

# Quick-Path Walkthrough



**note** It is important to follow this walkthrough in sequence. If you skip around, you may not have the objects you need to complete a puzzle. In this walkthrough, N=Top of screen, E=Right of Screen, S=Bottom of Screen, and W=Left of screen. In dialogues, you will be given several dialogue choices, and the numbers in this walkthrough refer to the dialogue choices in order from the top down, so dialogue 123 would mean use the first line, then the second line, then the third line. An asterisk (\*) in a dialog sequence means any dialogue line will do.

## Opening

Use the brazier. Pick up a coal from the fire. Quickly turn around to the right and kick the coal at the loaded cannon.

## Mêlée Island™

### Disarming the Catapult

Leave the Mansion and go to the SCUMM Bar. Go to the table in the back right and look at the balloon, then return to the dart players. Use dialogue 1245 with either of the dart players. Pick up pretzels from table at back right. Talk to sailor at table at back left. Use dialogue 1311211.



When the insult arm wrestling begins, go down the insults from the top down. If he answers correctly, give him back the right answer when he insults you. Don't give him any insults he has used on you.

INSULTS	RESPONSES
Today, by myself, twelve people I've beaten.	From the size of your gut, I'd guess they were eaten.
I've got muscles in places you've never even heard of.	It's too bad none of them are in your arms.
Give up now, or I'll crush you like a grape!	I would if it would stop your WINE-ing.
My ninety-eight-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.
Your knuckles I'll grind to a splintery paste.	I thought the bean dip had a strange taste.
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.	Shyea! How appropriate. You fight like a cow.

\*=Loser answers.

Take the path to the right of the SCUMM Bar and travel E to the harbor. Pick up the inner tube by the grog machine then get back on the path and travel NW to the Governor's Mansion. Use inner tube with funny-looking cactus by the Mansion. Offer the pretzels to the catapult operator. Then quickly, after he has left, tinker with the catapult controls.



### The Crew and the Ship

Go into the Governor's Mansion. Pick up government paper off the china hutch against the wall. Look at it. Give it to Elaine to sign. Talk to Elaine. Tell her you're having trouble getting a ship, then say you don't have the proper authority to requisition one. Leave the Mansion.

Go to M el e 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.

### Shopping and Perfume Construction

Go to the W side of the bank. Use broken sword with manhole.

Pick up manhole cover and look at it. Write down what is written there.



Go into Palace of Prostheses. Talk to the owner. Ask him about a gift for a friend. Say you want it for free. When he tells you the story, use the names from the manhole cover. He will give you artificial skin. Now play the music box from the bank for him.

Then quickly go to the

basket of prosthetics under the left corner of the window and pick up the artificial hand.

Go back outside to the manhole. Use the artificial skin with the manhole, then use the skin. When you have bounced through the bank window, go down the ladder and pull the chain by the ladder. Then walk over to the desk and pick up the Scupper Ware. Then climb back up the ladder, go to the W end of the balcony and look at the strange shadow on the wall. You will find a prosthetic nose and a cutscene will begin. Then exit the bank.

Go E to the House of Sticks. Walk to the back and pick up the wood shavings left behind by Ozzie's cane.

Combine the wood shavings with the spritzer.

Go E to the Bait Shoppe. Use home-made perfume with free bait, pick up free bait, use the free bait in the Scupper Ware, and use artificial hand with the termites.

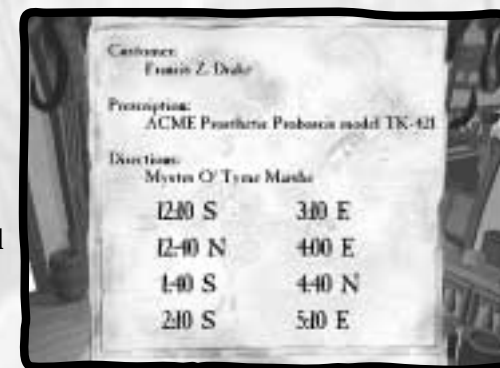
Go W to path out of town under the arch by the lawyer's office. Go to swamp and use home-made perfume with puddle. Go to Ozzie's house (the foreboding mansion), pick flower outside by fountain, combine the flower with the home-made perfume and go into the house. Get out of conversation with Ozzie as quickly as possible, and use cologne with the platypus at Ozzie's feet.

