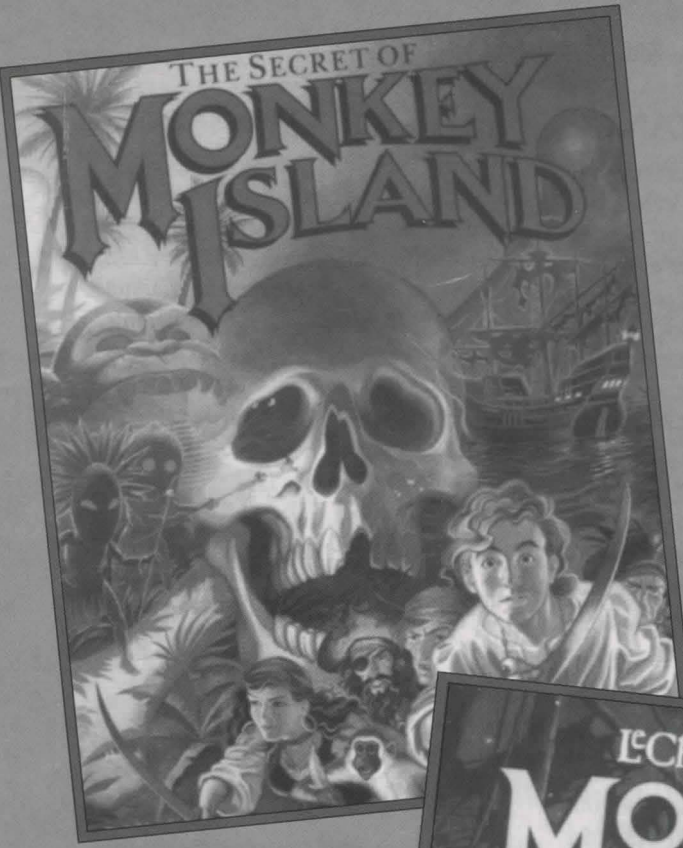


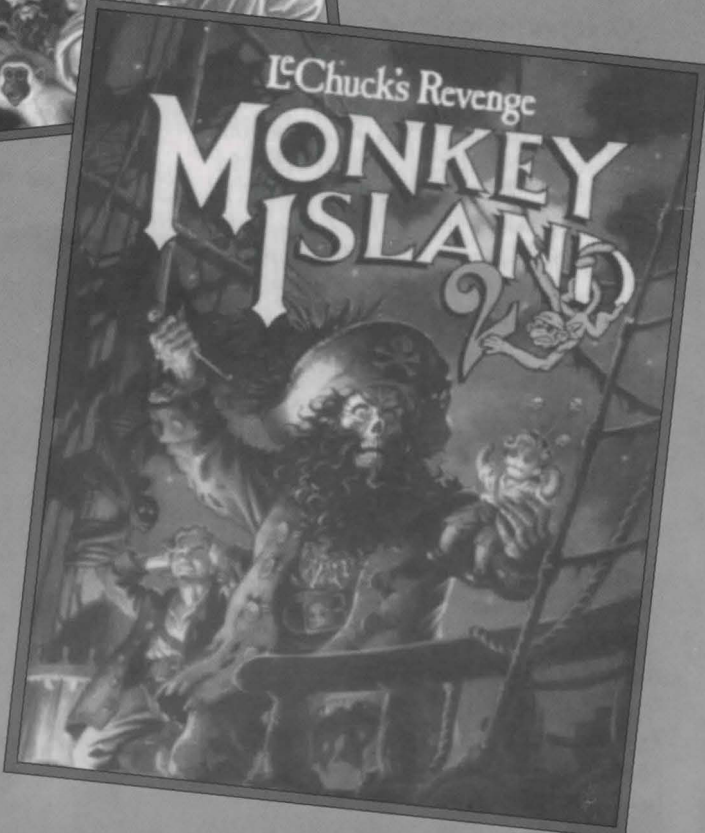
THE SECRET OF

MONKEY ISLAND



LEChuck's Revenge

MONKEY ISLAND 2



TECHNICAL ASSISTANCE

ANY QUESTIONS? Call our technical Support line at: 0171-368 2266. When you call please be sitting in front of your computer with paper and pen, and gather as much pertinent information about your computer as you can assemble: make, model, amount of RAM and disk size, graphics card type, make and model of soundcard, as well as the information in your CONFIG.SYS and AUTOEXEC.BAT files.

You can also write to Technical Support at:

Virgin Interactive Entertainment
(Europe) Ltd.,
2 Kensington Square,
London W8 5RB

Customer Services hours are 10:00am to 1:00pm and 2:00pm to 5:00pm, Monday to Friday.

Customer Services FAX: 0171-468 2000
Customer Services BBS: 0171-468 2022
24 hours. Not a message base, for file download ONLY.

NEED MORE HINTS?

