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:

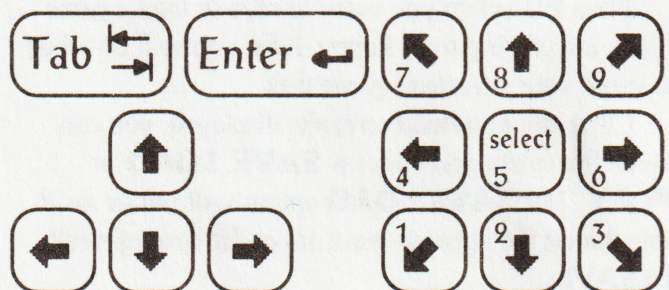|	
a	AdLib Music Synthesizer or SoundBlaster sounds
g	Gameblaster sounds
ts	Tandy sounds
i	Normal sounds (internal speaker)
m	MCGA graphics mode
v	VGA graphics mode
c	CGA graphics mode
e	EGA graphics mode
t	Tandy 16-color graphics mode
d	Use 2 floppy drives
mo	Use mouse control
j	Use joystick control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

lect a line of dialog in a conversation. Press the **TAB** key to use a highlighted verb with the object the cursor is pointing to.

You can use a mouse for cursor control if you have installed a compatible mouse driver. The left mouse button corresponds to the **ENTER** key on your keyboard. The right mouse button corresponds to the **TAB** key on your keyboard. If you have both a mouse and a joystick installed, you may select one as your controller by holding down the **CTRL** key and pressing **m** for mouse or **j** for joystick. You may also 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

If you are playing from floppy disks (and not a hard drive), you will need a blank, formatted disk BEFORE you start to play. This disk will become your save/load disk. If you are playing **The Secret of Monkey Island** from a hard disk, your games will be saved in the directory with the game files.

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

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

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**

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.

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.

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