Danilo Ferrara
presents

THE CURSE OF MONKEY ISLAND™

The Chronicles of Tobey Threepwood ™



Very little is known about the family background of our protagonist (Guybrush Threepwood).

A few subtle clues, hidden deep within dialogue trees across the game, reveal that as a small child Guybrush loved collecting fireflies in glass jars (a mechanic later used directly in the game).

At other times, he mentions a sister who owned a dollhouse and a brother, Chuckie, who had a rather unfortunate accident involving a pair of scissors and his aunt's poodle...

But the main clue forming the foundation of this new expansion narrative occurs when, while suffering from hallucinations, **Guybrush accuses his family of abandoning him**. Why?

Hence the title:

The Chronicles of Tobey Threepwood ™

The development of this narrative arc begins on the game's first island, Plunder Island, where through a sequence of new items, puzzles, and dialogue options, the player will finally pave the way to the second island, Blood Island, where everything becomes crystal clear...

Biography
Who is Tobey Threepwood?



Tobias Galeno Threepwood, known simply as Tobey, is Guybrush's younger brother, born shortly after Guybrush was cast out by his family. For this reason, Guybrush is completely unaware of his existence.

Tobey was raised in total ignorance of his older brother for a very simple reason: the Threepwood family comes from wealthy, high-society origins, and Guybrush, with his insatiable "thirst for adventure and vagabond lifestyle", brought nothing but chaos and disgrace to the noble house, leading to his exile.

Unfortunately for the Threepwoods, troubles didn't end with Guybrush's departure, and keeping Tobey in the dark proved useless. The apple never falls far from the tree, and even in the youngest brother's veins flows the unruly blood of an adventurer... The family's only solution to prevent this son from running away too was to lock him down on Blood Island, managing a tiny... Souvenir Shop!

Tobey doesn't want to disappoint his family, so he accepts the job relatively willingly. However, he is heartbroken, spending his days inside the shop in a state of melancholy and depression, waiting for something (or someone) to bring a spark to his deadly boring life. To make matters worse, all family photos of Guybrush were tampered with by drawing a fake beard on his face – leading Tobey to grow up believing that man was a distant uncle named "Brush," who died STUPIDLY at sea due to his STUPID desire for adventure.

Tobey's design features distinct traits that clearly highlight his relation to Guybrush while giving him a unique characterization: The overall silhouette is typical Threepwood:

slender, thin-framed, with an oversized head, though shorter in stature than Guybrush. Tobey's face strongly resembles his brother's, save for his eyes and eyebrows being positioned lower with thicker eyebrows. His haircut is similar, but not identical;

The color is raven-black, and the hair style is far wilder and harder to tame, forming a distinct curly lock hanging over his forehead. Finally, his skin tone is slightly olive (also to match the color palette and mood of Blood Island).

Tobey's outfit resembles that of a navy cadet: a navy blue suit with white-striped cuffs and red accents, neckerchiefs tied at the neck and waist; a puffy pirate shirt with wide sleeves, white stockings, and polished shoes complete the look, alongside a paper sailor hat shaped vaguely like a ship with "SOUVENIR" written on it.

Tobey's narrative arc weaves into Guybrush's journey through unique puzzles and dialogues, seamlessly integrated into the original pre-existing plot without feeling tagged on. For this reason, everything begins when our protagonist starts his journey on Plunder Island.





CHAPTER 1

Plunder Island

Guybrush's journey begins (as we all know) on Plunder Island, specifically on the beach beneath the fortress of Puerto Pollo. Here, after losing everything following the explosion of the zombie pirate LeChuck's ship, he must find a way to gather a crew, acquire a ship, find weapons, and set sail to rescue his beloved wife Elaine, who has been turned into a solid gold statue by a cursed ring.



Right here in Puerto Pollo, a series of extra interactions are introduced to fit seamlessly into existing backgrounds. In other cases, original dialogue lines and new inventory items will be used. The visited locations in Puerto Pollo remain the originals, with additional interactions ensuring the extra storyline flows smoothly.

Items to collect on Plunder Island

In line with the game's overall narrative style, there isn't always a logical reason behind picking up a certain object or why it shouldn't be used in one circumstance over another. Therefore, these items serve primarily to reach the ultimate goal detailed further ahead.

THREAD

The thread can be retrieved at the quicksand pit. After popping the red balloon to grab the vine and escape, we automatically retrieve this item before returning to the Plunder Island map.



PICK UP: Perfect, dental floss always comes in handy on a voyage!

LOOK AT: An almost invisible, lightweight thread with subtle elastic properties.

TALK TO: Mmmh. No.



