

# APE ESCAPE 2



EVERYONE  
E  
CONTENT RATED BY  
ESRB

Ubi Soft  
ENTERTAINMENT  
www.ubi.com



## **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.

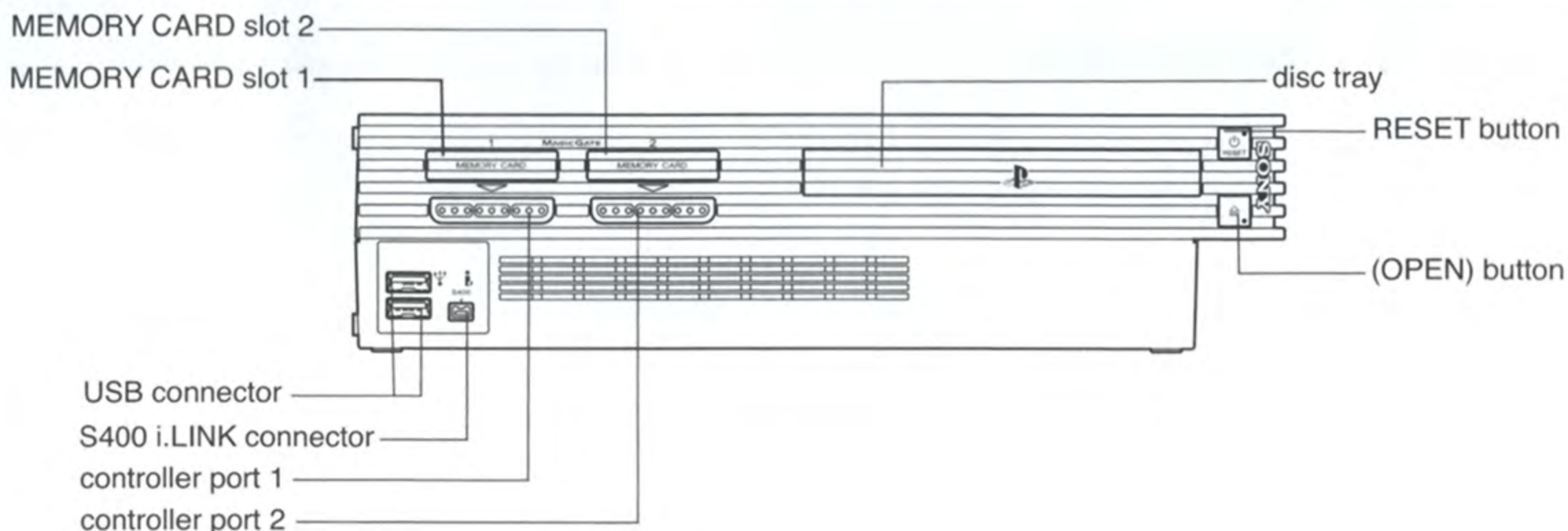


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# SETTING UP



Set up your 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 **APE ESCAPE™ 2** 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 playing **APE ESCAPE™ 2**.

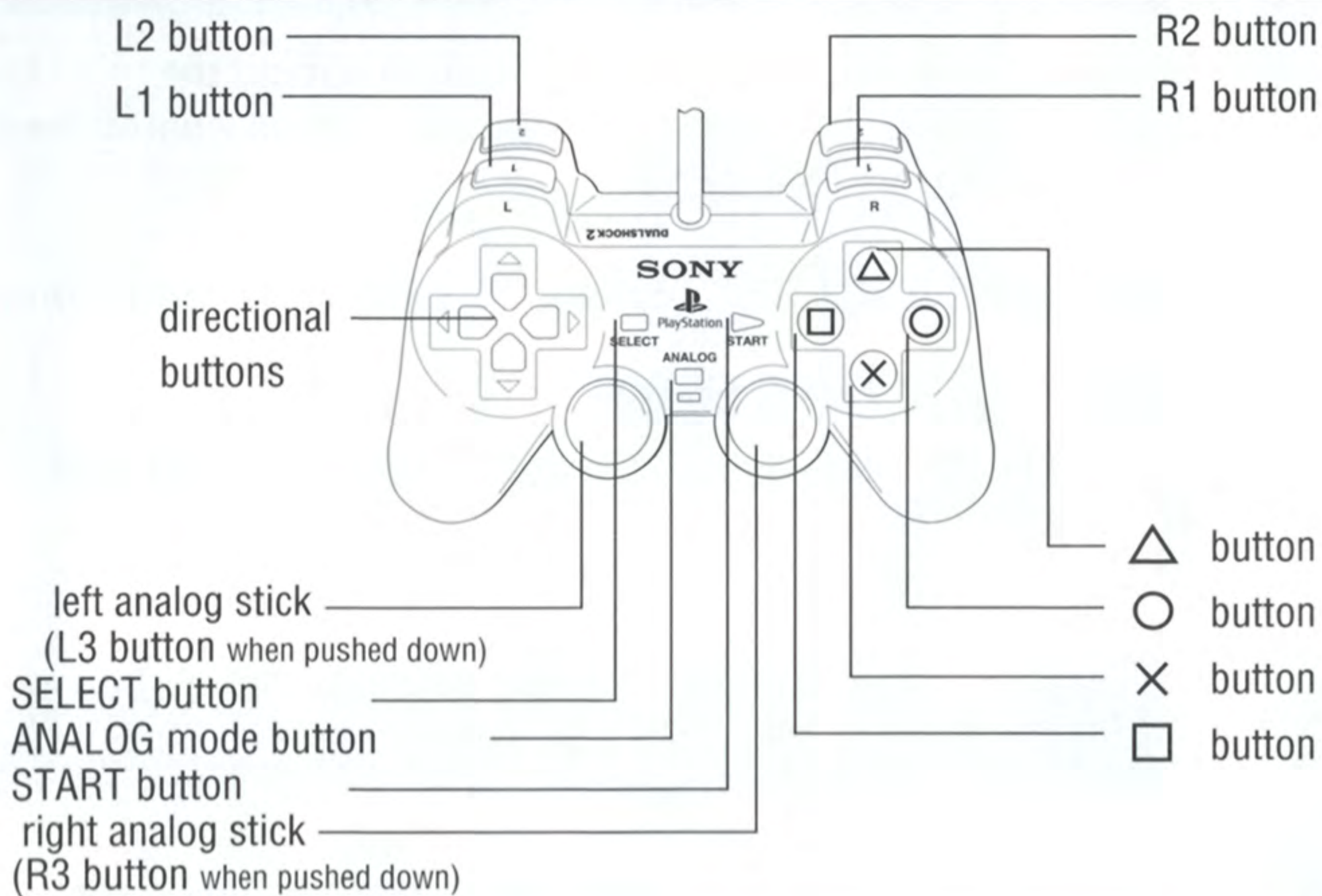
## Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the inserted memory card (8MB)(for PlayStation®2), or any memory card (8MB)(for PlayStation®2) containing previously saved **APE ESCAPE™ 2** data. Make sure that there is enough free space on your memory card (8MB) (for PlayStation®2) before starting play.

**NOTE:** A minimum of 300K of free space is required on a memory card (8MB)(for PlayStation®2) to create a save file.



# DEFAULT CONTROLS



directional buttons

left analog stick

right analog stick

○ button

× button

□ button

△ button

**L1** button

**R1** button

**L2** button

**R2** button

**R1** button plus **R2** button

**L3** button

**R3** button

**L3** button (hold)

plus **R3** button (hold)

SELECT button

START button

Move Camera

Run / Sneak

Control Gotcha Gadgets

Change Gotcha Gadget

Change Gotcha Gadget

Change Gotcha Gadget

Change Gotcha Gadget

Center Camera View

Jump / Double Jump

First Person View

Jump / Double Jump

Rush Attack (while running)

Duck / Crawl (held) / Rear

Attack (while in midair)

Fire Water Net

(while underwater)

Play Dead

Gotcha Gadget Select Menu

Pause

NOTE: For further information on how to control Jimmy, please see the Playing the Game section of this manual.

NOTE: Some Gotcha Gadgets and Vehicles have special controls. Please refer to the Gotcha Gadgets and Vehicles sections of this manual for further instructions on how to use them.



## DIRECTIONAL BUTTONS-MOVEMENT

In order to use the left and right analog sticks, the DUALSHOCK®2 analog controller must be in analog mode (Mode indicator: Red LED).

NOTE: **APE ESCAPE™ 2** does not support a digital controller.

### MENU NAVIGATION

directional buttons

⊗ button or ○ button

△ button or ◻ button

Move Up/Down/Left/Right

Confirm/Select

Cancel/Previous

## THE STORY SO FAR

Some time ago, the Professor developed an ingenious invention known as the "Monkey Helmet," also known as the "Peak Point Helmet," a device that boosts intelligence when worn by any primate. Unfortunately, the added aptitude provided by the Monkey Helmet went straight to the head of Specter, the most popular monkey in Monkey Park, and he led an army of time-traveling monkeys on a crusade to change the course of history. A frantic chase through the ages followed, but luckily, all of the monkeys were rounded up before any real damage was done.

