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SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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GAME CONTROLS

JACK MODE



KONG MODE



GAME MENUS

The title screen loads automatically at the start of the game.

Profile selection menu

When the game starts, the profile selection screen is displayed. A profile is a file containing the player's chosen name, progress within the levels, and overall score. There are several choices on this screen. You can:

- load an existing profile
- create a new profile
- delete a profile
- play without saving, and therefore without loading a profile (your progress in the game will be lost as soon as you leave the game)



Main menu

Use the **Left Stick** or the **Right Stick** to navigate in this menu. To select a sub-menu or modify an option, use the **A** button. Press the **B** button to cancel and return to the previous screen.

- **Play:** starts the game. If it is your first game, the introduction to the game starts automatically. If you want to restart an existing game, the Chapter selection screen is displayed.
- **Options:** a menu with all the game's parameters (video, audio, etc.)
- **Extras:** a menu with all the bonuses included in the game.



Options menu

You can modify the game's main parameters on this screen.

- **Audio:** in this sub-menu, you can modify the display of subtitles, the master volume, and the volume of the dialogues, music and sound effects.
- **Controls:** in this sub-menu, you can activate or deactivate the vibration of the controller, display the aiming visor and the inventory, and toggle the sight's vertical axis to normal or inverted.



Extras menu

This menu displays all the bonuses included in the game. Use the **L** thumbstick and the **A** button to choose a bonus.

Bonuses must be unlocked to be accessible. To unlock them, you need to earn a set number of points when completing a level. If you have not earned enough points by the end of your game, you can always play the levels again to improve your score. To do this, select the Play menu in the Main menu, then select the level you want to play again. The Play menu also displays your score, which is calculated depending on the number of bullets fired, the number of enemies killed, etc.



Chapter selection menu

When you load an existing profile and select Play in the Main menu, the Chapter Selection menu is displayed. It gives access to the game's chapters that have already been played. You can choose to play any accessible chapter. Chapters that have not yet been played cannot be accessed.

Once the entire game is completed, all the chapters can be accessed.



Game interface and inventory management

The game has no interface and there is no inventory screen. However, you can find out how many bullets you have left for the weapon you are holding by pressing the **B** button (you will then hear the character's voice telling you the number of remaining bullets).

Game menu

During the game, pressing the **Start** button pauses the game and displays the game menu. In it, you have three choices:

- **Save:** when you save your game, the game is saved at the last checkpoint you crossed. It is not saved in the exact place where you are.
- **Options:** this is the same Options menu as that accessed via the Main menu.
- **Quit game:** quit the game and go back to the main menu. You will be asked whether you want to save your game before quitting.
- **Resume:** takes you back to the game.



MAIN CHARACTERS

Jack Driscoll

This is you. You have been hired by Carl Denham as a scriptwriter for his next film. You are a fairly well known actor in New York, but on Skull Island you will have to prove yourself.



Ann Darrow

Ann Darrow is an unemployed Vaudeville actress. She hopes to be offered the leading role in Carl Denham's next film, but there are going to be a few changes to the script.

Kong

At over 25 feet tall, he is the last of his kind. Experience his staggering power as he survives against both man and the creatures of the island.



Hayes

Hayes is first mate aboard the Venture (the boat that takes the team to Skull Island). Hayes is unimpressed by Denham's dreams of glory. A field man, his military past has given him a perfect knowledge of weaponry.

Carl Denham

Carl Denham's producers do not trust him anymore. This film is his last chance to win back his reputation, and he has no intention of passing it up, whatever the risks to him or the other members of the team.





Jimmy

Jimmy is the youngest sailor aboard the Venture. It is thanks to Hayes that he escaped the streets of New York and was taken aboard. In spite of Hayes' objections, he disembarks on the island along with the others.

ENEMIES

Here are some of the game's creatures:

Venatosaurus

The Venatosaurus is a formidable and highly mobile hunter. It can jump, hunt in groups, and catch other creatures before carrying them to a safe place to be devoured.



