SEGA OZISOFT

Classic Tales

The Rocketeer

DISNEY'S DUCK TALES

The Secret of
MONKEY ISLAND

The Rocketeer

USER'S GUIDE

Your Goal as The Rocketeer

A nice day for an air show turns into a major rescue operation for The Rocketeer. The day starts out well enough: Cliff Secord enters the Nationals race and gets in a couple of good heats. Later, as he's in the hangar looking over the rocket pack plans with Peevy, Nazis storm the hangar with weapons drawn and intent clear– to steal top American technology and take anything or anyone else unfortunate enough to be in their reach. You're faced with the dangerous enemy, the kidnapped girl, the imprisoned mechanic, the national threat. The solution? The Rocketeer.

Equipment You Need

REQUIRED

- Computer–IBM® AT, PS/1, PS/2, family, and 100% compatible, or Tandy® 1000, 2500, 3000 series. 12 Mhz AT (80286) or faster recommended.
- RAM–640K; need 500K free to run program
- Graphics–VGA or EGA
- DOS–3.2 to 5.0
- High density 3.5 inch (1.44M) or 5.25 inch (1.2M) floppy disk drive

OPTIONAL

- Hard disk (recommended)
- Joystick or mouse
- Disney's Sound Source, Tandy Sound, Sound Blaster card, AdLib card, PS/1 Audio card, Roland MT-32 or LAPC-1

Installing The Rocketeer onto a Hard Disk Drive

☞ In the following instructions, we refer to your computer's floppy disk drive as the A: drive and the hard disk drive as the C: drive. If your drive(s) are different, please substitute A: or C: with the correct drive letter(s).

The Rocketeer has an install program that copies the program onto your hard disk. To use the install program:

1. Insert The Rocketeer Disk 1 in drive A. At the C> prompt, type A: and press Enter.
2. Type INSTALL, press Enter, and then follow the onscreen instructions. The install program automatically creates subdirectories called ROCKET and ROCKET\RDATA, and copies the files into these subdirectories.
3. You'll be prompted when to insert The Rocketeer Disks 2 and 3.
4. Store your original disks in a safe, clean place.

If you're having problems with the install program, you can copy the files onto your hard drive as follows:

1. At the C> prompt, create a subdirectory called ROCKET. To do this, type MD \ROCKET and press Enter.
2. At the C> prompt, create another subdirectory called ROCKET\RDATA. To do this, type MD \ROCKET\RDATA and press Enter.
3. Get into the first subdirectory you created by typing CD \ROCKET and pressing Enter.
4. Insert The Rocketeer Disk 1 in drive A. Type COPY A:*.* and press Enter.
5. Get into the second subdirectory you created by typing CD \ROCKET\RDATA and pressing Enter.
6. Type COPY A:\RDATA*.* and press Enter.
7. Remove The Rocketeer Disk 1 and repeat step 6 with The Rocketeer Disks 2 and 3.
8. When the copying is complete, store your original disks in a safe, clean place.

Copying The Rocketeer onto Floppy Disks

If you want to play The Rocketeer from floppy disks, make copies of the disks to use. This way, if anything happens to the copies you're using, you can easily make new copies from the original disks to use. Before you copy the original disks, write-protect them so you can't accidentally copy over them. (To write-protect a 5.25" disk, cover the notch on the side of the disk with a piece of tape. To write-protect a 3.5" disk, slide the tab on the upper right corner of the disk so you can see through the window.)

ONE DRIVE SYSTEMS

1. Have three 3.5" or 5.25" high density disks ready.
2. With a DOS disk in drive A, type DISKCOPY A: A: and press Enter.
3. You're asked to insert a source disk; insert The Rocketeer Disk 1 in drive A. Press Enter to start copying. You'll have to swap disks during the copying process–you're prompted when to insert your source disk (the original disk) and when to insert your target disk (the backup copy).
4. When the disk copying is complete, you're asked if you want to make another copy. Repeat step 3 with The Rocketeer Disks 2 and 3. Label each copy with the same disk number as the original disks.

TWO DRIVE SYSTEMS

NOTE: These instructions only work if both drives are the same size if they aren't, you'll have to use the instructions for one drive systems.

1. Have three 3.5" or 5.25" high density disks ready.
2. With a DOS disk in drive A, type **DISKCOPY A: B:** and press Enter.
3. You're asked to insert your source disk in drive A and the target disk in drive B. Insert The Rocketeer Disk 1 in drive A and the backup disk in drive B. Press Enter to start copying.
4. When the disk copying is complete, you're asked if you want to make another copy. Repeat step 3 with The Rocketeer Disks 2 and 3. Label each copy with the same disk numbers as the original disks.

Starting The Rocketeer

1. **HARD DISK USERS:** Make sure you're in the ROCKET subdirectory. (If you're not sure what subdirectory you're in, type **CD \ROCKET** and press Enter. You should now be in the correct subdirectory.
   FLOPPY DISK USERS: Insert your copy of The Rocketeer Disk 1 in a floppy disk drive and then go to that drive. For example, if you insert the disk in drive A, type **A:** and press Enter to go to that drive.
2. Type **ROCKET** and press Enter.
   ✱ If this is the first time you've ever loaded The Rocketeer, you'll automatically go to the Rocketeer Setup Program. This program lets you select the options that are appropriate for your computer setup. Use the arrow keys to move the highlight to any option and then press Enter to select that option. For complete details on the Rocketeer Setup Program, see the *System Setup* section (below).
   ✱ If you've played The Rocketeer before, you'll see the title screen.
3. Next, Peevy asks you for your security clearance–have your codewheel ready. On the screen Peevy shows you an aircraft, a logo, and a year. Find the aircraft on the outer wheel of the codewheel. Then find the logo on the outer edge of the smaller wheel and line it up with the aircraft on the outer wheel. Find the year in the center area of the codewheel. Above that year is a window with a number in it. Enter this number and press Enter.
4. Next, the Choose Entry Point screen appears. If this is the first time you've loaded The Rocketeer, choose **Demo** to see a demo of the game or select **The Beginning** to start at the beginning of the game. See the next section for details on the **Skipping Some Episodes** option.

Skipping Some Episodes

There is technically no Save command in The Rocketeer. There are, however, episode titles that serve as passwords to let you enter the program at the start of a specific episode. This way, you don't have to start at the very beginning of the game each time you load The Rocketeer.

To earn an episode title, you must successfully complete the episode that precedes it. When you know an episode title, all you need to do is load the game, select **Skip Some Episodes** at the Choose Entry Point screen, and then enter the episode title to go directly to that episode.

System Setup

The Rocketeer Setup Program automatically detects a video mode, synthesized music device, digital audio device, and a joystick for your computer setup. When you first load the program, you can verify or change any of these options. The detected option will be highlighted when the screen first appears.

You can press the Esc key at any time to abort the Rocketeer Setup Program.

1. The first screen you see lets you select the video mode. Use the up/down arrows to highlight a video mode and then press Enter to select it.

   Select Video Mode
   VGA
   EGA
   Non-Standard VGA Card

2. The second screen lets you select the digital audio device. Use the up/down arrows to highlight a device and then press Enter to select it.

   Select Digital Audio Device
   Sound Source on LPT1
   Sound Source on LPT2
   Sound Blaster†
   PS/1 Audio Card*
   Tandy Sound (DAC)*
   PC Speaker
   No Digital Sound

   *This selection cannot be automatically detected. Please select it manually.

3. The third screen lets you select the synthesized music device. Use the up/down arrows to highlight a device and then press Enter to select it.

   Select Synthesized Music Device
   Roland MT-32/LAPC-1
   AdLib/AdLib Compatible
   Tandy 3-voice
   No Music

   †Note: If you selected Sound Blaster, you'll see two more screens that ask for the Sound Blaster Port Number and the IRQ Number. Please refer to your Sound Blaster owner's manual for the correct numbers to use.

4. The fourth screen lets you select a joystick option. Use the up/down arrows to highlight your choice and then press Enter to select it.

