

LUCASARTS ENTERTAINMENT COMPANY PRESENTS

ESCAPE FROM MONKEY ISLAND™



INSTRUCTION BOOKLET



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Prologue

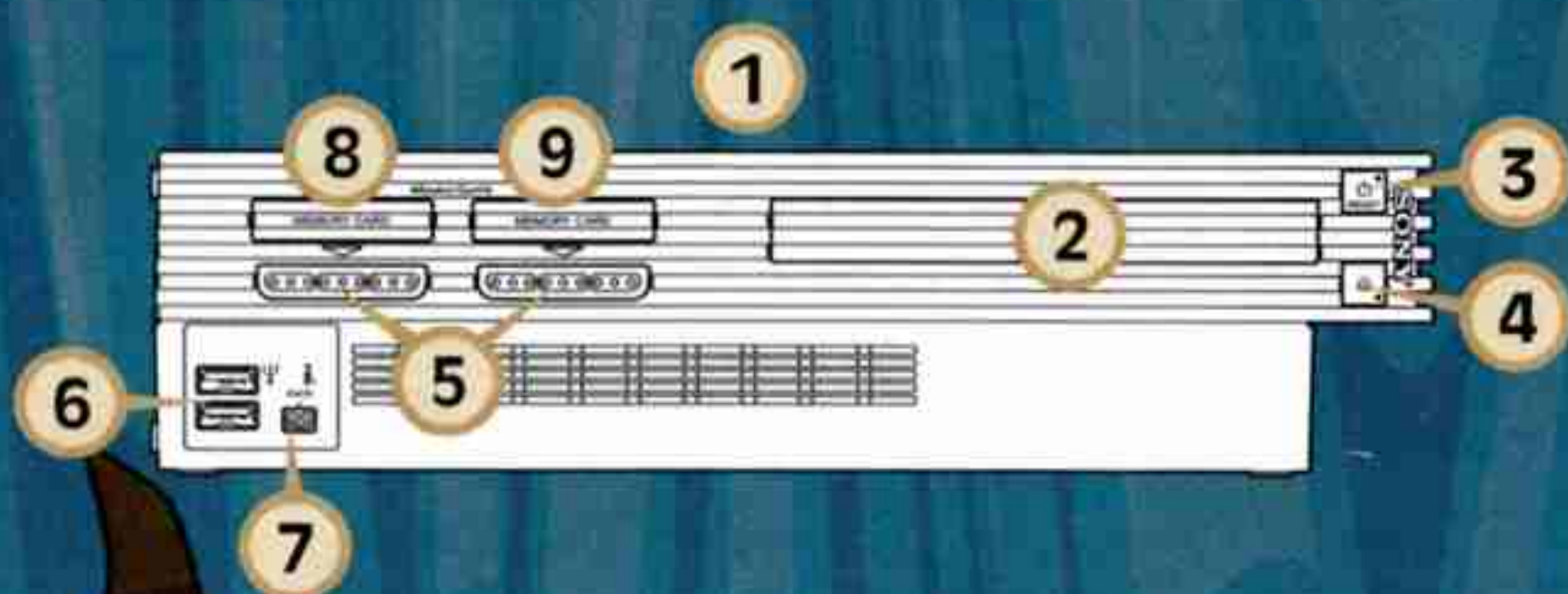
Guybrush Threepwood thought all his troubles were over when he buried the evil Demon Zombie Ghost Pirate LeChuck under a mountain of ice and married his sweetheart, Elaine, the governor of Mêlée Island. But villains (especially in comic books and computer adventure games) rarely stay dead, and even the most amazing pirate honeymoon ever has to end some time (actually, it wasn't that amazing, but Guybrush is a little...uh...naïve), and now there's trouble afoot on Mêlée Island. The Governor's mansion is scheduled for demolition, Elaine has been declared dead, an Australian land developer is buying up all the property from the local pirates, and the SCUMM bar has run out of laidu-jerky-flavored pretzels. Looks like a job for Guybrush Threepwood!