### JIMMY'S MISTAKE

The Professor is currently on vacation, and while he is away he has asked Jimmy, a lively young helper, to pack some fresh, clean Monkey Pants over to Monkey Park.

But alas! Jimmy accidentally sends a shipment of the troublesome Monkey Helmets along with the pants!

So, once again, Specter puts on a Monkey Helmet – and we know what that means – another daring attempt to take over the planet! He spreads his monkey troops around the globe and orders them to wait for further instructions.

Help Jimmy, along with his faithful partner Pipotchi, to make up for his mistake by catching the pesky monkeys before it's too late!



## GETTING STARTED

On boot-up, a short introductory sequence will be displayed. Press the START button to skip the introductory sequence and access the Title Screen; press the START button again to access the Main Menu.

### SAVING AND LOADING

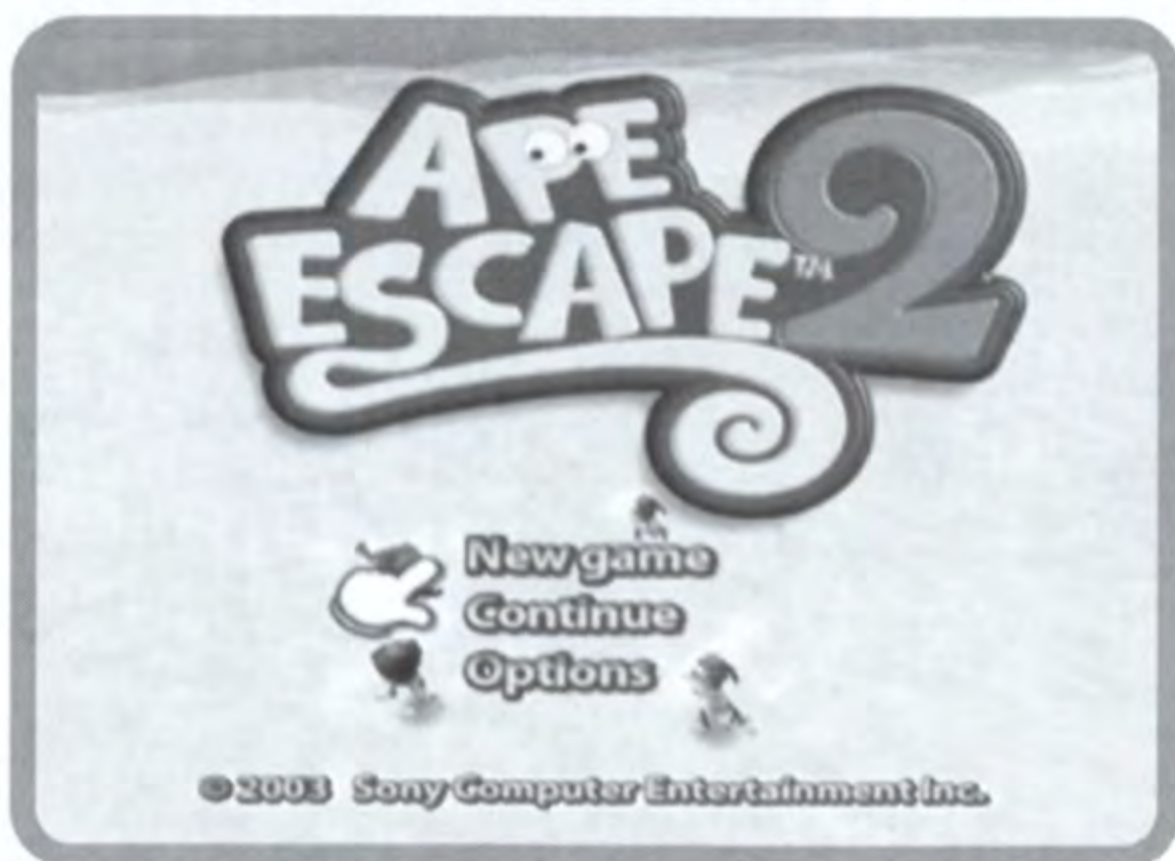
Insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your console before you turn the power on.

Save files can be loaded from the Main Menu. Select Continue from the Main Menu to select a previously saved file to load. Save files can also be loaded and progress can be saved using the Data Desk in the Travel Station.

For further information on the Main Menu and Data Desk, see the appropriate sections outlined elsewhere in this manual.

## MAIN MENU

Press the up or down directional buttons to select one of the following options and press the  button to confirm:






**New Game** - Launch directly into a new game.

**Continue** - Resume a previously saved game.

**Options** - Access the Options Menu.





### CONTINUE

Press the up or down directional buttons to highlight Load and press the  button in order to load a previously saved game file.

Up to four save files can be saved on a memory card (8MB) (for PlayStation®2). Press the left or right directional buttons to select a file to load, followed by the  button or the  button to confirm.



## OPTIONS MENU

Subtitles	Toggle in-game subtitles ON or OFF.
Vibration	Toggle the vibration function of the DUALSHOCK®2 analog controller ON or OFF.
Sound	Select Stereo or Mono.
Background Music	Adjust the volume of background music.
Sound Effects	Adjust the volume of sound effects.
Screen Ratio	Select 4:3 for standard TVs, or 16:9 aspect for widescreen formats.
Screen Position	Press the  button or the  button to confirm and then press the directional buttons to reposition the game screen on your television. Press the  button or the  button again to confirm or press the SELECT button to reset settings.
Reset Settings	Return all Options Menu preferences to their default settings.
Back	Return to the Main Menu.

NOTE: Options can also be adjusted during the game. For further information see the In-Game Options Menu section, outlined later in this manual.



## PAUSE MENU

Press the **START** button during play to access the Pause Menu, where important information is displayed, including the number of monkeys left to catch on the current stage and the amount of Cookies, Jackets, and Gold Coins Jimmy has.

Press the left or right directional buttons to rotate the Pause Menu and press the **X** button or the **Y** button to select a menu option. Select **Return to Game** or press the **START** button to continue play.

### CHOOSE GADGET

Open the Gadget Select Menu and select which Gotcha Gadgets (from those currently available) you want Jimmy to have at hand. Press the left or right directional buttons to highlight the desired gadget and assign it to either the **Up** button, the **Left** button, the **Y** button, or the **X** button by pressing the relevant button.

Press the **START** button to return to the Pause Menu, or press the **SELECT** button to return to the game.

**NOTE:** Different Gotcha Gadgets become available as you progress through the game.

### IN-GAME OPTIONS MENU

Select **Options** to access the In-Game Options Menu in order to change game settings.

**NOTE:** In-Game Options Menu settings can be changed following the same procedure as when using the Options Menu before starting play. For further information on changing specific preferences, please refer to the Options Menu section, outlined earlier in this manual.

Press the **Up** button or the **Left** button to return to the Pause Menu.

### ESCAPE

Select **Escape** to leave the current stage and return to the Travel Station. After selecting **Escape**, the following on-screen message will be displayed:

Escape from this stage?  
YES NO


Select **YES** to escape the stage.



# THE TRAVEL STATION

The Travel Station is the focal point of Jimmy's monkey-catching activity. There are plenty of cool devices here so make the most of each of them.

## WARP PAD

Use the Warp Pad to exit the Travel Station and head off to the next stage. Walk onto the Warp Pad and press the left or right directional buttons followed by the  button to select a stage to visit.



## GOTCHA BOX

Ten Gold Coins will give you one try on the Gotcha Box. Hit the handle with the Stun Club to release a prize capsule.

Break the capsule open to claim your item! Items received from the Gotcha Box can be viewed in the Entertainment Center.



