
PlayStation
NTSC U/C
PlayStation
APE ESCAPE
EVERYONE
E
CONTENT RATED BY ESRB
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SONY
COMPUTER ENTERTAINMENT

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# MONKEY MAYHEM!

Spike, can you hear me?... It's Natalie!

You've warped through the Time Station and you're miles... actually centuries away.

The good news is that the Professor's Time Station is a huge success!

The bad news is that you, Jake, and a wild band of mean monkeys are lost in the past!

I'm sorry we weren't able to explain what was going on in the lab before you were transported away but... we were "tied up!"

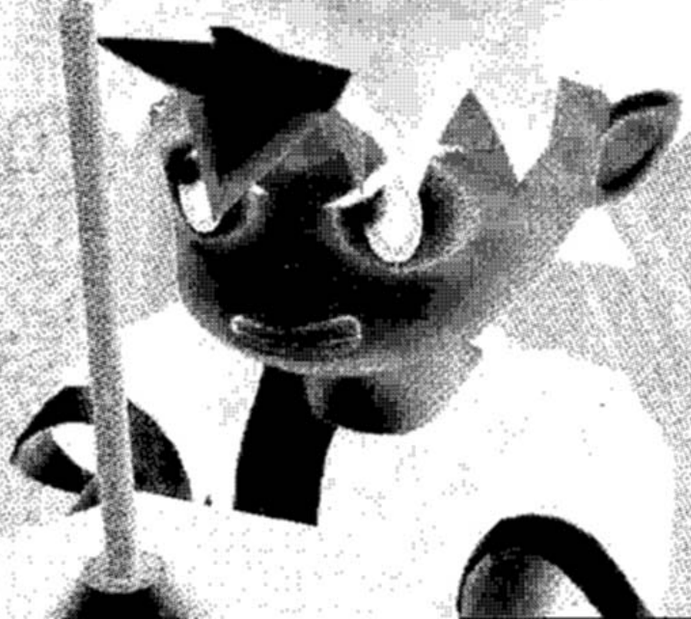
Anyway the Professor and I were about to test the Time Station, because it seemed like we were pretty close to making it work.

When all of a sudden, the door flew open and a gang of monkeys ran in and took control. They were all wearing the Peak Point Helmets that the Professor had created! Their leader is Specter, that sly little simian from the Amusement Park. Somehow he got hold of the Peak Point Helmet and his intelligence level is unbelievable!

While they were tying us up, I heard Specter ranting about changing history! He's going to make the monkeys the masters of the world, and put all the humans in the Amusement Park!

We need you to stop them. You're our only hope. But beware, with their helmets on, the monkeys are much smarter than you think.

The Professor's putting the final touches on some new Gadgets. We'll send those to you as quickly as possible. In the meantime, watch out for those apes!



# CONTROLLER ACTION!

The Professor's a genius. He invented a bunch of power-packed Gadgets, and your DUAL SHOCK™ analog controller is souped up to use them. It's really cool - both analog sticks work: the left stick operates your moves, and the right stick controls your Gadgets. That's more action any way you slice it!

It takes just a few run-throughs to get used to the controls. And to practice using the Gadgets, the Professor's Training Room in the Time Station is always open. You'll be a major ape-hunter in no time. We're counting on you!

**Move Spike** Tilt the left stick all the way in any direction to RUN. Tilt it slightly to WALK. Press and hold it down *(like a button)* to CROUCH, and push to CRAWL.

**Use Gadgets** Use the right stick to operate the Gadgets. Each one handles differently. *(See page 14.)*

**Jump** Press the R1 or R2 button to jump from a standing or moving position. Press twice to double-jump.

**Climb/Swing** Jump on a tree or overhead rail and use the left stick to climb, descend or swing hand-over-hand.

**Gadgets** Press the ▲, ✖, ■, or ● buttons to activate the different Gadgets, depending on which ones you have and how you configure the buttons.

**Moveable Monkey Cam** Press the L2 button to view your surroundings and search for apes at close range. The L2 button has an extra special ability when used with the Monkey Radar. Move the Monkey Cam with the left stick.

