

THE CURSE OF  
**MONKEY ISLAND**™

USER JOURNAL



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# THE CURSE OF MONKEY ISLAND™

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**WELCOME TO MONKEY ISLAND**  
Stand by to come aboard...





## AHOY, MATIES!

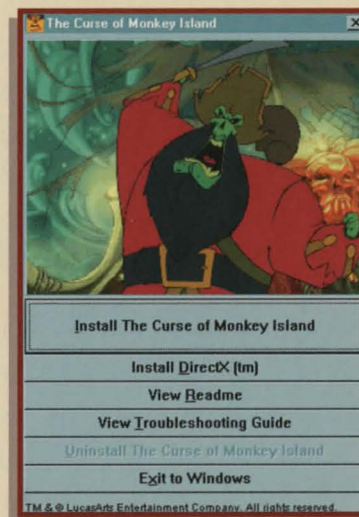
Welcome aboard THE CURSE OF MONKEY ISLAND! If ye be seeking skullduggery, wenching, violence, and foul language... go to a fraternity party! But if ye be in search of humorous piratey adventure with a hapless hero, a vile villain, perplexing puzzles and more anachronisms than ye can shake a mizzenmast at, then ye have come to the right game! Settle your laptop firmly onto the starboard yardarm, make sure your galley be fully provisioned with nacho-flavored hardtack nibbles, and we'll set sail for fun!



## ✦ COME ABOARD! ✦

### INSTALLATION INSTRUCTIONS

- 1** Close all open windows on your desktop and quit all other applications.
- 2** Put THE CURSE OF MONKEY ISLAND Disc 1 in your CD-ROM drive.
- 3** THE CURSE OF MONKEY ISLAND Installation screen will appear. It has these options:



#### INSTALLER MENU

- ✦ **Install THE CURSE OF MONKEY ISLAND:** Installs the game on your hard drive.
  - ✦ **Install DirectX 5.0:** Installs DirectX 5.0 on your system.
  - ✦ **View Readme:** We strongly suggest you open the Readme to view the most up-to-date game information.
  - ✦ **View Troubleshooting Guide:** See the Troubleshooting Guide for detailed installation and troubleshooting tips.
  - ✦ **Uninstall THE CURSE OF MONKEY ISLAND:** Removes the game from your system.
  - ✦ **Exit to Windows:** Returns you to your desktop.
- 4** To install, click the Install THE CURSE OF MONKEY ISLAND button. Follow the onscreen instructions to setup and install.
  - 5** Next, choose the destination for THE CURSE OF MONKEY ISLAND installation. The default CURSE OF MONKEY ISLAND directory is: **C:\Program Files\LucasArts\Curse**. (The letter of your hard drive may be different.) If this is not what you want, specify a different drive or directory name.





**6** You'll be given the option to create a series of shortcuts. Creating a shortcut will make it easier for you to launch the game. Click the checkboxes to deselect any shortcuts you don't want. You'll also have another opportunity to view the Readme.

**7** Setup will create a CURSE OF MONKEY ISLAND Program Folder for the program icons. Click NEXT to choose the default (PROGRAM FILES\LUCASARTS\CURSE OF MONKEY ISLAND) or you can create a new folder or select an existing folder, then click NEXT.

**8** If the game successfully installed, you will see a Setup Complete screen.

**9** After installing THE CURSE OF MONKEY ISLAND, you will be asked to install Microsoft's DirectX, which is necessary to run the game. If you have not installed DirectX 5.0 on your machine before, then you will be prompted to do so.

**10** Now you are ready to play THE CURSE OF MONKEY ISLAND.



## IF YOU HAVE TROUBLE INSTALLING

If you are having trouble installing the game, see the Troubleshooting Guide for more detailed installation and troubleshooting tips. To access the Troubleshooting Guide:

- 1** Insert Disc 1, then double-click the MY COMPUTER icon.
- 2** In the window that opens, double-click the icon for your CD-ROM drive. This opens the Launcher.
- 3** From the Launcher, click VIEW TROUBLESHOOTING GUIDE.

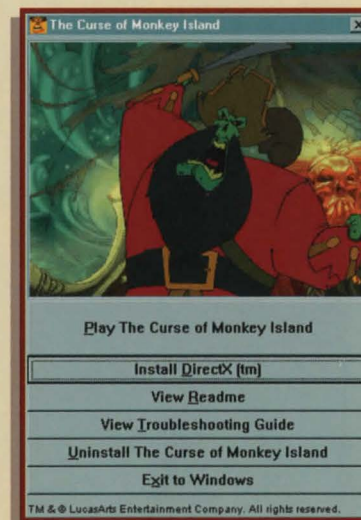
## RUNNING THE GAME

**1** To run the game, insert THE CURSE OF MONKEY ISLAND Disc 1 into your CD-ROM drive. The game's Launcher will appear automatically if Autoplay is active.

**2** If Autoplay is disabled, you will have to find THE CURSE OF MONKEY ISLAND directory on your hard drive and double-click the CURSE application icon, or double-click the CD-ROM icon on MY COMPUTER, then double-click the CURSE.EXE file.

Select PLAY THE CURSE OF MONKEY ISLAND in the Launcher to play the game.

**3** Once THE CURSE OF MONKEY ISLAND is installed, the Launcher appears. This Launcher appears whenever you insert your CURSE OF MONKEY ISLAND Disc 1, when you double-click the CD-ROM icon, or when you select THE CURSE OF MONKEY ISLAND shortcut from your Start menu, or when you double-click the CURSE.EXE file.



