

# THE SECRET OF MONKEY ISLAND

**Type:** Animated Adventure

**Difficulty:** Novice

**Systems:** Amiga (one megabyte), ST (one megabyte), MSDOS (640K required, 10 MHz, hard disk and mouse or joystick recommended; Roland, Ad Lib, Sound Blaster; CGA, EGA, 16-color VGA, 256-color MCGA)

**Company:** Lucasfilm Ltd./Electronic Arts

This tale of a young wanna-be pirate named Guybrush Threepwood was one of 1990's top adventures, winning "Best Animated Adventure" of the year from *QuestBusters* and "Best Game Play" at the Computer Game Developers Conference. Guy is out to save his true love, the Governor, from the ghost of an evil pirate, but must first become a pirate by passing three trials, each nearly substantial enough to qualify as a stand-alone adventure. In addition to excellent visuals and sound effects, *Monkey Island* boasts an offbeat sense of humor that keeps you laughing every step of the way. Even though it's an easy quest, all adventurers will enjoy a visit to this island, a getaway that is emphatically recommended.

## Walkthrough

### Three Trials

#### Scumm Bar

Enter the bar, go E behind the curtain and talk to the three pirate captains. Ask them about grog and the three trials. Wait until the cook leaves the kitchen, then enter the kitchen. Get the meat and the pot. Go E to the dock and get the fish. If the bird is eating the fish, go to the far right and lower part of the dock and hit the enter key to flip the bird in the air. Race over and get the fish before the bird flies back.

#### Getting Money

Exit the village by going E at Lookout Point. Go to the fork where two trails join directly north of Lookout Point. Go to the clearing east of the fork. Go



toward the light of the circus. Talk to the Fettucini Brothers, and agree to be shot from a cannon. Show them the p4t.

#### Back in Town

Take the money, go to the store and buy a shovel and a sword. Buy a treasure map from the citizen at the intersection. Go back to the intersection and get a chicken from the Voodoo Shop. Go to the Men of Low Moral Fiber and say you like rats. Talk about the circus. Agree to take a copy of the PTA minutes for two pieces of eight.

#### First Trial: Mastering the Sword

Exit the city by going E from Lookout Point and travel to the house on the southeastern part of the island. Give the fish to the troll. With Captain Smirk, train for swordfighting. After you train, go to the

intersection west of the fork and wait. Pirates walking from one place to another will fight you. Make a list of insults and comebacks. Each insult has a corresponding comeback, and these comebacks are effective only when used with the correct insult. You must first hear an insult or comeback while fighting a pirate before you can use it. Once you have heard them, they become part of your insult or comeback inventory and can be used while fighting.

You must plan your fights so you can use the insults to learn the comebacks. Before you will be ready to beat the Sword Master, you have to learn all four basic insults and comebacks and all sixteen intermediate insults and comebacks. As soon as you have a complete list of 20 insults and 20 comebacks, go to the store and tell the storekeeper you want to see the Sword Master. Follow him when he leaves to talk with her. The storekeeper is going to the forest to the north of the fork via Lookout Point. The intermediate comebacks work with the Sword Master's insults. You have never heard her insults before, but they are similar to the intermediate insults. Try to match them up. If you cannot, a list is provided below. Once you beat the Sword Master, return to the three captains and show them the "prize" she gave you, then go on to the next trial.

### *List of Master Insults and Comebacks*

- |                 |  |
|-----------------|--|
| <i>Insult</i>   | I've got a long sharp lesson for you to learn today.       |
| <i>Comeback</i> | And I've got a little tip for you, get the point?          |
| <i>Insult</i>   | My tongue is sharper than any sword.                       |
| <i>Comeback</i> | First you'd better stop waving it like a feather duster.   |
| <i>Insult</i>   | My name is feared in every dirty corner of this island.    |
| <i>Comeback</i> | So you got that job as a janitor after all.                |
| <i>Insult</i>   | My wisest enemies run away at the first sight of me.       |
| <i>or</i>       | I usually see people like you passed out on tavern floors. |
| <i>Comeback</i> | Even before they smell your breath.                        |

