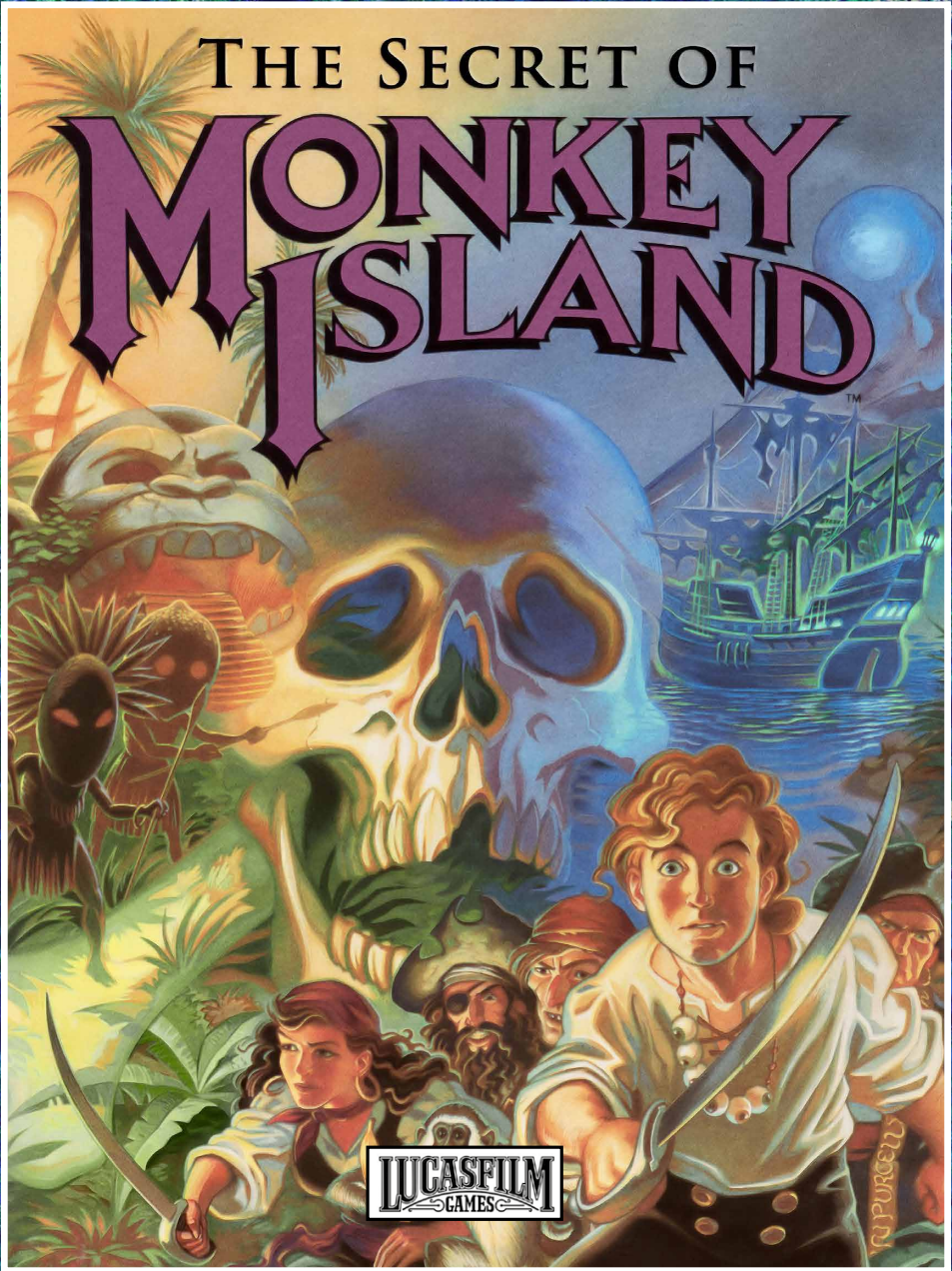


COMMODORE 64



LUCASFILM
GAMES

Manual

*Lucasfilm Games does not present this
non-profit, fanmade C64 Version of*

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

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 C64 Version of The Secret of Monkey Island that you should be aware of.

The interface of this game is not a SCUMM interface. So there are no animations in the game and the verb and objects are used slightly different than you might know from SCUMM games.

Nevertheless, you do not need to “double-click” on objects 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 Méléé Island (somewhere in the Caribbean). Our naive hero's travels have led him to Méléé 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 Méléé 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 Méléé Island and then ventures on to Monkey Island. On Méléé 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 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

Insert the game disk, then type `LOAD`*,8,1
Once loading is done, type `RUN` and press Enter.

No Copy Protection

Once you've started the program, no screen will appear displaying a pirate's face (or actually a combination of two faces). You will not be prompted to enter a date that was significant in that pirate's life at a given geographical location. The Dial-A- Pirate wheel is simply a nice gimmick, but it is not needed for any kind of copy protection, as there is no such a thing in the game.

Therefore you may also lose your Dial-A- Pirate wheel. Even without it, you will be able to play the game.

Playing the game

The C64 Version of The Secret of Monkey Island features a point and click interface. It can be played with either the mouse in port 1 or a joystick in port 2.

