

<http://www.replacementdocs.com>



TRAVEL GUIDE
And
INSTRUCTION MANUAL





Meet Manny.
He's suave.
He's debonaire.
He's dead.
And... he's your
travel agent.



Are you ready
for your big journey?

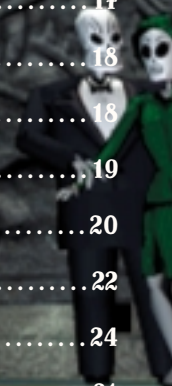


GRIM FANDANGO™

Travel Itinerary

WELCOME TO THE LAND OF THE DEAD	5	Conversation	16
EXCITING TRAVEL PACKAGES AVAILABLE	6	Saving and Loading Games	16
MEET YOUR TRAVEL COMPANIONS	8	Main Menu	17
STARTING THE GAME	10	Options Screen	18
Installation	10	Advanced 3D Hardware Settings	18
If You Have Trouble Installing	11	QUITTING	19
RUNNING THE GAME	12	KEYBOARD CONTROLS	20
The Launcher	12	JOYSTICK AND GAMEPAD CONTROLS	22
PLAYING THE GAME	12	WALKTHROUGH OF FIRST PUZZLE	24
Movement	12	CREDITS	31
Vehicle Movement	14	CUSTOMER SUPPORT	33
The Interface	14	PRODUCT LICENSE AGREEMENT	33

SS LAMBADA





Welcome to the Land of the Dead

The Land of the Dead in *Grim Fandango*TM is a blend of images from Mayan and Aztec art, Mexican folklore, and film noir of the 1930s, '40s and '50s. For those who don't know, film noir is a film genre that features hard-boiled detectives, hard-hearted, treacherous women, big guns, fast cars, labyrinthine plots, and snappy patter. The men wear big hats, and everybody smokes* and drinks a lot.

The Land of the Dead, according to Aztec beliefs, was a real place where dead souls journeyed for four years until they reached the ninth underworld, their final home. To help the souls make their long journey, the dead were buried with money, food, and even dogs. Mexican folklore

added humour and festivity to those beliefs by celebrating

special days each year when the dead

returned to visit their loved ones as honoured guests. For the annual fiestas, papier-mâché



skeleton dolls were made and dressed in traditional and contemporary costumes. Our hero, Manny, and the other inhabitants of *Grim Fandango*'s Land of the Dead, are modelled after these colourful skeleton dolls, called *calaveras*.

And what about Manny? Well, he's not exactly hard-boiled—he's just led a less-than-perfect life and is trying to work off his "debt" by helping out at the Department of Death. His job is to act as a travel agent, picking up souls from the Land of the Living (it's called "reaping" because the Department of Death issues scythes to its agents), and then selling the souls the best travel package possible to get them through the Land of the Dead.

Then things go wrong for Manny, and it's all because of a dame. He must hit the road to stop the skulls that have made this afterlife into a cruel game, so that good souls everywhere can rest in peace.

* For those who are disturbed by the amount of smoking in *Grim Fandango*, we offer two reasons: 1) we wanted to be true to the film noir atmosphere, and 2) everybody in the game who smokes is DEAD. Think about it.

Exciting Travel Packages Available!

TRAVEL TO THESE AND OTHER EXOTIC LOCALES!

Your *Grim Fandango* travel package includes passage by car, boat or train to 90 intriguing destinations, so get ready to enjoy your four-year excursion through the Land of the Dead.

El Marrow

Gateway to the Land of the Dead. Your first stop on your four-year journey, El Marrow will delight the antiquarian with its quaint blend of Aztec and Art Deco design. Here you will review with your Department of Death (DoD) travel consultant the many travel packages available to speed you on



EL MARROW'S DAY OF THE DEAD FESTIVAL

your journey. And during Festival week, many of the dead who are not returning to the Land of the Living travel to El Marrow for our colourful street festival with the giant piñata balloons and friendly vendors... be sure to bring the angelitos!

The Petrified Forest

Once a unique spot on any traveller's agenda, the Petrified Forest is currently recommended only for the brave and hard-boned adventurer.

Despite the appeal of the desolate beauty of this natural wonderland, the DoD must advise travellers to either avoid it altogether or, if absolutely necessary, only travel through it with an experienced guide. The wildlife here is potentially dangerous. Watch for signs pointing to the opening.



THE PETRIFIED FOREST

And when you're ready to get on board, your ship will be waiting ship-shape, thanks to Rubacava's own Sea Bees—the union that never strikes.

Rubacava

The Town That Never Died. When it comes to nightlife, nothing beats Rubacava. Here travellers from all over the Land of the Dead come to play the night away before embarking for the end of the world on the DoD's famous *Nada Mañana* line of luxury cruises. Perhaps you will want to play the kitties at the famous Feline Meadows, or merely enjoy some "hip" poetry at the avant-garde Blue Casket. Whatever your pleasure, it's waiting for you in Rubacava.

All Aboard
the Number 9!



THE NIGHT SKYLINE OF RUBACAVAL

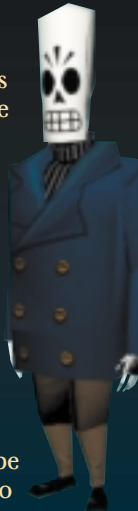


THE BLUE CASSET. A RUBACAVAL NIGHT SPOT

Meet Your Travel Companions

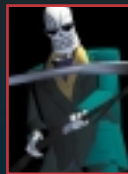
Manny Calavera

You play Manny throughout *Grim Fandango*. He's a regular guy serving his time in the Land of the Dead by working for the Department of Death. Manny is a kind of travel agent who can arrange deluxe transportation to the ninth underworld for those who have lived virtuous lives. Unfortunately, all his clients lately seem to be losers, which means no commissions for Manny and no job security. He is starting to suspect that there is dirty work afoot in the Department of Death. Who has it in for Manny? Why can't he get any good clients?