- |                 |  |
|-----------------|--|
| <i>Insult</i>   | Now I know what filth and stupidity really are.        |
| <i>Comeback</i> | I'm glad to hear you attended your family reunion.     |
| <i>Insult</i>   | I've got the courage and skill of a master swordsman!  |
| <i>Comeback</i> | I'd be in real trouble if you ever used them.          |
| <i>Insult</i>   | I will milk every drop of blood from your body!        |
| <i>Comeback</i> | How appropriate. You fight like a cow.                 |
| <i>Insult</i>   | No one will ever catch me fighting as badly as you do. |
| <i>Comeback</i> | You run that fast?                                     |
| <i>Insult</i>   | If your brother's like you, better to marry a pig.     |
| <i>Comeback</i> | You make me think somebody already has.                |
| <i>Insult</i>   | My last fight ended with my hands covered with blood.  |
| <i>Comeback</i> | I hope you have learned to stop picking your nose.     |
| <i>Insult</i>   | You are a pain in the backside, sir!                   |
| <i>Comeback</i> | Your hemorrhoids are flaring up again, eh?             |
| <i>Insult</i>   | Every word you say to me is stupid.                    |
| <i>Comeback</i> | I wanted to make sure you'd feel comfortable with me.  |
| <i>Insult</i>   | There are no clever moves that can help you now.       |
| <i>Comeback</i> | Yes there are. You just never learned them.            |

Remember that these insults are useless to you until you learn them in battle, when they become part of your inventory of insults and comebacks.

### *Second Trial: Mastering the Art of Thievery*

Go to the fork in the road and enter the forest. Pick up a **p2t1l** from the **621l4w f14w279**. Use the **p2t1l** on the **m21t**. Go to the Governor's man-

sion. Give the 875gg28 m21t to the dogs. Enter. Inside, immediately go through the right door. A "cut scene" follows, in which you get some gopher repellent.

### *Getting a File*

Go buy some breath mints from the storekeeper (you must talk to him to get them). Go talk to Otis in the jail and give him the breath mints. Talk to Otis. Give gopher repellent to Otis. Get cake. Open the cake, and you will find a file.

### *Mansion*

Go back to the mansion. If the dogs wake up, you will have to get the meat from the Scumm Bar kitchen and the petal from the yellow flowers, as before. Go through the hole in the wall and watch the "cut scene." When Fester tosses you in the ocean by the pier, pick up the idol and sword, walk to the ladder and climb out.

### *Third Trial: Treasure Hunting*

At the Scumm Bar, talk to the captains and show them the idol. Look at the map you bought. The dance steps are directions through the forest, from the fork to the treasure. The directions back, right and left refer to the directions that you must go off the screen to follow the map. Back means go back off the screen by a path in the back part of the screen. Right and left means exit the screen by the right or left hand path.

As you enter the forest, take the back path. On the next screen, take the left path. On the next screen, take the right path. Then go left, right, back, right, left, back and right to see the "X". Dig at the "X" and read the signs, plaques and monuments. Return to where the captains were (they will have departed).

## **Mustering a Ship and Crew**

### *Getting a Ship*

Go to Stan's Used Ships. Talk to Stan about credit. You want the big blue ship at the end of the dock, the one that sailed back from Monkey Island with an all-monkey crew.

### *The Shopkeeper's Safe*

Go to the shopkeeper and ask for credit. Leave, then return and say you have a good job. When he opens the safe, watch closely and write down the

combination by counting the clicks and noting the directions clockwise and counter-clockwise the safe lever is being turned. Get rid of the shopkeeper by telling him you want him to go talk to the Sword Master. When he leaves, open the safe and take the letter of credit.

### *The Combination Revealed*

The combination is four left, four right, three left, one right, and open. Left means counter-clockwise; right, clockwise. If unsuccessful, reset the safe handle and try again.

