

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.



## Table of Contents

Getting Started	~ 4
Default Controls	~ 5
Playing the Game	~ 6
Interface	~ 7
Inventory	~ 7
Talking	~ 8
Options	~ 8
A Short Walkthrough	~ 12
Credits	~ 16
How to Contact LucasArts	~ 18
Company Store	~ 19
Software License and Limited Warranty	~ 23

## 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 Marley, the governor of Mêlée Island. But villains 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 kudu-jerky-flavored pretzels. Looks like a job for Guybrush Threepwood!

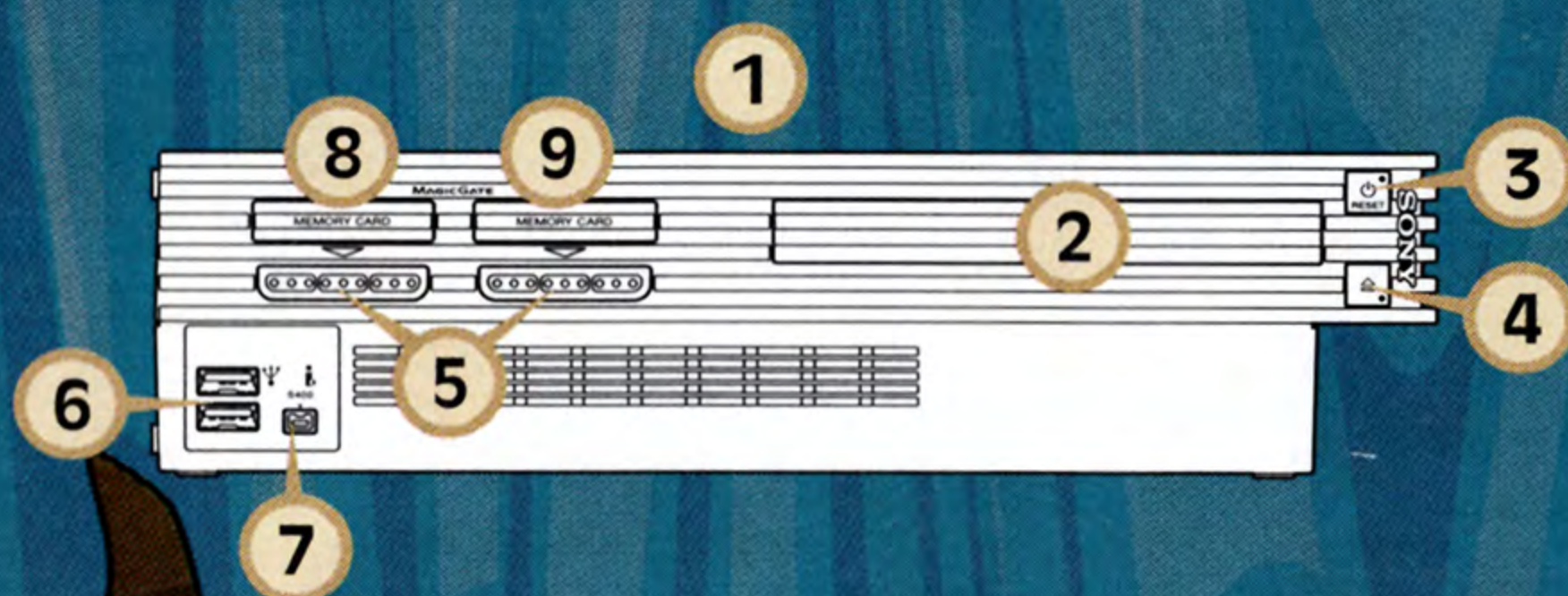