Don Copal

Manny's unscrupulous boss. You could say he makes Manny's existence a living hell, except Manny's not alive. The only time we see Don Copal is when he's yelling at Manny. Does Don Copal have a bone to pick with Manny?

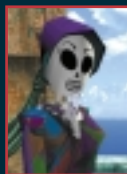


Domino Hurley

Manny's competition—the salesman who seems to get all the choice souls. What is his inside track with Don Copal? What is the secret of his success?

Mercedes Colomar (Meche)

The mystery woman who blows into Manny's office like a breath of spring, but gives him the cold shoulder. What happened to Meche's eternal reward? Where does she disappear? Does Manny stand a ghost of a chance with her?



Eva

She's secretary to Manny's boss, Don Copal. Eva is a sharp cookie who feels sorry for Manny, but is anxious

to keep her new job. There is more to Eva than meets the eye, though, and she may be moonlighting for someone else. Who is the secret man in Eva's life? What dirt does she have on Don Copal?



Salvador Limones

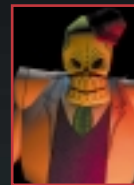
The revolutionary leader of the underground movement, the Lost Souls' Alliance.

What are his secret plans? How does Manny fit into his scheme? And what is his strange obsession with pigeon eggs?

Glottis

Manny's driver and companion, Glottis is an enormous, grotesque monster of the underworld with nothing in his heart but love. Love for driving. Love for cars. Love for anything with an engine that moves fast. He is an elemental spirit of the Land of the Dead, summoned from the soil and given one purpose—to drive. Or, to change oil and adjust timing belts if no driving jobs are open.

Warning: Never allow Glottis to enter a gambling institution, or you may never get him out.



Hector Lemans

Behind every foe that Manny must face, there is a dark and sinister figure pulling the strings—crime boss

Hector LeMans!

This ruthless mobster is building an empire out of greed and treachery, but he is devising an even darker scheme that will remain a mystery until the very end!



Starting the Game

INSTALLATION

1 Close all open windows on your desktop and quit all other applications.

2 Put *Grim Fandango* Disc A in your CD-ROM drive.

3 The *Grim Fandango* Installation screen will appear. If Autoplay is disabled and the game's Installer does not appear when you insert the CD-ROM in the drive, 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. Double-click the Grim.exe file to open the Installer. It has these options:



INSTALL SCREEN

- * **Install Grim Fandango** Installs the game on your hard drive.
- * **Analyse Your Computer** Check to see if your computer meets system requirements.
- * **Readme & Troubleshooting** We strongly suggest you view the

Readme and Troubleshooting Guide. See the Readme for the most up-to-date game information. See the Troubleshooting Guide for detailed installation and troubleshooting tips.

* **Exit to Windows** Returns you to your desktop.

4 To install, click the Install *Grim Fandango* button. Follow the onscreen instructions.

5 Next, choose the destination for *Grim Fandango* installation. The default *Grim Fandango* directory is: **C:\Program Files\LucasArts\Grim**. If you wish to install elsewhere, specify a different drive or directory name.

6 You'll be given the option to create a series of shortcuts. Creating a shortcut will make it easier for you to launch the game. Click the tickboxes to deselect any shortcuts you don't want.

7 Setup will create a *Grim Fandango* Program Folder for the program icons. Click Next to choose the default (**Start Menu\Programs\ LucasArts\Grim Fandango**), or create a new folder or select an existing folder, and then click Next.

8 You'll be prompted to create a shortcut for your desktop. You'll also have another opportunity to view the Readme.

9 If you are playing with a joystick, we recommend that you calibrate it now before playing.

10 If the program successfully installed, you will see a Setup Complete screen.

11 After installing the program, you'll be prompted to install *DirectX* 6.0, which is necessary to run the program. If *DirectX* 6.0 (or a later version) is detected on your system, the tickbox to install it will remain empty, and you will not need to install *DirectX*. Click Finish to complete the Setup.

12 You are ready to play *Grim Fandango*.

IF YOU HAVE TROUBLE INSTALLING

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

1 Insert either disc, then double-click the My Computer icon.

2 In the window that opens, double-click the icon for your CD-ROM drive. This opens the Installer. You may also need to double-click the **Grim.exe** file to open the Installer.

3 From the Installer, click Readme & Troubleshooting, then Troubleshooting Guide.





Running the Game

- 1 To run the game, insert *Grim Fandango* Disc A into your CD-ROM drive. The game's Launcher will appear automatically if Autoplay is active.
- 2 If Autoplay is disabled, find the *Grim Fandango* directory on your hard drive and double-click the *Grim* application icon, or double-click the CD-ROM icon on My Computer, then double-click the **Grim.exe** file. This Launcher appears whenever you insert a *Grim Fandango* disc, when you double-click the CD-ROM icon, or when you select the *Grim Fandango* shortcut from your Start menu, or when you double-click the **Grim.exe** file.
- 3 Select Play Grim Fandango in the Launcher to play the game.



LAUNCHER SCREEN

THE LAUNCHER

The *Grim Fandango* Launcher has the following options:

- * **Play Grim Fandango** This button launches the game.
- * **Resume Last Saved Game** If you've saved a game before, click here to resume play.
- * **Readme & Troubleshooting** We strongly suggest you open the Readme to view the most up-to-date game information. See the Troubleshooting Guide for detailed installation and troubleshooting tips. You can also analyse your computer to see if it meets system requirements, reinstall *DirectX* 6.0 or calibrate your joystick.
- * **Other Options** Here you can go to the LucasArts Web site if you have Internet access.
- * **Exit to Windows** Returns to your desktop.