Keyboard commands are the easiest way. Pull the handle four times (by clicking on "pull" or pressing the "Y" key on the keyboard, then click the left mouse button or press the enter key with the arrow on the handle) four times. Push the handle four times (by clicking on "push" or pressing the "S" key, then clicking the left mouse button or pressing the enter key with the arrow on the handle). Pull the handle three times. Push the handle one time. Then open the door (not the handle) (press "O," or hit left mouse button to click on "open"). Do it incorrectly, and you will have to push and or pull the handle repeatedly until a unique click is heard, which signals that the handle is reset and you can try again.

### *Bargaining with Sam*

Take the letter of credit to Sam's. Do not give Sam an offer until you ask him about extras, and tell him they are junk and you don't want them. Threaten to leave, but come back. If you leave and come back immediately, the bargaining generously starts up at the price you were at when you left. Make a low offer of \$1000 to \$2000 and raise it slowly. Keep softening Sam up while bargaining. You can get the blue ship for about \$4200, and Stan will still call you a sucker!

### *Your Crew*

You can raise a crew of three: the Sword Master, Meathook and the prisoner Otis. Recruit the Sword Master by telling her that the Governor was kidnapped. Free Otis by getting all five clay mugs in the Scumm Bar. Then go into the kitchen and use one mug on the keg of grog with the spout and the skull and crossbones on it. The mug will melt, and you must use the m2lt3ng m5g on a g448 m5g before it turns to a shapeless mass. Act fast when

the mug turns from just melting to critical, or you will have to start the mug routine all over again at the Scumm Bar, where the cook has an unlimited supply of mugs.

### ***Otis and Meathook***

When you get to the jail, use the g74g on the lock and free Otis. Otis will flee, joining you later. Meathook lives on the island off the far northeast corner of the island. Take a chicken with a pulley from the shop just to the left of the citizen. Climb the ladder to the platform at the shore and use the chicken on the cable to get to the island. Tell Meathook about the kidnapping of the governor. Impress him by opening the door and taunting the parrot. Go back to the dock, where Stan and your crew of three will meet you.

## **Sailing to the Island**

### ***Aboard the Sea Monkey***

Explore the ship and collect everything you can find. Read the captain's log in the desk drawer of his cabin. Get the key from any box of cereal in the cupboard in the galley. (Look at the prize, and it will become the key.) Use the key on the cabinet in the captain's cabin. Take the chest out of the cabinet. Open the chest. Look at the chest. Take the recipe and the cinnamon sticks from the chest.

### ***Cooking Your Way to the Coast***

Into the large pot on the stove in the galley, put the c3nn1m4n, b721th m3nt9, j4ll6 74g27 (t4p 4f th2 m19t), 3nk, w3n2, 75bb27 ch3ck2n, g5np4w827 and c27211. If you did it right, the pot will react violently, you will sleep and awake off the coast of Monkey Island.

Save the game. Get the small pot from the galley for a helmet, rope from the hold for a fuse, gunpowder from the hold, and the feather from the captain's cabin. Use the rope on the back end of the cannon, the gunpowder on the front end. Light the feather, stand near the muzzle of the cannon and use the pot.

## **Monkey Island**

### ***On the Beach, Getting Three More Bananas***

Get the banana. Notice the boat. Head to northwest corner and go to northwest beach. Get note. Look. Go to fort north of volcano. Get spyglass and rope. Pull the cannon. Get the gunpowder and

cannonball. Head E to the fork in the river. Get rock. Get memo. Look at both. Get flint. Walk across bridge and go E to the footholds. U. Pull p73m3t3v2 17t to farthest left position. Push it three times to the right (aiming at banana tree). Go to footholds up. U. Use spyglass. Push rock. D. Read memo. D. Cross bridge.

### ***Explosion***

Note dam. Use gunpowder on dam. Use flint on cannonball. Go to pond. Get rope. Read memo. Go to crack. Use rope on tree. Walk to stump. Use rope on stump. Walk to oar. Get oar. Go to first beach. Get two bananas.

