THE SECRET OF

# MONKEY ISLAND

A GRAPHIC ADVENTURE
BY RON GILBERT

**LucasArts**
*Lucasfilm Games*
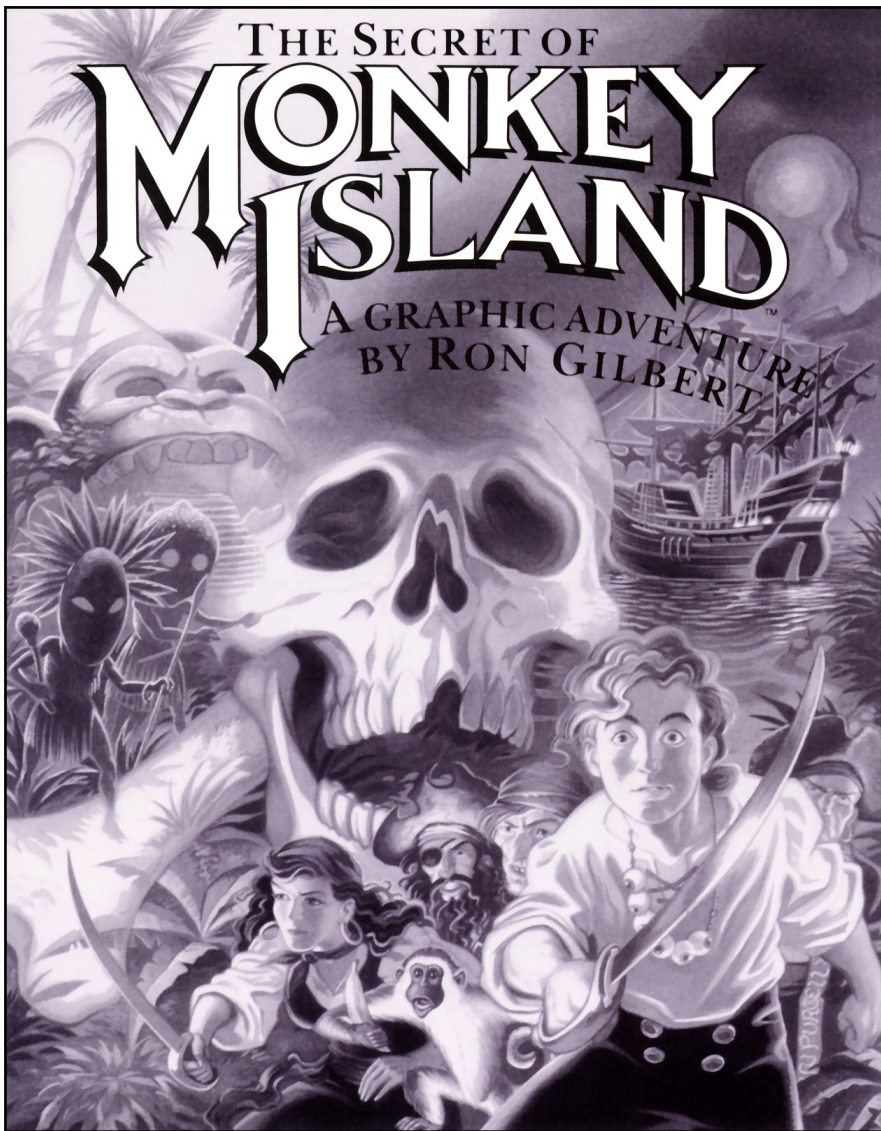
# The Secret of Monkey Island™

Created and Designed by Ron Gilbert

Written and Programmed by Dave Grossman, Tim Schafer, and Ron Gilbert

Background Art by Steve Purcell, Mark Ferrari, and Mike Ebert

Animation by Steve Purcell, Mike Ebert, and Martin Cameron

Original Music by Michael Land, Barney Jones and Andy Newell (of earwax productions), and Patrick Mundy

"SCUMM" Story System by Ron Gilbert, Aric Wilmunder, and Brad Taylor

CD-ROM Project led by Aric Wilmunder

CD-ROM Scripting by Wallace Poulter, Sean Clark and Aric Wilmunder

CD-ROM version Produced by Brenna Krupa-Holden and Lucy Bradshaw

CD-ROM QA supervisor, Wayne Cline

CD-ROM Tested by Chip Hinnenberg and Tabitha Tosti

CD-ROM Product Marketing Manager, Mary Bihr

CD-ROM Marketing Support by Marianne Dumitru

Produced by Gregory D. Hammond

Lucasfilm Games V.P. and General Manager, Stephen D. Arnold

Mapping Director, Doug Glen

Director of Operations, David Fox

Marketing Manager, Stacy Lamiero

Public Relations, Besty Irion

Administrative Support by Wendy Bertram, Meredith Cahill, Alexa Eurich, Paula Hendricksen, Debbie Ratto, Andrea Siegal, and Lisa Star