Please do not call Technical Support for HINTS, as they do not give hints over the phone. However, you may call our 24-hour automated hint line at: 0891-333529. This service costs 39p per minute, and you must be over 18 years old or have your parents' permission to call. Max 7 minutes. Price as advertised correct at time of release (September 1996). Service available to UK residents only.

WHERE TO FIND US ONLINE

Compuserve Game Publisher's Forum A
(Go G,AMAPUB)

America OnLine Keyword "Lucas"

Internet E-Mail Send mail to
75300.454@compuserve.com

OR lucasarts@aol.com

Home Page <http://www.lucasarts.com>

Lucasfilm Games™ Presents

The Secret of Monkey Island™

Created and Designed by Ron Gilbert
Written and Programmed by Dave Grossman,
Tim Schafer, and Ron Gilbert
Background Art by Steve Purcell, Mark
Ferrari, and Mike Ebert
Animation by Steve Purcell, Mike Ebert,
and Martin Cameron
Original Music by Michael Land, Barney
Jones and Andy Newell (of earwax pro-
ductions), and Patrick Mundy
"SCUMM" Story System by Ron Gilbert,
Aric Wilmunder, and Brad Taylor

Produced by Gregory D. Hammond
Lucasfilm Games V.P. and General Manager,
Stephen D. Arnold
Managing Director, Doug Glen
Director of Operations, David Fox
Marketing Manager, Stacey Lamiero
Public Relations, Betsy Irion
Administrative Support by Wendy Bertram,
Meredith Cahill, Alexa Eurich,
Paula Hendricksen, Debbie Ratto,
Andrea Siegel, and Lisa Star

Lead Testers, Judith Lucero and Kirk Roulston

Package Design by Catherine Flanders
Marble Paper by Peggy Skycraft
Illustrated by Steve Purcell
Package Design Coordinated by
Lyza Swearingen Latham
Manual Design by Mark Shepard

Thanks to Noah Falstein, Orson Scott Card,
James Wood, Carol Traylor, and
Carolyn Knutson

Special thanks to George Lucas

The Secret of Monkey Island™ & © 1990 LucasArts Entertainment Company. Used Under Authorisation. All Rights Reserved. The LucasArts logo is a trademark of Lucasfilm Ltd.

Monkey Island 2: LeChuck's Revenge™ & © 1991 LucasArts Entertainment Company. Used Under Authorisation. All Rights Reserved. iMUSE is a trademark of LucasArts Entertainment Company. The LucasArts logo is a trademark of Lucasfilm Ltd. iMUSE U.S. Patent No. 5,315,057.

READ THIS FIRST... IT'S IMPORTANT!

Although you may have played other Lucasfilm games, there are a few differences in **The Secret of Monkey Island** that you should be aware of.

The interface you use to play the game now has an "auto-highlight" feature that highlights an appropriate verb when the cursor touches an interesting or useful object on the screen. For example, when the cursor touches a door that can be opened, the verb **Open** is highlighted on the screen. By pressing the right (or second) controller button or equivalent key (see your reference card for details), you can automatically perform the highlighted action—in this case, opening a door. Don't worry, though, this won't give away solutions to any puzzles!

Also, you do not need to "double-click" on objects (or **anything**) to use or activate them. A single click of the controller button should be used consistently throughout the game.

About The Secret of Monkey Island

In **The Secret of Monkey Island**, you play the role of Guybrush Threepwood, a young man who has just hit the shores of Mêlée Island (somewhere in the Caribbean). Our naive hero's travels have led him to Mêlée Island in a quest to fulfil his life's ambition...to become a fierce, swashbuckling, bloodthirsty **Pirate**. Unbeknown to Guybrush, however, there have been some strange happenings in the area surrounding Mêlée Island and the more mysterious Monkey Island. As he walks into this maelstrom of mystery, Guybrush will soon be very aware that things are not what they appear to be, that even bloodthirsty pirates can be scared, and that there's more to being a pirate than swinging a sword and drinking grog!

Here's where you come in... You direct the actions of Guybrush as he first explores Mêlée Island and then ventures on to Monkey Island. On Mêlée Island, Guybrush will have to prove himself worthy of becoming a pirate by completing **The Three Trials**. Through the course of completing these trials, you and Guybrush will learn much about pirate life and local folklore. But don't be surprised if you find that some of the people you meet seem rather anachronistic!

If this is your first computer adventure game, be prepared for an entertaining challenge. Be patient, even if it takes a while to figure out some of the puzzles. If you get stuck, you might need to solve another puzzle first or find and use an object. But hang in there and **use your imagination**, and you will guide Guybrush to discover...**The Secret of Monkey Island!**

Getting Started

To start the game on your computer, please use the computer reference card included with the game. It contains all the instructions specific to your computer.