### ***Exploring the Beach and Clearing***

Walk to boat. Row E. Go to beach. Notice bottle with the message. Check out the clearing if you haven't already. Continue E, then N in your boat until you spot a beach. Go to beach. Read note. Go to village.

### ***Village***

Walk W to big stone head. Get two bananas from bowl of fruit. Walk E. In the guest hut, get the skull. Open loose board. Get banana picker. Walk to hole.

### ***Monkey Grounds***

Return to your boat and row back to the beach with the banana tree. Enter jungle. Go to monkey. Give all bananas to monkey. Look monkey. Walk to clearing. Go E to fence. Pull nose on left totem pole. Move away. Walk to opening in fence. Walk E. Get wimpy little idol.

### ***Getting the Banana Picker and Monkey Head Key***

Get in your boat and head back to the cannibal village. Tell the cannibals that you'll give them anything. Give them the idol. Enter guest hut and get the banana picker. Start to leave, and Toothrot will arrive. Give the banana picker to him, and he'll give you the monkey head key. Leave the village and return. Talk to the cannibals until the word "head" is mentioned. Give the leaflet to the cannibals, and you'll get the head of the navigator and the necklace.

### Catacombs

Return to the monkey head and use the key on its ear. Enter the mouth. Use head. When you stop at a junction, look at the head. It will spin, then look in one direction, which is the direction you should go.

### Ghost Ship

After reaching the ledge above the ghost ship, talk to the head. Ask for necklace. Keep saying "please" until you get it. Use the necklace. Walk to the ship. Go **W** through the door. Use **c4mp199** on key. Go down the hatch and **E**. Get the ghost feather. **W**. Use **f21th27** on feet of sleeping crewman twice. Get the bottle of grog. **E**. Use the key on the hatch. Walk to the hatch. Use grog in dish. Get cooking grease (glob of grease). Return to the deck. Use the glob of grease on the brig door. Open the door. Enter. Get ghost tools. Return to cargo hold and use the tools on the crate. Get the voodoo root. Leave the ship. Exit.