### LAUNCHER





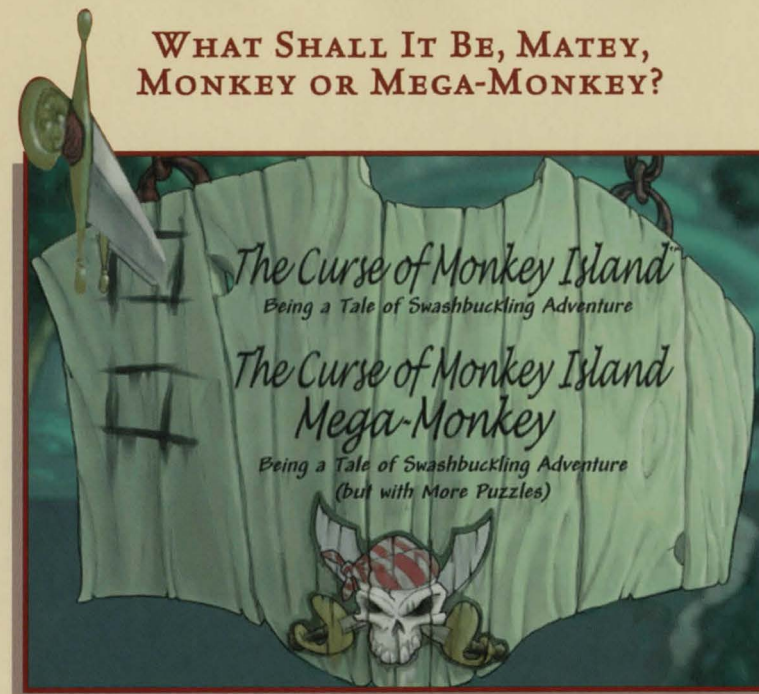
## THE LAUNCHER

THE CURSE OF MONKEY ISLAND Launcher has the following options:

- † **Play THE CURSE OF MONKEY ISLAND:** This button launches the game.
- † **Install DirectX 5.0:** Installs DIRECTX 5.0 on your system.
- † **View Readme:** We strongly suggest you open the Readme to view the most up-to-date information.
- † **View the Troubleshooting Guide:** See for detailed troubleshooting and installation tips.
- † **Uninstall THE CURSE OF MONKEY ISLAND:** Removes the game from your hard drive.
- † **Exit to Windows:** Returns you to the desktop. To play right away, click **PLAY THE CURSE OF MONKEY ISLAND** button.



## WHAT SHALL IT BE, MATEY, MONKEY OR MEGA-MONKEY?



### DIFFICULTY SELECTION MENU

Once you have started the game, you are confronted with an important decision—do you want to play the regular THE CURSE OF MONKEY ISLAND, or THE CURSE OF MONKEY ISLAND: MEGA-MONKEY? Most pirates should play THE CURSE OF MONKEY ISLAND—a lovingly-crafted voyage of infinite adventure, with all the jokes, puzzles, glorious art, and buccaneer-pleasing music ye have come to expect from the rascallions at LucasArts.

But if you are foolhardy, ye may decide to throw caution to the winds and try the mind-numbing THE CURSE OF MONKEY ISLAND: MEGA-MONKEY, with even more sadistic conundrums. Rash mortal, ye have been warned!





**LET'S TAKE A LOOK BACK, MATIE**  
In bygone days, thar was this guy...





## ✦ THE MONKEY ISLAND STORY ✦

So if this is your first MONKEY ISLAND game (or if your memory has been a little spotty since that last alien abduction), you may be asking yourself, “Who is this Threepwood guy, and how did he end up writing his journal in the middle of the Caribbean?” Well, it all started on Mêleé Island...

### THE SECRET OF MONKEY ISLAND

In the first game, THE SECRET OF MONKEY ISLAND, wannabe pirate Guybrush Threepwood showed up on Mêleé Island seeking instruction in his chosen craft of pirating. While passing the pirate entrance exam (treasure hunting, sword fighting, and thievery), Guybrush met the love of his life, Governor Elaine Marley.

Unfortunately, he also ran into his archenemy, the Undead Pirate LeChuck, who had kidnapped Elaine. With the help of the Voodoo Lady and some other friends—like Stan, the obnoxious used galleon salesman—Guybrush defeated LeChuck, scattering his spirit to the Caribbean winds.



## MONKEY ISLAND 2: LeCHUCK'S REVENGE

In the next installment, MONKEY ISLAND 2: LeCHUCK'S REVENGE, Guybrush appeared on Scabb Island and became obsessed with hunting for the legendary treasure of Big Whoop.

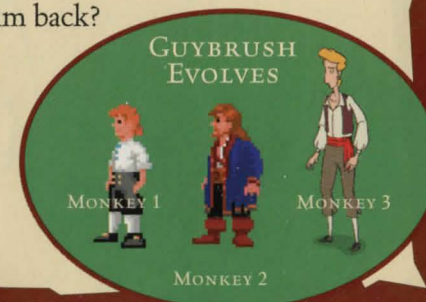


In the process, he nearly lost the love of the beautiful Elaine and unwittingly aided LeChuck's first mate, Largo LeGrande in the zombie resurrection of the Undead Pirate. Only through the aid of the Voodoo Lady and the myopic cartographer, Wally, was Guybrush able to survive. Nonetheless, Guybrush ended up hexed by LeChuck, believing himself to be a little boy trapped in the Carnival of the Damned.

### THE CURSE OF MONKEY ISLAND

Now, in THE CURSE OF MONKEY ISLAND, somehow Guybrush has escaped and once again found his true love... whose fort is under attack by the forces of the zombie pirate. Can Guybrush defeat LeChuck? Will Elaine take him back?

Will Guybrush ever learn the secret of Monkey Island? And how come Guybrush looks so much taller in this game?