Lead Testers, Judith Lucero and Kirk Roulston

Package Design by Catherine Flanders

Marble Paper by Peggy Skycraft

Illustrated by Steve Purcell

Package Design Coordinated by Lyza Swearingen Latham

Manual Design by Mark Shepard

Thanks to Noah Falstein, Orson Scott Card, James Wood, Carol Traylor, and Carolyn Knutson

Special thanks to George Lucas

# 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** that you should be aware of.

The interface you use to play the game now 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 touchers a door that can be opened, the verb **Open** is highlighted on the screen. By pressing the right (or second) controller button or **TAB** key, 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!

Also, you do not need to "double-click" on objects (or anything) to use or activate them. A single click of the controller button should be used consistently throughout the game.

# 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 Mêlèe Island (somewhere in the Caribbean). Our naive hero's travels have led him to Mêlèe Island in a quest to fulfil his life's ambition...to become a fierce, swashbuckling, bloodthirsty **Pirate**. Unbeknown to Guybrush, however, there have been some strange happenings in the area surrounding Mêlèe Island and the more mysterious Monkey Island. As he walks into this maelstrom of mystery, Guybrush will soon be very 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 pirage than swinging a sword and drinking grog!

**Here's where you come in...** You direct the actions of Guybrush as he first explores Mêlèe Island and then ventures on to Monkey Island. On Mêlèe Island, Guybrush will have to prove himself worthy of becoming a pirate by completing **The Three Trials**. Through 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

Floppy disk customers:

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.

You can play **The Secret of Monkey Island** from either a hard disk drive or a floppy disk drive, but we recommend using a hard drive if your computer has one. Some animations and sounds will be omitted when the game is played from floppy disks. Some later releases of the game are not playable directly from the floppies.

**To play The Secret of Monkey Island from a floppy drive**, after booting your computer, place Disk 1 in drive A, type **a:** and press **ENTER**.

When you see the **A>** prompt type **monkey** and press **ENTER** to start the game.

**Follow the instructions on screen**, and insert other disks when prompted to do so.

**To install The Secret of Monkey Island on a hard disk**, we have provided a 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** followed by a space, the letter of your hard disk, a colon, and then press **ENTER**. For example, if your hard disk is 'C', type:
**install C:**
and press **ENTER**. Follow the prompts to insert each disk in order. This will install the game in a directory called **monkey** (or **monkey.vga** for VGA customers) on your hard disk. You can move the game if you wish simply by copying all the files into a new directory.

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

Switch to the correct drive (for example, type **c:** and press **ENTER**).

Change to the correct directory (for example, type **cd \monkey** or **cd \monkey.vga** and press **ENTER**).

Type **monkey** and press **ENTER** (to start the game).

### CD-ROM customers:

In order to enjoy both the music and the sound effects in the game, you will need two sets of speakers, or an audio mixer that allows you to play both the music and the sound effects together. If you only have one set of speakers, we recommend that you plug your speaker into your CD-ROM and enjoy the music.

1 At the DOS prompt, change the disk address to your CD drive. (For example, if your CD drive is drive S, type **S:** and press **ENTER**.)

### Customers of the Five-Language CD-ROM:

2 Type **MONKEY** and press **ENTER**. The game loads automatically. During loading, the program checks to see if you have a mouse driver or joystick installed, and will setup the game appropriately.

3 After the game is loaded, select one of the five languages which appear at the bottom of the screen by tabbing the cursor key to the desired language and pressing **ENTER**. If you have a mouse, click on the desired language and it will appear in the highlight. Click twice more and the game will begin in the game you have selected.

4 An alternate way of selecting languages and starting the game is to type **CD**, followed by a **SPACE** and the language of your choice. Pick from either English, French, German, Italian or Spanish. Then, press **RETURN**. Type **MONKEY** followed by a **SPACE** and a question mark (**?**) and press **RETURN** again. For example,
**CD French RETURN**
**Monkey ? RETURN**
Follow the directions that appear on screen and the game will begin in the language you selected.