## MINI GAME CORNER

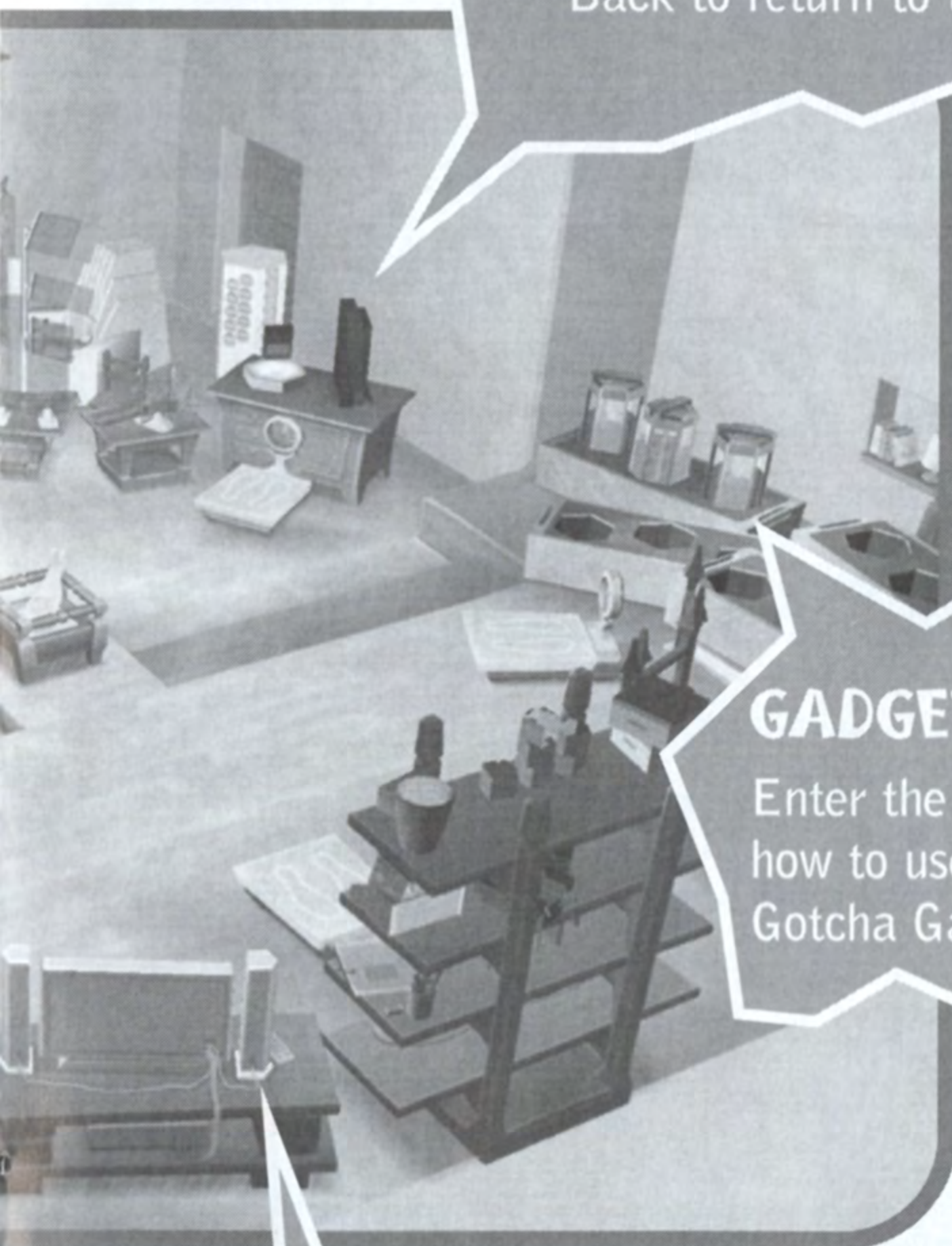
If you find a bonus game, you can play it here.





## DATA DESK

Use the Data Desk to save and load data. Step up to the Data Desk and select Save to save progress, Load to load a previously saved game, or Back to return to the Travel Station.



## GADGET TRAINER

Enter the trainer to learn how to use the various Gotcha Gadgets!



## ENTERTAINMENT CENTER

View a variety of things here, including movies and items received from the Gotcha Box.





# THE GAME SCREEN



NOTE: Further information on Cookies and Gotcha Gadgets can be found in the Playing the Game section of this manual.

## PLAYING THE GAME

Jimmy must travel around the world to many different stages in order to round up all of the pesky primates. Before each stage begins, the number of monkeys that he needs to catch is displayed on-screen. Capture that number of monkeys to clear the stage!

### CONTROLS

#### Moving Jimmy



Push the left analog stick to make Jimmy run.



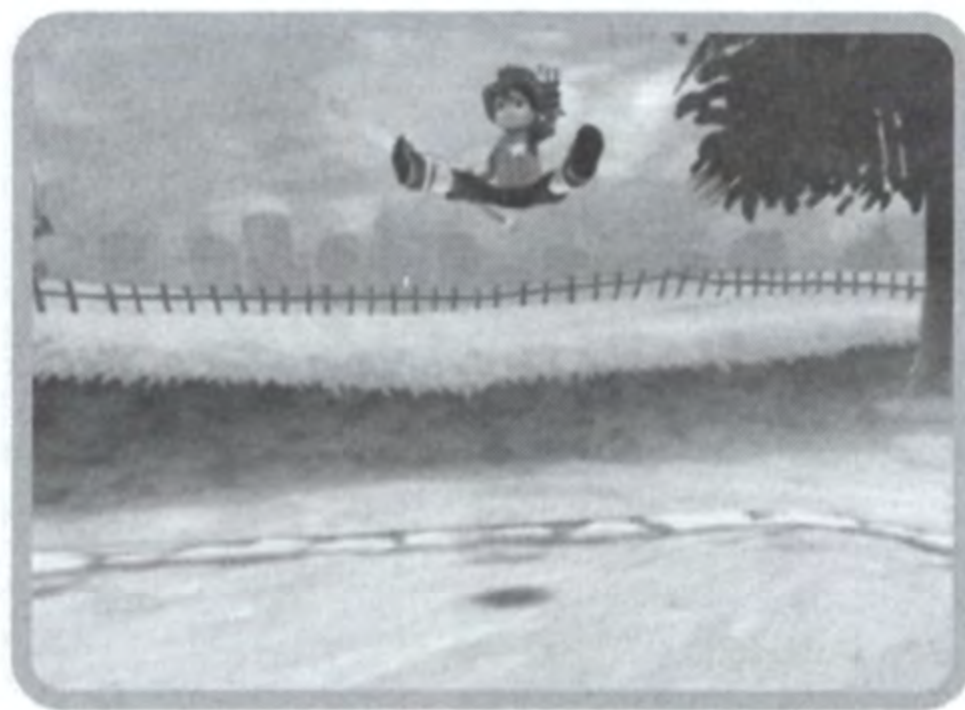
Push the left analog stick gently to make him sneak.



## Jumping



Press the **R1** button or the **R2** button to jump.



Press the **R1** button or **R2** button again in midair to perform a double-jump.

## Selecting and Using Gotcha Gadgets

Press the **△** button, the **■** button, the **●** button, and the **×** button to assign and swap gadgets. During play, press one of these buttons to equip the gadget assigned to that button. Gotcha Gadgets are controlled using the right analog stick.

**NOTE:** For further information on assigning Gotcha Gadgets, and to find out how to use them, see the Gotcha Gadgets section outlined later in this manual.

## Duck / Crawl / Play Dead



Press the **L3** button to duck. Press and hold the **L3** button while pushing the left analog stick to crawl.

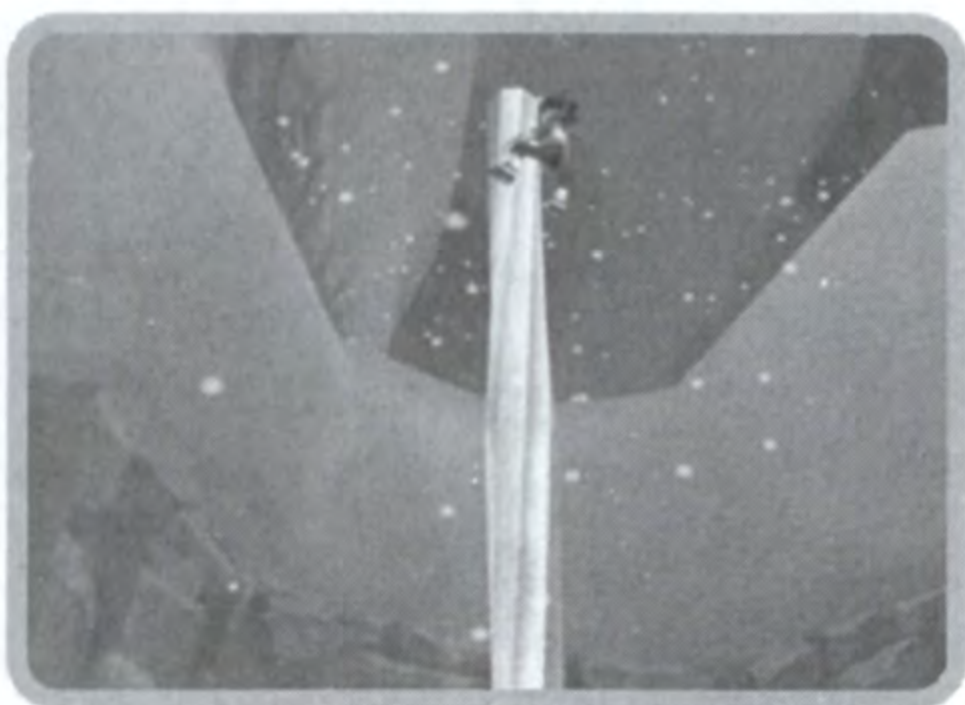


Press and hold both the **L3** button and the **R3** button to play dead – this makes the monkeys less likely to spot you!

