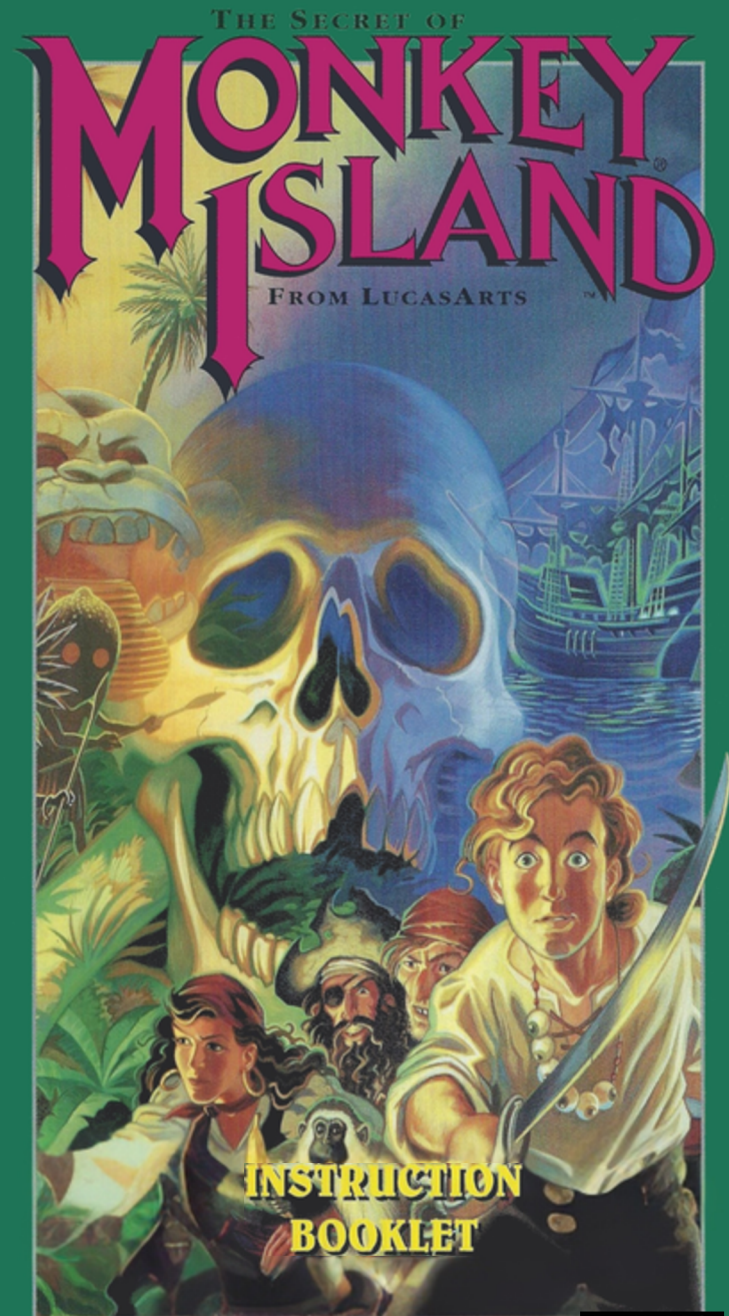


SEGA™

SEGA CD™



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Rated by V.R.C.
MA-13
Parental Discretion
Advised.
Mature Audiences

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FOR OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

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READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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Getting Started



1. A Genesis Controller should be plugged into the "Control 1" port on your Sega Genesis.
2. Make sure that there is no game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.
3. Follow Sega CD System directions to OPEN the Sega CD drive. Press the RESET BUTTON and the disc tray will open.
4. Carefully place your The Secret of Monkey Island CD game disc in the Sega CD System with the label-side facing up. Press the START BUTTON to close the tray and begin play.

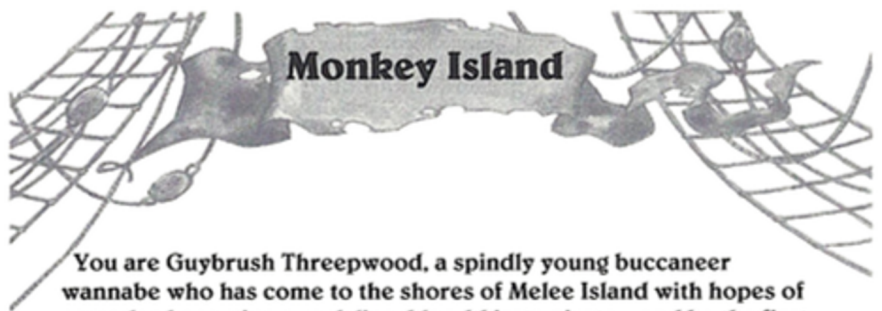
Handling Your Sega CD Disc

- The Sega CD Disc is intended for use exclusively with the Sega CD System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD.