## Getting Started

### PlayStation®2 Computer Entertainment System

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



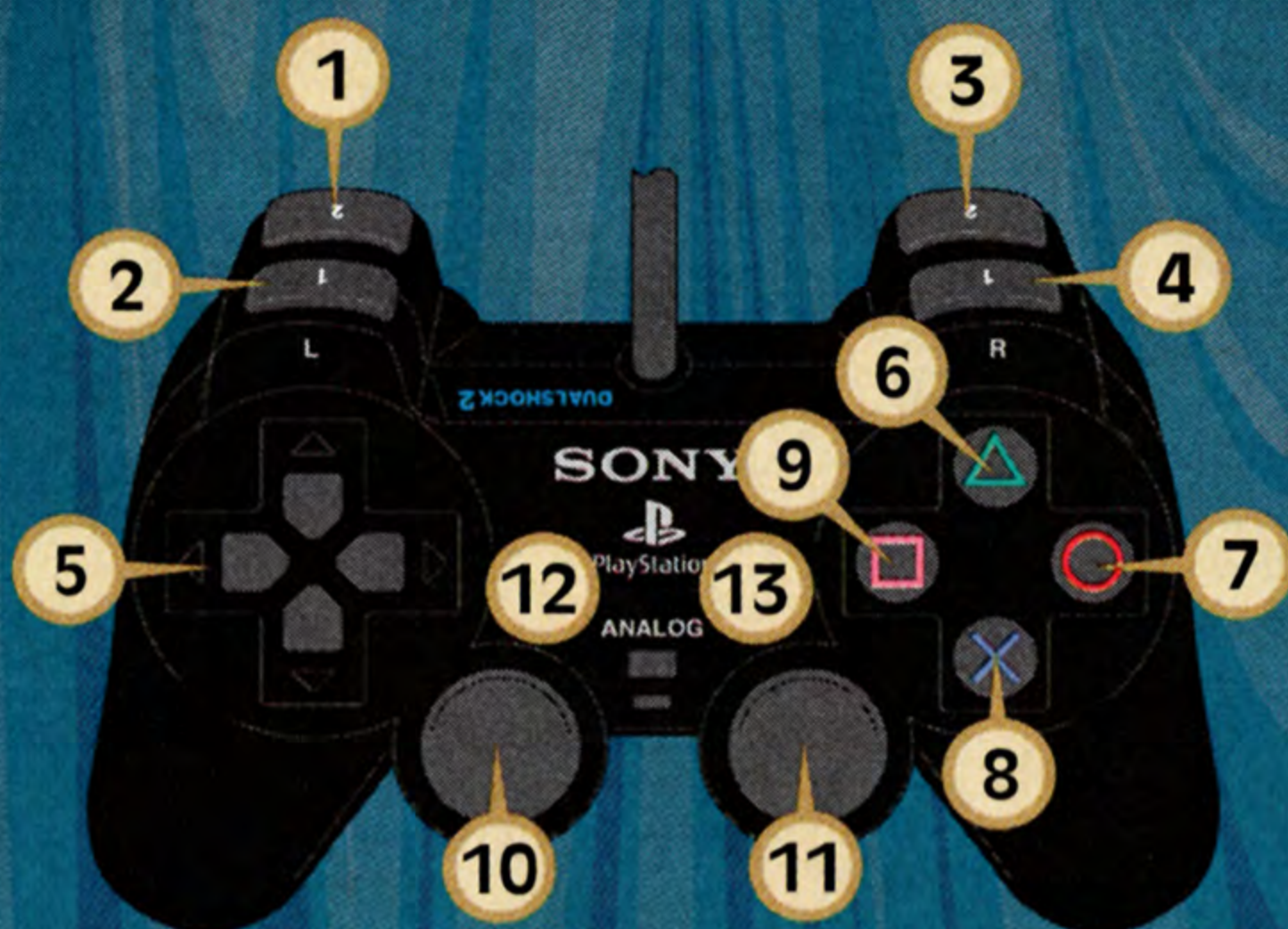
**Escape from Monkey Island™** supports the PlayStation®2 DUALSHOCK™ 2 analog controller and the Memory Card (8 MB) (for PlayStation®2) if you wish to save your progress.

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 **× 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:

- Resume** • Continue your game.
- 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.
- Options** • Options allows you to change various aspects of the game. See page 8 for details.
- 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.

