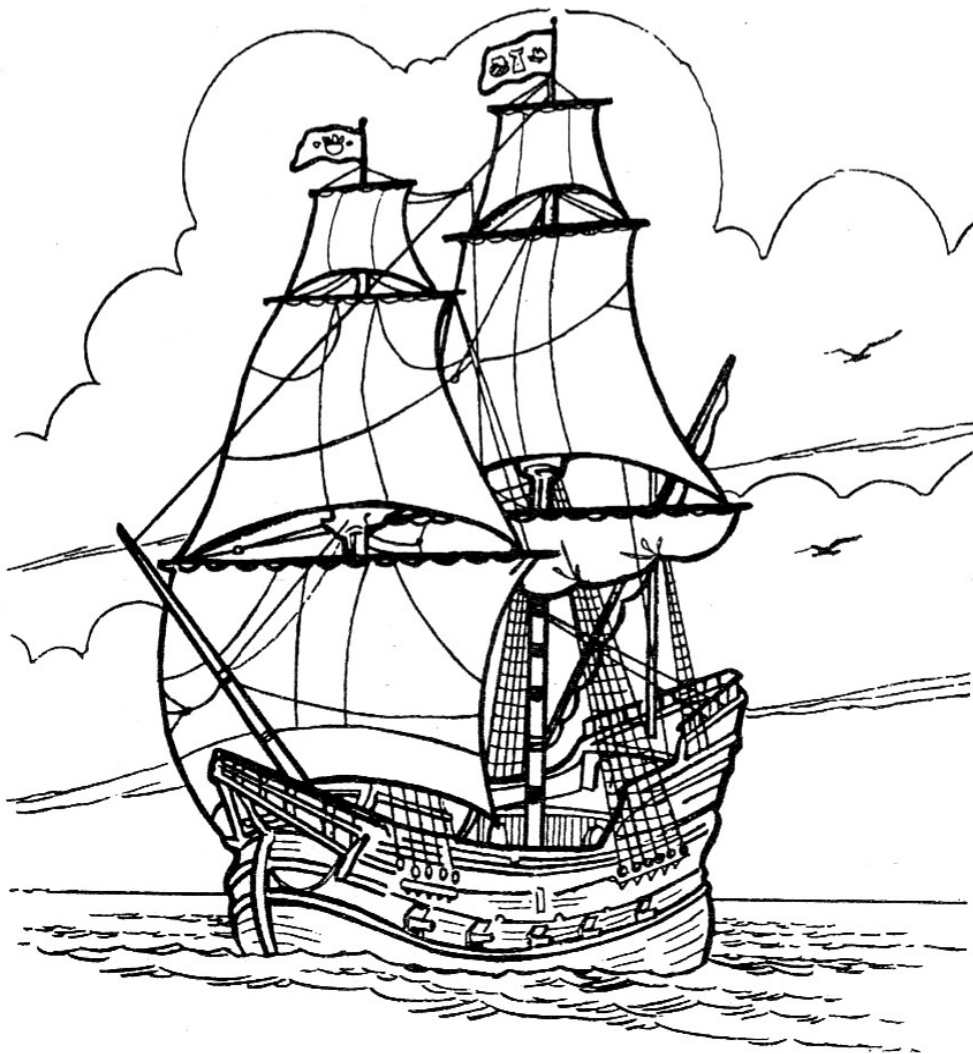


# THE SECRET OF DONKEY ISLAND



## **1 Installation**

To install the game you will need: The original floppy disk, a 286 PC (or higher), 3.5 inch floppy disk drive, operating system DOS 3.0 and higher, and 3 MB space on your hard drive.

Insert original floppy disk to drive A (or B).

Type A:INSTALL and press the Enter key (alternatively B:INSTALL if you install from a B drive).

After the successful commencement of the installation program, answer all questions.

The installation drive is the floppy drive in which you have inserted the original floppy disk (e.g. A or B).

The full path describes the hard drive and directory, where you wish to install the game (e.g. C:\TOO or D:\GAMES\TOO).

The last question is from a foreign decompressing utility, which asks if you really wish to install the data files to the hard drive. After pressing 'Y' (from English 'Yes') an installation of the data files to the chosen hard drive and directory will take place.

This concludes the installation.

## **2 Starting the game**

A successful installation creates data and executable files in target directory. To run the game The Secret of Donkey Island type START in the target directory and hit ENTER (executing file TOO.EXE). Each time you wish to start the game, the original floppy disk must be present in the floppy disk drive.

### **2.1. Hardware requirements**

The game requires 530 Kb of memory, VGA video card and monitor, and mouse with appropriate driver.