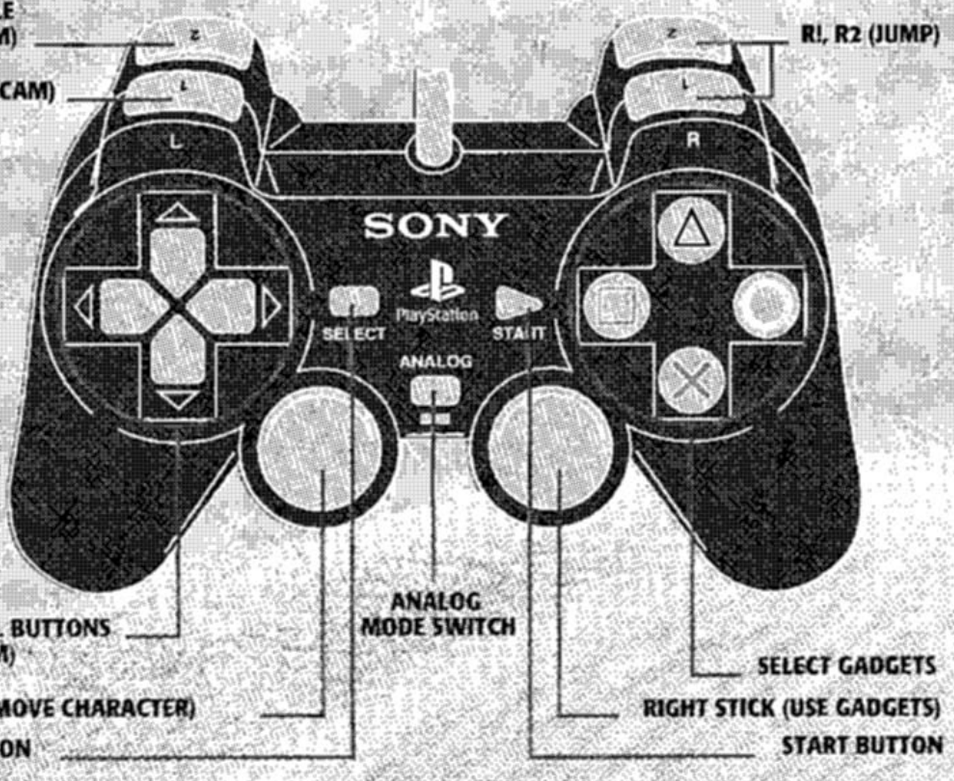
**Normal Cam** Press the L1 button to return to normal view *(behind Spike)*. The L2 button has a special ability when used with the Slingback Shooter.

**Rotate Cam** Press the Directional Buttons to move the camera in either Moveable Monkey Cam or Normal Cam modes.

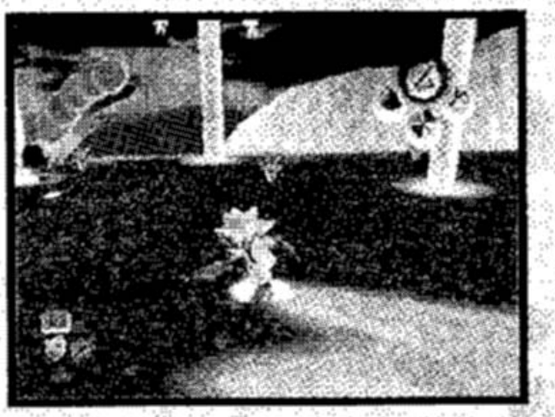
## MORE CONTROLLER FUNCTIONS

| | |
|---|---|
| START | Bypass opening story. |
| | Accept options. |
| | Return from certain screens. |
| | Close Help screens. |
| | Display Pause Menu. |
| Left stick | Select options. |
| | Select next Stage. |
| ▲ Button | Select GADGET from Pause Menu. |
| ● Button | See STATUS from Pause Menu. |
| ✖ Button | Select OPTION from Pause Menu/Advance through Help screens. |
| ■ Button | EXIT back to Level Select Menu from Pause Menu. |
| ✖, ● Button | Start selected stage from Level Select Menu. |
| ■, ▲ Button | Return to Time Station from Level Select Menu. |

***Note*** - The buttons may have other functions. You'll always see which buttons to use while viewing any screen or menu.



