

RETURN TO

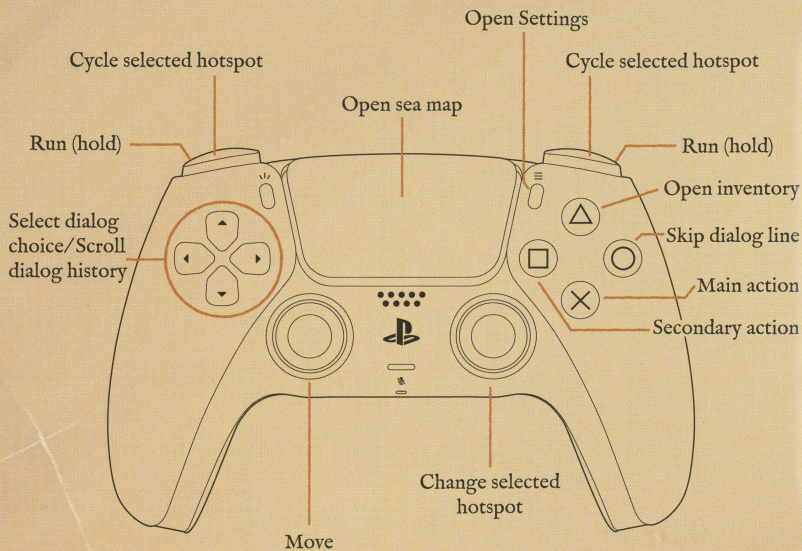
# MONKEY ISLAND



LUCASFILM  
GAMES

BOOKLET

# CONTROLS



# ABOUT ADVENTURE GAMES

If you haven't played a game like this before, pretend it's a movie where you are in charge of the central character. You tell that character where to go and what to say. They have goals; you try to achieve them. Usually through cleverness or trickery - it's all about creative problem solving.



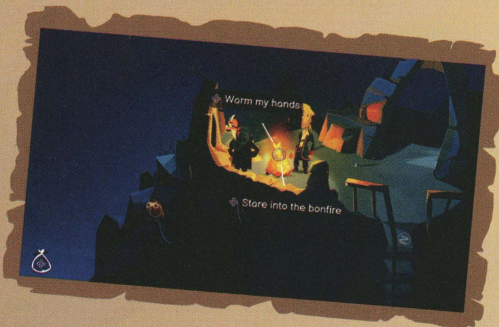
## WALKING AROUND

Use the left stick to walk around.  
Hold L2 or R2 while walking to walk fast.



## INTERACTING WITH OBJECTS & PEOPLE

Objects highlight as your character comes close to them. A small white circle marks a point of interest. You can choose between multiple objects using the L1 and R1 buttons. Use the Cross or Square button to perform the action shown on the screen.



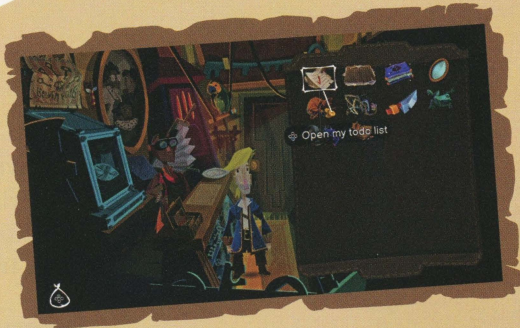
## CHOOSING WHAT TO SAY

Sometimes when you are talking with another character, a bullet-pointed list of dialog lines will pop up at the bottom of the screen. Use the Left Stick to highlight a dialog line. Press the Cross button to say it.

## CARRYING STUFF AROUND



Press the Triangle button to open your inventory. Use the Left Stick to select an object. This will show you the available actions with that object.



## USING INVENTORY ITEMS

Use the Cross button to grab the selected object in your inventory. Now you can move the object around using the Left Stick. Move it onto a person or thing in the game to try use it with that person or thing. Text will appear describing an action you can take if there is one, otherwise you'll see a red circle with a line through it (try using the inventory item somewhere else).

## SCROLLING THE INVENTORY

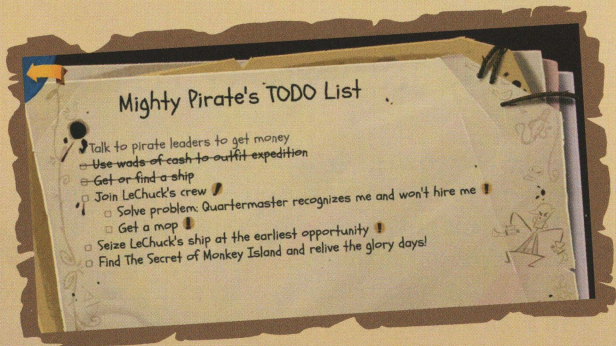
Deep into the game, you might find yourself carrying more stuff than the inventory can display all at once. You'll see arrows at the top and/or bottom of the inventory list when this is the case.

