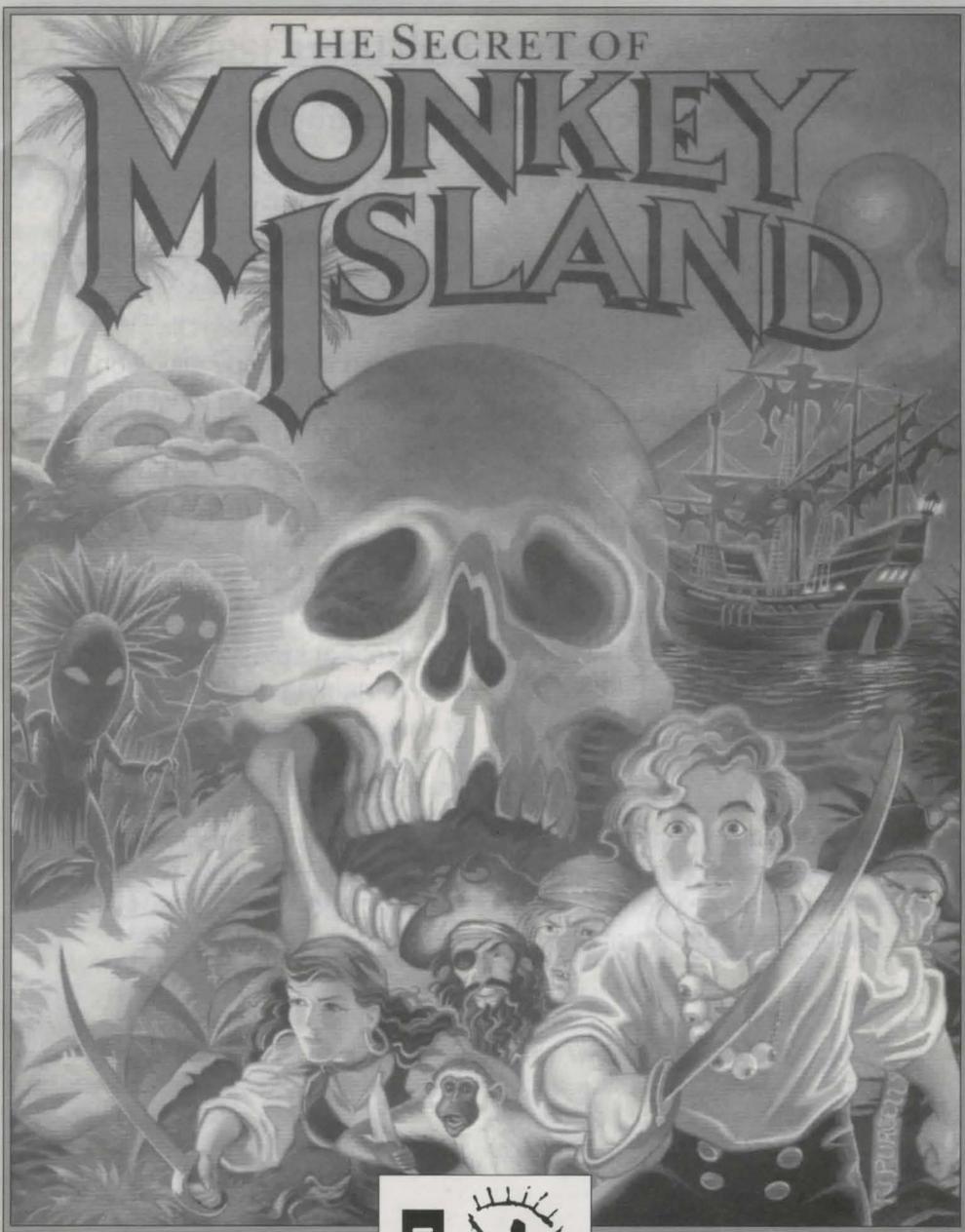


THE SECRET OF

# MONKEY ISLAND



## Apple Macintosh Users

### Installation and Loading Instructions

This game **MUST** be installed on a hard disk before playing.