Megapede

The Megapede can crawl on walls and ceilings. It can also wrap itself around people to suffocate and kill them. Megapedes also attack each other.



Giant Crab

The Giant Crab always lives near water. It varies in size (from 6 to nearly 30 feet wide) and can catch other creatures before devouring them. It can destroy stone structures.



V-Rex

The V-Rex is the most powerful enemy in the game. When confronted by Jack, it is invincible. Only Kong can harm or kill it. It can destroy stone structures and can kill with one hit of its jaw.



FOOD CHAIN

In the jungle, a dead body does not go unnoticed for long. Predators are always on the lookout for easy prey. Jack can take advantage of the predators' voracious appetites to ambush them, lure them into a trap or divert them from his path using the food chain. This means that whilst you are a target, you can also create targets by killing other creatures. These dead creatures will then attract predators, thus clearing the way for you to proceed.

Most of the time the enemies in the game follow these two rules:

- they are attracted to dead bodies
- once dead, they attract other nearby monsters and become priority targets for them.

The game is also strewn with inoffensive creatures that can be used to make the food chain work. There are 3 different kinds: one on land, one in the air and one in the water.

The giant dragonfly



The small larva



The small swampcrawler



There are two ways of using these creatures in the food chain: you can either shoot them with standard weapons (which is going to immediately attract other creatures), or skewer them with a spear (using the repel button) to "capture" the creature without attracting anyone. You can then throw the spear wherever you want to create diversions and/or traps for your enemies.

WEAPONS

- **Pistol:** this is a classic firearm. Although not very powerful, the Pistol can repel an enemy, but killing anything with it will be difficult. The magazine contains eight 9-mm cartridges.
- **Shotgun:** this weapon is extremely powerful at close range. Its power decreases with distance. The firing rate is relatively low. The magazine can contain five cartridges.
- **Sniper rifle:** this gun has a very long range but a very low firing rate. It is particularly useful for taking out enemies without them seeing you. The magazine contains five 7.62-mm cartridges.



• **Machine gun:** this weapon has an extremely high firing rate. Whilst the bullets won't do a great deal of damage, the amount fired will make up for it. The Machine gun has an average range. The magazine contains fifty 11.43-mm cartridges.



• **Spear:** the spear is a primitive weapon found on the island. There are two different versions. The most sophisticated spear (top one in the image on the right)



can cause severe damage to an enemy, whereas the bone fragment spear (bottom one) is smaller and less effective. A spear can be picked up several times (from the ground, from the dead body of an enemy, etc.) but will eventually break if used excessively.



The number of powerful spears (left image) is limited. The number of less powerful bone fragment spears on carcasses (right image) is unlimited.



• **Lever:** the lever is not a weapon, but an object found in several places on the island. It is used to activate columns that open massive doors built by the natives of Skull Island. This object can be carried along with a standard weapon.



All the weapons have a second function; by pressing the **R** button, they can be used to repel an enemy. For the spear, this function also allows you to skewer a small creature in order to throw it, thus attracting other enemies (see the Food Chain section). Sometimes small wooden structures will block the way; you can destroy them by using this function.

USE OF FIRE

Fire can be used with the spears. In fact, there are flaming bowls that can be used to light the spear. To do this, simply hold the spear near the bowl and use the Repel function.

To use fire on the surrounding environment, throw a flaming spear into the long grass or brushwood and it will catch fire. You can also ignite these while continuing to hold the spear. To do this, go near the long grass or brushwood and use the Repel function while holding the lit spear; the long grass or brushwood will then catch fire and kill any enemies lurking in it.

KONG GAME

When you are Kong, both the controls and the character's abilities are completely different from Jack Driscoll's. Kong can move about by interacting with his environment and also fight the fiercest creatures.

