

THE CURSE OF
MONKEY ISLAND™
USER JOURNAL



THE CURSE OF
**MONKEY
ISLAND**™



USER JOURNAL

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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 humourous 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-flavoured 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:

† **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.

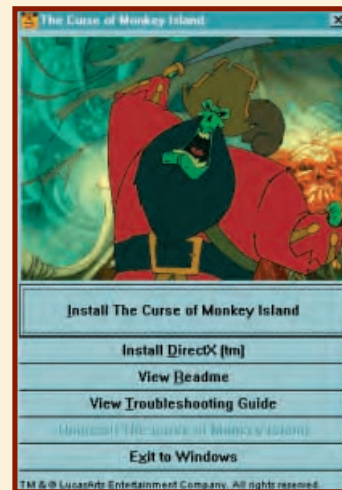
† **View Troubleshooting Guide:** See the Troubleshooting Guide for detailed installation and troubleshooting tips.

† **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.



INSTALLER MENU



- 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 tickboxes 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

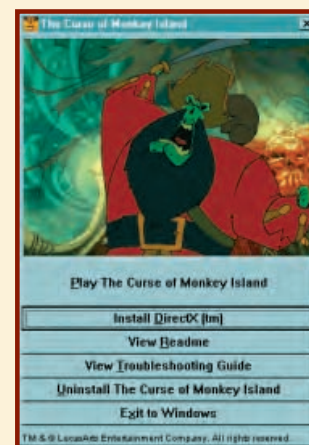
If you are having trouble installing the game, see the Troubleshooting Guide for more detailed installation and troubleshooting tips. To access the Troubleshooting Guide:

- 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



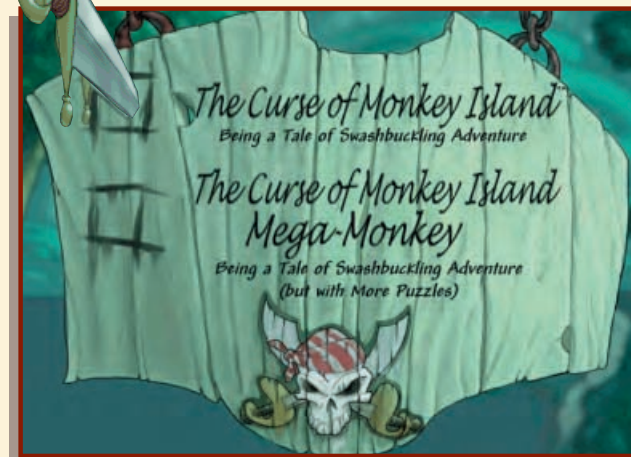
THE LAUNCHER

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 rapscallions 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 Mélé Island...

THE SECRET OF MONKEY ISLAND

In the first game, THE SECRET OF MONKEY ISLAND, wannabe pirate Guybrush Threepwood showed up on Mélé 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

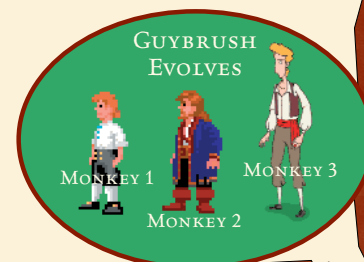
In the next installment, MONKEY ISLAND 2: LECHUCK'S REVENGE, Guybrush appeared on Scabb Island and became obsessed with hunting for the legendary treasure of Big Whoop.



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 VOODOO 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.

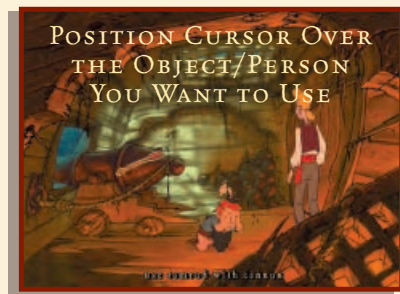


† **To add an item to your inventory** during gameplay, position the cursor over the item, then left-click and hold the mouse button to bring up the Verb Coin, then select the HAND. If the item can be picked up, Guybrush will do it. If your inventory gets full, you can scroll through its contents with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