1. Create a new folder on your Macintosh hard disk, called "Monkey Island".
2. Insert the first disk into the floppy drive, and double click on the disk icon to view its contents.
3. Drag the contents of the disk into the folder you created.
4. Double click on the 'Monkey Island n' icon which is now in your new folder (where 'n' is the number of the disk the icon is from)
5. The destination path should be the folder you just created, so click on the 'extract' button. If the destination path is not the folder you had just created, change the destination path accordingly. The necessary files will then be extracted to the hard disk.
6. Drag the floppy disk icon to the trashcan to eject the disk, and drag the "Monkey Island n" into the trashcan as well. (Once you have extracted the files (Step 5), the archive may be deleted from your hard disk to save space.)
7. Repeat steps 2-6 for the remaining disks.
8. The installation process should now be complete. You can empty your trashcan to delete the archive files, and then double click on the "MONKEY ISLAND" icon to start the game.

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

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

Although 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

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 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**. Unbeknownst 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

To 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.

## Playing the Game

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. The screen is divided into the following sections:

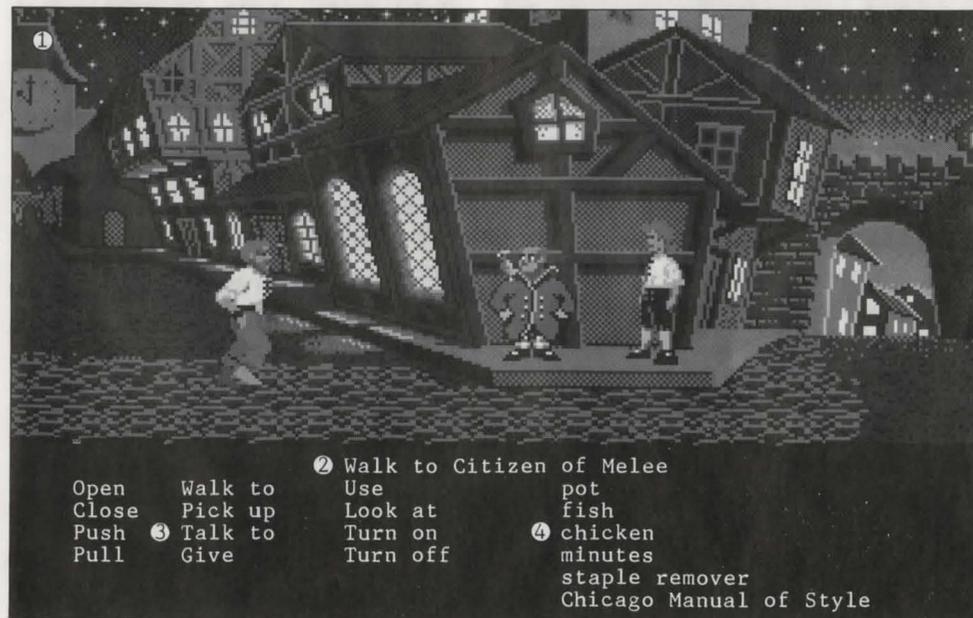
1) **The Animation Window** is the largest part of the screen and is where the animated action takes place. It shows the "camera's-eye view" of the room or location that the main character is in. Dialog spoken by the characters, as well as game-related messages, also appear here.

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.

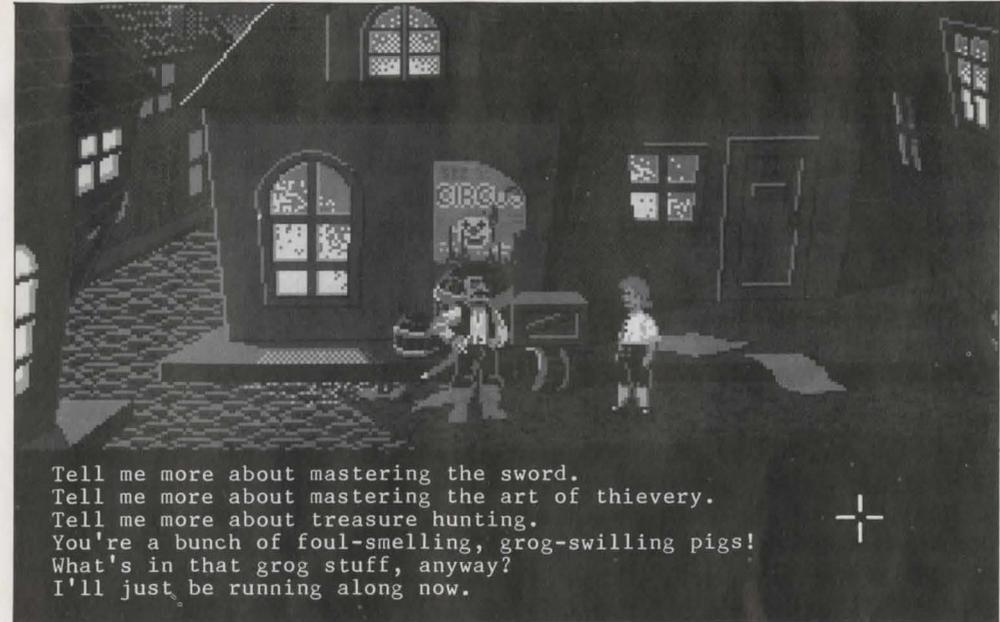
Talk to the Important-looking Pirates seated in the adjoining room. They're full of good advice about how to become a pirate!