## 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

## 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

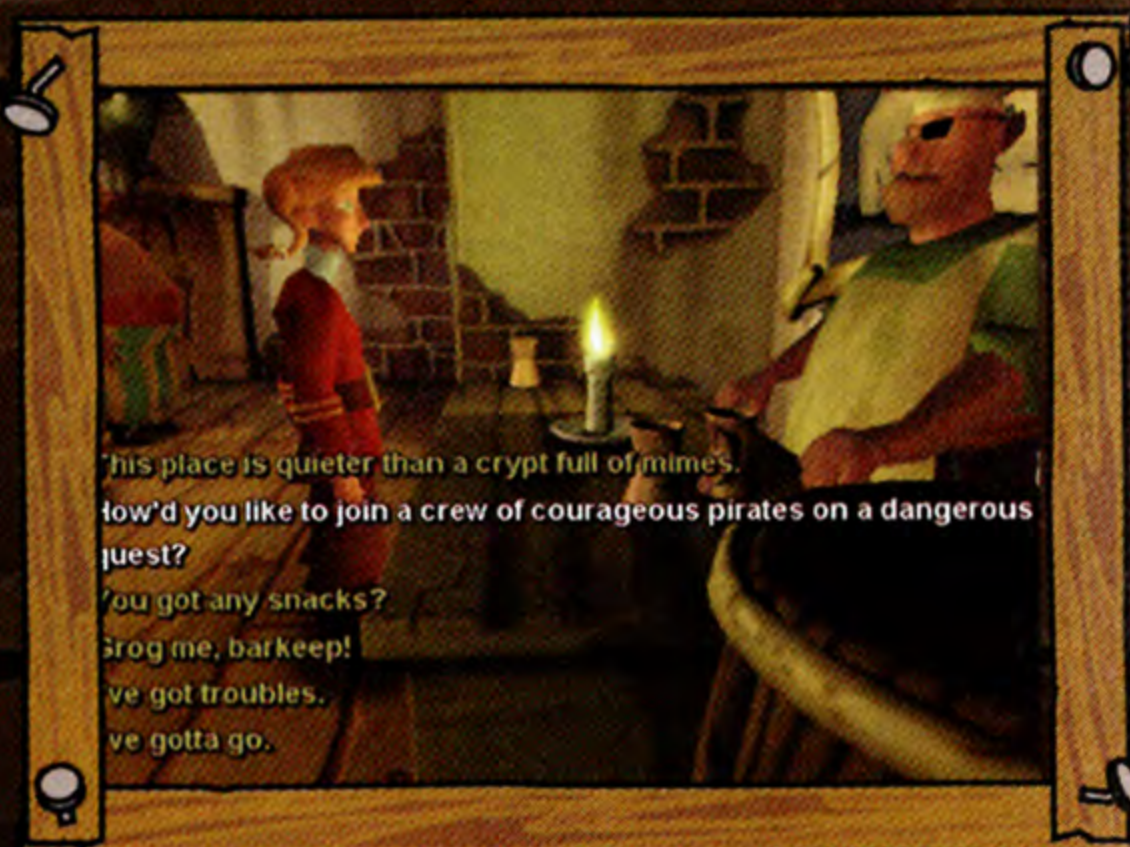




by using the **Directional Buttons**, **R1** and **R2 Buttons** or the **Left Analog Stick**. When you reach an object you wish Guybrush to use, use the **□ Button** and the object will appear in Guybrush's hand. If you want to combine an object in the Inventory with another item there, move the first 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



Guybrush Threepwood



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.



