PlayStation™

NTSC U/C

PlayStation™

SKULLMONKEYS™

TEEN
T
AGES 13+
CONTENT RATED BY ESRB

SLUS-00601

the Neverhood

DREAMWORKS INTERACTIVE

ELECTRONIC ARTS™

Contents

STARTING THE GAME 2

CONTROL SUMMARY 3

MOVEMENT 4

GREETINGS FROM IDZNAK 5

OBJECT OF THE GAME 6

MAIN MENU 7

SAVING AND LOADING GAMES 7

PLAYING THE GAME 8

OBJECTS AND POWER-UPS 8

WEAPONS 11

PAUSING THE GAME 12

SCORING 12

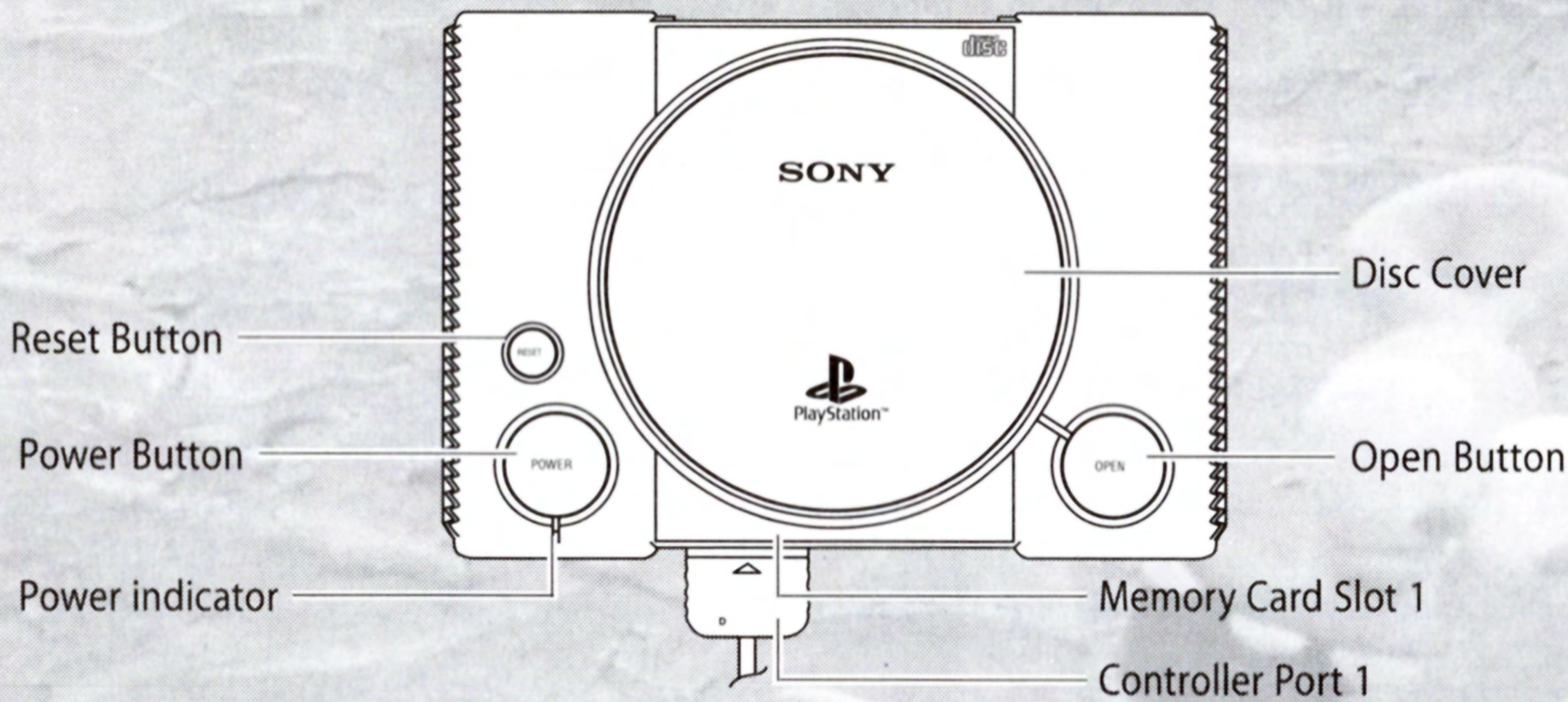
WORLDS AND LEVELS 12

