

monkey4.lucasarts.com

LUCASARTS ENTERTAINMENT COMPANY PRESENTS

SCAPE FROM

THE EN CONTENT RATED BY



ocasans Entertainment Company LLC O. Box 10307 an Rafael, CA 94912

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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.

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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.

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The use of software or peripherials 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.

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- 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 lintfree, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Be sure to register so that we can provide updates on new product releases, special offers and more!

Escape from Monkey Island™

for the PlayStation®2 Computer Entertainment System

| Who is the primary user of the game? | Which of the following were the most |
|--|--|
| (Please print) | important factors in your purchase of |
| Name | this title? (Choose up to 3 from the list below.) |
| Address | 🔵 Style of game (genre) 📄 Characters |
| City/State/ZIP | Interesting story/setting O Price |
| Phone () | 🔵 Look of graphics 🔵 Monkey Island |
| Date of Birth | 🔵 Game design team 🔵 Game publisher |
| E-Mail | Other |
| How many other video games do you | Did you try out the game somewhere |
| purchase in a typical month? | before purchasing it? (Select only one answer.) |
| 🔵 One 🕘 Two 🔵 Three | 🔵 Demo kiosk in store |
| 🔵 Four 🔵 More than four per month | Played at friend's house/borrowed from friend |
| Less than one per month | Rented game from store |
| Which LucasArts games have you | No, did not try game before purchasing it |
| purchased? (Choose as many as applicable.) | First heard of this game from (Select one) |
| Starfighter (PlayStation 2) | 🔵 Magazine ad 🔵 Package in store |
| Rebel Assault II (PlayStation) | 🔵 In-store display 🔵 LucasArts Web site |
| O Dark Forces (PlayStation) | 🔵 Other Web site 📃 Friend |
| The Phantom Menace (PlayStation) | Other |
| Jedi Power Battles (PlayStation) | Magazines I read frequently |
| Jedi Power Battles (Dreamcast) | |
| Racer (Nintendo 64/Dreamcast) | (Six issues or more per year) Check all that apply |
| Rogue Squadron (Nintendo 64) | Electronic Gaming Monthly GamePro |
| Battle for Naboo (Nintendo 64) | PSE2 Next Generation PSM |
| Indiana Jones and the Infernal Machine | Official PlayStation Magazine |
| (Nintendo 64) | Game Informer Tips & Tricks |
| Demolition (PlayStation) | Expert Gamer Gamers' Republic |
| Demolition (Dreamcast) | None of the above |
| • Any LucasArts PC game | Web sites that I visit regularly (at least |
| None of the above | once per month or more) Check all that apply |
| | 🔵 Videogames.com 🔵 GameSpot.com |
| What other game systems do you | 🔵 GameCenter 🔵 Daily Radar 🔵 IGN.com |
| currently use? (Choose as many as applicable.) | 🔵 LucasArts.com 🕒 Sega.com |
| Nintendo 64 OSega Dreamcast | Nintendo.com PlayStation.com |
| Windows PC O Macintosh | Other |
| Game Boy None of the above | |

PlayStation® game console

- I don't visit any of these regularly
- I don't have Web access

🛿 LucasArts Merchandise



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X Prologue 35

Guybrush Chreepwood thought all his troubles were over when he buried the evil Demon Zombie Ghost Dirate LeChuck under a mountain of ice and married his sweetheart, Elaine ernor of Mélée lains (especially books and computer

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 Mélée 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 Chreepwood

Escape from Monkey Island

X Getting Started 1/2

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

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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.



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| PlayStation | TAR WARS REBEL ASSAULT | |
|-------------|------------------------------|--|
| Sybld S | C sincere | |

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The Phantom Menace Official Prima Strategy Guide #18-014 \$14.95



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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.

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🕰 LucasArts Games

Fun and adventure for PlayStation® and PlayStation®2 consoles

TEEN Star Wars® Starfighter™

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PlayStation 2

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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

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Jedi Power Battles Official Prima Strategy Guide #18-020 \$14.95

X Default Controls 3%

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. O Button Look /
- 8. × Button Default Action
- 9. D 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



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X Playing the Game 1/2

🛪 The Start Game Screen

After you start the game, you'll reach the Start Came 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



Start Game Screen

the **Button** to erase an existing game. Press the **Button** to copy a game.

24 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



Main Menu

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.

😂 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, a moves to the right of the screen, etc.

🛪 The LucasArts 🖡 Company Store 🌿

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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.



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St How to Contact LucasArts 1/2

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.)

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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 ques tions 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 Suppor



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. O Button • Examine/Look At (Make Guybrush look at an object.)

2. \triangle 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

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

Inventor



Escape from Monkey Island

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 \triangle **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

≥ 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
or 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 4 and 4 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.

