

THE SECRET OF MONKEY ISLAND STEP-BY-STEP WALKTHRU

PART I - THE THREE TRIALS

Basically there are three trials which you will need to complete before you can advance to Part II. These tasks can be accomplished one by one or all together as you go along. For the sake of ease the tasks will be dealt with simultaneously as we proceed in this walk-thru. You will be completing the three tasks one at a time, however, you will be obtaining items and information along the way that will assist you in the other tasks as well.

When the game opens you are entering from the right on top of a cliff. Talk to the Lookout and then continue down into the village.

Enter the tavern and talk to the first pirate on the right. He will give you important information. Talk to the "Three Important Looking Pirates in the next room". They will set out your tasks for you.

Go into the kitchen. If the cook is in there he will yell at you and tell you that you are not allowed in but step back and wait a few minutes. Before too long he will come out and walk into the room on the far left. Make sure he is completely out of sight and then enter the kitchen. Pick up everything you can get and then go out the back door to the pier. After the sea gull has landed step on the board in back of him several times. Once he has taken flight for a long enough period of time - pick up the fish he was eating.

Before you can start your way towards accomplishing your three trials you will need some money. Leave the tavern and go left (back the way you came). Go past the lookout and turn right. You will now be shown the scene of the entire island. Your immediate goal is the pink light just about in the center of the island. Click on this clearing and Guybrush will go there. This is the circus. Go down and enter the circus tent and listen to what the Flying Fettucini Brothers are discussing. Get their attention by speaking and when they ask if you will work for them ask how much they will pay. Use the pot you got out of the kitchen for a helmet and continue with your job. This will give you the money you will need to buy supplies at the store.

Leave the clearing and go back to the village. Continue past the tavern and through the archway. This will take you into town.

In the town square there is a sneaky looking man with a parrot on his shoulder. You will need to buy the map he offers to you. Then go into the first door on the left of the sneaky salesman. This will take you into the VooDoo shop. Talk to the VooDoo Queen and then pick up the chicken which is laying on the table. Leave the shop and go thru the archway underneath the clock at the rear.

As you come out into the new scene go to the first door you come to and open it. This is the store. Talk to the Storekeeper and tell him you are "just browsing". As you browse around the store you will see a shovel and a sword. Purchase both of these using the money you earned at the circus. Ask the storekeeper where you can find someone to practise swordfighting with. The storekeeper will leave the store to ask the "Swordmaster" to see you. You need to follow him when he leaves the store. He will lead you back up the cliffside and then to the fork in the road which is just before the circus. Once you get to the Fork you will enter the forest. Keep following him through the forest. After the storekeeper leaves approach the swordmaster. Talk with the swordmaster. You leave the swordmaster by going back out the way you came in and then you will automatically take the "short cut" back to the Fork. When you get back to the fork go down the road to the right towards the bright lights. You will come to a bridge where you are greeted by a Troll. Give him the fish which the sea gull was eating and then go to the house which is the farthest light down the road. Stop at the bright lights on your way and take a quick tour of the shipyard. The salesman isn't there right now but he will be back when you need him.

Once you are at the house read the sign and go into the house. Obtain the swordfighting lessons and then go back to the "fork" where you will once again enter the forest. (Note*As you proceed thru the forest you will see some yellow flowers. Pick these flowers.)

When you first enter the forest follow the directions on the "map-dancing lessons". You will only use the first word of each sentence and take that exit to leave the scene you are in. For instance if the line reads "Back- Two, Three, Four then you will go out the "Back" of the scene. This will take you to where the treasure is buried. When you have completed the last direction on the map the "**X**" which the treasure is buried under will be off to your right in the last scene. Dig up the treasure.

After you have left the forest go to the light at the top right of the island. Here you will find a resort with a cable across to it. Climb the ladder and

"use" the chicken on the cable. Go to the door of the house and open it. You will meet "Meathook" and talk to him. Now go back towards town.

You now have the treasure and need to defeat the swordmaster. You have obtained your swordfighting lessons but you need to practice before you take on the swordmaster. To do this you will need to stop the various pirates as they walk along the roads. You will see other figures walking along the roads when you are viewing the entire island. These are the pirates. When a pirate approaches you click on him just as he gets to you. This will engage him in conversation and give you the opportunity to challenge him. Keeping in mind what you were taught in your lessons learn as many of the different correct responses to the various insults. You will need to have many of these encounters in order to learn all the correct responses. Once you get good enough to fight the swordmaster you will use these responses. The swordmaster will use different insults but one of the answers you learn while fighting the pirates will be the correct response to each of the insults she uses on you. After about 3 of the pirates have told you that you are good enough to fight the swordmaster you should go and try. You do not need to find your way back through the forest. Just click on the light where the swordmasters cottage is and you will go directly there. Challenge her to a fight and try to give the correct responses. Don't worry if you don't succeed the first time, just go and fight a few more pirates and try to learn some more responses. Then come back and challenge her again. Once you have defeated her she will give you evidence of your victory to take back to the pirates.