Getting Started

PlayStation®2 Computer Entertainment System

- | | |
|--|--------------------------------------|
| 1. MAIN POWER Switch
(Located on back of unit) | 5. Controller Ports 1 & 2 |
| 2. Disc Tray | 6. USB Connector |
| 3. RESET Button | 7. S400 i.Link Connector |
| 4. OPEN Button | 8. Memory Card Slot 1 |
| | 9. Memory Card Slot 2 |



Escape from Monkey Island™ supports the PlayStation®2 DUALSHOCK™ 2 analog controller and the Memory Card (8 MB) (for PlayStation®2) if you wish to save your progress.

Set up the PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **Escape from Monkey Island** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Default Controls

DUALSHOCK™2 Analog Controller Configurations



1. L2 Button • Inventory
2. L1 Button • Skip Dialogue Line
3. R2 Button • Cycle Objects Down
4. R1 Button • Cycle Objects Up
5. Directional Buttons • Move Guybrush
6. △ Button • Use/Talk
7. ○ Button • Look
8. × Button • Default Action
9. □ Button • Pick Up/Put Away
10. Left Analog Stick (L3 button when pushed down) • Move Guybrush (Push Down • Quick Room Exit)
11. Right Analog Stick (R3 button when pushed down) • Cycle Objects (Push Down • Default Action)
12. SELECT Button • Skip Cutscene
13. START Button • Menu



Playing the Game

The Start Game Screen

After you start the game, you'll reach the Start Game Screen. Here, you choose a previously saved game to play or start a new one. To move between slots, use **▲** and **▼** on the **Directional Buttons**, **R1/R2** or **◀** and **▶** on the **Left Analog Stick**. Press the **X Button** to select a saved game to play. Press the **□ Button** to erase an existing game. Press the **○ Button** to copy a game.



Start Game Screen

Main Menu

Use the **START Button** to access the Main Menu from within the game.

Options are:

1. **Resume** • Continue your game.
2. **Save Game** • At the start of the game, you choose a save game slot. During the course of the game, the player may save a game at any point by selecting **Save** from the Main Menu.
3. **Options** • Options allows you to change various aspects of the game. See page 8 for details.
4. **Quit** • Exit the game. Press **△ Button** to return to the game.



Main Menu

Movement

Move Guybrush around using the **Directional Buttons** or the **Left Analog Stick**. Movement in the game is camera relative, meaning movement is relative to the screen. **▲** moves toward the top of the screen, **▶** moves to the right of the screen, etc.



Interact with Objects

Occasionally, Guybrush finds himself in a vehicle of some sort. In vehicles, directions for movement are compass directions. In other words, if Guybrush rows a boat and heads north, that boat would head towards the top of the screen. If he rows east, that would mean the boat moves to the right of the screen.

2. Interface

The buttons you need to interact are:

1. ○ **Button** • Examine/Look At (Make Guybrush look at an object.)
2. △ **Button** • Use/Talk To (Make Guybrush use something, or talk to a person.)
3. □ **Button** • Pick Up/Put Away (Pick up an object. If Guybrush already holds an object, press the □ **Button** to put it away.)
4. R1/R2 or ▲ and ▼ on the **Right Analog Stick** • Scroll Through Action Choices Listed on Screen (R2 is also the Monkey Kombat Hint button during Monkey Kombat only.)
5. × **Button** • Selects the Highlighted Choice.



Inventory

2. Inventory

The Inventory is the way Guybrush collects objects in the game. Access Guybrush's Inventory with the L2 **Button**. The Inventory appears as a floating orbital path of objects. You can move through this path



by using the **Directional Buttons**, **R1** and **R2 Buttons** or the **Left Analog Stick**. When you reach an object you wish Guybrush to use, use the **□ Button** and the object will appear in Guybrush's hand. If you want to combine an object in the Inventory with another item there, move the first item to the front so that its name is displayed. Now press the **△ Button** (Use) and the item will drop out of orbit. Now cycle through the items until you come to the second item and press the **□ Button**. If the two can be successfully combined, they will be. To exit the Inventory without using an item, use the **L2 Button**. If Guybrush is holding an item, you can return it to his Inventory by using the **□ Button**.