Playing the Game

After the opening title sequence and introduction, Guybrush will meet the Official Lookout for Mêlée Island. When they've finished talking, Guybrush will walk down to the dock at one end of the town of Mêlée. You may begin directing his actions as soon as he gets to the dock. The screen is divided into the following sections:

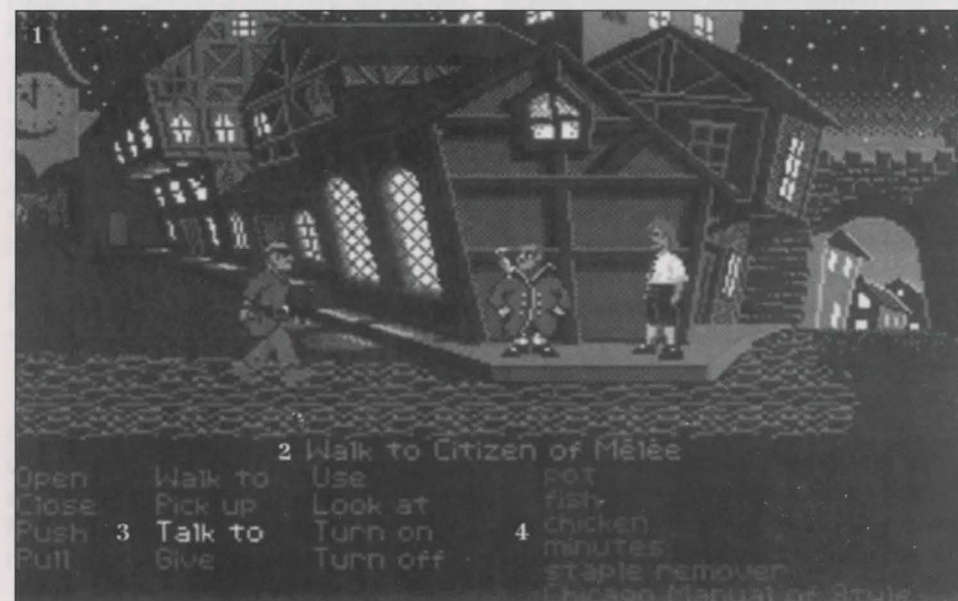
1) **The Animation Window** is the largest part of the screen and is where the animated action takes place. It shows the "camera's-eye view" of the room or location that the main character is in. Dialog spoken by the characters, as well as game-related messages, also appear here.

2) **The Sentence Line** is directly below the Animation Window. You use this line to construct sentences that tell Guybrush what to do. A sentence consists of a **verb** (action word) and one or two **nouns** (objects). An example of a sentence you might construct on the Sentence Line is "Use shovel on dirt." Connecting words

like "on" or "with" will automatically be inserted by the program.

3) **Verbs** must be selected from the words in the columns below the Sentence Line. To select a verb, position the cursor over the word and press the left mouse/joystick button or the **ENTER** key. Verbs are highlighted in a bright colour when an obvious use for them appears in the Animation Window. For example, when Guybrush is near a door that can be opened, positioning the pointer over the door will highlight the verb **Open**. Pressing the right mouse/joystick button or the **TAB** key (to emulate the right button) will use the highlighted verb with the object, which in this case opens the door. But remember, although a verb is highlighted, that one verb may not be the only way to use an object. Try the other verbs as well!

4) **The Inventory** is the area to the right of the Verbs. At the beginning of the game the inventory is empty. When Guybrush picks up or is given an object to use during game play, the object is added to the Inventory. There is no



limit to the number of objects Guybrush can carry (after all, he's young and strong!). When there are more than six objects in the Inventory, arrows appear to the left of the list. Use them to move the list up or down.

Nouns (objects) can be selected in two ways. You may select a noun by placing the cursor over an object in the Animation Window. Many objects in the environment, and all usable objects in the game, have names. If an object has a name, it will appear on the Sentence Line when you position the cursor over it. If no name appears for an object on the screen, you can be sure that it has no significance other than as part of the background. You may also select nouns by clicking on them in the Inventory.

To move Guybrush around, simply point the cursor where you want him to go, and click. Notice that **Walk to** is the default verb in the Sentence Line—this is because moving around is what Guybrush will be doing most often.

"Cut-scenes" are short, animated sequences—like scenes from a movie—which can provide clues and information about the characters. They're also used to show special animated sequences, as when Guybrush gets himself into a fight while "exploring" a mansion. When you are viewing a cut-scene, you do not direct the action.

Things to Try in the Town of Mêlée

Look at the poster on the first house at the dock. Select the verb **Look at** with the cursor by pressing the left mouse/joystick button or the **ENTER** key. Notice that the words "Look at" appear on the sentence line. Position the cursor over the poster and press the left mouse/joystick button or the **ENTER** key. This completes the sentence "Look at poster" on the sentence line. If Guybrush is not already standing in front of the poster, he will walk over to it and read it to you.