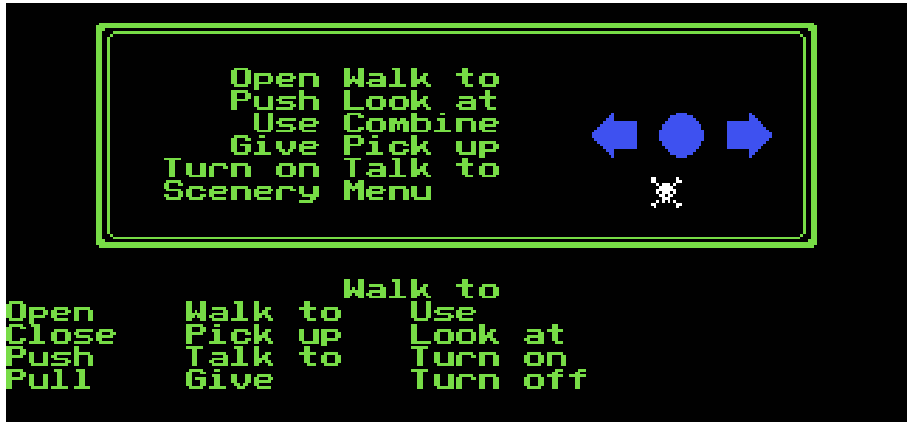
The intro text that appears in the title screen scrolls continuously. Pressing the fire button interrupts the text scrolling and the game begins. After the opening title sequence and introduction Guybrush will meet the Official Lookout for Méléé Island.

When they've finished talking, Guybrush will walk down to the dock at one end of the town of Méléé. You may begin directing his actions as soon as he gets to the dock. The screen is divided into the following sections:

The scenery view. In this view you can see the scenery in the upper part of the screen. It shows the "camera's eye view" of the room or location that the main character is in and sometimes a descriptive text for the respective situation is displayed in the lower part. The verbs below the WALK TO line are just there for decorational purposes and to make the game look like the original one. Instead, the verbs and objects have to be selected from the verb and object menu.



The verb menu appears after pressing the fire button. In this menu the actions can be selected. Verbs must be selected from the words in the columns next to the arrows. To select a verb, position the cursor over the word and press the left mouse or joystick button. You can return to the scenery view by clicking the Scenery command.



The object menu appears after selecting a verb by pressing the fire button. The object menu is divided into the inventory list and the visible objects in the room or location. The Inventory is the area on the left side and the visible objects are displayed on the right side. 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 eight objects in the Inventory, arrows appear above and below the list. Use them to move the list up and down.

Nouns (objects) can be selected in two ways. You may select a noun by placing the cursor over a visible object in the object menu. You may also select nouns by clicking on them in the Inventory.

To move Guybrush around, simply use the directional arrows. The directional arrows appear for the directions enabled in the current room or location on the right side in the verb menu. Pressing the fire button takes you to the next location via the corresponding directional arrow.

Notice that Walk to in the verb menu is mostly needed to get to locations when you see a top down view of an island and there are only a few other locations in the game where you can reach certain spots by choosing Walk to.

„Cut-scenes“ are short sequences – like scenes from a movie – which can provide clues and information about the characters.

When you are viewing a cut-scene, you do not direct the action.

Things to try in the town of M  l  e

Look at the picture on the first house at the dock. Select the verb Look at from the verb menu with the cursor by pressing the left mouse or the joystick button. Position the cursor over the visible object Picture and press the left mouse or joystick button. This completes the action “Look at picture“. Open the door of the SCUMM BAR. Select the verb Open from the verb menu and place the cursor over the visible object Door. Guybrush will open the door and go

into the SCUMM BAR. Talk to each of the pirates who pop in the visible objects in 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, check out the jetty ... you might be able to have some fun with that bird!

Talking to Characters

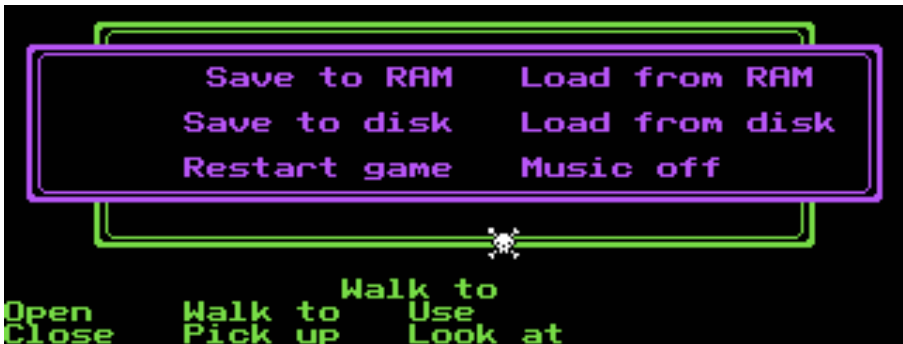
There are plenty of “colorful“ characters in the game with whom you can converse. Each person Guybrush meets will have something to say, whether friendly or unfriendly...helpful, or unhelpful! Often, you can talk with someone at one point in the game, and then return to them later to get new information. To talk with a character, choose Talk to from the verb menu and then position the pointer on the name of the character in the object list of the object menu and press the left mouse or joystick button.

In a conversation, you are not able to select what Guybrush says, but depending on his fulfilled actions, his experience and his wealth, Guybrush will say different things and receive different answers.



Menu

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 click on MENU in the verb menu. For quick saving, a game can be saved into RAM, but this is lost once the computer is switched off. When saving to disk, a selection window appears. Eight save states can be saved per disk. If the selected game already exists, the old one will be deleted. The same selection window appears when loading from disk. All eight options also appear here. If a saved game that is not on the disk is selected, an error message appears and you will then be prompted to make the selection again. To bypass a cut-scene is unfortunately not able. Neither by pressing the RUN/STOP key, nor by pressing both mouse/joystick buttons at once. 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, but as mentioned before, this is not possible. To restart the game from the beginning, click on RESTART GAME in the MENU. There is no need to pause the game, so pressing the SPACE BAR will have no effect. To turn the music off and on, click on the MUSIC ON/OFF function in the MENU. Note: If the music is switched off, loading times during the game are reduced.



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 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. 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.



And now:
have fun with the
C64 Version of
The Secret of
Monkey Island.



