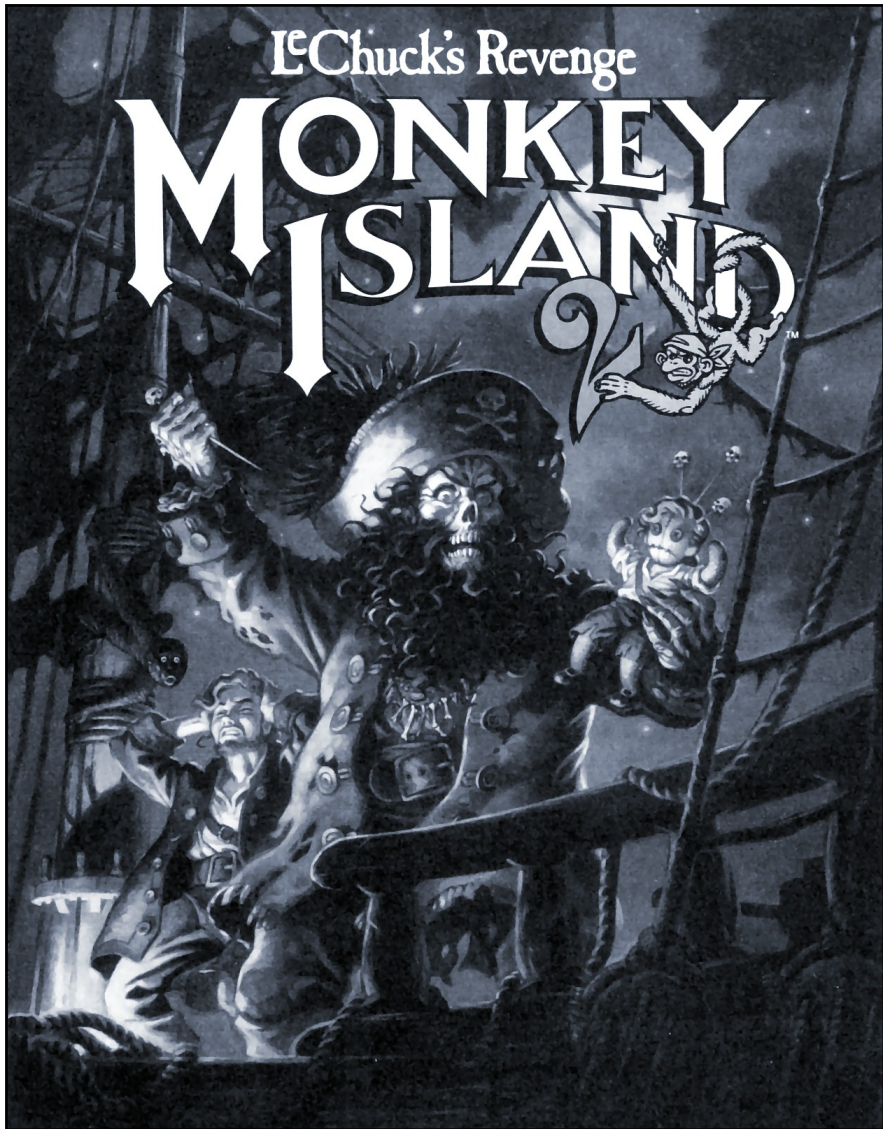


CLASSIC TALES



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Monkey Island 2: LeChuck's Revenge™

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About Monkey Island 2: LeChuck's Revenge

In *Monkey Island 2: LeChuck's Revenge*, you play the role of Guybrush Threepwood. In the months since Ghost Pirate LeChuck and rescued his one true love — Elaine Marley — in *Monkey Island*, Guybrush has made his way to Scabb Island in search of the biggest treasure of them all: Big Whoop.

Here's where you come in... You direct the actions of Guybrush in his search for adventure, treasure and the validation of his peers. Guybrush faces many obstacles in his path, not the least of which is the spectre of... *LeChuck's Revenge!*

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... you and Guybrush *will* eventually prevail!

Getting Started

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

Floppy disk customers:

We have provided an installation utility that will automatically copy the program to your hard disk from the floppies included in the package. To run it, boot your computer, then insert Disk 1 in drive A, type **a:** and press **ENTER**. (This utility will also work from drive B.)

When you see the **A>** prompt, type the word **install** and press **ENTER**.

Follow the on-screen instructions to install *Monkey Island 2: LeChuck's Revenge* on your hard drive.

To play the game from your hard disk use these commands:

- Switch to the correct drive
(for example, type **c:** and press **ENTER**).
- Type **cd \monkey2** and press **ENTER**
(to change to the correct directory).
- Type **monkey2** and press **ENTER**
(to start the game).

CD-ROM customers:

- 1 Boot up your system and place the game disc into your CD-ROM drive. If you have a version of Windows active on your system (other than Windows 95) click on the **FILE** option in the menu bar, and select **EXIT WINDOWS**.
- 2 Type **D:** and then press the **ENTER** key (or the letter of your CD-ROM drive if it is a letter other than D).
- 3 Type **CD\MONKEY2** and then press the **ENTER** key.

