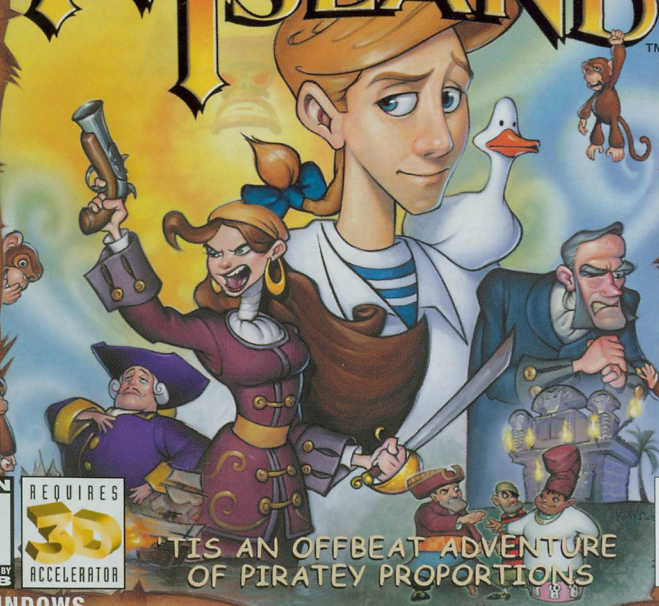


LUCASARTS ENTERTAINMENT COMPANY PRESENTS

ESCAPE FROM MONKEY ISLAND™



TEEN
T
CONTENT RATED BY
ESRB

REQUIRES
3D
ACCELERATOR

IT'S AN OFFBEAT ADVENTURE
OF PIRATEY PROPORTIONS

LUCAS
Arts®

WINDOWS

❧ Prologue: Welcome Home? ❧

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 (especially 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!



Installation and Launch

Installation

1. Close all open windows on your desktop and quit all other applications.
2. Put the **Escape from Monkey Island™** Disc 1 in your CD-ROM drive.
3. The Installer will appear. If Autoplay is disabled and the game's Installer does not appear, you'll need to open the Installer manually. To do this, double-click the My Computer icon, then double-click the CD-ROM icon in the window that opens, then double-click the **Monkey.exe** file to open the Installer. It has these options:
 - **Install:** Installs the game on your hard drive.
 - **Help:** Here, access the Readme and Troubleshooting Guide for detailed installation and troubleshooting tips, or analyze your computer.
 - **Options:** Under Options, you can visit www.lucasarts.com and view the Software License Agreement. Once the game is installed, you can also access the video and joystick configuration options, and uninstall.
 - **Exit:** Returns you to your desktop.
4. To install, click the Install button. Follow the onscreen instructions to set up and install.
5. You'll be given the option to create a series of shortcuts in the Start menu. Click the checkboxes to deselect any shortcuts you don't want.
6. Setup will create a Program Folder for the program icons. Click Next to choose the default (**Start Menu\Programs\LucasArts\Monkey 4**) or create a new folder or select an existing folder, then click Next again.

7. You'll be prompted to create a shortcut for the game on your desktop and to view the Readme.
8. If the game installs successfully, you will see a Setup Complete screen.
9. After installing the game, you may be prompted to install Microsoft's DirectX 7.0a. If a version is detected on your system, the checkbox will remain empty and you will not need to install DirectX. Click Finish to complete the setup.

If You Have Trouble Installing

If you have trouble installing, see the Troubleshooting Guide for more detailed installation and troubleshooting tips. To access the Troubleshooting Guide:

1. Open the Installer as described in step 3 on the previous page.
2. Click the Help button and choose View Troubleshooting Guide from within Help.

Running the Game

1. To run the game, insert Disc 1 into your CD-ROM drive. The game's Start Game Screen will appear if Autoplay is active.
2. If Autoplay is disabled, find the **Escape from Monkey Island** directory on your hard drive, double-click the desktop shortcut if you made one, or run the game from the Start menu.

The Start Game Screen

1. After a successful installation the Installer becomes the Start Game Screen.
2. The Start Game Screen appears whenever you insert a game disc, when you double-click the CD-ROM icon, when you select the **Escape from Monkey Island** shortcut from your Start menu, or when you double-click the game shortcut on your desktop.
3. The Start Game Screen displays the following options:
 - **Play Monkey 4:** This launches a new game.
 - **Help:** Works the same as Help in the Installer.
 - **Options:** Here you can visit www.lucasarts.com, view License Agreement, uninstall the game, access joystick and video configuration options, and enable OpenGL or Direct3D. (Please check the documentation for your video card before changing the OpenGL/Direct3D options.)
 - **Exit:** Exit game.



