

THE CURSE OF MONKEY ISLAND Complete Walkthrough

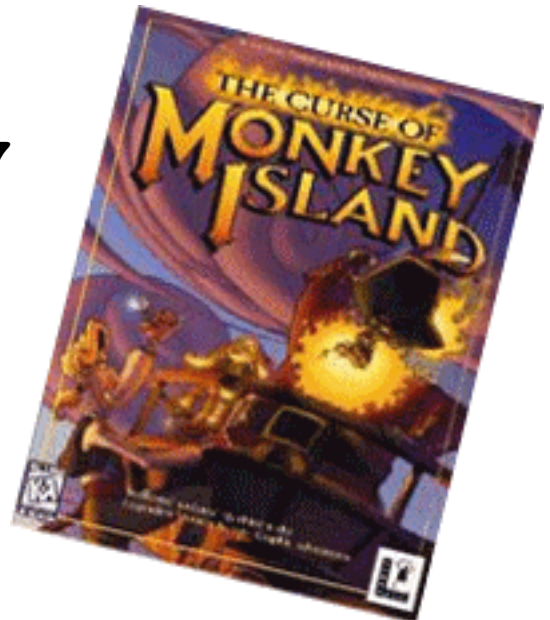
Welcome...

to the first walkthrough for CMI ever published
(As far as I know)

Published: November 17, 1997

An online-Version of this
document is available at

<http://members.tripod.com/lwein>



For questions, comments and suggestions
feel free to write an e-Mail to

Christian Holthaus

Let me tell you...

it's easy to 'walk through' the whole game with these instructions. But it is much more fun playing it by yourself and solving all the puzzles with your own brain. Also, there's a lot of story and well-designed plot you simply miss if you don't talk to the people to get information. I didn't write down all the funny dialogues, the stories people tell and the great videos. You'll find them if you look around on your own.

But...

if you're stuck in a situation, and trying for hours to solve a specific puzzle and still don't get it, and there's no fun anymore, only frustration, then take a look at the hints I wrote down. I hope they'll help you and you enjoy playing afterwards.

A note for Mega Monkeys:

Take a look at page 15 for specific Mega Monkey Hints. Or follow one of the [MEGA-MONKEY-NOTE](#) links.

Some technical note for first-time-users of Acrobat Reader:

The blue lines are clickable, like in HTML. It is possible to start your e-Mail client and to jump from one chapter to the other with links. The index links open if you press <CTRL+8>.

Although there are clickable links, this document is meant to be printed.

That's all, I think! Have much fun with the game!

[Christian Holthaus](#)

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Part I: The demise of the pirate captain LeChuck

You will find yourself in the body of a ship with Bloodnose. Talk to him, and you will learn that he is Wally (from MI2). He will give you a book called "Piracy - the LeChuck way". If you talk a little bit more to him he will break down and cry.

Now go to the cannon and shoot the skeletons. After taking Wally's plastic hook and the ramrod off the wall, take a look out of the window. Put the hook and the ramrod together to get a gaff, and fetch the skeleton arm swimming below the window with it.

There's a cutlass you get as a bundle with the skeleton arm. If you want, you can hit Murray, he will fall in the water. Now get back into the room. Use the cutlass to cut the cannon restraint rope. Then fire the cannon and see what happens.

You will find yourself in the wrecked ship. Take the bag, it is full of wooden nickels, and the diamond ring behind the bag. You can take a look around this room, but there's nothing more you need to take with you. Use the diamond to cut a hole in the porthole glass and see what happens.



Part II: The curse gets worse



Take the glowing ember (on a stick) near the shipwreck. If you like you can try to push the secret button near the bridge. Then go right and follow the path with the voodoo markings. Go to the shipwreck in the swamp and enter it. Take the pin that sticks in the voodoo doll and use the wooden nickels with the gum machine. Then pull the alligators tongue.

Talk to the **voodoo lady** about Elaine. You will learn that she has been captured by pirates. The lady will tell you that the only thing to lift the curse is to replace the ring that cursed Elaine with one of even more beauty. That ring is to be found on blood island, and you need three things to get there and

find the ring: A **map**, a **ship** and a **crew**. You also have to get **Elaine** back, who is captured by the pirates of Danger Cove. After you learned everything you can from the lady, go to Puerto Pollo.