4 Type **MONKEY2** and then press the ENTER key. This will start the game. (There is no installation required - the game plays directly off the CD.)

Launching Monkey Island Madness under Windows 95:

- 1 Place the Monkey Island Madness CD in your system's CD-ROM drive. If Autoplay is enabled, the Launcher will appear.
- 2 If the Launcher does not appear automatically, double-click on the "My Computer" icon on your Windows 95 desktop, then on the D: icon (or the icon for your CD-ROM drive if it is a letter other than D). Double-click on the MADNESS.EXE file.
- 3 Once the Launcher is open, click on the PLAY MONKEY ISLAND 2 button. This will start the game. (There is no installation required - the game plays directly off the CD.)

Setting Preferences

When loaded, the program will select the best graphics mode for your machine. It will also check to see if you have a mouse driver or joystick installed, or a Roland™, SoundMaster™ II, AdLib™, CMS/SoundBlaster™ sound board, and will set up the game appropriately. If you wish to override these default settings, you may do so by adding the following letters (separated by spaces) after typing **monkey2** when you start the game:

a	AdLib Music Synthesizer or SoundMaster II sounds
s	SoundBlaster sounds
r	Roland sounds
i	Normal sounds (internal speaker)
m	MCGA graphics mode
v	VGA graphics mode
mo	Use mouse control
j	Use joystick control
k	Use keyboard control

For example, to start the game in MCGA graphics mode with AdLib sounds, type:

monkey2 m a

Copy Protection

Some versions of the game include copy protection. If this is the case, first complete the voodoo recipe by entering the correct proportions of its ingredients. Align the appropriate ingredients on your Mix 'N' Mojo Voodoo Ingredient Proportion Dial, then look up and enter the proportions displayed in the specified Affliction Window. Alternatively, use the reference key included at the end of this manual. Using the keyboard, type the date you see in the window.

KIXX XL Release Customers:

When asked to enter the Lame-O-Copy protection recipe, just enter any four digits. The game will continue to play as normal, regardless of the digits you enter.

Cursor Controls

You can use a mouse for cursor control if you have installed a compatible mouse driver. Use the left mouse button to select objects on the screen for use in the sentence line, as well as to select a line of dialogue in conversation. Press the right mouse button to use a highlighted verb with the object to which the cursor is pointing. If you have both a mouse and a joystick installed, you may select one as your controller by holding down the CTRL key and pressing m for mouse or j for joystick. You may also re-calibrate your joystick if the cursor is drifting across the screen by centring the joystick and pressing CTRL j.

For Keyboard cursor control use either the arrow keys or the keypad. The ENTER (or 5) key corresponds to the left mouse button; the TAB key corresponds to the right mouse button.

All of the verbs used in the game can also be selected by using keyboard commands. Each key corresponds to one verb. Pressing the appropriate key once is equivalent to moving the cursor over the verb and pressing the controller button. The keys are mapped as follows:

G	P	U
Give	Pick up	Use
O	L	S
Open	Look at	Push (Shove)
C	T	Y
Close	Talk to	Pull (Yank)

Memory Alert

If the game runs out of memory, it will attempt to use the hard disk as additional memory. This activity could cause certain parts of the game to slow down noticeably. If this happens, quit the game (save the game first!) and try to free up more memory by removing any terminate-and-stay-resident programs you have installed.

Playing the Game

As the story opens, Guybrush is attempting to explain to Elaine Marley just how he managed to get himself into this fix. Shortly, the scene flashes back to a campfire on Scabb Island, where Guybrush is regaling his new friends with the thrilling tale of his stupendous defeat of the Ghost Pirate LeChuck. These sequences are known as "cut-scenes" — short, animated sequences, like scenes from a movie — which can provide clues and information about the characters. Cut-scenes are also used to show special animated sequences, such as when Largo LaGrande graces Scabb Island's tavern with his phlegmatic presence. When you are viewing a cut-scene, you do not direct the action.

You begin directing Guybrush's actions as soon as he arrives on the bridge leading to Woodtick. The screen is divided into the following sections:

- The Animation Window is the largest part of the screen and is where the animated action takes place. Dialogue spoken by the characters, as well as game-related messages, also appear here.
- Available verbs are listed in the lower left-hand corner of the screen. To select a verb, position the cursor over the word and press the left mouse/joystick button or the ENTER key. 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 Guybrush is near a door and that can be opened, positioning the pointer over the door will highlight the verb **Open**. Pressing the right mouse/joystick button or the TAB key will use the highlighted verb with the object, which in this case opens the door (don't worry: this feature won't give away solutions to any puzzles). Keep in mind that even though a verb is highlighted, that one verb may not be the only way to use an object. Try the other verbs as well!

- 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). Some examples of sentences you might construct on the Sentence Line are "Use stick with box" or "Use pins in voodoo doll". Connecting words like "on" or "with" will automatically be inserted by the program. Nouns (objects) can be selected in two ways. You may select a noun by placing the cursor over 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 names appears for an object on the screen, you can be sure that it has no significance other than as a part of the background. You may also select nouns by clicking on them in the Inventory.
- The Inventory icons are located to the right of the verbs. At the beginning of the game Guybrush's inventory consists of an almost unlimited supply of riches. When he picks up or is given an object to use during game play, an icon for that object is added to the Inventory. There is no limit to the number of objects Guybrush can carry. 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.