## Climbing



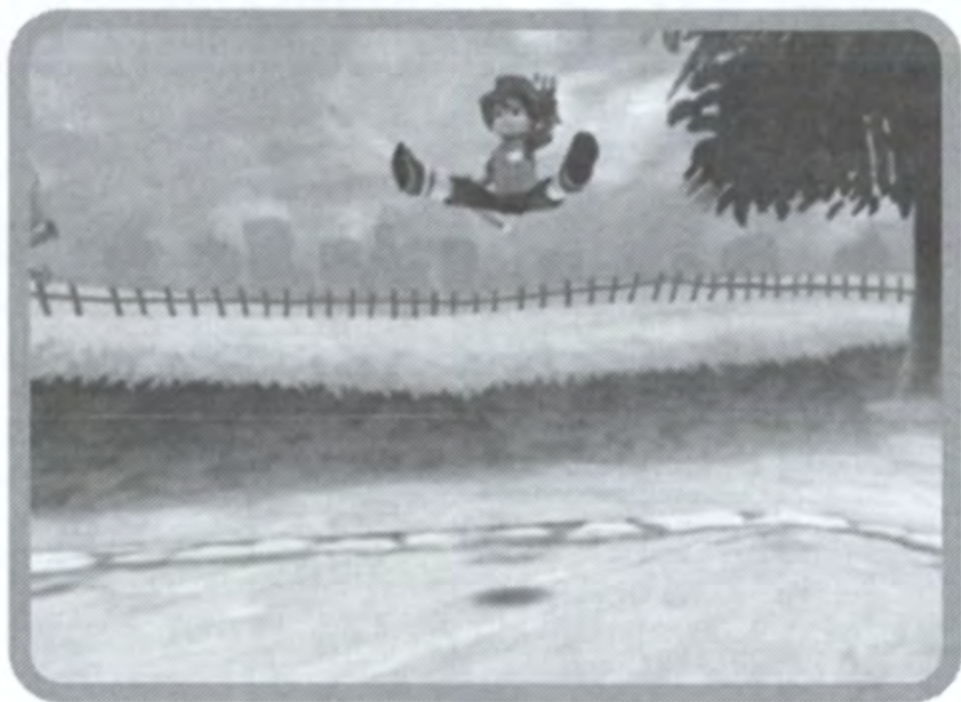
Jump up to cling to a pole or rope.



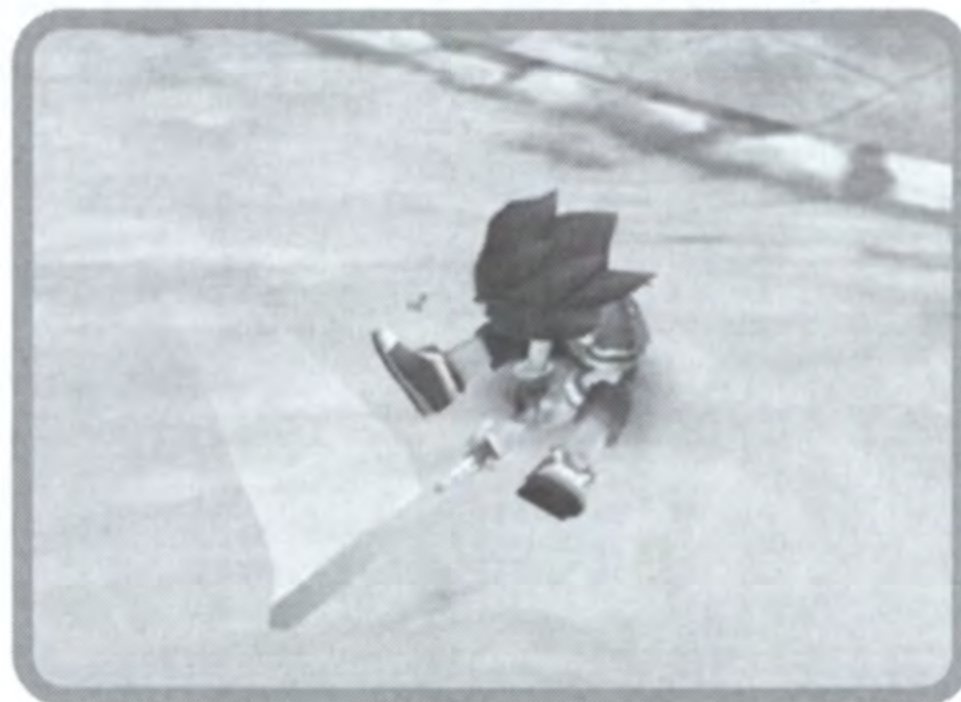
Push the left analog stick up or down to climb.



## Rear Attack



Jimmy's bottom is a powerful weapon!



Push the **L3** button during a jump to flatten enemies.

## Push Blocks



Walk up to a block...



And push the left analog stick in the direction you want to move it!

## Cliff Hanging

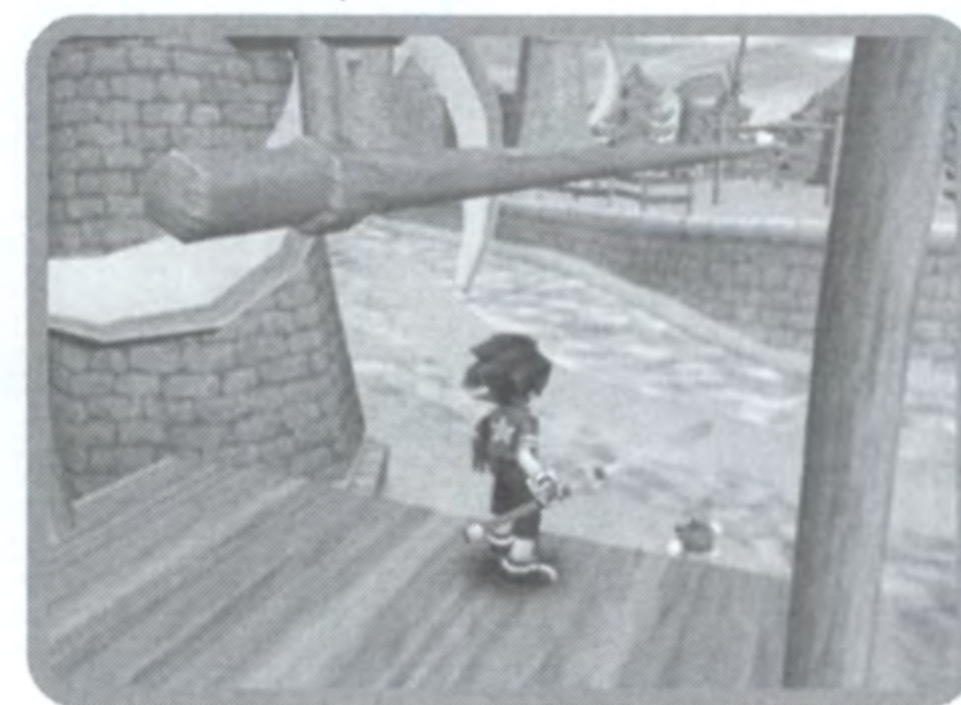


If you find yourself uncomfortably on edge...

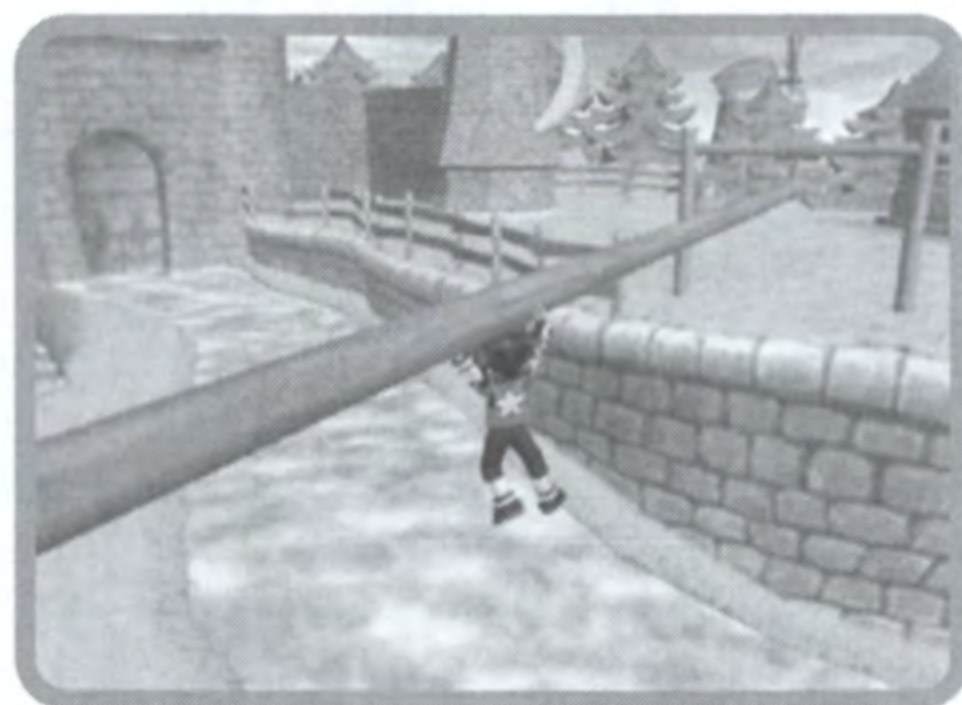


Don't hang around – press the **R1** button or the **R2** button to jump up!