# THE GREAT APE HUNT

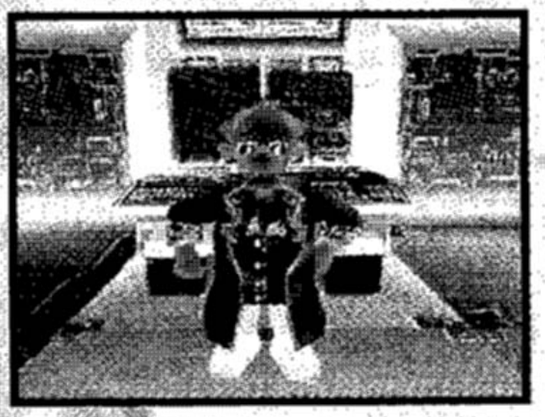


Spike, listen up! Specter and his apes are messing with the past. You've got to stop them, or something terrible may happen. Specter's already turning history into a mystery!

Swing the Stun Club that warped through time with you to knock down and stun the monkeys. Then flip to your Time Net to capture them and warp them back to the Time Station.

We'll send you other Gadgets as soon as we can. You'll be able to access up to four at a time. But remember, the Time Net is the only Gadget that snares monkeys. **Never give up the Time Net!**

## STOP THE CHIMPS BEFORE THEY MAKE CHUMPS OUT OF THE HUMAN RACE!



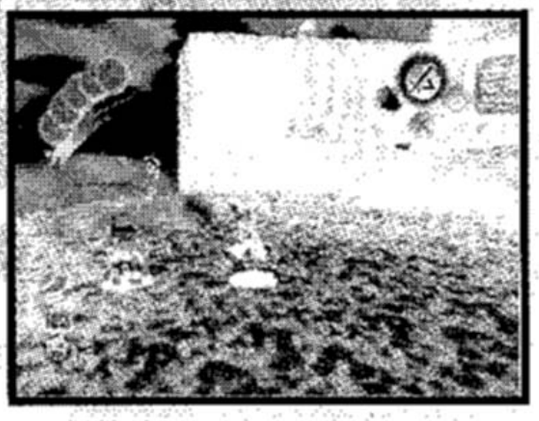
The Professor will send you messages to help you, especially when you're entering new areas. Please listen carefully. He'll give you hints about surviving the unknown lands. You'll need this, and he'll often have news about what Specter is up to. With the Professor on your side, you're good to go!

## YOU'VE GOT MAIL!



Want to stay in the game longer? Check out your mail. Mailboxes are super sources for Gadget instructions, survival tips, advance warnings, "how-to" hints, and loads of other information. Press the ✖ Button to read through an entire note. If a message doesn't appear when you approach a mailbox, swipe it with your Stun Club.

## THE CLUE IN THE "HEADLIGHTS"



With their helmets on, the apes are much smarter than you think. They'll attack you with different weapons, just to keep from being caught.

The lights on the monkeys' helmets are indicators that let them know you're near... learn to read these giveaway "headlights" and you'll outsmart the ape escapees.

**Blue** They have no clue you're there. Ignorance is bliss. Approach with stealth, and make the nab! Try crawling toward the simple simian with your Time Net ready, or hide behind objects to remain invisible as long as possible.

**Red** They see you! They'll either attack or run away, or both. Avoid attacks, and chase the ones who run. If you're close, you have a good chance of netting them.

**Yellow** They sense your presence but don't know exactly where you are. Lay low for a bit until the light turns blue and then get 'em!

