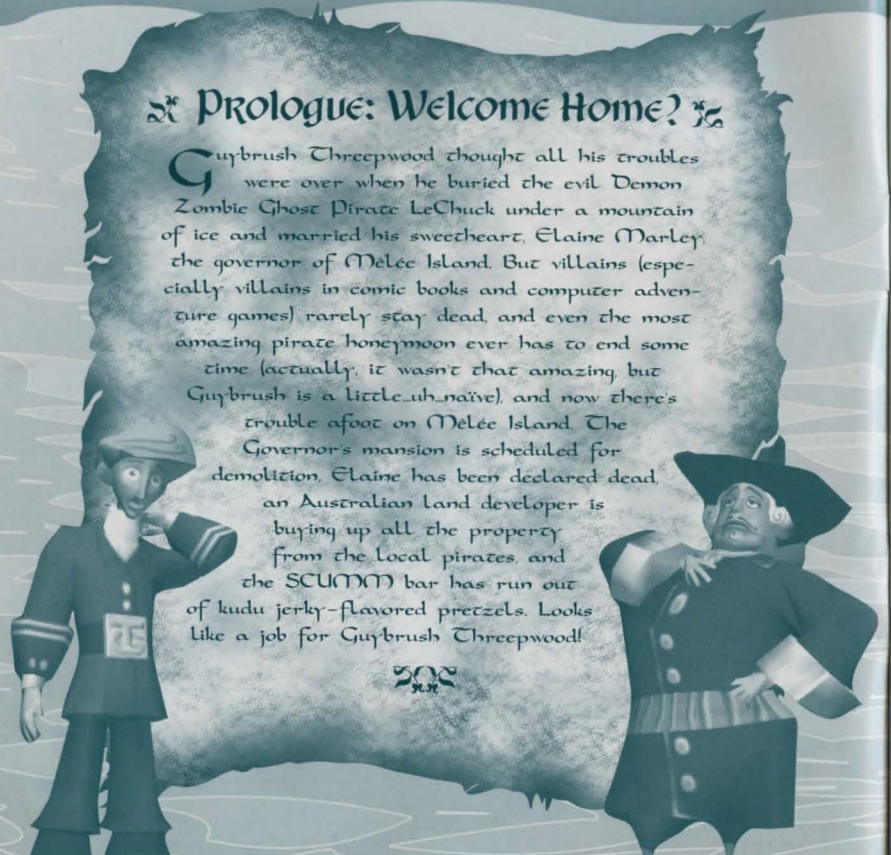
LucasArts Entertainment Company Presents
Escape From
Monkey Island™
TEEN
T
CONTENT RATED BY ESRB
REQUIRES 3D ACCELERATOR
'TIS AN OFFBEAT ADVENTURE OF PIRATEY PROPORTIONS
LucasArts
WINDOWS

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.

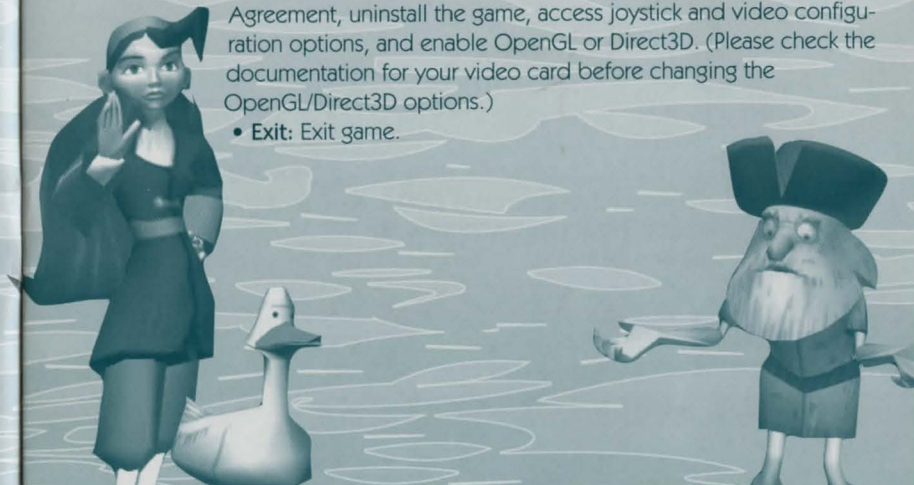
Running the Game

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 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.

Main Menu

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

Shift + Movement Run

Enter Perform Highlighted Action

PgUp or PgDn & Alt + ↑ or Alt + ↓ Cycle Sentence Line & Selected Object or Dialogue Choice

Shift + PgUp & Shift + PgDn or Shift + Alt + ↑ & Shift + Alt + ↓ Page Up & Page Down Dialogue Choice

E or L Examine, Look At

U Use, Talk To

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

I or Insert Access Inventory

F1 Access Main Menu

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

. or Delete Skip Dialogue Line

Esc Exit a Movie

Alt + X Exit Game

In Inventory Mode:

← → Cycle Inventory Left/Right

P or Enter or + (keypad) Select Inventory Item

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

Esc or I Exit Inventory Mode Without Selecting an Item

1 - 8 Inventory Item Hot Keys (Use to pull out specific items)

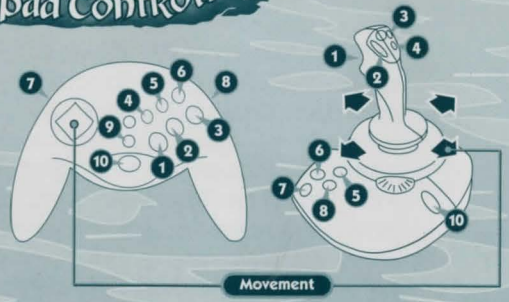
Shift + 1 - 8 Assign Inventory Item Hot Keys

Shift + ← → 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.