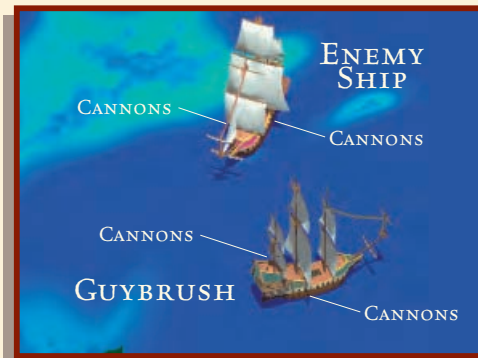
At one point in the game, Guybrush will acquire a ship of his own. It will, however, be necessary for him to engage in a series of naval battles along the way. At that point, Captain Guybrush will be asked by a crew member if he wants help with his sea battles. If he says he wants help, your sea battles 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 labelled "?", and a ship labelled "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 tickbox to make the written dialogue appear onscreen.
- † **Text Speed:** If you check both the VOICE and TEXT tickboxes, 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 tickbox 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 tickbox to see what happens.

SAVE A GAME

To save a game (some-thing 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 honour. **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.)



(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.

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.



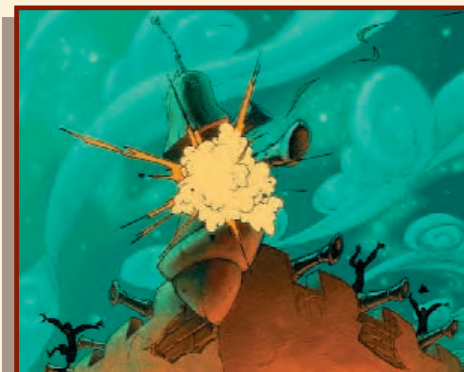
As Guybrush looks out the cannon port after sinking the four boats, he will see a skull and some debris floating in the water. You never know when debris can be useful, so use the gaff to pick up the debris, which will add a cutlass to your inventory. (Right-click to open the inventory, then quickly 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.



(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!

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 interesting to see what would happen if the cannon weren't restrained. Use the cutlass with the cannon restraining rope.





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 Guy-brush'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

We 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!



For support via the web please visit <http://support.lucasarts.com>

CUSTOMER AND TECHNICAL SUPPORT IN EUROPE

For Customer Support you can contact Activision in the UK on +44 (0)990 143 525 between the hours of 8.00am and 7.00pm

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✦ ALL HANDS ON DECK! ✦

ALL THE "LITTLE PEOPLE" BELOWDECKS

PROJECT LEADS	MUSIC COMPOSER	Leyton Chew	Larry Ahern
Larry Ahern	Michael Land	Scott Douglas	Bill Tiller
Jonathan Ackley	MUSIC PRODUCERS	Morgan Gray	Steve Purcell
PROGRAMMERS	Michael Land	Greg Land	Ken Macklin
Chuck Jordan	Hans Christian	Colin Munson	ADDITIONAL 2D
Chris Purvis	Reumschuessel	Theresa O'Connor	ANIMATION
Jonathan Ackley	MUSIC ENGINEER/ MIXER	Charles Smith	David Bogan
LEAD BACKGROUND ARTIST	Hans Christian	Lee Susen	Chris Schultz
Bill Tiller	Reumschuessel	Scott Tingley	Oliver Sin
BACKGROUND	VOICE DIRECTOR &	Randy Tudor	David DeVan
ARTISTS	PRODUCER	Paul Zabierek	ADDITIONAL BACKGROUNDS
Maria Bowen	Darragh O'Farrell	SENIOR COMPATI-BILITY	Chris Hockabout
Kathy Hsieh	SENIOR VOICE EDITOR	TECHNICIAN	Bill Eaken
LEAD ANIMATOR	Khris Brown	Chip Hinnenberg	INSTALLER & LAUNCHER
Marc Overney	VOICE EDITORS	COMPATIBILITY	Darren Johnson
2D ANIMATION	Coya Elliott	TECHNICIANS	ADDITIONAL PROGRAMMING
Derek Sakai	Cindy Wong	James Davison	Livia Mackin
Kevin Micallef	VOICE DEPARTMENT	Lynn Selk	Gary Keith
Graham Annable	COORDINATOR	Kevin Von Aspern	Brubaker
Anson Jew	Peggy Bartlett	Jason Lauborough	Aaron Giles
Yoko Ballard	SOUND DESIGN	PRODUCTION MANAGER	ADDITIONAL TESTING
Charlie Ramos	Clint Bajakian	Camela Boswell	Tabitha Tosti
Chris Miles	Julian Kwasneski	PRODUCTION COORDINATOR	Bob McGehee
Vamberto Maduro	SYSTEM PROGRAMMING	Kellie Tauzin	Thomas Scott
3D ANIMATION	Aric Wilmunder	PRODUCT MARKET-ING	Beau Kayser
Daniel Colon, Jr.	SCUMM SYSTEM	MANAGER	INTERNATIONAL
2D CLEANUP AND	Aric Wilmunder	Tom Byron	PROGRAMMING
IN-BETWEENS	Aaron Giles	BASED ON CHARAC-TERS	Judith Lucero
Oliver Sin	Brad P. Taylor	CREATED BY	INTERNATIONAL LEAD
ART & ANIMATION	INSANE ANIMATION SYSTEM	Ron Gilbert	TESTER
DIRECTOR	Vince Lee	SCRIPT WRITERS	Adam Pasztory
Larry Ahern	Matt Russell	Jonathan Ackley	BURNING
LEAD RENDER ARTIST	iMUSE MUSIC SYSTEM	Larry Ahern	GODDESSES
Kim Balestreri	Michael McMahon	Chuck Jordan	Wendy Kaplan
RENDER ARTISTS	Michael Land	Chris Purvis	Kellie Walker
Marcia Thomas	Peter McConnell	ADDITIONAL DESIGN	MANUAL WRITERS
Thomas Arndt	LEAD TESTER	Chuck Jordan	Jo 'Capt. Tripps'
Roger Tholloug	Dan Pettit	Chris Purvis	Ashburn
ART TECHNICIANS	TESTING	Tim Schafer	Mollie Boero
Livia Mackin	Deedee Anderson	STORYBOARDS	MANUAL DESIGNER
Michelle Harrell	Matthew Azeveda	Marc Overney	Patty Hill
Kim Gresko	Jo 'Capt. Tripps'	Bill Tiller	PACKAGE DESIGN
C. Andrew Nelson	Ashburn	CONCEPT ART	Soo Hoo Design
POST PRODUCTION VISUAL	John Buzolich	Derek Sakai	PACKAGE COVER ART
EFFECTS	Marc Overney	Chris Purvis	Bill Tiller
C. Andrew Nelson	John Castillo	Kevin Micallef	Larry Ahern
Tim Chen	Tim Chen		



