

C L A S S I C
Collection

LUCASARTS™

**ZAK MCKRACKEN AND THE ALIEN
MINDBENDERS®**

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LOOM®

~
THE SECRET OF MONKEY ISLAND®

~
MANIAC MANSION®

~
**INDIANA JONES AND THE LAST CRUSADE®
GRAPHIC ADVENTURE**

Adventure

Zak McKracken and The Alien Mindbenders™

About Zak McKracken and the Alien Mindbenders

It's 1997, and the world is a dumber place than ever....

Space aliens have built a stupidity machine that's slowly reducing everyone's IQ to single digits. Worse yet, the only person who can stop them is *Zak McKracken*, reporter for the disreputable *National Inquisitor*, who dreams up stories about carnivorous cantaloupes and vegetarian vampires.

They've taken over the phone company... Sure sounds like another one of *Zak's* tabloid fantasies. But while most people wouldn't believe him, he finds three who don't need convincing—Annie, head of the Society for Ancient Wisdom, and her friends, Leslie and Melissa, two Yale coeds who travelled to Mars in their modified van. The four of them must piece together fragments of an ancient puzzle, unmask the aliens, and destroy the stupidity machine.

Here's where you come in... You direct the actions of *Zak*, Annie, Melissa, and Leslie, taking them to many exotic places where they discover some pretty strange objects—and some even stranger characters!

To help you solve the game's dozen of puzzles, movie-like "cut-scenes" will appear from time to time. They will reveal new dimensions of the story by showing you what's happening elsewhere in *Zak's* world. You'll also find plenty of valuable clues in the enclosed copy of the *National Inquisitor*.

If this is your first computer adventure game, be prepared for an entertaining challenge. It may take a while to figure out some of the puzzles. If you get stuck, you might need to solve another puzzle first or use an object you haven't yet found. But if you hang in there and use your *imagination*, you will guide *Zak* and company to victory!

Getting Started

NOTE: It is recommended that you first make backup copies of all disks and put the originals in a safe place.

PC, Tandy®, or Compatible:

1. Insert disk 1 into the floppy drive and change to that drive.
2. Type **Install** (and press **ENTER**)
3. Select which hard drive you want to install to and then confirm the floppy drive you are installing from.
4. Choose which game(s) you want to install by pressing the number associated with each game. For example, to install *Monkey Island*, press 5. You can choose to install as many games as you like, by pressing the numbers for each game, until all your choices are highlighted.
5. Press **ENTER** when you have chosen, and then follow the on-screen prompts.

Use these commands to start the game from your disk:

cd zak (to change to the correct directory)
zak (to start the game)

Amiga: Bring up workbench on your Amiga. Insert *Zak McKracken Disk 1* in your disk drive. Open the disk icon and double-click on the *Zak* icon (the big nose glasses). When prompted put in Disk 2.

To use a two-drive Amiga system, place Disk 2 in your second drive.

To install *Zak McKracken* on a hard disk, first use your workbench menu to create an empty file drawer called "*Zak*". Without opening the *Zak* drawer, insert Disk 1 into the drive, double-click on its icon, and drag both the *Zak* and *Rooms* icons into the new hard disk drawer.

Then insert Disk 2 into the drive, double-click on its icon, and drag its *Rooms* icon into the new hard disk drawer.

(Note: If you open the hard disk drawer before moving the icons, take care not to drag the second *Rooms* icon on top of the first one. If you do so accidentally, simply delete the hard disk *Rooms* drawer and re-copy the *Rooms* icons from both disks. If you launch *Zak* from the CLI, you must first move to the *Zak* directory).

Cursor Control (PC only)

For keyboard cursor control, use either the arrow keys or the keypad:

Numbers 1, 3, 7, and 9 take the cursor directly to the corners of the display; use the even-numbered keys for finer navigation.

You can use a mouse if you have installed a compatible mouse driver. The left mouse button corresponds to "enter". Use the right mouse button (or right joystick button if you have a two-button joystick) to override cut-scenes.

To select joystick or mouse, type:

Shift-J— Toggle joystick on/off

Shift-M— Toggle mouse on/off

Setting Preferences (Pc only)

When loaded, the program will select the best mode for your machine. When the game is running you can select other graphics modes by using these shifted keys:

Shift-V—VGA/ MCGA mode Shift-H— Hercules mode

Shift-E—EGA mode Shift-T—Tandy 16-col mode.

Shift-C—CGA mode

After selecting the modes that you want, you can type "Shift-W" to write your preferences to disk. To Read the preferences while playing the game type "Shift-R", or type "zak p" when starting a game.

Note: The program will do nothing if you select a mode or input device that your machine can't support. If you have an EGA or VGA card and are willing to trade colours for speed, try playing the game in CGA mode.

Snap Scroll (PC only)

On slower machines, you may want to disable smooth scrolling to speed up game play. Press Shift-S to toggle the Snap Scroll mode.

Playing the Game

After the opening title sequence, you will see *Zak* standing in his bedroom. When he turns to face you and the text appears at the bottom of the screen, you will be ready to start directing his actions.

1) The Message Lines are two lines at the very top of the screen. Words spoken by any of the characters, as well as game-related messages, appear here.

2) The Animation Window is the largest part of the screen and is where the animated action takes place. It shows the "camera's eye view" of the room or location that the currently active character is in.

3) The Sentence Line is directly below the Animation Window. You use this line to construct sentences that tell the characters what to do. A sentence consists of a *verb* (action word) and one or two *nouns* (objects). An example of a sentence you might construct on the Sentence Line is "Use crayon on torn wallpaper". Connecting words like "on" or "with" will be automatically inserted by the program.

4) Verbs must be selected from the words in the columns below the Sentence Line. All the verbs shown can be used. Check the list from time to time—new verbs will appear as the game progresses. To select a verb, position the cursor over the word and click.

5) The Inventory is the area below the Verbs. Each character you control has his or her own Inventory. At the beginning of the game *Zak* starts with only one object. When a character picks up or is given an object during game play, the object's name is added to the character's Inventory. There is no limit to the number of objects a character can carry. When there are more than four objects in an Inventory, arrows appear in the middle of the list. Use them to scroll the list up or down.

Nouns (objects) can be selected in two ways. You may select a noun by placing the cursor over an object in the Animation Window and clicking. Most objects in the environment, and all usable objects in the game, have names. If an object has a name, it will appear on the Sentence Line when you click on it. You may also select nouns by clicking on them in the Inventory.

To move a character around, select "Walk to" from the Verbs by positioning your cursor over it and clicking. Then move your cursor into the Animation Window, point it where you want the character to go, and click. If you point to an open door and click, the character will walk through it. Notice that "Walk to" appears automatically on the Sentence Line after a sentence has been executed—this is because moving around is what your characters will be doing most often.

To tell a character to carry out the directions you've put on the Sentence Line, either click once more on the final noun or verb selected, or click once on the Sentence Line itself. If nothing happens, double check the way you constructed the sentence.

To replace a noun or verb on the Sentence Line without reconstructing the entire sentence, simply click on the replacement word. It will appear in the right place in the sentence.

"Cut-scenes" are short, animated sequences—like scenes from a movie—which can provide clues and information about the characters. When you are viewing a cut-scene, you do not direct the action so the text below the Animation Window disappears.

Keyboard Commands

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 pushing the button; pressing the key twice is the same as double-clicking on it. The keys are mapped according to the layout of verbs on the screen:

Q	W	E	R	T
Push	Open	Walk to	Put on	Turn on
A	S	D	F	G
Pull	Close	Pick up	Take off	Turn off
Z	X	C	V	B
Give	Read	What is	Use	Switch

You can also select inventory items from the keyboard. On the screen, you can see four items at a time in the inventory list. Use the following keys:

U Scroll list up **I** Upper left item **O** Upper right item
J Scroll list down **K** Lower left item **L** Lower right item

Things to Try

Open Zak's dresser drawer. Select "Open" from the verbs and then click on the dresser in Zak's bedroom, creating the sentence, "Open dresser". Click again on the dresser to execute the sentence. *Zak* will walk over to the dresser and open it.

To pick up the plastic card under Zak's desk, try the sentence, "Use phone bill with plastic card".

First, place your cursor over the "Use" verb and click once. "Use" now appears on the sentence line.

Second, move the cursor over the phone bill in the drawer and click once, creating the sentence "Use phone bill with".

Third, select the plastic card by moving your cursor over the object in the Animation Window. By double-clicking on the plastic card you can complete the sentence and execute it at the same time. Notice that Zak was smart enough to pick up the phone bill first.

Read Zak's phone bill by moving the cursor over "phone bill" in the inventory list below the verbs and click once, creating the sentence, "Walk to phone bill". This time, instead of clicking on the noun a second time, click on the "Read" verb, changing the sentence to "Read phone bill". Click once more on the "Read" verb and Zak will read the bill. Notice that the final click can be on either the noun or the verb.

Walk Zak to his living room by first opening his bedroom door ("Open door") and then walking through it ("Walk to door"). The screen will iris to black while the next room is loaded from disk.

Special Verbs and Function Keys

To switch control from one character to another, select the verb "Switch". The names of the four characters you can control will appear as verbs. Place the cursor over the name of the character you want to control and click once. As a short-cut, you can use function keys **F1–F4** to change characters. **NOTE: The switch verb will not appear until Zak has solved several puzzles and meets Annie.**

To find out what is in a room, select the "What is" verb and move the cursor around the room. When the name of something appears on the Sentence Line, you'll know that it is an "active" object and you might want to use it in the game. If you click on that object, the "Walk to" verb will appear instead. You can then click on the object a second time to make your character walk to it, or you may click on any other Verb that you want to use with that object.

To save your progress in a game, so that you can turn the computer off and start again in the same place, use the "save" feature. "Save" will not work during cut-scenes. You can "save" up to ten games on a floppy disk or your hard disk, depending on how much free disk space there is. Previously saved games will have an asterisk next to them, for example: Game B*. Simply press the Save/Load Game function key (**F5**) and follow the on-screen instructions.

PC: If you are using diskettes, you may save on any formatted diskette, including the game disks if there is room. You will be prompted to insert a save-game diskette in the drive that *Zak* was started from.

If you installed *Zak* on a hard disk, the saved games will be stored in the *Zak* directory.

Amiga: If you are using diskettes you may only save games on your *Zak McCracken* Disk 1.

If you installed *Zak* on a hard disk, the saved games will be stored in the *Zak* drawer.

To load a game you have saved, use the Save/Load Game function key (**F5**) anytime after *Zak McCracken* has been loaded. You can do this during the opening sequence, but not during other cut-scenes. Follow the directions on the save-load menu.

To bypass a cut-scene, use the right mouse button or the **ESC** key. After you've played *Zak McCracken* several times, you may want to use this function to skip over scenes you have seen before, including the title sequence. (While travelling on jet airliners during the game, this same key can be used to reach your destination immediately).

To restart the game from the beginning, press the **F8** key.

To pause the game, press the space bar. Press it again to resume play. The game will automatically pause if you make no input for five minutes, and you will need to press the space bar to continue playing.

The cursor will change when the disk is being accessed or the game is paused; a picture of a snail replaces the cursor during three times.

To adjust the speed of the Message Line to suit your reading speed, press the < key to make the messages stay up longer or the > key to make them stay up for a shorter period of time.

To turn the PC sound off and on, press the **F6** key. Note that Amiga sound can be adjusted with the volume control on the monitor or stereo.

To end the game, press **Ctrl-C**.

Function and Command Keys

	PC	Amiga
Switching characters:		
Zak	F1	F1
Annie	F2	F2
Melissa	F3	F3
Leslie	F4	F4
Save or Load a Game	F5	F5
Bypass a Cut-Scene	Esc or right mouse/joystick button	
Sound Off/On	F6	
Restart a Game	F8	F8
Pause Game	Space Bar	Space Bar
Message Line Speed:		
Faster	>	>
Slower	<	<
Two-Drive Mode	Shift-D	
Snap Scroll On/Off	Shift-S	
End a Game	Ctrl-C	Ctrl-C

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. In fact, we make it downright difficult to get a character "killed".

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 on the story. Not typing in synonyms until you stumble

upon the computer's word for a certain object.

Unlike conventional computer adventures, *Zak McCracken* and the Alien Mindbenders doesn't force you to save your progress every few minutes. Instead, you're free to concentrate on the puzzles, characters & outrageous good humour.