GAME ICON

GLUE

The glue is found on the floor inside the Voodoo Lady's hut. Right by the entrance are tools for making Voodoo dolls, including paper, scissors, pins, and our glue.



PICK UP: Super Strong Glue... Would look fantastic on Murray's teeth... (***Murray:*** Hey! I heard that!)

LOOK AT: Super Strong Glue. Could prove useful somehow.

TALK TO: Hello?... My lips are GLUED shut.



GAME ICON

BEARD BRUSH– Groom'N'Brush™

The Groom'N'Brush™ beard brush is a new item found inside the barbershop belonging to Bill Cutthroat, Edward Van Helgen, and Haggis McMutton. The brush is in plain view on Haggis's tool cart, right next to the comb jar.



PICK UP: *Guybrush:* Hey Haggis! Mind if I borrow this beard brush?
Haggis: Och, take it! Beards aren't even in fashion anymore! The golden era is gone... It's just me, the innkeeper, and that zombie pirate... what's his name... Ah aye, LeBlanc!

LOOK AT: *In commercial voice:* Groom'N'Brush™ Beard Brush! This miraculous brush can tame even the thickest, wildest mane. One stroke turns frizzy moss into a silky stallion's mane! Hairpins recommended on windy days.



GAME ICON

TALK TO: It knows how to handle a hairy situation.

BLONDE BEARD

Obtaining a blonde beard involves brand-new actions and dialogue. First, you must acquire the Groom'N'Brush™ beard brush, which unlocks the information (via Haggis) that beards are out of style in modern piracy, leaving only Haggis, Captain Blondebeard, and LeChuck wearing full manes. Possessing the brush unlocks a new dialogue branch with Captain Blondebeard inside his tavern in Puerto Pollo. You can speak to him about the latest beard trend to convince him to part with his golden mane:



Guybrush Threepwood: Ahoy innkeeper! Have you heard? They say beards are strictly for dinosaurs now!

Captain Blondebeard: (Spits on floor) What madness are you blathering, smooth-chin? It took me YEARS to cultivate this majestic golden mane! Across the seven seas, they sing ballads of Blondebeard's beard! So greasy, voluminous... and look (combs beard with tongue)... it tastes like chicken! (Guybrush gags in disgust)

Guybrush Threepwood: Well, Haggis the barber thinks otherwise. HE was the one who told me!

Captain Blondebeard: Haggis?! I was at his shop SIX MONTHS AGO, and he said no such thing... *(pensive)* Smooth-chin... I don't believe you! You're just jealous!

Guybrush Threepwood: If you don't believe me, go ask him yourself. He's at the barbershop right now... *(winks slyly)*

Captain Blondebeard: ...And leave my tavern exposed to El Pollo Diablo?! NEVER!

Guybrush Threepwood: Then how will you ever know if I'm lying?

Captain Blondebeard: Simple, boy: bring me proof, and I'll believe you. In the meantime, order some chicken broth, it builds strong beard roots!

Dialogue ends. Now open your inventory, take the brush, and show it to Captain Blondebeard:

Guybrush Threepwood: *(Showing brush)* Look what Haggis gave me. He said he didn't need it anymore.

Captain Blondebeard: *(Eyes widen)* Unbelievable. He gave you his Groom'N'Brush™?! A marvel of modern engineering! A rare blend of craft and science! If he gave it away... it really is over! Beards are out of style! I must run, I can't be seen like this... Hold on, Haggis! *(Rushes out).*

Now head to the barbershop. Blondebeard has already left, leaving behind a pile of shiny golden straw on the floor.

Guybrush picks it up under the barbers' disgusted glares:

Van Helgen: *(Gasp)* ...What on earth...

Bill Cutthroat:: *(Gasp)* ...Madness!

Haggis: *(Gasp)* Lad! I don't usually ask questions, but there are less bizarre ways to stuff pillows, though to each his own!

Guybrush now has the golden beard in his inventory.



PICK UP: Better not touch it... at least until I figure out what to do with it.

LOOK AT: Captain Blondebeard's golden mane!... Gross.

TALK TO: Speak to me, o wise mane... though you've probably only seen chicken grease.



GAME ICON

As an extra scene, you can return to the tavern to see the Captain's new look:

Captain Blondebeard: So lad? How do I look?

Guybrush Threepwood: *(Awkwardly)* ...Well...

Captain Blondebeard: Speechless, uh? Fresh, clean, and ready for El Pollo Diablo!