## Monkey Bars



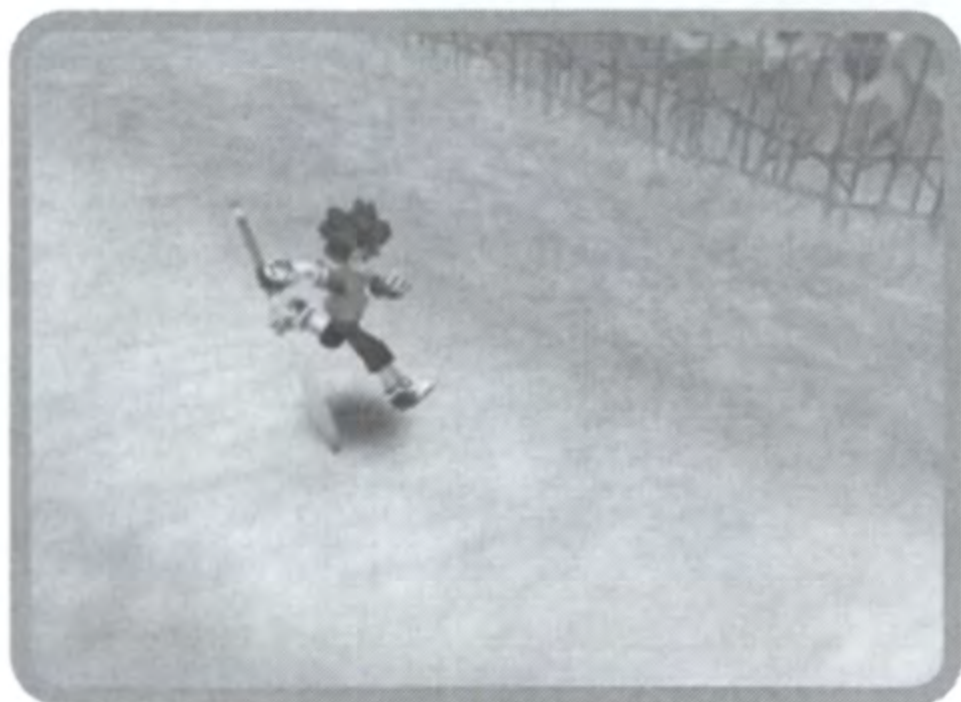
Jump below a bar to grab on.



Push the left analog stick to climb across.



## Rush Attack



Press the **R1** button and the **R2** button together while running.

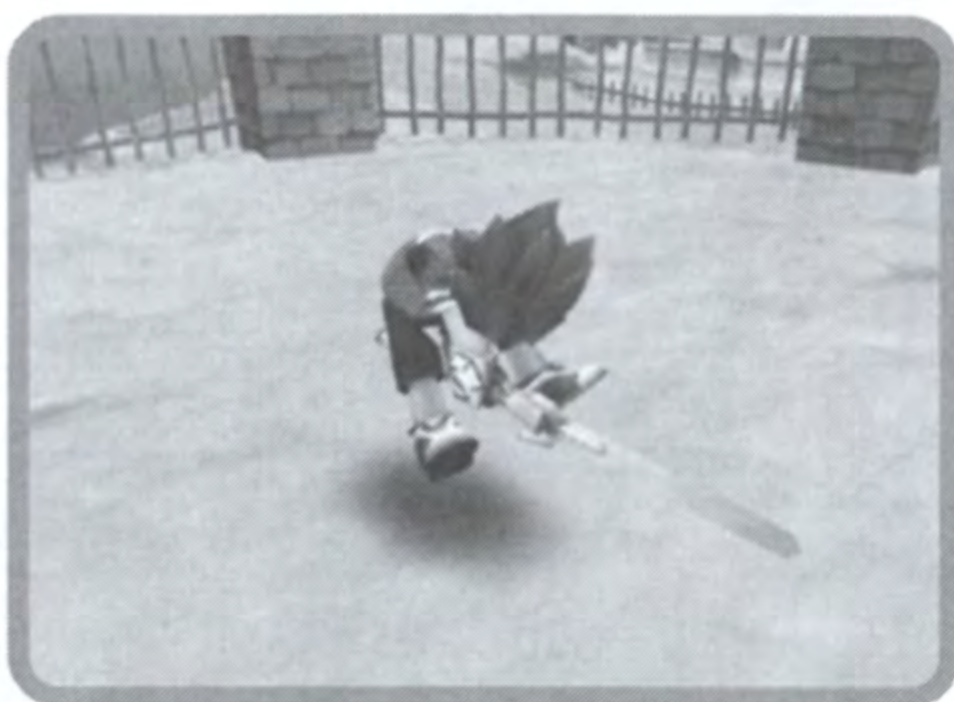


Take a big leap to make a surprise pounce on a monkey!

## Jump from Crouch



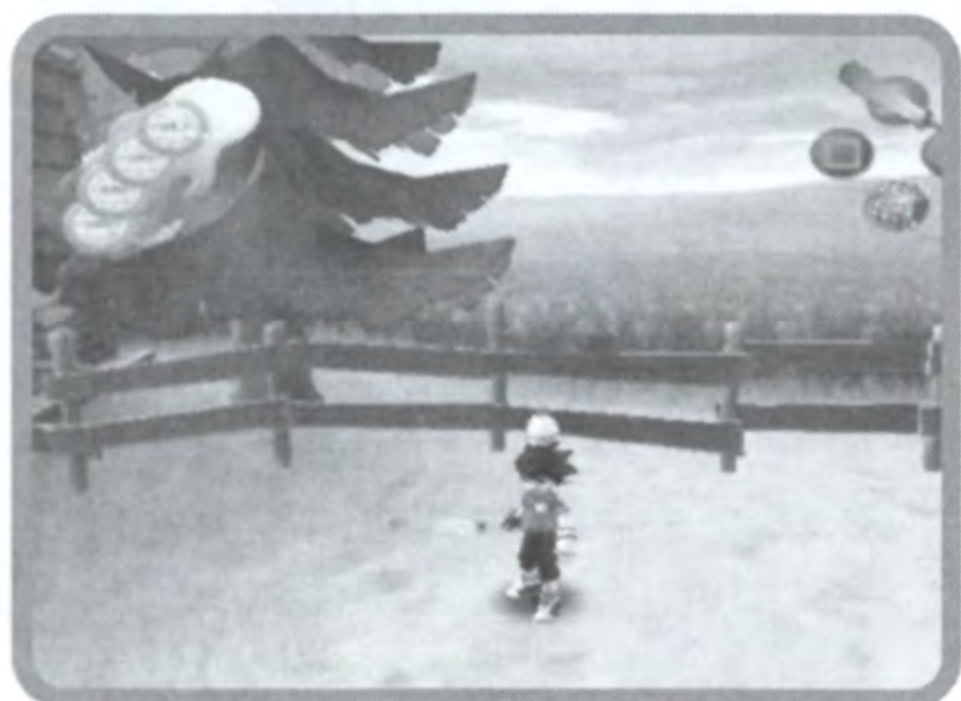
While in a crouching position, press the **R1** button or the **R2** button.



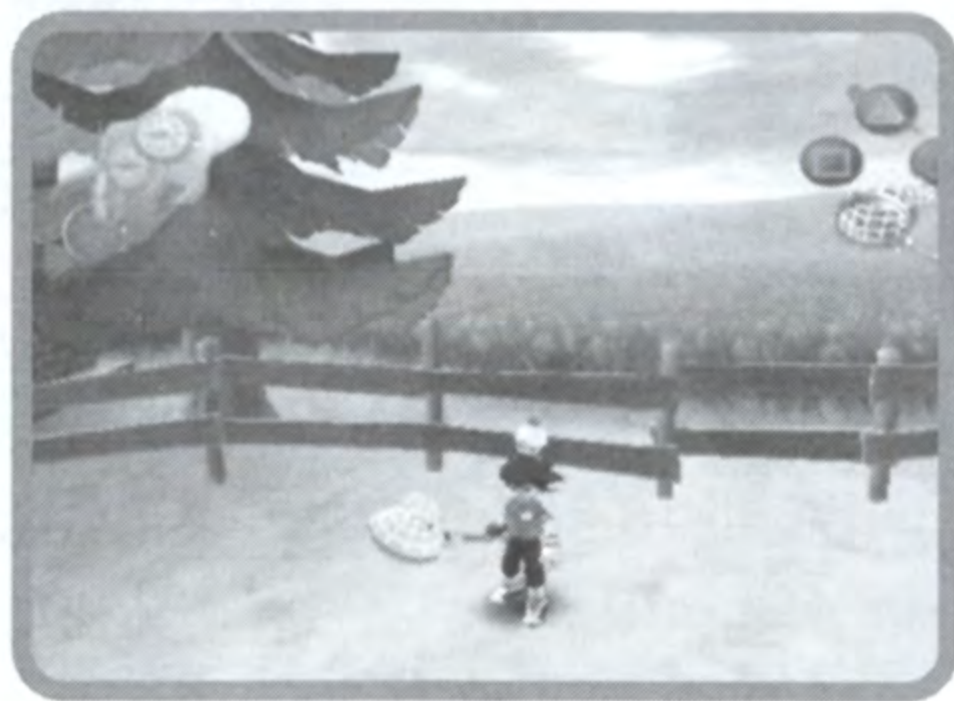
If you use the Gotcha Net, you can even catch monkeys this way!