### Wedding and Ghosts

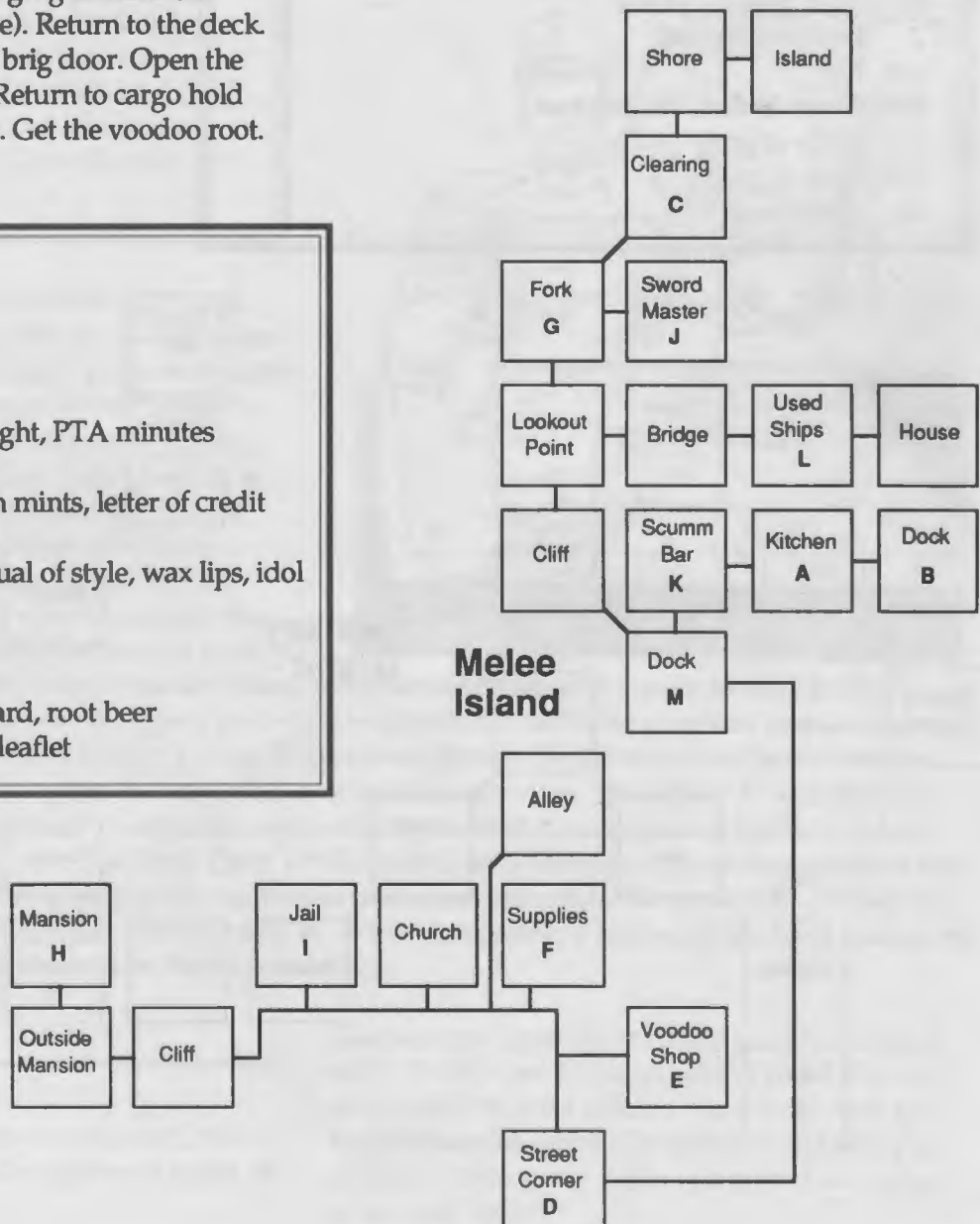
Return to the village and give the root to the cannibals to get the magic seltzer bottle (root beer). Leave. When you're back on Melee Island and a ghost appears, use the root beer on him. Head for the church. When you encounter the next ghost, use the root beer on him. At the church, talk, saying "stop wedding." Then use the root beer.

### LeChuck

At some point while you're being knocked around by LeChuck, you'll wind up at Stan's Used Ships. Get the bottle of root beer that fell from the grog machine and is on the ground. When you get a chance, use it on LeChuck.