A Few Helpful Hints

- Pick up everything you can. Odds are, at some point all those strange things will serve some purpose.
- Read the *National Inquisitor* thoroughly. It's full of clues. For example, the article about jet lag suggests that Zak might create a diversion in the airplane, get the stewardess temporarily out of the way, and find a valuable hidden object.
- Almost everyone you can interact with has something to offer—the French baker, the bum in the airport, even the two-headed squirrel.
- If you get stuck, and can't figure out how to go farther, try looking through all the items you've found and thinking how each one might be used. 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.
- You have to go out of your way to get characters in *Zak McCracken* killed, so you don't have to constantly save games before proceeding.
- Several of the puzzles require coordination between two or more of the characters.
- There is more than one way to solve many of the puzzles.
- If you feel like it, take a whirlwind tour around Zak's world first, then settle down to serious puzzle-solving.
- If your CashCard runs low, figure out how to win the lottery!
- If you want to speed up the game play, order a hint book.

IMPORTANT!

Using Your Exit Visa Code Book

Without it, you won't be able to take international flights—and you won't be able to complete the game.

To use the code book, watch for the Exit Visa Code reference on the screen when you're buying a ticket to leave the United States. You'll see, for example:

Travel Key is: Section 4 (C22)

Now, you should turn to the indicated section, column, and row and find the four symbols. They refer to the symbols on the screen, which you should then click in order. Once you've entered the code correctly, you can go on with the game. If you enter incorrect codes too many times in a row, something embarrassing will happen to you.

This is your personal copy of the security codes for *Zak McKracken and the Alien Mindbenders*™.

This is your personal copy of the security codes for *Zak McKracken and the Alien Mindbenders*™.

SECTION 2

	A	B	C	D	E	F	G
1	0000	0+00	0000	0000	0000	0000	0000
2	0000	0000	0000	0000	0000	0000	0000
3	0000	0000	0000	0000	0000	0000	0000
4	0000	0000	0000	0000	0000	0000	0000
5	+00+	0+0+	0000	0000	0000	0000	0000
6	0000	0000	0000	+000	0000	0000	0000
7	0000	0000	0000	0000	0000	0000	0000
8	0000	+000	0000	0000	0+00	0000	+000
9	0000	0000	0000	+000	0000	0000	0000
10	0000	0000	0000	0000	0000	0000	0000
11	0000	0000	0000	0000	0000	0000	0000
12	0000	0000	0000	0000	0000	0000	0000
13	0000	0000	0000	0000	0000	0000	0000
14	0000	0000	0000	0000	0000	0000	0000
15	0000	0000	0000	0000	0000	0000	0000
16	0000	0000	0000	0000	0000	0000	0000
17	0000	0000	0000	0000	0000	0000	0000
18	0000	0000	0000	0000	0000	0000	0000
19	0000	0000	0000	0000	0000	0000	0000
20	0000	0000	0000	0000	0000	0000	0000
21	0000	0000	0000	0000	0000	0000	0000
22	0000	0000	0000	0000	0000	0000	0000
23	0000	0000	0000	0000	0000	0000	0000
24	0000	0000	0000	0000	0000	0000	0000
25	0000	0000	0000	0000	0000	0000	0000
26	0000	0000	0000	0000	0000	0000	0000
27	0000	0000	0000	0000	0000	0000	0000
28	0000	0000	0000	0000	0000	0000	0000
29	0000	0000	0000	0000	0000	0000	0000
30	0000	0000	0000	0000	0000	0000	0000

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SECTION 4

	A	B	C	D	E	F	G
1	0455	0+110	11850	08110	0858	5000	0081
2	0000	4088	0008	0080	811+	088+	0114
3	0110	505	088	054+	1150	085	0010
4	085	001+	0+5+	0+11	0000	1100	0088
5	5500	5511	+58	11010	885	400+	5054
6	5000	0080	000	008+	88+0	5110	0118
7	488+	0114	1150	0540	1150	588	5118
8	0000	0011	4888	11010	555	40+	0084
9	0400	008	000	88+	04+	580	0540
10	088+	115	888	8110	+110	048	0411
11	485	0010	5+0	0+11	0+58	400	508
12	1140	0+88	0008	5080	84+	888+	004
13	880	115	588	884+	000	004	11810
14	8+8	8+1+	888+	0811	0000	1100	0088
15	1100	0080	5400	888	05+8	1180	0118
16	888	85	0888	0040	210	045	041+
17	8888	08110	1150	8+11	45+	800	0080
18	040	088+	000+	008	110+	088	0048
19	488	0110	0880	8540	8508	8+88	50110
20	0+80	5+11	0880	08118	1180	000	408+
21	0008	0080	4000	088	08+	888	0040
22	088	008	880+	004	0110	540	+4110
23	088+	0811	854	11+11	0880	0088	000
24	0400	1180	8000	0088	811+	088	+04+
25	8888	500	1180	115	080+	008+	0011
26	0480	0+11	088	+811+	885	5000	0080
27	400+	808	800	8880	+8+	4888	8540
28	5880	050	888	4+48	8000	5880	5411
29	1180	0811	4888	5110	888	880+	0084
30	0000	088	1100	008+	111+	888	+04

ZAP'EM II™ EXIT VISA SECURITY SYSTEM

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SECTION 5

A	B	C	D	E	F	G
1	00++	0000	00+0	0000	0000	0000
2	0000	0000	0000	0000	0000	0000
3	0000	0000	0000	0000	0000	0000
4	00+0	0000	0000	0000	0000	0000
5	00+0	0000	0000	0000	0000	0000
6	0000	0000	0000	0000	0000	0000
7	0000	0000	0000	0000	0000	0000
8	00+0	0000	0000	0000	0000	0000
9	0000	0000	0000	0000	0000	0000
10	0000	0000	0000	0000	0000	0000
11	00++	0000	0000	0000	0000	0000
12	0000	0000	0000	0000	0000	0000
13	0000	0000	0000	0000	0000	0000
14	00+0	0000	0000	0000	0000	0000
15	0000	0000	0000	0000	0000	0000
16	0000	0000	0000	0000	0000	0000
17	00+0	0000	0000	0000	0000	0000
18	0000	0000	0000	0000	0000	0000
19	0000	0000	0000	0000	0000	0000
20	00+0	0000	0000	0000	0000	0000
21	0000	0000	0000	0000	0000	0000
22	0000	0000	0000	0000	0000	0000
23	00+0	0000	0000	0000	0000	0000
24	0000	0000	0000	0000	0000	0000
25	0000	0000	0000	0000	0000	0000
26	00+0	0000	0000	0000	0000	0000
27	0000	0000	0000	0000	0000	0000
28	0000	0000	0000	0000	0000	0000
29	00+0	0000	0000	0000	0000	0000
30	0000	0000	0000	0000	0000	0000

SECTION 6

A	B	C	D	E	F	G
1	0000	0000	0000	0000	0000	0000
2	0000	0000	0000	0000	0000	0000
3	0000	0000	0000	0000	0000	0000
4	0000	0000	0000	0000	0000	0000
5	0000	0000	0000	0000	0000	0000
6	0000	0000	0000	0000	0000	0000
7	0000	0000	0000	0000	0000	0000
8	0000	0000	0000	0000	0000	0000
9	0000	0000	0000	0000	0000	0000
10	0000	0000	0000	0000	0000	0000
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22	0000	0000	0000	0000	0000	0000
23	0000	0000	0000	0000	0000	0000
24	0000	0000	0000	0000	0000	0000
25	0000	0000	0000	0000	0000	0000
26	0000	0000	0000	0000	0000	0000
27	0000	0000	0000	0000	0000	0000
28	0000	0000	0000	0000	0000	0000
29	0000	0000	0000	0000	0000	0000
30	0000	0000	0000	0000	0000	0000

ZAP'EM II™ EXIT VISA SECURITY SYSTEM

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SECTION 7

A	B	C	D	E	F	G
1	0000	0000	0000	0000	0000	0000
2	0000	0000	0000	0000	0000	0000
3	0000	0000	0000	0000	0000	0000
4	0000	0000	0000	0000	0000	0000
5	0000	0000	0000	0000	0000	0000
6	0000	0000	0000	0000	0000	0000
7	0000	0000	0000	0000	0000	0000
8	0000	0000	0000	0000	0000	0000
9	0000	0000	0000	0000	0000	0000
10	0000	0000	0000	0000	0000	0000
11	0000	0000	0000	0000	0000	0000
12	0000	0000	0000	0000	0000	0000
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24	0000	0000	0000	0000	0000	0000
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Loom™

About Loom

In *Loom*, you play the role of Bobbin Threadbare, a young boy coming of age in a fantasy world on the brink of apocalypse. Wielding a legacy of magical knowledge, you will set out across a landscape filled with beauty, danger and excitement, making new friends, solving mysteries, and growing in experience and power as you weave your way toward a destiny of overwhelming consequence.

Loom is unlike traditional "adventure games" in many ways. It's goal is to let you participate in the unfolding of a rich, thought-provoking fantasy. It is neither a role-playing game (although it incorporates elements of role-playing), nor a collection of brainteasers. Its simple mysteries are designed to engage your imagination and draw you deeper into the story, not to frustrate you or increase the amount of time it takes to finish.

You can never be stranded while playing *Loom*. We've gone to great lengths to insure that you will never find yourself in a situation from which you cannot escape. If you you're not sure how to proceed, remember: the knowledge you need to continue the story is always available somewhere nearby. You don't need to save and restore your game frequently to insure success (although you can if you want to). Don't be afraid to experiment. Nothing in the game can "kill" you. If you're really stumped, ask a friend for help. Sooner or later, the answers will reveal themselves!

Most important of all, *Loom* is designed to be *completed*, not played halfway through and then thrown on as shelf and forgotten. We spent a lot of time and effort creating these disks. We want you to enjoy them all!

Read the Book of Patterns! It contains important information about the magical powers you will soon command.

Read the rest of this manual! Loom looks and plays like no other adventure game. Take the time to learn how to make the most of its unique design.

This is your role... You direct the actions of Bobbin Threadbare, an inexperienced member of the Guild of Weavers. At the beginning of the story, Bobbin doesn't know very much about the power of the Weavers or how to use it. As he encounters and masters increasingly challenging situations, Bobbin becomes a more proficient Weaver.

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 discover a musical pattern. But hang in there and *use your imagination*, and you will guide Bobbin to understand the mysteries of the Loom!

We've included the Book of Patterns to help you learn the magical patterns that have been created by Weavers over the millennia. As Bobbin explores the world around him, certain actions on his part cause musical notes, or **threads**, to be played. Pay attention to these threads — they will always occur in a series of four, which the Weavers call a **draft**. As the Book of Patterns points out, each draft has its own unique effect, and discovering the purpose for each draft is the secret to success in the world of Loom. As Bobbin finds new drafts, write down the individual threads (each draft has four) for future reference.

Be sure to use a pencil when writing drafts in the Book of Patterns! Each time you start a new game, the threads of each draft may be different.

Getting Started

Installation and Loading Instructions

1. Insert disk 1 into the floppy drive and change to that drive.
2. Type Install (and press ENTER)
3. Select which hard drive you want to install to, and then confirm the floppy drive you are installing from.
4. Choose which game(s) you want to install by pressing the number associated with each game. For example, to install Monkey Island, press 5. You can choose to install as many games as you like, by pressing the numbers for each game, until all your choices are highlighted.
5. Press ENTER when you have chosen, and then follow the on-screen prompts.

Select a Proficiency Mode

After loading the game, you will be asked to select one of three Proficiency Modes. These modes determine how *Loom's* user interface will behave as you play.

In Standard mode, a distinct segment of the distaff will glow whenever you hear or **spin** a musical thread. A musical staff beneath the distaff helps you to identify the threads you hear. Use Standard mode if you are already familiar with *Loom* or other computer adventure games.

In Practice mode, a small box appears beneath the musical staff whenever a thread is heard or spun. This box "records" up to four notes and displays their corresponding letters for your convenience. If you click on the box, the notes displayed inside will be spun sequentially, exactly as if you had spun them on the distaff yourself. Practice mode is ideal for novice computer gamers, or for those who wish to familiarise themselves with the experience of *Loom* before trying a different mode.

In Expert mode, the distaff does not glow in response to musical threads (except the ones you spin yourself). Also, there is no musical staff to help you identify the threads you hear. You literally have to play the game by ear! **Note:** Players who dare to experience *Loom* in Expert mode are rewarded with a bonus animated scene near the end of the story. This scene does not appear in any other mode.

