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PETER JACKSON'S
KING KONG
THE OFFICIAL GAME OF THE MOVIE



Break jaws, slam enemies,
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third-person battles.



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wisely to survive in first-person as Jack.

12
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November 2005

PlayStation 2

www.kingkonggame.com

PSP
PlayStation Portable

UBISOFT

ULES-00223

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PRINCE OF PERSIA REVELATIONS



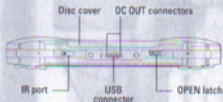
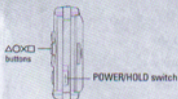
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Table of Contents

| | |
|--------------------------|----|
| Setting Up | 2 |
| Starting Up | 3 |
| The Story | 4 |
| Characters | 4 |
| Playing the Game | 6 |
| In-Game Interface | 8 |
| The Powers of Time | 9 |
| Moves | 11 |
| Free-Form Fighting | 12 |
| Weapons | 15 |
| Special Items | 16 |
| Hints and Tips | 17 |
| Technical Support | 18 |
| Warranty | 18 |

Setting Up



Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the **POWER indicator** will light up green. The Home Menu will be displayed. Press the **OPEN latch** to open the disc cover. Insert the Prince of Persia® Revelations disc with the label side facing the rear of the PSP™ system and then securely close the disc cover. Select the **PS** icon from the Home Menu and then select the **PS** icon. An image of the software will be displayed. Select the image and press the **X** button to commence loading.

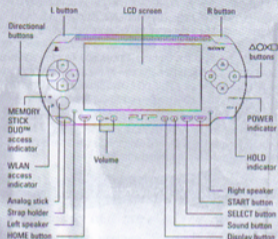
PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

Make sure there is enough free space on your Memory Stick Duo™ before commencing play.

Starting Up



Button Controls

- button:** Attack
- × button:** Action (jump, roll, eject)
- Δ button:** Secondary weapon (attack)
- button:** Pick up weapon; throw weapon; climb down
- down button:** Rewind (hold); slow motion (tap)
- up button:** Alternate view (landscape camera)
- right button:** Look (first-person camera)
- left button:** Reset/center camera
- R button:** Special action (run on wall, push/pull, swing on bar, drink water); block
- (when enemies are close)
- L button:** Allows camera movement
- analog stick:** Move the Prince
- analog stick (holding the L button):** Move camera
- START button:** Pause/menu
- HOME button:** Displays the Home menu



The Story

Our story begins a few years after the conclusion of Prince of Persia®: The Sands of Time. The Prince has returned to Babylon, to find himself hunted by a supernatural creature bent on his destruction. Forced to live a life on the run, he seeks counsel from an old mystic, who explains that the Prince's actions have spawned a creature known as the Dahaka. In saving the Sultan's palace from destruction, the Prince created a rift in the Timeline. The Dahaka intends to repair this problem – by ending the Prince's life.

The Prince quickly realises that there's only one way to end his troubles: journey to the birthplace island of the Sands of Time, find a way to travel into the past, and stop the Sands from being created. He sets sail for the island immediately...



Characters

The Prince

The Prince is a vastly different character from the one we met in Prince of Persia®: The Sands of Time. His actions during the events of that game inadvertently unleashed the Dahaka, an invincible creature that has been stalking the Prince relentlessly ever since. Pursued by this beast, unable to eat or sleep, the Prince has become a dark and callous shell of his former self. His fate has been written. He will die.



The Old Man

Living in a tent somewhere deep in Babylon, this old mystic seems to be in touch with knowledge and understanding far deeper than any human should possess. While the Prince will only speak to the Old Man once (at the beginning of the game), his words and his wisdom will carry us through the Prince's entire adventure.

The Dahaka

Created by the Prince's disruption of the Timeline, this massive, mythical creature was created with a single purpose – ending the Prince's life as quickly as possible. The Dahaka is a monster too hideous to even imagine. As it approaches, the ground trembles, and walls, earth, and unsuspecting bystanders are forever pulled into a gaping emptiness, never to return. It couldn't be clearer that this beast is not of this world.



The Empress of Time

Though the Empress of Time is mortal, and by all outward appearances a beautiful woman, she is certainly not human. She was made eons ago by the gods, an unwitting by-product of the creation of the Timeline. She carries part of the Timeline within her, and as a result is incredibly powerful. She built the Castle of Time and trained a great army there for her protection.

Shahdee

A trusted subordinate of the Empress of Time, Shahdee must ensure that the Prince doesn't reach the Island of Time. When she fails to prevent his arrival, she does everything in her power to destroy him, knowing that if the vengeful Empress sees the Prince has survived, she will kill Shahdee.



Kaileena

Kaileena is in the Empress of Time's service. The Prince saves Kaileena from Shahdee, and to repay the debt, Kaileena assists the Prince, telling him how to access the Castle of Time's central chamber and prevent the creation of the Sands of Time.



The Sandwraith

The Sandwraith is not so much an individual as it is an expression of an individual. An ancient artifact known as the Mask of the Wraith will turn anyone who wears it into a Sandwraith – a doppelganger that allows the same person to occupy two spaces in the same Timeline. Legend says that when the Maharaja of India sought to control the Sands of Time, he was forced to use this artifact to ensure his success, though what has happened to the Mask since then has been lost to time...

Playing the Game

Main Menu

Use the analog stick or the directional buttons to move among the following options; then press the **X** button to confirm. Press the **△** button to go back to the previous menu.

- **New Game:** Start a new game.
- **Load Game:** Resume or delete a previously saved game.
- **Options:** Access the Options menu to adjust various settings.
- **Extra Features:** Access the bonuses and the credits.