**Monkey Island Madness and White Label Customers:**

2  Type **CD \MONKEY1** and then press the **ENTER** key.

3  Type **MONKEY** 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 1** 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 an Adlib™, CMS/GameBlaster, or 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 **monkey** when you start the game:

| | |
|---|---|
| **a** | AdLib Music Synthesizer (or SoundBlaster sounds for Floppy disk versions) |
| **s** | SoundBlaster sounds (CD-ROM versions only) |
| **g** | Gameblaster sounds (Floppy disk versions only) |
| **r** | Roland sounds |
| **ts** | Tandy sounds (Floppy disk versions only) |
| **i** | Normal sounds (internal speaker) |
| **m** | MCGA graphics mode |
| **v** | VGA graphics mode (VGA versions only - ie not Monkey1 EGA) |
| **c** | CGA graphics mode (Floppy disk versions only) |
| **e** | EGA graphics mode |
| **h** | Hercules graphics mode (EGA versions only) |
| **t** | Tandy 16-colour graphics mode |
| **d** | Use 2 floppy drives (Floppy disk versions only) |
| **mo** | Use mouse control |
| **j** | Use joystick control |
| **k** | Use keyboard control |

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

**monkey c a**

# Copy Protection

Some versions of the game include copy protection. If this is the case, 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. Alternatively, use the reference key included at the end of this manual. Using the keyboard, type the date you see in the window.

# Cursor Controls

For keyboard cursor control, use either the arrow keys or the keypad:

| Tab | Enter ← | ↖ 7 | ↑ 8 | ↗ 9 |
| ↑ | | ← 4 | select 5 | → 6 |
| ← ↓ → | | ↙ 1 | ↓ 2 | ↘ 3 |
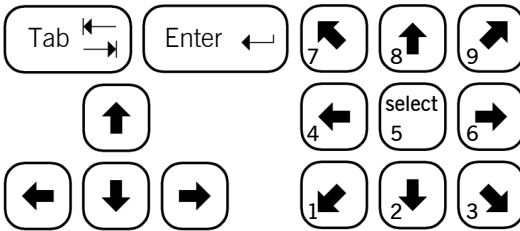
Use the **ENTER** or **5** keys to select objects on the screen for use in the sentence line, as well as to select a line of dialogue in conversation. Press the **TAB** key to use a highlighted verb with the object the cursor is pointing to.

You can use a mouse for cursor control if you have installed a compatible mouse driver. The left mouse button corresponds to the **ENTER** key on your keyboard. The right mouse button corresponds to the **TAB** key on your keyboard. 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**.

# Keyboard Controls

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:

**Floppy disk versions:**

| O | W | U |
|---|---|---|
| Open | Walk to | Use |
| **C** | **P** | **L** |
| Close | Pick up | Look at |
| **S** | **T** | **N** |
| Push | Talk to | Turn on |
| **Y** | **G** | **F** |
| Pull | Give | Turn off |

**Q**—scrolls the inventory up
**A**—scrolls the inventory down

**#1-6**—select from inventory objects shown on the screen and dialogue choices in a conversation.

**CD-ROM versions:**

| G | P | U |
|---|---|---|
| Give | Pick up | Use |
| **O** | **L** | **S** |
| Open | Look at | Push |
| **C** | **T** | **Y** |
| Close | Talk to | Pull |

**#1-6**—select from dialogue choices in a conversation.

# Playing the Game

After the opening title sequence and introduction, Guybrush will meet the Official Lookout for Mêlèe Island. When they've finished talking, Guybrush will walk down to the dock at one end of the town of Mêlèe. 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 that the main character is in. Dialogue 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 **left** mouse/joystick button or the **ENTER** key. Verbs are highlighted in a bright colour when an obvious use for them



11

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. Pressing the right mouse/joystick button or the TAB key (to emulate the right mouse button) 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** is the area 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, 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 six objects in the Inventory, arrows appear to the left of the list. Use them to move the list up or down.

**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.

**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.

# Things to Try in the Town of Mêlèe

**Look at the poster on the first hose at the dock.** Select the verb **Look at** with the cursor by pressing the left mouse/joystick button or the **ENTER** key. Notice that the words "Look at" appear on the sentence line. Position the cursor over the poster and press the left mouse/joystick button or the **ENTER** 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. Press the right mouse/joystick button or **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 "colourful" 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 press the right mouse/joystick button or the **TAB** key to use the **Talk to** verb automatically.