Game Notes



Game Notes



Monkey Island

You are Guybrush Threepwood, a spindly young buccaneer wannabe who has come to the shores of Melee Island with hopes of someday becoming a real, live, bloodthirsty pirate—and be the first swabby to ever to make it all the way to the fabled Monkey Island.

But unbeknownst to you, there have been some strange happenings in the area surrounding the pirate haven, Melee, and the more mysterious Monkey Island. As you venture into this whirlwind of mystery, you'll find that things are not always as they appear, that even bloodthirsty pirates can be scared, and that there's more to being a pirate than swinging a sword and drinking Grog.

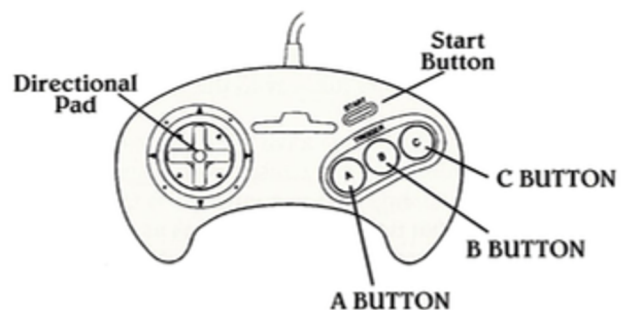
Now in order to fulfill your fantasies of high seas mayhem and mischief, you've got to prove yourself a worthy skaliwag and survive The Three Trials.

Get ready for an honest to goodness swashbuckler's challenge. You've got places to go, people to see and mysterious puzzles to unravel. So don't get discouraged if you don't solve a puzzle right away—nobody becomes a pirate overnight. Being a pirate takes guts, determination and most of all, patience. And don't be surprised if you find yourself chuckling every now and then. Pirates have one heckuva sense of humor, you know.

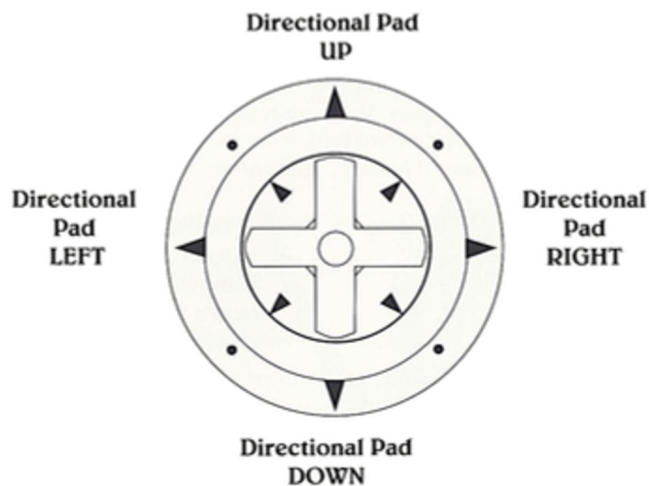


Good luck, young Guybrush Threepwood. Somewhere out there, there's a pirate's hat with your name embroidered on it.

Names of Controller Parts



This manual refers to the following directions:



Game 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.

Unlike conventional adventures, you won't find yourself accidentally stepping off a path, or dying because you've picked up a sharp ITEM. There are a few dangerous situations where Guybrush can die, but to anticipate them takes just a little common sense, not excessive paranoia. Don't assume that every wrong step will result in death. Usually you'll get another chance.



Helpful Hints

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 think about how each one might be used. Also think about the places you've gone, and the people you've met. Chances are there will be a connection that will put you back on track.
- There is more than one way to solve a puzzle.
- You may need to solve another puzzle first, or find and use a specific ITEM to barter your way into the next level.

NEED MORE HELP?

CALL JVC's 24-HOUR TIP LINE: 1-900-454-4JVC

75¢ each minute. If you are under 18, be sure to get a parent's permission before calling. Requires a touch-tone telephone and is only available in the US. Call length determined by user; average length is 3 minutes. Messages subject to change without notice.



Game Controls Summary

DIRECTIONAL PAD:

- Position CURSOR over specific characters and items
- Specify the direction and location of where you want your character to walk.

A BUTTON:

- Activate any COMMAND in the COMMAND INVENTORY
- Walk through a doorway
- Call up a COMMAND or ITEM on the SENTENCE LINE
- Walk to point on the map

B BUTTON:

- Open a door
- Examine an item or character
- Call up the DIALOGUE WINDOW
- Make a selection from your DIALOGUE WINDOW
- Enter a number on the PASSCODE PAD
- Enter your selections in the PAUSE GAME MENU

C BUTTON:

- Bypass a CUT SCENE

START BUTTON:

- PAUSE the game
- Call up the PAUSE GAME MENU

Using the Cursor

Use the Directional Pad UP, DOWN, LEFT or RIGHT to move the CURSOR. You will use the CURSOR to move your character, and scan landscapes for interesting ITEMS and characters.