## GOTCHA GADGETS

Gotcha Gadgets can be assigned to the **△** button, the **□** button, the **○** button and the **×** button in order to be instantly equipped during play.



At the moment, Jimmy is holding the Stun Club, which is assigned to the **△** button. If you press the **×** button...



Jimmy switches to the Monkey Net!



## Stun Club



Push the right analog stick in the direction of an enemy to attack!



## Monkey Net



Push the right analog stick in the direction of a monkey to catch it!



## Monkey Radar



Slowly rotate the right analog stick to pick up monkey signals. When you find one, press the **L2** button to zoom in for an extreme monkey close-up!



## Water Net



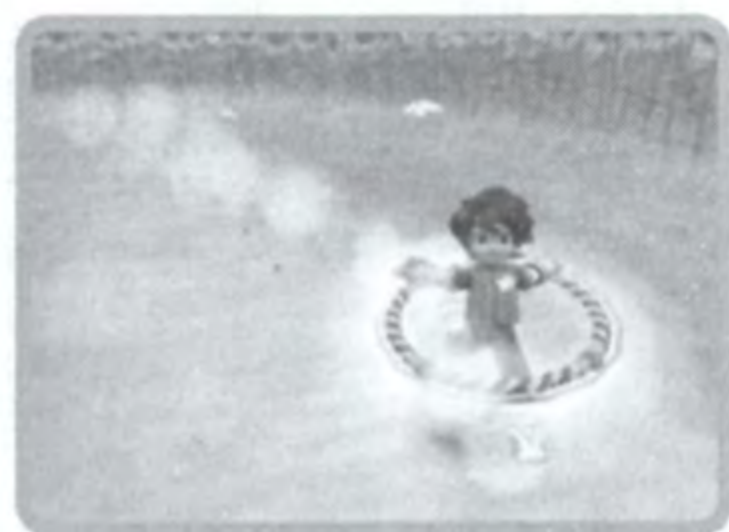
When you start swimming, the Water Net is automatically equipped. Push the left analog stick to swim and push the right analog stick up or down to submerge or surface – but don't run out of air! Press the **R3** button to fire the Water Net at swimming monkeys.



## Super Hoop



Rotate the right analog stick to build up hoopla speed, then push the left analog stick in the direction you want to go for a turbo dash!





## Slingback Shooter



Use your eagle eye to hit far-off targets! Push the right analog stick in any direction to bring up the crosshair. Push the left analog stick in any direction to aim and then push down on the right analog stick and release to fire! Press the **R3** button to cycle through the pellet ammo you have available.



## R.C. Car



Pester monkeys from a distance with the radio-controlled car! Press the **R3** button to launch the car, then steer using the right analog stick. Jimmy can still move while using the R.C. Car, and it can be brought back to his feet by pressing the **R3** button.



## Sky Flyer



Rotate the right analog stick to take to the sky and keep your rotations going to stay in the air as long as possible.

Steer Jimmy by pushing the left analog stick in any direction.



## Bananarang



The irresistible aroma of this gadget is a sweet monkey lure! Push down on the right analog stick to prime the Bananarang and aim by pushing the left analog stick in any direction. Once released, rotate the right analog stick to release the silent but violent smell!







## Water Cannon

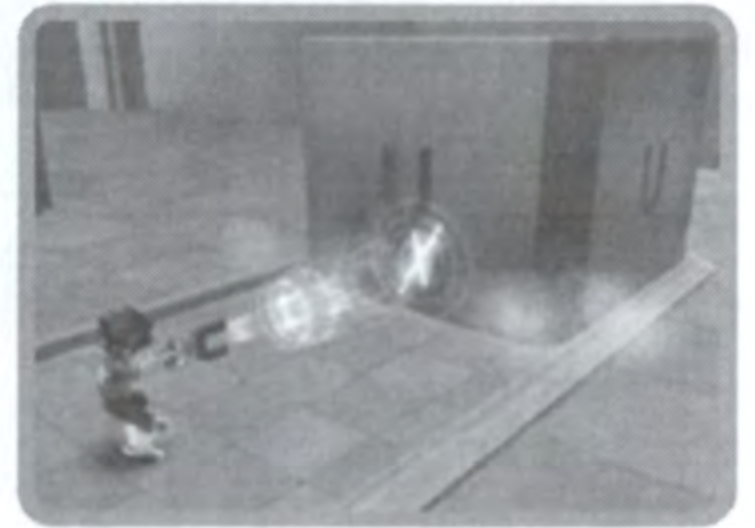
Rotate the right analog stick to shoot water!



## Electro Magnet



Rotate the right analog stick to aim the Electro Magnet's force, then push and hold the right analog stick in order to cling to any objects marked with the magnetism symbol. By using this together with the left analog stick, certain magnetic items can be dragged along the ground...



???

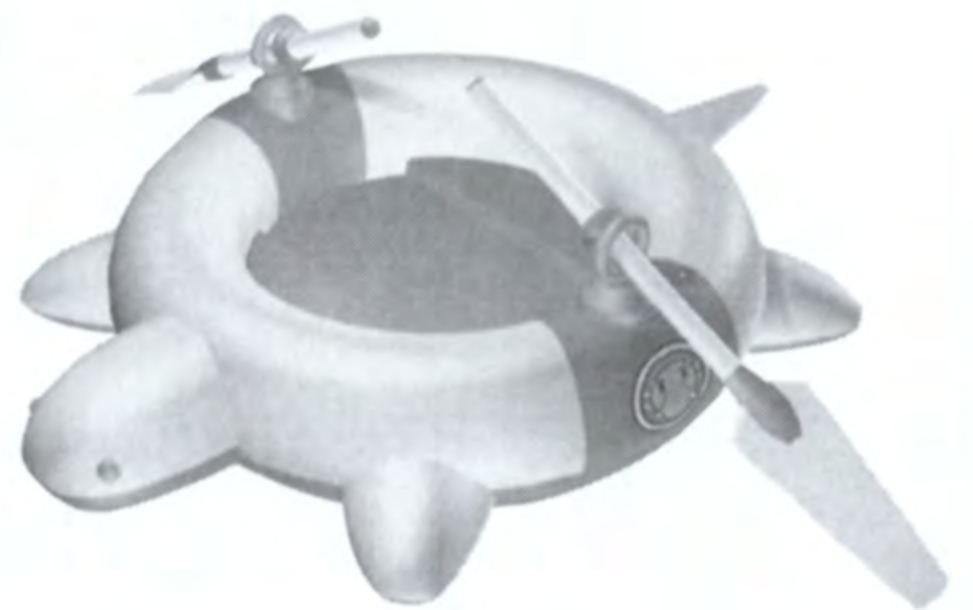
Rumor has it that the Professor has been working on another no-nonsense gadget...

## VEHICLES

The Professor has also developed a variety of different vehicles which can be found and used in specific locations.

### Boat

Use the boat to travel across water. The Professor even designed it to withstand lava. Rotate the left and right analog sticks at the same time in opposite directions to paddle the boat.





## Tank

Flatten some monkeys with the giant tank! Move by pushing both the left and right analog sticks up at the same time to move forward and down to reverse. Press the **L3** button to fire the machinegun and the **R3** button to fire the cannon. Pressing the **L2** button while in the tank will also give you a targeting crosshair for more accurate aiming.



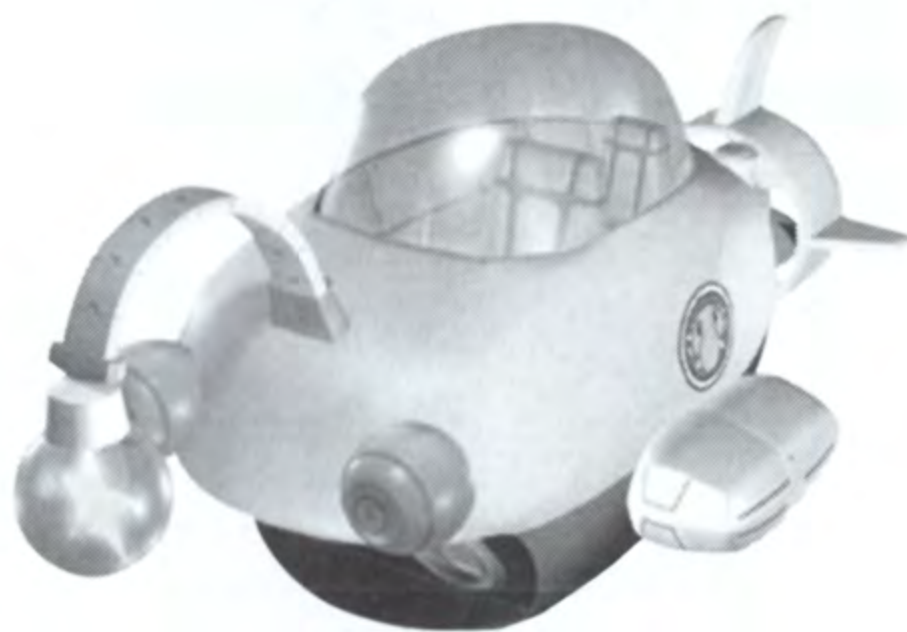
## Snowmobile

Use the snowmobile to cross fields of snow. Move by pushing the left analog stick.