### **2.2 Error messages**

On initial execution, the program performs a check to ensure all data files contain the correct content. It may find an error. This could be a damaged data file, or an issue with product legality. For this reason, we recommend reinstalling the game using the original floppy disk. During installation, choose the directory containing the damaged game and it will be overwritten. Save files (\*.ZAL) will remain untouched and usable. In the circumstances you own an original, non-pirated version of the program, and the game still claims "UNAUTHORIZED COPY OF A PROGRAM" on runtime, this is fine, but some system

variables might have changed (e.g change in CMOS or a MOTHERBOARD was replaced). If this occurs, you will have to insert the original floppy disk and reinstall the game. You will not be required to install data files again (meaning do not answer 'Yes', but rather 'No' during data decompression).

## **2.3 Beginning of the game**

After a short title sequence, a menu with the following options will appear: START, INTRO, RESTORE, EXIT. Select one using your left mouse button.

A short description of all given options follows:

START – Start a brand new game from the first playable scene.

INTRO – This will play the introduction sequence (approximately 5 minutes), to familiarise players with the story.

RESTORE – Continue on from a previously saved game file.

EXIT – End the game (Exit to DOS).

## **2.4 Recommendation**

For optimal runtime we recommend a software disk cache (ie. SmartDrive program).

Your monitor should have brightness set to minimum, for optimal eye health. Design of the game's graphics was adapted to adjust to variable contrast. The game should look normal even with low brightness settings.

We recommend you do not play the game in the MS-Windows environment, since this causes the game to run abnormally slow and may cause collisions (namely during Multi-Tasking).

# **3 The Game**

## **3.1 Story and characters**

The story of The Secret of Donkey Island is a parody sequel to two famous American games. It was made using different software, and most importantly, released for a Czech audience. For those who never played the original games, let us summarise the story:

In the first game, young Guybrush Threepwood becomes a pirate, and must save a beautiful governor from the hands of the ghost pirate LeChuck. He eventually succeeds, and the ghost of LeChuck is destroyed.

In the second game, Guybrush Threepwood searches for the legendary treasure of Big-Whoop. LeChuck's followers are successful in reanimating his body. LeChuck, now in the form of an animated corpse, tries to take revenge on Guybrush. Guybrush finds the treasure and meets with zombie LeChuck.

After a dramatic ending, LeChuck is crippled, and hopefully, definitely dead.

Our story begins a few years later. LeChuck's brother LeGek appears, and the life of Guybrush Threepwood is once again threatened. A pirate galleon captained by Guybrush, is destroyed by LeGek, leaving Guybrush to become a lone survivor. He awakens on a beach of an unknown island. And that's how our game begins...

### **3.2 Controls**

The game is controlled by a mouse. Moving the mouse will move a cursor on your screen. Generally, the cursor is a white movable object in the shape of an arrow, or it could take the shape of an icon or item (more details below). Click on any of the icons, then perform the selected operation in the game screen above, or on one of the items in your inventory below (more details below).

#### **3.2.1 Description of game screen**

The screen is divided simply and practically. At the top is a large game screen, which displays a main scene of the game (e.g. in front of a cabin, beach, or a jungle). This is where the main portion of the game takes place; characters can move, and obtainable or usable items will appear there. The lower part of the screen serves to control the game. It is primarily a control panel with icons and inventory (see details below). Below the control panel, the name of the current game screen is displayed.

#### **3.2.2 Donkey Island**

Donkey Island is much larger than it appears to be. Only the most important places have their own, in-game scene. If you would like to travel to a different place, Gajbraš must walk (see walking icon in 3.2.3) to the edge of the current location - then a bird's eye perspective of the island will appear. The names of available locations will appear, depending on the movement of the cursor, in the bottom part of the screen. Note: Not all locations are available from this screen, this is dependent on which locations you choose to visit.

#### **3.2.3 Icons**

This is the name given to the squares on the control panel. Each icon displays a symbol relevant to its function. Use the mouse cursor and left button to click on the icon to activate it - the shape of the cursor will change to that symbol. With the new type of cursor, the player can perform various operations. Point on an object, item, or place where you think the icon might trigger an action, and click the left mouse button. There will be a reaction to your interaction that may be meaningful - or not at all. Some icons can also be used on items in your inventory. Individual icons and their functions are described in detail here:

## **Walk**

Use this icon to make Gajbraš walk. Click on it, and then with a cursor shaped as a character, press the right button on any place in the top part of the screen where you would like Gajbraš to go. If there is a path, he will walk there. In the case of a complicated and/or zigzagged path, you may have to repeat the process. The walk function only works for direct, linear connections, which are not always possible. To walk between screens, one has to walk to the edge of the screen, at a point where it links to another screen. If you are not successful, repeat the process and it will work eventually.