Go to the **theatre**. Since the front door is closed, you'll have to use the stage door. Take the glove from the pirate coat and have a look at the dandruff (Note for Mega-Monkeys: Take a close look at the coat!). Take the lice too. Then turn to the magic wand and use it on the magic hat. Take the book that will appear. It is "A-mfggh-C's of Ventroliquism". Go right on the stage and try your new book on the actors. By talking to the actors, you learn that their agent may know how to get to blood island. The agent is in the beach club at the moment.



Next, go to the "**Barbery Coast**". Put the lice on the comb the barber is using and see what happens. Sit down on the barber chair and let the haircut begin. Use the handle of the chair and take the paperweight from the hairstyling book. After the pirate vanished, use the handle until you can reach for the scissors. Take them and get out of the shop. By the way, don't forget the jawbreaker on the floor. **MEGA-MONKEY-NOTE**

With the scissors, you can work your way to **Danjer Bay** (look for a sign in the city. It's between the chicken and the lemonade shop). In the process, you will gain an ipecac flower.

Arriving, take a look at the S-sign. Take all the stuff you can find inside the snake, and then use the ipecac flower with the pancake syrup. Feed it to the snake.



In the quicksand, build a pea shooter with a thorn and a reed. Now assemble a balloon and the paperweight and blow the floating balloon. After it has reached the end position, shoot it with your pea shooter and use the live-saving plant to get out of the quicksand.



Now you will come to Danjer Bay. If you try to get on the ship you are made walk the plank. Since there is no way to get there undiscovered, you decide to go back to town and search for other possibilities.

In the **chicken shop**, show your reservation slip and take the club card from the table. **MEGA-MONKEY-NOTE** Push the man at the table and take the bread knife from him. Now give the jawbreaker to the captain Blondebeard. Offer him some chewing-gum. Remember the pin from the voodoo lady? Use it right here on the bubble-gum. Take the gold tooth. **MEGA-MONKEY-NOTE**



Now you're ready to get the map to blood island. Go to the **Brimstone Beach Club**. The cabana boy will want to see your membership card, so show it to him. Before going to the beach, take three towels and put them in the ice bucket. Then use the wet towels with the cabana boy. Fetch the cooking oil and go on to the beach.

The man you are searching is the sunbather. As you try to get to him, the hot sand stops you. Put the wet towels on it, and pass. If you open the gate

near the sunbather, you don't have to do that towel stuff every time you want to go to the beach.

Get the mug from Palido Domingo, and go to the lemonade shop. Replace the bottomless mug with yours and buy a drink. Take the pitcher the shopkeeper left on the table and fill it with the red dye from the dye vats near the lemonade shop. Go back to the beach. Give the bottomless mug to Palido, then use the red dye with the mug. Palido will turn over and there, on his back, is the map to blood island. Now (yes it's hard, but there's no other way) use the cooking oil on Palido's back. You now can pick up the map.



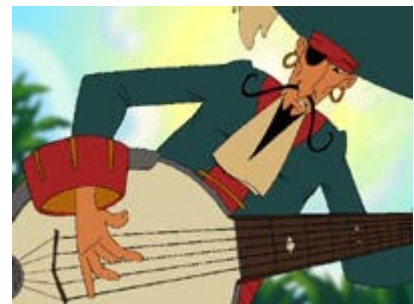
Next we will get the **crew**. All the three barbers will join you, but each of them wants to be convinced that you are a worthy captain.

The easiest is **Cutthroat Bill**. Just show him the golden tooth.

Van Helgen is a bit more difficult to convince. You have to duel with him. First you need an insult that impresses him, so you hit him with the glove you found in the theatre. If you choose a pistol as a weapon,



you soon recognize that you'll never win against him. So you choose the banjo. You have to repeat what



Van Helgen plays, fortunately only the last notes, but it's best if you write the string numbers down. Van Helgen will then rock away with the guitar, and you decide to place a real good shoot. Take one of the pistols and use it on the banjo of Van Helgen.