**Flashing** A helmet light flashes or changes color when they're hunting you or about to attack you.

## GOT MONKEYS?

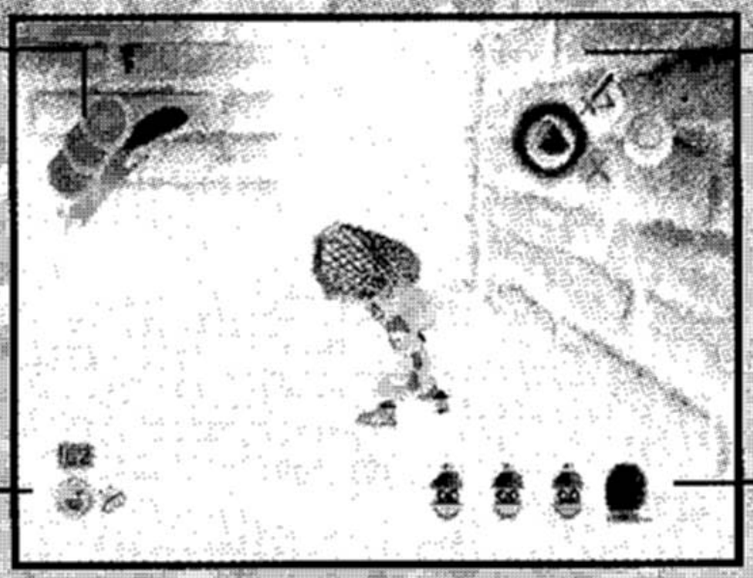



Before entering a stage, check Casi's WARNING message for the number of monkeys you MUST capture. Then watch the bottom right corner of the Status Window; each time you get a pillaging primate you'll see a tally. When you net the required number, you'll clear the stage. Get ready for the next one!

***Note:*** Once cleared, it's OK to replay a stage and capture more monkeys while solving riddles you missed before - not to mention, it'll ruin Specter's day!

Sometimes you'll need a Gadget to get a monkey you've missed.

# MESSING WITH TIME!




## STATUS WINDOW

You're on the Status Window, Spike! That's where the action is. You get a cool fly-through first, to check out special areas. Try to remember what and where they are - these are good visual clues for clearing the stage.

Three displays always appear on the Status Window while you're messing with the monkeys:

**Health Cookies** – You lose one with each hit. Toss all your Cookies and you'll lose a life. That bites!

**Gadget Buttons** – Press a button to activate a Gadget. You've warped into time with the Stun Club and Time Net. More Gadgets will be sent as soon as they're ready, so your choices will increase. Button assignments are up to you *(by selecting GADGET from the Pause menu)*.

**Cam Mode** – Press the L2 Button to toggle between the Monkey Cam *(zoom in for close-up look)* and Normal Cam *(behind Spike)*. *Note:* The Monkey Cam works only in conjunction with the Monkey Radar.

**Ape Count** – Net a monkey and see the results. The nets cover the apes as you catch them, and the ape faces indicate the number you still need to catch.

**Lives** – You start with five lives. You lose one when all your Cookies crumble, or when you fall off a cliff *(be careful!)*. Lose all your lives and you're history!

# MAN OF MANY MOVES

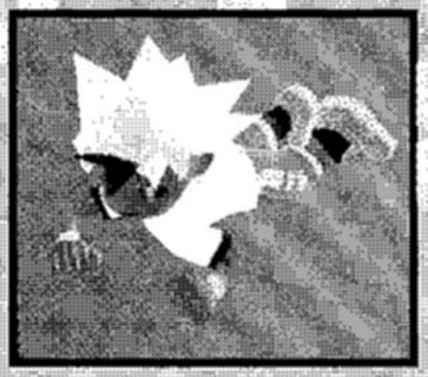
## RUN/WALK

Push the left stick all the way in any direction to run. Tilt it slightly to walk.



## CROUCH/CRAWL

Press and hold down the left stick *(like a button)* to crouch. While holding, push the stick in any direction to crawl.





## JUMP

Press the R1 or R2 Button to jump from a standing or running position. Press either button twice to double-jump to higher places.

## CLIMB/SWING

Jump on a tree or pole and use the left stick to climb and descend. Jump on an overhead rail and use the left stick to swing hand-over-hand.