   Joystick
   Standard Joystick Card Detected
   Joystick Detected–Test/Adjust
   Not Detected/No Joystick

If **Standard Joystick Card Detected** is selected the program will assume a standard joystick calibration. If **Joystick Detected–Test/Adjust** is selected you will be presented with three more screens. Please follow the onscreen instructions to calibrate your joystick. For your joystick to be detected it must be in joystick port 1.

Note: During the game, if your joystick needs to be adjusted, press Alt-J and follow the onscreen instructions.

HOW TO FIX GRAPHIC PROBLEMS OR CHANGE THE SYSTEM SETUP

There are two commands that you can use to load The Rocketeer: ROCKET and ROCKET ?

Here's when you'll type ROCKET:

- ✴ If this is the first time you've ever loaded the program.
- ✴ If you're going to use the same System Setup options you did the last time you loaded your program.

Here's when you'll type ROCKET ?:

- ✴ If you select a video mode that your computer can't handle, the screen will go blank or freeze. You will have to reboot your computer and type ROCKET ? to reload the program and "reset" the autodetect default options. You must type ROCKET ? or you'll just get a blank screen when you try to reload the program.
- ✴ You may decide to run your program in a different video mode or with a different music or sound device than the one you've been using. For instance, maybe you've been using the program in EGA mode and you've just upgraded to VGA mode. Or maybe you previously weren't using The Sound Source, but just installed one. You can type ROCKET ? to get the Rocketeer Setup Program.

Controlling the Game

You can use a mouse, joystick, or the keyboard to control the game. Both the mouse and keyboard are always active; you can use them at any time. Your joystick will also be active if it was detected and selected in the System Setup.

What the input device does depends on what part of the game you're in. For instance, pressing the right button on the mouse decreases throttle power in the Race At The Airfield section of the game, while in The Final Fight section it makes the Rocketeer give a left punch.

You can keep a button or key pressed down to autofire a weapon or rapid-punch.

See page 19 for a quick-reference guide to controlling the game.

OTHER KEYS USED IN THE GAME

Esc   Quit current game
Alt-Q   Quit The Rocketeer and return to DOS
P   Toggle pause on/off (When paused, any action key resumes play.)
Alt-J   Recalibrate joystick
F1   Turn on synthesized music device
F2   Turn off synthesized music device
F3   Turn on digital audio device
F4   Turn off digital audio device
            Alternate button #1 keys: 2, >, keypad +, keypad 5
            Alternate button #2 keys: 1, <, keypad –

Scoring

At the end of the game you're shown a screen which summarizes your performance. Episode is the name of the specific episode, Hit Ratio is a percentage that shows how well you did for that episode (100% represents a perfect Hit Ratio), and Score is the total points you received in that episode. High Hit Ratios result in bonuses that are added to your score for that episode. Since there are no "hits" in the Race At The Airfield, Hit Ratio doesn't apply to that episode.

Disney's Sound Source

The Rocketeer is compatible with Disney's Sound Source, a compact sound accessory that lets you experience high-quality digitized speech, fully-orchestrated music, and real-life sound effects on MS-DOS and compatible personal computers. It easily plugs into the parallel printer port on the back of your PC–there's no need to disassemble your computer or bother with connecting additional amplifiers or speakers!

The low cost Sound Source brings all Sound Source compatible software to life. You'll find Disney's Sound Source at your local software retailer.

Troubleshooting Guide

PROBLEM: THE PROGRAM DOESN'T LOAD PROPERLY.

- ✴ Do you have the correct equipment as listed under Equipment You Need?
- ✴ Is each component of your computer system (computer, monitor, etc.) turned on?
- ✴ Did you follow the copying and loading instructions correctly?
- ✴ Do you have any unusual peripherals hooked up to your computer? Try unhooking any unnecessary peripherals, rebooting the computer, and reloading the program.
- ✴ Do you have Terminate and Stay Resident (TSR) programs in RAM? Examples of TSRs are Microsoft® Windows,™ calculators, clocks, and disk caches. TSRs are sometimes automatically loaded by your computer through the AUTOEXEC.BAT file when you boot your machine. If you're using TSRs, you may have to start up your computer by loading DOS from an original DOS system disk, or you can remove the TSRs from your AUTOEXEC.BAT file. Please refer to your computer's user manual for complete details on TSRs and AUTOEXEC.BAT files.

PROBLEM: THE PROGRAM RUNS SLOWLY.

- ✴ If you play The Rocketeer on a computer with an 80386 or 80386SX microprocessor and an EMS (Expanded Memory) driver such as the QEMM386 or EMM386, the game will run considerably slower if the EMS driver is installed in your CONFIG.SYS file. If you have this type of setup, we recommend that you boot your machine from a DOS boot disk before playing The Rocketeer (this keeps the CONFIG.SYS file on your hard drive from loading).

Fast 80286, 80386 and 80486 systems (over 25 Mhz) will not have this problem. In addition, XMS (Extended Memory) drivers like HIMEM.SYS will not affect the system speed.

* Are you using the Sound Blaster for digital sound? The Sound Blaster can cause brief pauses in the action. You can fix this problem by pressing F4 to turn off the digital audio device (pressing F3 turns the device back on). An alternative method would be to start the game by typing **ROCKET ?** to change the System Setup. At the Digital Audio Device screen select PC Speaker or No Digital Sound.

PROBLEM: THE SOUND WARBLES, BREAKS UP, OR IS MISSING.
* Are you running the program through a DOS shell (like Microsoft Windows)? This may cause the sound to break up. Try quitting out of the DOS shell and running the program from the DOS prompt.
* Are you using a machine that runs slower than 8 Mhz? This may distort the sound.
* Are you using the Sound Blaster? The Sound Blaster may produce muffled digital sound. If this is happening, you may want to use your internal PC speaker for digital sound output.

Sound Source Owners:
* Did you select the proper Sound Source option as explained in the System Setup section?
* Is the Sound Source unit properly installed? Is its cable plugged into the computer's parallel port?
* Is the volume level turned up?
* Does the Sound Source unit have a fresh battery installed? If you're unsure, test the Sound Source with a brand new battery.
* If your printer is plugged into the Sound Source unit, is the printer turned on? In most cases, the printer must be turned on for the sound to be right.
* Are headphones plugged into the Sound Source? Headphones cut off sound from the speaker.
* Are you a Tandy 1000 owner? If your printer is plugged into the Sound Source, try unplugging the printer from the Sound Source Adapter.

PROBLEM: COLORS DO NOT APPEAR AS EXPECTED.
* Are your monitor's contrast, color, and tint controls properly adjusted?
* Are your monitor cables securely attached?

If you've tried all our troubleshooting suggestions but still can't solve the problem, please contact the Disney Software Customer Service department.

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Controlling the Game

JOYSTICK*	KEYBOARD	MOUSE

RACE AT THE AIRFIELD

JOYSTICK*
INCREASE THROTTLE (BUTTON 1) — DIVE — DECREASE THROTTLE (BUTTON 2)
BANK LEFT — BANK RIGHT
CLIMB

KEYBOARD
DIVE
BANK LEFT — BANK RIGHT
CLIMB
INCREASE THROTTLE [A], [Ins] or [Enter]
DECREASE THROTTLE [S], [Del] or [Spacebar]

MOUSE
INCREASE THROTTLE — DIVE — DECREASE THROTTLE
BANK LEFT — BANK RIGHT
CLIMB

ATTACK IN THE HANGER

JOYSTICK*
FIRE GUN (BUTTON 1) — TURN ROCKET PACK ON/OFF (BUTTON 2)
PUSH JOYSTICK IN ANY DIRECTION TO MOVE CROSSHAIR

KEYBOARD
PRESS ANY ARROW KEY TO MOVE CROSSHAIR IN THAT DIRECTION
FIRE GUN [A], [Ins] or [Enter]
TURN ROCKET PACK ON/OFF [S], [Del] or [Spacebar]