Open the door of the SCUMM BAR. Place the cursor over the door to the bar. You will notice that the verb **Open** is highlighted. Press the right mouse/joystick button or **TAB** key to open the door.

Go into the SCUMM BAR. Talk to each of the pirates who pop up on the Sentence Line inside the bar...they'll provide you with useful information. See the next section entitled "Talking to Characters" for more information.

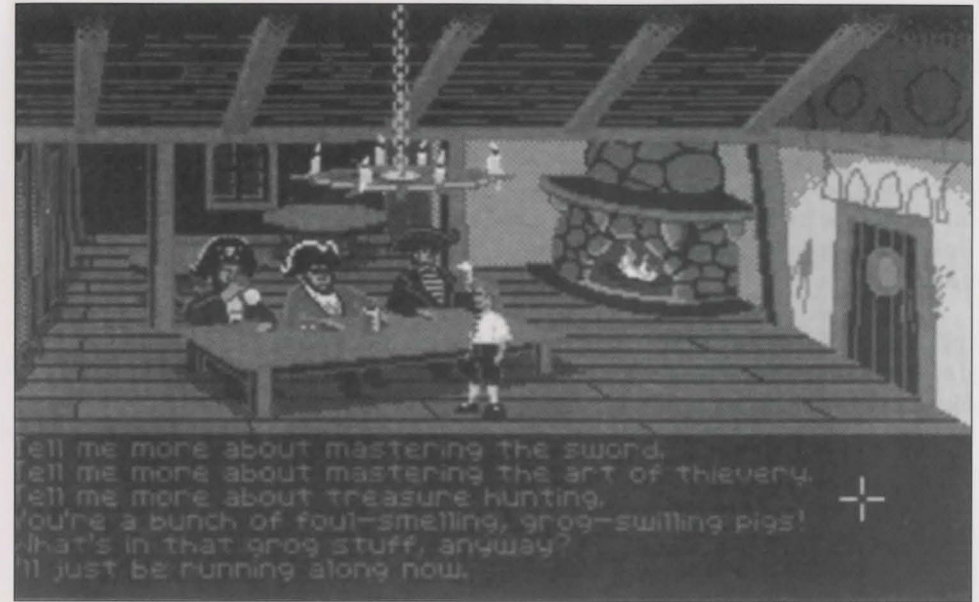
Talk to the Important-looking Pirates seated in the adjoining room. They're full of good advice about how to become a pirate!

See if you can outwit the Cook to get into the kitchen for a look around.

Once in the kitchen, step out onto the dock...you might be able to have some fun with that bird!

Talking to Characters

There are plenty of "colourful" characters in the game with whom you can converse. Each person Guybrush meets will have something to say, whether friendly or unfriendly...helpful, or unhelpful! Often, you can talk with someone at one point in the game, and then return to them later to get new information. To talk with a character, position the pointer on them and press the right



mouse/joystick button or the **TAB** key to use the **Talk to** verb automatically.

In a conversation, you will have to select what Guybrush says from among the possible phrases at the bottom of the screen. Just click on the phrase you want him to say. Of course, what Guybrush says will affect how other people respond. And, as conversations continue, you could be presented with a new array of dialog choices. Don't worry – we'll never punish you for selecting the "wrong" or funny dialog response. After all, you're playing this game to have fun!

Function Keys

To save your progress in a game, enabling you to turn the computer off and start again later in the same place, use the save feature. Simply press the Save/Load Game function key (**F5** on most computers – see your Reference Card for more information). **Note:** The name you use for a saved game must be at least two letters long.

To load a game you have saved, use the

Save/Load Game function key any time after **The Secret of Monkey Island** has been loaded.

To bypass a cut-scene, press the **ESC** key, or press both mouse/joystick buttons at once. See your computer reference card for details. After you've played **The Secret of Monkey Island** several times, you may want to use this function to skip over scenes you have seen before, including the title sequence.

To restart the game from the beginning, press the key indicated on your reference card (**F8** on most computers).

To pause the game, press the **SPACE BAR**. Press it again to resume play.

To adjust the speed of the Message Line to suit your reading speed, press the keys indicated on your reference card (+ and - on most computers).

To turn the sound off and on, press the keys indicated on your reference card. **Note:** Sound for some computers can only be adjusted with the volume control on the monitor or television.

Our Game Design Philosophy

We believe that you buy games to be entertained, not to be whacked over the head every time you make a mistake. So we don't bring the game to a screeching halt when you poke your nose into a place you haven't visited before. We make it clear, however, when you are in a dangerous situation.

We think you'd prefer to solve the game's mysteries by exploring and discovering, not by dying a thousand deaths. We also think you like to spend your time involved in the story, not typing in synonyms until you stumble upon the computer's word for a certain object.