## THE TODO LIST



Your character keeps a to do list in their inventory.

It looks like a couple of pieces of paper with a big red check mark on the front. You can use this to see all of your character's current goals. Goals on the list are checked off as you complete them.



## OPTIONS

The game's Options screen contains useful information about the controls and can be used to adjust many details of presentation, including video effects, relative sound volumes, text size, subtitle details, Previously On and Writer's Cut features, and so on.



Open the Options screen by pressing the Options button.



## SAVING THE GAME

You can bookmark your progress in the game and return to that saved spot later.

On the Options screen, use the Left Stick to navigate to “Save” and press the Cross button to open the Save screen.

Use the Left Stick to select a slot to save your game, and press Cross to save.

You can return to a saved game at any time by choosing “Load” on the Options screen, then selecting a slot with the Left Stick, and pressing Cross to load the game in that slot.

## AUTOSAVE

The game automatically saves your progress in the top left save game slot more or less every time you change locations. If you have forgotten to save your game, you’ll still be able to get back to a fairly recent point by loading the autosave.



# CHARACTERS



## LOCKE SMITH

- x Rank: Artisan level 4
- x Preferred Weapon: Harbinger Slimline pick, Forstrand Tensionmaster torque tool
- x Specialty: Locksmith puns
- x Favorite Sea Shanty: The Bonny Banks of Loch Lomond
- x Fun Fact: Locke's mother was the principal architect of Cogg Island.

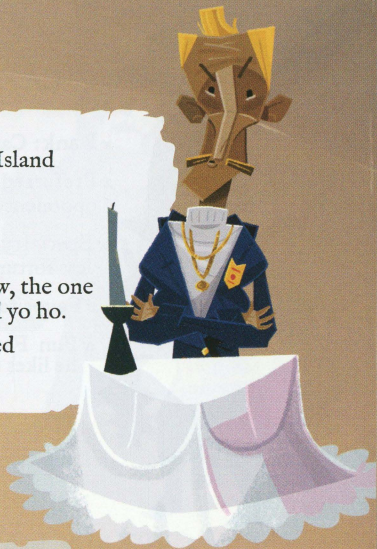
## CONRAD LEE

- x Rank: Curator
- x Preferred Weapon: Rubber epee stage prop
- x Specialty: Stories that sound like facts
- x Favorite Sea Shanty: A Pirate's Leaf for Me.
- x Fun Fact: Conrad caught the pirating bug while waiting tables at Blondebeard's Chicken Shop, which is also where he acquired most of his historical knowledge.



## MARLON MARLIN

- x **Rank:** Admiral of the Crudités, Tri-Island Yacht Club
- x **Preferred Weapon:** Oyster fork
- x **Specialty:** Entitlement
- x **Favorite Sea Shanty:** Oh you know, the one with the yo hos, you can't beat a good yo ho.
- x **Fun Fact:** Has never actually boarded a yacht, he finds them "too damp."



## CAPTAIN LILA

- x **Rank:** Captain
- x **Preferred Weapon:** Anything long and pointy
- x **Specialty:** Betrayal
- x **Favorite Sea Shanty:** No Quarter for a Quarter
- x **Fun Fact:** Lila knows four ways to kill someone with an avocado. Six if you include the pit.



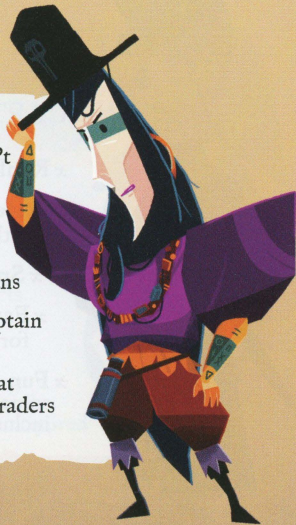


## CAPTAIN TRENT

- x **Rank:** Captain
- x **Preferred Weapon:** Pistols, especially if the opponent is using a sword
- x **Specialty:** Dominating the weak and less fortunate
- x **Favorite Sea Shanty:** Cannons in Springtime
- x **Fun Fact:** Uses olive oil on his pistols because he likes the taste.