## 🦋 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



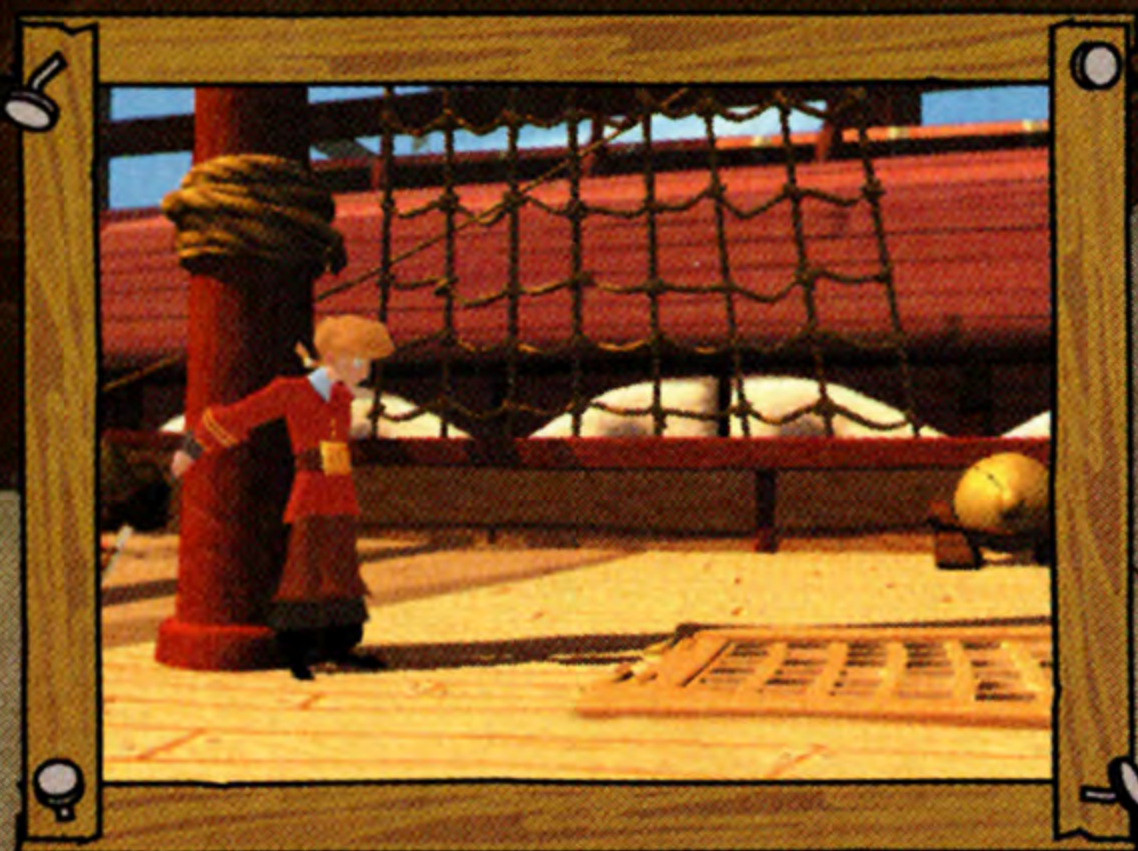
## A Short Walkthrough

### 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 poopie 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.	Shyeya! 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.



## 🦊 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.

## 🦊 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!





# Credits

**Story, Game Design and Project Leads**  
Sean Clark & Michael Stemmler

**Lead Programmer**  
Michelle Hinners

**Systems Programmer and Additional Design**  
Randy Stevenson

**Game Scripting, Additional Design and Dialogue**  
Ryan Danz  
Richard "Scratch" Sun

**Game Scripting**  
Karen Petersen  
David Graham  
McDermott

**Audio Programmers**  
Garrett James  
Geoff Gates

**Lead Artist**  
Chris Miles

**3D Backgrounds**  
Kim Balestreri  
Eddie Del Rio  
Bernard "Circus Fre@K" Eral  
Shayne Herrera  
Kathy Hsieh  
Paul Pierce  
Jacob Stephens

**3D Backgrounds and Cinematic Lighting**  
Kristen Russell

**Cinematic Lighting and Art Tool Specialist**  
Daniel Colon, Jr.

**Lead Animator and 3D Animation**  
Marc Overney

**3D Animation, Character Models and Animation Setup**  
Christina Boyle  
Lisa Wong

**3D Animation**  
Yang-Ja (Yoko) Ballard  
David Bogan  
Sandy Christensen  
Cathy Feraday  
Ryan Gong  
Roger Liu  
Armando Lluch  
Razmig Mavlian  
Yuhon Ng  
Rebecca Perez  
Charlie Ramos  
Chris Schultz  
David Weinstein  
Joe White  
Kameron Gates