Unlike conventional computer adventures, you won't find yourself accidentally stepping off a path, or dying because you've picked up a sharp object. There are a few dangerous situations where Guybrush can die, but to anticipate them takes just a little common sense, not excessive paranoia. Save the game when you think you may be entering a dangerous area, but don't assume that every wrong step will result in death. Usually you'll get another chance.



A Few Helpful Hints

• Pick up **everything** you can. Odds are, at some point all those strange things will serve some purpose.

• If you get stuck and can't figure out how to proceed, try looking through all the items you've found and thinking about how each one might be used. Think about the places you've gone, and the people you've met. Chances are there will be a connection that'll put you back on track.

• There is more than one way to solve many of the puzzles.

• If you want to access our automated hint line, call 0891-333529 in the United Kingdom only. The cost is 39p per minute (max 7 minutes) at time of release (September 1996). If you're under 18, first get your parent's or guardian's permission.

• If you need technical assistance, call 0171-368 2266. We're sorry, but no hints can be given on this line.



Lucasfilm Games™ Presents

MONKEY ISLAND 2: LECHUCK'S REVENGE™

Created and Designed by Ron Gilbert

Programmed by Tim Schafer, Tami Borowick,
Dave Grossman, and Bret Barrett
Background Art by Peter Chan, Steve Purcell,
Sean Turner, and James Dollar

Animation by Sean Turner, Larry Ahern,
Mike McLaughlin, Steve Purcell, Ken Macklin,
and Peter Chan

Original Music by Michael Z. Land,
Peter McConnell, and Clint Bajakian
Arrangements by Matt Berardo, Robin Goldstein,
Robert Marsanyi, and J. Anthony White

SCUMM Story System by Ron Gilbert,
Aric Wilmunder, Brad P. Taylor, and Vince Lee
iMUSE™ Music System by Michael Z. Land
and Peter McConnell

Lead Tester: James Purple Hampton
Testers: Jim Current, Justin Graham,
Chip Hinnenberg, Elias Mark, Kris Sontag,
and (Hollywood) Jon Van

Additional Testing by Jo Ashburn, Wayne Cline,
James "Stainless" Hanley, Kirk "Blud" Lesser,
Bret "Egg" Mogilefsky, Tabitha Tosti,
David Wessman, and Squiggly

Produced by Shelley Day
Project Led by Ron Gilbert

Lucasfilm Games General Manager: Doug Glen
Lucasfilm Games Director of Development:
Kelly Flock

Lucasfilm Games Associate Director of
Development: Lucy Bradshaw
Lucasfilm Games Director of Sales:
Cynthia Wuthmann

Product Marketing Manager: Robin Parker
Public Relations by Sue Seserman
Product Support by Chris Brown
and Gwen Musengwa

International Coordinator: Lisa Star
Associate Producer: Brenna Krupa Holden
Administrative Support by AnneMarie Barrett,
Wendy Bertram, Meredith Cahill, Alexa Eurich,
Claudia Hardin, Michele Harrell, Brenna Krupa
Holden, Marcia Keasler, Debbie Ratto, Lisa Star,
Kim Thomas, James Wood, and Dawn Yamada

Package Design by Collette Michaud
Illustrated by Steve Purcell
Manual Written by Judith Lucero
Manual Design by Mark Shepard
Print Production by Carolyn Knutson

Special thanks to George Lucas

This manual assumes that you are using a joystick or mouse. See your reference card for keyboard equivalents.





ABOUT MONKEY ISLAND 2: LECHUCK'S REVENGE

In *Monkey Island 2: LeChuck's Revenge*, you play the role of Guybrush Threepwood. In the months since he defeated the Ghost Pirate LeChuck and rescued his one true love — Governor Elaine Marley — in *Monkey Island*, Guybrush has made his way to Scabb Island in search of the biggest treasure of them all: Big Whoop.

Here's where you come in... You direct the actions of Guybrush in his search for adventure, treasure, and the validation of his peers. Guybrush faces many obstacles in his path, not the least of which is the spectre of... *LeChuck's Revenge!*

If this is your first computer adventure game, be prepared for an entertaining challenge. Be patient, even if it takes a while to figure out some of the puzzles. If you get stuck, you might need to solve another puzzle first or find and use an object. But hang in there and use your imagination... you and Guybrush will eventually prevail!

GETTING STARTED

To start the game on your computer, please use the computer reference card included with the game. It contains all the instructions specific to your computer.

PLAYING THE GAME

As the story opens, Guybrush is attempting to explain to Elaine Marley just how he managed to get himself into this fix. Shortly, the scene flashes back to a campfire on Scabb Island, where Guybrush is regaling his new friends with the thrilling tale of his stupendous defeat of the Ghost Pirate LeChuck. These sequences are known as a "cut-scenes" — short, animated sequences, like scenes from a movie — which can provide clues and information about the characters. Cut-scenes are also used to show special animated sequences, such as when Largo LaGrande graces Scabb Island's tavern with his phlegmatic presence. When you are viewing a cut-scene, you do not direct the action.