CREDITS

Story/Game Design/Project Leads
Sean Clark
Michael Stemmle

Lead Programmer
Michelle Hinners

Systems Programmer/Additional Design
Randy Stevenson

Game Scripting/Additional Design and Dialogue
Ryan Lantz
Richard Sun

Game Scripting
Karen Petersen
David Graham McDermott

Audio Programmer
Geoff Gates

Lead Artist
Chris Miles

3D Backgrounds
Kim Swerdfeger
Eddie Del Rio
Bernard Fisk
Shayne Herrera
Kathy Hsieh
Paul Pierce
Jacob Stephens

3D Backgrounds/ Cinematic Lighting
Kristen Russell

Cinematic Lighting/Art Tool Specialist
Daniel Greenyer

Lead Animator/3D Animation
Mark Darney

3D Animation/ Character Models/ Animation Setup
Christina Hoyle
Lisa Wong

3D Animation
Kang-a (Nikki) Ballard
David Dogan
Sandy Christensen
Cathy Feraday
Ryan Gong
Roger Lin
Armando Ouch
Razmig Mavlian
Yuhon Ng
Rebecca Perez
Charlie Ramos
Chris Schultz
David Weinstein
Joseph White
Kameron Gates

3D Object Models/ Textures
Tim Tao

Textures
Nathan Stapley
Molly Mendoza
Michelle Sullivan

Post-Production Visual Effects
Josef Richardson
Mike Terpstra

Lead Technical Artist
Alisha Piccirillo

Technical Artists
Sean Mah
Daryl Smulian

Concept Art
Yoko Ballard
Eddie Del Rio
Kathy Hsieh
Chris Miles
Nathan Stapley

Production Manager
Linda Mustos-Greene

Production Coordinator
Christopher Iutte

Installer/Launcher Programmer
Joe Ligman

Tools Programmers
Steve Dykes
Charlie Smith

Voice Producer and Director
Darragh O'Farrell

Voice Production Supervisor
Peggy Bartell

Voice Editors
Cindy Wong
Hans Gerson
Daya Elliott

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

Music Composers
Clint Bajakian
Michael Land
Peter Mcconnell
Anna Kamey
Michael Lande

Sound Department Manager
Jeff Kliment

Sound Development Supervisor
Larry the O

Sound Department Coordinator
Malena Skittom

Senior Sound Designer
Nick Peck

Sound Designers
T-White
Jory K. Prum
Michael Rayne
Stan Weaver
David Levison
David Wayne Collins
Andrew Cheney