ENEMIES 13

BOSSES 19

CREDITS 22

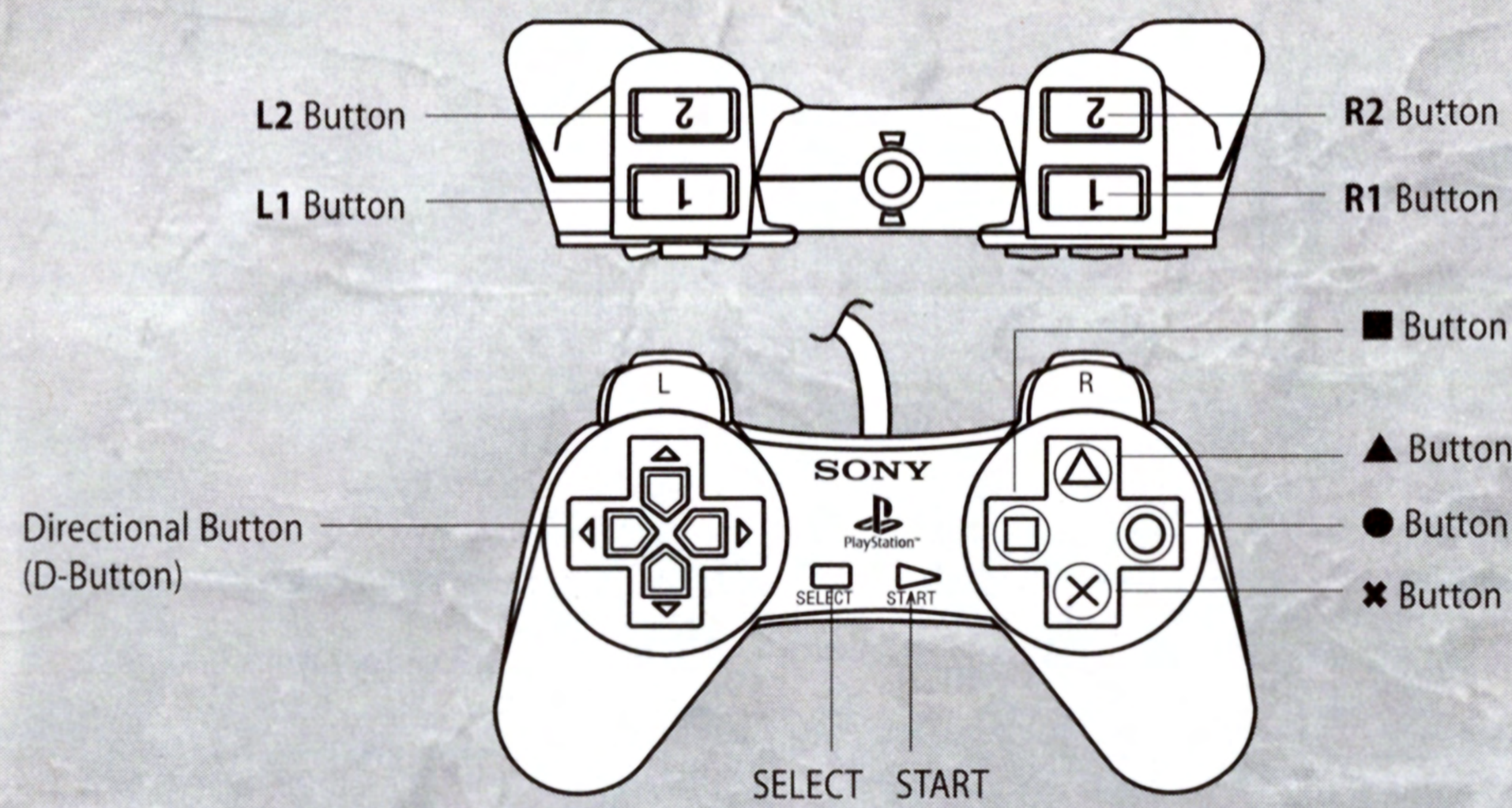
Starting the Game



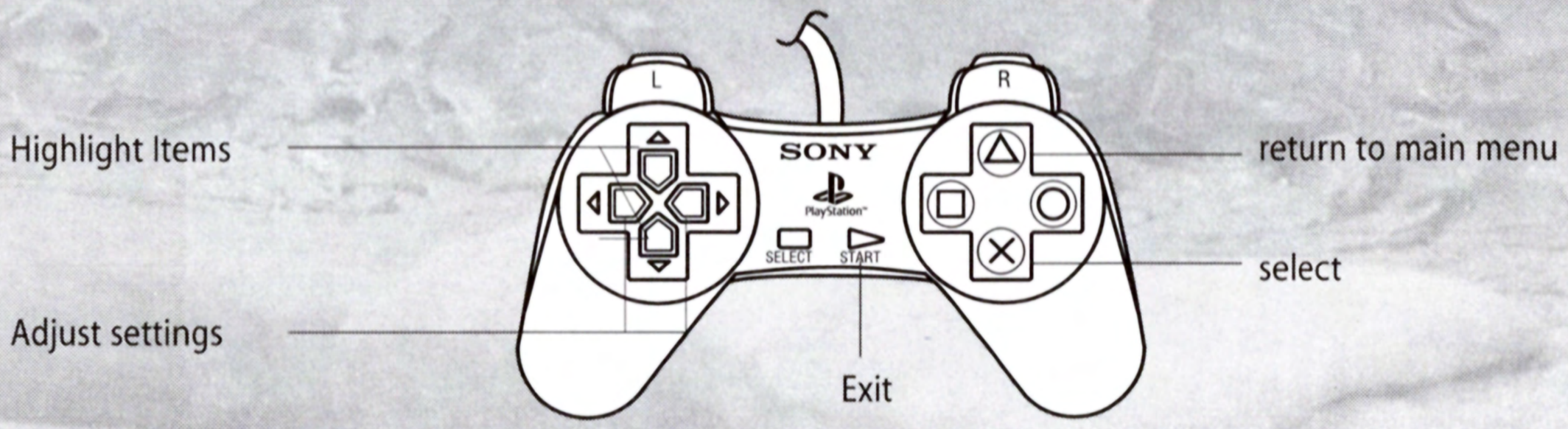
1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Skullmonkeys*™ disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation™ game console.
4. Turn the power ON. After the video introduction, the Main menu appears (see *Main Menu*, p. 7). Highlight the screen you wish to view and press **START** or ✖.