Main Menu

Use the **F1** key to access the Main Menu from within the game. Included are:

- **Help:** This screen shows you the main keys for movement and looking.
- **Options:** Options allows you to change various aspects of the game. See page 11 for details.

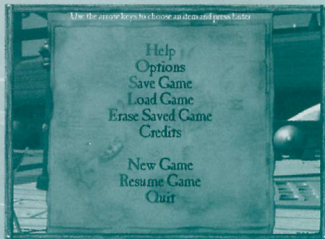
• **Save Game:** This screen displays a list of all saved games. You start at slot

1. To save, just press the **ENTER** key, type in a name, then press **ENTER** again. If you wish to use a slot where there is already a saved game, move the cursor up to that slot and press **ENTER**. To retain the current name, press **ENTER** again.

Otherwise, erase the current name using **BACKSPACE** and type in a new name, then press **ENTER**. To move to additional pages use **RIGHT** and **LEFT ARROW** keys.

• **Load Game:** This screen also displays a list of saved games. To move to additional pages of saved games, use the **RIGHT** and **LEFT ARROW** keys. When you find the game you want to load, highlight it using the **UP** and **DOWN ARROWS**. Press **ENTER** to load.

• **Erase Saved Game:** The procedure is the same as loading a game. Move the cursor to the appropriate saved



Main Menu



game title, then press **ENTER** to erase the game.

- **Credits:** See a list of all the crazy and wonderful people who produced **Escape from Monkey Island**.
- **New Game:** Create a new game.
- **Resume Game:** Continue your game.
- **Quit:** Exit the game.

Movement

Move Guybrush around using the **ARROW** keys. There are two kinds of movement in the game: character relative and camera relative.

Character relative (default at the beginning of the game) lets you move Guybrush relative to him. **UP**

ARROW means forward from wherever Guybrush is standing, **RIGHT ARROW** means move to Guybrush's right, etc. **Camera relative** allows movement relative to the screen—**UP** moves toward the top of the screen, **RIGHT** moves to the right of the screen, etc. You can toggle between camera relative and character relative on the Options Menu, which you can see by pressing **F1**, then selecting Options.

Occasionally, Guybrush finds himself in a vehicle of some sort. In vehicles, directions for movement are compass directions corresponding to camera-relative 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 row the boat to the right of the screen.



Interface

Well, there isn't one. Elaine and Guybrush have to cut corners now that they are setting up housekeeping, and they just couldn't afford an Interface. Seriously, the main keys you need to interact are:

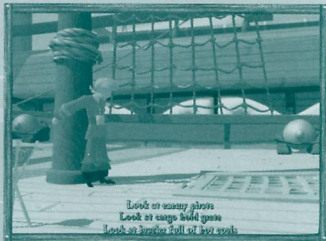
E or **L** Examine/Look At (Make Guybrush look at an object.)

U Use/Talk To (Make Guybrush use something, or talk to a person.)

P Pick Up/Put Away (Pick up an object. If Guybrush already holds an object, press **P** to put it in the Inventory.)

PgUp or **PgDn** Scroll Through Action Choices Listed on Screen

Enter Selects the Highlighted Choice



Interact with Objects

Inventory

The Inventory is the way Guybrush collects objects in the game. Access Guybrush's Inventory with the **I** or the **INSERT** key. The Inventory appears as a floating orbital path of objects. You can move through this path by using the **RIGHT** or **LEFT ARROW** keys. When you



reach an object you wish Guybrush to use, use the **P** key 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 **U** (Use) key and the item will drop out of orbit. Now cycle through the items until you come to the second item and press **P**. If the two can be successfully combined, they will be. To exit the Inventory without using an item, use the **I** key. If Guybrush is holding an item, you can return it to his Inventory by using the **P** key.



Inventory

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 **PAGE UP** and **PAGE DOWN** or **UP/DOWN ARROWS** to highlight the dialogue choice, then press **ENTER**.




