Meet Manny. 
He's suave. 
He's debonaire. 
He's dead. 
And... he's your travel agent.

Are you ready for your big journey?
Welcome to the Land of the Dead

The Land of the Dead in *Grim Fandango*™ is a blend of images from Mayan and Aztec art, Mexican folklore, and film noir of the 1930s, '40s and '50s. For those who don't know, film noir is a film genre that features hard-boiled detectives, hard-hearted, treacherous women, big guns, fast cars, labyrinthine plots, and snappy patter. The men wear big hats, and everybody smokes* and drinks a lot.

The Land of the Dead, according to Aztec beliefs, was a real place where dead souls journeyed for four years until they reached the ninth underworld, their final home. To help the souls make their long journey, the dead were buried with money, food, and even dogs. Mexican folklore added humour and festivity to those beliefs by celebrating special days each year when the dead returned to visit their loved ones as honoured guests. For the annual fiestas, papier-mâché skeleton dolls were made and dressed in traditional and contemporary costumes. Our hero, Manny, and the other inhabitants of *Grim Fandango*’s Land of the Dead, are modelled after these colourful skeleton dolls, called *calaveras*.

And what about Manny? Well, he’s not exactly hard-boiled—he’s just led a less-than-perfect life and is trying to work off his “debt” by helping out at...
**Exciting Travel Packages Available!**

**TRAVEL TO THESE AND OTHER EXOTIC LOCALES!**

Your Grim Fandango travel package includes passage by car, boat or train to 90 intriguing destinations, so get ready to enjoy your four-year excursion through the Land of the Dead.

**El Marrow**
Gateway to the Land of the Dead. Your first stop on your four-year journey, El Marrow will delight the antiquarian with its quaint blend of Aztec and Art Deco design. Here you will review with your Department of Death (DoD) travel consultant the many travel packages available to speed you on your journey. And during Festival week, many of the dead who are not returning to the Land of the Living travel to El Marrow for our colourful street festival with the giant piñata balloons and friendly vendors... be sure to bring the angelitos!

**The Petrified Forest**
Once a unique spot on any traveller’s agenda, the Petrified Forest is currently recommended only for the brave and hard-boned adventurer.

Despite the appeal of the desolate beauty of this natural wonderland, the DoD must advise travellers to either avoid it altogether or, if absolutely necessary, only travel through it with an experienced guide. The wildlife here is potentially dangerous. Watch for signs pointing to the opening.

**Rubacava**
The Town That Never Died. When it comes to nightlife, nothing beats Rubacava. Here travellers from all over the Land of the Dead come to play the night away before embarking for the end of the world on the DoD’s famous Nada Mañana line of luxury cruises. Perhaps you will want to play the kittens at the famous Feline Meadows, or merely enjoy some “hip” poetry at the avant-garde Blue Casket. Whatever your pleasure, it’s waiting for you in Rubacava.

And when you’re ready to get on board, your ship will be waiting ship-shape, thanks to Rubacava’s own Sea Bees—the union that never strikes.
Meet Your Travel Companions

Manny Calavera
You play Manny throughout Grim Fandango. He’s a regular guy serving his time in the Land of the Dead by working for the Department of Death. Manny is a kind of travel agent who can arrange deluxe transportation to the ninth underworld for those who have lived virtuous lives. Unfortunately, all his clients lately seem to be losers, which means no commissions for Manny and no job security. He is starting to suspect that there is dirty work afoot in the Department of Death. Who has it in for Manny? Why can’t he get any good clients?

Don Copal
Manny’s unscrupulous boss. You could say he makes Manny’s existence a living hell, except Manny’s not alive. The only time we see Don Copal is when he’s yelling at Manny. Does Don Copal have a bone to pick with Manny?

Eva
She’s secretary to Manny’s boss, Don Copal. Eva is a sharp cookie who feels sorry for Manny, but is anxious to keep her new job. There is more to Eva than meets the eye, though, and she may be moonlighting for someone else. Who is the secret man in Eva’s life? What dirt does she have on Don Copal?

Domino Hurley
Manny’s competition—the salesman who seems to get all the choice souls. What is his inside track with Don Copal? What is the secret of his success?

Mercedes Colomar (Meche)
The mystery woman who blows into Manny’s office like a breath of spring, but gives him the cold shoulder. What happened to Meche’s eternal reward? Where does she disappear? Does Manny stand a ghost of a chance with her?

Salvador Limones
The revolutionary leader of the underground movement, the Lost Souls’ Alliance. What are his secret plans? How does Manny fit into his scheme? And what is his strange obsession with pigeon eggs?