WALKING AROUND

To walk, position the CURSOR where you want to go and press the A BUTTON. You will then move to that location.

USING THE MAP

To bring up your map, walk to the Lookout Point, past the old man, and down the path on the right. The map contains all the places on Melee you will want to explore. Use the CURSOR to identify the various points on the map and when you want to explore a specific location, position the CURSOR over that location and press the B BUTTON.

- Hint: Before venturing off to the far reaches of the Island, you should gather as many items as you can while in Melee village—you may need them to join the circus or barter with the bridge troll.

The Pause Game Menu



To access the PAUSE GAME MENU from the MAIN GAME SCREEN, press the START BUTTON. While in the PAUSE GAME MENU you can load a game, view your current passcode, and adjust the text speed in the DIALOGUE WINDOWS. You can return to the MAIN GAME SCREEN from the PAUSE GAME MENU by pressing the START BUTTON.

LOAD

The LOAD feature enables you to save a game and continue play on that game at a later time. To LOAD a game, position the CURSOR over "Load" and press the B BUTTON. You can label your loaded game by entering a 4-digit passcode. To do this, position the CURSOR over a numeral on the passcode pad and press the B BUTTON to enter that selection. Once you have entered your passcode, you can select "OK" and save your game under that passcode, or select "CANCEL" to cancel your save.

PASSCODES

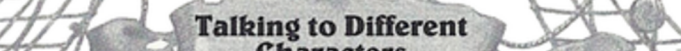
You will be given a new PASSCODE after you complete each trial. Everytime you complete a trial you will receive a four digit code that saves your progress and current inventory in the game.

ADJUSTING THE TEXT SPEED

To adjust the text speed in the DIALOGUE WINDOWS, position the CURSOR over the corresponding directional arrows and tap the B BUTTON.

"CUT SCENES"

CUT SCENES are short, computer-controlled animation sequences that will provide clues and information about the different characters and places in the game. To bypass a CUT SCENE, press the C BUTTON.



Talking to Different Characters



My name is Goudy. The expression on my face at first
 and you a pirate. Can be on your crew.
 who is the owner of the
 face talking to you.

To talk with a character, position the CURSOR on him/her and press the B BUTTON to call up the DIALOGUE WINDOWS.

DIALOGUE BANK

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Main Game Screen

The MAIN GAME SCREEN is made up of the following elements:

The **ANIMATION WINDOW** is where all the game action takes place—character movement, dialogue, specific names of characters or items.

The ITEM INVENTORY is where your ITEMS are stored (see "pick up pot" on page 9). Many ITEMS in the environment, and all usable ITEMS in the game, have names.

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3. COMMAND INVENTORY

COMMANDS are action words or phrases you will use to program your character. All COMMANDS are located in the COMMAND INVENTORY.

When the CURSOR touches an interesting character or useful ITEM, a specific COMMAND will become highlighted, alerting you to use that COMMAND with the character or ITEM. But remember—although a COMMAND is highlighted, it may not be the correct one to use with that ITEM. Don't hesitate to try and use other COMMANDS to make the sentence work for you.

4. THE SENTENCE LINE

The sentences you construct are displayed on the SENTENCE LINE. Use sentences to program your actions—"Open" a door, "Talk to" a character, "Pickup" an item. You form sentences by linking together COMMANDS and ITEMS. Connecting-words like "on" or "with" will be automatically supplied by the computer.

If an ITEM, or character, has a name, that name will appear on the SENTENCE LINE when you position the CURSOR over that ITEM or character. If no name appears, you can be sure that it has no significant value other than as part of the background scenery.



BUILDING SENTENCES

Here are some basic guidelines to help you construct a variety of sentences.

Sample Sentence 1: "Open door."

To "Open" any door, place the CURSOR over it and you will notice that the COMMAND "Open" is highlighted in the COMMAND INVENTORY, and the SENTENCE LINE should read: "Walk to door." Now open the door using the B BUTTON, then enter the room by pressing the A BUTTON.

Sample Sentence 2: "Pick up pot."

Use the following procedure to pick up and store all the ITEMS you find.

When you find the Pot, position the CURSOR over until the SENTENCE LINE reads: "Walk to pot." Then select "Pick up" from the COMMAND INVENTORY, reposition the cursor over the Pot so the SENTENCE LINE reads: "Pick up pot," and press the A BUTTON to activate that COMMAND. The Pot will then appear in your ITEM INVENTORY.

Sample Sentence 3: "Give hunk of meat to deadly piranha poodles."

To build this sentence you must first find the hunk of meat and store it in your ITEM INVENTORY. Once you have the meat, select "Give" from your COMMAND INVENTORY. Now position the CURSOR over the hunk of meat in your ITEM INVENTORY and press the A BUTTON. The SENTENCE LINE should read: "Give hunk of meat to..." Now position the CURSOR over the poodles so the SENTENCE LINE reads: "Give hunk of meat to deadly piranha poodles," then press the A BUTTON and watch what happens.