Enter the Secret Weave

After choosing a Proficiency Mode, you will be presented with a screen asking you to enter the Secret Weave associated with a particular Guild and Thread. To enter the correct Weave, look at the inside front and back covers of the Book of Patterns included in your *Loom* package, and find the Guild symbol displayed on the screen. Then match that symbol in the manual with the name of the Thread (THROW, BEAT TREADLE or REST) also shown on the screen. When you have found the intersection of the Guild and the Thread, use the red gel included in your package to read the icons of that Weave. Use the cursor to point and click on the corresponding screen icons in the same order.

Playing the Game

After the opening title sequence and introduction, you will see Bobbin standing high atop a rocky peak overlooking the island of Loom. You begin directing his actions when he finishes talking and turns to face you. The screen is divided into the following sections:

1) The Animation Window is the largest part of the screen. The animated action takes place there. It shows the "camera's-eye view" of the room or location where Bobbin is.

2) The Distaff, the magic staff of the Elders, is represented graphically below the Animation Window. The distaff is essential to Bobbin's success, as it allows him to spin the drafts which affect the world around him in different ways.

Remember, *Bobbin must first find the distaff for it to appear on the lower part of the screen!*

3) The Icon Box is in the lower right corner of the screen. When the cursor touches an object on the screen that can be used in some way, this box will display an icon representing that object (except when Bobbin is already standing next to an object).

To move Bobbin around, move your cursor into the Animation Window, point it where you want him to go, and lick. If you point to an open door and click, Bobbin will walk through it.

To examine or "use" an object, point to the object and double-click, or click on the object's icon in the Icon Box. Some objects will produce the sound of a draft (or part of a draft) when activated in this way. **Bobbin must be standing next to an object in order to examine it or spin a draft on it.** You'll know when he's standing next to an object when its name appears under the icon in the Icon box by pressing the **ESC** key.

To spin a draft, point and click on each note on the distaff in the proper sequence. For example, if you hear a series of four musical sounds in the game, like **C D E C**, you should first write the sequence in the Book of Patterns next to the corresponding draft description. Then, you can try the draft yourself by clicking on an object on the screen, waiting for Bobbin to stand next to it, and repeating the same four notes on the distaff. **Note:** If you wish to stop spinning a draft while in the process of spinning it, you can press **ESC**.

"Cut-scenes" are short, animated sequences — like scenes from a movie — which provide clues and information about the characters (like when Bobbin is greeted by the message nymph). While you are viewing a cut-scene, you do not direct the action and the cursor will disappear from the screen.

Things to Try on the Island of Loom

Touch the leaf on the tree next to which Bobbin is standing in the beginning of the game. (You can "touch" the leaf by moving the cursor over it and double-clicking).

Walk to the Sanctuary of the Elders, at the far left end of the village. Inside you will find three tapestries which Bobbin can tell you about. You will also find the Elders in a heated discussion, and the Loom.

Pick up the Distaff which was dropped by the Elder Atropos. You must have this object to complete the game.

Open the swan's egg into which Hetchel was transformed. Double-click on the egg to hear the Draft of Opening. Then, using the distaff, spin the draft on the egg yourself.

Walk to Hetchel's tent, at the far right end of the village. Here you will find a flask with dye in it and a dye pot full of boiling dye. Using each of these objects will produce interesting and educational effects. (Be sure to have a pencil handy!)

Function Keys

To save your progress in a game, enabling you to turn the computer off and start again later in the same place, use the save feature. Simply press the Save/Load Game function key (**F5** on most computers, but see your computer reference card to be certain). **Note:** This feature will not work during cut-scenes or conversations.

To load a game you have saved, use the Save/Load Game function key anytime after *Loom* has been loaded, except during cut-scenes. Further instructions are on your computer reference card.

To bypass a cut-scene, press the **ESC** key. See your computer reference card for details. After you've played *Loom* several times, you may want to use this function to skip over scenes you have seen before, including the title sequence. However, cut-scenes should be watched at least once because they contain important information.

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.

When the disk is being accessed or the game is paused, the cursor may change or disappear. On some computers, a picture of a snail replaces the cursor during these times.

To turn the sound off and on, press the key indicated on your reference card (**F6** on most computers).

Note: Sound for some computers can be adjusted with the volume control on the monitor or television.

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. Unlike conventional computer adventures, you won't find yourself accidentally stepping off a path or dying because you've picked up a sharp object.

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.

PC USERS

Getting started

To play the game from your hard disk, use these commands:

- Switch to the correct drive (for example type **c:** and press **ENTER**)
- **cd/loom** and press **ENTER** (to change to the correct directory).
- **loom** 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 SoundBlaster sound board, and will set up the game appropriately. If you wish to override these default settings, you may do so by spaces) after typing **loom** when you start the game:

- g** AdLib Music Synthesiser or Cms/SoundBlaster sounds
- a** CMS/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-colour graphics mode
- 2d** Use 2 floppy drives

For example, to start the game in CGA graphics mode with Adlib sounds, type: **loom a c**

Note: The game will run in the default mode if you select a mode or input device that your machine cannot support. If you have an EGA or MCGA graphics card and are willing to trade fewer colours for faster response, you may want to try playing the game in CGA graphics mode. Within the game, if the scrolling is too slow (when the picture moves sideways), you can select instant repositioning of the screen by holding down the **ALT** key and pressing **i**.

Cursor Controls

For keyboard cursor control, use either the arrow keys or the keypad. Numbers 1, 3, 7, and 9 move the cursor directly to the corners of the display; use the even numbered keys for finer control if you have installed a compatible mouse driver. Both mouse buttons correspond to the **ENTER** key. If you have a joystick, its button(s) will also correspond to the **ENTER** key.

If you have both a mouse and joystick installed, you may select one as your controller by holding down the **ALT** 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 centring the joystick and press **ALT j**

Keyboard Controls

To spin drafts using the keyboard, you can use either of the following sets of keys:



Note: These keys correspond to the tonal positions of the diastaff on the screen.

Function and Command Keys

Save or Load a Game **F5** (Only when the cursor is visible).

Bypass a Cut-Scene **ESC**
Restart a Game **F8**
Pause the Game **SPACEBAR**
Sound Control **F6** (One press disables music but retains sound effects. Second press disables all sounds. Third press restores all sounds.)

Message Line Speed: Faster > (Shift)
Slower < (Shift)
Reposition Instantly **ALT i** (Use instant repositioning if you find scrolling is too slow).

Mouse On **ALT m**
Joystick On **ALT j** (Be sure to centre joystick first).

Exit Game **ALT x** or **CTRL c**
Version Number **CTRL v**

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 *Loom* 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 either **SAVE**, **LOAD** or **PLAY**. The **SAVE/LOAD** option will not be available during the opening sequence.

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 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 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.

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

SAVE/LOAD is disabled during cut-scenes (whenever the cursor disappears from the screen).

Commodore Amiga Users

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 *Loom* from either a hard disk drive or a floppy disk drive.

To play Loom from a floppy drive, insert Disk 1 in your drive (DF0:) and boot off this disk. Open the disk icon, then double-click on the *Loom* icon.

If you Amiga has **at least one megabyte of RAM**, you can play *Loom* using two drives. Leave Disk 2 in your second drive (DF1:) and swap Disk 1 and Disk 3 in your first drive (DF0:) as requested.

ATTENTION 512K USERS: If you are using a 512K Amiga with external drives, please disconnect all external drives and boot off disk 1

Follow the instructions on screen, and insert other disks when prompted.

To insert Loom on hard disk, first use Workbench menu to create an empty file drawer called "*Loom*". Without opening the "*Loom*" drawer, insert Disk 1 into the first drive (DF0:), double-click its icon, and drag both the *Loom* and *Rooms* icons into the new hard disk drawer. Insert Disk 2 into **DF0:**, double-click on its icon and drag both the *Loom* and *Rooms* icon into the new hard disk drawer. Then insert Disk 3 into **DF0:**, double-click on its icon, and drag its *Rooms* icon, into the new hard disk drawer. (**NOTE:** If you open the hard disk drawer before moving the icons, take care not to drag the second and third *Rooms* icons on top of the first one. If you do so accidentally, simply delete the hard disk *Rooms* and re-copy the *Rooms* icon from all three disks).

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

Keyboard Controls

To spin drafts using the keyboard, you can use either of the following sets of keys:



Note: These keys correspond to the tonal positions of the diastaff on the screen.

Function and Command Keys

Save or Load a Game **F5** (only when the cursor is visible)

Bypass a Cut-Scene **ESC**
Restart a Game **F8**
Pause the Game **SPACEBAR**
Sound Control **F6** (One press disables music but retains sound effects. Second press disables all sounds. Third press restores all sounds. On an Amiga with 512K RAM music is turned off automatically).

Background Animation **F7** (Switches background animation off and on. On an Amiga with 512K RAM, it is turned off automatically.)

Message Line Speed: Faster > Slower <
Reposition Instantly **ALT i** (Use instant repositioning if you find scrolling is too slow).

Exit Game **ALT x**
Version Number **CTRL v**

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 *Loom* 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 either **SAVE**, **LOAD** or **PLAY**. The **SAVE/LOAD** option will not be available during the opening sequence.

To Save:

Click on the **SAVE** option. The current list of saved games will be displayed in slots along the left hand 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 **RETURN** 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.

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

SAVE/LOAD is disabled during cut-scenes (whenever the cursor disappears from the screen).

A Fantasy by Brian Moriarty
Illustrated by Mark Ferrari
Characters Designed and Animated by Gary Winnick and Steve Purcell
Visual Effects Animation by Ken Macklin, Gary Winnick, Steve Purcell and Mark Ferrari
Music of Tchaikovsky
Transcribed by George Alistair Sanger and Gary Hammond
Arrangements by Dave Hayes, David Warhol, Eric Hammond and George Alistair Sanger
Additional Programming by Kalani Streicher
SCUMM Story System by Ron Gilbert and Eric Wilmunder
Lead Tester, Kirk Roulston
Tested by Bret Barrett, Terry Bratcher, Tom Canham, Eric Christensen, Carla Green, Jon Gubman, Tony Hsieh, Tim Huber, Eric Liu, Maniac Maxo, Ezra Palmer-Persen, Alice Rosen, Jenny Sward, Aileen Treadwell and Judith Lucero Turchin
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Back Package Illustration by Dugald Stermer
Package Design by Rick Strand

Manual Design by Mark Shepard
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Wendy Bertram, Meredith Cahill, Debbie Ratto and Paula Hendricksen
Thanks to Noah Falstein, Orson Scott Card, James Wood, Carolyn Knutson and Tom Scott
Special Thanks to George Lucas
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BOOK OF PATTERNS

This is your personal diary of spellweaving. As you learn new drafts, record the threads in this volume for future reference and study.

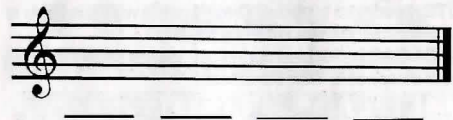
Not all of the drafts listed here will be encountered in your travels. Most Weavers actually use fewer than a dozen drafts in their entire lifetime. Nevertheless, by familiarising yourself with the knowledge in these pages, you will be better prepared to deal with events unforeseen by the Elders.

A wise spellweaver always writes in pencil.

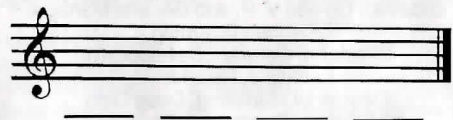
OPENING • This fundamental draft is traditionally the first one taught to novice spellweavers. Once mastered, it may be spun into tarpaulins, theatre curtains, or any covering that must be whisked aside on command.



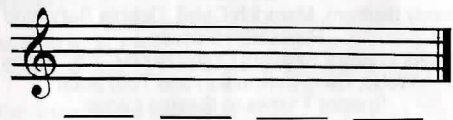
DYEING • This draft was perfected by the dye chemists of the Woonsocket Chapter, who slaved for hours over steaming pots to satisfy the Cleric's appetite for colourful vestures. Originally woven into all types of fabric, the applicability of the Dyeing draft has diminished over the course of centuries. Now it only works on wool.



STRAW INTO GOLD • When times are lean, the Elders may invoke this draft to generate extra revenue. Its use is strictly regulated by the Treasurer of the Guild to prevent inflation. Other Guilds, ignorant of the ways of spell-weaving, have concocted a variety of outlandish fairy tales involving this rather elementary weave.