**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

• 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.

## PC Users

### Getting Started

**NOTE:** The 256-colour VGA version of The Secret of Monkey Island must be played from a hard disk.

**To install The Secret of Monkey Island on a hard disk**, we have provided a utility that will automatically copy the program to your hard disk from the floppies included in the package. To run it, boot your computer, then insert Disk 1 in drive A, type **a:** and press **ENTER**. (This utility will also work from drive B.)

When you see the **A>** prompt, type the word **install** followed by a space, the letter of your hard disk, a colon and then press **ENTER**. For example, if your hard disk is 'C', type:

**install c:**

and press **ENTER**. Follow the prompts to insert each disk in order. This will install the game in a directory called **monkey.vga** on your hard disk. You can move the game if you wish by simply copying all the files into a new directory.

**To play the game from your hard disk**, use these commands:

- Switch to the correct drive (for example, type **c:** and press **ENTER**)
- **cd\monkey.vga** and press **ENTER** (to change to the correct directory).
- Type **monkey** and press **ENTER** (to start the game).

### Setting Preferences

When loaded, the program will check to see if you have a mouse driver or joystick installed or a Roland, AdLib, GAMEBLASTER or SOUNDBLASTER sound board, and will set up the game appropriately. If you wish to override these default settings, you may do so by adding the following letters

(separated by spaces) after typing **monkey** when you start the game:

<b>r</b>	Roland MT-32 or LAPC-1 sounds.
<b>a</b>	AdLib Music Synthesizer or SOUNDBLASTER sounds.
<b>g</b>	GAMEBLASTER sounds.
<b>ts</b>	Tandy® sounds.
<b>i</b>	Normal sounds (internal speaker).
<b>m</b>	MCGA graphics mode.
<b>v</b>	VGA graphics mode.
<b>e</b>	EGA graphics mode (high resolution).
<b>mo</b>	Use mouse control.
<b>j</b>	Use joystick control.
<b>k</b>	Use keyboard control.

For example, to start the game in MCGA graphics mode with AdLib sounds, type:

**monkey m c**

### Cursor Controls

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

Use the **ENTER** or **5** keys 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 re-calibrate 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:

<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**-scroll inventory screen up.

**A**-scrolls the inventory screen down  
# 1-6 - select from inventory objects shown on the screen **and** dialog choices in a conversation.

## Save/Load Instructions

When you use the save game option the games will be saved in the directory on your hard disk with the game files. 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 either **SAVE,LOAD** or **PLAY**. The **SAVE/LOAD** option will not be available during the opening sequence or 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

## Function and Command Keys

Save or Load a Game	<b>F5</b>
Bypass a Cut-Scene	<b>Esc</b> or press both mouse/ joystick buttons at once.
Restart a Game	<b>F8</b>
Pause the Game	<b>SPACE BAR</b>
Sound Control (controls the internal speaker only)	<b>CTRL s</b>
Message Line Speed:	
Faster	<b>+</b>
Slower	<b>-</b>
Reposition Instantly (Use instant repositioning if you find scrolling is too slow.)	<b>CTRL r</b>
Mouse On	<b>CTRL m</b>
Joystick On (Be sure to centre joystick first.)	<b>CTRL j</b>
Exit Game	<b>ALT x</b> or <b>CTRL c</b>
Version Number	<b>CTRL v</b>

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.