MOUSE
FIRE GUN — TURN ROCKET PACK ON/OFF
ROLL MOUSE IN ANY DIRECTION TO MOVE CROSSHAIR

BATTLE IN THE SKIES

JOYSTICK*
FIRE WEAPON (BUTTON 1) — FIRE WEAPON (BUTTON 2)
PUSH JOYSTICK IN ANY DIRECTION TO MOVE

KEYBOARD
PRESS ANY ARROW KEY TO MOVE IN THAT DIRECTION
FIRE WEAPON [A], [Ins] or [Enter]
[S], [Del] or [Spacebar]

MOUSE
FIRE WEAPON — FIRE WEAPON
ROLL MOUSE IN ANY DIRECTION TO MOVE

THE FINAL FLIGHT

JOYSTICK*
RIGHT PUNCH (BUTTON 1) — LEFT PUNCH (BUTTON 2)
MOVE LEFT — MOVE RIGHT
DUCK

KEYBOARD
MOVE LEFT — MOVE RIGHT
DUCK
RIGHT PUNCH [A], [Ins] or [Enter]
LEFT PUNCH [S], [Del] or [Spacebar]

MOUSE
RIGHT PUNCH — LEFT PUNCH
MOVE LEFT — MOVE RIGHT
DUCK

OTHER KEYS USED IN THE GAME
Esc Quit current game
Alt-Q Quit The Rocketeer and return to DOS
Alt-J Recalibrate joystick

P Toggle pause on/off (When paused, any action key resumes play.)
F1 Turn on synthesized music device

F2 Turn off synthesized music device
F3 Turn on digital audio device
F4 Turn off digital audio device
*NOTE: LOCATION OF JOYSTICK BUTTONS MAY VARY.

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DISNEY's DUCKTALES

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Disney's
DUCKTALES

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CASHING IN ON DUCKTALES
## THE QUEST FOR GOLD

GETTING STARTED:
Insert Disk #1 into drive DF0 with the label side up. If you have two disk drives, insert Disk #2 into the other drive. For more game and hard disk information, click on the README and INFO icons visible when Disk #1 is opened from Workbench. If you have a joystick, plug it into Port 2. Turn on your monitor and computer. The game will start automatically.

THE CONTEST:
Flintheart Glomgold has challenged Scrooge McDuck to a contest. Whoever can collect the most money in thirty days will become Dime Magazine's Duck of the Year. Help Scrooge and his friends win the contest by traveling all over the world and finding treasures. Return to the Isle of Macaroon at the end of the thirty days to weigh your money against Glomgold's. May the better duck win!

HOW TO PLAY:
Play using either joystick or keyboard controls. You can use these keys instead of the joystick controls:
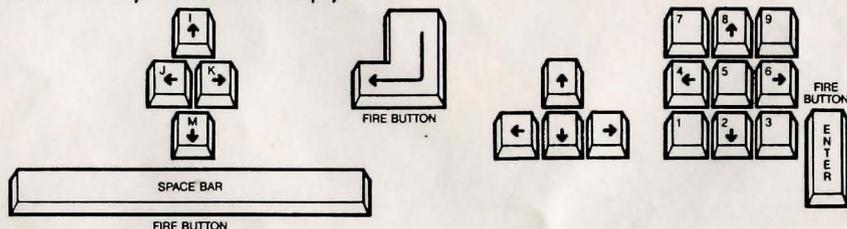
Difficulty Level: When the game asks you to select the difficulty level, move the joystick UP or DOWN then press the FIRE BUTTON to select EASY MONEY, STANDARD WAGES or HARD EARNED CASH.

Scrooge's Office: The game begins at Scrooge's office. Move the joystick LEFT, UP or RIGHT then press the FIRE BUTTON to select INVESTMENTS, MONEY BIN or CONTROL CENTER.

Investments: Help Scrooge score big in the stock market. Move the joystick UP or DOWN then press the FIRE BUTTON to read about a stock. Look up the stock's chart in the Junior Woodchuck Guide and find out if it is selling for a low or high price. Move the joystick LEFT or RIGHT and press the FIRE BUTTON to choose your next activity.

    Chart: Choose another stock
    Buy: Buy shares of your chosen stock
    Sell: Sell shares of your chosen stock

Choose "RETURN TO OFFICE" from the company list when you are finished making your investments.

Money Bin: Take a dive into Scrooge's Money Bin. Press the FIRE BUTTON to make Scrooge jump. If you're lucky, you may find a rare coin.

Control Center: The first time you use the Control Center, a secret message will appear. Use Gyro's Secret Code from the Junior Woodchuck Guide to decode the message. Move the joystick and press the FIRE BUTTON to select the correct decoded message. You will then see Scrooge's World Map.

World Map: Use the joystick to move the map pointer over the map. The name of the nearest treasure location will appear above the map.

When you are at the office press the FIRE BUTTON to read about the treasure. Then move the joystick LEFT or RIGHT and press the FIRE BUTTON to choose your next activity.

    Map: Read about another place
    Airplane: Fly Launchpad's airplane
    Atom: Use Gyro's matter transmitter (this picture will appear only if you found bombastium and are at the office).

If you are looking at the map while away from the office, pressing the FIRE BUTTON will immediately send you on your journey; you will not read about the location first. You can only go to a location where neither you nor Glomgold has found the treasure.

Launchpad's Airplane: Hold down the FIRE BUTTON to pull out of the hangar. Pull the joystick DOWN to loop up (counter-clockwise) into the sky. Once airborne, continue holding the FIRE BUTTON down to speed up; release it to slow down. Push the joystick UP to loop down (clockwise).

When Glomgold races against you to the same destination, his airplane will appear in the sky. The indicator at the bottom of the screen keeps track of your positions. Stay away from clouds and other objects that send you in the wrong direction. If you bounce off the ground too many times, it will cost you time and money. Try to safely reach the hangar at the end of your trip.

Mountain Climbing: Move the joystick UP to jump up to a ledge, jump over boulders or enter a cave; DOWN to duck from slingshot pellets; LEFT to walk left; and RIGHT to walk right. Hold down the FIRE BUTTON to spin the rope; release it to throw the rope on a ledge.

Watch out for falling objects and ledges holding enemies such as the Beagle Boys. Caves can help you travel quickly through the mountain, but stay away from caves having eyes. Animals will come out and knock you down. If you fall too far, that nephew will be unable to go on.

Jungle Survival: Move the joystick UP to climb or jump on springy branches, DOWN to climb down or duck while on floating animals, LEFT to walk left, and RIGHT to walk right. Press the FIRE BUTTON to hop. Use swinging vines and springy branches to reach distant trees. Cross rivers by hopping across the heads of floating animals, but avoid all other animals. If you fall or sink, that nephew will be unable to go on.

Cave Exploring: All caves are laid out diagonally so the pathways crisscross like an X. Hold the joystick UP to face to the back and to the right, DOWN to face forward and to the left, RIGHT to face forward and to the right, and LEFT to face back and to the left. Press the FIRE BUTTON while holding the joystick in the various positions to begin walking.

Your map shows the cave as a maze. Depending on the difficulty level, it will also show your location, the location of slime caves, the mummy and the treasures. Your location (Scrooge) is represented by a blue dot, slime caverns are green dots, the mummy is a blue dot and the treasure is a yellow dot.

Photo Safari: Move the joystick LEFT, UP or RIGHT to point the camera, and press the FIRE BUTTON to take a picture. Don't waste your film on photographs of ordinary animals; your camera has only twelve shots. Look in the Junior Woodchuck Guide to find pictures of the rare animals.

The Scales of Macaroon: Travel to Macaroon to deposit your gold safely and compare it against Glomgold's. You will automatically go there after thirty days; whoever has the most money is the winner.

NOTES:
    1. Press the FIRE BUTTON or SPACEBAR to skip over the introduction.
    2. Press the S key to toggle the sound on and off.
    3. Press the P key to pause the game.
    4. Press the ESC, Q or F1 keys to quit the game.
    5. For more information, see the Junior Woodchuck Guide.