Talking

Key Commands

    Movement

 +     Run



 Perform Highlighted Action


 or  &  +  or  + 



Cycle Sentence Line & Selected Object
or Dialogue Choice



 +  &  +  or
 +  +  &  +  + 

Page Up & Page Down Dialogue Choice


 or  Examine, Look At



 Use, Talk To


 or  (keypad) Pick Up (with object
you are not holding), Put in Inventory
(with object you are holding)

 or  Access Inventory

 Access Main Menu


 If Indoors, Exits Building, If
Outdoors, Opens Island Map

 or  Skip Dialogue Line



 Exit a Movie



 +  Exit Game



In Inventory Mode:

  Cycle Inventory Left/Right




 or  or  (keypad) Select
Inventory Item



 Select Inventory Item to Use with
Another Inventory Item (Press  again
on another item to combine)

 or  Exit Inventory Mode Without
Selecting an Item

 -  Inventory Item Hot Keys (Use to
pull out specific items)

 +  -  Assign Inventory Item
Hot Keys

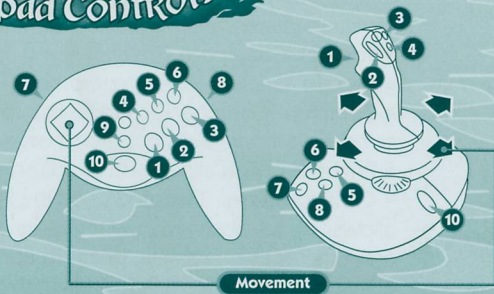
 +   Speeds Up Inventory Rotation

  Rotate Inventory 180°



Joystick/Gamepad Controls

1. Default Action
2. Use/Talk
3. Pick Up/Put Away
4. Inventory
5. Look
6. Cycle Objects
Down/Run
7. Skip Dialogue Line
8. Quick Room Exit
9. Main Menu
10. Skip Cutscene



Options Menu

To access the Options Menu press **F1**, then select Options from the Main Menu. Use the **UP** and **DOWN ARROWS** to scroll options. Use **RIGHT** and **LEFT ARROWS** to adjust sliders or toggle options. Press **ENTER** to select options with additional menus.

- **Sound Volume:** Adjust the volume of Music, Sound Effects, and Voice. To change the sound in movies, adjust the Voice Volume slider.
- **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.

- **Movie Subtitles:** Toggle on/off written subtitles for in-game movies.
- **Movement Mode:** This toggles back and forth between character relative and camera relative movement modes.
- **Joystick/Gamepad:** This allows you to enable/disable a joystick or gamepad attached to your computer.
- **Configure Gamepad/Joystick:** Use to reassign controls. Works the same as Configure Keys described below.
- **Brightness:** This allows you to adjust the screen brightness.
- **Configure Keys:** This shows you the key assignments for the game and allows you to substitute new key assignments, or return to the default assignments after changing them. To configure a key command differently than the default, scroll to highlight the command you wish to change with the **ARROW** keys, then press **ENTER** key. Press the key that you want assigned to this command, then press **ENTER** again. If you wish to return to the default assignments, highlight Reset to Defaults and press **ENTER**.
- **Alter Gee Whiz Factor:** Here you can adjust certain effects that make the game cooler, but could make your game run slower with certain processors. These are:

Voice Effects: This toggles on/off special voice effects (like echoes) in the game.

Shadow Effects: By moving this slider, you decrease the coolness of shadows in the game, but your game may run more quickly.

Movie Quality: Toggles richness of the game's cinematic sequences. Select Minimal if movies play too slowly.

Misc. Video Effects: Decrease miscellaneous video effects (such as fireball explosions) in the game to improve game performance.



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Charles L. Charles/LeChuck/Pirate C

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Bagel the LUA Bar Patron/Heckler/Pegnose Pete/Pirate 6

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Pamela Segal

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Tress MacVie

Deadeye Dave/Thrawite the Lucre Lawyer

Tom Kenny

Digg the Lucre Lawyer/Judge Edd

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Lewis Annable

George the SCUMM Bar Dart Player/Stan

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Lauri Johnson

Helldog

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Herman Toothrot/Pirate 2/Pirate B

Wally Wingert

Ignatius Cheese

W. Morgan Sheppard

Inspector Candor

Peter Jessop

Jojo Jr./Salty the Bait Shop Owner

John Mariano

Jumbeaux LaFeet/Mungle the Pirate Student

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Marco de Pollo

Jeff Gennetti

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Miss Rivers

Ede McLaugh

Murray/Santiago the Chessplayer Pirate

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Georgie Lucas

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