## Submarine

Search the ocean depths with the submarine. Push the left analog stick to move and push the right analog stick up or down to dive or surface. Push the **R3** button to launch a torpedo!



## Pipo Mech

A spanking-new, super-cool robot! Push the left analog stick to move and push the right analog stick to deliver a colossal attack!





## SPECIAL ITEMS

### Gold Coins

Collect 10 Gold Coins to receive one prize from the Gotcha Box.



### Jackets / Cookies

Jackets represent the number of lives Jimmy has. Cookies indicate Jimmy's remaining stamina. Each successful enemy attack depletes Jimmy's cookies, so find some more cookies to get more health. When all cookies have been lost, Jimmy loses one jacket, so be careful!



### Explosive Pellets / Guided Pellets

Use these with the Slingback Shooter! Explosive pellets are ultra strong, and guided pellets lock on to monkeys.

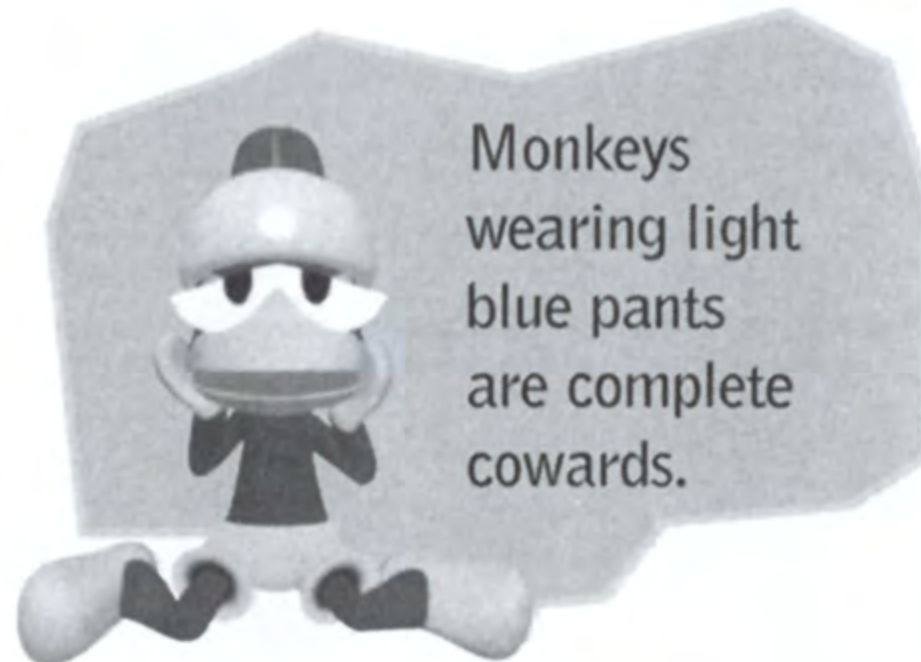


## MONKEYS

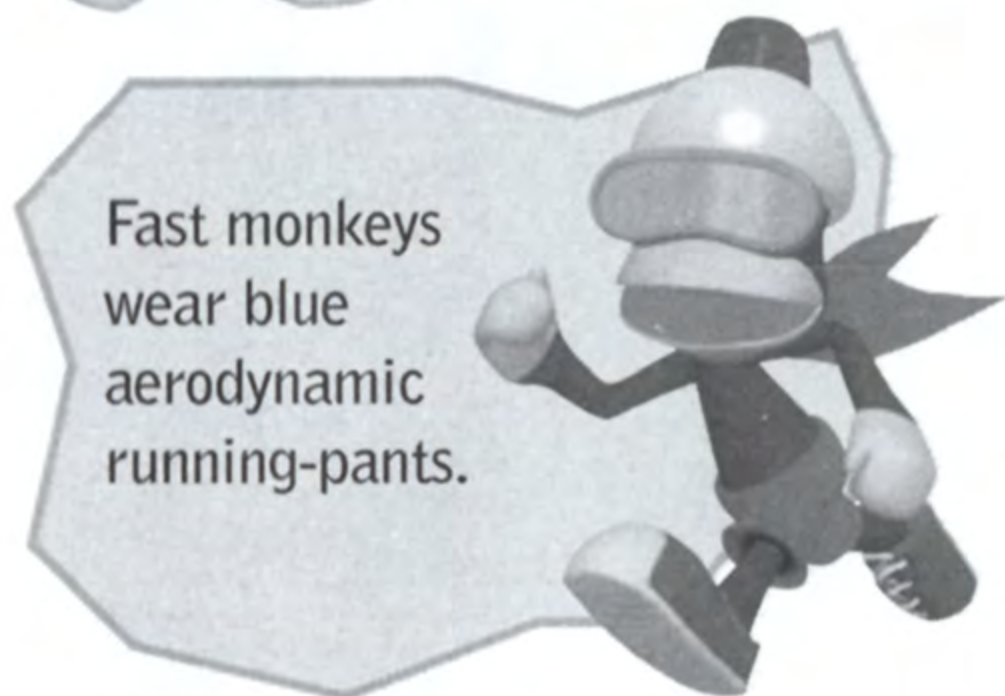
You will face many kinds of monkey enemies in **APE ESCAPE™ 2!** Here is some top-secret information from the Professor about these primal punks.



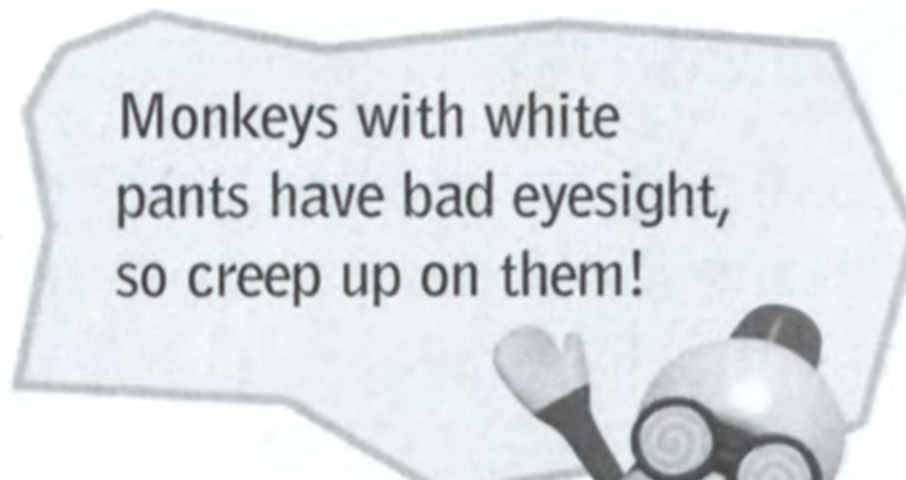
Normal monkeys wear yellow pants. These monkeys get everywhere, and linger like a bad smell.



Monkeys wearing light blue pants are complete cowards.



Fast monkeys wear blue aerodynamic running-pants.

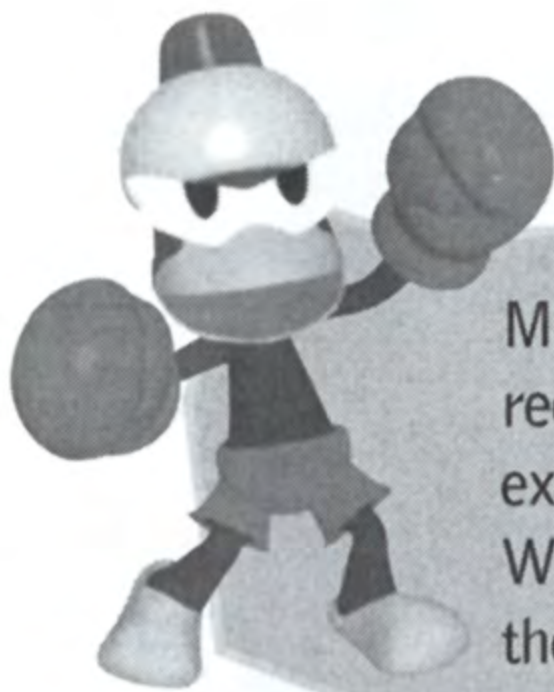


Monkeys with white pants have bad eyesight, so creep up on them!