Playing the Game

MOVEMENT

Unlike other LucasArts adventure games, *Grim Fandango* does not use the mouse for movement. You can manipulate Manny by using the arrow keys on your keyboard, your joystick or your gamepad. See pages 19-21 for keyboard playing tips and key commands.

You can play the game from either of two perspectives: Camera Relative and Character Relative. In Character Relative mode you move Manny as if you were Manny, from his viewpoint. This mode generally

works better for people using the keyboard.

In Camera Relative mode you move in respect to the camera. This mode works best when playing with a joystick or gamepad. The mode you'll prefer depends on what you are used to from playing other video games. At the beginning of the game, Manny is set to move in **Character Relative mode**.

- * To go forward (no matter which way Manny is facing), use the **Up Arrow** or move the joystick up.
- * To go backward, use the **Down Arrow** or move the joystick down.
- * To turn Manny right or left, use the **Right** or **Left Arrows** or move the joystick right/left.

If you choose, you can switch to **Camera Relative mode** by pressing **Ctrl+M**. In this mode, Manny moves in relation to the camera.



CHARACTER RELATIVE MODE

- * The **Up Arrow** (or moving the joystick up) moves Manny north, away from the camera.
- * The **Down Arrow** (or moving the joystick down) moves him south, toward the camera.
- * The **Right** and **Left Arrows** (or moving the joystick right/left) moves him east and west at right angles to the camera's line of sight. You can also move Manny diagonally by combining two arrow keys or using **1, 3, 7** or **9** on the number pad. You can move diagonally using the joystick or gamepad as well.

In **Camera Relative mode**, there is no backward movement, and every time a camera angle changes, there is a good chance you will have to reorient your movement. In other words, if Manny is running north away from the camera down a long hall, and the camera angle changes so Manny is running south toward the camera, you will have to change from the **Up Arrow** to the **Down Arrow** if you want Manny to keep



CAMERA RELATIVE MODE





running in the same direction. You can toggle back and forth between the two modes by pressing **Ctrl+M**.



CAMERA RELATIVE NORTH



CAMERA RELATIVE SOUTH

Vehicle Movement

Occasionally, as Manny journeys through the Land of the Dead, he may use some special vehicles that operate differently. In these cases, move the vehicles according to Character Relative rules (**Up** for forward, **Down** for backward, **Right** and **Left** for pivoting).

Vehicles may be on a track that only allows movement in two directions.

To raise and lower the crane, use the **Up Arrow** and **Down Arrow** keys. As soon as Manny stops using these vehicles, he will return to his previous mode of movement.

THE INTERFACE

The Interface in an adventure game is the means by which you communicate with the character you play—the way in which you get the character to do what you want. In *Grim Fandango*, the Interface is invisible; essentially your Interface is Manny himself.



MANNY IS THE INTERFACE

When the game begins, Manny is standing by his desk. Using your arrow keys, walk him over until he is standing in front of the pile of books on the table to the right. Now turn Manny with the arrow keys a little to the left and then back so he is facing the books.



MANNY NOTICES INTERESTING OBJECTS

You will notice that Manny's head goes down when it is directly in front of the books, and back up when he turns away. When Manny is interested in something, he will move his head in that direction: up if it is above him, down if it is below.

Make sure that Manny is looking at the books with his head down, then press the **5** key on your keypad. This is the "Look At" or "Examine" key. Manny should now say something about the books. If you walk him down to the end of the table, Manny's head will bob down to see the deck of cards.

If you press **5** again, he will look at the deck of cards. If you press the **Enter** key (which is how you use an item) or the **+** key (which is how you pick up an item), he will pick up the deck of cards and hold it. Press **+** again to put the cards in the Inventory. Now the deck of cards is in Manny's Inventory.



LOOK AT CARDS

If you press **0** on your number pad, you will access Manny's Inventory, and Manny will hold his scythe. Press **6** on your number pad, and he will bring out the next Inventory item, which should be the deck of cards. If you press **4** on your number pad, he will go through his Inventory in reverse order, and hold his scythe again. Pressing the **+** key will put the item in Manny's hand. Press **+** again to return the Inventory item to Manny's coat. You can also access individual Inventory items without going into Manny's Inventory by using the number keys **1-0** on your keyboard.

Press **ESC** to exit the Inventory. You can look at Inventory items while in the Inventory or while holding them in your hand. If you want to use an Inventory item with a person or object on the screen, first put it in Manny's hand, then move Manny until he "notices" the person or object you want to use with the Inventory item. Then press the **Enter** key to use the object. (For experienced adventure game players, note that there is no way to combine Inventory items in *Grim Fandango*.)



CONVERSATION

If you want Manny to talk to another character, move him around until his head moves to “notice” that character, then use the **Enter** key to begin conversation. (This may take a little practice. If Manny picks up an object, or says a line that doesn’t seem to be conversational, he may be looking at an object instead of the person you want him to talk to. Just move him a little and try again.)

Frequently, beginning a conversation with someone will give you a series of dialog choices. You can scroll up and down through these by using the **Up** and **Down Arrows**. When you find a sentence you would like Manny to say, use the **Enter** key to select it.