Glottis
Manny’s driver and companion. Glottis is an enormous, grotesque monster of the underworld with nothing in his heart but love. Love for driving. Love for cars. Love for anything with an engine that moves fast. He is an elemental spirit of the Land of the Dead, summoned from the soil and given one purpose—to drive. Or, to change oil and adjust timing belts if no driving jobs are open.

Warning: Never allow Glottis to enter a gambling institution, or you may never get him out.

Hector Lemans
Behind every foe that Manny must face, there is a dark and sinister figure pulling the strings—crime boss Hector LeMans! This ruthless mobster is building an empire out of greed and treachery, but he is devising an even darker scheme that will remain a mystery until the very end!
Starting the Game

INSTALLATION

1 Close all open windows on your desktop and quit all other applications.
2 Put Grim Fandango Disc A in your CD-ROM drive.
3 The Grim Fandango Installation screen will appear. If Autoplay is disabled and the game's Installer does not appear when you insert the CD-ROM in the drive, you'll need to open the Installer manually. To do this: Double-click the My Computer icon, then double-click the CD-ROM icon in the window that opens. Double-click the Grim.exe file to open the Installer. It has these options:
   ✷ Install Grim Fandango Installs the game on your hard drive.
   ✷ Analyse Your Computer Check to see if your computer meets system requirements.
   ✷ Readme & Troubleshooting We strongly suggest you view the Readme and Troubleshooting Guide. See the Readme for the most up-to-date game information. See the Troubleshooting Guide for detailed installation and troubleshooting tips.
   ✷ Exit to Windows Returns you to your desktop.
4 To install, click the Install Grim Fandango button. Follow the onscreen instructions.
5 Next, choose the destination for Grim Fandango installation. The default Grim Fandango directory is: C:\Program Files\LucasArts\Grim. If you wish to install elsewhere, specify a different drive or directory name.
6 You'll be given the option to create a series of shortcuts. Creating a shortcut will make it easier for you to launch the game. Click the tickboxes to deselect any shortcuts you don't want.
7 Setup will create a Grim Fandango Program Folder for the program icons. Click Next to choose the default (Start Menu\Programs\LucasArts\Grim Fandango), or create a new folder or select an existing folder, and then click Next.
8 You'll be prompted to create a shortcut for your desktop. You'll also have another opportunity to view the Readme.
9 If you are playing with a joystick, we recommend that you calibrate it now before playing.
10 If the program successfully installed, you will see a Setup Complete screen.
11 After installing the program, you'll be prompted to install DirectX 6.0, which is necessary to run the program. If DirectX 6.0 (or a later version) is detected on your system, the tickbox to install it will remain empty, and you will not need to install DirectX. Click Finish to complete the Setup.
12 You are ready to play Grim Fandango.
Running the Game

To run the game, insert Grim Fandango Disc A into your CD-ROM drive. The game’s Launcher will appear automatically if Autoplay is active.

If Autoplay is disabled, find the Grim Fandango directory on your hard drive and double-click the Grim application icon, or double-click the CD-ROM icon on My Computer, then double-click the Grim.exe file. This Launcher appears whenever you insert a Grim Fandango disc, when you double-click the CD-ROM icon, or when you select the Grim Fandango shortcut from your Start menu, or when you double-click the Grim.exe file.

Select Play Grim Fandango in the Launcher to play the game.

Playing the Game

Movement
Unlike other LucasArts adventure games, Grim Fandango does not use the mouse for movement. You can manipulate Manny by using the arrow keys on your keyboard, your joystick or your gamepad. See pages 19-21 for keyboard playing tips and key commands.

You can play the game from either of two perspectives: Camera Relative and Character Relative. In Character Relative mode you move Manny as if you were Manny, from his viewpoint. This mode generally works better for people using the keyboard.

In Camera Relative mode you move in respect to the camera. This mode works best when playing with a joystick or gamepad. The mode you’ll prefer depends on what you are used to from playing other video games. At the beginning of the game, Manny is set to move in Character Relative mode.

✦ To go forward (no matter which way Manny is facing), use the Up Arrow or move the joystick up.
✦ To go backward, use the Down Arrow or move the joystick down.
✦ To turn Manny right or left, use the Right or Left Arrows or move the joystick right/left.

If you choose, you can switch to Camera Relative mode by pressing Ctrl+M. In this mode, Manny moves in relation to the camera.

✦ The Up Arrow (or moving the joystick up) moves Manny north, away from the camera.
✦ The Down Arrow (or moving the joystick down) moves him south, toward the camera.
✦ The Right and Left Arrows (or moving the joystick right/left) moves him east and west at right angles to the camera’s line of sight. You can also move Manny diagonally by combining two arrow keys or using 1, 3, 7 or 9 on the number pad.