Machinegun-toting monkeys wear black pants. They are aggressive, but don't worry, they couldn't hit a barn door with a bazooka.



Monkeys wearing red pants are expert fighters. Watch out for their low punches.



Monkeys wearing green pants are scientific geniuses. They use special goggles to spot Jimmy.

## HINTS AND TIPS

Give anything suspicious a whack with your Stun Club! You might find something useful. Plus, the monkeys have prepared traps for you all over the place, so use your head and don't be outsmarted by your ancestors.

Make sure you pick up Jackets and Cookies whenever you can. You can even get them from the Gotcha Box, so collect Gold Coins as well.

If you are having trouble catching a particular monkey, watch carefully and see how it acts – consider its traits when planning your strategy.

If you get really stuck, try experimenting with various gadgets. There might be a very simple solution to the puzzle you are facing.

Are you using the Message Phones? Try checking them again – you might have missed something.

For boss battles, watch your enemy's movements closely. There is always a weak spot!

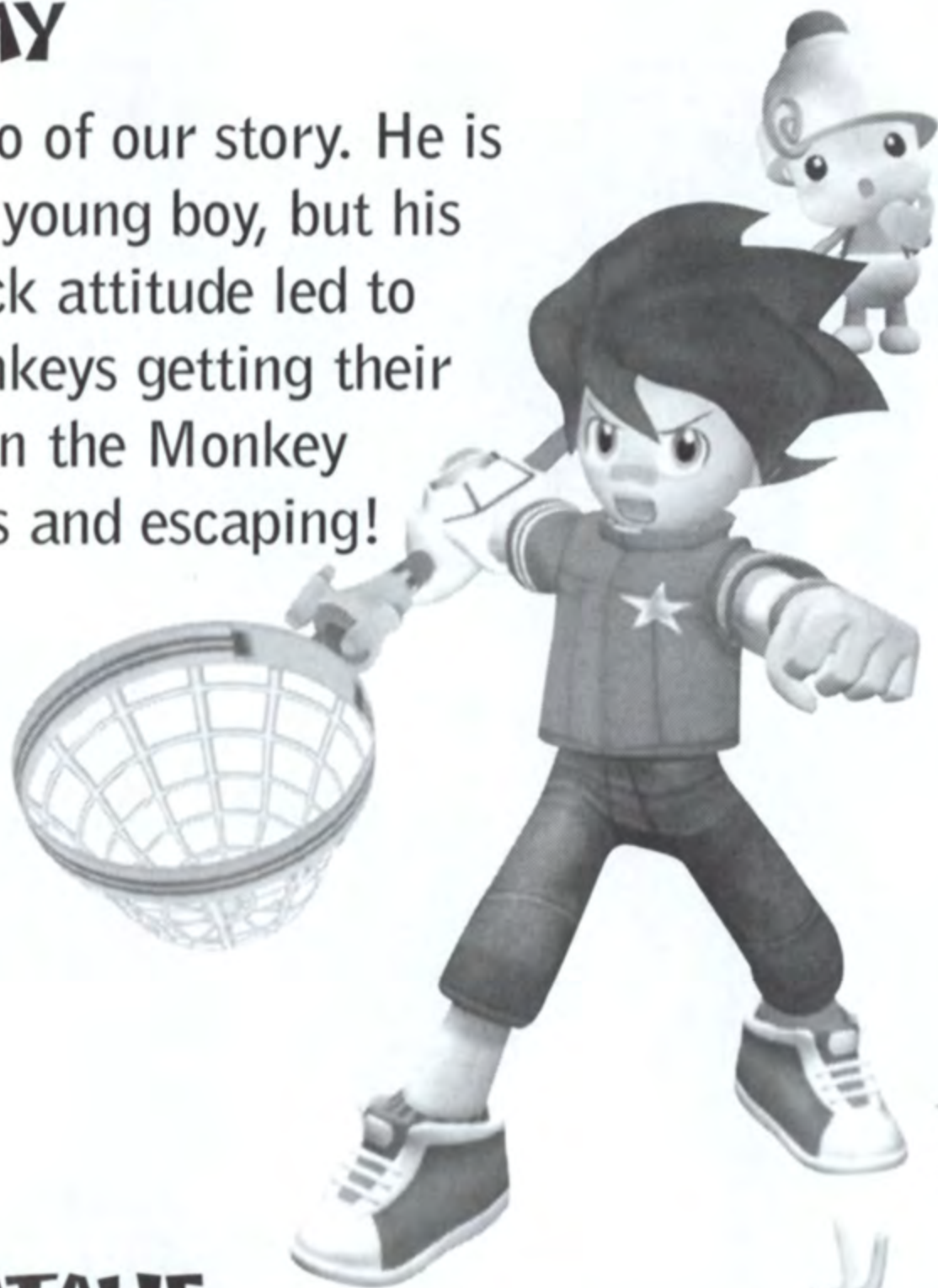




# CAST OF CHARACTERS

## JIMMY

The hero of our story. He is a lively young boy, but his laid-back attitude led to the monkeys getting their hands on the Monkey Helmets and escaping!

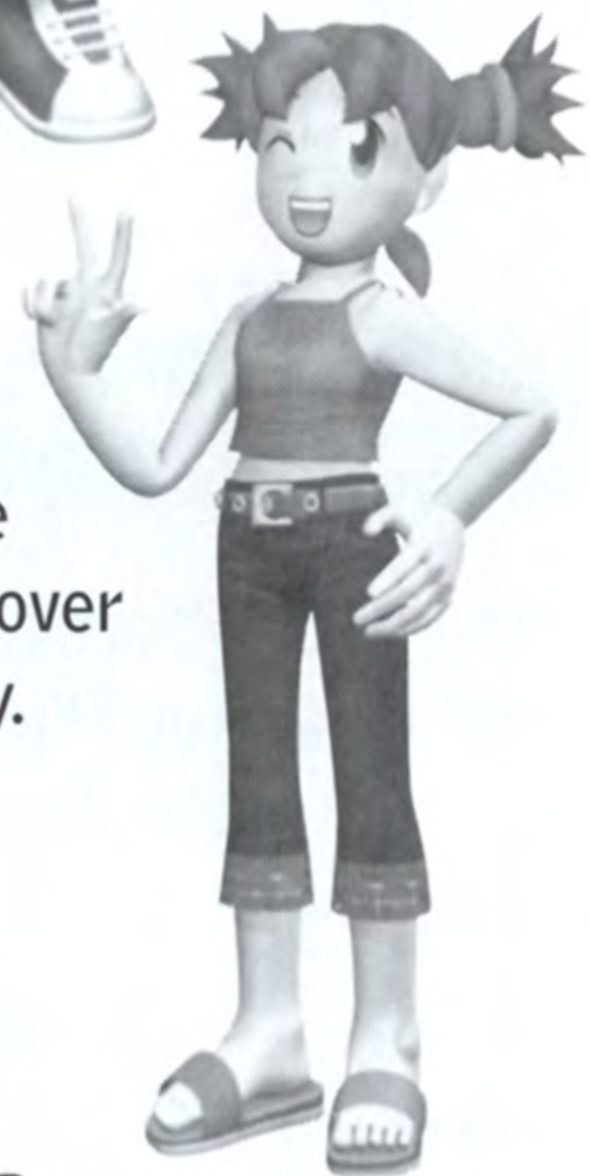


## PIPOTCHI

A baby monkey who wears the latest, most advanced Monkey Helmet. He is Jimmy's best pal and is always ready to help him.

## NATALIE

A tomboyish girl who helps the Professor with his research. At the start of our story, she is watching over the lab while the Professor is away.



## THE PROFESSOR

A genius inventor who is constantly creating amazing new gadgets. One of his best (or worst?) inventions is the Monkey Helmet.

## SPIKE

Jimmy's cousin, and the winner in the last fight against Specter. Will he have a chance to show his bravery this time around?





## SPECTER

Leader of the monkeys. When he was last captured, he reverted to being just another innocent monkey at Monkey Park. But once he puts on the Monkey Helmet, his insatiable appetite for world domination starts again.



## MONKEY MINIONS

Monkeys whose intelligence has been boosted by Monkey Helmets. They follow their leader, Specter, in a mischievous quest to take over the world.

## FREAKY MONKEY FIVE

An elite team of monkeys whose abilities are boosted by a diet of Vita-Z Bananas. Even the Professor is not sure about the true extent of their power. Rumor has it that they can speak Human just like Specter.





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- Complete product title

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## ***Contact Us by Standard Mail***

If all else fails you can write to us at:

Ubi Soft Technical Support  
3200 Gateway Centre Blvd  
Suite 100  
Morrisville, NC 27560

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## REPLACEMENT FEES

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## WARRANTY ADDRESS AND CONTACT INFORMATION

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# Rayman<sup>®</sup> 3

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