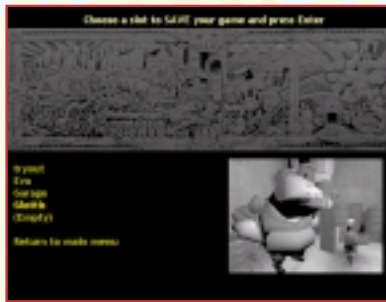


DIALOG CHOICES

SAVING AND LOADING GAMES

Saving

To save a game, press the **F1** key to open the Main Menu. Select Save Game from the list to reach the Save Game screen. Highlight



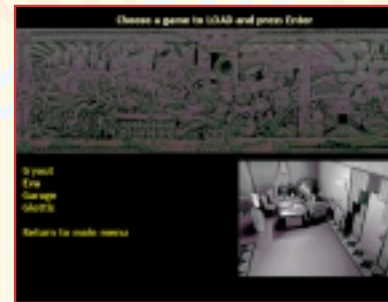
SAVE GAME SCREEN

the word (Empty) on the screen and press **Enter** to get a flashing cursor. Type in a game name and press **Enter** to save your game. The name of your saved game will appear in the list and a thumbnail image of where you are in the game will be saved as well.

You can erase a saved game by selecting Erase Saved Game in the Main Menu. Select the name of the game you want to erase from the list and press **Enter** to remove it.



ERASE SAVED GAME SCREEN



LOAD GAME SCREEN

Loading

To load a saved game, press **F1** to open the Main Menu, then select Load Game. Select a saved game from the list and press **Enter**.

MAIN MENU SCREEN

You can adjust various game settings from the Main Menu screen. Press **F1** to access this screen. You'll get the following choices:



MAIN MENU SCREEN

- * **Control Help** Select to access three different screens—a complete list of keyboard commands, all the default settings for the joystick or gamepad as well as Inventory key commands. Use the **Right Arrow** key to move through the three screens, press **Enter** to return to the Main Menu.
- * **Options** Select to adjust several options. Use the **Left** and **Right Arrows** to change the options. See page 18 for details on Options.
- * **Save Game** Select to save your game. See page 16 for details on Saving and Loading.
- * **Load Game** Choose a saved game name from the list and press **Enter** to load it. See page 16 for details on Saving and Loading.
- * **Erase Saved Game** Choose a game name from the list and press **Enter** to delete it. See page 16 for details.
- * **View Dialog Transcript** Turn this on/off to store the dialog you chose during gameplay in a transcript that you can return to and read. Reach the dialog transcript from the Main Menu (press **F1**, then select View Dialog Transcript) or Options screen by selecting the Dialog Transcript option. You can also read the transcript from outside the game, by opening the file **grimdialog.htm** using any standard Web browser. Each saved game also saves a parallel dialog transcript, called **grimlog.htm**.
- * **View Cutscenes** This allows you to view cutscenes that you've previously viewed during gameplay. Use the **Arrow** keys to choose a cutscene and press **Enter** to play it.

- * **Credits** View a list of the creators of *Grim Fandango*.
- * **Return to Game** Leave the Main Menu to return to the game.
- * **Quit** Quit the game. Use the **Arrow** keys to select Yes or No, then press **Enter**.

OPTIONS SCREEN

Access the Options screen by pressing **F1** to get to the Main Menu, then select Options. These choices are available:

- * **Music, Sound Effects and Voice Volume** Use the **Left** and **Right Arrows** to adjust the sliders up or down.
- * **Text Mode** Select how dialog is seen and heard in the game: text only, voice only, or voice and text together.
- * **Text Speed** Use the slider to adjust how long text appears onscreen.
- * **Dialog Transcript** Use this feature to see a list of all dialog lines you've chosen. See page 17 for details.



OPTIONS SCREEN

- * **Voice Effects** Toggle this feature off or on to disable/enable the voice effects processor that creates more realistic voice effects. If you are having poor performance, try turning off the Voice Effects.
- * **Movement Mode** Choose your orientation for movement in the game: Character Relative (the default) or Camera Relative Mode. See page 12 for more on the two modes.
- * **Joystick/Gamepad** If you have one of these devices, select Enable.
- * **Brightness** Use the **Left** and **Right Arrows** to adjust the slider for screen brightness.
- * **3D Hardware Acceleration** Turn this option on if your machine has 3D acceleration, or turn it off to return to normal mode. If you have a 3D-only card, this option will select that card. If you have more than one 3D-capable card and you'd like to select which card to use Direct3D with, select Advanced 3D Hardware Settings in the Options screen.
- * **Advanced 3D Hardware Settings**

~ *Choose a Display Device:*

Pick Primary Display Driver if you wish to use your 2D/3D video card; pick the 3Dfx driver if you have a 3Dfx-based video card. The name of the choice will vary with your card.

~ *Choose Supported Mode:* The modes shown will change depending on the display device chosen. If you chose the Primary Display Driver, and your primary video card is 3D-

capable, you can choose both Software and Direct3D. If your primary video card is not 3D-capable, you will only be able to choose Software. If you chose the 3Dfx driver, you will only be able to choose Direct3D. Direct3D produces smoother textures and characters, and slightly speeds up game performance.

QUITTING

To quit the game, press the **Alt+X** key combination. Use the **Left Arrow** key to highlight Yes or press **Y**, then press **Enter**.



MANNY ON THE HIGH SEAS

Tips for USING THE KEYBOARD

If you are playing with a keyboard, the game has been designed so you can play entirely with your right hand on the numerical keypad. Use your right hand to work the number pad **Arrow** keys for Manny's movement, the number pad **+** key for picking up items, the number pad **Enter** key for using items, the number pad **Del** key for skipping dialog or redirecting Manny's attention, and the number pad **Ins** key for accessing the Inventory. Use the number pad **Up Arrow** (tap it twice, then hold down) to make Manny run.

If you do not have a numeric keypad, or if you want to give your right hand a break, then try the alternative, two-handed method: Your right hand works the normal **Arrow** keys for movement, and your left hand uses the **A**, **S**, **D**, and **W** keys to "Pick Up," "Examine," "Access Inventory," and "Use," respectively. Use the **Shift** key to make Manny run.



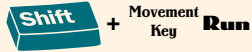
Keyboard Controls

Some keys are specific to the keyboard or number pad as noted.