You can move diagonally using the joystick or gamepad as well.

In Camera Relative mode, there is no backward movement, and every time a camera angle changes, there is a good chance you will have to reorient your movement. In other words, if Manny is running north away from the camera down a long hall, and the camera angle changes so Manny is running south toward the camera, you will have to change from the Up Arrow to the Down Arrow if you want Manny to keep...
running in the same direction. You
can toggle back and forth between
the two modes by pressing Ctrl+M.

Vehicles may be on a track that
only allows movement in two
directions.

To raise and lower the crane,
use the Up Arrow and Down
Arrow keys. As soon as Manny
stops using these vehicles, he will
return to his previous mode of
movement.

**THE INTERFACE**
The Interface in an adventure
game is the means by which you
communicate with the
character you play—the way in
which you get the character to do
what you want. In *Grim Fandango*,
the Interface is invisible; essentially
your Interface is Manny himself.

When the game begins, Manny
is standing by his desk. Using your
arrow keys, walk him over until he
is standing in front of the pile of
books on the table to the right. Now
turn Manny with the arrow keys a
little to the left and then back so he
is facing the books.

You will notice that Manny’s head
goes down when it is directly in
front of the books, and back up
when he turns away. When Manny
is interested in something, he will
move his head in that direction: up
if it is above him, down if it is
below.

Make sure that Manny is
looking at the books with his head
down, then press the 5 key on your
keypad. This is the “Look At”
or “Examine” key. Manny should
now say something about the
books. If you walk him down to the
end of the table, Manny’s head will
bob down to see the deck of cards.

If you press 5 again, he will
look at the deck of cards. If you
press the Enter key (which is how
you use an item) or the + key
(which is how you pick up an item),
he will pick up the deck of cards
and hold it. Press + again to put
the cards in the Inventory. Now the
deck of cards is in Manny’s
Inventory.

If you press 0 on your number pad,
you will access Manny’s Inventory,
and Manny will hold his scythe.
Press 6 on your number pad, and
he will bring out the next Inventory
item, which should be the deck of
cards. If you press 4 on your
number pad, he will go through his
Inventory in reverse order, and
hold his scythe again. Pressing the
+ key will put the item in Manny’s
hand. Press + again to return the
Inventory item to Manny’s coat. You
can also access individual Inventory
items without going into Manny’s
Inventory by using the number keys
1-0 on your keyboard.

Press ESC to exit the Inventory.
You can look at Inventory items while
in the Inventory or while holding them
in your hand. If you want to use an
Inventory item with a person or object
on the screen, first put it in Manny’s
hand, then move Manny until he
“notices” the person or object you
want to use with the Inventory item.
Then press the Enter key to use the
object. (For experienced adventure
game players, note that there is no
way to combine Inventory items in
*Grim Fandango*.)
**CONVERSATION**

If you want Manny to talk to another character, move him around until his head moves to “notice” that character, then use the **Enter** key to begin conversation. (This may take a little practice. If Manny picks up an object, or says a line that doesn’t seem to be conversational, he may be looking at an object instead of the person you want him to talk to. Just move him a little and try again.)

Frequently, beginning a conversation with someone will give you a series of dialog choices. You can scroll up and down through these by using the **Up** and **Down Arrows**. When you find a sentence you would like Manny to say, use the **Enter** key to select it.

**SAVING AND LOADING GAMES**

**Saving**

To save a game, press the **F1** key to open the Main Menu. Select Save Game from the list to reach the Save Game screen. Highlight the word (Empty) on the screen and press **Enter** to get a flashing cursor. Type in a game name and press **Enter** to save your game. The name of your saved game will appear in the list and a thumbnail image of where you are in the game will be saved as well.

You can erase a saved game by selecting Erase Saved Game in the Main Menu. Select the name of the game you want to erase from the list and press **Enter** to remove it.

**LOADING**

To load a saved game, press **F1** to open the Main Menu, then select Load Game. Select a saved game from the list and press **Enter**.