In a conversation, you will have to 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!
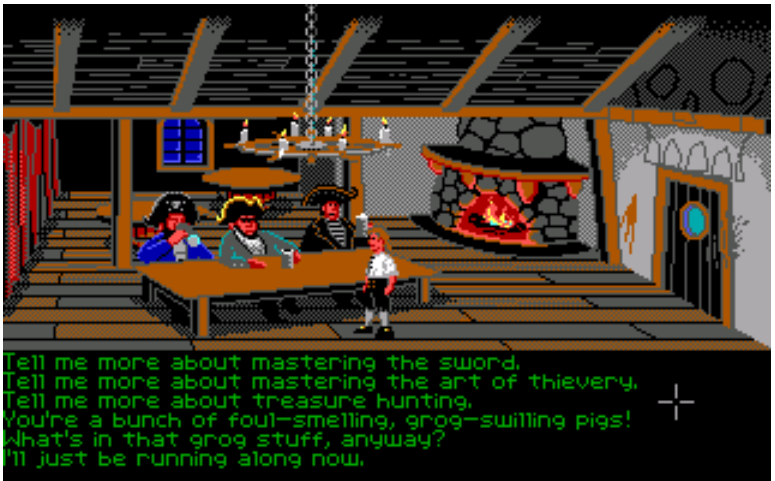
# Save/Load Instructions

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 "SAVE.CD", or "MONKEY" for Monkey Island Madness customers.

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** or **PLAY**. The save/load option will not be available during the opening sequence or the closing credits.

### 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. 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. Pressing **ENTER** will reactivate the cursor. Click the cursor on **OK** to save the game, or **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 fames will be displayed in slots along the left side of the screen. 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.

**Notes:** Games saved with the 16-colour version of **The Secret of Monkey Island** can only be loaded by that version of the game. The same rule applies to the 256-colour disk version, and the enhanced CD-ROM version. CD-ROM customers can also click on the save directory (for example "**C:\SAVE.CD**") to select an alternate hard disk volume.

# 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 (Floppy Disk) | **CTRL s** (controls the internal speaker only) |
| Sound Control (CD-ROM): Louder | **]** |
| Softer | **[** |
| Message Line Speed: Faster | **+** |
| Slower | **-** |
| Clear a dialogue line | **.** (full stop) - only in CD-ROM versions. |
| Reposition Instantly | **CTRL r** - only in floppy disk versions. |
| Mouse On | **CTRL m** |
| Joystick On | **CTRL j** (Be sure to centre joystick first.) |
| Exit Game | **Alt x** or **CTRL c** |
| Win the Game | **CTRL w** |
| 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 make it clear, however, when you are in a dangerous situation.
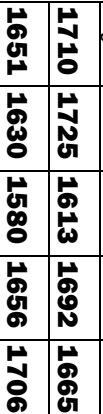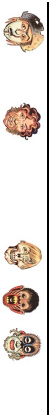
We think you'd prefer to solve the game's mysteries by exploring and discovering, not by dying a thousand deaths. We also think you like to spend your time involved in the **story**, not typing in synonyms until you stumble upon the computer's word for a certain object.

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 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.

# The Secret of Monkey Island Answer Key

| | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Antigua | 1687 | 1660 | 1669 | 1599 | 1615 | 1564 | 1726 | 1703 | 1668 | 1632 | 1694 | 1719 | 1679 | 1651 | 1710 |
| Barbados | 1702 | 1658 | 1718 | 1597 | 1686 | 1678 | 1577 | 1693 | 1649 | 1563 | 1614 | 1594 | 1709 | 1630 | 1725 |
| Jamaica | 1685 | 1691 | 1667 | 1724 | 1701 | 1708 | 1573 | 1559 | 1643 | 1628 | 1684 | 1717 | 1723 | 1580 | 1613 |
| Montserrat | 1670 | 1673 | 1666 | 1721 | 1562 | 1672 | 1611 | 1671 | 1646 | 1655 | 1662 | 1674 | 1567 | 1656 | 1692 |
| Nebraska | 1585 | 1579 | 1705 | 1568 | 1699 | 1688 | 1707 | 1627 | 1551 | 1584 | 1716 | 1722 | 1506 | 1706 | 1665 |
| St. Kitts | 1681 | 1609 | 1711 | 1704 | 1695 | 1639 | 1635 | 1654 | 1592 | 1566 | 1664 | 1720 | 1565 | 1542 | 1712 |
| Tortuga | 1624 | 1696 | 1697 | 1713 | 1689 | 1652 | 1621 | 1680 | 1619 | 1601 | 1682 | 1690 | 1641 | 1653 | 1604 |