Next you will need to obtain the Idol. Go back to town and proceed into the scene where the store is. If you haven't already responded to the person calling you into the alley - do so now. After your conversation come back out into the street and go into the door to the left of the church. Try to talk to the prisoner. Poor guy, maybe you could find him some breath mints at the store. It is worth a try. Come back to the prisoner and give him the mints then talk to him. Leave him and go out the archway to the left and follow the path to the Mayor's Mansion. Take the yellow flower and "use" it on the meat. (If you've already used the meat in some other way then you'll need to go back to the kitchen in the tavern and get another one). After you have "seasoned" the meat with the yellow flower give the meat to the poodles.

Go into the Mansion and enter the door on the right of the entry door. As you will see this next part will pretty well take care of itself. After a lot of action takes place automatically you will have located the idol but it is in a locked cabinet. However, you now have in your possession some rodent

spray which would help the prisoner. Leave the mansion and give the rodent spray to the prisoner. He will be so thankful that he will give you the carrot cake which his aunt sent to him. Open the carrot cake. Now you have the means of opening the locked cabinet. Go back to the mansion and this time you will enter the other room by way of the hole in the wall. Again there is a lot of action and you emerge with the idol.

Now you meet the voluptuous Governor Marley. It doesn't matter which response you give Fester Shinetop when he stops you the Governor will come to your rescue. You will have a brief dialog with them and then it's time to leave the mansion.

Hmmm. Seems you are now "all wet" as the saying goes. Your first inclination is to attempt to pick up a few of the sharp objects you see laying around, however, all you really need to do is to pick up the idol and you will automatically climb out onto the dock.

Now the pirate LeChuck has the Governor and you need to rescue her. You will need a ship and a crew.

First go to the tavern and pick up all the mugs you can find. Go in to the kitchen and fill one of the mugs with grog from the barrel. You are going to go to the jail and pour the grog on the lock of the prisoner's cell. (The mugs will be melted by the strong grog so you will need to pour the grog from one mug to another before the mug melts completely.) Watch the mug with the ale and when it bends pour the grog in to the next mug, all the time walking to the jail. Pour the last mug of grog on the lock and the prisoner is free.

Go back to the Swordmaster and tell her the Governor has been kidnapped. She will agree to be on your crew.

Go back to see Meathook and open the last door leading to his "beast". Pet the beast and he will agree to be on your crew.

Now go to the shipyard where you will meet an extremely obnoxious salesman by the name of Stan. You can spend as little or as much time as you want dealing with Stan but what it really comes down to is the fact that you don't have enough money to buy a ship. Ask Stan for credit and he will tell you to go to the storekeeper to get it. Leave the shipyard and go back to the store. Ask storekeeper for a letter of credit and tell him that you do have a job. WATCH CAREFULLY when he opens the vault. After he has refused you credit ask him about the swordmaster and he

will leave again. Go to the vault and open it using the "push" and "pull" commands to duplicate the way the storekeeper opened it.

Take the letter of credit and go back to the shipyard. You will need to deal and dicker and pretend to leave and do everything you can think of to get Stan down to the amount of money you have. Once you have done that go back to the village and take delivery of your ship. Your crew will show up on the dock right after Stan leaves.

PART II - THE JOURNEY

Well, here you are at sea. Things aren't going at all like you planned but you make the best of it by exploring your ship while the crew is in mid-mutiny.

In the Captains cabin and open the drawer in the desk. Look at the drawer. Look at the old book. Pick up the feather pen and the ink. Try to open the cupboard.

Go back on deck and climb up to the rope ladder to the crows nest. Get the "Jolly Roger" flag and climb back down.

Go to the hatch behind the mast and climb down. Go to doorway to the left of the ladder and climb down into the galley. Open the cupboard and pick up a box of cereal. Open the cereal and then open the "prize". Climb back out of the galley and then go down the hatch which is in the foreground next to the bed. Go to the kegs on the far left and "Pick up" the kegs. You will find gunpowder. "Pick up" the rope. Open the chest to the far right and "Look at" the chest. You automatically pick up some fine wine.

Go back to the Captains cabin and open the cabinet on the far right with the Monkey's head key. Pick up chest and open it and then "look" at it. You will get a piece of paper and some cinnamon sticks.