Leave Ozzie's house and go back to town. Go to House of Sticks and use termite-infested hand with Ozzie's new cane, which is located near the "stick" sign.

Go to Palace of Prostheses and spray owner with home-made perfume. Write down the name he tells you. Twiddle with filing system controls. The three wheels on the filing system stand for the three initials in the customer's name, in order left to right. There are five faces on each wheel. Face 1=A-D, Face 2=E-H, Face 3=I-M, Face 4=N-S, and Face 5=T-Z. So if the name the owner gives you is Francis Z. Drake, for instance, spin the dials to 2, 5, 1, then press the red button. When you get the directions, you may want to write them down for convenience.

### Finding Pete and the Loot

Go outside to the path that runs under the arch, but this time don't leave town, but instead go S to the docks. Talk to the mumbling (left-hand) chess player. Use dialogue path \*54. Then talk to the skinny player on the right and use \*4 (you may have to do this twice). As soon as interactivity returns, you should be able to pick up the clock.



Now go back up the stairs and N on the path out of town until you get to the swamp. Use the raft, then use the clock. Look at the clock on the lower right of the screen. Find this time on the directions, and move the raft in the direction printed next to the time. The time will change when you enter a new "room" in the swamp. Continue following the directions until you get to the gate.

Guybrush will give you a key. Ask him who he is, and write down his answer. He will then give you two other objects. Try to unlock the gate, then talk to him and write down the number he gives you. Now unlock the gate with the key he gave you. He will give you one more object. Continue following the directions until you come to the gate again. Give Guybrush the key, give him the answer he gave you, then give him the first two objects he gave you (these appear in the correct order in your inventory, left to right). Now tell him the number he told you, and follow the directions once more.

At Pegnose Pete's, walk toward the house, and when the conversation is over, use the chicken grease from the jail with the welcome mat, then put the duck in the window.

From the jail, go W to the path out of town and go to Ozzie's house and go inside. Accuse him of hiring Pete to frame you. Tell him Pete's Booty Showcase has lots of booty. Follow him outside and through the forest.

Cross to the other side of the lagoon (where Ozzie was) and behind the little hill to the far W. You should find the hidden passageway and go inside. Once you are down the ladder, press the red button on the table. Now climb back up the ladder and dive into the deep water.

Pull out the Scupper Ware and open it when the fluorescent fish swim close by. Now go W into the cave.

Pick up the heirlooms and the little screw that falls out. After the cutscene, leave the cave and go E up to dry land. Go W to return to town.

Go to the Hall of Justice and show the screw to Inspector Canard.

### Back on Mêlée

Leave the Mansion and go to the International House of Mojo in town, and go in. Pull the index finger on the hand-shaped table. Ask the



Voodoo Lady everything you can about the Ultimate Insult™. When you run out of questions, ask her about the relationship between the heirlooms and the Insult. Then cut off the conversation and leave the House. Go E to the path out of town, then go up N on the map to Meathook's house.

Go in, and disturb Meathook. Deny the rumor of your death, and ask him about the candles. Cut off the conversation and pick up a paintbrush, then leave.

Go to the docks. Get the quarter out of the coin return slot in the grog machine and use it with the machine. Kick, shove, and yell at the machine. Pick up a can of grog and go to the former SCUMM Bar, now the LUA bar.

Sit down on the stool at the boat trough, on the lower level directly across from the painting on the wall. Talk to the waitress, order something to eat; something cooked. Get out the paintbrush and use it with the sushi boat propulsion mechanism, timing it so you jam the paintbrush about the same time the flaming boat has passed behind the post on its return trip up the canal. The object is to stop the flaming boat directly in front of the painting. When the chef comes out, run quickly to the kitchen. Use the grog with the sushi boat steam generator. Now you have the painting.