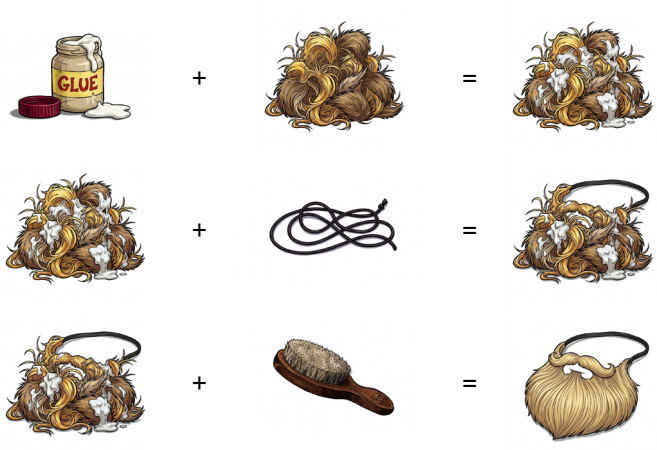


The dialogue will end, but as soon as you cross the threshold of the inn to leave, Guybrush will say:

Guybrush Threepwood: See ya, Mr. Clean!

Captain Blondebeard: Why you little...! *(Cuts to exterior)*

Now that all the elements are there, they can be combined in the following way:





PICK UP: Better not, it's barely holding together.

LOOK AT: A fake beard... and it matches my hair color perfectly!

TALK TO: No.



GAME ICON

With the fake beard crafted, complete remaining Plunder Island tasks to set sail for Blood Island.



CHAPTER 2

Blood Island

Introducing a new narrative arc on Blood Island is no coincidence. Beneath its active volcano, Blood Island is a fading island living in the memory of its golden era. Everything is designed to convey this sense of void: cool palettes, melancholic music, a perpetual night sky...

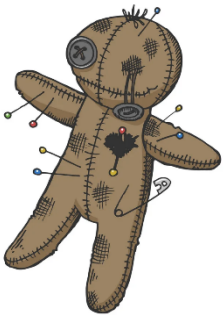


Here Guybrush meets unique characters with intertwined family histories. What better place to shed light on our protagonist's family? Right here on BLOOD Island, Guybrush meets his brother, his own BLOOD. Tobey fits the mood perfectly: melancholic, hopeful for something unknown that keeps him going. Just as Goodsoup waits for the volcano to erupt to restore glory, Tobey awaits his own internal eruption.



Blood Island Souvenir Shop

The Blood Island Souvenir Shop is a new location, added to the main storyline. The business is located beneath the imposing Goodsoup Grand Hotel, a (former) landmark for all Blood Island tourists. Entering the courtyard, simply continue past the first flight of stairs and then down again to find yourself in front of the shop's entrance. Visually, there will be a light under the arcades, emanating from the shop itself, and a neon sign reading "Souvenir."



Locating the shop beneath the Goodsoup Grand Hotel is simply a deliberate marketing choice; all tourists will naturally congregate inside the Grand Hotel, so it's a good idea to place the souvenir shop just outside the entrance to attract the greatest possible number of customers. Before entering the Souvenir Shop, you can speak with Griswold Goodsoup, the manager of the establishment, who, as always, is at his counter suffering from his usual migraine, and it's up to us to help him get over it (but that's another story). When speaking to Griswold, the new lines of dialogue will be::

Guybrush Threepwood: About the souvenir shop down there...

Griswold Goodsoup: Yes?

Guybrush Threepwood: How long has it been open?

Griswold Goodsoup: Bah, how should I know? I've got my own headache to deal with!

Guybrush Threepwood: Tell me about the shopkeeper.

Griswold Goodsoup: I don't know much about it, actually... His name is Tobey, that's for sure. His parents took over the shop so he could run it, and he did a good job, I must say! At least until business tanked because of the volcano...

Guybrush Threepwood: What do you sell down there?

Griswold Goodsoup: The island's most iconic souvenirs: cocktail umbrellas, Goodsoup mausoleum piggy banks, tribal masks, undead ferryman T-shirts, undertaker Voodoo dolls, Madame Xima crystal balls, and much more...

Once informed, enter the Souvenir Shop beneath Hotel Goodsoup.



The shop immediately presents itself as a "Grand Bazaar," filled with all sorts of useless junk piled up on shelves, counters, and dusty display cases. The atmosphere is quiet, the shop is deserted, and all the gadgets adorning the area seem to be just waiting for someone to walk through the door and spend all their money.

Despite the colorful objects, the austerity of the structure is still palpable, in keeping with the entire Grand Hotel Goodsoup. Perhaps it wasn't originally a shop, but was probably a sort of warehouse, or a cellar.