A	J	R
B	K	S
C	L	T
D	M	U
E	N	V
F	O	W
G	P	X
H	Q	Y
I	Z	

THE JUNIOR WOODCHUCK BOARD OF ADVISORS

The Junior Woodchucks are grateful to the following individuals who have graciously contributed their expertise to Junior Woodchucks everywhere.
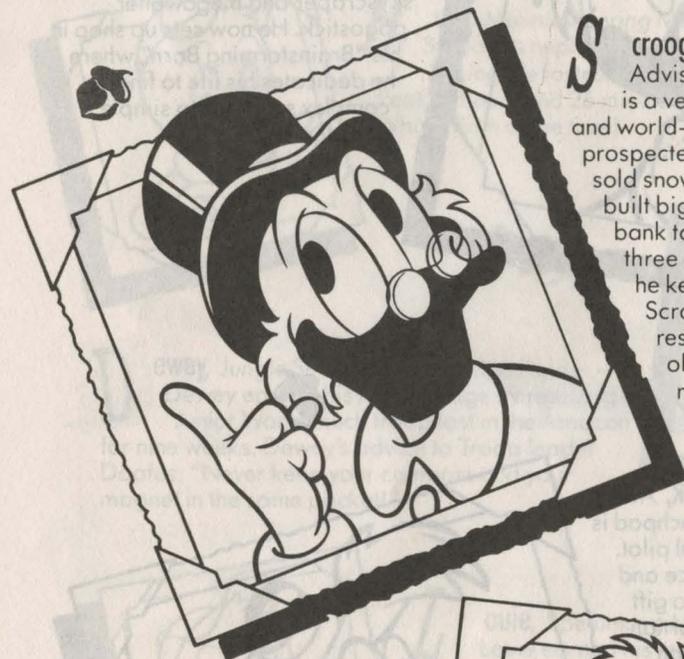
Scrooge McDuck, Money Advisor — This tough old bird is a very crafty businessman and world-class adventurer. He has prospected for platinum in Peru, sold snowcones in the Sahara, and built big businesses from Burbank to Bora Bora. The result — three cubic acres of cash that he keeps in his Money Bin. To Scrooge, the Money Bin represents challenges met and obstacles overcome. "I made it by being tougher than the toughies, and smarter than the smarties," he boasts.

Fenton Crackshell, Investment Advisor — Formerly Chief Bean Counter at the Duckburg Bean Factory, Fenton is now Scrooge's accountant. Scrooge values Fenton's ability to count faster than the speed of sound, although Fenton's judgement is not always very sound. (Fenton once dumped all of Scrooge's cash into Lake Doughbegone, hoping to turn it into liquid assets.)

G yro Gearloose, Science Advisor—One of the world's foremost inventors, Gyro has invented such useful devices as the hydraulic toothpick, portable skyscraper and megawatter pogostick. He now sets up shop in his "Brainstorming Barn", where he dedicates his life to finding complex solutions to simple problems.

L aunchpad McQuack, Aviation Advisor—Launchpad is Scrooge's personal pilot. His dashing self-confidence and gung-ho attitude give him a gift with any vehicle from a Martian space fighter to a Mongolian shopping cart. Launchpad's many flying records include Most Crashes per Year, Shortest Flight on Record, and Most Barns Stormed. He was recently awarded the prestigious "Cooked Goose" trophy, presented to "the flyer most likely to use his parachute."
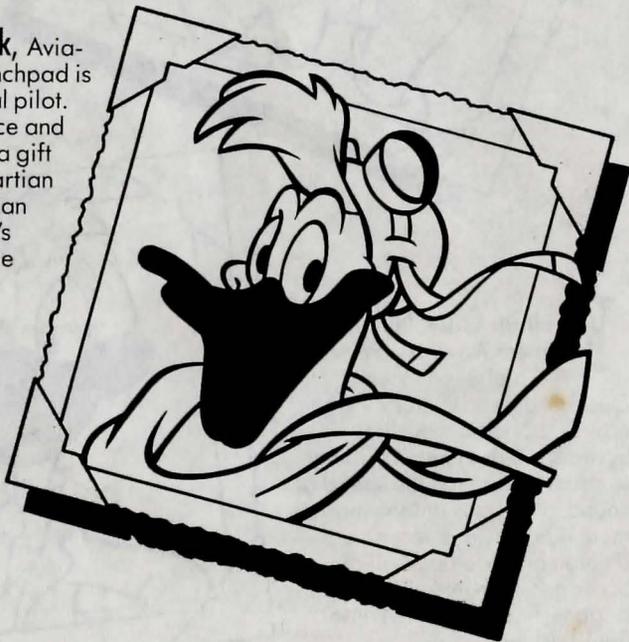
J UNIOR ADVISORY PANEL

Contributing to the Junior Woodchuck Guide is the highest honor that a Junior Woodchuck can earn. For this edition, four youngsters have been chosen for their outstanding contributions to the art and craft of Woodchucking.

H uey, Mountaineering Merit Badge Holder—Scrooge's nephew Huey earned his merit badge by making the fastest recorded climb up Mount Howling Peak: 4 hours and 26 minutes (he was being chased by a Wham Ram at the time).

D ewey, Jungle Survival Merit Badge Holder—Dewey earned his Merit Badge by rescuing a Junior Woodchuck troop lost in the Amazon for nine weeks. Dewey's advice to Troop leader Doofus: "Never keep your compass and your magnet in the same pocket!"

L ouie, Spelunking Merit Badge Holder—Louie earned his merit badge exploring caves in China with his uncle, Scrooge McDuck. In a forgotten cavern he discovered the earliest known cave paintings, the work of the ancient "Peking Duck". Louie reported, "Well, I don't know if it's art, but I know what I like!"

W ebby, Wildlife Photography Merit Badge Holder—Webby's special way with wild animals got her the photographs that earned her this merit badge. Her ability to handle wild animals often comes in handy on adventures with Scrooge McDuck. After all, she has to put up with Scrooge's nephews!

COIN COLLECTING

SAVING MAKES CENTS

A wise Woodchuck knows the importance of saving his money. Why? So he has enough to pay his Junior Woodchuck dues, of course!

THE WORLD'S LARGEST COIN COLLECTION

All Junior Woodchucks can learn a lesson in "Saving Big" from Scrooge McDuck. His Money Bin contains zillions and zillions of dollars! (For those of you who haven't yet earned your Mathematics Merit Badge, a zillion is a "1" followed by a lot of zeros.)

GILDED TOURS

You can visit Scrooge's Money Bin by going to his office in Duckburg. Just open the safe next to his desk. Inside are even more coins than the pocket change under your sofa cushions.

Sometimes rare coins are found among ordinary pocket change. Scrooge knows this too, so every day he dives through his Money Bin. You should do this whenever you are in Duckburg, too. You may discover that one of your coins is worth more than you thought, and wouldn't that be nice for a change!

INVESTMENTS
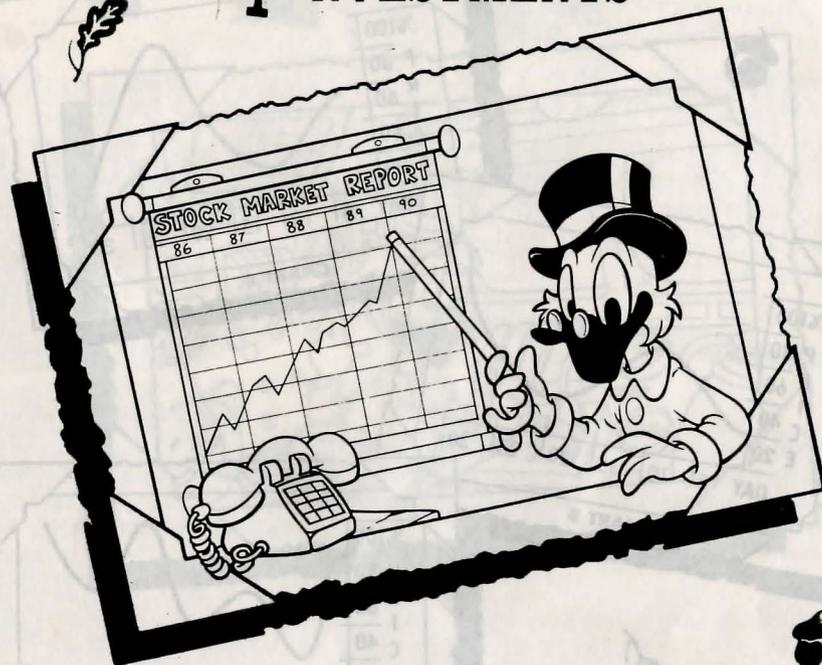
MONEY MATTERS

It sure does! While saving your money is a good idea, it isn't enough to get you on the cover of *Dime Magazine*. A Junior Woodchuck with good business sense never passes up a good deal or a wise investment. One way to become a Fowl Street business tycoon is by investing in the stock market.