VOICE CAST

Guybrush Threepwood/ Duck/Monkey 4
Dominic Armato

Elaine Marley-Threepwood
Charity James

Charles L. Charles/ LeChuck/Pirate C
Earl Boen

Ozzie Mandrill
Nick Tate

Admiral Ricardo Casaba/Pirate 3
Daryl Kravis

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

Bank Manager/Gunner Simkins/Pirate 5
Haul Eding

Brittany the Bank Teller
Maria Barnford

Caricature Artist/Ned the SCUMM Bar Dart Player
Peter Lurie

Carla the Swordmaster
Pamela Tyson

Castenada the Chess Player/Judge Kahuna/ Parrot/SCUMM Bartender
Rob Paulsen

Clive the Jambalaya Tourist/Meathook
Cam Clarke

Dainty Lady Figurehead
Pamela Segall

Daisy the Knuttin Atoll Pirate/Mabel the Jambalaya Tourist
Tress MacNeille

Deadeye Dave/ Thrawfle the Lucre Lawyer
Tom Kenny

Digg the Lucre Lawyer/Judge Edd
Jon Polvey

Drunk
Jim Ward

Estaban/Judge Tripps/ LUA Bar Chef/Pirate 1
Jess Harnell

Freddie the Walking Stick Maker
Lewis Arquette

George the SCUMM Bar Dart Player/Stan
Pat Fraley

Harbor Mistress
Lalah Johnson

Hellbeard
Nick Jameson

Herman Toothrot/ Pirate 2/Pirate B
Wally Wingert

Ignatius Cheese
W. Morgan Sheppard

Inspector Canard
Peter Jessop

Jojo Jr./Salty the Bait Shop Owner
John Mariano

Jumbeaux LaFeet/ Mungle the Pirate Student
Charles Adler

LUA Bar Waitress/ Timmy the Monkey
Debi Derryberry

Manatee Operator/ Starbuccaneer's Clerk
Jim Wise

Marco de Pollo
Jeff Glen Bennett

Monty the Jambalaya Tourist/Three-Headed Monkey
Phil Proctor

Miss Rivers
Edie McClurg

Murray/Santiago the Chessplayer Pirate
Denny Delk

Otis/Monkey/Pirate A
S. Scott Bullock

Perfume Spritzer/Pirate 4
Niki Ross

Planet Threepwood Waitress
Heidi Shannon

Reverend Rasputin
Kevin Seanbaiya

Tony DiBoulda the Catapult Operator
James Ward

Voodoo Lady
Eileen Jones Wilmore

Whipp the Lucre Lawyer
Bob Bergen

Yangja the Pirate Student/Yoshen the LUA Bar Patron
Grey Delisle

Monkey 3
Darryl Kurylo

Lead QA Tester
John Buzalich

QA Testers
Jo Ashburn
Michael Blair
Louis Blemaster
Leyton Chew
Brandy M. Childs
Stephen Hancock
Peter Lim
Ricardo Liu
Chris Shyder
Chris Sutton
Joseph John Tatavera II
Quentin Westcot

International Lead Tester
Jeff Sandoz

Compatibility Supervisor
Chip Hinnenberg

Senior Compatibility Technician
Lynn Taylor

Compatibility Technicians
S. W. Chris
Darryl Cobb
Jim Dawson
Doyle Gallega
Dan Martinez
John van Eichhorn

Manager of International Production
Darren Hedges

Localization Coordinator
Shizu Mitzi

Manual
Jo Ashburn
Christopher Indenrock
Mollie Boero

Very Special Thanks
George Lucas

HOW TO CONTACT LUCASARTS

LucasArts can 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 In Canada 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 Web site at **support.lucasarts.com** to access the Technical Support area. 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 at **support.lucasarts.com**. Yoda's Help Desk offers solutions to technical issues based on information you provide. 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 asistance 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

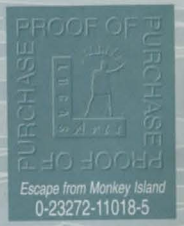
For your convenience, you can fax us your technical questions at: **1-415-507-0300**. When sending us a fax, please include your name, return fax number with the area code, and a voice phone number so we can contact you if we experience any problems when trying to fax you back.

TECHNICAL SUPPORT MAILING ADDRESS

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

LUCASARTS COMPANY STORE

Safe, quick, convenient shopping is just a click away. Visit our secure online store at **companystore.lucasarts.com** for great deals on games and unique items you won't find anywhere else—hats, T-shirts and so much more. Place your order online or call us toll-free at **1-888-LEC-GAMES**.
(Technical support is not available on this line.)



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 FROM YOUR COMPUTER, 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 on a single computer. 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 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 $5.00 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 LEC, at the address below, accompanied by proof of date of purchase, a description of the defect, and your name and return address, as well as a check for $5.00 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 NONINFRINGEMENT. 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.

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. © 2000 LucasArts Entertainment Company LLC. The LucasArts and Human Figure Design logos are either trademarks or registered trademarks of Lucasfilm, Ltd. iMUSE, the iMUSE System logo, and Escape from Monkey Island and its characters, are either registered trademarks or trademarks of LucasArts Entertainment Company LLC. All rights reserved. iMUSE U.S. Patent: 5,315,057.

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

Uses Bink Video Technology. © 1997-2000 by RAD Game Tools, Inc.
Uses Lua open source software. © 1994-2000 TeCGraf, PUC-Rio. All rights reserved.
Uses zlib general purpose compression library. © 1995-1998 Jean-loup Gailly and Mark Adler.
Uses Miles Sound System. © 1991-2000 by RAD Game Tools, Inc.

iMUSE

THE LUCASARTS COMPANY STORE

These items—and more—available through the LucasArts Company Store at **companystore.lucasarts.com** or call **888-LEC-GAMES (888-532-4263)**.

LucasArts Baseball Cap
Made of the softest 100% cotton, this black brushed twill cap with adjustable tuck-in strap features the LucasArts logo in dazzling metallic gold embroidery. One size fits most.
$15.95 #92-619

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.
$12.95 #92-611

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. Dimensions: 13" long x 10" high x 2 1/4".
$39.95 #92-621

Escape From Monkey Island™ Strategy Guide
Provides extensive walkthroughs and valuable strategies for surviving all obstacles.
$14.95 #18-006

All items subject to availability. Prices subject to change. Visit us online for the latest pricing and availability.

monkey4.lucasarts.com

© 2000 LucasArts Entertainment Company LLC. The LucasArts and Human Figure Design logos are either trademarks or registered trademarks of Lucasfilm, Ltd. *i*MUSE, the *i*MUSE System logo, and Escape from Monkey Island and its characters, are either registered trademarks or trademarks of LucasArts Entertainment Company LLC. All rights reserved. *i*MUSE U.S. Patent: 5,315,057.
LucasArts Entertainment Company LLC, P.O. Box 10307, San Rafael, CA 94912

1101805