Control Summary



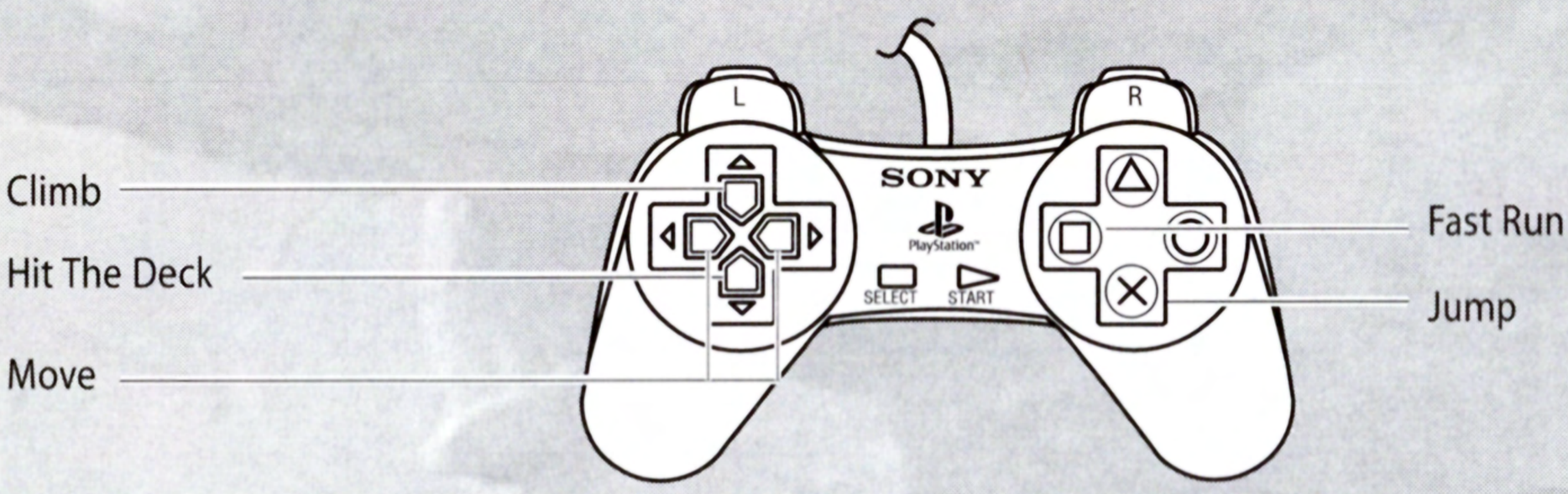
Menu Commands



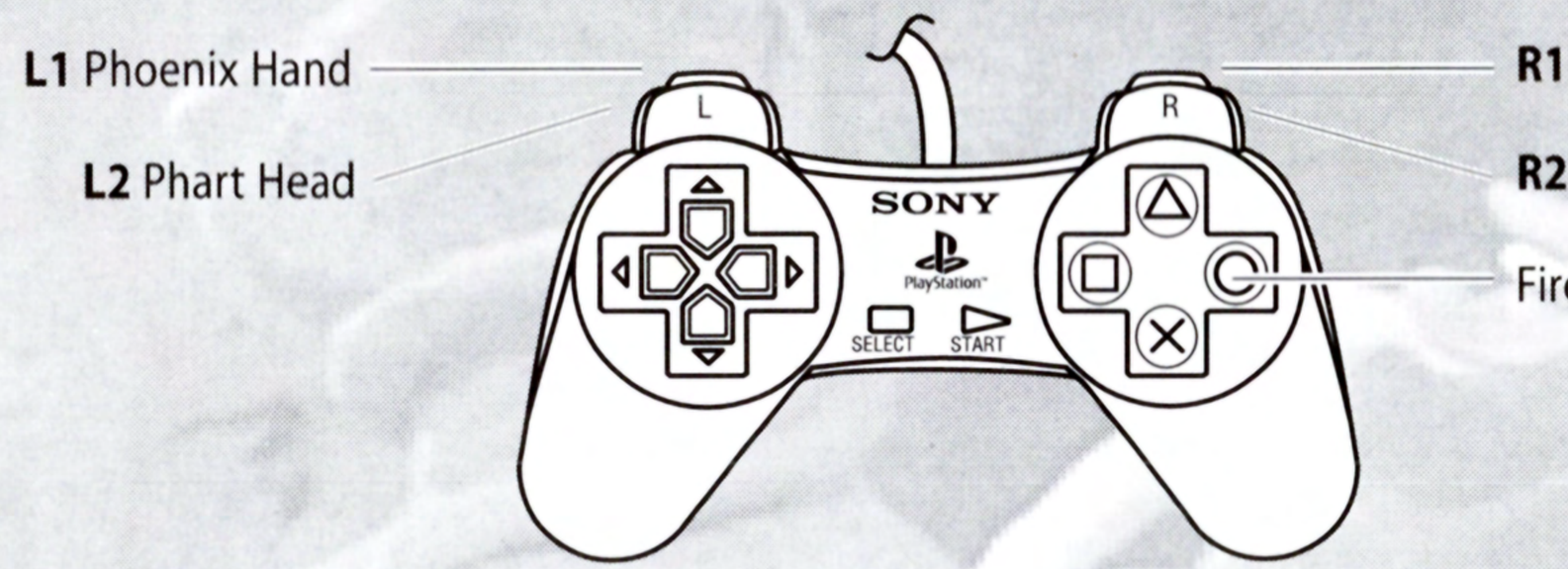
✔ **NOTE:** Default settings are Configuration #1. To change control configurations, see Main menu, p.7.