**Note:** Loading a previously saved game will cause you to lose the game you are currently playing.

**Note:** Games saved with the 16-colour version of The Secret of Monkey Island cannot be loaded by this version of the game.

## Commodore Amiga Users

### Getting Started

**NOTE:** We recommend that you first make a backup copy of all disks and put the originals in a safe place. The disks are not copy-protected, so to copy them, just follow the instructions that came with your computer.

You can play from either a hard disk drive or a floppy disk drive.

**From a floppy drive,** insert th Monkey Island Disk 1 in your disk drive (DF0:) and boot off this disk. Open the disk icon, then double-click on the *Monkey island* icon. If your Amiga has more than one floppy disk drive you can play **The Secret of Monkey Island** by swapping disks in the drives when prompted.

**To install The Secret of Monkey Island on a hard disk,** double-click on the **Install Monkey** icon on the **Secret of Monkey Island** Disk 1. From the list of options, select the hard disk partition on which you wish to install the game. Insert subsequent disks as prompted on-screen. To load the game from your hard disk, open the **Monkey Island** hard disk drawer, and double-click on the **Monkey Island** icon.

### 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** - scroll inventory screen up.

**A** - scrolls the inventory screen down  
# 1-6 - select from inventory objects shown on the screen **and** dialog choices in a conversation.

### Save/Load Instructions

If you are playing from floppy disks, you will need a blank, formatted disk **BEFORE** you start to play. This disk will become your save/load disk. If you are playing from a hard disk, your games will be saved in the directory with the game files.

Press **F5** when you want to save or load a game. If you are playing from floppy disks, you will be asked to insert your save/load game disk. **Note: Be sure to wait until the drive light turns on-then off-before selecting LOAD or SAVE.**

Once the save/load screen is displayed, you can move the mouse pointer and click on **SAVE, LOAD, PLAY** or **QUIT**. The **SAVE/LOAD** option will not be available during the opening sequence or 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 moving the mouse pointer over 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 mouse pointer. Click the on **OK** to save

the game, or **CANCEL** if you have changed your mind and do not wish to save it.

**Warning:** If you save to a slot that has been used before, the previously saved game will be over written by the new one.

#### 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 moving the mouse pointer over 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.

#### Memory Problems:

Owners of Amigas with a Hard Drive and only 1Mb of memory may experience problems running the game due to lack of memory. If you are unable to run the game from Hard Drive, follow the instructions below, or call our technical support line on 021-326-6418:

(1a) On an A500 WB1.3, turn on your Amiga and hold down the **CONTROL** and **D** keys at the same time, until the blue **CLI** screen appears

(1b) On A500+, turn on your Amiga and hold down **both mouse buttons** at the same time, until the Boot Menu appears. Disable the **Startup sequence** and **DF0:** and boot the machine from the menu.

(2) Type **CD MONKEY** and press **RETURN** (assuming the game has been installed to a directory named MONKEY).

(3) Type **MONKEY\_ISLAND** and press **RETURN** and the game should run.

#### Function and Command Keys

Save or Load a Game	<b>F5</b>
Bypass a Cut-Scene	<b>Esc</b> or press both mouse buttons at once.
Restart a Game	<b>F8</b>
Pause the Game	<b>SPACE BAR</b>
Message Line Speed:	
Faster	<b>+</b>
Slower	<b>-</b>
Reposition Instantly	<b>CTRL r</b>
(Use instant re-positioning if you find scrolling is too slow.)	
Exit Game	<b>ALT x or CTRL c</b>
Win the Game	<b>CTRL w</b>
Version Number	<b>CTRL v</b>

## Atari ST Users

### Getting Started

**NOTE:** We recommend that you first make a backup copy of all disks and put the originals in a safe place. The disks are not copy-protected, so to copy them, just follow the instructions that came with your computer.