WHAT IS THE STOCK MARKET?

The Stock Market sells stocks, which are pieces of ownership in a business. Stocks are sold in units called "shares." When you buy a share of a business, you are buying a small piece of that business. So, when Scrooge McDuck tells his nephews to "share and share alike," you know he means *business*.

HOW TO GET RICH IN THE STOCK MARKET

Buy a share of a company at a low price, and sell it later at a higher price! It's that easy!

HOW TO EXCEED IN BUSINESS

Well, it isn't *really* that easy, but Fenton has learned something that should help. All stocks in the Investments Portfolio at Scrooge's office follow a pattern shown on one of the five charts below. On some days, their prices fall very low (a good time to buy), while on other days their prices rise very high (an excellent time to sell). If you read these charts every day, and buy and sell at the right times, you'll find life to be a much richer experience.

CHART A

CHART B

CHART C
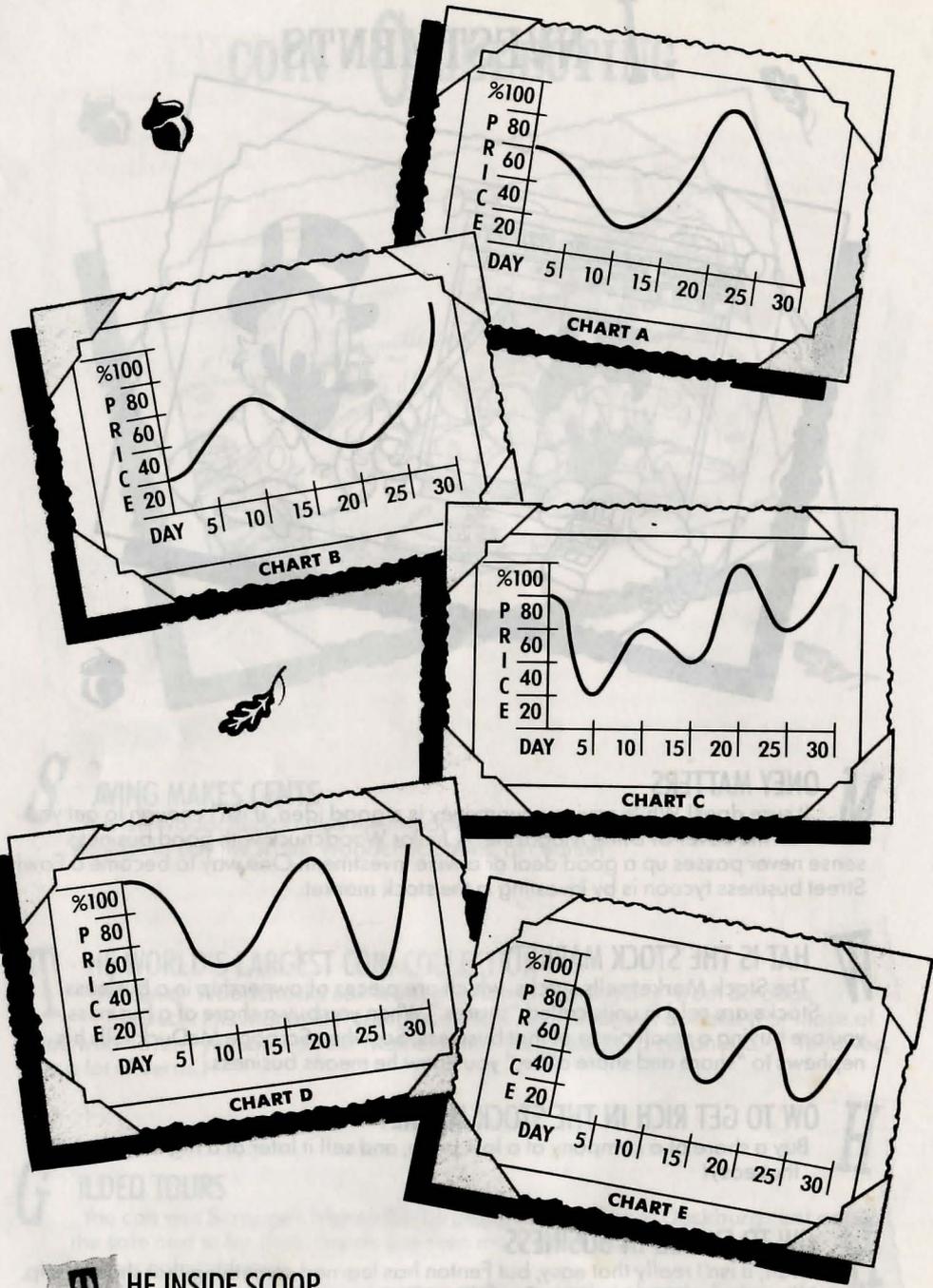
CHART D

CHART E

THE INSIDE SCOOP

Handy as these charts are, they aren't foolproof. Sometimes Scrooge's arch enemy Flintheart Glomgold pulls shady deals to dramatically affect stock prices. Keep your eye on the business news to keep track of what's happening to your stock, or Glomgold might deal you out of this game.

SECRET CODES
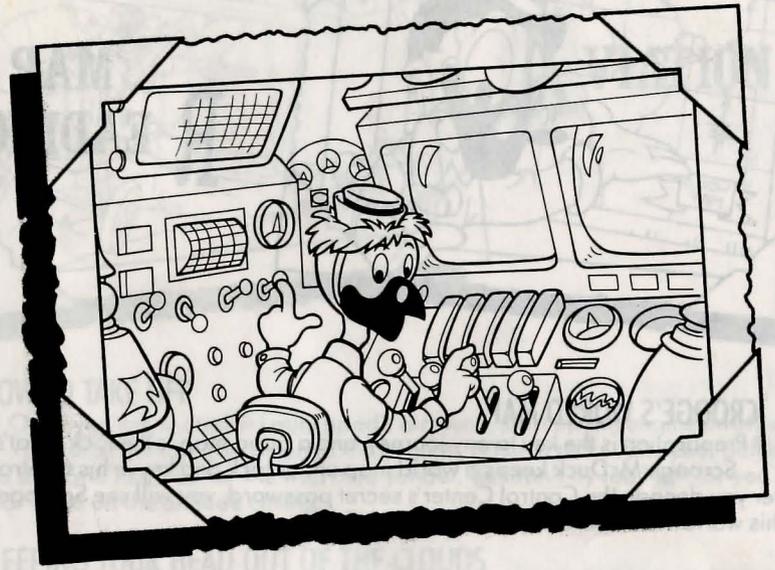
SECRET MESSAGES

One of the first things that a Junior Woodchuck must learn is how to keep and send secrets. After all, you've heard the old joke about the three quickest ways to send messages across town: telephone, telegraph, and tell a duck. But seriously folks, one way to keep secret secrets secret is by using secret messages.

GYRO'S SECRET CODE

The Control Center in Scrooge's Office is protected by Gyro Gearloose's Super Anti-Spy Security System. It prevents Glomgold's henchmen, the Beagle Boys, from stealing Scrooge's business secrets. When you first look at the Control Console, you will see a secret password written in code. Use the Secret Code Sheet to decode it. Then select the correct password.