# FINDERS KEEPERS!

## HEALTH COOKIES

Go completely ape to keep up your health. Knocking over pests, big and small, releases Health Cookies by the handful. Really tough stages may have "bottomless" cookie jars that spill Cookies whenever you club them.



***Hint:*** Collecting more than five Cookies doesn't increase your health. Ignore pests when your Health Bar is full so you can collect Cookies from them later.

## SPECTER COINS

Pay your way into the Mini Games. Collect 10, 20 or 40 Specter Coins and head for the Mini-Game Corner in the Time Station. For more details, see page 16.



## ENERGY CHIPS

The solid Gold Chip is worth 1, and the hollow Chip is worth 5. Collect 100 and add a Life. Chips are scattered in quite a few places, and also dropped by defeated pests.





***Hint:*** Water doesn't hurt them, and some are lighter than air.

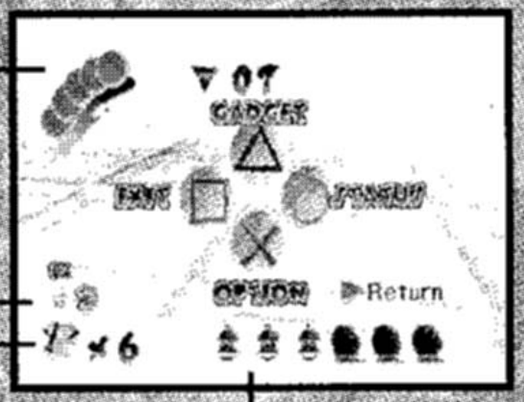
## OTHER ITEMS

Flash and guided bullets for additional primate defeating power. There are other strange items you may come across. See if you can find out what they do.



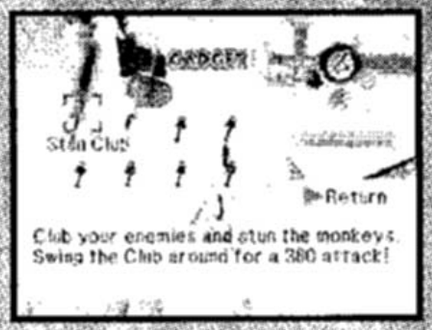


# CHECKING INVENTORY - AND MORE!



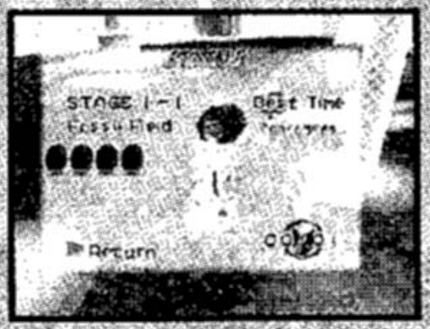

*Press the START Button to pause the monkey mayhem and check out your inventory. While on this menu, you can:*

- *Press the ▲ Button to check out your Gadgets and change their button assignments.*
- *Press the ● Button to see your Status.*
- *Press the ✖ Button to set some game Options.*
- *Press the ■ Button to exit back to the Time Station.*



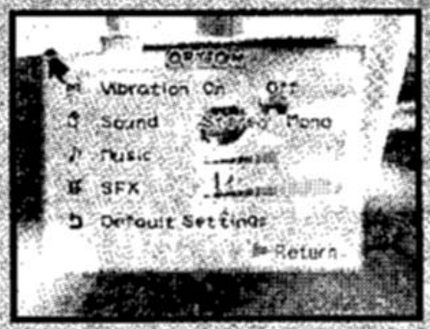

## GADGET SCREEN

Select a Gadget by pressing the left stick, and then assign the Gadget by pressing a corresponding button *(▲, ●, ✖ or ■ only)*. On returning to the Status Window, press any one of the four buttons to activate the corresponding Gadget.




## STATUS SCREEN

Check your standing in the current stage. You'll see the stage number and name, your ape count, best completion time in this game session, and Specter Coins collected/available.

