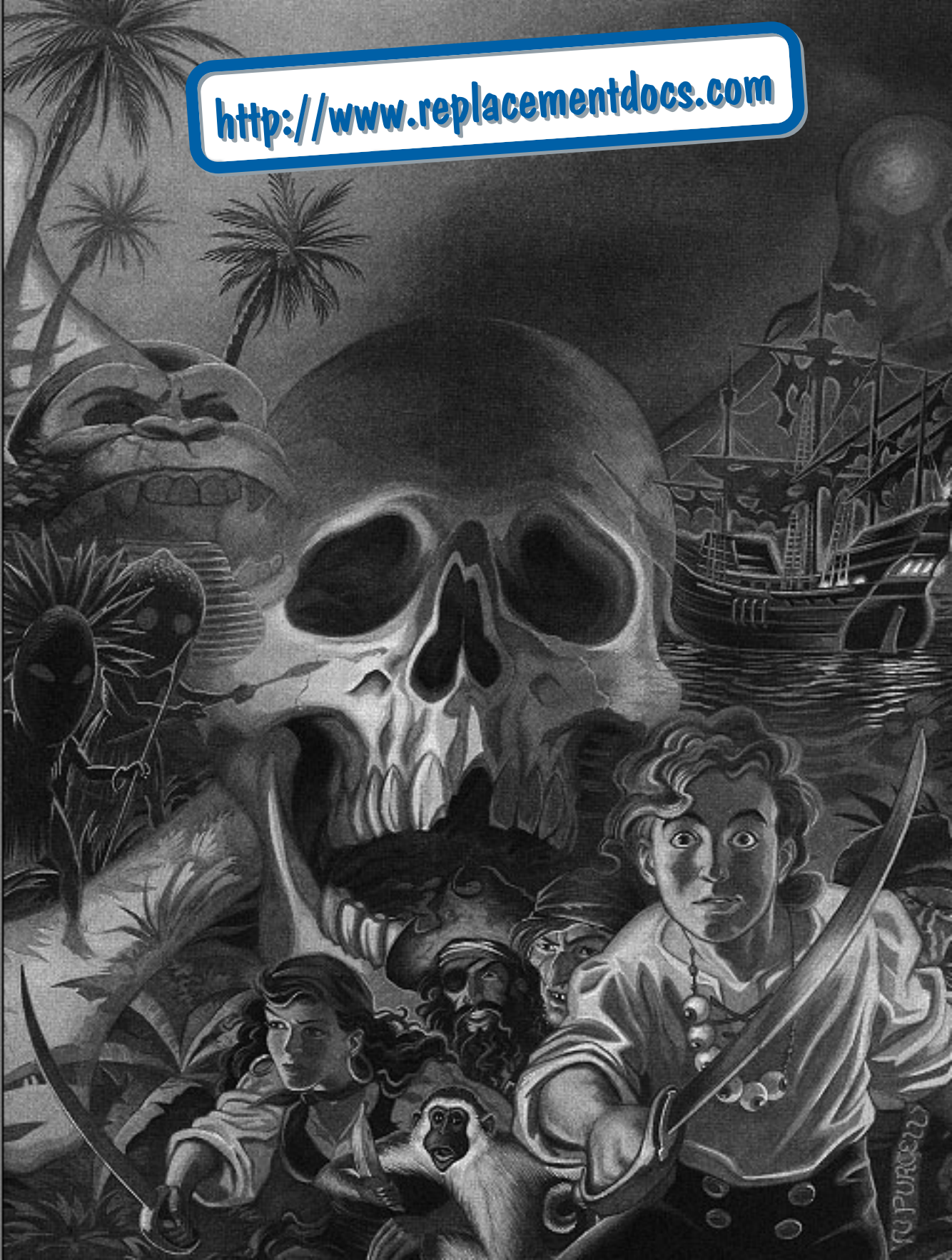


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# THE SECRET OF MONKEY ISLAND

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

Although you may have played other LucasArts 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

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 naïve 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!*

## Playing The Secret of Monkey Island

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.

### 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.

**O**pen 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!

### 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.

## 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:

<b>O</b>	<b>W</b>	<b>U</b>
Open	Walk to	Use
<b>C</b>	<b>P</b>	<b>L</b>
Close	Pick up	Look at
<b>S</b>	<b>T</b>	<b>N</b>
Push	Talk to	Turn on
<b>Y</b>	<b>G</b>	<b>F</b>
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* dialog choices in a conversation

## 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 (controls the internal speaker only)	CTRL s
Message Line Speed:	
Faster	+
Slower	-
Reposition Instantly (Use instant repositioning if you find scrolling is too slow.)	CTRL r
Mouse On	CTRL m
Joystick On (Be sure to center joystick first.)	CTRL j
Exit Game	ALT x or CTRL c
Win the Game	CTRL w

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