Go to the docks and use earrings, necklace, pen, and painting (in that order) with the figurehead on Guybrush's ship.

## Jambalaya Island™

### The Ultimate Insult™ Body

Use the rowboat to go E to Knuttin Atoll™. Don't worry about Admiral Casaba. Just tell him you want to leave when you get the chance, then leave. When you land at Knuttin Atoll™, walk E to the school, talk to the teacher, and get yourself enrolled. On the multiple-choice final exam, just give the nastiest, most piratey answer available and you will successfully fail.



Once you have the dunce cap and are back outside, use the fire alarm, then go quickly inside and pick up the parrot whistle from the chest of confiscated toys. Now row back to Stan's Time-Share. It is the pink building on the E side of Jambalaya Island™. Walk up to the building and take a brochure from the desk.

Go up from the beach into town. Go E to Starbuccaneer's, look at the empty groggocino cup seen from the outside in the far right window. Go in. Turn N to face the outside wall, then walk to pick up the cup in the leftmost window (not visible from the interior of the store.) Then go S to the tourist at the center kiosk and look in her bag. Take the mug out of the bag. Take the cup from the window to the counter and ask for a refill. Go to the end of the counter away from the outside wall and pick up a mini-bagel with Shmear Whiz™. Eat the bagel. Now put the remains in your pocket and leave the shop and walk N to the back of the plaza and take the stairs to leave town.

Once on the map go SW to the plank-diving competition.

Use the Shmear Whiz™ with the seal oil on the table. Talk to Marco de Pollo. Use the first dialogue choice until Guybrush can ask about who can join the diving competition. Then have him say he would like to compete. Now Guybrush should walk S and talk to the judges, and get certified. When he is certified, he should return to Marco and tell him he wants to dive against him.



The first dive is a wipe...just get Guybrush off the board. Ask the grouchy judge about his low score. He will rant about his red-headed wife's expensive taste. Now, examine the pamphlet in your inventory and you will discover an interesting picture. Show the pamphlet to the judge and he will judge you fairly. After that, ask the hippie judge on the right end about what was wrong with your dive. He will

explain that you have to do what Marco did, and there are four kinds of dives. Keelhaul=8, Rum Barrel=2, Spinning Swordsman=6, and Alpha Monkey=4.

Now tell Marco you want to try again. Pay close attention to what is announced about his dive, and copy it. But before you dive, put on the dunce cap. That will satisfy the middle judge. Now here is how it works. Let's say Marco does a Rum Barrel, Keelhaul combination. Take Guybrush in his dunce cap out to the part of the plank where he starts moving on his own, then quickly enter 2, 8, 2. Be sure that your Num Lock is off if using the numeric keypad. If you have done it right, you should tie Marco. For the next dive, it won't matter what you do, because Guybrush goes first and you have sabotaged Marco's seal oil.

### The Ultimate Insult™ Head

Go back to Stan's and pick up the glue under the left hand window on the house.

Now talk to Stan and keep asking about real estate until he offers to go into his pitch. Then stop talking to him and drink the cup of groggocino. Now talk to him again about time-shares and ask for the pitch. At the end he will give you a coupon.



Go back to town and go into Planet Threepwood. Read the specials by the front door. Go farther into the restaurant and talk to the waitress. Tell her you are ready to order. Order any food and any drink, then offer her the meal ticket.

Once you are sitting down with your monkey mug, talk to the fat pirate artist, and get him to draw you. It really doesn't matter what you answer to his questions while he is drawing you. Once you have the caricature, combine it with the glue, then use the glued caricature with the souvenir mug from Starbuccaneer's. Now switch that mug with the monkey mug.

### The Ultimate Insult™ Hat

Go outside and talk to the tourist by the statue in the center of

town. Compliment him on his ensemble, then ask what he is doing. Get all the information you can about Tiny LaFeet. Then go back to Starbuccaneer's and get your groggocino refilled. Go into the Microgrogery at the back of the square and get a grog jr. from the bartender.