**3D Object Models and Textures**  
Tim Tao

**Textures**  
Nathan Stapley  
Molly Mendoza  
Michelle Sullivan

**Post-Production Visual Effects**  
Josef "Blüddy Stixx" Richardson  
Mike Terpstra

**Lead Technical Artist**  
Alisha Piccirillo

**Technical Artists**  
Sean Marr  
Daryl Smolen  
Jason Patnode

**Concept Art**  
Yang-Ja (Yoko) Ballard  
Eddie Del Rio  
Kathy Hsieh  
Chris Miles  
Nathan Stapley

**PC Producer**  
Linda Villalobos Grisanti

**Console Associate Producer**  
Shara Miller

**Production Coordinators**  
Christopher Tuite  
Ben Norman

**Tools Programmer**  
Steve Dykes

**Additional Programming**  
Mark Blattel  
Kevin Bruner  
Eric Johnston  
Bret Mogilefsky

**Additional Post-Production Visual Effects**  
Jeffrey Kember  
Jeff Wozniak

**Additional 3D Models**  
Paul Davies  
Lea Mai Nguyen  
Jim Rice

**Additional Technical Art**  
Diane Dybalski

**Voice Producer and Director**  
Darragh O'Farrell

**Voice Production Supervisor**  
Peggy Bartlett

**Voice Editors**  
Cindy Wong  
Coya Elliott

**Music Supervisor**  
Clint Bajakian, C.B. Studios, Inc.

**Music Composers**  
Clint Bajakian  
Michael Land  
Peter McConnell  
Anna Karney  
Michael Lande

**Sound Department Manager**  
Jeff Kliment

**Sound Department Supervisor**  
Larry the O

**Sound Department Coordinator**  
Malena Slettom

**Senior Sound Designer**  
Nick Peck

**Sound Designers**  
J. White  
Jory K. Prum  
Michael Frayne  
Stan Weaver  
David Levison  
David Wayne Collins  
Andrew Cheney