Behind the large counter is a young man, our very own Tobey Threepwood. He looks melancholic, a little bored, waiting for something (or someone) to finally save him from his torpor. Behind him stands a painting of a proud, blond, bearded man... anyone at first glance would say, “THAT’S a fearsome pirate,” and in fact they’re not so wrong, because that’s none other than Guybrush Threepwood (somewhat disguised by a marker, admittedly), but a fearsome pirate nonetheless. Upon his entrance, Guybrush is greeted with a subdued::

Tobey: Welcome to Blood Island, sailor. We have everything you need to be a true islander. Look around, and let me know if you need anything... unfortunately.

At this point we have the opportunity to examine some of the exhibits, including the large painting behind Tobey.

By clicking **LOOK AT** on the portrait:

Guybrush: Hey... I know that picture! That's ME!

Tobey: Sure, dream on pal...

Guybrush: *(Reading label)* "Brush Threepwood"?! What's going on here?! Who is **BrUsH ThReEpWoOd**?! And why am I scribbled on?... *(To camera)* This smells fishier than LeChuck, but I'll figure it out.

After the short interlude, Guybrush has the chance to talk to Tobey and find out more about this mystery:

Guybrush: Um, excuse me...

Tobey: Call me Tobey... Need something?

Guybrush: How's business on Blood Island?

Tobey: Business… It's been a while since any business has been done here, to be precise, since that volcano stopped erupting… Since then, it's easier for Mr. Goodsoup to be in a good mood than for any business to be concluded…

Guybrush: Why is Mr. Goodsoup always in a bad mood?

Tobey: Well, mostly because of his migraines... Since the volcano stopped erupting, he's found solace behind the bar...

He's always huddled at the bar rather than doing his job as manager. Really, who could blame him…?

Guybrush: This stuff looks expensive... Anything free?

Tobey: We had freebies... then scalpers came... But wait! *(Reaches under counter)* Here it is! One T-shirt left.

These are popular...



(Guybrush receives the T-shirt, which will serve absolutely no purpose other than to take up an inventory slot.)

Guybrush: Why is my portrait behind you? And why is it scribbled on?

Tobey: Your portrait?! You've lost your mind! That's Brush Threepwood! The greatest buccaneer! What scribble? I see no scribble...

Guybrush: *(angrily)* …The beard has been added! That's ME! GuyBRUSH Threepwood!

Tobey: Hey listen buddy, I get it, I see you admire him too, but YOU, you're not HIM, I'm sorry… My full name is Tobias Galeno Threepwood, and the one you see behind me is a distant uncle of mine, Brush Threepwood, who tragically passed away while pursuing his adventures… My parents told me this…

Guybrush: *(To camera)* I don't know whether to be mad at my parents for scribbling on my portrait, or for not telling me I have ANOTHER BROTHER!

Tobey: Hey, who are you talking to?!

Guybrush: Oh, nobody, sorry...

Guybrush: So that's your uncle...

Tobey: Well yes, my parents told me about him… Unfortunately I wasn't even born when he decided to leave yet, and ever since I was little I've wanted to be like him… But unfortunately these are just illusions, pirates always end up underground, or underwater… as my parents say…

Guybrush: How'd you end up here?

Tobey: My parents decided to let me manage this shop "to make me responsible" as they say *(annoyed)* ... UNFORTUNATELY a career as a pirate is not suited to a boy like me... My uncle's end is an example of this...

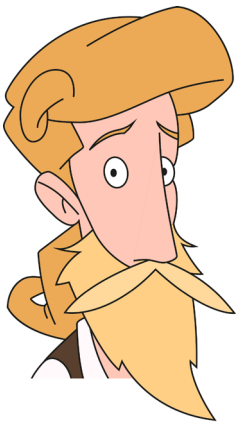
Guybrush: Hey, I'm a pirate! I'm alive! Why don't you drop everything and come with me? Let's take the wind in our sails and set sail for a thousand adventures!

Tobey: …A pirate, of course… Listen, I have business to handle here, and as fascinating as this request of yours may be (albeit absurd), nothing could distract me from my duties… Uncle Brush himself should come and recruit me, I'd never say no to him! What am I saying… Forget it…

Guybrush: So if Uncle Brush came into your shop to recruit you, you'd sail with him?

Tobey: ..It's a possibility... Impossible, but a possibility... Now if you'll excuse me, I have a shop to mind...

At this point, the dialogue ends, and if we've collected all the items on Plunder Island, we'll have the opportunity to continue the story. Alternatively, the story will end here and Tobey will remain in his place in the Souvenir Shop.



If, however, all the items have been collected and combined (either sooner or later), we simply have to go to the shop and use the beard. Guybrush takes out the beard (facing the camera) and puts it on, then turns back to Tobey:

Guybrush: (Clears throat)

Tobey: Welcome to Blood Island, sailor. We have everything you need to… *(Gasp)* UNCLE BRUSH?!