Toggle Movement Mode

Toggles between Character Relative and Camera Relative.



Tap Twice and Hold to Run



Raise and Lower Crane



Examine Item



Pick Up/ Put Away Held Item



Use Item/ Talk or Exit Inventory Holding Item



Open Inventory/ Exit Inventory

* Character Relative Mode



Move Forward

(Number Pad)



Turn Left

(Number Pad)



Turn Right

(Number Pad)



Move Backward

(Number Pad)

* Camera Relative Mode



Move Manny



(Number Pad)



Pull Out Scythe

(Keyboard)



Pull Out Inventory Items in the Order Picked Up

(Keyboard)



See Previous Inventory Item

(Keyboard)



See Next Inventory Item

(Keyboard)



Scroll Items in Open Inventory



Scroll Through Dialog Lines



Select Dialog Line



Toggle Speech Mode

Toggles between Speech Only, Text Only, or Speech and Text modes.



Adjust Brightness Level



Toggle Joystick/ Gamepad

Toggles joystick or gamepad on and off.



Skip Cutscene/ Exit Inventory without Item



Pause the Game



Go to Main Menu



(Number Pad)

Skip Dialog Line

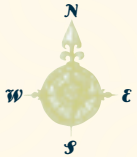
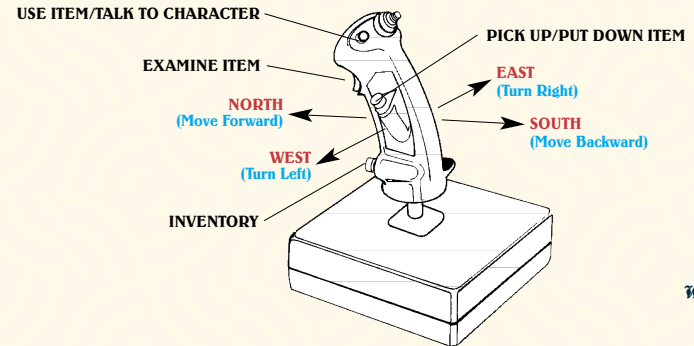
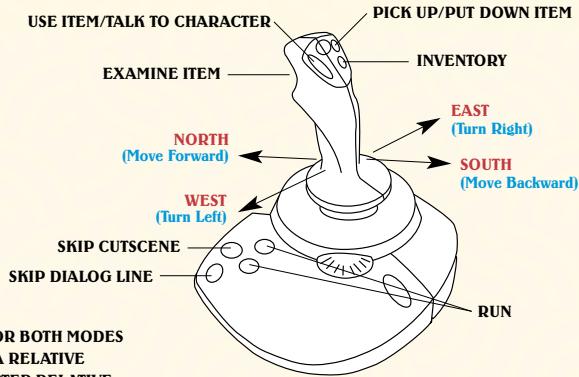
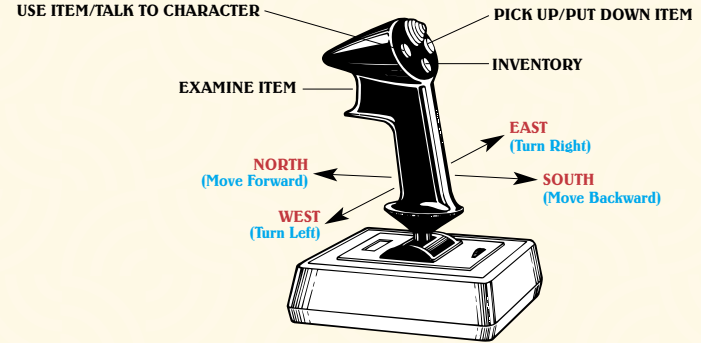
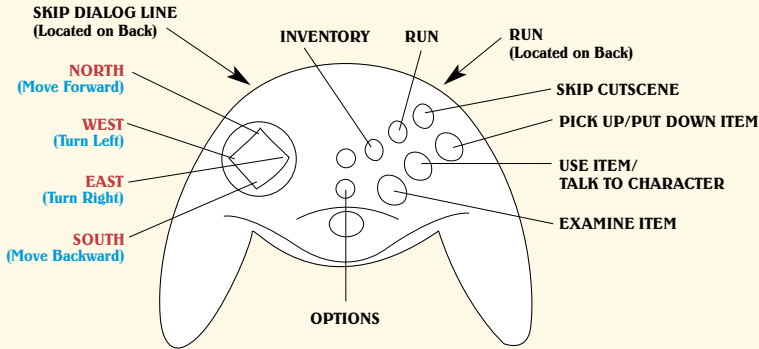
When conversation is going on, this will speed you through it. Otherwise, this key will move Manny's head around to look at different objects.