Movement



Weapons





GREETINGS FROM IDZNAK

Right about now, on a clay planet in our general galactic vicinity, live the Skullmonkeys. They live the average humanoid life: playing with useless gadgets, hitting each other for no reason, farting a lot. One day their planet, Idznak, receives an unexpected guest when the evil Klogg falls from the sky. He disguises himself as a Skullmonkey, and proclaims himself their leader. Taking the name Kloggmonkey, he rallies his new subjects and plans war against the nearby Neverhood, the homeworld of Klogg and his twin brother, Klaymen.

Luckily for the Neverhood, there's one Skullmonkey who doesn't fall for Klogg's schemes. Jerry-O overhears Klogg's plans to create a huge metal monster, Evil Engine Number Nine, and with it destroy the Neverhood. Smarter than the average Skullmonkey, Jerry-O sends a flying gizmo to bring back a hero and save the day. Meanwhile Klaymen sits happily in the Neverhood, eating a sandwich with his faithful (but slow) cousin, Willie Trombone, when he suddenly finds himself strapped in Jerry-O's metal contraption flying through space. Dropped on a strange new world, he begins his quest to knock Klogg on his butt and stop Evil Engine Number Nine.



Object of the Game

You must guide Klaymen through all the worlds and levels of planet Idznak and defeat the evil Klogg. Use Klaymen's killer butt to butt-bounce his opponents, and keep an eye out for objects and weapons along the way to help him. He starts out with five lives. They can go pretty fast, so collect the orange balls floating along the way. Every hundred gives Klaymen an extra life.

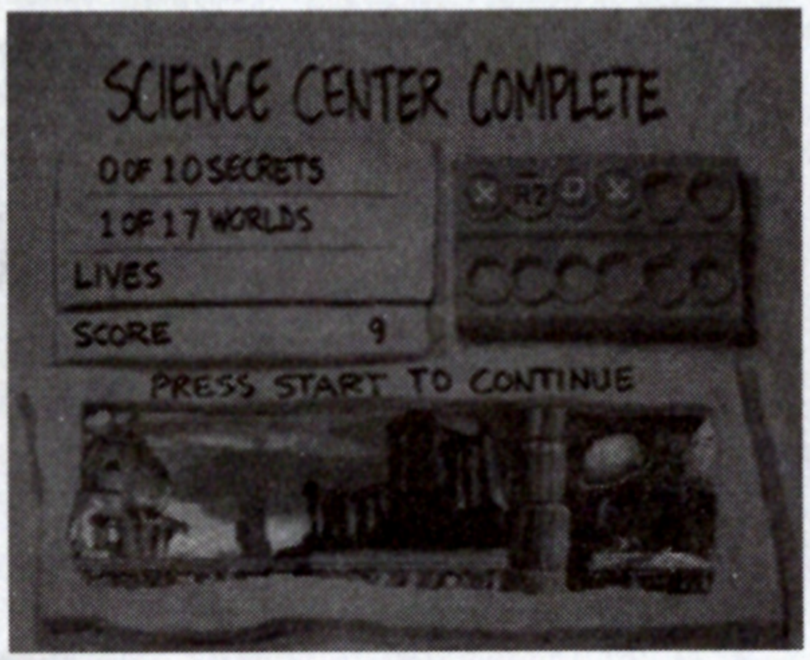
- Many bad guys can be taken out by the famous Klaymen butt-bounce (pressing JUMP and coming down on their heads), but not all of them, and some are fast and tricky. Some even have weapons of their own.
- For more information on your foes and how to beat them, see *Enemies* on p. 13 and *Bosses* on p. 19.
- Idznak is a weird world, full of secrets and hidden levels. Just because you find the big squishy teleport balls at the boundaries of levels doesn't mean you're at the end! Take time to explore. You never know what is nearby.
- Be ready to move quickly. If some jumps seem too far to make, don't fear. Use Klaymen's fast run to get extra distance when you leap.
- Grab as many orange balls as you can to get as many lives as possible for Klaymen. It's a long, dangerous path to get to Klogg!



Main Menu

START GAME Press **START** or ✖ to begin a game.
CONTROLS D-Button ↔ to choose from 5 control settings.
SOUND D-Button ↔ to adjust sound and music volume.
PASSWORD Load a saved game.

Saving Games



At the end of each world, the SAVE GAME screen appears.

➪ Write down the password exactly as it appears and keep it in a safe place. This password allows you to resume play at a later time, at the start of the next world.

✔ **NOTE:** You do not need a memory card to save a game.

To Load a Saved Game

1. Highlight PASSWORD on the Main menu screen and press **START** or ✖.
2. Enter the saved password using the buttons on your controller.

➪ D-Button ← to erase a character if you make a mistake.

3. Press **START** to start your saved game at the beginning of the next world.



Playing The Game



The game begins as Klaymen pops out of a teleport ball onto the first world of Idznak. Using the D-Button, guide him through the many levels which make up each of the worlds. At the end of each level there are teleport balls which Klaymen must jump into to get to the next level or world. Get past the enemies lurking in your midst and their nasty bigger bosses to get to Klogg. Knock out Klogg and wreck Evil Engine Number Nine to win the game!