Get back in the rowboat and return to Knuttin Atoll™. Go up to the puppet theatre. Talk to little Guybrush and get him to let you talk to the puppeteer by asking repeatedly. Show the puppeteer the blue painting and, once he has left, you can pick up the puppets.

From the puppet theatre, go E along the beach until you run into a large pirate with two parrots on his shoulders. Talk to him about the parrots, and you will find that one always tells the truth and one always lies. Tell him he is large. Ask about his father, and Tiny's status as a friendly pirate, then ask about what happened to the statue. Then ask where he buried the hat. Now go E to the field of rocks.

Blow the parrot whistle, and the parrots will land on a rock near Guybrush. Give one the groggocino and the other the grog jr. Now ask one a question to which you know the answer, like two plus two. By this you will know which tells the truth. Always ask the truth teller if he is sitting on the boulder that conceals the hat. If not, get directions about where it is and walk that way. When you get to a new "room," blow the parrot whistle and begin the questions again. Once you have located the right boulder, talk to the two puppets. Admiral Casaba will fire on the boulder and you will have the hat, and all three pieces of the Ultimate Insult™.

## Monkey Island™

Walk S on the beach to the map of Monkey Island™,

and walk N on the map to the lean-to. Pick up the coconut under the lean-to. Talk to Herman Toothrot and ask him about his memory. Then get out of the conversation and throw the coconut at him. Ask what is the earliest thing he can remember, and then cut off the conversation and go back the way you came. On the map, travel slightly N and E and go to the canyon (on the other side of the inlet on the S side of the map). Pick up the banana picker that is propped against the cactus.



## The Lava Field

Return to the map, and go N and W to the lava field. If you find yourself inside a building, just go through the doors and outside. You should see a cutscene with Timmy throwing a milk bottle into the lava field.

Now go into the building and turn around facing the doors. Use the banana picker to get the shields that are in the eyes of the skeleton above the door.

Turn around and walk over the bridge and up to the altar. Talk to the priest, and keep asking questions about the lava ride until you can ask to go on it. Keep asking and you'll get on the ride. When you get into the lava field, pull the banana picker out of your inventory.

Now steer the boat with the arrow keys. You want to reach the island in the lava toward the top center that has the small grey spot on it. That is the milk bottle. Maneuver the boat around the channels. The trick here is to bump the logs



against one another to clear the inside channels so that Guybrush can sail past the milk bottle and pick it up with the banana picker. When you do it right, you will get a closeup that will make this relatively easy.

Take the milk bottle back to Herman and hit him on the head with it. Ask him the earliest thing he remembers. Now he remembers an accordion.

### Lookout Mountain

Guybrush should now go to Lookout Mountain, which is the mountain with a spiral path running up it on the middle of the W edge of the map. Here you have a series of tunnels and Guybrush is supposed to drop rocks down them. Each of these tunnels has roots intercepting the tunnel at some point, which are markers for timing the puzzle. Throw a boulder down each slot once to trigger cutscenes, then go back to solve puzzle. First he drops a boulder down the right hand tunnel. Then when it reaches the root, he should drop one down the middle. When that reaches the root, he should drop one down the left, and when the boulder on the left reaches its root, he should drop another boulder down the left. Each of these will eventually be launched to different points on the island, and the final one should land in the lava field, diverting the lava to a pool.

Now Guybrush goes back to the cathedral and asks to go on the lava ride again. This time he steers the boat into the lava pool and climbs out. If he kicks over the palm tree, he will have a bridge over the lava back to Herman and he can cross the stone bridge to the E to walk to monkey town. Here he should find the monkey sitting in the hut door with the accordion. Bring out the shields (cymbals) from the inventory and use them. The monkey will climb down, take the cymbals, and leave the accordion.

Return to Herman, hit him with the accordion, then talk to him until you get his copy of the Gubernatorial Symbol.