**MAIN MENU SCREEN**

You can adjust various game settings from the Main Menu screen. Press **F1** to access this screen. You'll get the following choices:

- **Control Help** Select to access three different screens—a complete list of keyboard commands, all the default settings for the joystick or gamepad as well as Inventory key commands. Use the **Right Arrow** key to move through the three screens, press **Enter** to return to the Main Menu.
- **Options** Select to adjust several options. Use the **Left** and **Right Arrows** to change the options. See page 18 for details on Options.
- **Save Game** Select to save your game. See page 16 for details on Saving and Loading.
- **Load Game** Choose a saved game name from the list and press **Enter** to load it. See page 16 for details on Saving and Loading.
- **Erase Saved Game** Choose a game name from the list and press **Enter** to delete it. See page 16 for details.
- **View Dialog Transcript** Turn this on/off to store the dialog you chose during gameplay in a transcript that you can return to and read. Reach the dialog transcript from the Main Menu (press **F1**, then select View Dialog Transcript) or Options screen by selecting the Dialog Transcript option. You can also read the transcript from outside the game, by opening the file `grimdialog.htm` using any standard Web browser. Each saved game also saves a parallel dialog transcript, called `grimlog.htm`.
- **View Cutscenes** This allows you to view cutscenes that you’ve previously viewed during gameplay. Use the **Arrow** keys to choose a cutscene and press **Enter** to play it.
GRIM FANDANGO

* Credits View a list of the creators of Grim Fandango.
* Return to Game Leave the Main Menu to return to the game.
* Quit Quit the game. Use the Arrow keys to select Yes or No, then press Enter.

OPTIONS SCREEN
Access the Options screen by pressing F1 to get to the Main Menu, then select Options. These choices are available:
* Music, Sound Effects and Voice Volume Use the Left and Right Arrows to adjust the sliders up or down.
* Text Mode Select how dialog is seen and heard in the game: text only, voice only, or voice and text together.
* Text Speed Use the slider to adjust how long text appears onscreen.
* Dialog Transcript Use this feature to see a list of all dialog lines you’ve chosen. See page 17 for details.
* Voice Effects Toggle this feature off or on to disable/enable the voice effects processor that creates more realistic voice effects. If you are having poor performance, try turning off the Voice Effects.
* Movement Mode Choose your orientation for movement in the game: Character Relative (the default) or Camera Relative Mode. See page 12 for more on the two modes.
* Joystick/Gamepad If you have one of these devices, select Enable.
* Brightness Use the Left and Right Arrows to adjust the slider for screen brightness.
* 3D Hardware Acceleration Turn this option on if your machine has 3D acceleration, or turn it off to return to normal mode. If you have a 3D-only card, this option will select that card. If you have more than one 3D-capable card and you’d like to select which card to use: Direct3D with, select Advanced 3D Hardware Settings in the Options screen.

QUITTING
To quit the game, press the Alt+X key combination. Use the Left Arrow key to highlight Yes or press Y, then press Enter.

Tips for USING THE KEYBOARD
If you are playing with a keyboard, the game has been designed so you can play entirely with your right hand on the numerical keypad. Use your right hand to work the number pad Arrow keys for Manny’s movement, the number pad + key for picking up items, the number pad Enter key for using items, the number pad Del key for skipping dialog or redirecting Manny’s attention, and the number pad Ins key for accessing the Inventory. Use the number pad Up Arrow (tap it twice, then hold down) to make Manny run.

If you do not have a numeric keypad, or if you want to give your right hand a break, then try the alternative, two-handed method: Your right hand works the normal Arrow keys for movement, and your left hand uses the A, S, D, and W keys to “Pick Up,” “Examine,” “Access Inventory,” and “Use,” respectively. Use the Shift key to make Manny run.
**Keyboard Controls**

Some keys are specific to the keyboard or number pad as noted.

- **Toggle Movement Mode**
  - Toggles between Character Relative and Camera Relative.

- **Character Relative Mode**
  - Move Forward (Number Pad)
  - Turn Left (Number Pad)
  - Turn Right (Number Pad)
  - Move Backward (Number Pad)

- **Camera Relative Mode**
  - Move Manny

- **Raise and Lower Crane**
  - (Number Pad)

- **Examine Item**
  - (Number Pad)

- **Pick Up/ Put Away Held Item**
  - (Number Pad)

- **Use Item/Talk or Exit Inventory Holding Item**
  - (Number Pad)

- **Open Inventory/ Exit Inventory**
  - (Number Pad)

- **Pull Out Scythe (Keyboard)**
  - Run

- **Pull Out Inventory Items in the Order Picked Up**
  - (Number Pad)

- **See Previous Inventory Item**
  - (Number Pad)

- **See Next Inventory Item**
  - (Number Pad)

- **Scroll Through Dialog Lines**
  - (Number Pad)

- **Select Dialog Line**
  - (Number Pad)

- **Toggle Speech Mode**
  - Toggles between Speech Only, Text Only, or Speech and Text modes.

- **Adjust Brightness Level**
  - (Number Pad)

- **Go to MainMenu**
  - (Number Pad)

- **Skip Dialog Line**
  - When conversation is going on, this will speed you through it. Otherwise, this key will move Manny’s head around to look at different objects.