## **Search, examine, look at**

This icon can be used to tell Gajbraš to examine an item, object or place. Clicking the icon will change the mouse cursor to the shape of an eye, which can look at things. This function can also be applied to items you have collected in your inventory.

## **Use, open, close, press, pull etc.**

If you click on this icon, the mouse cursor will change to an open hand, which you can use to make Gajbraš perform operations on various objects. Clicking with your hand on any object or item (e.g. closed doors, a button etc.) will open a door, press the button, or some other action. Gajbraš will also use several items in his inventory. Some items can be used directly (e.g. cut something with a knife, break something with a hammer). The functionality of this icon varies greatly, and can be used to achieve many things.

## **Pick up, take**

There are plenty of useful items around the island, and Gajbraš can use the symbol of a grabbing hand to pick up, take, gather, catch, or rip out things. Successfully obtained items will appear down in the inventory, where they can be examined or used by different icons.

## **Talk, speak to**

Perhaps you will need to speak with somebody (or something!) on an abandoned island. This icon will enable you to do so. With the mouse cursor represented by a speech bubble, click on those you'd like to speak to. If possible, a menu containing sentences or questions will appear. Dialogue options may be affected by possession of certain items, or knowledge about certain things. During the game's dialogue sequences, you can acquire information (usually quite vague), or obtain or exchange certain items.

## **Computer icon**

Clicking this icon will open a simple menu where you can change the speed of on-screen text, save your current game (SAVE), load a previously saved game (RESTORE), play a brand new game from the very beginning (RESTART) or exit to DOS. A more detailed description of the SAVE and RESTORE options

is in chapter 3.3. It is possible to switch between icons in order, by clicking the right mouse button.

### **3.2.4 Inventory**

This is the name for a set of small windows in the bottom part of the control panel, where items you pick up are stored. Items in the inventory can be examined, looked at or used with the appropriate icons.

You don't have to worry about filling up your inventory - while in theory possible, practically this can never happen. A more likely scenario is that you may use an item incorrectly, losing it forever, rendering the game unfinishable. We recommend saving your game often - believe us, it pays off.

### **3.3 Loading and saving positions on a hard drive**

Games of this genre are typically played over several sessions. For this reason, there is the very important option to save your game, which can be loaded at a later time.

If you'd like to save your game, click on the computer icon on the control panel, with your mouse cursor (see 3.2.3). A menu appears with the SAVE option - then a special sub-menu will appear in which you may first select a position to save the game, and then type the preferred name of the saved game.

Positions marked as 'Empty slot' are empty (They commence at the start of the game). Positions with other names are occupied with previously saved games - if you select one of these, the previously saved game will be overwritten.

Loading previously saved games is similar. In the main menu click on RESTORE and in the following sub-menu select a position you wish to load from. If everything is working correctly, the saved game will load without any issue.

### **3.4 Goal of the game and how to reach it**

The goal of the game is to save Gajbraš by leaving the island, and avoiding the revenge of Captain LeGek.

The game needs to be played by using all icons, and meaningful combinations of all items. Some puzzles are very difficult to solve due to their surreal nature; these can be quite irrational. Do not be afraid to use seemingly illogical combinations of items, it might lead to a solution for an otherwise unsolvable problem. Do not forget that the results of using certain items may differ depending on your location.

Incorrect choices may lead you to a dead end, which can be solved only by loading a previous position or restarting the game from the beginning.

## **4 Epilepsy warning**

Before using the game read the manual. Some people can have epilepsy or consciousness damage if exposed to certain types of flashing lights. These people could be affected by certain screens or images while playing certain video games. This could also happen to people without a history of epilepsy. If you or a member of your family has symptoms similar to epilepsy (losing consciousness) seek medical advice

from a doctor before playing the game. Children should be under supervision of their parents when playing the game. If you or your children have symptoms such as vertigo, visual pain, disorientation or spasm, quit the game and seek medical assistance immediately.

#### **4.1 Safety measures during gameplay**

Do not sit too close to your monitor. Do not play the game if you feel tired, or have had inadequate sleep. Pay attention to the light levels of the room you play the game in. Take 10-15 minutes of rest following every hour of gameplay.

The warnings contained here are listed as a precaution, since static images usually do not cause any of the described issues.

Pleasant play and many great experiences, from Vochozka Trading and Pterodon Software.