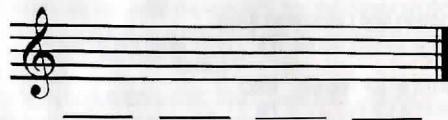


NIGHT VISION • The threads of this distinctive and beautiful draft are extrapolated from the song of nocturnal birds. At one time, Night Vision was prized by the Guild of Miners, whose legendary underground realm was chiefly illuminated by luminous tapestries bearing our Seal. Tragically, demand fell off after the Great Earthquake of 7331.

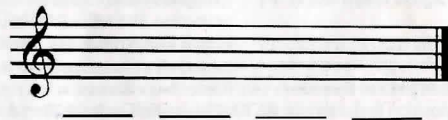


HEALING • In Volume 19 of her *Brief History of the Guild of Weavers* (Guild Press, 5620), Third Elder Lazykate documents the way bandages were treated with Healing as early as 1716. The four threads have evolved far beyond

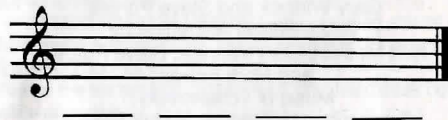
their original form. They can now be spun into virtually anything which needs rejuvenation, with the notable exception of the spellweaver's own body.



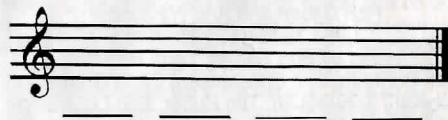
REFLECTION • This draft was commissioned by the Guild of Dancers to expedite costume changes for their 500th anniversary performance of the classic ballet *Olema*. When properly invoked, the spellweaver immediately assumes the appearance of the being the draft is spun upon, and vice versa. The four threads are based upon the mating grunt of the slit-throated chameleon.



TERROR • This draft reweaves the spellweaver's appearance into a form drawn from the deepest anxieties of the being the threads are spun upon. In effect, it turns you into the thing the recipient fears most. Terror works only on sentient beings but its potency more than makes up for this limitation. It is approved for limited therapeutic use by the Guild of Psychotherapists.

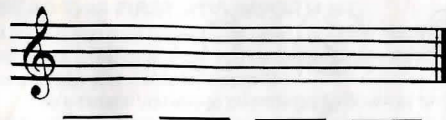


INVISIBILITY • When spun upon a person or group, Invisibility frays the focus of their vision, rendering the spellweaver quite difficult to see. The provenance of this draft is uncertain. It seems to have been acquired (under questionable circumstances) from the Guild of Shepherds, whose genius in the art of stealth is probably unrivaled.

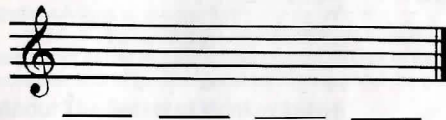


TWISTING • The origins of this ancient draft are lost in history. The earliest references to it are woven into the foremost hem of the Long Tapestry, beside threads depicting the manipulation of flax and yarn by hand.

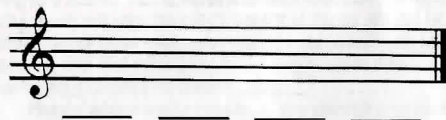
Tradition has it that the four notes were derived from the rhythmic squeak of First Elder Swellflax's own spindle.



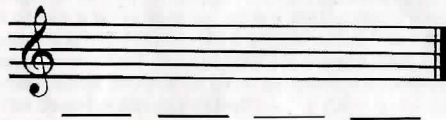
SLEEP • It would be difficult to find a pillow, baby bonnet or sleeping bag that has not been imbued with the soothing properties of this popular draft. The Guild of Nannies requires its use in all household fabrics, and the Anesthesiologists have approved an industrial-strength version as an alternative to chloroform.



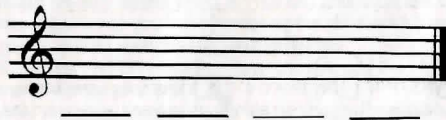
SILENCE • Silence was hailed as a welcome relief for first-time parents and dwellers in college dormitories. Unfortunately, our Guildmembers are too often hired to spin these threads in situations of doubtful appropriateness. The worst offender is the Guild of Conductors, whose members frequently impose a draft of Silence over their audience before a concert.



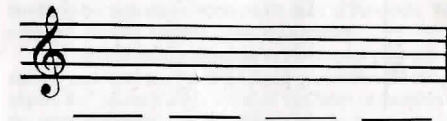
EMPTYING • The contents of almost any filled container may be instantly unravelled with this handy draft. Before its development c. 4200, the streams of Woonsocket ran green with the discarded dyes of the chemists. Avoid the temptation to spin Emptying upon lakes or clouds; its range is deliberately limited to prevent catastrophes such as the Double Deluge of 4202 (for which the Guild admits no responsibility).



SHAPING • Only a handful of Weavers possess the concentration necessary to Shape a material substance. The threads of the draft must be spun with unusual single-mindedness before the Pattern before the Pattern will yield. Even then, a successfully Shaped object may revert to its original form if the draft is not rewoven periodically.



SHARPENING • Scissors, pins and knitting needles are the usual benefactors of this simple draft. In ancient times, however, warriors often submitted their blades to our Guildmembers for treatment. A formal protest by the Blacksmiths resulted in the Whetstone Bridge Treaty of 7550, which specifically prohibits the use of the Sharpening draft on weapons of war.

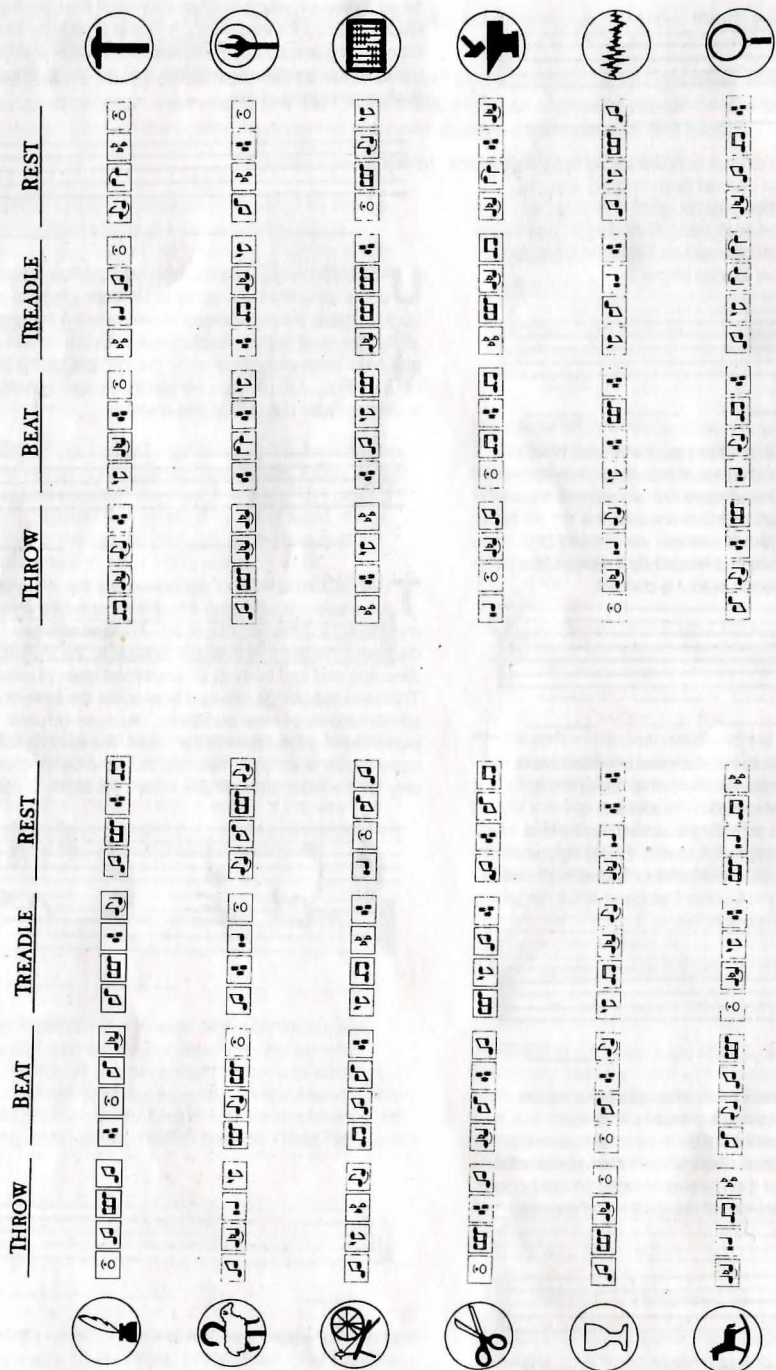


UNMAKING • Novices are often impatient to acquire the undeniably dramatic ability to Unmake physical objects. Luckily, these volatile threads lie well beyond the grasp of all but the most mature spellweavers. Entire armies can and have been disembodied by the transawesome power of Unmaking. Let us hope we are never again called upon to demonstrate our craft in this manner.



TRANSCENDENCE • Few indeed are the Weavers who have successfully spun this, the most subtle and mysterious expression of our art. Transcendence dissolves the ties that bind our threads to the Pattern, elevating mid and body to an undefined state of existence. Transcended beings are said to assume the form of birds, constellations, or even sunspots. Because corporal punishment is forbidden in our Guild, Transcendence is occasionally used as a means of humane banishment, but only for the most unforgivable infractions of the Rules.





The Secret of Monkey Island™

READ THIS FIRST...IT'S IMPORTANT

Although you may have played other Lucasfilm games, there are a few differences in *The Secret of Monkey Island* that you should be aware of.

The interface you use to play the game now has an "auto-highlight" feature that high-lights an appropriate verb when the cursor touches an interesting or useful object on the screen. For example, when the cursor touches a door that can be opened, the verb **Open** is highlighted on the screen. By pressing the right (or second) controller button or equivalent key (see your reference card for details), you can automatically perform the highlighted action – in this case opening a door. Don't worry, though, this won't give away solutions to any puzzles!

Also, you do not need to "double-click" on objects (or **anything**) to use or activate them. A single click of the controller should be used consistently throughout the game.

About The Secret of Monkey Island

In *The Secret of Monkey Island*, you play the role of *Guybrush Threepwood*, a young man who has just hit the shores of Mélé Island (somewhere in the Caribbean). Our naive hero's travels have led him to Mélé Island in a quest to fulfill his life's ambition... to become a fierce, swash-buckling, bloodthirsty **Pirate**. Unbeknown to *Guybrush*, however there have been some strange happenings in the area surrounding Mélé Island and the more mysterious Monkey Island. As he walks into this maelstrom of mystery, *Guybrush* will soon be very aware that things are not what they appear to be, that even bloodthirsty pirates can be scared, and that there's more to being a pirate than swinging a sword and drinking grog!

Here's where you come in... You direct the actions of *Guybrush* as he first explores Mélé Island and then ventures on to Monkey Island. On Mélé Island, *Guybrush* will have to prove himself worthy of becoming a pirate by completing **The Three Trials**. Through the course of completing these trials, you and *Guybrush* will learn much about pirate life and local folklore. But don't be surprised if you find that some of the people you meet seem rather anachronistic!

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**, and you will guide *Guybrush* to discover...

The Secret of Monkey Island!

Getting Started

Installation and Loading instructions

1. Insert disk 1 into the floppy drive and change to that drive.
2. Type Install (and press ENTER)
3. Select which hard drive you want to install to, and then confirm the floppy drive you are installing from.
4. Choose which game(s) you want to install by pressing the number associated with each game. For example, to install Monkey Island, press 5. You can choose to install as many games as you like by pressing the numbers for each game, until all your choices are highlighted.
5. Press ENTER when you have chosen, and then follow the on-screen prompts.

After Installing, Monkey Island will be in a directory called Monkey. From the DOS prompt, type 'CD\MONKEY' [ENTER], 'MONKEY' [ENTER]

Playing the Game

After the opening title sequence and introduction, *Guybrush* will meet the Official Lookout for Mélé Island. When they've finished talking, *Guybrush* will walk down to the dock at one end of the town of Mélé. You may begin directing his actions as soon as he gets to the dock. The screen is divided into the following sections:

1) **The Animation Window** is the largest part of the screen and is where the animated action takes place. It shows the "camera's-eye view" of the room or location that the main character is in. Dialog spoken by the characters, as well as game-related messages, also appear here.