Objects and Power-Ups

There are all sorts of things floating, hiding, and lying around Idznak that Klaymen can use in his mission. Grab them by running or jumping into them. Klaymen will automatically take them. He can hold on to some until he needs them, others are activated automatically. Whenever you wish to see what Klaymen has in his arsenal, push **START** to pause the game. A screen appears with an inventory of the weapons, objects, and remaining lives Klaymen has in his possession. He starts the game with just five lives and his butt, so make use of the stuff below to help him survive!



Orange Balls: These balls float and hover in the air of planet Idznak. Klaymen gets an extra life for each one hundred gathered.





Teleport Balls: These big squishy blobs of clay lurk at the end of almost every level (not counting a few levels with surprise exits!). Klaymen must jump into them to go to the next level. Sometimes there are two, orange and red. The red ball will take you to a more difficult version of the next level, so when Klaymen gets close to them, choose carefully!



Ma Bird: This stationary bird gives a happy cry when Klaymen bounces on its head. When he's bounced on the Ma Bird, Klaymen will begin the level where that Ma Bird sits if he falls victim to the Skullmonkeys and has start the level over.



Halo: This shield sticks to Klaymen wherever he goes. It will absorb one attack from an enemy or damage from a dangerous landscape, and protect Klaymen from harm.



Super Willie: It's Klaymen's crazy cousin, Willie Trombone! When you activate Super Willie, his head pops out of Klaymen's chest and gathers every power-up on screen. Klaymen can only carry 7 of these at a time. Press **R2** to activate.



Phart Head: Klaymen farts out of the top of his head. Gather up the glowing green heads hidden around Idznak, and when Klaymen cuts a Phart Head loose, a ghostly green Klaymen klone scouts ahead. If a dangerous area overwhelms Klaymen while using Phart Head, no problem! Klaymen will get a second chance starting from where the Phart Head began. Klaymen can only carry 7 of these at a time. Press **L2** to activate.



Klaymen's Head: These must look strangely familiar to our hero. Get an extra life for Klaymen with every floating head he grabs.





Glidey Bird: One of Klaymen's few friends on planet Idznak. When Klaymen meets this bird, it helps him by carrying him farther when he jumps. The Glidey Bird holds Klaymen and glides while you hold the ✖ button and D-Button ↔.



Clocks: Klaymen can jump on these, but they explode after 2 seconds, so move fast! Keep your eyes open when you see them; there's often something secret nearby.



Green Hearts: These shrink Klaymen on contact, allowing him to crawl through spaces he normally couldn't.



Yellow Chevrons: These counteract the shrinking effect of Green Hearts and restore Klaymen to his normal height. Run into them to get Klaymen back to… uh, normal.



Treasure Balls: These spotted yellow balls in the air hold surprises for Klaymen. Give 'em a butt-bounce to find out what's inside!



1970's: When you collect three of the 1970's icons hidden among the levels, Klaymen gets to visit a groovy extra level, filled with plush carpeting, lava lamps, and other cool relics of a distant, disco-ridden age. Far out!



Swirly Q: When 3 are collected in one world, Klaymen gains entry to that world's bonus level. Gather every one in the game and get a special video ending!



Weapons

Skullmonkeys are ornery but forgetful folk, so they build a lot of weapons and then just leave them lying (or floating) around. Klaymen can grab these things by running or jumping into them, and use them to increase his chances for survival.



Green Bullets: These glowing green orbs are ammo for shooting at enemies. Klaymen can only carry 20 of these at a time, so keep an eye on your arsenal! Press ● to fire.



Universe Enema When Klaymen has this glowing red fireball in his collection, he holds the most dangerous weapon ever known! When he unleashes the mighty Universe Enema, he destroys all his enemies on screen. Klaymen can only carry 7 of these at a time. Press **R1** to activate.



Phoenix Hand: When he has this weapon in his arsenal, Klaymen can lock thumbs and his hands fly off (can't yours?). They become a bird that seeks and kills Klaymen's nearest on-screen enemy. Klaymen can only carry 7 of these at a time. Press **L1** to activate.

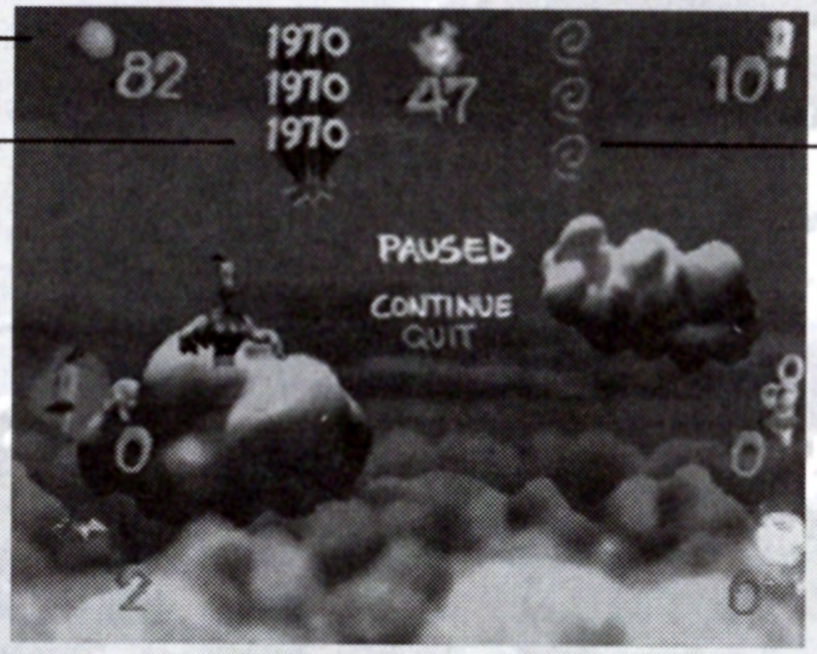


Hamsters: These squeaking furry friends fly around Klaymen and leap, one at a time, to his aid. They protect Klaymen from 3 enemy attacks. Hamsters have short attention spans, so after a limited time they wander off… use them fast!