You begin directing Guybrush's actions as soon as he arrives on the bridge leading to Woodtick. The screen is divided into the following sections:

➤ The Animation Window is the largest part of the screen and is where the animated action takes place. Dialogue spoken by the characters, as well as game-related messages, also appears here.

➤ Available verbs are listed in the lower left-hand corner of the screen. To select a verb, position the cursor over the word and press the left mouse/joystick button or the ENTER key. The interface you use to play the game has an "auto-highlight" feature that highlights an appropriate verb when the cursor touches an interesting or useful object on the screen. For example, when Guybrush is near a door that can be opened, positioning the pointer over the door will highlight the verb **Open**. Pressing the right mouse/joystick button or the TAB key will use the highlighted verb with the object, which in this case opens the door (don't



worry: this feature won't give away solutions to any puzzles). Keep in mind that even though a verb is highlighted, that one verb may not be the only way to use an object. Try the other verbs as well!

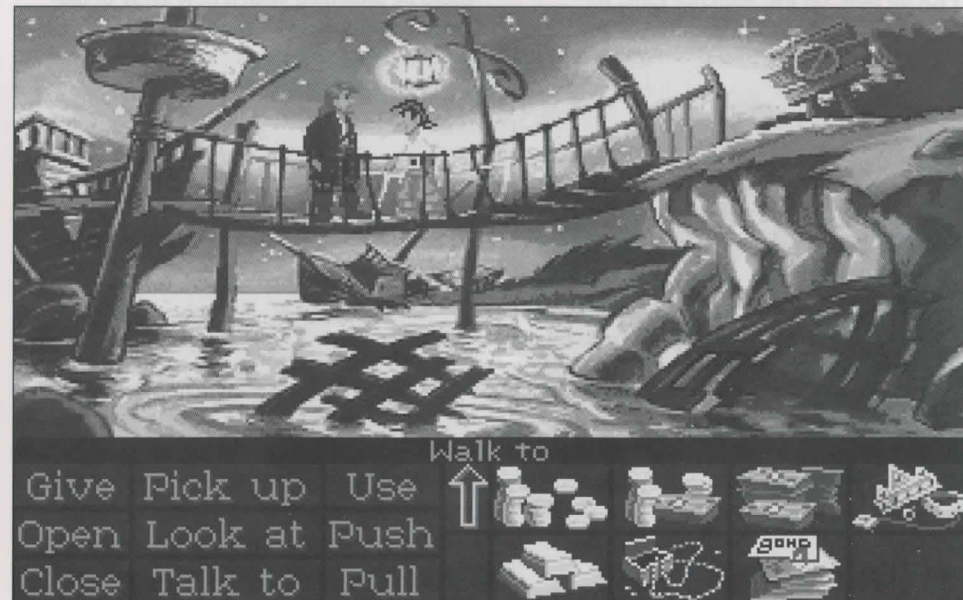
➤ The Sentence Line is directly below the Animation Window. You use this line to construct sentences that tell Guybrush what to do. A sentence consists of a verb (action word) and one or two nouns (objects). Some examples of sentences you might construct on the Sentence Line are "Use stick with box" or "Use pins in voodoo doll". Connecting words like "on" or "with" will automatically be inserted by the program.

Nouns (objects) can be selected in two ways. You may select a noun by placing the cursor over an object in the Animation Window. Many objects in the environment, and all usable objects in the game, have names. If an object has a name, it will appear on the Sentence Line when you position the cursor over

it. If no name appears for an object on the screen, you can be sure that it has no significance other than as part of the background. You may also select nouns by clicking on them in the Inventory.

➤ The Inventory icons are located to the right of the Verbs. At the beginning of the game Guybrush's inventory consists of an almost unlimited supply of riches. When he picks up or is given an object to use during game play, an icon for that object is added to the Inventory. There is no limit to the number of objects Guybrush can carry. When there are more than eight objects in the Inventory, arrows appear to the left of the icons. Click on them to scroll the icon window up or down.

To move Guybrush around, simply point the cursor where you want him to go, and click. Notice that **Walk to** is the default verb in the Sentence Line — this is because moving around is what Guybrush will be doing most often.





THINGS TO TRY IN WOODTICK

You will shortly be presented with your first opportunity to carry on meaningful dialogue with one of the colourful inhabitants of Scabb Island. See the next section, "Talking to Characters," for more information.

Next, look at the sign next to the bridge. Place the cursor over the sign. Notice that the verb **Look at** is highlighted. Press the right mouse/joystick button or TAB key and Guybrush will walk to the sign and tell you what he sees. The experienced pirate makes a habit of stealing anything that's not nailed down: try to pick up the sign. Select the verb **Pick up** with the cursor by pressing the left mouse/joystick button or the ENTER key. Notice that the words "Pick up" appear on the Sentence Line. Position the cursor over the sign and press the left mouse/joystick button or the ENTER key. This completes the sentence "Pick up sign" on the Sentence Line. If Guybrush is not already standing by the sign, he will walk over to it and try to pick it up. An icon will be added to your inventory.