2) **The Sentence Line** is directly below the Animation Window. You use this line to construct sentences that tell *Guybrush* what to do. A sentence consists of a **verb** (action word) and one or two **nouns** (objects). An example of a sentence you might construct on the Sentence Line is "Use shovel on dirt". Connecting words like "on" or "with" will automatically be inserted by the program.

3) **Verbs** must be selected from the words in the columns below the Sentence Line. To select a verb, position the cursor over the word and press the **left** mouse/joystick button or the **Enter** key. Verbs are highlighted in a bright colour when an obvious use for them appears in the Animation Window. For example, when *Guybrush* is near a door that can be opened, positioning the pointer over the door will highlight the verb **Open**. Pressing the **right** mouse/joystick button or the **TAB** key (to emulate the right button) will use the highlighted verb with the object, which in this case opens the door. But remember, although a verb is highlighted, that one verb may not be the only way to use an object. Try the other verbs as well!

4) **The Inventory** is the area to the right of the Verbs. At the beginning of the game the inventory is empty. When *Guybrush* picks up or is given an object to use during game play, the object is added to the Inventory. There is no limit to the number of objects *Guybrush* can carry (after all, he's young and strong!). When there are more than six objects in the Inventory, arrows appear to the left of the list. Use them to move the list up or down.

Nouns (objects) can be selected in two ways. You may select a noun by placing the cursor over an object in the Animation Window. Many objects in the environment, and all usable objects in the game, have names. If an object has a name, it will appear on the Sentence Line when you position the cursor over it. If no name appears for an object on the screen, you can be sure that it has no significance other than as part of the background. You may also select nouns by clicking on them in the Inventory.

To move Guybrush around, simply point the cursor where you want him to go, and click. Notice that **walk** is the default verb in the Sentence Line—this is because moving around is what *Guybrush* will be doing most often.

"Cut-scenes" are short, animated sequences—like scenes from a movie—which can provide clues and information about the characters. They're also used to show special animated sequences, as when *Guybrush* gets himself into a fight while "exploring" a mansion. When you are viewing a cut-scene, you do not direct the action.

Things to Try in the Town of Mêleé

Look at the poster on the first house at the dock.

Select the verb **Look at** with the cursor by pressing the left mouse/joystick button or the **ENTER** key. Notice that the words "Look at" appear on the sentence line. Position the cursor over the poster and press the left mouse/joystick button or the **ENTER** key. This completes the sentence "Look at poster" on the sentence line. If *Guybrush* is not already standing in front of the poster, he will walk over to it and read it to you.

Open the door of the SCUMM BAR. Place the cursor over the door to the bar. You will notice that the verb **Open** is highlighted. Press the right mouse/joystick button or **TAB** key to open the door.

Go into SCUMM BAR.

Talk to each of the pirates who pop up on the sentence line inside the bar...they'll provide you with useful information. See the next section entitled "Talking to Characters" for more information.

Talk to the important-looking Pirates seated in the adjoining room. They're full of good advice about how to become a pirate!

See if you can outwit the Cook to get into the kitchen for a look around.

Once in the kitchen, step out onto the dock...you might be able to have some fun with that bird!

Talking to Characters

There are plenty of "colourful" characters in the game with whom you can converse. Each person *Guybrush* meets will have something to say, whether friendly or unfriendly...helpful, or unhelpful! Often, you can talk with someone at one point in the game, and then return to them later to get new information. To talk with a character, 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 will have to 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. Of course, what *Guybrush* says will affect how other people respond. And, as conversations continue, you could be presented with a new array of dialog choices. Don't worry - we'll never punish you for selecting the "wrong" or funny dialog response. After all, you're playing this game to have fun!

Function Keys

To save your progress in a game, enabling you to turn the computer off and start again later in the same place, use the save feature. Simply press the Save/Load Game function key (**F5** on most computers - see your Reference Card for more information). **Note:** The name you use for a saved game must be at least two letters long.

To load a game you have saved, use the Save/Load Game function key any time after

The Secret of Monkey Island has been 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 **The Secret of Monkey Island** several times, you may want to use this function to skip over scenes you have seen before, including the title sequence.

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).

To turn the sound off and on, press the key indicated on your reference card. **Note:** Sound for some computers can only be adjusted with the volume control on the monitor or television.

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 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 where *Guybrush* can die, 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. 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.

PC Users

Setting Preferences

When loaded, the program will check to see if you have a mouse driver or joystick installed or a Roland, AdLib, GAMEBLASTER or 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:

r Roland MT-32 or LAPC-1 sounds.
a AdLib Music Synthesiser or SOUNDBLASTER sounds.
g GAMEBLASTER sounds.
ts Tandy@ sounds.
i Normal sounds (internal speaker).
m MCGA graphics mode.
v VGA graphics mode.
e EGA graphics mode (high resolution).
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: **monkey m c**

Cursor Controls

For keyboard cursor control, use either the arrow keys or the keypad.

Use the **ENTER** or **5** keys to select objects on the screen for use in the sentence line, as well as to select 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 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 re-calibrate your joystick if the cursor is drifting across the screen by centring 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	C
Open	Walk to	Use	Close
P	L	S	T
Pick up	Look at	Push	Talk to
N	Y	G	F
Turn on	Pull	Give	Turn off

Q-scroll inventory screen up.

A-scrolls the inventory screen down.

1-6- select from inventory objects shown on the screen and dialog choices in a conversation

Save/Load Instructions

When you use the save game option the games will be saved in the directory on your hard disk 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 either **SAVE,LOAD** or **PLAY**. The **SAVE/LOAD** option will not be available during the opening sequence or 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 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.

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

Note: Games saved with the 16-colour version of The Secret of Monkey Island cannot be loaded by this version of the game.

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	CTRL s (controls the internal speaker only)
Message Line Speed:	Faster + Slower -
Repositioning Instantly	CTRL r (Use instant repositioning if you find scrolling too slow).
Mouse On	CTRL m
Joystick On	CTRL j (Be sure to centre joystick first).
Exit Game	ALT x or CTRL c
Version Number	CTRL v

Commodore Amiga Users

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 from either a hard disk drive or a floppy disk drive.

From a floppy drive, insert in Monkey Island Disk 1 in your disk drive (DF0:) and boot off this disk. Open the disk icon, then 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 cursor over the verb and pressing the controller button. The keys are mapped as follows:

O	W	U	C
Open	Walk to	Use	Close
P	L	S	T
Pick up	Look at	Push	Talk to
N	Y	G	F
Turn on	Pull	Give	Turn off

Q- scroll inventory screen up.

A- scrolls the inventory screen 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, you will need a blank, formatted disk **BEFORE** you start to play.

This disk will become your save/load disk. If you are playing 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.

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 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 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 mouse pointer. Click the 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 over written 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 hand side of the screen. Select a slot by moving the mouse pointer over 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.

Memory Problems:

Owners of Amigas with a hard drive and only 1Mb of memory may experience problems running the game due to lack of memory. If you are unable to run the game from Hard Drive, follow the instructions below, or call our technical support line on 021-326-6418:

(1a) On an A500 WB1.3, turn on your Amiga and hold down the **CONTROL** and **D** keys at the same time, until the blue **CLI** screen appears.

(1b) On A500+, turn on your Amiga and hold down **both mouse buttons** at the same time, until the Boot Menu appears. Disable the **Startup sequence** and **DF0:** and boot the machine from the menu.

(2) Type **CD MONKEY** and press **RETURN** (assuming the game has been installed to a directory named **MONKEY**)

(3) Type **MONKEY-ISLAND** and press **RETURN** and the game should run.

Function and Command Keys

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

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Created and Designed by Ron Gilbert

Written and Programmed by
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Background Art by
Steve Purcell, Mark Ferrari, and Mike Ebert

Animation by
Steve Purcell, Mike Ebert, and Martin Cameron

Original Music by
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"SCUMM" Story System by Ron Gilbert,
Aric Wilmunder, and Brad Taylor

Produced by
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Carol Traylor and Carolyn Knutson
Special thanks to George Lucas

Maniac Mansion®

About Maniac Mansion

There are weird people living in *Maniac Mansion*: Dr. Fred, a "retired" physician turned mad scientist; Nurse Edna, a former health care professional whose hobbies would make a sailor blush; Weird Ed, a teenage commando with a hamster fetish; and then there's Dead Cousin Ted, and the Tentacle, and somebody — or something — *else...* And what's a sweet young cheerleader named Sandy doing in Dr. Fred's basement?

Your goal is to direct a team of three local college students (including Sandy's boyfriend Dave) through the mansion to rescue Sandy. As you explore, you'll meet all the strange inhabitants of the mansion, and you'll discover Dr. Fred's ambition to control the world — one teenager at a time.

You'll find that each of the seven teenagers you can choose from has special skills, talents, and weaknesses. And each of the crazy occupants of the mansion has goals and desires that can help or hinder your team, depending on how you handle them. The story — and your approach to rescuing Sandy — will be different depending on which kids you choose and how you interact with the people and things inside the mansion itself.

Each of the possible stories in *Maniac Mansion* is really a large, complex puzzle made up of scores of smaller puzzles. From time to time, movie-like "cut-scenes" reveal clues about the story and what's going on elsewhere. As you discover the smaller puzzles that make up each story line, you'll find that most will have to be solved in a certain order. There are always several ways to get something done — but of course, there is always a best way. Good Luck!

Getting Started

PC and Compatibles:

1. Insert disk 1 into the floppy drive and change to that drive.
2. Type **Install** (and press **ENTER**)
3. Select which hard drive you want to install to, and then confirm the floppy drive you are installing from.
4. Choose which game(s) you want to install by pressing the number associated with each game. For example, to install Monkey Island, press 5. You can choose to install as many game as you like, by pressing the numbers for each game, until all your choices are highlighted.
5. Press **ENTER** when you have chosen, and then follow the on-screen prompts.

Use these commands to start a game from your hard disk:
cd maniac (to change to the correct directory)
maniac (to start the game)

Amiga: Bring up Workbench on your Amiga. Insert Maniac Mansion disk 1 in your disk drive. Open the disk icon and double-click on the *Maniac* icon.

Without opening the *Maniac* drawer, insert Disk 1 into the drive, double-click on its icon, and drag both the *Maniac* and *Rooms* icons into the new hard disk drawer.

(Note: If you open the hard disk drawer before moving the icons, take care not to drag the second *Rooms* icon on top of the first one. If you do so accidentally, simply delete the hard disk *Rooms* drawer and re-copy the *Rooms* icons. If you launch *Maniac Mansion* from the CLI, you must first move to the *Maniac* directory.)

Cursor Control (PC only)

For keyboard cursor control, use either the arrow keys or the keypad: Numbers 1, 3, 7 and 9 take the cursor directly to the corners of the display; use the even-numbered keys

for finer navigation. You can use a mouse if you have installed a compatible mouse driver. The left mouse button corresponds to "enter". Use the right mouse button (or right joystick button if you have a two-button joystick) to override cut-scenes. To select joystick or mouse, type:

Shift-J — Toggle joystick on/off
Shift-M — Toggle mouse on/off

Setting Preferences (PC only)

When loaded, the program will select the best mode for your machine. When the game is running you can select other graphics modes by using these shifted keys:

Shift-V — VGA/MCGA mode
Shift-H — Hercules mode
Shift-E — EGA mode
Shift-T — Tandy 16-colour mode
Shift-C — CGA mode

After selecting the modes that you want you can type "Shift-W" to write your preferences to disk. To read the preferences while playing the game type "Shift-R", or type "maniac p" when starting a game.

Note: The program will do nothing if you select a mode or input device that your machine can't support. If you have an EGA or VGA card and are willing to trade colours for speed, try playing the game in CGA mode.

Snap Scroll (PC only)

On slower machines, you may want to disable smooth scrolling to speed up game play. Press Shift-S to toggle the Snap Scroll mode.

Playing the Game

The first thing you will see after booting is the title screen with pictures of the seven kids from which you can choose your team.

To select your team, use your mouse, joystick or keyboard to move the cursor over the kids' portraits and click on one that interests you. You will see a short biography of that kid at the top of the screen. Dave (Sandy's boyfriend) will always be on your team, so you can select two other kids. The first two portraits you click on will be highlighted with a white border, like Dave's. The white border means that the character in the portrait is selected for your team. If you'd like to change your selection, just click again on the picture of the kid you don't want. The border will disappear and you can select another one. You can win the game with any team, but the story line and many of the puzzles you need to solve will be different for each combination. When you have completed your selection, click on "Start" to begin the game.

