Function and Command Keys

Save or Load a Game	F5	Left mouse button	ENTER or ALT Amiga (on the left side of the keyboard)
Bypass a Cut-Scene	ESC or press both mouse buttons at once.		
Restart the Game	F8	Right mouse button	TAB or ALT Amiga (on the right side of the keyboard)
Pause the Game	SPACE BAR		
Sound Control:		Cursor movement	Amiga key and ↑ → ↓ ← (not keypad keys)
Softer	[		
Louder	]		
Message Line Speed:		Exit Game	CTRL c
Faster	+		
Slower	-		
Clear dialogue line	. (period)	Version Number	CTRL v
Heap space	CTRL k		

Alternatively follow the instructions below.

(1) Disconnect any external disk drives.

(2) Re-boot your machine.

(3) Hold down the CONTROL and D keys together until the AmigaDOS copyright message appears, followed by SHELL: *** Break.

(4) Finally, run Monkey Island 2 from CLI by typing:-
- CD MONKEY-ISLAND2 and press ENTER.
- MONKEY2 and press ENTER.

LucasFilm Games™ presents

LeChuck's Revenge
MONKEY ISLAND 2 ™

AMIGA® QUICK START
REFERENCE CARD

U.S. GOLD

LucasArts™
Lucasfilm Games™

Contents

Your Monkey Island 2: LeChuck's Revenge package should contain the following:

- Your game disks
- One User's Manual
- One (1) Mix 'n' Mojo Voodoo Ingredient Proportion Dial
- Odds 'n' ends that you don't really need in order to play the game

Getting Started

Note: 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 Amiga. If you use Workbench to copy the disks, Workbench will insert the words "Copy of" in front of each copy disk name. In order for Monkey Island 2: LeChuck's Revenge to function properly, you will need to rename each copy to the original name.

Playing from Floppy Disk Drive

Insert Monkey2 Disk 1 in drive DFO: and boot off this disk. The game will start automatically.

At various points in the game, you will be prompted to insert other Monkey2 disks. You may use any of your disk drives to do so.

Installing on a Hard Disk Drive

1) Boot your hard disk as you normally do.
2) Insert Monkey2 Disk 1 into any disk drive.
3) In Workbench, double-click on the Monkey2 Disk 1 icon to open its window.
4) Double-click on the "Install" icon to install Monkey2.

A window will open, asking for the name of a place on your hard drive to install Monkey2. This place can be either a drive partition or an existing subdirectory on a partition.

5) To install into the root directory of a drive or drive partition, simply enter the name of the drive followed by a colon (for example,)DH0:').

To install into an existing directory on a drive, type the full path to the directory (for example, "FUN:Games/Adventure').

6) Follow the instructions that appear on screen. You will be prompted to insert each of the Monkey2 disks in order.

Playing from Hard Disk Drive

To load the game from your hard disk, open the "Monkey-Island2" drawer on your hard disk and double-click on the "Monkey2" icon inside.

Keyboard/Cursor Controls

For keyboard cursor control, use the Amiga key with the arrow keys. The ENTER key corresponds to the left mouse button, the TAB key corresponds to the right mouse button. All of the verbs used in the game can also be selected by using keyboard commands. Each verb corresponds to one key. Pressing the appropriate key once is equivalent to moving the cursor over the verb and pressing the left mouse button or the ENTER key. The keys are mapped as follows:

G	P	U
Give	Pick up	Use
O	L	S
Open	Look at	Push (Shove)
C	T	Y
Close	Talk to	Pull (Yank)

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 (you may use more than one disk to store saved games). You can save about 20 games per 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. Once the save/load screen is displayed, you can move the cursor and click on SAVE, LOAD, PLAY (to return to the game as it was before you pressed F5) or QUIT (to quit the 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 (to return to the game as it was before you pressed F5), or QUIT (to quit the game).

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. Click on the up and down arrows to scroll through the list, right-click on the up or down arrow to shortcut to the first or last save game slot. Select a slot by pointing the cursor to it and clicking. Now you will be able to type a new game for that slot or use the backspace key to change the existing name and save over a previously saved game. Press ENTER or click on OK to save the game. Click on 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. Click on the up and down arrows to scroll through the list, right-click on the up or down arrow to shortcut to the first or last save game slot. Click on CANCEL if you have changed your mind and do not wish to load a game. To load a save game, click on its slot.

Warning: Loading a previously saved game will cause you to lose the game you are currently playing. If you think you will want to return to the game as it was before you pressed F5, be sure to SAVE the game before LOADing a different one.

Memory Management

Monkey2 is a HUGE game, so you may encounter memory problems if you have only one megabyte of RAM, particularly if you are playing from a hard disk. The absolute minimum heap space required to play the game is 380K.

To find out how much available memory ("heap space") you have for Monkey Island 2, press CTRL-k while playing the game. Insufficient or fragmented memory will result in "Out of heap space" messages during play or constant disk access during animation. To diagnose or avoid such problems, try:

1) booting from the Monkey2 floppy. The Monkey2 floppy has a trimmed-down startup sequence designed to free-up as much memory as possible.

2) disconnecting your external disk drive.

This will free-up about 15-20k that Amiga-DOS allocates for each connected disk drive.

3) trimming your hard disk startup sequence. Remove resident commands, all references to RAM:, and any utilities which run in the background. As a last resort, use the minimal startup-sequence:

LOADWB
ENDCLI

4) reducing your hard disk buffers.

Follow the instructions that came with your hard disk. This may require running a utility program that came with your hard disk or altering a mountlist entry.   (P.T.O.)