## ✦ THE CREW ✦

**"I'M GUYBRUSH THREEPWOOD,  
AND I'M A MIGHTY PIRATE...  
WHO ARE THESE PEOPLE, ANYWAY?"**



### ELAINE MARLEY

The popular governor rules the Caribbean tri-island area of Mêlée, Scabb, and Plunder. Elaine grew up around pirates and is more than capable of taking care of herself. Although frequently courted by the Undead Pirate LeChuck, Elaine's sole love interest (however sporadic), has always been Guybrush. She loves him for his incompetence.



**"ISN'T ELAINE THE MOST  
BEAUTIFUL WOMAN  
YOU'VE EVER FEASTED  
YOUR EYES ON?"**



### LECHUCK



The Undead Pirate's main problems are that he can't stay dead and he can't get over Elaine. Add to that a perpetual hygiene problem and a love of sadistic torture, and you'll understand why they never made a musical about his life.

### THE VODOO LADY

She is the mysterious wielder of uncanny otherworldly power. She also makes a killer gumbo. Whenever Guybrush is really stumped, she usually comes through with the help he needs to figure things out—sort of like a personal Tech Support Line that sells shrunk heads.



### BLOODNOSE THE PIRATE (THE CARTOGRAPHER FORMERLY KNOWN AS WALLY)



Wally decided it was easier to make a career change than spend the rest of his life as LeChuck's prisoner. Besides, this way he never has to attend another cartographer convention nor go to workshops on "Latitude vs. Longitude: The Great Debate" or "The Equator: More Than an Imaginary Line."





**SO YE WANTS TO BE A PIRATE?**  
Thar's some things you'll need to know...



## ✦ TAKE THE HELM! ✦

### PLAYING THE GAME

The best approach to playing an adventure game like THE CURSE OF MONKEY ISLAND is to explore every location thoroughly. Move your cursor all over the screen to see which things highlight, try different objects together (even improbable ones) and talk to all the characters you meet.

### THE ACTION INTERFACE

You may already have noticed that when you move your X-shaped cursor over certain objects, it turns red. To interact with these things, move the cursor over the desired object until the cursor turns red. Click and hold the left mouse button. The Verb Coin (also called the Action Interface) will appear.



There are three animated icons on the Verb Coin that represent different actions you can perform in the game. They are a Hand, a Skull and a Parrot.

✦ The grabbing **HAND** represents the actions "pick up," "push" or "use."

✦ The bug-eyed **SKULL** represents the action "examine."

✦ The talking **PARROT** represents the actions "talk to," "eat," "drink," "taste," "blow" or "bite."

While holding down the left mouse button, select the appropriate Verb Coin icon by moving the cursor over it. If you select the **HAND**, it will close. If you select the **SKULL**, its eyes will bulge. If you select the **PARROT**, its beak will open. Release the mouse button to select one and trigger the interaction, for example: "examine door" or "pick up cannon balls."

If you move your cursor to the right or left side of the screen in many parts of the game, your cursor will become a red arrow. This shows an exit to another room or location. If you click it once, Guybrush will go there. Double-click to take a shortcut.

When you first enter a room, it is a good idea to run the cursor around the room to see where it turns red (showing objects you can interact with). Pick up anything you can and talk to everyone... you never know what might just provide the clue to that obscure puzzle that's stumping you.



### THE INVENTORY

In an adventure game, your inventory is the collection of objects (tools, weapons, food, etc.) that your character can pick up and use during the game.



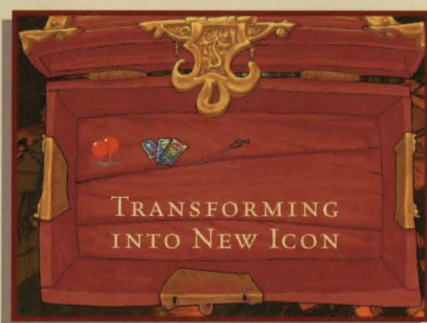
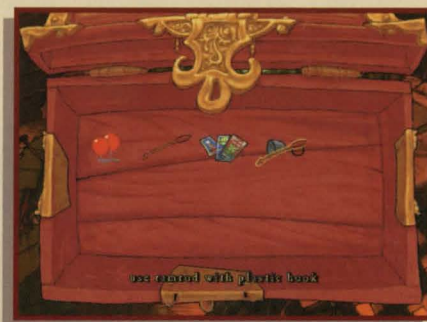
✦ Your inventory is accessed by right-clicking the mouse or pressing the **TAB** or **I** KEY. It appears inside a wooden chest with icons representing all of your inventory items.





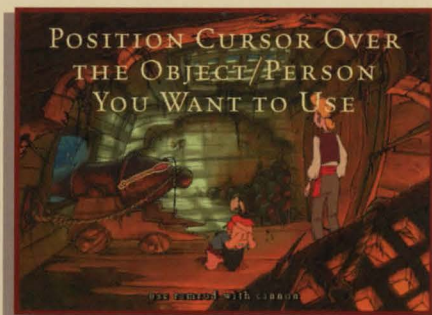
† To add an item to your inventory during gameplay, position the cursor over the item, then left-click and hold the mouse button to bring up the Verb Coin, then select the HAND. If the item can be picked up, Guybrush will do it. If your inventory gets full, you can scroll through its contents with the arrows that appear.

† You may use an item in your inventory by positioning your cursor over it and quickly left-clicking. (A longer click will bring up the Action Interface.) You will notice that your cursor has now become the item you selected. (Pressing the C key also does this.)



† If you want to use the item with another item in your inventory, position your cursor item over the other item and left-click.

† If you want to use the cursor item in the game window, move it outside the inventory chest and the inventory chest will disappear. You can then position your cursor item



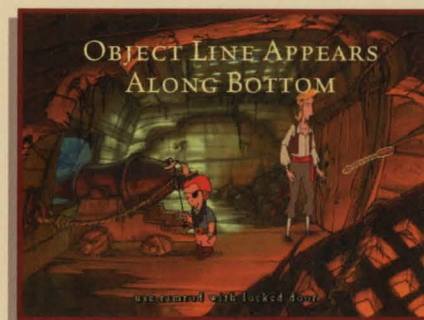
over the object or person you wish to use it with, and left-click to activate it.