After the title sequence, you will see your team standing in the driveway next to the mansion. When they all turn and face you, you will be directing the actions of Dave (you can switch control to a "new kid" if you'd like).

1) **The Message Line** is the line at the very top of the screen. Words spoken by any of the characters appear on this line, as well as game-related messages (for example, "PUT IN SIDE ONE AND PRESS ENTER").

2) **The Animation Window** is the largest part of the screen where the animated world of the mansion is displayed. It shows the "camera's eye view" of the room that the currently active character is in.

3) **The Sentence Line** is directly below the Animation Window. You use this line to construct sentences that tell the characters what to do. A sentence consists of a *verb*

(action word) and one or two *nouns* (objects). An example of a sentence that you might construct on the Sentence Line is "Unlock door with key." connecting words like "with" will be put in automatically by the program.

4) **Verbs** must be selected from the groups of words in the columns below the Sentence Line. You will always be able to see all the verbs used in the game – they will not change as the game progresses. To select a verb, position the cursor over the word and click.

5) **The Inventory** is the area below the Verbs. Each character on your team has his or her own Inventory. It is empty at the beginning of the game; the name of an object is added to a character's Inventory when the character picks up the object during game play. There is no limit to the number of objects a character can carry. When there are more than four items in an Inventory, an arrow icon appears in the middle of the list. Use it to scroll the list down or up.

Nouns (objects) can be selected in two ways. You may select a noun by placing the cursor over an object in the Animation Window and clicking. Most objects in the environment, and all objects that are usable in the game, have names. If an object has a name, it will appear on the Sentence Line when you click on it. You may also select nouns by clicking on words in the Inventory.

To move a character around, select "Walk to" from the Verbs by positioning your cursor over it and clicking. Then move your cursor into the Animation Window, point it where you want the character to go, and click. If you point to an open door and click, the character will walk through it. Notice that "Walk to" appears automatically on the Sentence Line after a sentence has been executed – this is because moving around is what your characters will be doing most often.

To tell a kid to carry out the directions you've put on the Sentence Line, either double-click on the final word selected, or click once on the Sentence Line itself. If nothing happens, double check the way you constructed the sentence.

To replace a noun or verb on the Sentence Line without reconstructing the entire sentence, simply click on the replacement word. It will appear in the right place in the sentence.

"Cut-Scenes" are short, animated sequences – line scenes from a movie – which can provide clues and information about the characters. When you are viewing a cut-scene, you do not direct the action so the text below the Animation Window disappears.

Keyboard Commands

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 pushing the button; pressing the key twice is the same as double-clicking on it. The keys are mapped according to the layout of verbs on the screen

Q	W	E	R	T
Push	Open	Walk to	New kid	Turn on
A	S	D	F	G
Pull	Close	Pick up	Unlock	Turn off
Z	X	C	V	B
Give	Read	What is	Use	Fix

You can also select inventory items from the keyboard. On the screen, you can see four items at a time in the inventory list. Use the following keys:

U Scroll list up I Upper left item O Upper right arm
J Scroll list down K Lower left arm L Lower right arm

Things to Try

Read the sign on the fence. Select "Read" from the verbs and then click on the sign, creating the sentence, "Read sign". Click again to execute the sentence. Dave will walk over to the sign and will tell you what it says via the Message Line.

Direct Dave to walk to the mansion by moving the cursor to the left edge of the screen and clicking. Have him continue walking to the left until he's in front of the mansion.

To get into the mansion, try the sentence, "Unlock door with key".

First, select "Unlock" by moving your cursor over the door in the Animation Window and clicking once. "Unlock" now appears on the Sentence Line.

Second, select the front door by moving your cursor over the door in the animation window and clicking once. "Unlock door with" now appears on the Sentence Line.

Third, place your cursor over "key" in the Inventory list below the Verbs. By double-clicking on "key" you can complete the sentence and execute it at the same time. What no key? Now, where would someone hide a key?

Special Verbs and Function Keys

To switch control from one character to another, select the verb "New Kid". The names of the three kids on your team will now appear on the Sentence Line. Place the cursor over the name of the new kid you want to control and click once. As a short-cut, you can use function keys to change kids. **F1, F2 and F3** correspond to the three kids on your team. The keys are in the same order that the kids' names appear on the Sentence Line when you select "New Kid".

To find out what is in a room, select the "What is" verb and move the cursor around the room. When the name of something appears on the Sentence Line, you'll know that it is an "Active" object and you might want to use it in the game.

To save your progress in a game, so that you can turn the computer off and start again in the same place, use the "save" feature. "Save" will not work during cut-scenes. You can "Save" up to ten games on a *floppy disk or your hard disk*, depending on how much free disk space there is. Previously saved games will have an asterisk next to them, for example: Game B*. Simply press the Save/Load Game function key (**F5**) and follow the on-screen instructions.

PC: If you are using diskette, including the the game disks if there is room. You will be prompted to insert the a save-game diskette in the drive that *Maniac* was started from. If you installed *Maniac* on a hard disk, the saved games will be stored in the *Maniac* directory.

Amiga: If you are using diskettes, *you may only save games on your Maniac Mansion Disk 1*. If you installed *Maniac Mansion* on a hard disk, the saved games will be stored in the *Maniac* drawer.

To load a game you have saved, use the Save/Load Game function key (**F5**) anytime after *Maniac Mansion* has been loaded. You can do this during the opening sequence, but not during other cut-scenes. Follow the directions on the save-load menu.

To bypass a cut-scene, use the right mouse button or the **Esc** key. After you've played *Maniac Mansion* several times, you may want to use this function to skip over scenes that you have seen before. To bypass the title sequence, press **Esc** instead of clicking on "Start".

To restart the game from the beginning, press the **F8** key.

To pause the game, press the space bar. Press it again to resume play. The game will automatically pause if you make no input for five minutes, and you will need to press the space bar to continue playing

The cursor will change when the disk is being accessed or the game is paused; a picture of a snail replaces the cursor during these times.

To adjust the speed of the Message Line to suit your reading speed, press the < key to make the messages stay up longer or the > key to make them stay up for a shorter period of time.

To turn the PC sound off and on, press the **F6** key. Note that Amiga sound can be adjusted with the volume control on the monitor or stereo.

To end the game, press **Ctrl-C**.

~oOo~

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Graphic Art and Animation by Gary Winnick
IBM® Sound Effects by Brian Hales
Amiga® Sound Effects by Brian Hales
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Thanks to all our playtesters,
Darrell Parker, Tony Hsieh, Eric Liu and Jon Gubman

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Package and manual cover designed by Terri Soo Hoo
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Special Thanks to George Lucas

[illegible]

Indiana Jones and the Last Crusade™

About Indiana Jones and the Last Crusade

– The Graphic Adventure

You direct the actions of Indy (and occasionally his father, Henry) in a quest to recover the Holy Grail. Although in many cases you will be able to duplicate the course that Indy took in the movie, at other times you will find alternatives and unfamiliar locations before you. Challenge yourself to learn to think, react and fight like Indiana Jones, to succeed while confronting the unknown.

To help you solve the game's dozens of puzzles, we've included a copy of Henry Jones's *Grail Diary*. This is the diary that Indy's father used to record research and rumours about the Grail. It contains many helpful clues, and using it will be the only reliable way to choose the true Grail at the end of your journey. We've also included a special Translation Table that Indy uses to help him translate ancient inscriptions. There is a critical point where, to proceed you must make the correct translation.

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 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, and you will guide Indy to the Grail!

Getting Started

PC & Compatibles - VGA 256 Version Installation and Loading Instructions

1. Insert disk 1 into the floppy drive and change to that drive.
2. Type Install (and press ENTER).
3. Select which hard drive you want to install to, and then confirm the floppy drive you are installing from.
4. Choose which game(s) you want to install by pressing the number associated with each game. For example, to install Monkey Island, press 5. You can choose to install as many games as you like, by pressing the numbers for each game, until all your choices are highlighted.
5. Press ENTER when you have chosen, and then follow the on-screen prompts.

To load the game from your hard disk type the following commands:

c: (ENTER) - switch to the correct drive
cd\indy (ENTER) - change to the correct directory
indy256 (ENTER) - start the game

Setting Preferences

When loaded, the program will select the best sound made for your machine. It will also check to see if you have a mouse driver or joystick installed, 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 Indy256 when you start the game:

A - AdLib™ board **K** - Keyboard only
G - Game Blaster sounds **J** - Joystick controller
I - Normal sounds **M** - Mouse controller (internal speaker)

For example, to start the game with a mouse and AdLib sounds, type:

indy256 m a (ENTER)

NOTE: Within the game, if the scrolling is too slow (when the picture moves sideways), you can select instant repositioning by holding down the **ALT** key and pressing i

Cursor Controls

For keyboard cursor control, use either the arrow keys or the keypad:

Numbers 1, 3, 7 and 9 move the cursor directly to the corners of the display: use the even-numbered keys for finer control. You can use a mouse for cursor control if you have installed a compatible mouse driver. The left mouse button corresponds to **ENTER**. Use the right mouse button to override cut-scenes while playing the game. If you have a joystick, one button will correspond to **ENTER** (usually the button on the left side of the controller). If you have a second button, that will override cut-scenes. If you have both a mouse and a joystick installed, you may select one as your controller by holding down the **ALT** 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 centring the joystick and pressing **ALT j**.

CBM AMIGA - Getting Started

NOTE: It is recommended 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 from either a hard disk drive or a floppy disk drive. From a floppy disk drive, insert Indiana Jones and the Last Crusade Disk 1 in your disk drive (DF0:) and boot off this disk. Open the disk icon and double-click on the Indy icon (the Indy hat and whip).

If your Amiga has at least one megabyte of RAM, you can play Indy using two drives. Leave Indy Disk 2 in your external drive (DF1:) and swap Disk 1 and Disk 3 in your internal drive as requested.

ATTENTION 512K USERS: If you are using a 512K Amiga with external drives, please disconnect all external drives and boot off Indy Disk 1.

Follow the instructions on the screen, and insert other disks when prompted.

To install Indy on a hard disk first use your Workbench menu to create an empty file drawer called "Indy 3"

Without opening the "Indy 3" drawer, insert Disk 1 into the drive, double click on its icon, and drag both the Indy and Rooms icon into the new hard disk drawer. Insert Disk 2 into the drive, double click on its icon, and drag its Rooms icons into the new hard drawer. Then insert Disk 3 into the drive, double click on its icon, and drag its Rooms icon into the new hard disk drawer. (**NOTE:** If you open the hard disk drawer before moving the icons, take care not to drag the second and third Rooms icon on top of the first one. If you do accidentally, simply delete the hard disk Rooms drawer and re-copy the Rooms icons from all three disks). To load the game from your hard disk, open the "Indy 3" hard disk drawer, and double-click on the Indy icon.

Playing the Game

After the opening title sequence and introduction, you will see Indy standing in the gym at the college where he works. When he turns to face you and the text appears at the bottom of the screen, you may begin directing his actions. The screen is divided into the following sections:

1 The Message Area is at the very top of the screen. Dialog spoken by the characters, as well as game-related messages, appear here inside a box.

2 The Animation Window – the largest part of the screen – is where the animated action takes place. It shows the "camera's-eye view" of the room or location that the currently active character is in.

3 The Sentence Line is directly below the Animation Window. You use this line to construct "sentences" that tell the characters what to do. A sentence consists of a *verb* (action word) and one or two *nouns* (objects). An example of a sentence you might construct on the Sentence Line is, "Use mallet on bell." Connecting words like "on" or "with" will be automatically inserted by the program.

4 Verbs must be selected from the words on the buttons below the Sentence Line. Some verbs (Talk, Travel) are bright when they can be used, and are dim at other times. All other verbs can be used only when they appear on the screen. Check the list from time to time – new verbs may appear as the game progresses. To select a verb, position the cursor over the button and click (press the mouse button).

5 The Inventory is the area to the right of the verbs. Each character you control (Indy, and later, Henry) has his own inventory. At the beginning of the game the Inventory is empty. When a character picks up or is given an object to use during game play, the object's name is added to the character's inventory. There is no limit to the number of objects a character can carry. When there are more than six objects in an inventory, use the scroll bar to see the rest of the list.

Nouns (objects) can be selected in two ways. You may select a noun by placing the cursor over an object in the Animation Window and clicking. Many objects in the environment, and all usable objects in the game, have names. If an object has a name, it will appear on the Sentence Line when you click on it. You may also select nouns by clicking on them in the Inventory.