**Voice Cast**  
Guybrush Threepwood  
Dominic Armato

Elaine Marley-Threepwood  
Charity James

Charles L. Charles/LeChuck  
Earl Boen

Ozzie Mandrill  
Nick Tate

Admiral Ricardo Casaba  
Daryl Kurylo

Bagel the LUA Bar Patron  
Tom Kane

Bank Manager  
Paul Eiding

Brittany the Bank Teller  
Maria Bamford

Caricature Artist  
Peter Lurie

Carla the Swordmaster  
Pamela Tyson

Castaneda the Chess Player  
Rob Paulsen

Clive the Tourist  
Cam Clarke

Dainty Lady Figurehead  
Pamela Segall

Daisy  
Tress MacNeille

Deadeye Dave  
Tom Kenny

Digg the Lucre Lawyer  
Joe Alaskey

Drunk  
Jim Ward

Duck  
Dominic Armato

Estaban  
Jess Harnell

Freddie  
Lewis Arquette

George  
Pat Fraley

Gunner Simkins  
Paul Eiding

Harbor Mistress  
Lauri Johnson

Heckler  
Tom Kane

Hellbeard  
Nick Jameson

Herman Toothrot  
Wally Wingert

Ignatius Cheese  
W. Morgan Sheppard

Inspector Canard  
Peter Jessop

Jojo Jr.  
John Mariano

Judge Edd  
Joe Alaskey

Judge Kahuna  
Rob Paulsen

Judge Tripps  
Jess Harnell

Jumbeaux LaFeet  
Charles Adler

LUA Bar Chef  
Jess Harnell

LUA Bar Waitress  
Debi Derryberry

Mabel the Tourist  
Tress MacNeille



**Manatee Operator**  
Jim Wise

**Marco de Pollo**  
Jeff Glen Bennett

**Meathook**  
Cam Clarke

**Monty the Tourist**  
Phil Proctor

**Miss Rivers**  
Edie McClurg

**Mungle**  
Charles Adler

**Murray**  
Denny Delk

**Ned**  
Peter Lurie

**Otis**  
S. Scott Bullock

**Parrot**  
Rob Paulsen

**Pegnose Pete**  
Tom Kane

**Perfume Spritzer**  
Neil Ross

**Planet Threepwood  
Waitress**  
Heidi Shannon

**Reverend Rasputin**  
Keith Szarabajka

**Salty the Bait Shoppe  
Owner**  
John Mariano

**Santiago the Chess  
Player**  
Denny Delk

**SCUMM Bartender**  
Rob Paulsen

**Stan**  
Pat Fraley

**Starbuccaneer's Clerk**  
Jim Wise

**Thrawtle the Lucre  
Lawyer**  
Tom Kenny

**Three-Headed Monkey**  
Phil Proctor

**Timmy the Monkey**  
Debi Derryberry

**Tony the Catapult  
Operator**  
James Ward

**Voodoo Lady**  
Leilani Jones Wilmore

**Whipp the Lucre Lawyer**  
Bob Bergen

**Yangja the Pirate  
Student**  
Grey Delisle

**Yoshen the LUA Bar  
Patron**  
Grey Delisle

**Monkey**  
S. Scott Bullock

**Monkey 3**  
Darryl Kurylo

**Monkey 4**  
Dominic Armato

**Pirate 1**  
Jess Harnell

**Pirate 2**  
Wally Wingert

**Pirate 3**  
Daryl Kurylo

**Pirate 4**  
Neil Ross

**Pirate 5**  
Paul Eiding

**Pirate 6**  
Tom Kane

**Pirate A**  
S. Scott Bullock

**Pirate B**  
Wally Wingert

**Pirate C**  
Earl Boen

**Lead Tester**  
John "Buzz" Buzolich

**Testers**  
Jo "Capt. Tripps"  
Ashburn  
Michael Blair  
Louis Bliemeister  
Leyton "Hula King" Chew  
Brandy M. "Lily" Childs  
Stephen Hancock  
Peter Lim  
Ricardo Liu  
Chris Snyder  
Chris Susen  
Joseph John Talavera II  
Quentin "He Who Is Q"  
Westcott  
Andy Alamano  
Alex Neuse  
Hugh Moore  
Bryan Erck  
Jim Diaz

**International Lead Tester**  
Erik Ellicock

**CD Burning Goddesses**  
Wendy "Cupcake" Kaplan  
Kellie "Twinkie" Walker

**Manager of Quality  
Services**  
Paul Purdy

**Hint Line Specialist**  
Tabitha Tosti

**Manager of  
International Production**  
Darren Hedges

**Associate  
International Producer**  
Shara Miller

**Director of Product  
Marketing**  
Tom Byron

**Internet Manager**  
Jim Passalacqua

**Web Master**  
Tony Deweese

**Creative Services  
Manager**  
Patty Hill

**Manual Designers**  
Christopher Inclenrock  
Andres Barreto

**Manual Editor**  
Mollie Boero

**Marketing Coordinator**  
Karina Hallum

**Package Design**  
Blind Mice Studio

**Public Relations Director**  
Tom Sarris

**Public Relations  
Manager**  
Heather Twist Phillips

**Public Relations  
Assistant**  
Alexis Mervin

**International Business  
and Operations Manager**  
Lisa Star

**International Business  
and Sales Analyst**  
Andrea Dunning

**International Assistant**  
Kristi Kaufman

**International Marketing  
Manager**  
Simon Etchells

**Senior International  
Marketing Coordinator**  
Kathy Apostoli-Greene

**Director of Sales**  
Meredith Cahill

**Channel Marketing  
Manager**  
Tim Moore

**Channel Marketing  
Specialist**  
Katy Walden

**Sales Coordinator**  
Mike Maguire

**Sales Analyst**  
Greg Robles

**Director of Sales  
Operations**  
Jason Horstman

**Manager of Tools  
Development**  
Andre Bremer

**Based on Characters By**  
Ron Gilbert

**iMUSE™ System**  
Michael Land  
Peter McConnell  
Michael McMahon

**Audio Engineers**  
Ernie Sheesley  
Mike Draghi  
Larry the O

**Assistant Audio  
Engineers**  
Christina Cornejo  
Lisa Carlon

**Voice Recording  
Locations**  
ScreenMusic Studios,  
Studio City, CA  
LucasArts Entertainment  
Company LLC,  
San Rafael, CA

Uses Lua open source  
software. Copyright ©  
1994-2000 TeCGraf, PUC-  
Rio. All rights reserved.  
Uses zlib general pur-  
pose compression  
library. © 1995-1998 Jean-  
loup Gailly and Mark  
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](http://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](http://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

LucasArts Entertainment Company LLC  
P.O. Box 10307  
San Rafael, CA 94912  
Attn.: Product Support



# The LucasArts Company Store

Safe, quick, convenient shopping is just a click away at  
**[companystore.lucasarts.com](http://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](http://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](http://companystore.lucasarts.com) Web site for details.



Escape from Monkey Island





## LucasArts Games

Fun and adventure for PlayStation® and PlayStation®2 consoles



### *Star Wars*® *Starfighter*™

Take part in an exhilarating story-driven flight adventure that places you alternately in the roles of three mismatched starfighter pilots, each with a personal vendetta against the Trade Federation. You must hone your piloting skills and outwit opponents in thrilling dogfights.