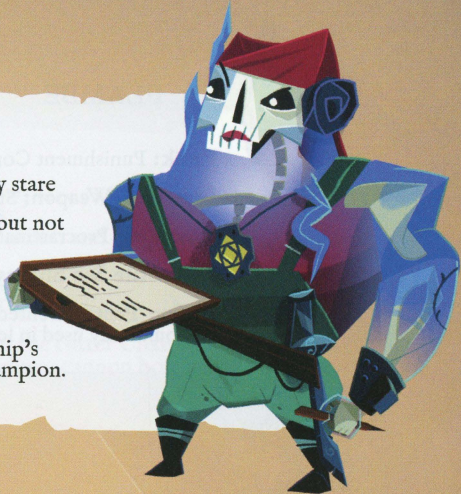
## CAPTAIN MADISON

- x **Rank:** Captain First Class (she invented this rank herself so Trent and Lila wouldn't get any funny ideas about who was in charge.)
- x **Preferred Weapon:** Captain Lila
- x **Specialty:** Planning plots and plotting plans
- x **Favorite Sea Shanty:** The Ballad of Captain Madison, Part 2
- x **Fun Fact:** Her book *Ship-to-Ship Combat Strategies* is required reading for second graders at Scabb Island Private Pirate Prep.



## IRON ROSE


- x Rank: Quartermaster
- x Preferred Weapon: Icy stare
- x Specialty: Paperwork, but not by choice or inclination
- x Favorite Sea Shanty: Scuttle on the Double
- x Fun Fact: Rose is LeShip's undisputed charades champion.



## APPLE BOB


- x Rank: Yardarm hanger first class
- x Preferred Weapon: Disarming smile
- x Specialty: Morale building
- x Favorite Sea Shanty: 99 Tankards of Grog
- x Fun Fact: Once wore his head upside-down for a year on a bet, and no one noticed.





## FLAMBE

- ✕ Rank: Punishment Corporal
- ✕ Preferred Weapon: Stygian fright sabre
- ✕ Specialty: Procrastination
- ✕ Favorite Sea Shanty: Brahms' Lullaby
- ✕ Fun Fact: Invented the sleepshank knot commonly used in left-handed hammocks.



## FLAIR GOREY

- ✕ Rank: Second Mate
- ✕ Preferred Weapon: Dual-edged dueling rapier
- ✕ Specialty: Multitasking
- ✕ Favorite Sea Shanty: Throw the Man Down
- ✕ Fun Fact: Does not believe in fun.

## PUTRA

- x Rank: Cook
- x Preferred Weapon: #3 razor whisk
- x Specialty: Boiled monkfish and haggis dumplings
- x Favorite Sea Shanty: Over the Bounding Ptomaine
- x Fun Fact: Once saved the cutter *Charming Punishment* by plugging a cannon hole with biscuit dough.



## GULLET

- x Rank: Your immediate superior
- x Preferred Weapon: Shouting
- x Specialty: Shouting
- x Favorite Sea Shanty: The Bilgewater Canticle
- x Fun Fact: Gullet has a twin brother, Mullet, and two nephews, Bullet and Pullet.





## ODINA IX

- ✕ Rank: Queen
- ✕ Preferred Weapon: Intelligence, heartiness, unflappable seriousness
- ✕ Specialty: Winning
- ✕ Favorite Sea Shanty: Briny, Briny, Great and Tiny
- ✕ Fun Fact: Odina is named for Odin, head of the Norse gods, and A, head of the alphabet. She has a younger brother called Thorb.

## JUDGE PLANKE

- ✕ Rank: Federal Judge, 673rd circuit court
- ✕ Preferred Weapon: Hard labor gravel gavel
- ✕ Specialty: Creative interpretation of statute
- ✕ Favorite Sea Shanty: How Many Months for the Drunken Sailor
- ✕ Fun Fact: Judge Planke's ruling in Mudge v. Brrr Muda set a controversial precedent recognizing ignorant louts as a protected class.



## NED FILIGREE

- ✕ Rank: Certifiable Public Accountant
- ✕ Preferred Weapon: Loopholes
- ✕ Specialty: Making a 3 look like an 8
- ✕ Favorite Sea Shanty: The Owl and the Pussycat
- ✕ Fun Fact: Once deducted his mother on a Schedule C form on the grounds that he found her taxing.



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Anna Yeager  
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VERY SPECIAL THANKS  
George Lucas

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