† If you wish to return a cursor item to your inventory, simply right-click and your cursor will return to normal.



## THE OBJECT LINE

The OBJECT LINE is the sentence at the bottom of the screen that describes what you are doing. If you pass your cursor over objects or use the Action Interface, you will notice



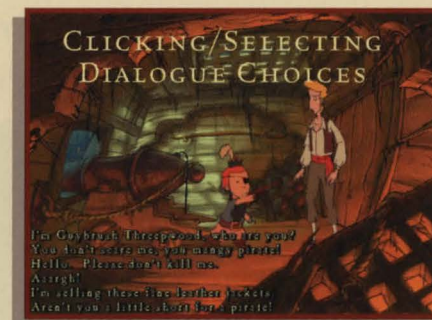
that the OBJECT LINE reflects your actions. For instance, if you position your cursor over the cannon, bring up the Verb Coin, and select the Hand, the OBJECT LINE will say, "Use the cannon." If you find the OBJECT LINE intrusive, you can press the F1 key and bring up the SAVE/LOAD logbook, then click the SHOW OBJECT LINE checkbox to turn it on or off. (See The SAVE/LOAD Logbook section on page 22 for more details.)

## TALKING TO OTHER CHARACTERS

If you want Guybrush to get anywhere in this game, he's got to talk to people.

† To talk to other characters, position the cursor on top of them, then left-click to bring up the Action Interface. Frequently, after you have clicked the PARROT,

you will be presented with a series of possible dialogue choices for Guybrush. If there are additional dialogue choices, click the arrows to scroll through them. Click a line of dialogue to select it. Keep clicking on different dialogue choices until you have all the information you need from the other characters (or as







much as they are willing to volunteer; some folks are just less talkative than others).

## SHIP COMBAT

At one point in the game, Guybrush will acquire a ship of his own. It will, however, be necessary for him to engage in a series of naval battles along the way. At that point, Captain Guybrush will be asked by a crew member if he wants help with his sea battles. If he says he wants help, your sea battles will be ridiculously easy. Otherwise, you can plunge wholeheartedly into a semi-authentic recreation of the age of tall ships and brave manly pirates who wore earrings, silk shirts, and scarves on their heads.

If at any time you decide that this sea battle thing is very exciting and all, but you paid for an adventure game, not a 17th century aquatic shooting gallery, you can talk to the crew member and enlist help in getting through the sea battles.

The sea battles start with Guybrush at the navigational chart, with the little model pirate ships. There should be three ships: Guybrush's ship (which will be standing still), a ship labeled "?", and a ship labeled "Rottingham." Captain Rottingham has the



highest quality cannons, and our hero will not at first be ready to engage him, so double-click in front of the ship marked "?" until Guybrush's ship intercepts it.

At this point, you will get an aerial view of the two ships, with Guybrush's appearing first on screen, sailing on from the left. Your left mouse button will steer your ship, and your right mouse button will fire your cannons (or

use the LEFT ARROW KEY to move left, the RIGHT ARROW KEY to move right, and the TAB KEY to fire). Remember that your cannons are on the sides of your ship, so steer so that the side of your ship faces your opponent, and (hopefully) the side of his ship does not directly face yours. You have three cannons on

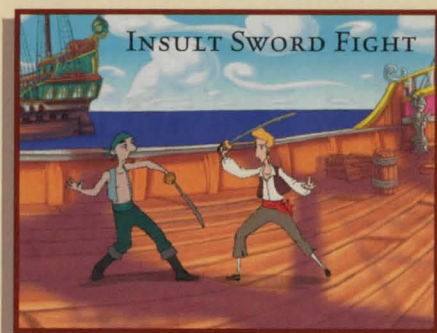






each side, which can be damaged and stop working if you are hit. Reloading after you fire takes up to 10 seconds.

If you lose the sea battle, Guybrush will be back on the deck of his own ship, and you will have to once again look at the navigational chart. This time, the ship that was formerly called “?” will now be called something like “Not Very Fearsome Pirates” and must be attacked again until defeated in sea battle. If you find yourself in combat with the wrong ship, press the ESC KEY to get out of it.



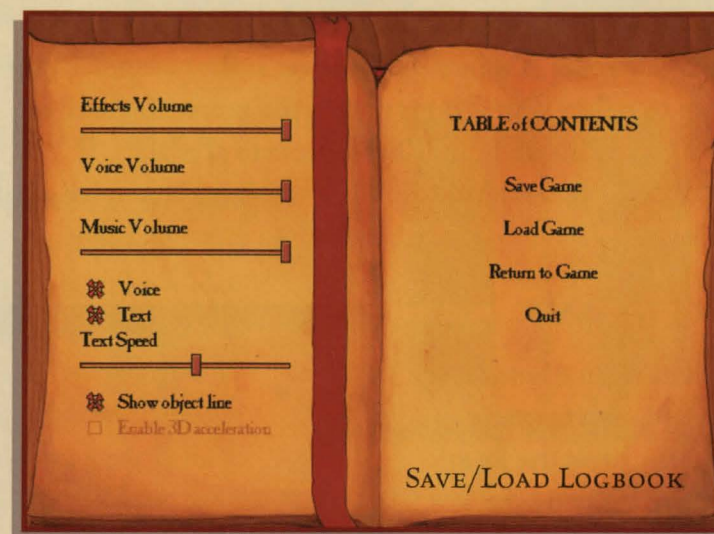
If you win the sea battle, you will then see Guybrush on the deck of the enemy ship, ready to engage his foe in a sword duel. If he loses, Guybrush must return to the navigational chart and board the same ship (he will not

have to engage in another sea battle if it is the same ship) until he defeats the enemy captain in sword fighting.