Quit Game



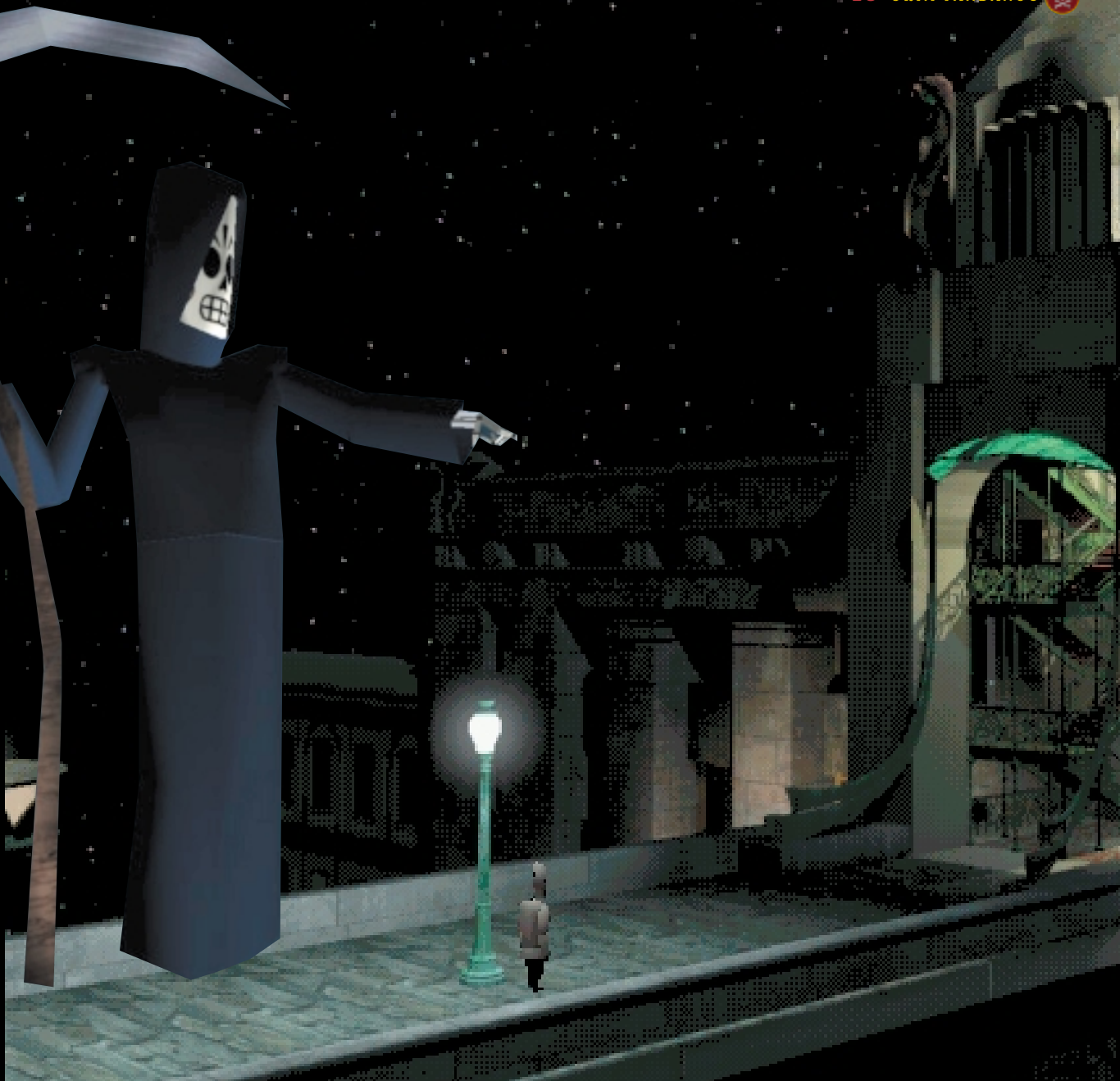
Joystick and Gamepad Controls





WARNING!

The following section contains actual hints for solving the first set of puzzles. If you wish to be surprised, skip on to the next section. The Department of Death also wishes to advise you that cheating at electronic recreations may impair your ability to acquire first-rate transportation in the Land of the Dead... but, what the heck, you always liked a good walk anyway, right?





Here is Manny in his office, ready for another boring day in the Land of the Dead... little does he know that his afterlife is about to undergo a radical change.



Use the **Arrow** keys to walk him to that table under the pictures, and then use the **+** key to pick up the deck of cards on the left of the table. (If you played through the Interface section above, Manny may already have the deck of cards.) Press the **+** key on the number pad to put the cards in Manny's coat pocket.

Now walk him to the back of the office (near the windows). You will see his message tube with the little red flag on it. Press the **Enter** key to have him use the tube, and he will read a message from his boss, Don Copal, telling him to hurry off to a poisoning. (Manny's job is to pick up recently departed souls in the Land of the Living, then offer them the best possible travel plans through the Land of the Dead... depending on how good a life they have been living.)



So, walk Manny out of his office and down the hall to drive off and get a client.



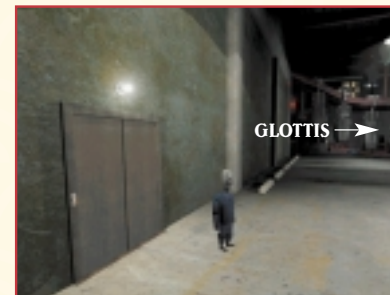
But first, it probably wouldn't hurt to check with Eva, Manny's boss's secretary. She knows everything. Get up close to Eva so Manny "notices" her, then press the **U** key or **Enter** to ask her a question. Keep asking her about the poisoning by highlighting dialog choices with the **Up Arrow** and **Down Arrow** keys and using the **Enter** key to select a line. When she mentions Manny's driver, ask her about the driver, and you will get all the information you need.



Now we need to get Manny to the garage, so have him take the first elevator to the left...no need to press the button, just walk on in.



Okay, Manny's in the garage, but it looks like the last car just drove off and Manny's driver is nowhere in sight. Maybe he should go talk to Glottis, the garage supervisor...he's in the shack in the rear right-hand corner.



After Manny introduces himself to Glottis, always pick the first line of dialog until Glottis says he's too big... to which Manny should reply that the cars are too small. This will get Manny a work order for his boss to sign.



Unfortunately, if you have Manny check with Eva, she will tell him that his boss isn't signing anything right now. Manny's a good salesman, though, and he probably could convince his boss if he could





just get into his office. So let's see if there's another way to get in there... like through an outside window.

Send Manny down in the other elevator, that goes to the street level.



Then have him walk out the door at the end of the lobby.



Now Manny is on the steps of his office building. Take him down the steps and walk him down the sidewalk to the right. Wow, it's the Day of the Dead festival. Looks interesting, but Manny doesn't have time right now; we need to get the boss to sign that work order.