TECHNICAL WRITERS	VOICE RECORD LOCATION	Laura, Michael &	Hal Barwood
Chip Hinnenberg	Screenmusic	Nancy Ackley	Tony Hsieh
Lynn Selk	Studios	Mark Petersen &	Stephen R. Shaw
STRATEGY GUIDE	LUCASARTS VOICE	Dr. Janet Halesbo	Bret Mogilefsky
Jo 'Capt. Tripps'	ENGINEER	Lisa Hansen	Garry Gaber
Ashburn	Jeff Kliment	Cherie Micallef	Melissa Gaber
ADDITIONAL ART	ADDITIONAL PRODUCTION	Peter Hively	Mark Christiansen
TECHNICIANS	COORDINATION	Stephanie Colon	Gabriel McDonald
Tabitha Tosti	Susan Upshaw	Charles, Pat, &	Donald Ago
Stephen Kalning	Linda Grisanti	Skip Jordan	Bob Roden
Doug Shannon	VARIABLE BIT RATE	Amy Tiller	Krista Hand
Aaron Muszalski	ADAPTIVE PULSE	Alfredo Ignacio	Annita Motte
Michael Levine	CODE/MODULATION WITH	Lee Ballard	Angie Brown
SHIP MODEL	DYNAMIC ERROR	Dee Overney	Jeff Grunden
CONSTRUCTION	CORRECTION	John Lyons	Dave Grossman
Wesley Anderson	Steve Splinter	Peter McConnell	Tami Borowick
"STAN'S THEME" BY	Paul Wenker	David Levison	Ron Gilbert
Peter McConnell	"MONKEYS ARE LISTENING"	Collette Michaud	
VOICE RECORDING	CONCEPT	Steve Purcell	VERY SPECIAL THANKS TO
ENGINEERS	Casey Ackley	Everyone at Trans-	George Lucas
Ernie Sheesley	SPECIAL THANKS TO	action Software	
Elliot Anders	Kristi Dechairo	Technologies	DEDICATED TO the
ASSISTANT ENGINEER	Sean Clark	Tim Schafer	Memory of Bret Barrett
Laurie Bean	Casey Donahue	Michael Stemmle	
	Ackley		

CAST OF CHARACTERS

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





Scabb

Phatt

Booby

No