Pausing The Game

To pause the game, press **START**. The game pauses, and a count of the objects and unused weapons you have gathered so far appears. D-Button ↕ to QUIT and press **START** or ✖ if you wish to quit the game. Press **START** again to resume play.



Scoring

When you finish each world, your score is totaled on the password screen. Scores are based on the total amount of worlds completed, secret areas found, and the amount of lives Klaymen has left. You don't earn points for butt-bouncing enemies or gathering weapons and objects.

✔ **NOTE:** The number of worlds and previous score are not saved when you save a game. When you return to a saved game, you begin where you left off. All scoring begins afresh.

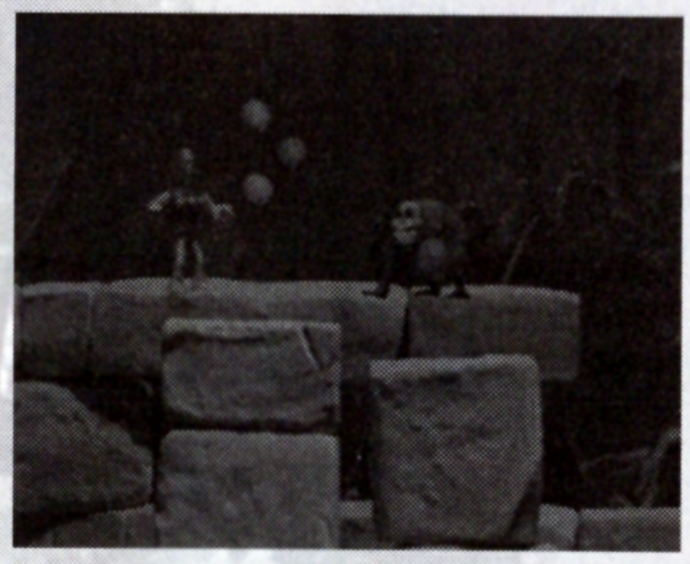
Worlds and Levels

There are 17 worlds in *Skullmonkeys*, each with about 5 to 6 levels (not counting the secret worlds and levels you can find if you search carefully). To get to the next level, Klaymen must jump into one of the clay teleport balls found at the end of each level. Both the tan and red teleport balls take him to the next level. The red balls take him to a more challenging version of the level.



Enemies

Every world and level has inhabitants out to stop Klaymen from reaching Klogg. Most can be taken out with a well-placed butt-bounce, or by using the weapons Klaymen finds along the way.



Clay Keeper: These Skullmonkeys snack on balls of clay. Some sit still, some lumber back and forth. Klaymen can score a free clay ball by nailing these guys with his butt.



Loud Mouth: These monkeys run around flailing their arms in the air. Their long reach and geeky run can be trouble if Klaymen bumps into them.



Mental Monkey: This monkey might seem like another Loud Mouth, but once he starts his flailing he moves at double speed, so time those butt-bounces carefully!





Robot Hover Monkey: In the early levels, these dangerous dudes are indestructable! The best Klaymen can do until he gets a more powerful weapon is get past them—and watch out for those deadly laser balls they drop!



Tempest Pulsating Monkey: When one of these starts glowing, don't try bouncing 'em or you'll get your butt fried! Shoot 'em or wait for them to calm down. Then butt-bounce to your heart's content.



Head Shooter Monkey: These high-strung monkeys lose their heads. Literally! The problem is, those heads then float after Klaymen, looking to chew him up. Bounce 'em, blast 'em, or just get past 'em!



Jumpy the Gorilla: Another Skullmonkey doing what they do best: jumping up and down all day for no reason. An expert player will be able to run under this guy half way through his jump. Of course, a butt-bounce will also do nicely.





Barking Bird: When Klaymen is big, these blind birds who walk and fly around Idznak pose no threat. They don't even have to be bounced, just stepped on. But when Klaymen shrinks, they become deadly enemies to avoid (or butt-bounce).



Triple Laser Butt Bounce Monkey: Go ahead and knock 'em out if you want, but look out! Once one of them is butt-bounced or blasted, he leaves behind a deadly cluster of glowing laser balls. Steer Klaymen clear!



Egg-Beater: This guy can't be butt-bounced due to his razor-sharp propeller, but the weapons in your arsenal will take him out.

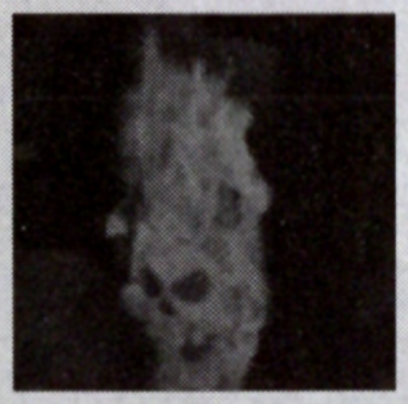


JX1137 Test Pilot: This daredevil monkey in a rocketpack tests the safety of Klogg's more dangerous weapons. The good news is that they are easily disposed of with a well-placed butt-bounce.