☞ Talking

To talk to someone, just walk up and face him/her and a line should appear like "Talk to garbage collector." You will then be given a choice of dialogue options such as "Hello, garbage collector," or "Goodbye, garbage collector." Again, use **R1/R2 Buttons** or **▲** and **▼** on the **Right Analog Stick** to highlight the dialogue choice, then press the **× Button**.



Talking

☞ Options Menu

To access the Options Menu press the **START Button**, then select Options from the Main Menu. Use the **R1/R2 Buttons** or **▲** and **▼** on the **Right Analog Stick** to scroll options. Press the **× Button** to select a choice.

1. Audio Options • Access the Audio Menu. Adjust music, sound effects and voice volume, mono/stereo or return to default settings. Adjust volume levels with the **▲** and **▼** on the **Left Analog Stick** or **Directional Buttons**.

2. Video Options • Access the Video Menu and the following options:

Text Mode • This determines whether or not the voice lines will be displayed as text on screen.

Text Speed • Adjust how fast the text will be displayed on screen. This is disabled when voice is on.

Screen Adjust • Allows you to adjust the display position on your TV screen with the **Directional Buttons**.

Return to Default Settings • Go back to original video settings.

3. Controller Options • Access the Controller Menu. Here you can choose which controller configuration you want to use. Use the ◀ or ▶ on the **Directional Pad** or **Left Analog Stick** to scroll options. Press the × **Button** to select.

Vibration Control • Turn vibration on or off.

Characters

Guybrush Threepwood

Years ago, a young Guybrush Threepwood washed up on the shores of Mêlée Island. No one knew who he was, or where he had come from, but there could be no doubting his motivation: He wanted to be a pirate. In the course of pursuing his dream, he sailed to the mysterious shores of Monkey

Island, fell in love with Mêlée Island's governor (the beautiful Elaine Marley), and defeated the evil Ghost Pirate LeChuck via the clever application of root beer.

Despite these impressive victories, Guybrush still found himself mocked within the pirate community. Eager to change his image, he grew a menacing beard and set out on an elaborate quest for the treasure of Big Whoop. Curiously, this new attempt to establish his sea cred also entangled him in the machinations



of LeChuck, the embraces of Elaine, and (though he was unaware of it at the time), the jungles of Monkey Island. There was also a confusing bit with an amusement park, but no one talks about it in polite company.

More recently, a now-beardless Guybrush defeated the demonic LeChuck for a third and seemingly final time, burying him beneath a mountain of ice on the ever-mysterious Monkey Island. Having finally proven himself a mighty pirate in the eyes of Elaine (who had dumped him over the "beard fiasco"), Elaine agreed to be his bride, and the two lovebirds sailed off into the sunset.



Elaine Marley-Threepwood

Elaine Marley-Threepwood, the pirate governor of Mêlée Island, is Guybrush's better half... in just about every way. She's smart, athletic, attractive, witty, a born leader, and one of the few pirates who knows all 37 verses of the song about the drunken sailor. Her love for the goofy wannabe Guybrush Threepwood is

one of the Tri-Island Area's unfathomable mysteries.

24 The Demon Zombie Ghost Pirate LeChuck

Even before he died, Captain LeChuck's name was feared throughout the Tri-Island Area. A sadistic jerk with an appetite for destruction, LeChuck pillaged and plundered his way across the seas, stopping only long enough to watch villages, ships, and the occasional puppy farm burn to the ground.



His rampaging evil might have gone forever unchecked had he not happened upon Mêlée Island and its beautiful governor, Elaine Marley. Feeling something soft and gooey in the black pit of his heart, LeChuck abandoned his reign of terror, and ardently wooed the unreceptive governor, who told him to drop dead.

Amazingly, he did. But then he came back, first as a ghost, then as a zombie, and finally as a demon. At each undead step, LeChuck's plans to win Elaine's hand were thwarted by Guybrush Threepwood, who further infuriated the villain by successfully stealing Elaine's heart. As his resurrections and defeats piled up, LeChuck's obsessions threatened to consume Guybrush, Elaine, and every living soul in the Caribbean.