To commence your exploration of Woodtick, walk to the left edge of the screen. While there are a number of establishments in town which you will wish to investigate, let's start with the tavern: walk to the hatch found in the lower part of the Animation Window.

Find out what you can by talking to the barkeeper: point the cursor at him and press the right mouse/joystick button or the TAB key.

Try walking through the door to the left. Here's the first of many obstacles that will be strewn in Guybrush's path... see if you can discover another way to get into that room.



TALKING TO CHARACTERS

There are plenty of characters in the game with whom you can converse. Nearly everyone Guybrush meets will have something to say, whether friendly or unfriendly...helpful, or unhelpful! Often, you can talk with someone at one point in the game, and then return to him or her later to get new information. What you learn and discover in another area may open more conversational topics with someone to whom you've previously spoken. To talk with characters, position the pointer on them and press the right mouse/joystick button or the TAB key to use the **Talk to** verb automatically.

In a conversation, you select what Guybrush says from among the possible phrases at the bottom of the screen. Just click on the phrase you want him to say. Of course, what Guybrush says will affect how other people respond. And, as conversations continue, you could be presented with a new array of dialogue choices. Don't worry — we'll never punish you for selecting the "wrong" or funny dialogue response. After all, you're playing this game to have fun!



FUNCTION KEYS

To save your progress in a game, enabling you to turn the computer off and start again later in the same place, use the save feature. Simply press the Save/Load Game function key (F5 on most computers — see your reference card for more information).

To load a game you have saved, use the Save/Load Game function key any time after *Monkey Island 2: LeChuck's Revenge* has been loaded. If necessary, the program will change game difficulty modes to match that of the game you have loaded.

To bypass a cut-scene, press the ESC key, or press both mouse/joystick buttons at once. See your computer reference card for details. After you've played *Monkey Island 2: LeChuck's Revenge* several times, you may want to use this function to skip over scenes you have seen before.

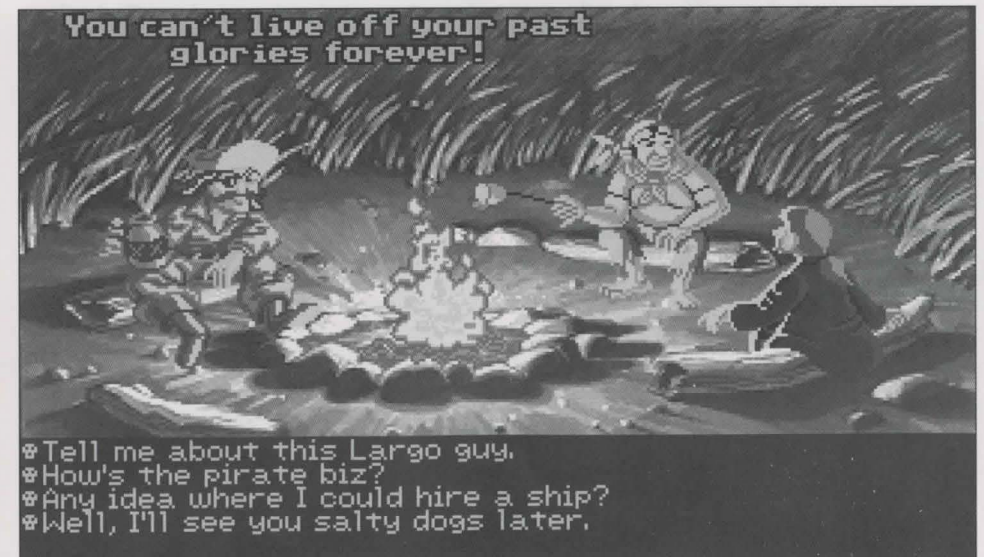
To restart the game from the beginning, press the key indicated on your reference card (F8 on most computers).

To pause the game, press the SPACE BAR. Press it again to resume play.

To adjust the speed of the Message Line to suit your reading speed, press the keys indicated on your reference card (+ and - on most computers). When you've finished reading a line of dialogue, you can press the Done key (the period — . — on most computers) to clear the line and proceed.

Use the keys indicated on your reference card to adjust the sound volume (hard brackets — [and] — on most computers). If you are using the internal speaker, these controls will turn the sound off and on. If your sound card has a volume control, make sure it is set higher than level zero before using the keyboard controls to fine-tune the volume level.

To quit the game, press the key combination indicated on your reference card (Control-C on most computers). If you plan to return to the game you're presently playing, remember to save game before quitting.