Once he has won the duel and captured the ship's treasure, he must then consult his chart and return to Puerto Pollo (located in the upper left corner of the chart) and purchase better cannons. With better cannons, he can return to the navigational chart and look for a new “?” ship. Guybrush proceeds this way until he has the highest possible grade of cannon, at which point he is ready to take on Rottingham's ship.

## THE SAVE/LOAD LOGBOOK

To save and load games and adjust other game settings, press the F1 KEY to open the SAVE/LOAD logbook. You can perform the following options:



† **Save Game:** Click to save a game. See page 24 for details on saving.

† **Load Game:** Click to load a game. See page 25 for details on loading.

† **Return to Game:** Click to close the SAVE/LOAD logbook and return to the game.

† **Quit:** Quits the game.

† **Effects Volume:** Move this slider to the right to make the sound effects louder. Move it left to make the sound softer.

† **Voice Volume:** Move this slider to adjust the volume of the characters' voices louder or softer.

† **Music Volume:** Move this slider to adjust the music volume.

† **Voice:** Click to make the characters speak out loud.

† **Text:** Click this checkbox to make the written dialogue appear onscreen.

† **Text Speed:** If you check both the VOICE and TEXT checkboxes, the dialogue will both play out loud and appear onscreen. Move the slider either way to adjust how quickly or slowly text appears onscreen. Moving the slider to the right speeds up text.





† **Show Object Line:** Click this checkbox to activate the OBJECT LINE, the sentence that appears at the bottom of your screen to reflect your actions during the game. Uncheck the box if you do not want the OBJECT LINE to appear.

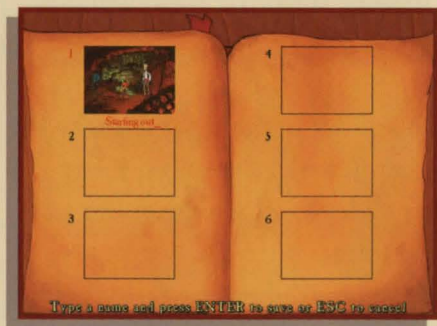
† **Enable 3D Acceleration:** Click the checkbox to see what happens.

## SAVE A GAME

To save a game (something we recommend you do often), press the F1 KEY. This will bring up the SAVE/LOAD logbook.

1 To save, click SAVE GAME in the SAVE/LOAD logbook.

You will see six numbered boxes on the pages of Guybrush's log. If all the boxes are full, click the red arrows to turn the pages.



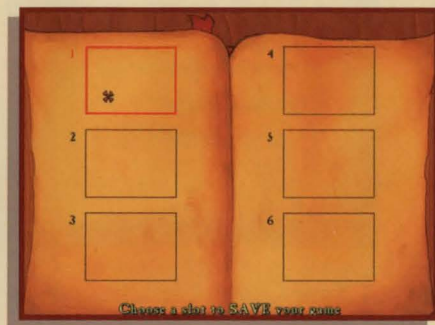
2 Move your cursor onto the numbered box where you wish to save the game and click there. You should see a snapshot of your location in the game appear in the box.

3 Now, type in a name for your saved game.

This should be a name that will help you remember what was going on in that part of the game, such as "Sword Fighting" or "Treasure Map Puzzle."

4 When you have typed in the saved game name, press the ENTER KEY to save it, or the ESC KEY to cancel.

5 Any setting adjustments you've made (volume, text, game



difficulty) are independent of saved games and do not need readjustment.

## LOAD A GAME

To load a game press the F1 KEY. This will bring up the SAVE/LOAD logbook.

1 To load, click LOAD GAME in the logbook.

2 Click on the game title you wish to load.

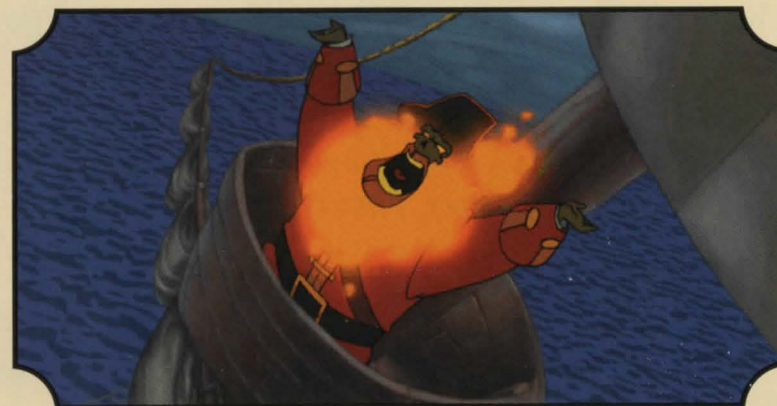
3 If you do not see the saved game you wish to load, move your cursor to the right or left side of the logbook page until your cursor becomes a red arrow. Then, click on the arrow to turn pages until you find the right saved game.

4 Click the red bookmark to go to the Table of Contents page.



## QUITTING THE GAME

To quit the game, you may either use the F1 KEY to bring up the SAVE/LOAD logbook and click QUIT, or use the ALT+X KEY combination. Click the Y KEY to quit, the N KEY to cancel.





## ✦ PIRATE WEAPONS ✦

Pirates lead a rough and adventurous life, and this calls for weapons... and not just conventional weapons like the cutlass, pistol, or cannon. In a tight spot, the clever (or desperate)

pirate could turn ordinary household items into weapons... and given pirate hygiene (or lack thereof), even a paper cut might prove fatal.



### THE CUTLASS

Any pirate worth his salt carries a sword because he never knows when some other brigand will challenge him. Of course, in Guybrush's part of the Caribbean, sword fighting is always accompanied by insults.