Guybrush: *(Disguised voice, hands on hips)* Good evening Tobias, or should I say Tobey!

Tobey: How is this possible?! They said you died at sea!

Guybrush: There's a lot you don't know, Tobey... starting with how lying parents can be!

Tobey: *(sobbing)* You've always inspired me, Uncle Brush! I've always wanted to be a pirate like you! I'm only here to stay away from my parents, but deep down I always knew something incredible would happen if I waited... and here you are! Alive!

Guybrush: Stand tall sailor! I am recruiting you into my fearsome pirate crew!

(Haggis, Van Helgen, and Cutthroat Bill enter)

Guybrush: Meet my trusted crew: Haggis...

Haggis: Ayo!

Guybrush: Van Helgen…

Van Helgen: Enchanted...

Guybrush: … and Bill Cutthroat: …

Bill Cutthroat:: (Nods)

Tobey: Wow! Real pirates! You guys look tough!

Van Helgen: *(Whispers)* Look...

Guybrush: …so Tobey, what do you say? Are you ready to sail the seven seas and live the life you've always dreamed of alongside Uncle Brush? A thousand adventures await us, boy, and every second unlived is a second wasted!

Tobey: You're right, Uncle! I'll get my things and meet you at the ship. Let them run the shop themselves... Mom! Dad! I'll be a fearsome pirate too! Goodbye!!! *(runs right out of camera).*

Haggis: There we go... Another mouth to feed!

(Barbers exit, leaving Guybrush alone)

Guybrush: *(To camera, takes off beard)* Heh heh... Fooled you again, Mom and Dad... That's what you get for abandoning me! The Threepwood brothers will conquer the Caribbean!!!

Guybrush: …

Guybrush: Though I have to save Elaine first.

This concludes the added story arc. The shop will still be open to visitors, and it will be possible to interact with some of the in-store merchandise. After the volcano erupts, we'll find Lemon Head as a new clerk. Following the destruction of the village, he decides to try his hand at a career as a salesman, now that Blood Island is finally ready to welcome a new wave of paying customers.

Entering the shop after the eruption, we'll find Lemon Head, with whom we can engage in a brief conversation:



Guybrush: Well, well! Look who's alive!

Lemon Head: I can't believe it... Cheese-boy...

Guybrush: Hey! You guys told me too late that the volcano deity was lactose intolerant! How was I supposed to know?!

Lemon Head: …Forget it, what's done is done, and every cloud has a silver lining… The volcano's awakening may have destroyed the village, sure, but now, all of Blood Island is buzzing! The phone keeps ringing day and night, and hordes of tourists are planning to spend their next vacation here. Finally, thanks to my life coach, I decided to pick up the pieces of my life and start over. So I looked at the job listings, and here I am, just a stone's throw from home!

Guybrush: Glad things worked out. Where are your buddies?

Lemon Head: Well, actually, they also wanted to change course after the eruption. Banana Head decided to live the good life for a while, so he set off for Monkey Island in search of adventure… He even sends postcards from time to time… Pineapple Head, on the other hand, decided to take up singing… He's certainly no nightingale, but for now he's cutting his teeth at the local tiki bars, and then who knows…

Guybrush: Maybe I'll hire him for my wedding with Elaine! Keep it in the family... *(Winks)*

Lemon Head: Sure… but I'm here to work right now, so if you have any other questions that aren't shop-related, you'd better go ask elsewhere.

Guybrush: This stuff looks expensive... Anything free?

Lemon Head: Unfortunately, no, I'm sorry. All the freebies have been selling out lately.

Guybrush: What about your shirt? Mine was the last one.

Lemon Head: … Better if I don't tell you what I paid... Damn scalpers…

Guybrush: Nice painting behind you.

Lemon Head: Oh that… It doesn't actually belong to the shop, but to the guy who worked here before me… He insisted he'd come back for it as soon as he could. It doesn't bother me, although I would have put something less austere on it… Maybe a nice colorful poster, but that's a matter of taste.

Guybrush: I'll leave you to your work.

Lemon Head: … Enjoy your stay on Blood Island.

From this point on, nothing else can be said to Lemon Head, who will simply stand behind the counter, polishing gadgets, checking the cash register, dusting display cases, and so on.

MISSING PART II: TO BE WRITTEN?

As an additional extra scene, in the finale, when Guybrush sets sail on his honeymoon with Elaine, in addition to the usual crew members, Lemon Head in his T-shirt and Tobey Threepwood will be there to greet them on the dock.

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