Luckily for everyone involved, the scourge of LeChuck has finally been eliminated, buried beneath a mountain of ice on Monkey Island. Or so it would seem...

WARNING!

SPOILERS NEXT PAGE



Escape from Monkey Island

A Short Walkthrough

Note

It is important to follow this walkthrough in sequence. If you skip around, you may not have the objects you need to complete a puzzle. In this walkthrough, N=Top of screen, E=Right of screen, S=Bottom of screen, and W=Left of screen. In dialogues, you will be given several dialogue choices, and the numbers in this walkthrough refer to the dialogue choices in order from the top down, so dialogue 123 would mean use the first line, then the second line, then the third line. An asterisk (*) in a dialogue sequence means any dialogue line will do.

Opening

Use the brazier. Pick up a coal from the fire. Quickly turn around to the right and kick the coal at the loaded cannon.



Mêlée Island

Disarming the Catapult



Leave the mansion and go to the SCUMM Bar. Go to the table in the back right and look at the balloon, then return to the dart players. Use dialogue 1245 with either of the dart players. Pick up pretzels from table at back right. Talk to sailor at table at back left. Use dialogue 1311211.

When the insult arm wrestling begins, go down the insults from the top down. If he answers correctly, give him back the right answer when he insults you. Don't give him any insults he has used on you.

Warning: Read the insult chart below only if you are humor-impaired!

Insults	Responses
Today, by myself, twelve people I've beaten.	From the size of your gut, I'd guess they were eaten.
I've got muscles in places you've never even heard of.	It's too bad none of them are in your arms.
Give up now, or I'll crush you like a grape!	I would if it would stop your WINE-ing.
My 98-year-old grandmother has bigger arms than you!	Yeah, but we've both got better bladder control than you.
I'm going to put your arm in a sling!	Why, are you studying to be a nurse?
My stupefying strength will shatter your ulna into a million pieces.	I'm surprised you can count that high!
Hey, look over there!	Yeah, yeah, I know, a three-headed monkey.
Your knuckles I'll grind to a splintery paste.	I thought the bean dip had a strange taste.



Insults	Responses
Your arms are no bigger than fleas that I've met!	So THAT'S why you're scratching. I'd go see a vet.
People consider my fists lethal weapons!	Sadly, your breath should be equally reckoned.
Only once have I met such a coward!	He must have taught you everything you know.
You're the ugliest creature I've seen in my life!	I'm shocked that you never have gazed at your wife.
My forearms have been mistaken for tree trunks.	An over-the-counter defoliant could help with that problem.
I've out-wrestled octopi with these arms!	I'm sure that spineless creatures everywhere are humbled by your might.
Do I see quivers of agony dance on your lip?	It's laughter that's caused by your feathery grip.
*You're a big poogie head!	Oh, yeah?
*You suck!	NOT.
*Dummy!	I am rubber, you are glue...
*You're not very nice!	I'm shakin'! I'm shakin'!
*I don't want to play anymore.	Shyee! How appropriate.
*Loser answers	You fight like a cow.



Take the path to the right of the SCUMM Bar and travel E to the harbor. Pick up the inner tube by the grog machine then get back on the path and travel NW to the Governor's Mansion. Use inner tube with funny-looking cactus by the Mansion. Offer the pretzels to the catapult operator. Then quickly, after he has left, tinker with the catapult controls.

24 The Crew and the Ship

Go into the Governor's Mansion. Pick up government paper off the china hutch against the wall. Look at it. Give it to Elaine to sign. Talk to Elaine. Tell her you're having trouble getting a ship, then say you don't have the proper authority to requisition one. Leave the Mansion.

Go to Mêlée Town Hall (W of the SCUMM Bar). Talk to the two pirates outside. Use dialogue 14242. Give them the signed cushy government job contract.

Go to the harbor. Use the Gubernatorial Symbol with the Harbor Mistress.

24 Lucre Island



The Bank Robbery

Pick up the duck at the head of the stairs by the docks.

Go W to the perfume stand. Pick up spritzer on the ground and the cologne displayed on the left side of the counter.

Go W until you get to the lawyer's office, and go in. You will get a letter. Look at it.