### Map Key

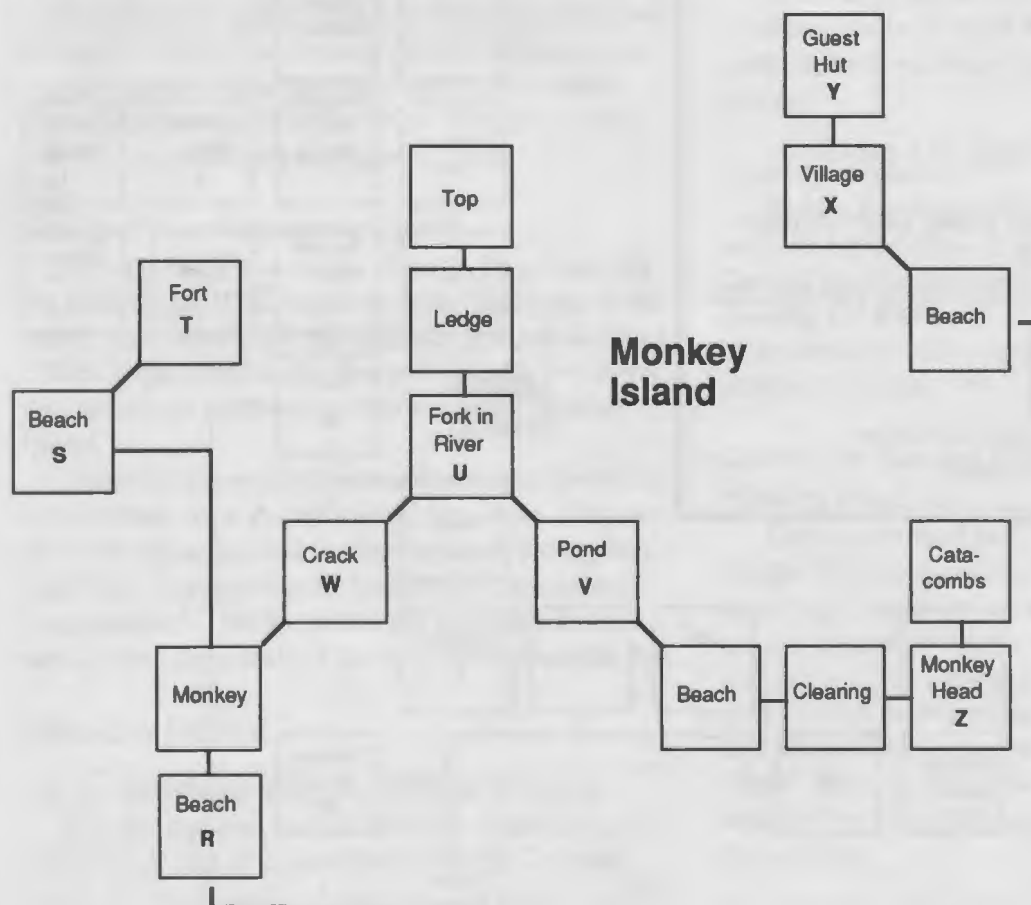
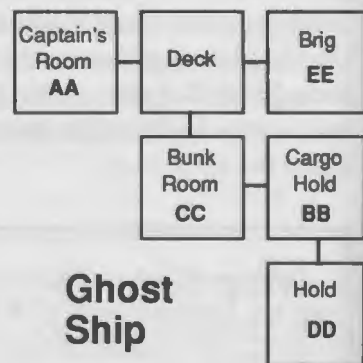
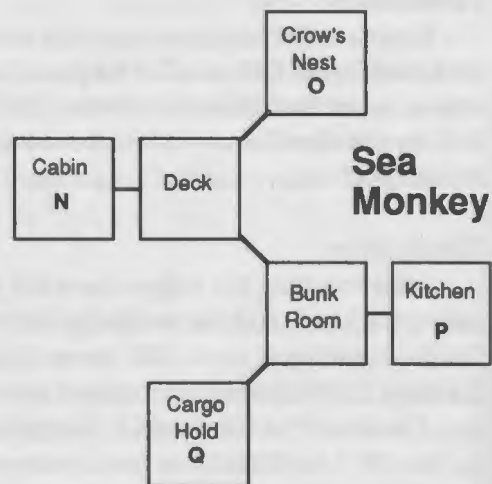
- A Hunk of meat, pot
- B Fish
- C Money
- D Map, two pieces of eight, PTA minutes
- E Rubber chicken
- F Sword, shovel, breath mints, letter of credit
- G Yellow petals, t-shirt
- H Staple remover, manual of style, wax lips, idol
- I Cake, file
- J T-shirt
- K Five mugs
- L Compass, business card, root beer
- M Pamphlet, brochure, leaflet





## Map Key

- N Dusty book, bookmark, feather pen, ink, cinnamon stick, piece of paper
- O Jolly Roger
- P Cereal, prize, small key, small pot
- Q Rope, fine wine, gunpowder
- R Banana, two bananas
- S Note
- T Spyglass, rope, gunpowder, cannonball
- U Rock, memo, flint
- V Rope
- W Oar
- X Two bananas, monkey head key, head of navigator, necklace, magic seltzer bottle
- Y Skull, banana picker
- Z Wimpy little idol
- AA Key
- BB Ghost feather, voodoo root
- CC Bottle of grog
- DD Glob of grease
- EE Ghost tools



Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			