So take Manny into that alley on the left. Maybe there's a fire escape or something he can climb up to his boss's window.



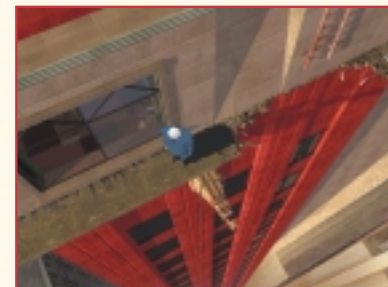
Well, it doesn't look too promising, but make him run (press the **Shift+Arrow** keys) all the way to the end of the alley. There just might be something there he can use. Yep, a rope made of old ties.



MANNY AT THE DAY OF THE DEAD FESTIVAL



Let's have Manny climb the rope (press the **Enter** key) and see where it goes.



Wow! It's a narrow ledge right outside the office window of Don Copal, Manny's boss, and the boss is gone.



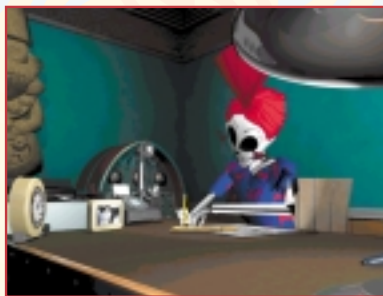
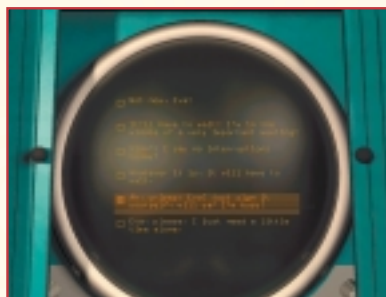


Manny suspects he might be able to sneak in and dig up some dirt on his boss to get that work order signed. Climb Manny through the window to check it out. Hey, his computer is just like Manny's. Have Manny use it (**Enter** key) to see what he can find out about his boss.



Oh, he's hooked his computer up to the answering machine to give the appropriate response when he wants to sneak out. We can fix that. Use your **Down Arrow** to scroll down to the next to the fifth answer—the one about having Eva sign for Don, then press **Enter**.

Now take Manny out the window, down the tie rope, out the alley, up the steps, into the building, up the elevator, and give the work order to Eva.



She'll sign it, and Manny is on his way to the Land of the Living.