The pirate must have a tongue as sharp as his blade if he wants to hang onto his treasure. **DAMAGE:** One point (It's on the end of the blade... get it?)

### THE PISTOL

Firearms are still pretty primitive at the time of our story, so they are mostly used for one-shot situations like a duel of honor. **DAMAGE:** Either .45 or .38. **RANGE:** About ten paces.



## THE CANNON

At this time, cannons are pretty much the ultimate weapon. They can sink a ship or demolish a fortress.

Even an impoverished pirate could probably afford a generic model cannon for his ship, but high-grade weaponry demands a major hunk of booty. Aspiring buccaneers must work their way up, preying on ships with inferior cannons to boost their armament budget. **DAMAGE:** A hole in one. **RANGE:** Depends on the grade of cannon and wind resistance, but once these are factored in, the range can be determined easily by using the following formula:  $\text{Distance} = (2v^2 \cos F \sin F) / G$ . Or, as Rampaging Rucksack Newton, the pirate physicist, once said, "Ya keeps firing at 'em till they falls down."

### THE SERRATED KNIFE

Guybrush finds that though the serrated knife is of little use when defending himself, he can do some major property damage with a knife sharp enough to saw wood. **DAMAGE:** See Cutlass.

### THE SCISSORS

Only pirate barbers would think of using these as a weapon, but they might be useful if you were attacked by a hydrangea or a bougainvillea. **DAMAGE:** A really bad hair day.

### THE CREAM PIE

Only a rat would use this as a weapon. **DAMAGE:** Sugar Rush. **RANGE:** Depends on fluffiness of egg white meringue and weight of pie pan.





## HOT KEYS

**F1** = Game Controls (Saving, Loading, Quitting, Text and Volume Control)

**Tab** OR **I** = Open/Close Inventory

**C** = Put Inventory Object Under the Cursor on the Cursor

**T** = Talk To, Taste, Eat

**U** = Use, Pick Up, Push, Pull, Open

**E** = Examine, Look At, Read

**D** = Check to See If You're Playing Regular Monkey or Mega-Monkey

**Esc** = Skip a Cutscene

**Shift** + **W** = View the End Credits

**Tab** = Fire Cannon During Ship Combat

**Alt** + **X** OR **Alt** + **Q** = Quit

**←** = Port **→** = Starboard

(That's turn your ship left or right, for you landlubbers!)



## WARNING!

The next pages contain explicit hints and puzzle solutions for the first puzzle in *The Curse of Monkey Island*. To show you how to use various game features and to give you a head start, we have included this Walk-Through. If you want to be thoroughly challenged and solve everything yourself, skip to page 36.







## ✦ WALK-THROUGH ✦

### HOW TO SOLVE PUZZLE ONE

So here is poor Guybrush, trapped in the hold of LeChuck's ship. If you try to use the door or other possible exits, you will soon see that there doesn't seem to be any way out. And besides, Guybrush is being guarded by that menacing-looking pirate. Well, actually, he's a rather wimpy-looking pirate, but he's got a gun, and he's quick on the draw. Maybe it would be better to just talk to him.



To talk to him, place the cursor over the small pirate, left-click and hold the mouse button to bring up the Verb Coin. Select the Parrot to talk to him. Select one of the dialogue choices to start the conversation. To move through the dialogue as quickly as possible, select line numbers 2, 2, 6, 5, and 5. Of course, if you are feeling chatty, you can choose others, but those lines in that order will make it quick.



So Wally has lost his hook. Now one of the rules of adventure gaming is to pick up anything that isn't nailed down, so have Guybrush pick up the hook, which will be added to your inventory.



To pick up the hook, place the cursor over the hook, then left-click and hold to bring up the Verb Coin, then select the Hand.



If you look at your inventory (right-click to open it), you will see the hook, Wally's pirate literature, and some helium balloons.

If you want to have fun with Guybrush now or at any point during the game, have him use his mouth with the helium balloons. To use his mouth, right-click to open the inventory, place the cursor over the balloons, then left-click and hold to bring up the Verb Coin. Select the Parrot to make Guybrush hold his mouth to the balloons.) **COOL.**



Another item you can pick up in this room is that cannon ramrod on the back wall. Wally won't need it since the cannon is self-loading.





You can use the hook with the ramrod to make a gaff which will be useful if you need to fish anything out of the water.

(Right-click to open the inventory. Place your cursor over the hook, then left-click quickly. The cursor becomes the hook, and you can drag it on top of the ramrod. The two items combine to create a gaff which appears in your inventory.)



Since Wally seems to be busy wrestling with his corporate identity, why don't you take advantage of the situation to use the cannon... you've always wanted to fire one, haven't you? (Place the cursor over the cannon, left-click to open Verb Coin, then use the Hand.) Once you are looking out through the cannon port, you have four boats to sink. (Use the mouse to aim



the cannon and the left mouse button to fire.)

Once the boats are sunk and you are back in the cannon room, move your cursor over to the port. When it becomes a red arrow, click to move Guybrush there.

As Guybrush looks out the cannon port after sinking the four boats, he will see a skull and some debris floating in the water. You never know when debris can be useful, so use the gaff to



pick up the debris, which will add a cutlass to your inventory. (Right-click to open the inventory, then quickly left-click the gaff. Drag the gaff outside the chest into the scene, then left-click on the debris.)

If Murray, the floating skull, gives you trouble, you can use the gaff with him too.



Move back inside the ship by rolling your mouse around until it becomes the red arrow cursor. Back inside, notice that the cannon is held in place by a restraining rope. It might be inter-

esting to see what would happen if the cannon weren't restrained.

Use the cutlass with the cannon restraining rope. (Right-click to

open inventory, then left-click the cutlass. Drag the cutlass outside the chest and place it over the restraining rope, then left-click the mouse.)

