

THE SECRET OF

# MONKEY ISLAND



**LUCASFILM**  
GAMES

Lucasfilm Games™ Presents

# 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

Produced by Gregory D. Hammond  
Lucasfilm Games V.P. and General Manager,  
Stephen D. Arnold  
Managing Director, Doug Glen  
Director of Operations, David Fox  
Marketing Manager, Stacey Lamiero  
Public Relations, Betsy Irion  
Administrative Support by Wendy Bertram,  
Meredith Cahill, Alexa Eurich,  
Paula Hendricksen, Debbie Ratto,  
Andrea Siegel, 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

The Secret of Monkey Island, character names, and all other elements of the game fantasy are trademarks of LucasArts Entertainment Company.™ & © 1990 LucasArts Entertainment Company. All rights reserved.

## READ THIS FIRST... IT'S IMPORTANT!

**A**lthough 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 touches a door that can be opened, the verb **Open** is highlighted on the screen. By pressing the right (or second) controller button or equivalent key (see your reference card for details), 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

**I**n **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**. Unbeknown to Guybrush, however, there have been some strange happenings in the area surrounding Mêlée 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 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**. 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

**T**o start the game on your computer, please use the computer reference card included with the game. It contains all the instructions specific to your computer.

## Copy Protection

**O**nce 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. Call 1-415-721-3333 for more information.

## Playing the Game

**A**fter 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:

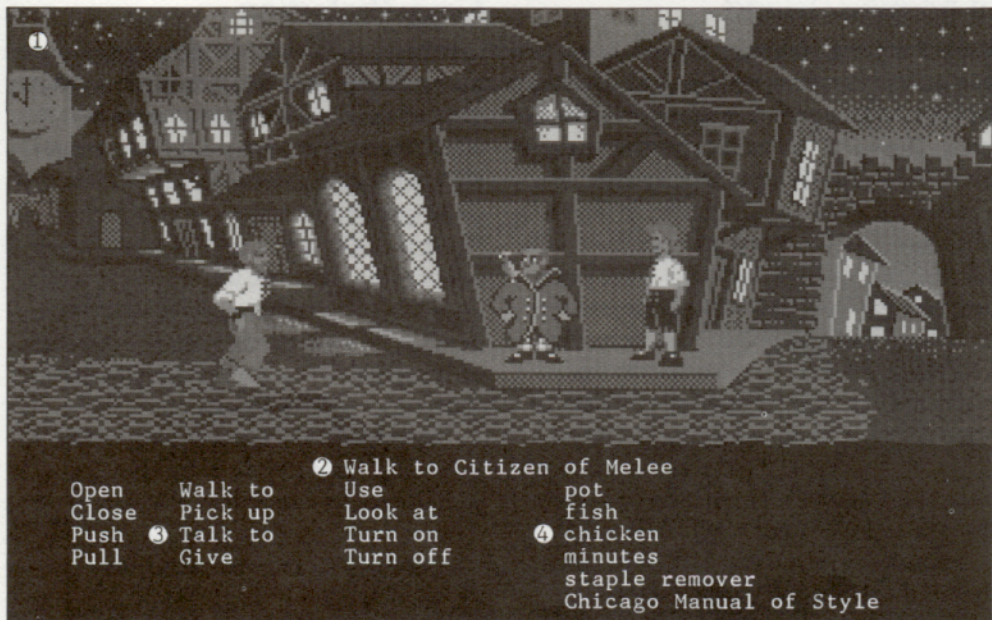
1) **The Animation Window** is the largest part of the screen and is where the animated action takes place. It shows the "camera's-eye view" of the room or location that the main character is in. Dialog spoken by the characters, as well as game-related messages, also appear here.

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 **left** mouse/joystick button or the **ENTER** 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**. Pressing the **right** mouse/joystick button or the **TAB** key (to emulate the right 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 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.

