

When LucasFilm Games (now called LucasArts) first started, it was small and consisted of only a few adventure games. Games such as Maniac Mansion and Zak McKracken. Monkey Island 1 was the third adventure game by LucasArts, a game inspired by the Pirates of the Caribbean Walt Disney World theme park ride. It was created and designed by none other than the famous Ron Gilbert who went on to work on Sam and Max Hit the Road and Day of the Tentacle. Steve Purcell, (creator and designer of the well-loved characters Sam, the Bogart speaking dog detective and Max, the hyper psychotic rabbit thing), also created some of the backgrounds and animations in this game. The fabulous music and theme songs were designed by the great and talented musicians of Earwax Productions. The LucasFilm company was the first to incorporate the SCUMM scripting system, which would later be followed by some of the greatest adventure games to hit the market: Broken Sword, Beneath a Steel Sky, and many more. The game was made in 1990, and was a smash hit when it entered stores.

The story is one of the best in the adventure game market, and I personally find it flawless. No doubts about it. It incorporated humor throughout the entire game, and anyone playing it will be laughing from the time they start the game to the time they finish it. You play the role of Guywood Threepbrush, uh, I mean, Guybrush Threepwood, a young boy who washes up on the shores of Melee Island, and decides he wants to become a pirate. He finds the nearest pirate leaders, who just happen to be in the nearest bar drinking grog, and asks that they enlist him in their pirate crew. They agree to do so on one condition - that he beats the three pirate trials which

Please Ron, we all are still waiting for Monkey V

You can visit the Ron Gilbert's blog on www.grumpygamer.org



Walk to

Give	Pick up	Use
Open	Look at	Push
Close	Talk to	Pull

That reminds me my graduation party... we were just not so chic!



consist of: finding the Treasure of Melee Island, fighting the Sword master of Melee Island in a daring insult sword fighting duel, and stealing the sacred treasure out of the governor's mansion. Guybrush meets the governor, a beautiful and rich woman named Elaine Marley and falls head over heels in love. But before he can do anything about it, she is kidnaped by an undead corpse pirate named LeChuck and his bony skeleton crew, and whisked away to their hideout under the cursed, cannibal-ridden Monkey Island. He must get a crew together and rescue his damsel in distress before LeChuck makes her his bride.

This game has the biggest GUI I've ever seen! The GUI is ridden with commands, but none you haven't seen before. It is the same as in the adventure games Indiana Jones and the Last Crusade and Zak McKracken and the Alien Mind benders. The inventory is displayed by the GUI, and is easily accessible. There is a wide range of commands consisting of: Look, Walk, Pick up, Push, Pull, Turn on, Turn off, Give, Use, Open, Close, and Talk to. You may access the in-game menu by pressing F5, from where you can Load, Save, and Quit. As in all adventure games, if you get stuck, search

REVIEW

FANS & FANGAMES

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Monkey Island series is one of the more loved all around the world and you can measure that love even by the many fansites and fangames you can find around the world wide web.

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If you'd like to play this DOS game and the other adventures by LucasFilm under Windows and other OS, you can use the SCUMM VM program, which is downloadable at: www.scummvm.org

We rated it:
An awesome milestone

- 5 
- 4 
- 3 
- 2 
- 1 

Described as -- and you'll want to sit down for this -- "the perfect melding of a Monkey Island style adventure game with the wicked RPG game play of Diablo," Ron Gilbert's latest creation has been revealed to be an episodic title dubbed "DeathSpank: Episode 1: Orphans of Justice." The adventure legend has joined Vancouver-based Hothead Games as Creative Director, noting that he's spent over four years searching for "the right publisher for this strange little game." He went on to quip, "Now that I've done it, you just know that somewhere four horsemen are saddling up."

Followers of Gilbert's grumpy ramblings may remember DeathSpank as a satirical game character mentioned in a series of Flash comics, created with the aid of Clayton Kauzlaric and offered on Gilbert's personal blog. They'll also recall that Gilbert is currently providing his expertise and surly demeanor to Penny Arcade's episodic endeavor, On the Rain-Slick Precipice of Darkness. Expect to hear more on both titles... soonish.

*That's not Monkey V,
but knowing that the allmighty Ron is still working on games
give me some hopes...*