You can play from either a hard disk drive or a floppy disk drive:

**From a floppy drive,** insert **Monkey Island** Disk 1 in your disk drive (Drive A) and boot off this disk. Open the Drive A drawer and double-click on **MONKEY.PRG.**

**Follow the instructions on screen,** and insert other disks when prompted.

**To install The Secret of Monkey Island on a hard disk,** create a new folder on your hard disk called "MONKEY". Copy the contents of all your Secret of Monkey Island game disks into your new folder. When you have finished copying all of the files, double-click on **MONKEY.PRG.**

### 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** - scroll inventory screen up.

**A** - scrolls the inventory screen down

**# 1-6** - select from inventory objects shown on the screen **and** dialog choices in a conversation.

### Save/Load Instructions

If you are playing from floppy disks, you will need a blank, formatted disk **BEFORE** you start to play. This disk will become your save/load disk. If you are playing from a hard disk, your saved games will be saved in the folder with the game files.

Press **F5** when you want to save or load a game. If you are playing from floppy disks, you will be asked to insert your save/load game disk.

Once the save/load screen is displayed, you can move the mouse pointer and click on either **SAVE, LOAD, PLAY** or **QUIT**. The **SAVE/LOAD** option will not be available during the opening sequence or 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 moving the mouse cursor over it and clicking. Now you will be able to type a new name for that slot or use the back-space key to change the existing name. Pressing **ENTER** will reactivate the mouse pointer. Click the cursor on **OK** to save the game, or **CANCEL** if you have changed your mind and do not wish to save it.

**Warning:** If you save to a slot that has been used before, the previously saved game will be overwritten by the new one.

### 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 moving the mouse pointer over 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.

#### Function and Command Keys

Save or Load a Game	<b>F5</b>
Bypass a Cut-Scene	<b>Esc</b> or press both mouse buttons at once.
Restart a Game	<b>F8</b>
Pause the Game	<b>SPACE BAR</b>
Message Line Speed:	
Faster	<b>+</b>
Slower	<b>-</b>
Reposition Instantly	<b>CTRL r</b>
(Use instant repositioning if you find scrolling is too slow.)	
Exit Game	<b>ALT x</b> or <b>CTRL c</b>
Win the Game	<b>CTRL w</b>
Version Number	<b>CTRL v</b>

## The Secret of Monkey Island™ HINT BOOK

NOW AVAILABLE FROM KIXX FOR:

# £9.99

(Includes. P&P)

Please send your name, address, telephone number and computer type together with a cheque or postal order made payable to 'Kixx', (do not send cash) to this address:

Monkey Island Clue Book Offer.  
c/o Kixx,  
Units 2/3 Holford Way,  
Holford,  
Birmingham.  
B6 7AX

Allow 28 days for delivery. Subject to availability.

**IMPORTANT - READ CAREFULLY BEFORE USING  
THIS PRODUCT  
LICENCE AND LIMITED WARRANTY**

BY USING THE SOFTWARE INCLUDED WITH THIS LICENCE AND LIMITED WARRANTY YOU WILL INDICATE YOUR ACCEPTANCE OF THE TERMS OF THIS LICENCE AND LIMITED WARRANTY BETWEEN YOU, AND KIXX. THE SOFTWARE AND ACCOMPANYING ITEMS ARE PROVIDED TO YOU ONLY UPON THE CONDITION THAT YOU ACCEPT AND AGREE TO ABIDE BY THE TERMS SET OUT BELOW. IF YOU DO NOT AGREE TO THE TERMS AND DO NOT WANT YOUR ACT OF USING THE SOFTWARE TO INDICATE YOUR ACCEPTANCE OF THE TERMS, PROMPTLY RETURN THE SOFTWARE TOGETHER WITH ALL ACCOMPANYING ITEMS ("PROGRAM PACKAGE") TO YOUR DEALER FOR A REFUND.

**A. TECHNICAL SUPPORT:** If you have any problems with the software program(s) ("Program"), contact KIXX, Units 2/3 Holford Way, Holford, Birmingham B6 7AX Tel: 021 625 3311. If you require technical assistance, call the Helpline on: 021-326-6418.

All telephone charges incurred by you in connection with this facility will be met by you, KIXX shall pay postage costs in returning to you any Program which is returned to KIXX by you under this agreement but shall not be responsible for postage costs incurred by you in returning the Program to KIXX.

**B. LIMITED USE LICENSE:** The Program is owned by LucasArts Entertainment Company (the Manufacturer), and is protected under copyright laws and international treaties. All rights not expressly granted are reserved.