Go W to the bank and talk to the teller on the right. Tell her you want to retrieve some items from your safe deposit box.

Once in the vault, pick up the sword, the two sponges, the handkerchief, the other sponge, and the music box and the fine grog from the safe deposit box.

Use the sword with the bottom door hinge, then with the crack in the door.

Use all three sponges in your inventory with the crack in the door.

Use the fine grog with the sponges in the crack.

While visiting the jail, pick up the can of chicken grease under the iron maiden.

happy adventuring, and good luck!



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Charity James

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Mabel the Tourist
Tress MacNeille

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Monty the Tourist
Phil Proctor

Miss Rivers
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Charles Adler

Murray
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Ned
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Otis
S. Scott Bullock

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Rob Paulsen

Pegnose Pete
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Neil Ross

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Reverend Rasputin
Keith Szarabjka

**Salty the Bait Shoppe
Owner**
John Mariano

**Santiago the Chess
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Monkey 3
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Monkey 4
Dominic Armato

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Pirate 4
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Pirate 6
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Alder.

Very Special Thanks
George Lucas



How to Contact LucasArts

LucasArts has set up a variety of services to provide you with information about our latest games, hint and gameplay assistance, and technical support.

Hint Line

U. S.

If you need a hint, you may call our automated Hint Line. This service costs 95 cents per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is 1-900-740-JEDI (1-900-740-5334). The option to speak with a live Hint Operator is also available from this number. Hint line operators are available during regular business hours, 8:30 a.m. to 5:00 p.m. (Pacific Standard Time), Monday-Friday. (Average call length is three minutes.)

Canada

Our Hint Line is also available to our Canadian customers. This service costs \$1.25 (U.S.) per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is 1-900-677-JEDI (1-900-677-5334). Hint line operators are available during regular business hours, 8:30 a.m. to 5:00 p.m., Monday-Friday (Pacific Standard Time). (Average call length is three minutes.)

Where To Find Us Online

Visit the LucasArts Technical Support Web site at support.lucasarts.com. From there, you can receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.

Yoda's Help Desk

We are proud to feature Yoda's Help Desk, an interactive knowledge base, which is available in the Technical Support section of the LucasArts Web site at support.lucasarts.com. Yoda's Help Desk offers solutions to technical issues based on information you provide. Visitors to Yoda's Help Desk will be able to receive technical support 24 hours a day, seven days a week. If Yoda's Help Desk is unable to provide you with a solution to your problem, you can send an e-mail message to an online representative.

Technical Support Phone Number

This number is for technical assistance only. Hints will not be given out over the Technical Support line.

You can reach our Technical Support department by calling 1-415-507-4545. We are available to help you Monday-Thursday 8:45 a.m.-5:30 p.m. and on Friday 8:45 a.m.-4:30 p.m. (Pacific Standard Time). We are closed daily 11:45 a.m.-1:00 p.m.

Technical Support Fax

For your convenience, we also offer the option of faxing us with your technical questions at: 1-415-507-0300. When sending us a fax, please include your name, return fax number with the area code, and a voice phone number so we can contact you if we experience any problems when trying to fax you back.

Technical Support Mailing Address

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The LucasArts Company Store

Safe, quick, convenient shopping is just a click away at
companystore.lucasarts.com

You'll find more information on all the products shown here
 plus many more exclusive items and great gaming deals—
 all with our money-back guarantee*.

So, join our alliance of satisfied customers and visit us today!

To place an order by phone, simply call us toll-free at
888.LEC.GAMES (888.532.4263).

Operators are available Monday–Friday, 7 a.m. to 6 p.m.
 Pacific time.

(Please note: technical support is not available on this line.)

Or, download our printable order form at:

www.lucasarts.com/companystore/orderform.htm
 to mail or fax your order.



Escape from Monkey Island Strategy Guide

Provides a complete walkthrough,
 detailed lists of all items, all puzzle
 solutions, a quick-trip click-through,
 and all the inside tips and hints you
 need to pillage your way to victory!

\$14.95 #18-006

* See companystore.lucasarts.com Web site for details.



Escape from Monkey Island



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