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and 5.00 pm. Our staff are ready to respond to any
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Monkey Island 2: LECHUCK'S REVENGE®

**TECHNICAL REFERENCE
MANUAL**

PLEASE NOTE: All component paper parts that are required to play this game
are incorporated within this product.

Monkey Island 2: LeChuck's Revenge®

CONTENTS

- Your Monkey Island 2: LeChuck's Revenge® package should contain the following:
- Your game disks
- One User's Manual

PC USERS PLEASE NOTE:

When asked to enter the Lame-O-Copy protection recipe, just enter any four digits. The game will continue to play as normal, regardless of the digits you enter.

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 Computer.

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.

PC - An installation utility is provided 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** and press ENTER.

Follow the on-screen instructions to install **Monkey Island 2: LeChuck's Revenge®** on your hard drive. 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 \monkey2** and press ENTER (to change to the correct directory).
- Type **monkey2** 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 a Roland™, SoundMaster™ II, AdLib™, 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 **monkey2** when you start the game:

- a** AdLib Music Synthesizer or SoundMaster II sounds
- s** SoundBlaster sounds
- r** Roland sounds
- i** Normal sounds (internal speaker)
- m** MCGA graphics mode
- v** VGA graphics mode
- mo** Use mouse control
- j** Use joystick control
- k** Use keyboard control

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

monkey2 m a

PLAYING FROM FLOPPY DISK DRIVE

Amiga only - Insert **Monkey2 Disk 1** in drive DF0: 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

Amiga only

- 1) Boot your hard disk as you normally do.
- 2) Insert **Monkey2 Disk 1** into any drive.
- 3) In Workbench, double-click on the **Monkey2 Disk 1** icon to open it's window.
- 4) Double-click on the "Install" icon to install **Monkey2**. A window will open, asking for the name of place on your hard drive to install **Monkey2**. This place can be either

a drive partition or an existing subdirectory on a partition.

- 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").
- 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

Amiga only - 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

PC - You can use a mouse for cursor control if you have installed a compatible mouse driver. Use the left mouse button to select objects on the screen for use in the sentence line, as well as to select a line of dialogue in conversation. Press the right mouse button to use a highlighted verb with the object to which the cursor is pointing. 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.

For keyboard cursor control on **Amiga**, use the Amiga key with the arrow keys. With **PC**, use either the arrow keys or the keypad.

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)

MEMORY ALERT - PC

If the game runs out of memory, it will attempt to use the hard disk as additional memory. This activity could cause certain parts of the game to slow down noticeably. If this happens, quit the game (save game first!) and try to free up more memory by removing any terminate-and-stay-resident programs you have installed.

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 - Amiga

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:

- booting from the **Monkey2** floppy. The **Monkey2** floppy has a trimmed-down startup sequence designed to free-up as much memory as possible.
- disconnecting your external disk drive. This will free-up about 15-20k that Amiga-DOS allocates for each connected disk drive.

- 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**
- 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. Alternatively follow the instructions below.
 - Disconnect any external disk drives
 - Re-boot your machine
 - Hold down the **CONTROL** and **D** keys together until the AmigaDOS copyright message appears, followed by **SHELL: *** Break**
 - Finally, run **Monkey Island 2** from CLI by typing:-
 - CD MONKEY ISLAND 2 & press **ENTER**.
 - MONKEY 2 and press **ENTER**.

This manual assumes that you are using a joystick or mouse, See the **Quick Start Reference** for keyboard equivalents.

ABOUT MONKEY ISLAND 2: LeChuck's Revenge®

In *Monkey Island 2: LeChuck's Revenge®*, you play the role of Guybrush Threepwood. In the months since he defeated the Ghost Pirate LeChuck and rescued his one true love - Governor Elaine Marley - in *Monkey Island*, Guybrush has made his way to Scabb Island in search of the biggest treasure of them all: Big Whoop.

Here's where you come in... You direct the actions of Guybrush in his search for adventure, treasure, and the validation of his peers. Guybrush faces many obstacles in his path, not the least of which is the spectre of... *LeChuck's Revenge!*

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... you and Guybrush *will* eventually prevail!

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.

PLAYING THE GAME

The screen is divided into the following sections:

- The Animation Window is the largest part of the screen and is where the animated action takes place. Dialogue spoken by the characters, as well as game-related messages, also appears here.

- Available verbs are listed in the lower left-hand corner of the screen. To select a verb, position the cursor over the word and press the left mouse/joystick button or the **ENTER** key. The interface you use to play the game has an "auto-highlight" feature that highlights an appropriate verb when the cursor touches an interesting or useful object on the screen. Pressing the right mouse/joystick button or the TAB key will use the highlighted verb with the object. Keep in mind that even though a verb is highlighted, that one verb may not be the only way to use an object. Try the other verbs as well!

- The Sentence Line is directly below the Animation Window. You use this line to construct sentences that tell Guybrush what to do. Connecting words like "on" or "with" will automatically be inserted by the program
- Nouns (objects) can be selected in two ways. You may select a noun by placing the cursor over an object in the Animation Window. You may also select nouns by clicking on them in the inventory

- The Inventory icons are located to the right of the Verbs. When Guybrush picks up or is given an object to use during game play, an icon for that object is added to the Inventory. There is no limit to the number of objects Guybrush can carry. When there are more than eight objects in the Inventory, arrows appear to the left of the icons. Click on them to scroll the icon window up or down.

- 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.

TALKING TO CHARACTERS

To talk with characters, 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 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.

FUNCTION KEYS

To save your progress in a game, simply press the Save/Load Game function key (F5 on most computers - see your reference card for more information).

To load a game you have saved, use the Save/Load Game function key any time after *Monkey Island 2: LeChuck's Revenge* has been loaded. If necessary, the program will change game difficulty modes to match that of the game you have 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 *Monkey Island 2: LeChuck's Revenge* several times, you may want to use this function to skip over scenes you have seen before.

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). When you've finished reading a line of dialogue, you can press the Done key (the period -.- on most computers) to clear the line and proceed.

Use the keys indicated on your reference card to adjust the sound volume (hard brackets - [and] - on most computers). If you are using the internal speaker, these controls will turn the sound off and on. If your sound card has a volume control, make sure it is set higher than level zero before using the keyboard controls to fine-tune the volume level.

To quit the game, press the key combination indicated on the your reference card (Control C on most computers).

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 try to 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 which will bring the game to a premature end, 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 (perhaps with yet another item in your inventory). 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.

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
Sound Control:		
Softer	-	[
Louder	-]
Message Line Speed:		
Faster	-	+
Slower	-	-
Clear dialogue line	-	. (period)
Heap space	-	CTRL k
Left mouse button	-	ENTER or ALT Amiga (on the left side of the keyboard)
Right mouse button	-	ENTER or ALT Amiga (on the right side of the keyboard)
Cursor movement	-	Amiga key and
	-	↑ → ↓ ←
Exit Game	-	CTRL c
Version Number	-	CTRL v

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