The last one is **Haggis McMutton**. He wants to be beaten in the "Caber Toss". If you try you will see that you'll never beat him without tricks. So you go to the field to do some preparation. Go to the grassy knoll and use the bread knife on the sawhorse. Now use the ember from the beginning on the trail of rum to make the keg explode. Now go back to the barber shop and do the caber toss once again.

Next thing you need is a **ship** to sail to blood island. Go to Danjer Cove, but now use the bread knife to cut the plank before you enter the ship. **MEGA-MONKEY-NOTE** As a result, you will be tarred and feathered. Now go to the chicken shop and introduce yourself as "El pollo diablo". You will be brought inside the pirate ship then. There, use your ventroliquism book with the captain. If you forgot to take the book in the theatre, you can get out through the window. After your trick the first mate leaves and you take the map to where they've buried Elaine. You'll have to leave through the cabin's window because the crew took the boat to get from the ship.



Because of the many questions regarding the cannonballs, I have added very explicit explanation for these last steps.

PLEASE DO NOT SEND E-MAIL REGARDING THE CANNONBALLS UNLESS YOU ARE SURE THAT YOU HAVE DONE EVERYTHING ACCORDING TO THE EXPLANATIONS BELOW!

Make sure you have the **map** from the **ship**, and make sure that you have already convinced all the **sailors** from the "Barbery Coast" to join your crew. Now go to the theatre, enter through the stage door and go upstairs to the lights. Pull the handle. An X should appear on the stage, near the headstone, and Guybrush should say something like "This must be the place where they've buried Elaine". If, not, check whether you have the map with you or not. For Mega Monkey mode I put in this **MEGA-MONKEY-NOTE** Please read it if you can't make the 'X' appear, maybe you are playing Mega Monkey.

There should be a show starting right now, and the "worn travel trunk" should be open, revealing some cannonballs. You realize that Thespion (one of the actors) will use the cannonballs in his show, but you need a clear stage to dig for Elaine. So you decide to ruin his performance by using the chicken grease to make the cannonballs (in the worn travel trunk) slip through Thespions fingers. After that, you go on the stage, take the shovel and dig for Elaine.

Part III: Three sheets to the wind

In the beginning, Rottingham will steal the map from you. You now need to steal it back from him. As described in the manual, there is the choice between a very easy sea battle and a normal one. I preferred the easy one, since this is a rather boring part of the game (<- opinion). When you capture a ship, you'll fight with the captain. You win by giving the right answers and choosing the right insults. Begin with the less fearsome pirates, and work your way up. Every time you captured a ship, sail to puerto pollo and buy some better cannons. If you have the best cannons, you can attack Rottingham. The insults Rottingham uses are different from all the other captains, so you need to use your brain to choose the right answers. You really have to attack all the other pirates in order to learn the rhymes they use in their battles. You may have to battle the really fearsome pirates more than once. If all of this is done, he will give you the map, and you're ready to sail on to blood island.



See [page 17/18](#) for a complete listing of insults

Credits for this complete (?) listing of insults used by the pirates and Captain Rottingham go to

Francois Campill



Part IV: The Bartender, the Thieves, his Aunt, and her Lover



You arrived at blood island. Take the bottle in the sand (the shaving soap) with you and go to the hotel. There you'll find a fortune-teller. Speak with her and let her tell you your future. Let her do the tarot game and take the five death cards with you. Be sure to have five cards. If you want to speak with the barkeeper, you'll have to mix him a hangover remedy. Get the book from the bar and read the

recipe for this cure. You'll need one egg, pepper and 'hair of the dog that bit ya'. Take the cushion with you, you'll need it.

The hair of the dog: go to the cemetery and farther until you see an old dog laying in his dog house. Feed the dog with the dog tricks and then take his hair. **MEGA-MONKEY-NOTE** Take the mallet and the chisel with you.

The egg: Go to the beach. There is an egg on a rubber tree. Place the cushion from the hotel on the rocks and hit the rubber tree with the mallet. Take the egg.