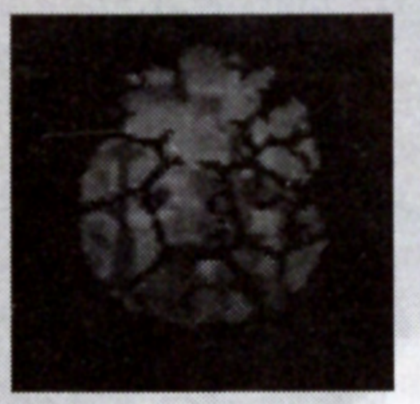




El Barfo: These Skullmonkeys barf themselves out of their own skin, but their touch is still deadly! Don't let the gruesome sight throw you. Bounce 'em or blast 'em!



Screaming Inferno: This skull is impervious to all damage because he's already dead. The flaming skull floats between the planet Idznak and the Skullmonkey underworld. Jump past him carefully and don't get burnt!



Castle Trooper: This guard lives in emerald stained glass windows and likes to sharpen his spear on clay pedestrians. Spare Klaymen's killer butt with these guys! You don't want to land on their spears. Wait until the right moment to jump past or shoot them.



Super Bomber Monk: It's the Skullmonkey air force! These pilots guard the Drivey Runn, dropping bombs in the path of anyone who stumbles on to it. And once you see the Drivey Runn, you'll know there's not much chance to shoot, bounce, or do anything other than ride for dear life!





Flapper: These monkeys fly above Idznak on their own power (and the help of aerodynamic hand fans). You can butt-bounce them, but they regenerate quickly. Bonk 'em and run!



Sno-Blo: Arctic Skullmonkeys of the far north have come down to share their icy ballistics. Klaymen needs to have fast reactions to avoid or take out these giant Sno ball shooters.



Pop-Corn Skulls: The smallest Skullmonkeys live in the sewers of the Hot Dog Factory and pop out occasionally to bite intruders hello.



Pipe-Cleaners: When you see their tongues flick out from a pipe, get ready. These primitive, big-mouthed worms are tough. Don't try butt-bouncing these uglies! Jump over them or use a weapon to knock them out.

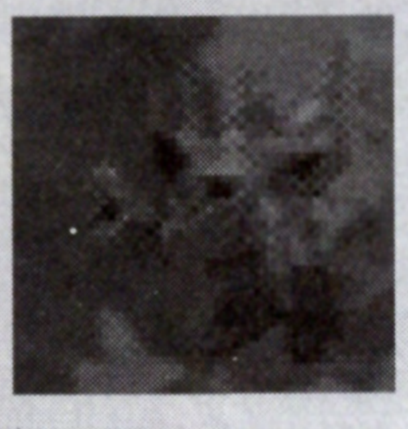




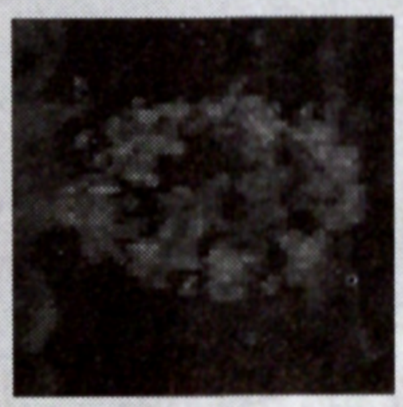
Fork Shooter Monkey: Guarding the important Hot Dog Factory, these apes are equipped with deadly giant fork launchers. Don't let them take a stab at Klaymen!



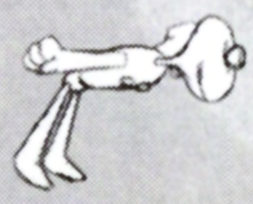
Worker Ynt: Ynts guard the delicious (if you're a bug) leaves of the Ynt world. These neighbors of the Skullmonkeys scuttle around, scratch their eyes, and eat whoever doesn't move fast enough.



Flying Ynt Centurion: Don't try and bounce on them! These Ynts have giant spikes on their backs which make them invulnerable to Klaymen's killer butt. Shoot 'em or avoid 'em!



Swarm-o-Ynts: These Baby Ynts travel in packs among the Ynt worlds. They're mean little buggers, but no match for Klaymen's butt!





Evil Engine Royal Guard: Klogg's elite guard is a fleet of flying golden monkeys. They protect Evil Engine Number Nine… and like to sing and dance when nobody's looking.

Bosses

After certain levels, Klaymen has to battle bigger, tougher bosses to get any farther. Some can get beaten with a bounce of the butt… but for others, you need the special weapons you are given at the start of the fight.



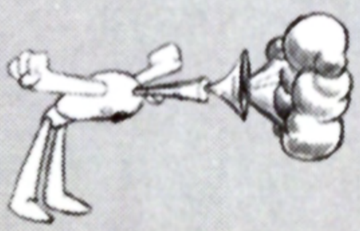
Shriney Guard: He's big and he's mean, but he's the lowest of the bosses. Butt-bounce him quick or he'll hock a loogey like you've never seen before!