MAP READING

SCROOGE'S WORLD MAP

Preparation is the key to any journey, and a good map is the lock. That's why Scrooge McDuck keeps a world map under lock and key in his Control Center. After you decode the Control Center's secret password, you will see Scrooge's map of his worldwide operations.

HOW TO USE THE ELECTRONIC ATLAS

Scrooge has an electronic atlas built into his world map. To read about a treasure location, move the map pointer to that place and select it. The electronic atlas will tell you about the place, the treasures hidden there, and the travel time. If you want to read about another location, select the picture of the map at the bottom of the screen.

HOW TO FILE A FLIGHT PLAN

The map lists the time to travel to each treasure location. Once you decide where you want to go, select the airplane picture at the bottom of the screen, and Launchpad will prepare his airplane for the trip. (Let's hope he remembers to put fuel in it this time!)

IMPORTED MATTERS

If you find the rare mineral bombastium, Gyro will build a matter transmitter that can take you *anywhere* without the need for an airplane. The next time you return to Scrooge's office, a picture of an atom will appear on the Control Center location screen. Select the picture to use the matter transmitter instead of the airplane. (Warning: Gyro's machines don't always work right, and your mountain climbing expedition could end up in the middle of the Sahara.)

26
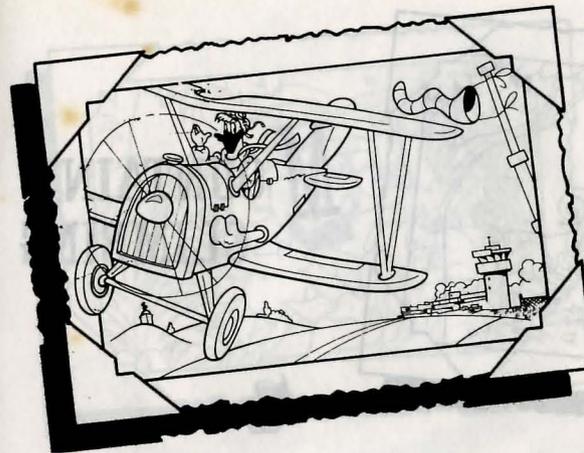
AVIATION

HOW TO TAKE OFF

Once you are seated in Launchpad's airplane, start up the engine throttle and roll out of the hangar. Listen to the engine. When it picks up speed, pull back on the stick and head up for the wild blue yonder. But don't fly too high, or you might hit your head on the altitude ceiling.

KEEPING YOUR HEAD OUT OF THE CLOUDS

Although clouds *look* harmless, you can get lost easily in them. Sometimes you'll come out backwards or even upside down! This can make your trip last even longer and cost you days. The same goes for mountains, powerlines, and anything else that looks thicker than air.

FLINTHEART'S FLYING CIRCUS

If you and Flintheart Glomgold are heading for the same place at the same time, you'll see his airplane flying nearby. Keep track of the race between you and Glomgold on the indicator at the screen's bottom. Whoever gets to the destination hangar first will have first chance at the treasure.

BARNSTORMING

If you feel up to some fancy flying, try diving through a barn. Not only will you earn $50 for the stunt, the barn will also protect you from anvils, pianos and other objects that you would expect to fall from the sky when the Beagle Boys are around.

HOW TO LAND AN AIRPLANE—THE HARD WAY

Although Launchpad's airplane is made out of Flubber Aircraft's bounceable rubber construction, you can crash by hitting the hard ground too many times. It will then take Gyro several days to fix the airplane, and you might lose some of the money you have with you. But if you do crash, remember that any crash that you can walk away from is a good landing.

HOW TO LAND AN AIRPLANE—THE RIGHT WAY

Unless you enjoy wearing your goggles on your feet, the best place to land an airplane is in a hangar. As you approach your destination, you will see a sign saying "Airport 10 Feet." Head your plane down into the hangar and keep your fingers crossed that the doors are open.

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Mountain Climbing

Why Climb a Mountain?

If you answered "because it's there," you should have a long talk with a Wood-chuck who's earned his Psychiatry Merit Badge. Any smart Junior Woodchuck will tell you the only good reason to risk your feathers is to find the treasure at the top.

Using Climbing Gear

Use your rope and grappling hook to pull yourself up to ledges that are too high for jumping. Swing your rope for at least one half turn, then let it loose when it circles toward the direction you want to throw it. Once your rope snags a ledge, you can safely climb up. If you can't seem to hook onto a ledge, try standing in a different place or turning around and throwing the rope over your shoulder.

Sound Advice

One of the greatest dangers of mountain climbing is being hit by a boulder. Keep your mountain-ears open for the sound of falling boulders, and avoid ledges where you don't have many escape routes. If you do find yourself about to become a bowling pin, try jumping over the boulder as it rolls toward you.

Shortcuts

The swirling winds at high altitudes cut tunnels into many mountains. You can use these caves as shortcuts to quickly go higher — or lower — on the mountain. Just remember that shortcuts can cause long delays. Walking into a bear's den or past Magica DeSpell's secret cave can put you in a mountain of trouble.

Falling

Falling down a mountain is not dangerous — but *landing* is. In fact, the higher up the mountain you are, the harder you will fall. If you fall too far down a mountain, you'll be too dizzy to try again. But your troop can continue onward until it runs out of members.

Jungle Survival

It's a Jungle Out There

A hike through the jungle is a welcome opportunity to hack through snake-infested swamps and swim among the hippopotami. Can you think of a better way to spend your summer vacation? Not when there's treasure to be found!

Not Seeing the Jungle for the Trees

You can travel above the wet jungle floor by climbing trees and walking across the branches. When trees grow too far apart for climbing, use careful timing to swing from tree to tree on vines. You can also use the rubbery branches of Bali trees as spring boards for bouncing up into nearby trees. In fact, the fastest path through the jungle is at the intersection of Baliwood and Vines.

Crossing Rivers

Sooner or later, you will have to get your feet wet by trying to cross a river. Luck-ily, you can use friendly river animals such as hippopotami as stepping stones or rafts. But if they look like they are about to submerge or get too near a snake, try to reach the safety of the nearest tree.

On Your Beast Behavior

Although some animals are friendly to Junior Woodchucks, others enjoy nothing more than showing you who are the real masters of the jungle. Mischievous monkeys may drop coconuts on you, pesky birds may knock you off branches, and growling jungle beasts may upset your balance. Stay clear of these creatures, although you may be able to sneak past them while they are asleep.

Making a Splash

If you fall into a river, you'll be too soggy to continue your hike. But, as with mountain climbing, your troop can continue onwards until it runs out of members.

CAVE EXPLORING

MAPPING YOUR WAY

Since an important part of every caving expedition is getting in and out safely, clever Woodchucks know the importance of map reading! A map should always tell you where you are, where your destination is, and sometimes, where danger lies. Many caves are connected like mazes, and your map helps you make sure you've tried every possible route. (You never know which way will lead you to vast underground riches or maybe even a really neat rock!)

IT'S THE PITS

For all their beauty, caves can be very dangerous. Bottomless pits, formed by water dripping throughout the ages, lie in wait for even the most expert explorer. Green slime sighted in a cavern is a clue that a pit is nearby. When you come to such a cavern, turn around and go out the way you came. Once you've plotted enough slime caverns on your map, you can deduce the location of the pits. Then you can feel more confident in exploring passages other than the one you came through. If you feel the ground slip beneath you, just remember... it's the pits!

CAVE LORE

Legend says that the great explorer Stanley Livingstone McDuck once released a mummy from its hidden catacomb. The mummy now prowls the world's caves hunting members of the McDuck family. Listen! Is that dripping water you hear, or is the mummy nearby? Of course, you need worry only if your last name is McDuck.

SHEDDING SOME LIGHT

The only light in a cave is what you carry, so finish your cave explorations before your torch burns out. A Woodchuck stranded in the dark must sit still and wait to be rescued (His wait won't be too long if he has the troop's dinner in his backpack.)