The pepper: go to the wind-mill. There is a wild pepper plant growing near the entrance. Take a bit from this plant and return to the hotel. Give all three items to the barkeeper.

If you talk to the barkeeper, you'll learn that the diamond is on skull island, and the ring is in the grave of a dead Goodsoup. To enter the crypt, you'll have to die. So you use the Head-B-Clear (open with the chisel) with a drink from the barkeeper and drink it.



You wake up in the tomb. Open the coffin with the chisel, then take a look around. Collect the nails from your coffin, and then open the one in the middle. You will be surprised.

So you awoke in the wrong coffin. By speaking with the bartender you come to know that only members of the Goodsoup family are buried in their crypt. So you introduce yourself as a Goodsoup family member, but recognize that you'll have to learn more about Goodsoup family history to be accepted.

Go upstairs now, then through the door into the room with the van Salad portraits. There is a nail in the wall. You have to use the mallet with this nail, so it comes out on the other side. Take it and go to the next room. Pull down the bed and fix it with the nails you've found. Then take the Goodsoup family history book and go back to the barkeeper. With the help of the book you are able to convince him that you're a Goodsoup family member. **MEGA-MONKEY-NOTE**

Now you're an accepted member of the Goodsoup family, but before you kill yourself a second time, go to the cemetery and check into Mutual Of Stan. Get a life insurance from him. You can pay it with the golden pirate tooth. Then go back to the hotel and mix a drink with the Head-B-Clear. Drink it.



You meet **Minnie**, who is a ghost now. Talk to her and learn about the identity of the skeleton in the hotel. Then go deeper into the crypt. You meet **Murray** once again. Take him with you. Take the crowbar, too. There's a crack in the wall. On the other side of the wall lives **Mort**. He refuses to let you out of the crypt, so you need to use your wits. Fetch the lantern on the table with the skeleton arm, place it on the coffin lid. then use **Murray** to

frighten **Mort** (use **Murray** on lantern). **MEGA-MONKEY-NOTE**

Now go back to the hotel. Go through the door near the neon sign in the entrance hall. Get your death certificate. Take a piece of the gigantic cheese (use chisel) and the sticker on the refrigerator, too. In the entrance hall, take the jar on the bar with you. Then upstairs into the room with the skeleton. **MEGA-MONKEY-NOTE** Use the crowbar to open the boarded hole and to remove the nails you used to fix the bed. Fetch the engagement band and, on your way out of the cemetery, go to **Stan** and get the money for your life insurance.

To slip the cursed ring off of **Elaine's** finger, you need the slippery greasy hand lotion near **Haggins McMutton** (shipwreck). He will give it to you in exchange for some tar-like substance.

Go to the **strange lights**, which indeed are from a **village**, and collect all things in the village you can take with you. Use the auger to make a mask from the tofu block and proceed out of the village through the other gate. You meet an islander,

Lemonhead, who tells you that they await a guest for the ceremony. Put on your tofu mask and watch the ceremony. Then put some cheese (from the hotel) into the volcano. Now go back to the hotel, put the rest of the cheese in the cooking pot on the veranda and - voilá. Take the cooking pot to Haggins and you can take the slippery greasy hand lotion with you. (You cannot pick up the pot before you spoke with Haggins about the hand lotion.) Go back to Elaine, use the hand lotion on the ring and slip it off. It'll explode.



Go to the **windmill**. Fill the jar (from the hotel) with sugar-water from the barrel on the top of the mill. **MEGA-MONKEY-NOTE** Use the chisel to put holes into the lid of the jar. Go to the place where Elaine is standing. Put the jar on the stump and, as soon as all the fireflies have gotten inside, close it with the lid. With your natural lantern, go to the lighthouse and make it work again by putting the jar on the lantern post. **MEGA-MONKEY-NOTE**

Now go to the **beach**. The Flying Welshman sitting there refuses to bring you to skull island without a compass, so you'll have to construct one. You read the encyclopedia book and assemble the items. Use the magnetic sticker from the refrigerator to make the pin magnetic, then use it with the cork from the shaving soap bottle. **MEGA-MONKEY-NOTE**. Now fill the measuring cup with seawater (found at the beach), then assemble the pin and the cup - voilá. Give the compass to the flying welshman and then let him bring you to **skull island**.





