

The Secret of Monkey Island™

Reference Card

Getting Started

Note: If you have previously installed *Monkey Island* on your system, it would be best to delete it prior to running from the CD.

The Secret of Monkey Island is designed to run from your CD-ROM drive. There are four possibilities for running the game:

- Running within Windows 95
- Running from a DOS-box in Windows 95
- Rebooting your computer in DOS-Mode
- Running in old DOS (pre DOS 7.0)

Each method is outlined below.

Running in Windows 95

Insert your CD into the CD-ROM drive. The launcher should execute via Autoplay. If you have configured your system to not Autoplay CDs, follow the directions below.

Double-click on the "My Computer" icon (or corresponding icon if you have renamed your computer). Double-click on your CD-ROM drive. You will see a couple of icons here. There will be two folder-icons, and an application called *monkey.exe* (or *monkey* depending on how you have configured your system.) Double-click on the *monkey.exe* icon. This will start the launcher application. If you have no previous installation of *The Secret of Monkey Island*, you will be shown a screen of text, followed by a sound card configuration screen. Select your sound preference, press **ESC** to save, and continue to the main screen. To launch *The Secret of Monkey Island*, choose "Monkey Island I".

- Running in a Windows 95 DOS-Box
- Running in MS-DOS Mode (DOS 7.0)
- Running in old MS-DOS (DOS 5.x-6.22)

Switch to the CD-ROM drive (if it is drive D, type "d:" and press **ENTER**). Type "monkey" and press **ENTER**. This will start the launcher

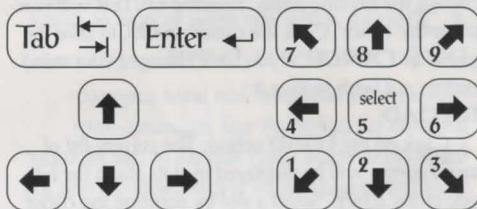
application. If you have no previous installation of *The Secret of Monkey Island*, you will be shown a screen of text, followed by a sound card configuration. Select your sound preference, press **ESC** to save, and continue to the main screen. To launch *The Secret of Monkey Island*, choose "Monkey Island I".

If, when you attempt to run the game from the launcher, you get the message "Cannot initialise SoundDriver", you should delete the file *monkey.ini*, from your \monkey directory, and then re-run the launcher.

Cursor Controls

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

Use the **ENTER** or **5** key to select objects on the screen for use in the sentence line, as well as to select a line of dialog in a 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 recalibrate 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:

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

Save/Load Instruction

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 pointing 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 games 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.

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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
Message Line Speed:	
Faster	+
Slower	-
Mouse On	CTRL m
Joystick On (Be sure to centre joystick first.)	CTRL j
Exit Game	ALT x or CTRL c
Win the Game	CTRL w
Version Number	CTRL v

Function and Command Keys

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

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 arrow 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.

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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
C	T	Y
Close	Talk to	Pull
(Rank)		
	(Shove)	

Memory Alert

If the games 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 game first!) and try to free up more memory by removing any terminate-and-stay-resident programs you have installed.

Save/Load Instructions

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 arrow to shortcut to the first or last save game slot. Select a slot by pointing 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.

MONKEY ISLAND 2: LECHUCK'S REVENGE™

Reference Card

Getting Started

Note: If you have previously installed *Monkey Island 2: LeChuck's Revenge* on your system, it would be best to delete it prior to running from the CD.

Monkey Island 2: LeChuck's Revenge is designed to run from your CD-ROM drive. There are four possibilities for running the game:

Running within Windows 95
Running from a DOS-box in Windows 95
Rebooting your computer in DOS-Mode
Running in old DOS (pre DOS 7.0)
Each method is outlined below.

Running in Windows 95

Insert your CD into the CD-ROM drive. The launcher should execute via Autoplay. If you have configured your system to not Autoplay CDs, follow the directions below.

Double-click on the "My Computer" icon (or corresponding icon if you have renamed your computer). Double-click on your CD-ROM drive. You will see a couple of icons here. There will be two folder-icons, and an application called **monkey.exe** (or **monkey** depending on how you have configured your system.) Double-click on the **monkey.exe** icon. This will start the launcher application.

If you have no previous installation of *Monkey Island 2: LeChuck's Revenge*, you will be shown a screen of text, followed by a sound card configuration screen. Select your sound preference, press **ESC** to save, and continue to the main screen. To launch *Monkey Island 2: LeChuck's Revenge*, choose "*Monkey Island 2*".

Running in a Windows 95 DOS-Box

Running in MS-DOS Mode (DOS 7.0)

Running in old MS-DOS (DOS 5.x-6.22)

Switch to the CD-ROM drive (if it is drive D, type "d:" and press **ENTER**). Type "monkey" and press **ENTER**. This will start the launcher application. If you have no previous installation of *Monkey Island 2: LeChuck's Revenge*, you will be shown a screen of text, followed by a sound card configuration screen. Select your sound preference, press **ESC** to save, and continue to the main screen. To launch *Monkey Island 2: LeChuck's Revenge*, choose "*Monkey Island 2*".

If, when you attempt to run the game from file **monkey.ini**, from your **monkey** directory, and then re-run the launcher.

Keyboard/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 a 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 recallibrate 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.