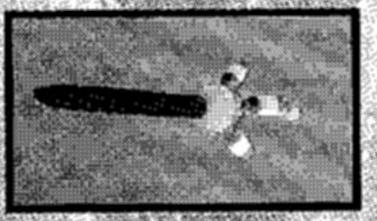



## OPTION SCREEN

Move the left stick in the correct direction *(UP/DOWN to select options; LEFT/RIGHT to change settings)*.
Select DEFAULT SETTINGS and press the ▲, ●, ✖ or ■ Button to restore the original settings.

# NABBERS, NETS AND KNOCKERS: USING THE GADGETS AND OTHER TOYS

## STUN CLUB



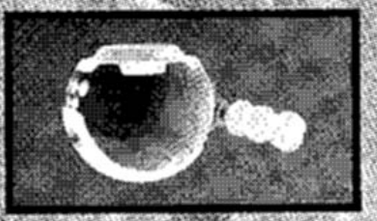
Push the right stick toward an ape or other pest's to stun them. Rotate the right stick to swing 360° to bowl them over.

## TIME NET



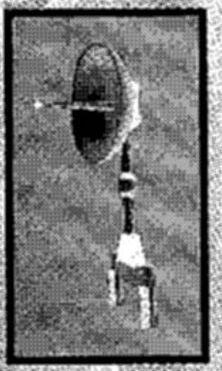
Push the right stick toward an ape to snare him in the net. Rotate the right stick for a swinging snare.

## WATER NET



To swim, push the left stick in any direction. Press it DOWN to dive; release to float up to the surface. Press the R1 Button to swim faster. Press the right stick DOWN *(like a button)* to shoot the net in the direction you're swimming.

***Hint:*** Watch your Oxygen Meter when underwater. Blue: you're fine. Yellow: you're running out. Red: danger - get to the surface fast - or you'll lose a life!

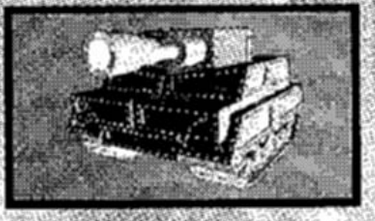


## MONKEY RADAR

Rotate the right stick slowly to turn the Monkey Radar 360°. Listen for the sound change - a sure sign there's a monkey in that direction. Press the L2 Button to take a closer look. If an ape's nearby, you'll get a live video bio, including name, attributes, and a line on the little guy's personality.

## ROW BOAT AND TANK





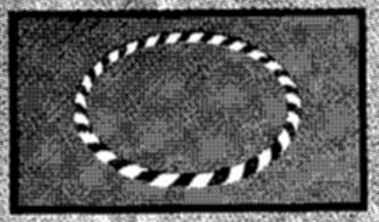
Rotate the left and right sticks to operate the oars or the track *(for the Tank)*, either separately or together. Watch out or you'll row and drive yourself in a circle!

## SLINGBACK SHOOTER



Pull the right stick back or towards you to aim, and release the stick to shoot. Press the L2 Button to bring up a targeting sight. Press the right stick *(like a button)* to change the "shot" type *(look at the Status Window's center right to see how many rounds remain)*.

## SUPER HOOP



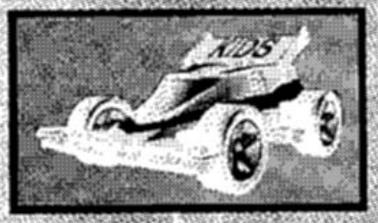
Rotate the right stick to spin the Super Hoop. Move the left stick to swerve into enemy targets. Gain an additional turbo boost, while the glowing hoop protects you and takes out enemies.

## SKY FLYER



Rotate the right stick to spin the Sky Flyer and take flight. At your high point, use the left stick to move around.

## REMOTE CONTROL CAR




Press and hold down the right stick to initiate the Remote-Controlled car and drive it with the right stick. The car stops when you release the stick. Steer the car into tight spots too small for you to enter. It can activate buttons and also flatten rowdy monkeys.