#01-65535 \$49.95

*Starfighter* Official Prima Strategy Guide

#18-022 \$14.95



### *Star Wars* Super Bombad Racing™

Zip through a galaxy of locales as one of eight big-headed, kart racing *Star Wars* characters in this free-for-all, wacky racing game filled with powerups, big-air jumps, and high-speed turns.

#40-35298 \$49.95



### *Star Wars* Demolition™

Knockdown, drag-out vehicular tournaments are held in several hazardous combat arenas throughout the *Star Wars* galaxy.

#01-114 \$19.95



### *Star Wars: Episode I Jedi Power Battles*™

Choose to fight as Obi-Wan Kenobi, Qui-Gon Jinn, Mace Windu, Plo Koon or Adi Gallia as you work your way through each level to take back the Theed Royal Palace in fast and furious lightsaber assaults.

#01-112 \$19.95

*Jedi Power Battles* Official Prima Strategy Guide

#18-020 \$14.95





### *Star Wars* Dark Forces®

Behind a veil of secrecy the evil Empire is creating a doomsday army—one that, if finished, will become the final cog in the Empire's arsenal of terror. It's your job to stop them.

#01-062 \$19.95



### *Star Wars* Masters of Teräs Käsi™

Face off in hand-to-hand combat against Arden Lyn and her group of the most feared champions of the Galactic Empire.

#01-073 \$19.95



### *Star Wars*®: Rebel Assault® II

Rebel ships are mysteriously disappearing from the Dreighton Nebula. It's up to you to discover the source of the problem and then to defeat this dangerous threat.

#01-061 \$19.95



### *Star Wars*: Episode I The Phantom Menace™

Turmoil has engulfed the Galactic Republic and you have been called to set things right. Use the Force—and your wits—to overcome challenges at every turn.

#01-105 \$19.95

The Phantom Menace Official Prima Strategy Guide

#18-014 \$14.95



### Herc's Adventures®

Greek mythology is turned topsy-turvy as three mighty mortals go to Hades and back to save a goddess and the cradle of civilization. Suitable for everyone.

#01-063 \$19.95



Escape from Monkey Island



## LucasArts Merchandise



These items and more available exclusively through the LucasArts Company Store at [companystore.lucasarts.com](http://companystore.lucasarts.com).



### LucasArts Key Chain

Hang your own chrome-plated LucasArts utility key chain from your belt loop or backpack. Complete with six detachable split rings and featuring our LucasArts "Gold Guy" logo.

#92-611 \$12.95



### LucasArts Baseball Cap

Made of the softest 100% cotton, this black brushed twill cap with adjustable tuck-in strap features the LucasArts logo in metallic gold embroidery. One size fits most.

#92-619 \$15.95



### LucasArts Messenger Bag

Sleek, stylish bag featuring the LucasArts logo includes adjustable shoulder strap with phone pouch, hidden file zip pocket, and pen/pencil pockets. Made from high-tech, durable materials that contour to your body for easy carriage.

Dimensions: 13" long x 10" high x 2 1/4" deep

#92-621 \$39.95

All items subject to availability. Prices subject to change. Visit us online for latest details.



## Software License and Limited Warranty

PLEASE READ THIS LICENSE CAREFULLY BEFORE INSTALLING OR USING THE SOFTWARE. BY USING THE SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE, DO NOT INSTALL OR USE THE SOFTWARE, DELETE THE SOFTWARE AND ALL RELATED FILES, AND PROMPTLY RETURN THIS PACKAGE AND ITS CONTENTS TO THE PLACE OF PURCHASE FOR A REFUND.

The computer software, artwork, music, and other components included in this product (collectively referred to as the "Software") are the copyrighted property of LucasArts Entertainment Company LLC and its licensors (collectively referred to as "LEC"). The Software is licensed (not sold) to you, and LEC owns all copyright, trade secret, patent and other proprietary rights in the Software. You may use the Software only in connection with a Sony PlayStation 2 computer entertainment system. You may not: (1) copy (other than once for back-up purposes), distribute, rent, lease or sublicense all or any portion of the Software; (2) modify or prepare derivative works of the Software; (3) transmit the Software over a network, by telephone, or electronically using any means, except in the course of your network multiplayer play of the Software over authorized networks; (4) engage in matchmaking for multiplayer play over unauthorized networks; (5) design or distribute unauthorized levels; or (6) reverse engineer, decompile or disassemble the Software. You may transfer the Software, but only if the recipient agrees to accept the terms and conditions of this Agreement. If you transfer the Software, you must transfer all components and documentation and erase any copies residing on the game console and/or computer equipment. Your license is automatically terminated if you transfer the Software.