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king

Manatee Operator **Jim Wise**

Marco de Pollo **Jeff Glen Bennett**

Meathook Cam Clarke

Monty the Tourist Phil Proctor

Miss Rivers Edie McClurg

Munale

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 Szarabaika Salty the Bait Shoppe

Owner John Mariano

Player Denny Delk

SCUMM Bartender Rob Paulsen

Stan Pat Fraley

Thrawtle the Lucre

Tony the Catapult Operator James Ward

Voodoo Lady Leilani Jones Wilmore

Whipp the Lucre Lawyer **Bob Bergen**

Yangia the Pirate Student **Grev** Delisle

Yoshen the LUA Bar Patron

Grey Delisle

S. Scott Bullock

Darryl Kurylo

Pirate 1 Jess Harnell

Pirate 3 Daryl Kurylo

Pirate 4 Neil Ross

Pirate 5 Paul Eiding

Tom Kane

Pirate A S. Scott Bullock

Pirate B

John "Buzz" Buzolich

Michael Blair Louis Bliemeister Leyton "Hula King" Chew Brandy M. "Lily" Childs Stephen Hancock Peter Lim Joseph John Talavera i Quentin <u>"He Who Is O</u>" Andy Alamano Alex Neuse

International Lead Tester Frik Ellicock

CD Burning Goddesses

Tabitha Tosti

Manager of

Associate

Shara Miller

Marketing

Darren Hedges

International Producer

Director of Product

Internet Manager

lim Passalacqua

Web Master

Manager

Patty Hill

Tony Deweese

Creative Services

Manual Designers

Andres Barreto

Manual Editor

Mollie Boero

Karina Hallum

Tom Sarris

Package Design

Blind Mice Studio

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Manage Simon Etchells

Manager Heather Twist Phillips

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International Business

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and Sales Analyst Andrea Dunning

Christopher Inclenrock

Marketing Coordinator

Public Relations Directo

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Manager of Quality Services Paul Purdy

Channel Marketing Specialist Katy Walden Hint Line Specialist

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> Sales Analyst Greg Robles

> > Director of Sales Operations Jason Horstman

Senior International

Director of Sales

Channel Marketing

Meredith Cahill

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17

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Assistant Audio Engineers Christina Corne Lisa Carlor

Voice Recording ScreenMusic Stu

Studio City, CA LucasArts Enterta 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



Escape from Monkey Island

Santiago the Chess Pirate 0 Farl Bo Lead Teste Testers Ashburn Starbuccaneer's Clerk Ricardo Llu Chris Snyde Chris Suser Three-Headed Monkey Debi Derryberry

Lawyer Tom Kenny

Timmy the Monkey

Monkey

Monkey 3

Monkey 4 **Dominic Armato**

Pirate 2 Wally Wingert

Pirate 6

Wally Wingert

lo "Capt. Tripps"

Hugh Moore Bryan Erck **Jim Diaz**

St Credits 12

Project Leads Sean Clark & Michael Stemmle

Lead Programmer **Michelle Hinners**

16

Systems Programmer and Additional Design Randy Stevenson

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Cinematic Lighting and Art Tool Specialist Daniel Colon, Jr.

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3D Object Models and

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Chris Miles

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 dditional 3D Model

Paul Davies Lea Mai Nguyen **Jim Rice**

Additional Technical Art **Voice Producer and**

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Voice Editors Cindy Wong Coya Elliott

Clint Bajakian, C.B. Studios, Inc. Music Composers Clint Bajakian

Michelle Sullivan Anna Karney Michael Lande

> Sound Department Manager leff kliment

Sound Department Supervisor Larry the O

> Sound Department Coordinator Malena Slettom

Music Supervisor

Clive the Tourist

Dainty Lady Figurehead

Digg the Lucre Lawyer

Cam Clarke

Pamela Segall

Daisy Tress MacNeille

Deadeye Dave

Tom Kenny

loe Alaskey

Drunk

Duck

Jim Ward

Estaban Jess Harnell

Freddie

George

Pat Fralev

Paul Eiding

Heckler

Tom Kane

Hellbeard

Nick Jameson

Wally Wingert

Herman Toothrot

Ignatius Cheese W. Morgan Sheppard

Inspector Canard

Peter Jessop

John Mariano

Judge Edd

loe Alaskey

Rob Paulsen

Judge Tripps

Jess Harnell

Charles Adler

LUA Bar Chef

Jumbeaux LaFeet

Judge Kahuna

Jojo Jr

Dominic Armato

Lewis Arquette

Gunner Simkins

Harbor Mistress

Lauri Johnson

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 /LeChuck naries/L ari Boen

> Ozzie Mandri Nick Tate

Admiral Ricardo Casaba Daryl Kurylo,

el the LUA Ba

Tom Kane Bank Manager

Brittany the Bank Teller Maria Bamford

Caricature Artist Peter Lurie

Carla the Swordmaster Pamela Tyson

Castaneda the Chess Player Rob Paulsen

Debi Derryberry Mabel the Tourist **Tress MacNeille**

LUA Bar Waitress

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 4 or 6 on the Directional Pad or Left Analog Stick to scroll options. Press the × Button to select. Vibration Control • Turn vibration on or off.

St 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

Escape from Monkey Island

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Story, Game Design and

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.



Claine 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.

\approx The Crew and the Ship

Co 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!

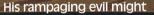


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| Insults | Responses |
|--|---|
| Your arms are no bigger than fleas that I've met! | So THAT'S why you're scratching. I'd go see a vet. |
| People consider my fists lethal weapons! | Sadly, your breath should be equally reckoned. |
| Only once have 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. "Loser answers | Shyea! How appropriate. You fight like a cow. |

% The Demon Zombie Ghost Pirate LeChuck

Even before he died, Captain LeChuck's name was feared throughout the Trijlsland 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.





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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 ...



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. WARNING

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Escape from Monkey Island

X A Short Walkthrough 32

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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.

A

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! | l 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. |