Leave the Captain's cabin and climb back down to the galley. "Look" at the paper. Study the ingredients. You have all of the ingredients of this recipe although not necessarily in the form specified. Put all of the ingredients into the cook-pot.

Cinnamon sticks, mint (breathmints), human skull (Jolly Roger flag), squid ink (ink), Monkey blood (wine), live chicken (rubber chicken with pulley in the middle), Brimstone (gunpowder), and yellow 8 (cereal).

Well, that was an experience, wasn't it?

OK, now that you're awake again. Pick up the pot on the countertop just underneath and to the right of the cereal cupboard. Go back up on deck.

Lookee here, Monkey Island!!

Go back down and get some more gunpowder and then go to the galley and "use" the feather pen with the fire under the cook pot. Come back up on deck and "use" the gunpowder with the cannon nozzle. "Use" the rope with the rear of the cannon. Then "use" the pot. When you "use" the pot you will automatically light the rope fuse and put the pot on your head, climb in the cannon nozzle and ---away you go!

PART III - UNDER MONKEY ISLAND

You find yourself in a very compromising position. Wait until Herman Toothrot comes by and the monkey leaves then click the mouse to extract yourself and "pick up" the banana. "Look at" the sign if you so desire. This is all you can do here now so walk into the jungle. Once again you have an overhead view of the entire island. You will see the monkey running around but you'll deal with him later. Go to the other side of the river which you see in the upper left. When the volcano comes into view search for the Fort which is on the upper rim of the volcano. Go to the fort by clicking on it with the mouse. Once you are in the fort pick up the rope and the spyglass. "Push" the cannon and then pick up the gunpowder and the cannon ball.

Go back down to the jungle and go to the right along the river. You will see the place where the river comes out of the mountain and another dry river bed goes off to the right. This is call the "River Fork". Go to the river fork and pick up the note and also the rock that is on top of the note (this rock is referred to as the "noteworthy rock"). Cross the foot bridge and climb the stairs on the other side of the river. When you reach the balancing rock pick up the note and read it. Continue to climb up the stairs to the top. Herman will come and visit you again. Go to the large rock which is on the very edge of the cliff. "Push" this rock. If the resulting catapult hits your ship then climb down to the balancing rock and "pull" the end of the horizontal rock twice. Read the note which is here now. Go back up to the top, pick up a rock from the heap of rocks and then push it off the edge. As indicated by the note you can hit the banana tree on the beach. This is what you are aiming for. If you hit it you will hear it. Continue using rocks in this fashion until you hit the banana tree.

Climb back down the cliff to the bottom and cross back over the footbridge. If you point the mouse to the rocks on the near side of the river you will see an area referred to as "the dam". Go to this area and "use" the gunpowder on the dam. "Use" the "noteworthy rock" on the cannonball. Voila' - no more dam. Go to the pond at the end of the new river and "pick up" the rope which is there next to the unhealthy looking man. Herman will visit with you for awhile.

Walk back thru the forest to the area where you started from the beach. You will see an area called "the crack". Go to this area. You are now on top of a cliff and down below you can see two oars. "Use" the rope on the branch to the right of the path and then "use" the second rope on the sturdy stump on the next ledge down. Climb down both ropes and "pick up" the oars and then climb back up. Return to the beach, pick up the two bananas which you knocked out of the tree and then "use" the oars in the rowboat. Paddle the rowboat to the right, (Note* if you click on the area off the side of the screen the boat paddles much faster) Go past the next beach and around the section of island that sticks out like a thumb. Continue on to the next scene. Click on the beach that is here and you will land on the beach. Read the note and then go into the jungle.

Go to the village. As you enter the village go to the left. Pick up the bananas from the bowl of fruit. Go back to the right and you will encounter the "headhunters". Once you have talked with them you now find yourself inside one of their huts. Pick up the skull on the floor and underneath it is a loose floor board. Open the loose board and leave through the hole. Sorry, the banana picker is too big to take with you. We'll come back for it.

Go back to your rowboat and paddle all the way back to the beach where you started. Go into the jungle and find the little monkey. Give the monkey all five bananas (one at a time). He will now follow you. Walk through the jungle, past the pond and go to the first beach. Walk across the beach and up to the clearing in the middle of the "thumb" part of the island. When you get to the clearing go to the right until you reach the fence. "Pull" on the nose on the right side of the totem pole. (Only one of them has a nose on the right side). As you pull on this nose the gate opens, but, as soon as you let go the gate closes. However, "Monkey see, Monkey do" so after you let go the monkey will hang from it allowing you to enter the gate. Go into the Monkey grounds and stand in front of the right ear. After the scene change pick up the smallest idol on the ground. Come back out of the monkey grounds, go back through the forest and get your

rowboat. Row back around the island, land on the beach and return to the native village.