• **Walling:** Kong can climb and walk up certain walls which can be recognised by their woven creeper texture. To climb up a wall, press the **X** button when you are in contact with it. Once he is holding on to the wall, you can make Kong jump onto other interactive elements by pressing the **X** button again. Kong can also climb walls while carrying Ann.



• **Swing:** some background elements stand out more than others and allow Kong to swing. For example, Kong can grab hold of a branch in order to jump over a chasm. Press the **X** button when you are on the edge of a ravine and can see a background element that will allow you to carry out this action. If you leave Kong holding on to this background element, he will stay suspended indefinitely. To release him, press the **X** button again. Kong will then jump in the direction in which he is looking.

He can also use this ability while holding Ann.



- **Climb up a column:** in the environment there are columns with trees on them; this indicates that Kong can climb them. To climb, place Kong at the bottom of the column and press the **X** button. Kong will go to the top of the column and grab hold of the tree.

Once holding on to the tree, you can move Kong by using the **L** to see which direction to jump in. Once you have chosen a direction, hold the **L** in that direction and press the **X** button. Kong will then jump in the corresponding direction and grab hold of any interactive element he encounters.



- **Unblock a pathway:** enormous objects (pillars, tree trunks, blocks of stone, etc.) often block the pathway. Kong is able to lift these objects in order to clear the way.

To do this, place Kong in contact with the object and press the **B** button. Kong will move under the object and try to lift it. Press the **A**, **B**, **X**, or **Y** buttons until the object has been cleared from the path.



- **Pick up/Put down Ann:** during a fight, Kong is unable to deliver all his blows if he is carrying Ann. He must put her down in order to fight effectively. To pick Ann up, press the **B** button when you are next to her. Press the **B** button again to put her down.

Once Ann is on the ground, she becomes vulnerable, and nearby enemies will try to attack her. You should thus use this possibility sparingly.



- **Hit:** when you press the **A** button once, Kong gives a basic blow. By pressing the button several times repeatedly, he gives a series of blows. By pressing the **X** and **A** buttons at the same time, Kong gives a violent shoulder blow that stuns his adversaries.



- **Dodge:** press the **X** button to dodge during a fight. As above, pressing the **X** and **A** buttons at the same time delivers a blow that stuns the enemy on contact.



- **Repel/Knock out:** when you press the **Y** button, Kong swings upward, repelling the enemy on contact. If you press the **A** button just after this, Kong continues by giving a very violent downward blow, knocking out the enemy on contact.

Repelling also discourages enemies from climbing onto Kong. The Venatosaurus and the Megapede are able to do this in order to harm him. The only way to remove them is to use the Repel function.



• **Catch/Throw:** when you press the **B** button, Kong grabs the nearest enemy. Press the **B** button again to make him throw the enemy in the direction of the **L**. Press the **Y** button to make him bite the enemy. If Kong takes too long to hit/throw an enemy, the enemy will free itself and hit Kong.



You can also grab a tree trunk or a Megapede using the Catch/Throw function. After grabbing, press the **A** button to use the object or creature as a weapon.

• **Jaw-break finish:** when a V-Rex is down (after several hits/throws), you can put Kong into the "jaw-break" finish by pressing the **A** button. Press rapidly on one or several of the buttons (**A**, **B**, **X**, or **Y**) to kill the monster.



• **Throw finish:** when a V-Rex is down (after several hits/throws), you can put Kong into the "throw" finish by pressing the **B** button. As with the "jaw-break" finish, you must press rapidly on one or several of the buttons (**A**, **B**, **X**, or **Y**) to finish off the monster.



• **Fury mode:** pressing the **Y** button repeatedly makes Kong go into Fury mode. His blows become increasingly violent and very quickly knock out his enemies.



Peter Jackson's King Kong the Official Game of the Movie allows you, once you've got to the end of the adventure, to unlock new EXTRAS by re-playing the game's levels and earning points.

If you manage to score well, you can actually change the course of this story!

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Australian technical support

Technical Support Info Hotline

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NOTES

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