THE SECRET OF
MONKEY ISLAND

Amiga® Reference Card

Contents

Your **Secret of Monkey Island** package should contain the following:

- Four 3.5" disks
- One User's Manual
- This Reference Card
- One **Dial-A-Pirate** Wheel

Getting Started

Note: If you are playing from floppy disks, we recommend that you first make backup copies of all disks and put the originals in a safe place. The disks are not copy-protected, so to copy them, just follow the instructions that came with your computer.

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

From a floppy drive, insert the **Secret of Monkey Island** Disk 1 in your disk drive (DF0:) and boot off this disk. Open the disk icon and double-click on the **Monkey Island** icon.

If your Amiga has more than one floppy disk drive, you can play **The Secret of Monkey Island** by swapping disks in the drives when prompted.

To install The Secret of Monkey Island on a hard disk, double-click on the **Install Monkey** icon on the **Secret of Monkey Island**

Disk 1. From the list of options, select the hard disk partition on which you wish to install the game. Insert subsequent disks as prompted on-screen.

To load the game from your hard disk, open the **Monkey Island** hard disk drawer, and double-click on the **Monkey Island** icon.

Keyboard Controls

All of the verbs used in the game can also be selected by using keyboard commands. Each key corresponds to one verb. Pressing the appropriate key once is equivalent to moving the mouse pointer over the verb on-screen and pressing the left mouse 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 – selects from inventory objects shown on the screen **and** dialog choices in a conversation

Save/Load Instructions

If you are playing from floppy disks, you will need to prepare a blank, formatted disk BEFORE you start to play. This disk will become your save/load disk. Hard disk players will have their games 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 should insert your save/load disk when prompted. **Note: Be sure to wait until the drive light turns on—then off—before selecting LOAD or SAVE.** Once the save/load screen is displayed, you can move the mouse pointer and click on **SAVE, LOAD, PLAY,** or **QUIT.** The save/load option will not be available during the opening sequence or 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 moving the mouse pointer over it and clicking. Now type a new name for that slot or use the backspace key to change the existing name. Pressing **ENTER** will reactivate the mouse pointer. Click on **OK** to save the game, or **CANCEL** if you have changed your mind and do not wish to save it.

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

To LOAD:

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

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

Function and Command Keys

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