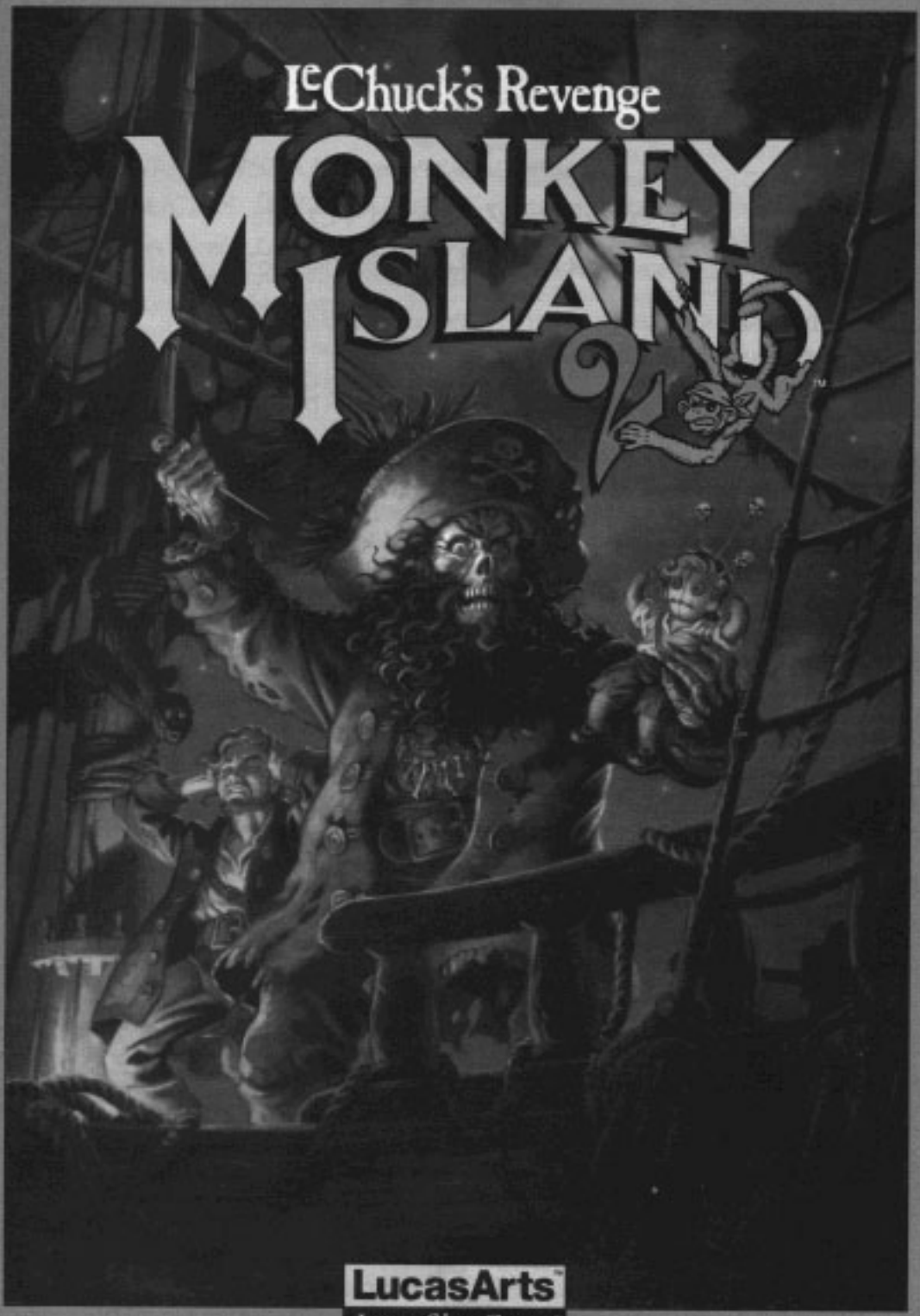
LeChuck's Revenge
MONKEY ISLAND 2
LucasArts
Lucasfilm Games

Lucasfilm Games™ Presents

Monkey Island 2: LeChuck's Revenge™

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This manual assumes that you are using a joystick or mouse. See your reference card for keyboard equivalents.

About Monkey Island 2: LeChuck's Revenge

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

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

If this is your first computer adventure game, be prepared for an entertaining challenge. Be patient, even if it takes a while to figure out some of the puzzles. If you get stuck, you might need to solve another puzzle first or find and use an object. But hang in there and use your imagination... you and Guybrush *will* eventually prevail!

Playing the Game

As the story opens, Guybrush is attempting to explain to Elaine Marley just how he managed to get himself into this fix. Shortly, the scene flashes back to a campfire on Scabb Island, where Guybrush is regaling his new friends with the thrilling tale of his stupendous defeat of the Ghost Pirate LeChuck. These sequences are known as a "cut-scenes" — short, animated sequences, like scenes from a movie — which can provide clues and information about the characters. Cut-scenes are also used to show special animated sequences, such as when Largo LaGrande graces Scabb Island's tavern with his phlegmatic presence. When you are viewing a cut-scene, you do not direct the action.