## Things to Try in the Town of Mêlée

**L**ook at the poster on the first house 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.

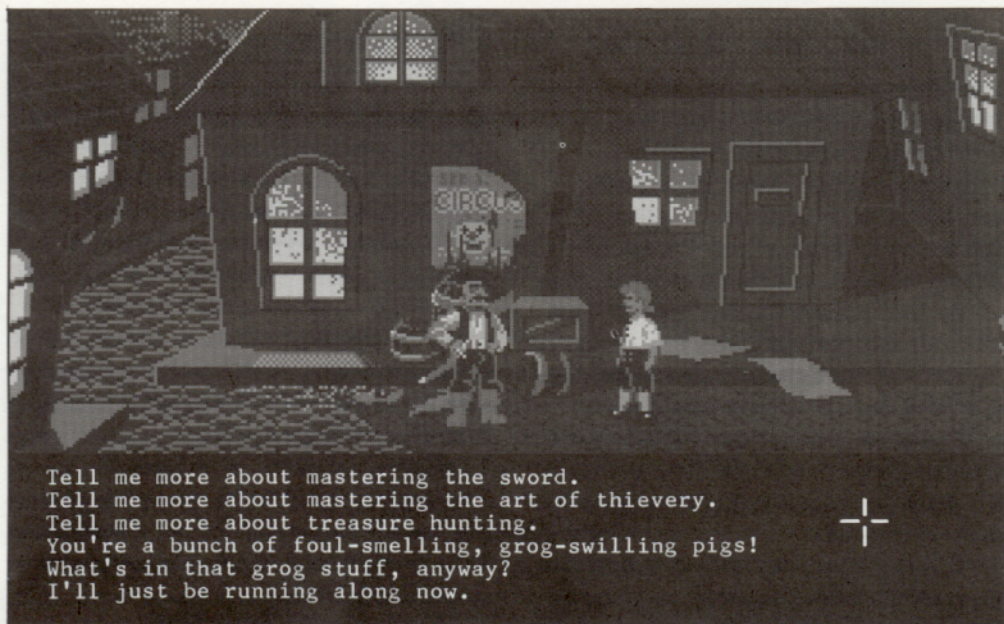
Talk to the Important-looking Pirates seated in the adjoining room. They're full of good advice about how to become a pirate!

**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

**T**here 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 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!

## Function Keys

**T**o 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 press the Save/Load Game function key (**F5** on most computers – see your Reference Card for more information). **Note:** The name you use for a saved game must be at least two letters long.

To load a game you have saved, use the

Save/Load Game function key any time after **The Secret of Monkey Island** has been loaded.

To bypass a cut-scene, press the **ESC** key, or press both mouse/joystick buttons at once. See your computer reference card for details. 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.

To restart the game from the beginning, press the key indicated on your reference card (**F8** on most computers).

To pause the game, press the **SPACE BAR**. Press it again to resume play.

To adjust the speed of the Message Line to suit your reading speed, press the keys indicated on your reference card (+ and - on most computers).

To turn the sound off and on, press the keys indicated on your reference card. **Note:** Sound for some computers can only be adjusted with the volume control on the monitor or television.

## Our Game Design Philosophy

**W**e 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

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

❷ 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.

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

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



U.S. Gold is dedicated to your enjoyment of this game. However, if you become stuck or need a helpful hint, U.S. Gold has a special number which you can ring. This number is \*0839 654123 and contains the answers to problems you might encounter whilst playing this adventure game, and is open 24 hours a day, 7 days a week.

If your problem with a Lucasfilm Game is not on the above number, or you are having a problem with another U.S. Gold game, you can speak to our product support representatives who will be happy to help you. Their number is \*0839-654275, and the line is open from 9:00 a.m. to 5:00 p.m. Monday to Friday.

**Please note: These numbers are only available for the U.K. users of Lucasfilm or U.S. Gold games.**

\* Calls are charged at 33p per minute off peak. 44p at all other times. Service operated by U.S. Gold Limited, Holford, Birmingham. Please obtain permission from the person who pays the phone bill before phoning.