- **Skip Cutscene/ Exit Inventory without Item**
  - (Number Pad)

- **Pause the Game**
  - (Number Pad)

- **Pause the Game**
  - (Number Pad)

- **Quit Game**
  - (Number Pad)
Joystick and Gamepad Controls

Options

INVENTORY

RUN

RUN (Located on Back)

SKIP DIALOG LINE

(located on Back)

NORTH

(Move Forward)

WEST

(Turn Left)

EAST

(Turn Right)

SOUTH

(Move Backward)

PICK UP/PUT DOWN ITEM

USE ITEM/

TALK TO CHARACTER

EXAMINE ITEM

INVENTORY

EXAMINE ITEM

PICK UP/PUT DOWN ITEM

USE ITEM/TALK TO CHARACTER

EAST

(Turn Right)

WEST

(Turn Left)

SOUTH

(Move Backward)

NORTH

(Move Forward)

SAME FOR BOTH MODES

CAMERA RELATIVE

CHARACTER RELATIVE
WARNING!

The following section contains actual hints for solving the first set of puzzles. If you wish to be surprised, skip on to the next section. The Department of Death also wishes to advise you that cheating at electronic recreations may impair your ability to acquire first-rate transportation in the Land of the Dead... but, what the heck, you always liked a good walk anyway, right?
Here is Manny in his office, ready for another boring day in the Land of the Dead… little does he know that his afterlife is about to undergo a radical change.

Use the Arrow keys to walk him to that table under the pictures, and then use the + key to pick up the deck of cards on the left of the table. (If you played through the Interface section above, Manny may already have the deck of cards.) Press the + key on the number pad to put the cards in Manny’s coat pocket.

Now walk him to the back of the office (near the windows). You will see his message tube with the little red flag on it. Press the Enter key to have him use the tube, and he will read a message from his boss, Don Copal, telling him to hurry off to a poisoning. (Manny’s job is to pick up recently departed souls in the Land of the Living, then offer them the best possible travel plans through the Land of the Dead… depending on how good a life they have been living.)

But first, it probably wouldn’t hurt to check with Eva, Manny’s boss’s secretary. She knows everything. Get up close to Eva so Manny “notices” her, then press the U key or Enter to ask her a question. Keep asking her about the poisoning by highlighting dialog choices with the Up Arrow and Down Arrow keys and using the Enter key to select a line. When she mentions Manny’s driver, ask her about the driver, and you will get all the information you need.

Now we need to get Manny to the garage, so have him take the first elevator to the left …no need to press the button, just walk on in.

Okay, Manny’s in the garage, but it looks like the last car just drove off and Manny’s driver is nowhere in sight. Maybe he should go talk to Glottis, the garage supervisor…he’s in the shack in the rear right-hand corner.

After Manny introduces himself to Glottis, always pick the first line of dialog until Glottis says he’s too big… to which Manny should reply that the cars are too small. This will get Manny a work order for his boss to sign.

Unfortunately, if you have Manny check with Eva, she will tell him that his boss isn’t signing anything right now. Manny’s a good salesman, though, and he probably could convince his boss if he could
Just get into his office. So let's see if there's another way to get in there... like through an outside window.

Send Manny down in the other elevator, that goes to the street level.

Then have him walk out the door at the end of the lobby.

Now Manny is on the steps of his office building. Take him down the steps and walk him down the sidewalk to the right. Wow, it’s the Day of the Dead festival. Looks interesting, but Manny doesn’t have time right now; we need to get the boss to sign that work order.

So take Manny into that alley on the left. Maybe there’s a fire escape or something he can climb up to his boss’s window.

Well, it doesn’t look too promising, but make him run (press the Shift+Arrow keys) all the way to the end of the alley. There just might be something there he can use. Yep, a rope made of old ties.

Let’s have Manny climb the rope (press the Enter key) and see where it goes.

Wow! It’s a narrow ledge right outside the office window of Don Copal, Manny’s boss, and the boss is gone.
Manny suspects he might be able to sneak in and dig up some dirt on his boss to get that work order signed. Climb Manny through the window to check it out. Hey, his computer is just like Manny’s. Have Manny use it (Enter key) to see what he can find out about his boss.

Oh, he’s hooked his computer up to the answering machine to give the appropriate response when he wants to sneak out. We can fix that. Use your Down Arrow to scroll down to the next to the fifth answer—the one about having Eva sign for Don, then press Enter. Now take Manny out the window, down the tie rope, out the alley, up the steps, into the building, up the elevator, and give the work order to Eva. She’ll sign it, and Manny is on his way to the Land of the Living.
For support via the web please visit http://support.lucasarts.com

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