You begin directing Guybrush's actions as soon as he arrives on the bridge leading to Woodtick. The screen is divided into the following sections:

- The Animation Window is the largest part of the screen and is where the animated action takes place. Dialogue spoken by the characters, as well as game-related messages, also appears here.
- Available verbs are listed in the lower left-hand corner of the screen. To select a verb, position the cursor over the word and press the left mouse/joystick button or the ENTER key. The interface you use to play the game has an "auto-highlight" feature that highlights an appropriate verb when the cursor

touches an interesting or useful object on the screen. 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 will use the highlighted verb with the object, which in this case opens the door (don't worry: this feature won't give away solutions to any puzzles). Keep in mind that even though a verb is highlighted, that one verb may not be the only way to use an object. Try the other verbs as well!

☞ The Sentence Line is directly below the Animation Window. You use this line to construct sentences that tell Guybrush what to do. A sentence consists of a verb (action word) and one or two nouns (objects). Some examples of sentences you might construct on the Sentence Line are "Use stick with box" or "Use pins in voodoo doll". Connecting words like "on" or "with" will automatically be inserted by the program.

Nouns (objects) can be selected in two ways. You may select a noun by placing the cursor over an object in the Animation Window. 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.

☞ The Inventory icons are located to the right of the Verbs. At the beginning of the game Guybrush's inventory consists of an almost unlimited supply of riches. When he picks up or is given an object to use during game play, an icon for that object is added to the Inventory. There is no limit to the number of objects Guybrush can carry. When there are more than eight objects in the Inventory, arrows appear to the left of the icons. Click on them to scroll the icon window up or down.

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

Things to Try in Woodtick

You will shortly be presented with your first opportunity to carry on meaningful dialogue with one of the colorful inhabitants of Scabb Island. See the next section, "Talking to Characters," for more information.

Next, look at the sign next to the bridge. Place the cursor over the sign. Notice that the verb **Look at** is highlighted. Press the right mouse/joystick button or TAB key and Guybrush will walk to the sign and tell you what he sees. The experienced pirate makes a habit of stealing anything that's not nailed down: try to pick up the sign. Select the verb **Pick up** with the cursor by pressing the left mouse/joystick button or the ENTER key. Notice that the words "Pick up" appear on the Sentence Line. Position the cursor over the sign and press the left mouse/joystick button or the ENTER key. This completes the sentence "Pick up sign" on the Sentence Line. If Guybrush is not already standing by the sign, he will walk over to it and try to pick it up. An icon will be added to your inventory.

To commence your exploration of Woodtick, walk to the left edge of the screen. While there are a number of establishments in town which you will wish to investigate, let's start with the tavern: walk to the hatch found in the lower part of the Animation Window.

Find out what you can by talking to the barkeeper: point the cursor at him and press the right mouse/joystick button or the TAB key.

Try walking through the door to the left. Here's the first of many obstacles that will be strewn in Guybrush's path… see if you can discover another way to get into that room.

Talking to Characters

There are plenty of characters in the game with whom you can converse. Nearly everyone 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 him or her later to get new information. What you learn and discover in another area may open more conversational topics with someone to whom you've previously spoken. To talk with characters, position the pointer on them and press the right mouse/joystick button or the TAB key to use the **Talk to** verb automatically.

In a conversation, you select what Guybrush says from among the possible phrases at the bottom of the screen. Just click on the phrase you want him to say. Of course, what Guybrush says will affect how other people respond. And, as conversations continue, you could be presented with a new array of dialogue choices. Don't worry – we'll never punish you for selecting the "wrong" or funny dialogue 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).

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

To bypass a cut-scene, press the ESC key, or press both mouse/joystick buttons at once. See your computer reference card for details. After you've played *Monkey Island 2: LeChuck's Revenge* several times, you may want to use this function to skip over scenes you have seen before.

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

To pause the game, press the SPACE BAR. Press it again to resume play.

To adjust the speed of the Message Line to suit your reading speed, press the keys indicated on your reference card (+ and - on most computers). When you've finished reading a line of dialogue, you can press the Done key (the period — . — on most computers) to clear the line and proceed.

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

To quit the game, press the key combination indicated on your reference card (Control-C on most computers). If you plan to return to the game you're presently playing, remember to save game before quitting.

Our Game Design Philosophy

We believe that you buy games to be entertained, not to be whacked over the head every time you make a mistake. So we don't bring the game to a screeching halt when you poke your nose into a place you haven't visited before. We try to make it clear, however, when you are in a dangerous situation.

We think you'd prefer to solve the game's mysteries by exploring and discovering, not by dying a thousand deaths. We also think you like to spend your time involved in the story, not typing in synonyms until you stumble upon the computer's word for a certain object.

Unlike conventional computer adventures, you won't find yourself accidentally stepping off a path, or dying because you've picked up a sharp object. There are a few dangerous situations which will bring the game to a premature end, but to anticipate them takes just a little common sense, not excessive paranoia. Save the game when you think you may be entering a dangerous area, but don't assume that every wrong step will result in death. Usually you'll get another chance.

A Few Helpful Hints

⌲ Pick up everything you can. Odds are, at some point all those strange things will serve some purpose.

⌲ If you get stuck and can't figure out how to proceed, try looking through all the items you've found and thinking about how each one might be used (perhaps with yet another item in your inventory). Think about the places you've gone, and the people you've met. Chances are, there will be a connection that'll put you back on track.

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