OUR GAME DESIGN PHILOSOPHY

We believe that you buy games to be entertained, not to be whacked over the head every time you make a mistake. So we don't bring the game to a screeching halt when you poke your nose into a place you haven't visited before. We try to make it clear, however, when you are in a dangerous situation.

We think you'd prefer to solve the game's mysteries by exploring and discovering, not by dying a thousand deaths. We also think you like to spend your time involved in the story, not typing in synonyms until you stumble upon the computer's word for a certain object.

Unlike conventional computer adventures, you won't find yourself accidentally stepping off a path, or dying because you've picked up a sharp object. There are a few dangerous situations which will bring the game to a premature end, but to anticipate them takes just a little common sense, not excessive paranoia. Save the game when you think you may be entering a dangerous area, but don't assume that every wrong step will result in death. Usually you'll get another chance.



A FEW HELPFUL HINTS

⇒ Pick up everything you can. Odds are, at some point all those strange things will serve some purpose.

⇒ If you get stuck and can't figure out how to proceed, try looking through all the items you've found and thinking about how each one might be used (perhaps with yet another item in your inventory). Think about

the places you've gone, and the people you've met. Chances are, there will be a connection that'll put you back on track.

⇒ There is more than one way to solve many of the puzzles.

⇒ If you want to access our automated hint line, call 0891-333529 in the United Kingdom only. The cost is 39p per minute (max 7 minutes) at time of release (September 1996). If you're under 18, first get your parent's or guardian's permission.

⇒ If you need technical assistance, call 0171-368 2266. We're sorry, but no hints can be given on this line.



Notice: LucasArts Entertainment Company reserves the right to make changes in the product described in this manual at any time and without notice.

The enclosed software product and this manual are the copyrighted property of LucasArts Entertainment Company. All Rights Reserved. No part of this manual or any of the accompanying materials may be copied, reproduced, or translated in any form or medium without the prior written consent of LucasArts Entertainment Company.

LucasArts Entertainment Company warrants to the original consumer purchaser that the diskettes furnished in this product will be free from defects in materials and workmanship. If any diskettes supplied as part of this product prove to be defective, and provided that the consumer purchaser returns such defective diskettes to Virgin Interactive Entertainment (Europe) Ltd in accordance with the instructions in the following paragraph, Virgin Interactive Entertainment (Europe) Ltd will replace any defective diskette free of charge.

To obtain a replacement diskette, please return the diskette only, postage prepaid, to Virgin Interactive Entertainment (Europe) Ltd, at the address specified below, accompanied by proof of date of purchase, a statement describing the defect, and your name and return address.

THE SOFTWARE, DISKETTES, DOCUMENTATION AND OTHER MATERIALS INCLUDED WITH THIS PRODUCT (COLLECTIVELY, THE "PRODUCT") ARE PROVIDED "AS IS." EXCEPT FOR THE LIMITED REPLACEMENT WARRANTY SET FORTH ABOVE, LUCASARTS ENTERTAINMENT COMPANY MAKES NO WARRANTIES, EITHER EXPRESS OR IMPLIED (INCLUDING WITHOUT LIMITATION ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, EVEN IF LUCASARTS ENTERTAINMENT COM-

PANY HAS BEEN ADVISED OF SUCH PURPOSE) WITH RESPECT TO THE PRODUCT. ACCORDINGLY, THE ENTIRE RISK AS TO THE USE, RESULTS AND PERFORMANCE OF THE PRODUCT IS ASSUMED BY THE USER. IN NO EVENT WILL LUCASARTS ENTERTAINMENT COMPANY BE LIABLE FOR ANY SPECIAL, INDIRECT, INCIDENTAL, CONSEQUENTIAL OR EXEMPLARY DAMAGES IN CONNECTION WITH THE POSSESSION, USE OR MALFUNCTION OF THE PRODUCT, INCLUDING WITHOUT LIMITATION DAMAGE TO PROPERTY AND (TO THE EXTENT PERMITTED BY LAW) DAMAGES FOR PERSONAL INJURY, EVEN IF LUCASARTS ENTERTAINMENT COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF ANY SUCH DAMAGES OR LOSS. PLEASE NOTE THAT SOME STATES DO NOT ALLOW LIMITATIONS ON THE DURATION OF IMPLIED WARRANTIES AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, AND THUS THE PRECEDING LIMITATIONS AND/OR EXCLUSIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS DEPENDING ON THE LAWS OF YOUR STATE. YOU AGREE THAT IN NO EVENT WILL LUCASARTS ENTERTAINMENT COMPANY'S LIABILITY FROM ANY KIND OF LEGAL CLAIM (WHETHER IN CONTRACT, TORT OR OTHERWISE) IN CONNECTION WITH THIS PRODUCT EXCEED THE AMOUNT ACTUALLY PAID BY THE USER FOR THE USE OF THE PRODUCT.

Virgin Interactive Entertainment (Europe) Ltd.,
2 Kensington Square, London W8 5RB