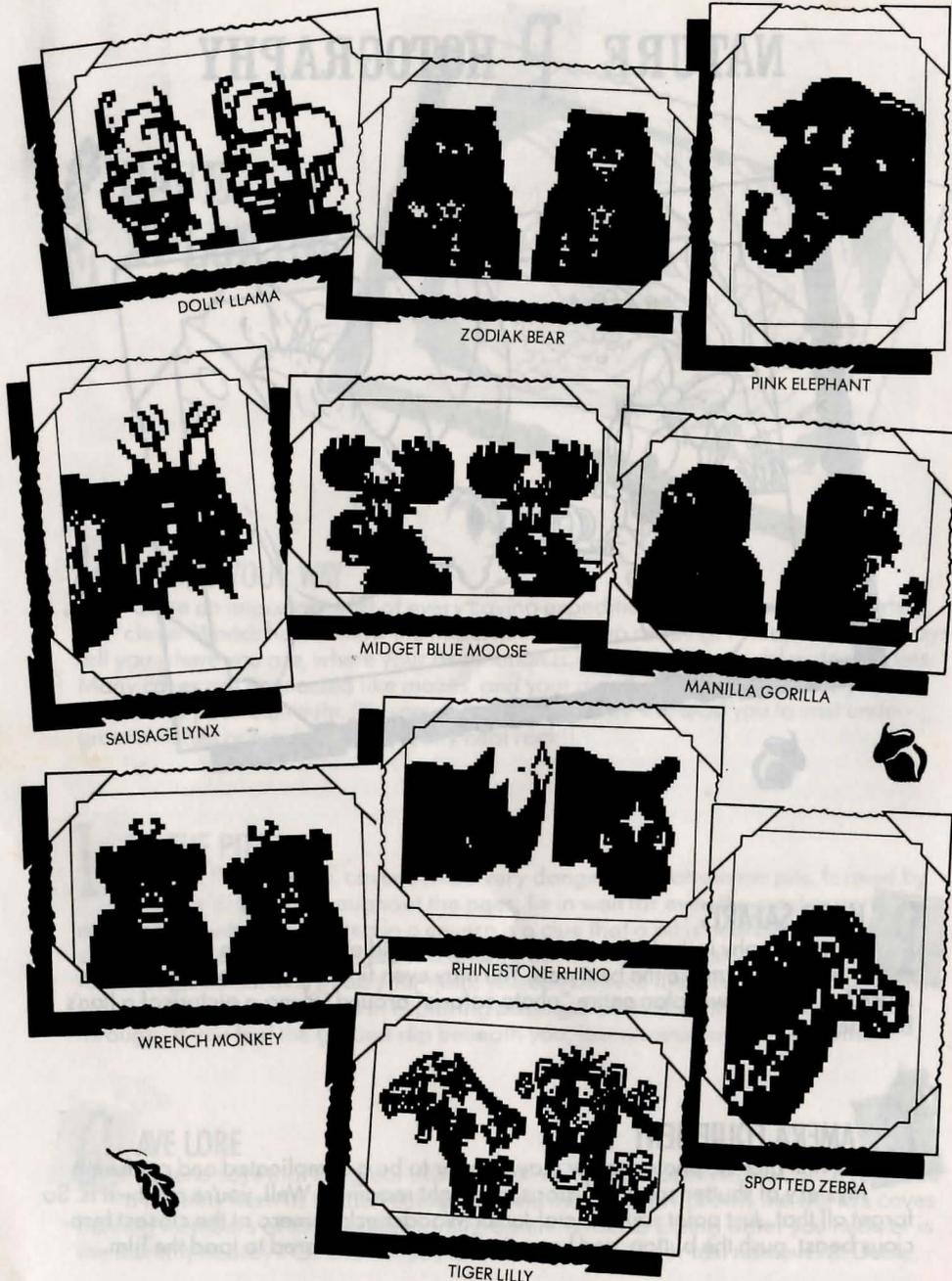# NATURE PHOTOGRAPHY
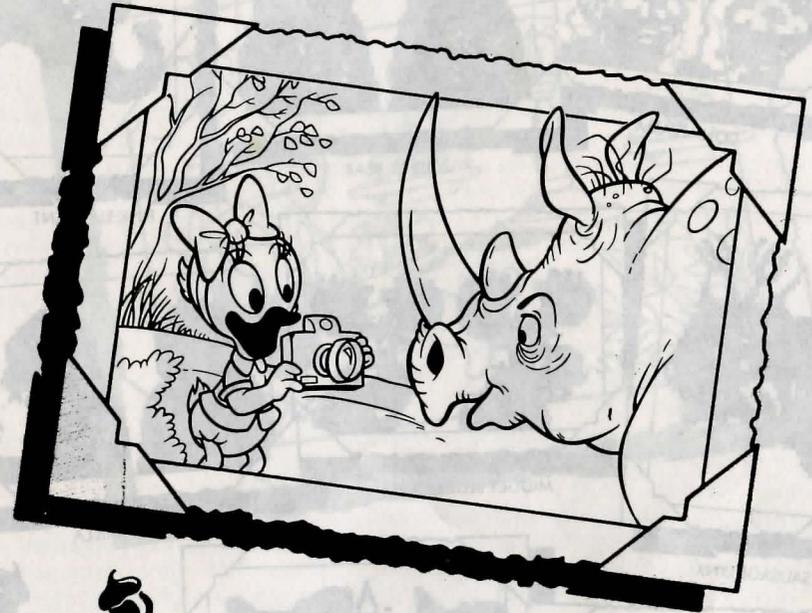
PHOTO SAFARIS

Photography is the best way to bring home wild animals, since man-eating tigers don't make the best pets. You may even find nature photography so much fun that you will plan entire "photo safaris" around taking a picture of a lion's back teeth.

CAMERA EQUIPMENT

At first glance, photography may appear to be a complicated and confusing mystery of shutter speeds, f-stops, and light readings. Well, you're right — it is. So forget all that. Just point your official Junior Woodchuck camera at the closest ferocious beast, push the button, and hope that you've remembered to load the film.

CHOOSING A SUBJECT

Your camera can only take twelve pictures, so don't waste them on photographs of ordinary animals such as apes and pachyderms. Look for the strange, exotic beasts instead. Here are pictures of animals so rare you can sell their photographs to the Duckburg Museum of Natural History:

NATURE PHOTOGRAPHY

DOLLY LLAMA

ZODIAK BEAR

PINK ELEPHANT

SAUSAGE LYNX

MIDGET BLUE MOOSE

MANILLA GORILLA

WRENCH MONKEY

RHINESTONE RHINO

SPOTTED ZEBRA

TIGER LILLY

NIGHT PHOTOGRAPHY

Many of the most exciting nature shots can be taken at night — like that of a leopard leaping into your tent. Since this is a bit too dangerous even for Junior Woodchucks, it's a good idea to finish your shooting before the sun sets.

MAN-MADE WONDERS

THE SCALES OF MACAROON

Woodchucks see many natural wonders in their travels. But there are also man-made monuments of steel and stone that are just as wondrous: the Great Pyramids of Egypt, the Great Wall of China, and the Great Grate of Duckburg. Of special interest to Woodchucks is the Scales of Macaroon. This is a giant balance for weighing vast sums of wealth. It is here that the rich and famous balance their checkbooks.

THE WORLD'S SECOND RICHEST DUCK

The Scales were built on the Isle of Macaroon by Flintheart Glomgold. Glomgold is everything that Scrooge McDuck is not: mean spirited, crooked, and dishonest. And those are his good points! Glomgold uses thugs like the Beagle Boys to block Scrooge's quests for gold. His goal is to become the richest duck in the world, and he knows that the only way to do that is by the destruction of the McDuck Empire!

HOW TO CHANGE THE BALANCE OF POWER

Glomgold has just offered Scrooge a challenge. Whoever can find the most money within thirty days will become *Dime Magazine*'s Duck of the Year. If you want to help Scrooge win, visit the Isle of Macaroon often to leave the treasure you've collected. That way, if your airplane crashes later, your money will be safe.

CUSTOMER SERVICE

If you have questions about this product, please call our customer service number at (818) 841-3326. Before dialing, please gather all information related to the query including the version number that appears on the program's title screen. This will make it easier for our service representative to offer assistance.