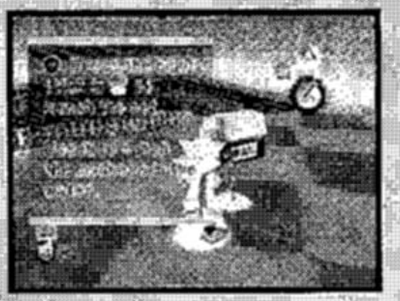
## GADGETS RULE!

- You always have the Stun Club and Time Net *(they warped with you from the Time Station)*.
- Never trade off your Time Net for another Gadget. It's the only one that actually captures apes. Keep it with you always. *(But you can change its control button.)*
- The Row Boat and the Tank can be used as soon as you find them. These cannot be added to the Gadgets menu.

# ZERO TO 60,000,000 IN FIVE SECONDS!

We're talking years here! The Time Station is fast! Too bad it was Specter and his monkey minions who proved it. Specter is hiding somewhere in time, wrecking the past as it was and the future as it never will be. That's a lot of nanoseconds to search. Hope you're up for time traveling! But while you're in the Time Station, I'll give you the tour...

## TRAINING ROOM



The Professor's always thinking up new Gadgets for you. Each time he sends one, he'll arrange a practice session in the Training Room. Take your time, and get it right before trusting it with our future! The Training Room is always open, so come back whenever you want to bone up on how different Gadgets work.

***Note*** - Only the Gadgets you've already received will be available in the Training Room.

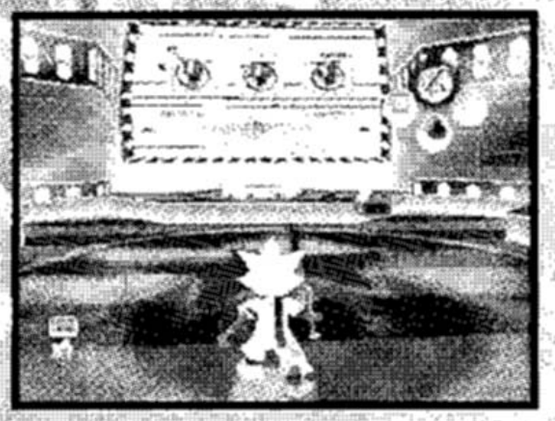
## MINI-GAME CORNER




Take a break and play three cool mini-games. Collect the right amount of Specter Coins while monkey hunting, and you're in! You'll see controls for each game when you enter. Once you play a game, it's always available.

| | | |
|---|---|---|
| SKI KIDZ RACING | 10 Coins | Carve the slopes using both analog sticks. Radical! |
| SPECTER BOXING | 20 Coins | Put up your dukes! With both analog sticks, the combinations are wild. |
| GALAXY MONKEY | 40 Coins | Save the galaxy from alien invaders! Both analog sticks bring alive the arcade thrill. |

## WARP ROOM



Here's where you flash in and out of time. When you're ready, just step up onto the podium, and zap! - you slip into the time continuum. Use the left stick to select a Stage, and press the ✖ or ● Button to warp there. Whenever you clear a Stage, a new one opens up to you. You can always go back to Cleared Stages to take care of unfinished business.

IF YOU CHANGE YOUR MIND, PRESS THE ■ OR ▲ BUTTON TO RETURN TO THE TIME STATION.




You will also be able to load and save games in this room, and manage your Memory Card data. Use the left stick to make selections, and press the START Button to accept. Each screen lists the button controls you'll use to operate its menu.

**Save** Save the current game. Try to do this whenever you're in the Time Station, and for sure every time you Complete a level. Insert a Memory Card into slot 1 before Saving your game.

**Load** Load a Saved Game. Insert a Memory Card containing previously Saved Games into slot 1 before Loading.

**Name** Change the name on any Saved Game. Use the left stick to select characters, and press the ✖ or ● Button to enter them on the name line.

**Delete** Remove a saved game from the Memory Card.

**Monkey Book** Take a look at the monkey's you've captured.