**YOU MAY:**

- Either (a) make one copy of the Program solely for backup or archival purposes provided that you reproduce all information (including copyright notices) which appeared on the original disk(s), or (b) transfer the Program to a single hard disk, provided that you keep the original disk(s) solely for backup or archival purposes.
- Transfer the complete Program Package on a permanent basis, provided that you retain no copies and the recipient agrees in writing to the terms of this Agreement.

**YOU MAY NOT:**

- Use the Program on more than one computer, computer terminal or workstation at the same time.
- Make copies of the materials accompanying the Program, or make copies of the Program except as provided above.
- Use the Program in a network or other multi-user arrangement or on an electronic bulletin board system or other remote access arrangement.
- Rent, lease, licence or otherwise transfer the Program without the express written consent of the Manufacturer, except that you may transfer the complete Program Package on a permanent basis as provided above.
- Reverse engineer, decompile, disassemble, or create derivative works of the Program.
- Use the extra set of disks (if the Program Pack contains both 3.5" and 5.25" disks) on another

computer or loan, rent, lease, or otherwise transfer them to another user except as part of the permanent transfer of the entire Program Package.

**C. LIMITED WARRANTY:** KIXX warrants, to the original buyer only, that the media upon which the Program is recorded shall be free from defects in materials and workmanship under normal use and service for a period of 3 months from the date of purchase.

**EXCLUSIVE REMEDY:** Subject to the following provisions KIXX's entire liability and your exclusive remedy under this limited warranty shall be, at KIXX's option, either (a) the repair or replacement of the Program that does not meet KIXX's Limited Warranty and which is returned to the dealer or to KIXX, if sold to you directly by KIXX, with a copy of your receipt; or (b) a refund of the price, if any, which you paid for the Program and any accompanying items (as defined) as substantiated with proof of purchase. TO MAKE A WARRANTY CLAIM, PLEASE RETURN THE PROGRAM PACKAGE TOGETHER WITH YOUR PROOF OF PURCHASE TO YOUR DEALER. This Limited Warranty is void if the failure of the media upon which the Program is recorded has resulted from; damage caused by you or any third party's act, default, or misuse of the Program or by failure to follow any instructions supplied with the Program; by failure to comply with the instructions supplied with the computer hardware with which the Program is operated; if the Program has been stored, handled or applied in such a way that damage is likely to occur; or if the Program is altered, modified or repaired by persons not expressly nominated or approved in writing by KIXX.

**NO OTHER WARRANTIES.** WITH RESPECT TO THE PROGRAM, PROGRAM MEDIA AND THE ACCOMPANYING WRITTEN MATERIALS, KIXX GIVES NO OTHER WARRANTY OR GUARANTEE, OTHER THAN THE ABOVE WARRANTY. KIXX MAKES NO REPRESENTATIONS, WARRANTIES OR CONDITIONS INCLUDING BUT NOT LIMITED TO THE MERCHANTABILITY, QUALITY OR FITNESS FOR PURPOSE OF THE PROGRAM OR ANY ACCOMPANYING ITEMS. KIXX DOES NOT WARRANT THAT THE PROGRAM WILL MEET YOUR REQUIREMENTS OR THAT THE OPERATION OF THE PROGRAM WILL BE UNINTERRUPTED OR ERROR FREE. THIS LIMITED WARRANTY DOES NOT AFFECT YOUR STATUTORY RIGHTS.

**LIMITATIONS ON DAMAGES.** IN NO EVENT SHALL KIXX, BE LIABLE FOR ANY DAMAGE WHATSOEVER (INCLUDING WITHOUT LIMITATION, DAMAGES FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF INFORMATION, OR OTHER PECUNIARY LOSS ARISING DIRECTLY OR INDIRECTLY) OUT OF THE USE OF OR INABILITY TO USE THE PROGRAM. KIXX SHALL NOT BE LIABLE FOR ANY SPECIAL INCIDENTAL, CONSEQUENTIAL OR OTHER SIMILAR LOSS OR DAMAGE EVEN IF KIXX HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGE AND IN NO EVENT WILL THE LIABILITY OF KIXX EXCEED THE PURCHASE PRICE PAID BY YOU FOR THE PROGRAM AND ANY ACCOMPANYING ITEMS.