Now once more use the cannon.

**KA-BOOM!**







Guybrush should now be in the treasure hold. There are many interesting objects in this room for Guybrush to look at and try



to pick up. Behind Guybrush's original position in the room and a little to the left is a small brown bag of nickels. Pick this up (left-click the bag to bring up the Verb Coin, then use the Hand).

You will see a diamond ring, which you should also pick up. What stands between our hero and freedom at this point is that glass porthole. Now think... what can a diamond do to glass?



Right... use the diamond ring with the porthole, (right-click to open inventory, left-click the ring, then drag it out of the chest



and over the porthole, then left-click) and you will wash Guybrush ashore and into Part II.



FROM HERE ON  
YOU'RE ON YOUR OWN.  
GOOD SAILING!







## ✦ STEADY AS SHE GOES ✦

### OUR GAME DESIGN PHILOSOPHY

**W**e believe that you buy games to be entertained, not tossed overboard every time you make a mistake. So we don't run you up on the beach and bring the game to a screeching halt when you (in the best pirate fashion) swagger into a place you've never been before or devastate your opponent with your lightning wit. Any messes Guybrush gets into are messes you can get him out of.

We do recommend, however, that you save the game on a regular basis because 1) it's a long game...you probably should eat at some point, and 2) you may want to go back and see what happened if you had said other things or taken other actions. This is why computer games are so superior to real life!



## ✦ WHERE TO FIND US ✦

### HOW TO CONTACT LUCASARTS

**L**ucasArts has set up a variety of services to provide you with information about our latest games, hint and game-play assistance, and technical support.

#### HINT LINE

##### Within the U. S.

If you need a hint, you may call our automated Hint Line. This service costs 95 cents per minute, requires a touch tone phone, and you must be at least 18 years old or have your parents' permission to call. The number is **1-900-740-JEDI (1-900-740-5334)**. The option to speak with a live Hint Operator is also available from this number. (Average call length is three minutes.)

##### In Canada

Our Hint Line is also available to our Canadian customers. This service costs \$1.25 (U.S.) per minute, requires a touch tone phone, and you must be at least 18 years old or have your parents' permission to call. The number is **1-900-677-JEDI (1-900-677-5334)**. (Average call length is three minutes.)

#### WHERE TO FIND US ONLINE

Visit the LucasArts Web site at **www.lucasarts.com**. You can reach us through the Technical Support section of the LucasArts Web site. From there, you will have the option to receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.





## Yoda's Help Desk

We are proud to feature Yoda's Help Desk, which is available in the Technical Support section of the LucasArts Web site at <http://www.lucasarts.com>. Yoda's Help Desk offers interactive solutions to technical issues based on information you provide. Visitors to Yoda's Help Desk will be able to receive technical support 24 hours a day, seven days a week.

## TECHNICAL SUPPORT

### Technical Support Phone Number

You can reach our Technical Support department by calling **1-415-507-4545**. We are available to help you Monday-Thursday from 8:30 a.m.-5:30 p.m. and on Friday from 8:30 am - 4:30 pm (Pacific Standard Time).

This number is for technical assistance only. Hints will not be given out over the Technical Support line.

If you need technical assistance, please don't hesitate to contact us after reading the Troubleshooting Guide and the Readme file. For your convenience, if you cannot get through to a representative by phone and you have access to a fax machine or any of our online areas, please consider contacting us through one of these alternate means.

When contacting us, please be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including: your sound card, video card, CD-ROM drive, amount of RAM present, along with the speed and manufacturer of your processor. Also, make sure to include the title and version of the game, and a detailed description of the problem.



## Technical Support Fax

For your convenience, we also offer the option of faxing us with your technical questions at: **1-415-507-0300**.

When sending us a fax, please include your name, return fax number with the area code, and a voice phone number so we can contact you if we experience any problems when trying to fax you back.

### Technical Support Mailing Address

LucasArts Entertainment Company, P.O. Box 10307, San Rafael, CA 94912, Attn.: Product Support