Once you are on top of the cliff, you will be let down to the smugglers' cave by a winch operator. If you don't want to fall down into the water, you have to use your umbrella (from the first drink at the hotel) while flying. Once you entered the cave, you will meet King André and his associate. They will not sell you the diamond for the money you have, but instead invite you to a game. Play with them and use the five deaths from the fortune-teller in the right moment. Back on blood island, assemble the diamond and the engagement band and put them on Elaine's finger.



Part V: Kiss of the Spider Monkey



There is a quite long interplay now, after all this you are a kid once again, and in the Big Whoop Amusement Park. Talk to Dinghy Dog and try to win one of the prizes. Take the anchor. Use it with the meringue pies next to Wharf Rat. After the clown has been shot down, take his place and get shot. [MEGA-MONKEY-NOTE](#)

Now you have some meringue. Go to Dinghy Dog and push him. More than once, until he bites you. You get hair from the dog that bit'ya. Take the pepper mill from the snowcone man, and let him give you a snowcone, too. Put pepper from the mill, hair from the dog and meringue on your snowcone and eat it. Now you're big enough again to enter the roller-coaster.



Part VI: Guybrush kicks butt once again

This part takes place entirely in the roller-coaster. You can get out of the charts by clicking at the very beginning of the scene, and get back into the charts when they drive past.

Your first stop is a scene
Jump out and get the fallen
Jump into the chart again.

Your second stop is a scene
and get the keg of rum.
again.

Third stop is at a torture
hanging there, but don't
have to beat LeChuck. Take
into the chart again.

The last stop is at the Dy-
Snow Monkey. Get out here
the arm of the monkey. Then
fallen rope and put the rope on
again and ready the pepper mill
the inventory so that the cursor is still a pepper-mill). Wait for LeChuck. Wait
until he did his speech and he has his hands up. Then use the pepper-mill on him.
Enjoy!



with a three-headed monkey.
rope near the hanging man.

with a ship. Jump out
Jump into the chart

diorama. Wally is
try to free him, you first
the flask of oil and jump
MEGA-MONKEY-NOTE

namo-Monkelectric Giant
and put the keg of rum on
use the flask of oil with the
the keg of rum. Now go down
(which means, click it and close



The Mega Monkey Hints:

The Mega Monkey Mode has the same puzzles as the normal one, but adds a few very hard ones. On this page you find detailed information for these hard puzzles, and here some ordinary advice: In Mega Monkey, you'll find that you have to take a closer look at the things to get around. This means, where it is sufficient in normal mode to "use" something (hand symbol) you might have to examine it first in mega monkey. Where it is sufficient to talk to someone one time in normal mode, you might have to do the same thing twice or more times to get the same result. For example, the glove in the theatre is not visible in mega monkey mode. You'll have to look at the pocket of the pirate coat first. Most of the puzzles of Mega Monkey mode are extensions to the "normal" ones, so you're well off playing normal mode first.

Enough of general advice, here are the hints:

The Jawbreaker

The jawbreaker does not just lie on the floor. You'll have to push Cutthroat Bill twice to get it.

The Club Card

See the biscuits in the corner? Take one and try to eat it. Yicks. Put the maggots on the chicken in front of the "very quiet patron". Take the Club card.

To get out of the chicken shop

I was stuck here myself. Credits for this solution to:

Stephen Stamper

"Pick up the tooth, put it in some already chewed up gum. This next part is what took me about two hours alone to figure out! Before you chew the gum, inhale some helium....Now chew the gum that has the tooth in it and it creates a bubble that takes the tooth out the window. Exit and use the pie pan in the mud to find the tooth. That is it."

How to repair the boat

Take the biscuit cutter (from the chicken shop) and go to the "field of honor". There is a rubber tree standing on the very right of the field. Use the biscuit cutter to get a right-sized piece of rubber. Use the paste (from the voodoo lady) on it, and then plug the hole with it.