LIMITED WARRANTY

Walt Disney Computer Software, Inc. warrants to the original purchaser of this copy of the computer software program entitled Duck Tales: The Quest for Gold that the program disks on which this progam is recorded will be free from defects in materials and work-manship for ninety days from the date of purchase. This warranty applies only to the orig-inal purchaser who has filed a registration card with Walt Disney Computer Software.

Defective program disks which have not been subjected to misuse, excessive wear or damage due to carelessness and which are returned by the original purchaser within ninety days of date of purchase will be replaced without charge. Otherwise, damaged program disk(s) may be replaced for $10 as long as the program is still being manufac-tured by Walt Disney Computer Software. Defective and damaged disks should be returned to: Walt Disney Computer Software, Inc.
    3333 N. Pagosa Court
    Indianapolis, IN. 46226

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WARNING:
IT IS A FEDERAL CRIME TO MAKE
UNAUTHORIZED COPIES OF THIS SOFTWARE

THE SECRET OF MONKEY ISLAND

The Secret of Monkey Island™

IBM®/Tandy® Reference Card

Contents

Your Secret of Monkey Island package should contain the following:

- Eight 5.25" disks or four 3.5" disks
- One User's Manual
- One Dial-A-Pirate Wheel
- One Upgrade Certificate

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 The Secret of Monkey Island from either a hard disk drive or a floppy disk drive, but we recommend using a hard drive if your computer has one. Some animations and sound effects will be omitted when the game is played from floppy disks.

To play The Secret of Monkey Island from a floppy drive, after booting your computer, place Disk 1 in drive A, type **a:** and press **ENTER**.

When you see the **A>** prompt, type **monkey** and press **ENTER** to start the game.

Follow the instructions on screen, and insert other disks when prompted to do so.

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** 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**).

Type **cd \monkey** 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 select the best graphics mode for your machine. It will also check to see if you have a mouse driver or joystick installed, or an AdLib,™ CMS/GameBlaster, or CMS/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:

a	AdLib Music Synthesizer or SoundBlaster sounds
g	Gameblaster sounds
ts	Tandy sounds
i	Normal sounds (internal speaker)
m	MCGA graphics mode
v	VGA graphics mode
c	CGA graphics mode
e	EGA graphics mode
t	Tandy 16-color graphics mode
d	Use 2 floppy drives
mo	Use mouse control
j	Use joystick control
k	Use keyboard control

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

monkey c a

Cursor Controls

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

Tab ⇥	Enter ↵	7 ↖	8 ↑	9 ↗
	↑	← 4	select 5	→ 6
	←	→	1 ↙	2 ↓	3 ↘
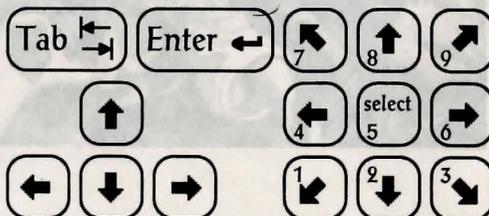
Use the **ENTER** or **5** keys to select objects on the screen for use in the sentence line, as well as to se-

as your controller by holding down the **CTRL** key and pressing **m** for mouse or **j** for joystick. You may also recalibrate your joystick if the cursor is drifting across the screen by centering the joystick and pressing **CTRL j**.

Keyboard Controls

All of the verbs used in the game can also be selected by using keyboard commands. Each key corresponds to one verb. Pressing the appropriate key once is equivalent to moving the cursor over the verb and pressing the controller button. The keys are mapped as follows:

O	**W**	**U**
Open	Walk to	Use
C	**P**	**L**
Close	Pick up	Look at
S	**T**	**N**
Push	Talk to	Turn on
Y	**G**	**F**
Pull	Give	Turn off

Q – scrolls the inventory up

A – scrolls the inventory 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 **SAVE**, **LOAD** or **PLAY**. The save/load option will not be available during the opening sequence or the closing credits.

To SAVE:

Click on the **SAVE** option. The current list of saved games will be displayed in slots along the left side of the screen. Select a slot by pointing the cursor to it and clicking. Now you will be able to type a new name for that slot or use the backspace key to change the existing name. Pressing **ENTER** will reactivate the cursor. Click the cursor on **OK** to save the game, or **CANCEL** if you have changed your mind and do not wish to save it.

Function and Command Keys

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

To LOAD:

Click on the **LOAD** option. The current list of saved games will be displayed in slots along the left side of the screen. Select a slot by pointing the cursor to it and clicking. Click the cursor on **OK** to load the game, or **CANCEL** if you have changed your mind and do not wish to load it.

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

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

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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**. Unbeknown 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.

Copy Protection

Once you've started the program, a screen will appear displaying a pirate's face (actually a combination of two faces). You will be prompted to enter a date that was significant in that pirate's life at a given geographical location. Use your **Dial-A-Pirate** wheel to match up the top and bottom halves of the pirate face you see on the screen. Then, locate the window on the wheel that matches the geographical location mentioned on the screen. Using the keyboard, type the date you see in the window.

Don't lose your Dial-A-Pirate wheel! Without it, you won't be able to play the game. If you lose the Wheel, you may purchase another from Lucasfilm Games. Call 1-415-721-3333 for more information.

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
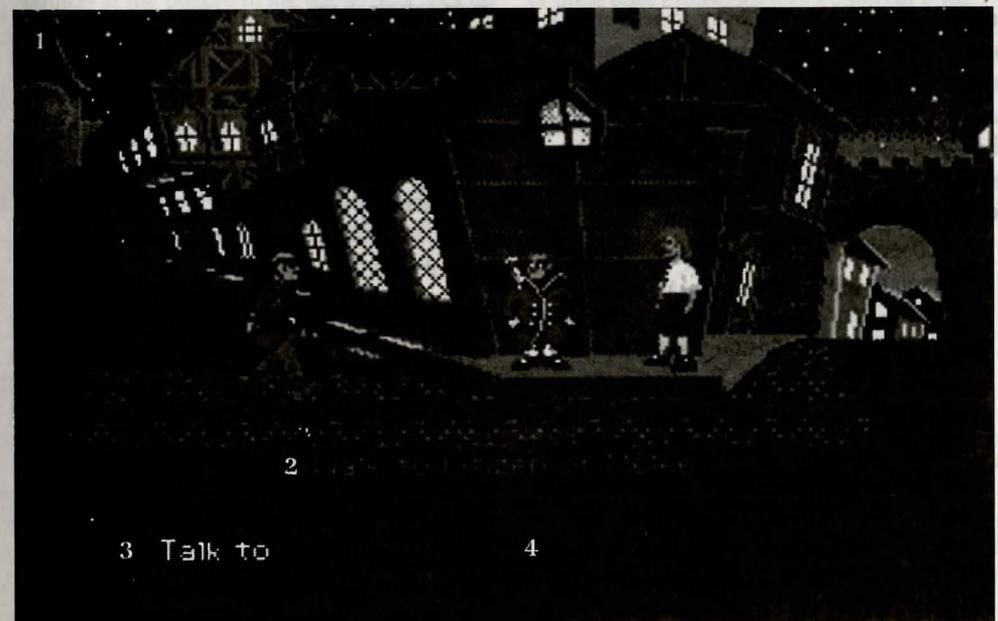
no limit to the number of objects Guybrush can carry (after all, he's young and strong!). When there are more than six objects in the Inventory, arrows appear to the left of the list. Use them to move the list up or down.

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

Look 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

There 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

To 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

We 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.

&- If you want to speed up game play, order a hint book from Lucasfilm Games. In the United States: 1-800-STAR-WARS (1-800-782-7927). In Canada: 1-800-828-7927.

&- If you want to access our automated hint line, call 1-900-740-JEDI (1-900-740-5334) in the United States only. The cost is 75¢ per minute. If you're under 18, first get your parent's or guardian's permission.

&- If you need technical assistance, call 1-415-721-3333. We're sorry, but no hints can be given on this line.

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A Few Helpful Hints