Enter the native village - go to the front of the hut where you were held prisoner and then turn around and go back to the right. Offer the natives "anything" and then when they give you "one more chance" give them the small idol. After they leave go into the hut and get the banana picker. As you leave the village you will find Herman right there. Give banana picker to Herman (don't wait for him to stop talking, just go ahead and give it to him) He will then give you the "key" to the monkey head. Go back to the monkey grounds and use the "key" in the right ear of the giant monkey.

Go into the monkey head and wander around a little. It soon becomes obvious that you're not going to get anywhere this way so go back to the native village to see if they have any ideas.

When you get to the village be sure to discuss LeChuck with the Natives. Use the phrase "I'm off to locate LeChuck and the magic root". They will then tell you about the Head of the Navigator. They will also tell you that you cannot have it because they only have one. Look at the leaflet that was given to you by "Stan". One of the says "How to get ahead in Navigating". Get it? "A - Head". Give the leaflet to the natives and they will give you the Head of the Navigator. Go back to the Giant Monkey and enter the catacombs. When you get into the catacombs "use" the navigators head. He will face the direction you are supposed to go. If you cannot tell for certain which way he is facing just "look" at the head and then you will be able to tell.

Now, if you have followed the directions indicated by the head you will come upon LeChuck's pirate ship. Walk to the ship and attempt to walk to the hatch on the right. Well, that didn't work. O.K., put on your best manners and beg the necklace from the Navigators Head. Don't pay any attention when he says that it won't do any good to beg, keep on begging anyway. He will finally give you the necklace.

"Use" the necklace and then go back aboard the pirate ship. Go down the hatch and through the room with the sleeping pirate and into the room with the livestock. To the left of the chicken closest to the pig pen you will find a "ghost feather", pick that up. Look at the "glowing crate" and the closed hatch on the floor. Go back into the room where the pirate is sleeping and "use" the ghost feather on his feet. When you tickle him with the feather he will drop his jug. Pick up the jug.

Go back up on deck and walk past the dancing ghosts to the left. Open the door on the left and enter the Captains cabin. Look on the wall behind the captain. Next to the map you will see a key. "Use" the magnetic compass that Stan gave you on the key. Go back out of the Captain's cabin and go across to the door on the right. Open the door. Hmm, that door needs some oil or grease of some sort. Go back down the hatch, past the sleeping pirate and "use" the key on the locked hatch. Go down the hatch and over to the tub of grease. You need to put the rat out of commission for awhile. "Use" the jug of grog on the dish on the floor. Well, that takes care of him. Go to the tub of grease on the right and "pick up" the grease.

Go back up on deck and "use" the glob of grease on the squeaky door. Open the door and enter the area where there is a pirate asleep on the floor. "Pick up" the tools which are hanging on the wall next to the sleeping pirate and go back down the hatch. "Use" the tools to open the glowing crate. Once the crate is open "look at" the glowing crate. You now have the root. Leave the ship and go back to the village and give the root to the natives. They will give you their fermented root mixture.

Take the root mixture back to the pirate ship (which is much easier to do this time). At this point there are two different ways the story can go depending on if you sank your own ship when you were using the rock catapult. Regardless of which method you use you will wind up back on Melee Island.

LAST PART - GUYBRUSH KICKS BUTT

You are standing on the dock on Melee Island. Go to the right which will take you to town. When the ghost chases you back use the Fermented Root Mixture on him. Go on into town and to the church.

When the ghost in the town square stops you and asks you if you have an invitation use the root mixture on him also. Continue to the church and go inside. "Stop the Wedding" and proceed to confront Captain LeChuck. The following exchange will pretty much take care of itself however you will ultimately find yourself being tossed around Melee Island compliments of Captain LeChuck. At one time you will wind up in the soda machine outside of Stan's office.

When Captain LeChuck pulls you out of the soda machine there will be a bottle of soda on the ground. Pick up this bottle and "use" it on Captain LeChuck. You might have difficulty doing this but if you don't make it the

first time, don't worry you'll be back. Continue trying to "use" the soda on the Captain until it works.

Congratulations, You Have Finished. Now you can just sit back and watch the finale with just a few lines of dialog input required from you.

I hope you have enjoyed this walkthru of The Secret of Monkey Island. This walkthrough has been created entirely by Sandy Kettenhofen. If you have any comments, corrections and/or criticisms you can address them to me via Compuserve E-mail #75020,512 by regular mail at P.O. Box 357, Homewood, CA. 96141.