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.

Things to Try in Woodtick

You will shortly be presented with your first opportunity to carry on meaningful dialogue with one of the colourful inhabitants of Scabb Island. See the next section, "Talking to Characters," for more information.

Next, look at the sign next to the bridge. Place the cursor over the sign. Notice that the verb **Look at** is highlighted. Press the right mouse/joystick button or TAB key and Guybrush will walk to the sign and tell you what he sees. The experience pirate makes a habit of stealing anything that's not nailed down: try to pick up the sign. Select the verb **Pick up** with the cursor by pressing the left mouse/joystick button or the ENTER key. This completes the sentence "Pick up sign" on the Sentence Line. If Guybrush is not already standing by the sign he will walk over to it and try to pick it up. An icon will be added to your inventory.

To commence your exploration of Woodtick, walk to the left edge of the screen. While there are a number of establishments in town which you will wish to investigate, let's start with the tavern: walk to the hatch found in the lower part of the Animation Window.

Find out what you can by talking to the barkeeper: point the cursor at him and press the right mouse/joystick button or the TAB key.

Try walking through the door to the left. Here's the first of many obstacles that will be strewn in Guybrush's path... see if you can discover another way to get into that room.

Talking to Characters

There are plenty of characters in the game with whom you can converse. Nearly everyone 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. What you learn and discover in another area may open more conversational topics with someone to whom you've previously spoken. To talk with characters, position the pointer on them and press the right mouse/joystick button or 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!

Save/Load Instructions

When you use the Save Game option, the games will be saved in the directory on your hard disk with the game files. For CD-ROM customers the games will be saved in a directory on your hard disk named "MONKEY2".

Press F5 when you want to save or load a game. Once the save/load screen is displayed, you can move the cursor and click on SAVE, LOAD, PLAY (to return to the game as it was before you pressed F5) or QUIT (to quit the game).

To SAVE:

Click on the SAVE option. The current list of saved games will be displayed in slots along the left side of the screen. Click on the up and down arrows to scroll through the list; right-click on the up or down arrows to shortcut to the first or last save game slot. Select a slot by pressing the cursor to it and clicking. Now you will be able to type a new name for that slot or use the backspace key to change the existing name and save over a previously saved game. Press ENTER or click on OK to save the game. Click on CANCEL if you have changed your mind and do not wish to save it.

To LOAD:

Click on the LOAD option. The current list of saved games will be displayed in slots along the left side of the screen. Click on the up and down arrows to scroll through the list; right-click on the up or down arrows to shortcut to the first or last save game slot. Select a slot by pointing the cursor to it and clicking. Click the cursor on OK to load the game, or CANCEL if you have changed your mind and do not wish to load it.

Warning: Loading a previously saved game will cause you to lose the game you are currently playing. If you think you will want to return to the game as it was before you pressed F5, be sure to SAVE the game before LOADING a different one.

Function and Command Keys

Save or Load a Game	F5
Bypass a Cut-Scene	ESC or press both mouse/joystick buttons at once.
Restart a Game	F8
Pause the Game	SPACE BAR
Sound Control:	
	internal speaker sound board
	[off softer
] on louder
Message Line Speed:	Faster +
	Slower -
Clear a dialogue line	. (full stop)
Mouse On	CTRL m
Joystick On	CTRL j
(Be sure to centre joystick first.)	
Exit Game	Alt x or CTRL c
Version Number	CTRL v



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 try to 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 which will bring the game to a premature end, 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 (perhaps with another item in your inventory). 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, you can 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 75c per minute. If you're under 18, first get your parent's or guardian's permission.
- If you need technical Assistance, call 1-415-721-333. We're sorry, but no hints can be given on this line.



Monkey Island 2: LeChuck's Revenge Answer Key

	WORMS	SCURRY	WARTS	TRENCH	TATTO RASH	PEG LEG
	11/52	38/17	44/30	27/11	60/41	48/20
	11/41	60/24	34/45	28/22	27/21	34/22
	16/22	26/17	48/23	30/16	55/23	19/21
	39/58	30/46	15/52	26/57	47/34	15/15
	56/16	23/48	50/39	48/11	57/13	32/27
	30/47	17/23	39/20	42/50	21/13	42/21
	33/54	24/37	25/31	15/54	30/49	31/17
	13/36	28/31	31/48	26/12	50/57	11/48
	27/12	12/45	50/38	32/29	52/20	58/55
	28/43	32/44	19/12	60/16	29/51	23/25
	16/16	58/35	44/34	22/38	24/47	22/17
	24/49	57/12	16/19	54/54	37/47	42/26
	27/48	12/13	11/56	33/50	34/51	49/34
	34/25	32/54	26/20	48/22	21/44	20/59
	37/22	53/50	36/19	60/36	17/36	42/57