To move a character around, select "Walk to" from the Verbs by positioning your cursor over the "Walk to" button and clicking. Then move your cursor into the Animation Window, point it where you want the character to go, and click. If you point to an open door and click, the character will walk through it. Notice that "Walk to" appears automatically on the Sentence Line after a sentence has been executed – this is because moving around is what your characters will be doing most often.

To tell a character to carry out the instructions you've put on the Sentence Line: either double-click on the final object, noun, or verb selected, or click once on the Sentence Line itself. If nothing happens, double check the way you constructed the sentence.

To replace a noun or verb on the Sentence Line without reconstructing the entire sentence, click on the replacement word. It will automatically appear in the right place in the sentence.

"Cut-scenes" are short, animated sequences – like scenes from a movie – which can provide clues and information about the characters. They're also used to show special animated sequences, as when Indy turns out the lights in the gym. When you are viewing a cut-scene, you do not direct the actions and the buttons below the Animation Window disappear.

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 is equivalent to moving the cursor over the verb and pushing the mouse button;

rapidly pressing the key twice is the same as double-clicking on the verb. The keys are mapped according to the layout of the verbs on the screen:

Q	W	E	R	T
Push		Open	Walk to Use	(Talk)
A	S	D	F	G
Pull Close		Pick up Turn off (Travel)		
Z	X	C	V	B
Give		Look at What is Turn off To Henry		/ To Indy

The verbs on the far right are not always available on the screen. See **Special Verbs** for more information about them. You can also select inventory items from the keyboard. On the screen you will see six items at most in the inventory list. Use the following keys to select one:

Y=Upper left item	U=Upper right item	B=Scroll list up
H=Middle left item	J=Middle right item	L=Scroll list down
N=Lower left item	M=Lower right item	

Function and Command keys (PC Version)

Save or Load a Game	F5 (Only when the full set of verbs is available)
Bypass a Cut-Scene	ESC or second mouse/joystick button
Restart a Game	F8
Pause the Game	Space Bar
Message Line Speed:	Faster > Slower <
Sounds Off/On	ALT s
Reposition Instantly	ALT i Use instant repositioning if you find scrolling is too slow.
Mouse On	ALT m
Joystick On	ALT j (Be sure to centre joystick first)
Exit Game	ALT x

Function and Command keys (AMIGA)

Save or Load a Game	F5 (Only when the verbs are available)
Bypass a Cut-Scene	ESC or second mouse button
Restart a Game	F8
Pause a Game	Space Bar
Message Line Speed:	Faster > Slower <
Sounds Off/On	ALT s
Exit Game	ALT x

IMPORTANT!

Don't Lose Your Translation Table

Without it, you won't be able to translate some inscriptions – and you won't be able to complete the game. Indy needs it to help him get through difficult translations.

To use the Translation Table, watch for the Translation Notes display on the screen in your initial conversation with Brody. Then click your mouse button to see a reference to the Translation Table included in your game package. For example, you may see: Section 2, Column 3, Row L

Now you should turn to the indicated section, column and row of your Translation Table to locate the four symbols. In this example, the symbols for Section 2, Column 3, Row L are:

Section 2

They refer to symbols on the bottom of the screen, which you should then click on in the proper order. Once you've entered the symbols correctly, you can go on with the game. If you enter incorrect codes too many times in a row, something embarrassing will happen to you.

Talking to Characters

If there is someone worth talking to nearby, the "Talk" verb appears in white on its button. At all other times the verb appears dim, showing that there is no one you need to talk to. When you click on the "Talk" verb, "Talk to" appears in the Sentence Line. Just double-click on the person you want to talk to, and if it is possible to talk to them, their name appears on the Sentence Line and the conversation will begin.

In a conversation, you select what Indy (or Henry) says from among the phrases at the bottom of the screen. Just click on the phrase you'd like to have the character say. Choose carefully! Indy is often in situations in which a few indiscreet words will land him in trouble! In addition to the possible phrases, sometimes you will have the option to "Offer an object" or "Throw a punch". Throwing a punch puts Indy directly into a fight (see **Fighting**). Offering an object gives you access to the objects in Indy's (or Henry's) inventory. You can then choose an object to offer, or return to the conversation by selecting "Never Mind."

Fighting

Sometimes you may choose fists over wits. Since many adventure game players prefer solving puzzles to testing their reflexes, we've provided opportunities for you to steer Indy around any and all fighting—if you're clever enough. Still, just as in the movie, it often seems harder to outsmart someone than just to haul off and wallop him. Since Indy is a physical kind of guy, we've provided a way to do just that. When you're in a conversation with someone, if appropriate, you have the option to "Throw a Punch." Clicking on this button starts a fight sequence. In addition, if Indy is in a dangerous spot (and he usually is) many of his choices could lead to a fight.

Notice the displays for Health and Punch Power, both for Indy and, below that, for his opponent. The Health display consists of a bar shown in two colours (or shades). The leftmost colour shows Indy's Vitality, and the rightmost colour represents Indy's Energy. As he is hit, his Energy is gone, further punches decrease his Vitality. When that is gone, he will be knocked unconscious. If Indy is allowed to rest while fighting, his Energy gradually increases until it matches his current Vitality. But his Vitality can only be increased outside of fights, by finding the proper item to heal his wounds.

The Punch Power display shows how powerful Indy's swing will be. Each time Indy tries to hit, he puts all his Punch Power into the swing. Then the Punch Power takes a few moments to build back up to its maximum. If you have Indy swing again too quickly, he will not hit with his maximum power.

Of course, it may be more important to keep your enemy off balance than to hit him for maximum effect. Indy can punch High, Middle or Low, to try to get past his own individual strengths and weaknesses.

Indy also has some defensive moves. His opponents often set their fists a moment before they try to punch. If you watch for this and have Indy block at the same level (High, Middle or Low), you can successfully block the punch. This tires the enemy without harming Indy. Also, Indy can step back to increase the distance between him and his opponent. This can be used to buy a little time for Indy to recover some of his Punch Power and Energy.

Use the keyboard to control Indy during a fight. If Indy is too far from his opponent to land a blow, you can make him step forward by pressing any of the punch keys.

Fighting Controls

Use these keys (on the numeric keypad) to control Indy in a fight:

Indy is on the left

7 = Step back	8 = Block high	9 = Punch high
4 = Step back	5 = Block middle	6 = Punch middle
1 = Step back	2 = Block low	3 = Punch low

Indy is on the right

7 = Punch high	8 = Block high	9 = Step back
4 = Punch middle	5 = Block middle	6 = Step back
1 = Punch low	2 = Block low	3 = Step back

Biplane Controls

7 = Fly to upper left	8 = Fly upwards	9 = Fly to upper right
4 = Fly to left	5 = Fly straight	6 = Fly to right
1 = Fly to lower left	2 = Fly down	3 = Fly to lower right

The Grail Diary

Henry Jones kept track of his own lifelong search for the Holy Grail in the *Diary*. Your *Diary* comes in two parts. One part is the copy in the game box. The other part is in the software itself. The printed *Diary* covers the detective work Henry did to find the clues to the Grail. It also has ten different accounts—each with a unique description of the Grail. Scattered throughout your quest for the Grail, you find clues that help you to determine which of these ten accounts is the correct one. You should have a good idea of what the Grail looks like by the time you reach it.

In addition to the accounts describing the Grail, you will find a great deal of background material in the *Diary*. In particular, the pictures may come in handy when you solve some of the tougher puzzles in the game.

The other section of the *Grail Diary* is included within the computer game. Indy must find this *Diary* before he can find the catacombs in Venice. By constructing the sentence "Open Grail Diary" or "Look at Grail Diary" you can look at the *Diary* when it is in his inventory. If there is a reference needed to help with your current situation, it will be shown on the screen.

Special Verbs

To start a conversation with someone, select the verb, "Talk". The "Talk" verb will be displayed in white on a button if there is someone nearby worth talking to. At all other times the verb appears dim. See the above section entitled **Talking to Characters** for more information.

To travel to a distant location, select the verb, "Travel." Like "Talk", this verb is only active at certain times, for instance just outside of Indy's college. Later, Indy will be able to travel to and from the piazza in Venice.

To control a different character (Indy or Henry) a special "verb" will appear. If you are in control of Indy, the "verb" will be "To Henry", and if you are controlling Henry, you can choose "To Indy". This verb will only be active in a few locations after you have found Henry.

To find out what is in a room, select the "What is" verb and move the cursor around the room. When the name of something appears on the Sentence Line, you'll know that it is a usable object and you might want to look at it more closely or use it in the game. If you click on that object, the "Walk to" verb will appear instead. You can then click on the object a second time to make your character walk to it, or you may click on any other verb that you want to use with that object.

Menu Options and Command Keys

To save your progress in a game, enabling you to turn the computer off and start again later in the same place, use the save feature. Simply press the Save/Load Game function key (**F5** on most computers, but see your computer reference card to be certain). Note that this feature will not work unless the verbs are present at the bottom of the screen.

To load a game you have saved, use the Save/Load Game function key anytime after *Indy* has loaded. You can do this during the opening sequence after you have finished Brody's translation, but not during other cut-scenes. Further instructions are on your computer reference card.

To bypass a cut-scene, use the **ESCAPE** key, or click on the righthand mouse or joystick button. See your computer reference card for details. After you've played *Indy* several times, you may want to use this function to skip over the scenes you have seen before, including the title sequence.

To restart the game from the beginning, press the key indicated in your reference card (**F8** on most computers).

To pause the game, press the **SPACE BAR**. Press it again to resume play. **When the disk is being accessed or the game is paused, the cursor may change.** On some computers, a picture of a snail replaces the cursor during these times.

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).

To turn the sound on and off, press the keys indicated on your reference card. Note that sound for some computers can be adjusted with the volume control on the monitor or television.

SAVE/LOAD INSTRUCTIONS (All Formats)

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 check your current Indy Quotient or 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 either **SAVE**, **LOAD**, or **PLAY**. The **SAVE** option will not be available during the opening sequence or after Indy has failed in his quest.

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 pointing the cursor at 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. Move the cursor to **OK** to load the game, or **CANCEL** if you have changed your mind and do not wish to load it.

Series IQ points will be updated each time you save or load a game. If you are playing from floppy disks, you can transfer Series points from one save/load game disk to another by loading a game from one floppy and saving it on a new one. To start fresh with a new set of Series points: If you are playing from a hard disk you must delete all savegame files (all files named savegame with different extensions). If you are playing from a floppy, just use a new formatted disk for your save/load game disk.

~oOo~

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Special thanks to Steven Spielberg.
Extra special thanks to George Lucas.