### Monkey Kombat

Return to monkey town, talk to JoJo (the monkey with the hat) and tell him you admire his hat. Get

him to explain the rules of Monkey Kombat, and WRITE THEM DOWN. All Monkey Kombat consists of five stances: Anxious Ape (AA), Bobbing Baboon (BB), Charging Chimp (CC), Drunken Monkey (DM), and Gimpy Gibbon (GG). Each of the forms defeats two other forms, for instance, AA may defeat BB and CC. I say "may" because the hierarchy is randomized with each new game of *Escape from Monkey Island*, so there is no way to tell without playing which form will defeat which forms. Plus, each stance is a combination of three monkey insults. The four monkey insults are Ooop, Eek, Ack, and Chee, or O, E, A, C for short. So you might have to say AEC to invoke DM.



In addition, there are different insult combinations you have to use for *transitioning* from one stance to another. So ACE might transition between CC and BB, but each of these is reversible, so ACE would also transition between BB and CC. And each of these is randomized with each new game. (NOTE: they do *not* change, however, between battles, or if you load a saved game.)

Guybrush should fight about three monkeys in the jungle before he takes on JoJo, and it works like this. Each combatant starts with a certain number of health points (represented by a row of colored bananas). The opponent will start with a battle stance, which Guybrush, lacking other information, must copy. The opponent then transitions to the stance that defeats that. The point here is to keep losing and write down the stance codes, the transition codes, and what beats what. Then when you have a large enough "battle vocabulary" you can take on JoJo and win the hat. And by the way, JoJo will fight down to the last couple of bananas, so don't give up. And don't throw away the codes...one more battle awaits.

# ESCAPE FROM MONKEY ISLAND

## The Big Monkey

Once you have the hat, you are ready to assemble the newer, bigger Ultimate Insult™. Return to the beach and use the banana picker repeatedly on the bunch of bananas there until you get them all.



Give one to Timmy and he will follow you to the next place. Now go to the canyon, giving Timmy bananas as needed.

Enter the abandoned mine. There is a door at the end with a vent and a lever for the vent. Make sure Timmy follows you to the vent. Open the vent and use the banana with it. Timmy will jump in, and you close the vent. Then use the banana with the portal above.

Once the door is open and you go inside, use the banana picker to get the weed whipper.

Now return to the pool of lava in the lava field. Use the weed whipper to pick up the weeds and this will release the lava to power the Monkey Robot.

Go to the giant monkey head on the E side of the map. Throw the hat on top of the monkey head. Then use the banana picker on the nose to open the mouth and go inside. Insert the new Gubernatorial Symbol into the slot on the control panel.

When you return to Mêlée, use the giant robot to pick up the plank to the right of the amplification tower and use the plank with the shortest tower. Climb that tower and jump on the plank. When you get to the giant conch, pull the lever.

In the final Monkey Kombat, just match each move that LeChuck makes, using the codes you have already learned.

# NOW AVAILABLE


# ESCAPE FROM MONKEY ISLAND


## PRIMA'S OFFICIAL STRATEGY GUIDE



 Complete walkthrough

 All puzzle solutions revealed

 Complete inventory lists

 Detailed character information

© 2000 LucasArts Entertainment Company LLC. The LucasArts logo is a registered trademark of Lucasfilm Ltd. Escape From Monkey Island and its characters are registered trademarks or trademarks of LucasArts Entertainment Company LLC. All rights reserved.



primagames.com



**NOW  
AVAILABLE**

ESCAPE FROM  
**MONKEY  
ISLAND**

PRIMA'S OFFICIAL  
STRATEGY GUIDE



**Complete  
walkthrough**



**All puzzle  
solutions  
revealed**



**Complete  
inventory  
lists**



**Detailed  
character  
information**

© 2000 LucasArts Entertainment Company LLC. The LucasArts logo is a registered trademark of Lucasfilm Ltd. Escape from Monkey Island and its characters, iMUSE, and the iMUSE system logo are each trademarks or registered trademarks of LucasArts Entertainment Company LLC. All rights reserved. iMUSE U.S. Patent No. 5,315,057.



[primagames.com](http://primagames.com)