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# ✦ ALL HANDS ON DECK! ✦

## ALL THE "LITTLE PEOPLE" BELOWDECKS

STORY, DESIGN & PROJECT LEADS Larry Ahern Jonathan Ackley PROGRAMMERS Chuck Jordan Chris Purvis Jonathan Ackley LEAD BACKGROUND ARTIST Bill Tiller BACKGROUND ARTISTS Maria Bowen Kathy Hsieh LEAD ANIMATOR Marc Overney 2D ANIMATION Derek Sakai Kevin Micallef Graham Annable Anson Jew Yoko Ballard Charlie Ramos Chris Miles Vamberto Maduro 3D ANIMATION Daniel Colon, Jr. 2D CLEANUP AND IN-BETWEENS Oliver Sin ART & ANIMATION DIRECTOR Larry Ahern LEAD RENDER ARTIST Kim Balestreri RENDER ARTISTS Marcia Thomas Thomas Arndt Roger Tholloug ART TECHNICIANS Livia Mackin Michelle Harrell Kim Gresko C. Andrew Nelson	POST PRODUCTION VISUAL EFFECTS C. Andrew Nelson MUSIC COMPOSER Michael Land MUSIC PRODUCERS Michael Land Hans Christian Reumschuessel MUSIC ENGINEER/MIXER Hans Christian Reumschuessel VOICE DIRECTOR & PRODUCER Darragh O'Farrell SENIOR VOICE EDITOR Khris Brown VOICE EDITORS Coya Elliott Cindy Wong VOICE DEPARTMENT COORDINATOR Peggy Bartlett SOUND DESIGN Clint Bajakian Julian Kwasneski SYSTEM PROGRAMMING Aric Wilmunder SCUMM SYSTEM Aric Wilmunder Aaron Giles Brad P. Taylor INSANE ANIMATION SYSTEM Vince Lee Matt Russell iMUSE MUSIC SYSTEM Michael McMahon Michael Land Peter McConnell LEAD TESTER Dan Pettit	TESTING Deedee Anderson Matthew Azeveda Jo 'Capt. Tripps' Ashburn John Buzolich John Castillo Tim Chen Leyton Chew Scott Douglas Morgan Gray Greg Land Colin Munson Theresa O'Connor Charles Smith Lee Susen Scott Tingley Randy Tudor Paul Zabierek SENIOR COMPATIBILITY TECHNICIAN Chip Hinnenberg COMPATIBILITY TECHNICIANS James Davison Lynn Selk Kevin Von Aspern Jason Lauborough PRODUCTION MANAGER Camela Boswell PRODUCTION COORDINATOR Kellie Tauzin PRODUCT MARKETING MANAGER Tom Byron BASED ON CHARACTERS CREATED BY Ron Gilbert SCRIPT WRITERS Jonathan Ackley Larry Ahern Chuck Jordan Chris Purvis ADDITIONAL DESIGN Chuck Jordan	Chris Purvis Tim Schafer STORYBOARDS Marc Overney Bill Tiller CONCEPT ART Derek Sakai Marc Overney Kevin Micallef Larry Ahern Bill Tiller Steve Purcell Ken Macklin ADDITIONAL 2D ANIMATION David Bogan Chris Schultz Oliver Sin David DeVan ADDITIONAL BACKGROUNDS Chris Hockabout Bill Eaken INSTALLER & LAUNCHER Darren Johnson ADDITIONAL PROGRAMMING Livia Mackin Gary Keith Brubaker Aaron Giles ADDITIONAL TESTING Tabitha Tosti Bob McGehee Thomas Scott Beau Kayser INTERNATIONAL PROGRAMMING Judith Lucero INTERNATIONAL LEAD TESTER Adam Pasztory BURNING GODDESSES Wendy Kaplan
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Kellie Walker MANUAL WRITERS Jo 'Capt. Tripps' Ashburn Mollie Boero MANUAL DESIGNER Patty Hill PACKAGE DESIGN Soo Hoo Design PACKAGE COVER ART Bill Tiller Larry Ahern TECHNICAL WRITERS Chip Hinnenberg Lynn Selk STRATEGY GUIDE Jo 'Capt. Tripps' Ashburn ADDITIONAL ART TECHNICIANS Tabitha Tosti Stephen Kalning Doug Shannon Aaron Muszalski Michael Levine SHIP MODEL CONSTRUCTION Wesley Anderson	"STAN'S THEME" BY Peter McConnell VOICE RECORDING ENGINEERS Ernie Sheesley Elliot Anders ASSISTANT ENGINEER Laurie Bean VOICE RECORD LOCATION Screenmusic Studios LUCASARTS VOICE ENGINEER Jeff Kliment ADDITIONAL PRODUCTION COORDINATION Susan Upshaw Linda Grisanti VARIABLE BIT RATE ADAPTIVE PULSE CODE/MODULATION WITH DYNAMIC ERROR CORRECTION Steve Splinter Paul Wenker	"MONKEYS ARE LISTENING" CONCEPT Casey Ackley SPECIAL THANKS TO Kristi Dechairo Casey Donahue Ackley Laura, Michael & Nancy Ackley Mark Petersen & Dr. Janet Halesbo Lisa Hansen Cherie Micallef Peter Hively Stephanie Colon Charles, Pat, & Skip Jordan Amy Tiller Alfredo Ignacio Lee Ballard Dee Overney John Lyons Peter McConnell David Levison Collette Michael Steve Purcell Everyone at Trans-action Software Technologies	Tim Schafer Sean Clark Michael Stemmler Hal Barwood Tony Hsieh Stephen R. Shaw Bret Mogilefsky Garry Gaber Melissa Gaber Mark Christiansen Gabriel McDonald Donald Ago Bob Roden Krista Hand Annita Motte Angie Brown Jeff Grunden Dave Grossman Tami Borowick Ron Gilbert  VERY SPECIAL THANKS TO George Lucas  DEDICATED TO the Memory of Bret Barrett
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## CAST OF CHARACTERS

Guybrush Threepwood: DOMINIC ARMATO Governor Elaine Marley/Son Pirate: ALEXANDRA BOYD LeChuck: EARL BOEN Murray/Skully/Father Pirate: DENNY DELK Wally: NEIL ROSS Haggis McMutton: ALAN YOUNG Edward VanHelgen/Ghost Groom: MICHAEL SORICH Cutthroat Bill: GREGG BERGER Kenny Falmouth: GARY COLEMAN Wharf Rat: JOE NIPOTE Madame Xima: KATHLEEN FREEMAN Dinghy Dog: DAVE MADDEN Captain Blondebeard/Cruff: TERRY MCGOVERN Captain Rottingham/The Flying Welshman: TOM KANE	Cabana Boy/LaFoot: HARVEY JASON Lemonhead/Pirate 2: S. SCOTT BULLOCK Slappy Cromwell/Snowcone Guy: VICTOR RAIDER WEXLER Griswold Goodsoup: KAY KUTER King Andre/Pirate 3: DAVE FENNOY Voodoo Lady: LEILANI JONES WILMORE Palido Domingo/Pirate 1: GEORGE DEL HOYO Ghost Bride: MARY KAY BERGMAN Mr. Fossey: QUINTON FLYNN Stan: PAT PINNEY Mort/Stu Boyle/Pirate 4: ROGER BEHR Pirate 5: GLEN QUINN Pirate 6: BRENDAN HOLMES Thin Pirate: CHRIS SENA Fat Pirate: JAN EDDY
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# ✦ IT'S THE LAW, MATIE ✦

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THE END

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0-23272-10818-2





Scabb

Phatt

Booby