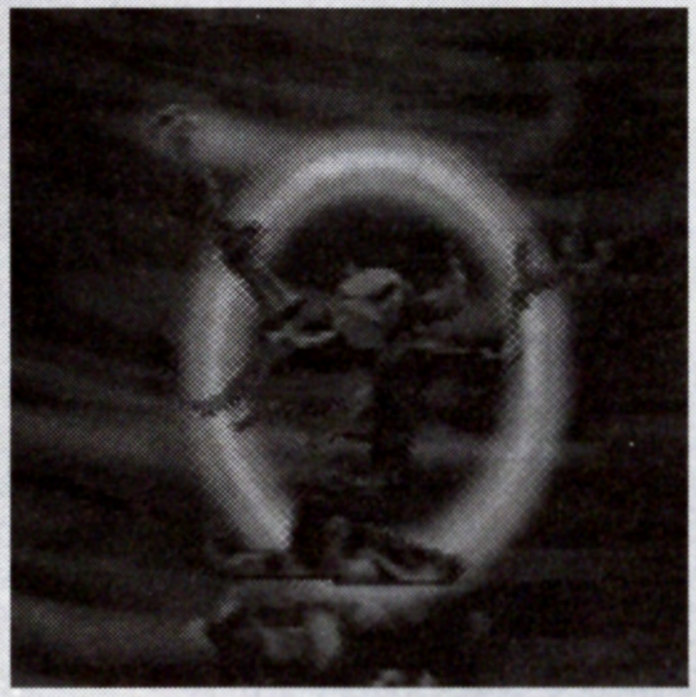


Joe-Head-Joe: A Skullmonkey so horrific that the others sent him into the sewers. Butt-bounce him before his fire breath gets you. And look out: when he rolls his eyes, he *really* rolls his eyes!



Glenn Yntis: The biggest Ynt of them all. He has giant claws and a nasty reach. Shoot him in the midriff before his claws knock Klaymen out of the air!





Monkey Mage: The mystic monkey boss of the Castle De Los Muertos. He is equipped with a force field you can't get through. He has to drop it to summon deadly energy beams, so when he tries to get you, it's your chance to get him! Stay on your feet (and bounće him off his).



Klogg: Riding in a shuttle beneath Evil Engine Number Nine, Klogg fires spiky balls and the occasional defective smooth ball at Klaymen who rides in a tuba beneath him (naturally). Dodge the spiky ones, but catch the defective balls and shoot 'em back at Klogg to defeat him and win the game!

CREDITS

THE NEVERHOOD

Lead Artists: Eric Ciccone, Steve Crow, Mike Dietz, Ellis Goodson, Mark Lorenzen, Edward Schofield, Douglas TenNapel

Lead Programmers: Brian Belfield, Kenton Leach, Tim Lorenzen

Level Designers: Joe Sanabria, Vanessa Vee Jones

Lead Tester: Luis Giglioti

Testers: Rick Marr, Tyler Gladden

Additional Programming: Nick Jones

Still Photos: Joe-Head-Joe Sanabria

Lighting Director: Christopher Breedon

Splendid Music:Terry S. Taylor

Sound FX and Design: Ernie Sheesley at screen music

Based on character created by Douglas TenNapel

Assistant Animators: Mark Caballero, Shamus, Marty Davis, Shawn McLean, Kenneth Wong

Assistant Movie Clean-Up Guy: Dave Adams

Armatures: Peter Marinello, Ronnie Sharone

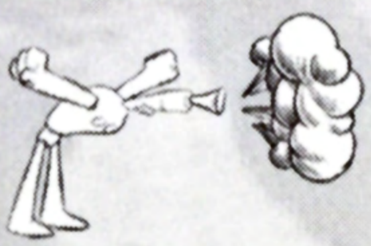
Additional Sculpts: Mark Villalobos

Level Logos: Joey Potter

The Law: Jeff Rose

Bookkeeping: Laurie Jacobs

Office Manager: Angie TenNapel



Special Thanks To Friends and Family: Monique Allenbaugh, Amy Bennett, Glenn Entis, Chris Rausch, Leslie Ward, Josh Davidson, Emily Kenner

Additional Thanks: Keith Boesky, Bob Clanton, Gene Eugene, Rich Flier, Dan Kauffman, Tina Kowaleski, Steven, Jeffery, David

DREAMWORKS INTERACTIVE™

Producers: Alan Hartman, Damon Tripodi

Product Manager: Rich Flier

Lead Quality Assurance: Greg Hillegas

Quality Assurance Testers: Lynn Henson, Laurence Monji, Gene Perry, Caleb Sweazy, Jon Paquette

Internationalization: Wesley Yanagi, Kathleen Cohen

ELECTRONIC ARTS™

Producer: Richard Hilleman

Associate Producer: Caroline Petrook

Product Manager: Emily Kenner

Product Marketing: Emily Kenner, Mike Quigley

Documentation: Yuri Hospodar

Documentation Layout: James Hanley

Internationalization: Atsuko Matsumoto

Package Design: Michael Lippert

Package Copy: David Lee, Bill Scheppler

Package Photography: Joseph Sanabria

Multi-Image Design and Production: Gelardi Design

Product Testing: Sean "Wabbit" Baity, Yuri "Big Daddy" Green, Rockin' Rhett Butler, Gary "the Spider" Ward, Rebecca Colbourn

Quality Assurance: Lambert Doria

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Southport Qld 4215, Australia

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Electronic Arts Ltd.
P.O. Box 835
Slough SL3 8XU, UK
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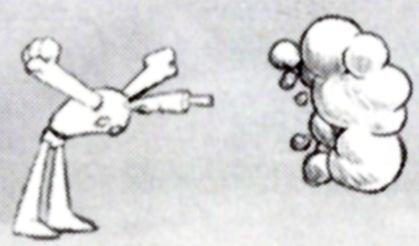
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