LEC warrants to the original consumer purchaser that the media furnished in this product will be free from defects in materials and workmanship under normal use for a period of ninety (90) days from the date of purchase (as evidenced by your receipt). If the media furnished in this product proves to be defective, and provided that the original consumer purchaser returns the media to LEC in accordance with the instructions in this paragraph, LEC will replace the defective media: (a) free of charge to the consumer purchaser, if the media proves to be defective within the ninety (90) day period following the date of purchase, and (b) for a fee of \$15.00 per Compact Disc, if the media proves to be defective after the expiration of the ninety (90) day warranty period. To obtain a replacement CD, please return the CD only, postage prepaid, to LucasArts Entertainment Company LLC, P.O. Box 10307, San Rafael, CA 94912, accompanied by proof of date of purchase, a description of the defect, and your name and return address, as well as a check for \$15.00 made payable to LucasArts Entertainment Company LLC per CD if after expiration of the warranty period. LEC will mail a replacement to you.

You expressly acknowledge and agree that use of the Software is at your sole risk. Except for the limited ninety (90) day warranty on the media set forth above, the Software and any related documentation or materials are provided "AS IS" and without warranty of any kind. LEC EXPRESSLY DISCLAIMS ALL WARRANTIES, EXPRESS AND IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. LEC DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, THAT THE OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE WILL BE CORRECTED. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU AND YOU (AND NOT LEC) ASSUME THE ENTIRE COST OF ALL SERVICING, REPAIR AND/OR CORRECTION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

UNDER NO CIRCUMSTANCES INCLUDING NEGLIGENCE SHALL LEC, OR ITS DIRECTORS, OFFICERS, EMPLOYEES, LICENSORS OR AGENTS, BE LIABLE TO YOU FOR ANY INCIDENTAL, INDIRECT, SPECIAL OR CONSEQUENTIAL DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOST DATA, LOSS OF BUSINESS INFORMATION, AND THE LIKE) ARISING OUT OF THE POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING WITHOUT LIMITATION DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF LEC OR AN LEC AUTHORIZED REPRESENTATIVE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR LOSS. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

YOU AGREE THAT THE LIABILITY OF LEC ARISING OUT OF ANY KIND OF LEGAL CLAIM (WHETHER IN CONTRACT, TORT, OR OTHERWISE) WILL NOT EXCEED THE AMOUNT YOU ORIGINALLY PAID FOR THE USE OF THE SOFTWARE.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS DEPENDING ON THE LAWS IN YOUR STATE.

If the Software is acquired under agreement with the U.S. government or any contractor therewith, it is acquired as "commercial computer software" subject to the provisions hereof, as specified in 48 CFR 12.212 of the FAR and, if acquired for Department of Defense (DoD) units, 48 CFR 227-7202 of the DoD FAR Supplement, or sections succeeding thereto.



Escape from Monkey Island  
0-23272-11035-2

© 2001 LucasArts Entertainment Company LLC. All rights reserved. Escape From Monkey Island, and its characters, are trademarks of LucasArts Entertainment Company LLC.

This is a work of fiction. All of the characters and events portrayed in this game are fictional. Any resemblance to real persons, living or dead, or actual events, is purely coincidental.

LucasArts Entertainment Company LLC  
P.O. Box 10307  
San Rafael, CA 9491



Escape from Monkey Island





monkey4.lucasarts.com



LucasArts Entertainment Company LLC  
P.O. Box 10307  
San Rafael, CA 94912

© 2001 LucasArts Entertainment Company LLC. All rights reserved. LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. Escape from Monkey Island, and its characters, iMUSE and the iMUSE System logo are each trademarks of LucasArts Entertainment Company LLC. iMUSE U.S. Patent 5,315,057.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.