Credits

Project Leader

Tim Schafer

Lead Artist

Peter Tsacle

Lead Programmer

Bret Mogilefsky

Conceptual Artist

Peter Chan

Music Composed and Produced by

Peter McConnell

Assistant Designers

Peter Tsacle

Eric Ingerson

Bret Mogilefsky

Peter Chan

Production Manager

Lleslie Aclaro

Production Coordinator

Linda Villalobos

Grisanti

Programmers

Kevin Bruner

Chuck Jordan

Chris Purvis

Character Animation

Eric Ingerson

Mark Hamer

Chris Schultz

David Bogan

Vamberto Maduro

Chris Miles

Suzanne House

Simon Allen

Background Artists

Paul Zinnes

Paul Topolos

John McLaughlin

Ralph Gerth

Adam Schnitzer

Gaurav Mathur

Texture Artists

Japeth Pieper

Sara Simon

Art Technicians

Troy Molander

Albert Chen

Rebecca Perez

Josef Richardson

Lleslie Aclaro

Pre-Production Manager

Casey Donahue

Ackley

Music and Sound Production

Music Engineered and Mixed by

Jeff Kliment

Additional Music Production

Hans Christian

Reumschüssel

Lead Sound Designer

Jeff Kliment

Sound Designers

Nick Peck

Andy Martin

Julian Kwasneski

Clint Bajakian

Sound Production Supervision

Michael Land

Jeff Kliment

Clint Bajakian

Voice Processing

Clint Bajakian

iMUSE Music System

Michael McMahon

Michael Land

Peter McConnell

Sound Department Manager

Michael Land

Sound Department Coordinator

Kristen Becht

Voice Production

Producer/Director

Darragh O'Farrell

Senior Voice Editor

Khrist Brown

Voice Editors

Coya Elliott

Will Beckman

Assistant Voice Editor

Cindy Wong

Voice Department Manager

Tamlynn Niglio

Voice Production Coordinator

Peggy Bartlett

Voices Recorded at

ScreenMusic Studios,

Studio City,

California

Engineer

Gordon Suffield

Assistant Engineer

Lisa Carlon

Voice Credits

Manuel Calavera

Tony Plana

Mercedes Colomar

Maria Canals

Glottis

Alan Blumenfeld

Hector LeMans

Jim Ward

Domino Hurley

Patrick Dollaghan

Olivia Ofrenda

Paula Killen

Salvador Limones

Sal Lopez

Eva

Rachel Reenstra

Clown

Joe Nipote



Don Copal

Michael Sorich

Celso Flores

Peter Lurie

Bruno Martinez

Jack Angel

Raoul

Tom Kane

Maximino

Bill Capizzi

Nick Virago

Daragh O'Malley

Membrillo

Milton James

Dockmaster Velasco

Kay Kuter

Toto Santos

Morgan Hunter

Terry Malloy

Raphael Sbarge

Carla

Pamela Segall

Chief Bogen

Barry Dennen

Lupe

Terri Ivens

Bowlsley

Keith Szarabajka

Lola

Barbara Goodson

Pugsy

Pamela Segall

Bibi

Katie Leigh

Aitor

David Jeremiah

Chepito

Jack Angel

Tube-Switcher

Repairman Michael

Sorich

Chowchilla

Charlie Joe Nipote

Alexi

David Jeremiah

Gunnar
Jim Ward

Slisko
Peter Lurie

Doug
Jim Ward

Beat Waiter
Barry Dennen

Croupier
Kay Kuter

Large Hitman
Jack Angel

Skinny Hitman
Milton James

First Mayan
Mechanic Raphael
Sbarge

Second Mayan
Mechanic Tom Kane

Gatekeeper
Tom Kane

Unicycle Man
Keith Szarabajka

First Thunder Boy
Barry Dennen

Second Thunder Boy David Jeremiah

Makeup Woman
Katie Leigh

Ensign Arnold
Raphael Sbarge

Seaman Naranja
Jack Angel

Cat Track Announcer
Tom Kane

Quality Assurance Lead Tester
Theresa O'Connor

Quality Assurance Testers
Karsten Agler
Deedee Anderson
Jo Ashburn
John Buzlich
Leland Chee
John Drake
Bhagavat Farmer
Derek Flippo
Brad Grantham
Catherine Haigler
Brent Jalipa
Jesse Moore
Steve McManus
Orion Nemeth
Alex Neuse
June Park
Jeff Sanders
Chris Snyder
Todd Stritter

Compatibility Supervisor
Chip Hinnenberg

Compatibility Technicians
Lynn Taylor
Jim Davison
Doyle Gilstrap
Dan Mihoerck
Jason Lauborough
Charlie W. Smith
Darren Brown
Scott Tingley

Quality Assurance Manager
Mark Cartwright

Quality Assurance Supervisors
Dan Pettit
Dan Connors

Renderdroid Engine and Tools
Ray Gresko
Robert Huebner
Che-Yuan Wang
Winston Wolff

Insane Video Compression
Vince Lee

Launcher/Installer
Nolan Erck
Darren Johnson

16-Bit Rasterizers
Stephen Ash

Level Editor Adapted by
Amit Shalev

Additional Programmers
Amit Shalev
Hwei-Li Tsao
Mark Cooke
Aric Wilmunder

Additional 3D Modeling
Steve Chen
Kyle Balda
Greg Gladstone
Marc Benoit

Additional Art Technicians
Jillian Moffett
C. Andrew Nelson

Technical Writers
Lynn Taylor
Chip Hinnenberg

Burning Goddesses
Wendy "Cupcake"
Kaplan
Kellie "Twinky"
Walker

International Production Localisation Manager
Carole Degoulet

International Production Coordinator
Leon Susen

International Development Specialist
Gwen Musengwa

International Development Manager
Aric Wilmunder

International Lead Testers
Matthew Azeveda
Dana Fong

Marketing Product Marketing Manager
Tom Byron

Public Relations Manager
Tom Sarris

Public Relations Specialist
Heather Twist

Public Relations Coordinator
Josh Moore

Marketing Coordinator
Anne Barson

Documentation Manual
Jo Ashburn
Mollie Boero

Manual Design
Patty Hill

Package Design
Soo Hoo Design

Business Affairs
Jeremy Salesin
Jocelyn Lamm

Product Support Product Support Manager
Dan Gossett

Product Support Supervisor
Dave Harris

Hint Line Supervisor
Tabitha Tosti

Special Thanks
George Lucas

For support via the web please visit
<http://support.lucasarts.com>

CUSTOMER AND TECHNICAL SUPPORT IN EUROPE

For Customer Support you can contact Activision in the UK on 0990 143 525 between the hours of 8.00pm and 7.00pm

Product License Agreement

IMPORTANT - READ CAREFULLY: USE OF THIS PRODUCT IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PRODUCT" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PRODUCT, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Product solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Product is licensed, not sold. Your license confers no title or ownership in this Product and should not be construed as a sale of any rights in this Product.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this

Product and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Product) are owned by Activision or its licensors. This Product is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Product contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming centre or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Product available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Product, or any copies of this Product, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Product, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Product.
- Export or re-export this Product or any copy or adaptation in violation of any applicable laws or regulations.



LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Product that the recording medium on which the product is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Product is still being manufactured by Activision. In the event that the Product is no longer available, Activision retains the right to substitute a similar product of equal or greater value.

This warranty is limited to the recording medium containing the Product as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product discs only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or

clearly printed; (3) a brief note describing the defect, the problem(s) you encountered and the system on which you are running the product (4) if you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include cheque or money order for £20.00 sterling or AUD \$20 per disc replacement.

Note: Certified mail is recommended.

In Europe send to:

WARRANTY REPLACEMENTS

ACTIVISION (UK) Ltd., Parliament House, St Laurence Way, Slough, Berkshire SL1 2BW, United Kingdom

Disc Replacement: +44 (0)990 143 525

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PRODUCT, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PRODUCT. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION

OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Product and all of its component parts.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected.



This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, 1 (310) 255-2000, Attn. Business and Legal Affairs, legal.activision.com.

© Lucasfilm Ltd. & ™ or ® as indicated.

© LucasArts Entertainment Company LLC.

All Rights Reserved. Used under authorisation. iMuse is a registered trademark of LucasArts Entertainment Company LLC.

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.

**IF YOU HAVE A HANKERIN'
FOR MORE ADVENTURIN',
DON'T FORGET TO CHECK OUT LUCASARTS'**

**ESCAPE FROM
Monkey Island.™**



**Available now at your
local software retailer.**

***“Aye, ‘tis an offbeat adventure
of piratey proportions!”***

© LUCASARTS ENTERTAINMENT COMPANY LLC. ALL RIGHTS RESERVED.



1091802

© Lucasfilm Ltd. & ™ or © as indicated. © LucasArts Entertainment Company LLC. All Rights Reserved. Used under authorisation. iMuse is a registered trademark of LucasArts Entertainment Company LLC.

WWW.LUCASARTS.COM