Translation Table

Property of
Dr. Indiana Jones
Barnett College

Section 2

Section 1

1	2	3	4	5	6	7
A	AEKH	KΦKΛ	KQXΛ	HΓKB	KHΛI	ΛXΔI
B	AXΔΛ	EIEB	AKΔB	IHEI	QAFK	QΛΓA
C	AAΓI	QAHK	ΛQΓK	ΔBHA	BQIQ	ADXX
D	ΔBXA	BOKQ	ΓEXQ	XΦKX	ΔΓΛA	AIΔA
E	AEXB	BHKI	ΛQXI	XΔKK	ΓHΛA	AXΔA
F	BXΔI	ΛKEK	ΛHΔK	AAEA	QAFQ	BBΓX
G	AAΓA	QAHQ	HQΓQ	ΔIHX	EEIΛ	ADXB
H	QΦXΛ	ΓEKB	ΓBXB	XQKI	ΔΔΛK	AKΔK
I	AIΔB	ΛXEI	AAΔI	KA EK	ΓΛΦA	IAΓQ
J	KAGK	ΓΛHA	ABΓA	ΦQHQ	IAIX	QEXA
K	EBXQ	ΔQKX	AEXX	KΦKΛ	QELB	ELΔB
L	BKΔX	AAEA	AIΔA	EAEB	HBFI	BQΓK
M	HAΓB	QAHI	ΛQΓI	XΔHK	BQIA	HΔXQ
N	EQXK	ΦΓKA	ΦΔXA	ΔEKQ	QΦΛX	ΛHΔX
O	ΓXΔA	EKEQ	EHΔQ	ΔIEH	BXΦA	ΓBΓB
P	ΔAGX	BBHA	ΦKΓA	QQHVB	XHII	ΔEXK
Q	BBXB	AQKI	AXXI	ΔΦKK	ΛELA	BLΔA
R	HHΔI	EΛEK	EIΔK	BAEA	HBFQ	IIΓX
S	EAΓA	ΓAHQ	ΔQΓQ	ΛIHX	AEIΛ	EDXB
T	BQXX	ΛΔKA	EΦXΛ	AEKB	ΛΦAI	IHΔI
U	ΦAΔA	AKEB	BHΔB	AI EI	KXΦK	ΔBΓA
V	AAΓI	KVBH	QKΓK	ΛQHA	ΦAIQ	IEXX
W	ΓBXA	EQKQ	BEKQ	AΦKX	KΓΛA	AIΔA
X	AKΔQ	BΛEX	BIΔX	AXEA	EBFB	HQΓI
Y	ABΓA	ΔAHB	AQΓB	ΛΔHI	XEIK	BΔXA
Z	KQXI	EΔKK	BΦXK	ΦEKA	ΔΦAQ	IHΔQ

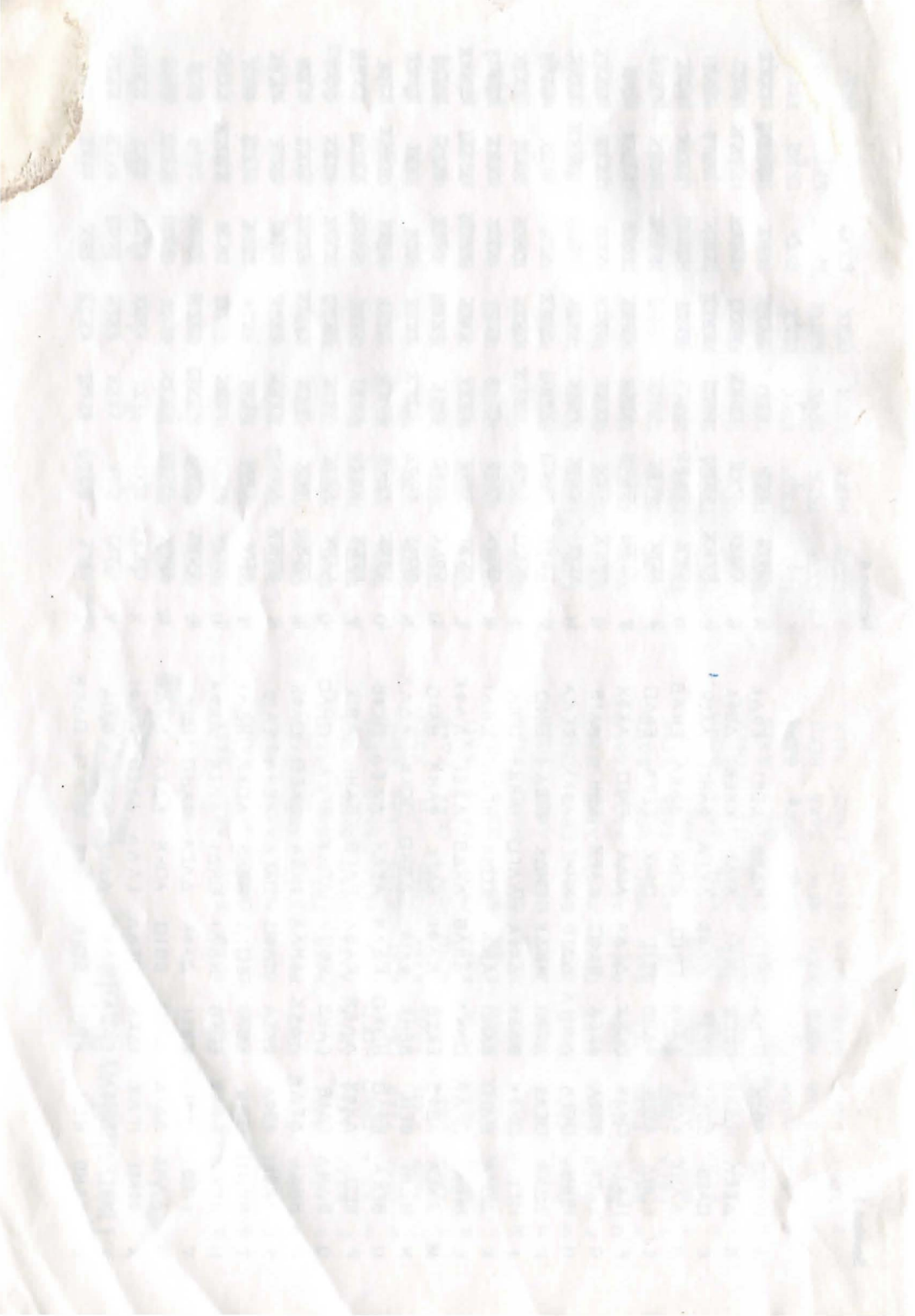
A	XQII	ΔΔXK	ΔΔIK	EEEX	QYKQ	BΓAX
B	EEEX	ΓAXA	QZAX	EXΔQ	ΔKEB	BAXA
C	EXQY	ΔKΓX	IAQX	QYBΓ	ΓΔQB	XBII
D	QYBΓ	ΔQXB	ΔQIB	QYΔX	ΔEKK	EDAX
E	QYBΓ	ΔΔXQ	ΔΔIQ	QYBX	ΔQKX	BΓAX
F	XΓAX	IIΔX	QEXA	ΔAXA	ΔKEB	QYAI
G	ΔAXA	ΔKΓB	EDQB	BQΓI	BQZK	QYBΓ
H	ΔΔIK	ΔQXB	ΔEIB	ΓQXQ	ΔIKX	ΔQAX
I	ΓQXQ	ΔQΔQ	ΔAXX	ΔKΔX	QEXA	ΔKQB
J	ΔKQX	QAXA	KBYA	QYBΓ	BQZI	ΔQIK
K	ΓEIB	XQXI	XQII	ΔΔXK	ΔQKB	QYAX
L	ΔQZK	EXΔK	ΔΔAX	QKΔA	BAXQ	KAXQ
M	EXQY	ΔKΓQ	ΔΔQY	QYBΓ	ΔQZK	EBIB
N	BΔIX	ΔBXA	EDIX	ΔQXB	ΔAKI	EXEK
O	EΓAX	BIAB	QEXA	BAXA	ΔAEK	ΔAXA
P	ΔKQI	QYBΓ	ΔBQK	ΔAGA	QYBQ	ΓQIX
Q	ΔEIB	BQXQ	BQYQ	ΔΔXK	KEXA	QYBΓ
R	XBAX	BXΔX	QYAX	ΔQZK	ΔAXB	QYQI
S	ΔAXA	QKΓB	ΔAXB	XQZK	ΔQZK	BQIB
T	KΔII	EBXK	BΔIK	QYAX	ΔΔKQ	QYAX
U	BΓAX	ΓIAA	QEXQ	ΔAXQ	IIEX	QYBΓ
V	IKQY	ΔAXA	ΔIQX	KQYX	QYBQ	BQII
W	QYBΓ	ΓQXB	ΓQYB	XBΔX	ΔEKK	ΔAXA
X	BQZK	KXΔI	ΔQXK	EDΔK	QYEX	QYQY
Y	ΔAXK	EKΓA	QYQY	ΔBΓQ	QYQZ	ΔΔIX
Z	QYBQ	BQXK	KΔIX	EEEX	ΔΔKB	ΔEXA

Section 3

1	2	3	4	5	6	7
A	BAHQ	ABIX	QIHX	ΔEIA	HΔXB	KEKI
B	ΔEKA	HΔAB	EΦKB	IHAL	AIΔI	KXEK
C	QAEB	BBFI	XKEI	ΔAΦK	AKΓA	ΦAHQ
D	ΔAHK	ADIA	AAHA	ΓBIO	XQXX	ΔΔKA
E	EQHΛ	ABIB	ΦΔHB	IEII	QΦXK	ΓEKA
F	IEKI	QΦAK	QQKK	ΔΓAA	AIΔA	ΓXEQ
G	EXEK	BBFA	ΦKEA	BΛΦQ	KAGX	EBHA
H	IBHX	QQIA	AAHA	ΔΔIB	XHXI	AΦKK
I	ΔΔKB	QELI	ΛΓKI	XHAL	QXΔK	ΓIEA
J	II EI	QXΦK	BΛEK	ΔKFA	AAΓQ	IAHX
K	ΔQHA	BΔIQ	BAHQ	ABIX	KQXΛ	HΓKB
L	IΦKX	QΓAA	QΔKA	ΔHAL	AXΔB	ΛKEI
M	ΔXEA	ABFB	EKEB	AAΦI	XAGK	ΦAHQ
N	HΔHI	BEIK	BBHK	ΦAIA	ΔBXQ	QQKX
O	BEKA	HΦAQ	HQKQ	KΔAX	AKΔX	AAEA
P	II EQ	AXΦX	AAEX	KAFΛ	ΓAGB	BAHI
Q	BΛHA	ΓΔIB	ΓAHB	XBII	ΔQXK	EΓKA
R	HHKI	ΛΓAK	ΔΔKK	AHΛA	ΦXΔA	ΔKEQ
S	AXEK	ΦBFA	BKEA	HΛΦQ	QAGX	ABHA
T	HΔHQ	QIIX	KVBH	EQIA	ABXB	ΛQKI
U	AGKA	EΦAB	EQKB	HΔAI	QHΔI	ΔAEK
V	ΦIEB	IXΦI	XHEI	ΔAFK	ΔAGA	ΦAHQ
W	AAHK	ΔΔIA	ΔAHA	BBIQ	AQXX	KΔKA
X	ΦΦKQ	IΓAX	IAKX	QELΛ	ELΔA	ΛKEB
Y	XXEX	ΔKΦA	EAEA	EΛFB	AAΓI	XVBH
Z	EΔHB	HEII	HBIH	BQIK	ΦBXA	ΔQKQ

Section 4

1	2	3	4	5	6	7
A	QKΓB	BAXI	ΔQZK	EBIB	QYQY	BΔKX
B	ΔQXK	BΓKA	BΔXK	QEKQ	KYAX	ΔQZK
C	ΔKΔA	ΔAXQ	BIAQ	ΔXEX	ΔKQY	QYBΓ
D	ΔIΓX	ΔΔZK	ΔΔIX	QYBQ	ΔBAX	BQKX
E	BΔIK	BAXA	QYBΓ	QYBQ	ΔΔIX	QEXA
F	QYQY	ΔAKX	ΔIXX	QYKX	ΓQXB	ΔQZK
G	BQZK	ΔIEA	EKΔA	ΔXEB	ΔKQI	ΔAXA
H	BAXI	ΔΔZK	EQYK	ΔBQZ	ΓQYQ	ΔAXX
I	BQXK	ΓQKQ	ΔEXQ	QYKX	ΔΓAX	QYEB
J	QYBQ	ΔIEA	ΔAXX	QYKX	ΓXQB	ΔAXK
K	QYQY	ΓBQB	QKΓB	BAXI	ΔΔIK	EEEX
L	BΔXI	ΔEKK	ΔBAX	ΔQKB	ΓAXQ	ΔIΔQ
M	ΔQZK	BAXA	BIAA	QXEQ	KKQX	EXAX
N	QYBQ	KQZK	QYAX	EDZK	QYBΓ	QYKX
O	ΔEXA	EDKB	BQXB	ΔIKI	KQZK	ΔAXK
P	BAXA	ΔAEI	BXΔI	ΔKEK	ΔAXA	ΔKQY
Q	ΔQYK	ΔBQZ	ΔKΓA	QYQY	ΔΔIX	KBXK
R	QYQY	IEKX	IBXX	QYQY	ΔΓAX	ΔIΔB
S	ΔQZK	ΔIEA	ΔKΔA	EXEB	ΔKQI	BAXK
T	EBIB	ΔQZK	ΔAXI	BQZK	QYBΓ	QYKX
U	EXEK	BΔKB	ΓQXB	EΓKQ	IIAX	ΔAXX
V	ΔAXA	BAXQ	QYQY	ΔKEK	QYQY	ΓKIB
W	QYBΓ	QYBQ	QYBΓ	BAXA	ΔAXK	EQKB
X	QYBQ	BQKI	BQXI	ΔQKX	ΔΓAX	QYBQ
Y	QYBQ	ΔIEK	ΔKΔK	BXEX	QYQY	BAXK
Z	BQZK	QYQY	BAXQ	KQZK	EBIX	QYKX



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