The theatre lights

You'll have to follow the instructions on the map you found on the pirate ship. North just means the up-middle button, south the down-middle, west the left-middle and so on. Push all the buttons in the order given by the map, then pull the handle. By the way, "two paces" means "push twice".

The dog

You'll have to feed the dog with the biscuit.

How to become a goodsoup family member

In the hotel, go upstairs. Take the portrait and use the scissor to cut out the face. Put the frame of the portrait on the left door. Then go into the room and take a look out of the porthole.

How to get the lantern in Mort's room

Use the paste on the skeleton arm.

How to open the right door in the hotel

Use the Business card from Stan to open the door

How to enter the windmill

Use the umbrella with the blades of the windmill. You get an umbrella if you order a drink with an umbrella in the hotel.

How to make the lighthouse work

Go to the hotel. Next to the barkeeper there is a mirror. Take it and put the cut-out face from the portrait into the frame. Go to the lighthouse and put the mirror on the lighthouse mirror.

How to get the cork off of the shaving bottle

Use your mouth!

Shooting down the clown

Use the shaving soap with the pie pan, then put the anchor in it. Place it on top of the meringue pies. Now you'll only have to make Wharf Rat fire the cannon.

The flask of oil

You'll have to open and blow out the lantern first before you can take out the flask of oil.



Complete listing of insults from the fearsome pirates

Insult	Response
Every enemy I've met I've annihilated!	With your breath, I'm sure they all suffocated.
You're as repulsive as a monkey in a negligée!	I look THAT much like your fiancée.
Killing you would be justifiable homicide!	Then killing you must be a justifiable fungicide.
You're the ugliest monster ever created!	If you don't count all the ones you've dated.
I'll skewer you, like a sow at a buffet!	When I'm done with YOU, you'll be a boneless fillet.
Would you like to be buried or cremated!	With you around, I'd prefer to be fumigated.
When your father first saw you, he must have been mortified!	At least mine can be identified.
I'll leave you devastated, mutilated and perforated.	Your odor alone makes me aggravated, agitated and infuriated.
I have never seen such a clumsy swordplay.	You would have, but you were always running away.
Heaven preserve me! You look like something that's died!	The only way you'll be preserved is in formaldehyde.
I'll hound you night and day!	Then be a good dog. Sit! Stay!
I can't rest 'til you've been exterminated!	Then perhaps you should switch to decaffeinated.
En garde! Touché!	Oh, that is so cliché!
Throughout the Caribbean, my great deeds are celebrated.	Too bad they're all fabricated.
Coming face to face with me must leave you petrified!	Is that your face! I thought it was your backside.
You can't match my witty repartee!	ould, if you would use some breath spray.

Complete listing of insults from Captain Rottingham

Insult	Response
My attacks have left entire islands depopulated!	With your breath, I´m sure they all suffocated.
You have a sex appeal of a Shar-Pei	I look THAT much like your fiancée.
When Im done, your body will be rotted and putrefied!	Then killing you must be a justifiable fungicide.
Your looks would make pigs nauseated.	If you don´t count all the ones you´ve dated.
Your lips look like they belong on the catch of the day.	When Im done with YOU, you´ll be a boneless fillet.
I give you a choice. You can be gutted, or decapitated!	With you around, I´d prefer to be fumigated.
Youre a disgrace to your species, youre so undignified!	At least mine can be identified.
I cant tell which of my traits has you the most intimitated.	Your odor alone makes me aggravated, agitated and infuriated.
I have never lost a mêlée!	You would have, but you were always running away.
Nothing on this earth can save your sorry hide!	The only way you´ll be preserved is in formaldehyde.
Youll find Im dogged and relentless to my prey	Then be a good dog. Sit! Stay!
Your stench would make a outhouse cleaner irritated.	Then perhaps you should switch to decaffeinated.
Your mother wears a toupeé!	Oh, that is so cliché!
Throughout the Caribbean, my great deeds are celebrated.	Too bad they´re all fabricated.
Never before have I faced someone so sissified.	Is that your face! I thought it was your backside.
Nothing can stop me from blowing you away!	I could, if you would use some breath spray.