Options Menu

At this screen, you can adjust the following settings for the game:

- **Sounds:** Adjust the balance of music, voices, and sound effects.
- **Display:**
 - **Tutorials:** Turn tutorial messages on/off.
- **Camera:**
 - **Free Look:** Choose between Normal and Inverted.
 - **Rotation:** Choose between Normal and Inverted.
 - **Slow-Motion Cam:** Determine how often slow motion occurs during fighting sequences. Choose from Never, Seldom, Normal, and Often.
- **Controls:** Customise the controls.
- **Language:** Change the language of the title to English, French, German, Italian and Spanish.



In-Game Menu

You can pause game-play at any time by pressing the **START** button. This will bring up the following screen:

- **Continue:** Resume game-play.
- **Options:** Access the Options menu to adjust various settings.
- **Combo List:** Access the list of combos and their descriptions.
- **Quit:** Quit your current game and return to the Main Menu.



Saving

At specific points (water or fountains) in the game, you will be prompted to save your game.

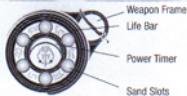
Game Over

If the Prince dies in the course of game-play, a screen will appear with the following options:

- **Retry:** Resume the game from the most recent checkpoint.
- **Quit:** Quit your current game and return to the Main Menu.

Loading

To continue a previously saved game, choose Load Saved Game from the Main Menu.



Life Bar

Shows the Prince's current state of health. Hard falls, enemy attacks, and traps all cost the Prince life. If your life bar is empty, it's Game Over (unless, of course, you undo the mishap by rewinding...). Replenish the life bar by drinking water from a fountain or other sources.

Sands of Time Slots

Shows how much sand the Prince has collected. Each rewind empties one sand slot. Each time you retrieve sand from enemies, it fills one slot.

Power Timer

Shows how much time is available to rewind. A full timer represents eight seconds.

Weapon Frame

The weapon frame appears only when the Prince picks up a secondary weapon. This frame shows the current state of the weapon. These weapons only sustain a certain number of hits before they break.



Thanks to the talisman Farah gave him at the end of Prince of Persia™: The Sands of Time, the Prince still has the ability to control time. To use his time powers, the Prince needs to have sand in the medallion. He can refill sand slots by passing close to the dead bodies of enemies.

After a certain number of hits, enemies will enter a weakened state where they start leaking the sand contained in their bodies. The Prince can then use any finishing attack at his disposal to kill them. He can also continue to strike them with standard attacks, but it will take several hits to kill them.

When an enemy is killed, the Sands of Time are released from his or her body. The Prince can pass through the sand cloud to gain additional sand for his time powers. Each sand cloud will fill one sand slot.

Time Travel

In special places called "warp rooms," the Prince can use his powers to travel through the Timeline to a distant past or come back to the present. Laws of cause and effect can help him progress in the present by altering the past.

Recall

By using this power, the Prince can rewind time to cancel any mistake or to avoid any attack. Once he has rewound, he can redo the actions he missed. The power timer displays how much time the Prince can rewind.

Press and hold the down button to turn back time. When you reach safety, release the down button to resume play. Each rewind uses one sand slot.

Eye of the Storm

The Prince is able to slow down time as he continues to move at the same speed. This allows him to defy speed-limited traps and to fight his enemies while they are slow and helpless. Tap the down button to use the Eye of the Storm attack during a fight. Tap it again to return time to its normal speed.

Breath of Fate

This power lets the Prince perform a strong ground attack that hurts several enemies simultaneously. Each time he uses this power, one sand slot is consumed. Press and hold the down button while blocking with the R button.

Wind of Fate

This power lets the Prince perform an even stronger ground attack that hurts several enemies simultaneously. Each time he uses this power, two sand slots are consumed. This power requires more lead-time than the Breath of Fate. Press and hold the down button while blocking with the R button.

Cyclone of Fate

This power lets the Prince perform the strongest ground attack, hurting several enemies simultaneously. Each Cyclone consumes three sand slots. The Cyclone of Fate requires more lead-time than the Breath of Fate or Wind of Fate. Press and hold the down button while blocking with the R button.

Ravages of Time

The Prince can perform a light-speed attack that instantly kills most enemies. Each time he uses this power, two sand slots are consumed. Tap the down button while blocking with the R button.



Basic Moves

The Prince will automatically climb obstacles, roll, and jump over deadly pits. When near a wall, he can also perform a vertical or horizontal wall run and rebound from the wall in the opposite direction. He can chain together rebounds to climb up between two walls.

Environment

The Prince can interact with all the elements around him:

- **Ledges:** Climb, drop, hang, jump, and shimmy.
- **Ladders:** Climb and jump.
- **Columns:** Climb, rotate, and jump.
- **Poles:** Hang, drop, swing, and jump.
- **Beams:** Move, drop, and jump
- **Curtains:** Slide down and jump.
- **Ropes:** Climb, swing, jump, and wall run.
- **Walls:** Wall run and rebound.

The Prince can also perform attacks using these elements.

Mechanisms

The Prince can also interact with several mechanical elements around him:

- **Boxes:** Push and pull boxes to activate certain pressure plates.
- **Hanging levers:** Use the hanging levers to activate machines.
- **Pressure plates:** Step on pressure plates to activate certain mechanisms for a short amount of time.
- **Pressure levers:** These levers descend as the Prince hangs on them and rise again after he drops.
- **Rotating levers:** Use these in different ways, depending on the direction in which they point.

Free-Form Fighting

As a master warrior, the Prince can perform a great variety of deadly advanced fighting techniques. He can take advantage of the environment (ladders, pillars, walls, etc.), grab enemies, and take their weapons to throw or use as secondary weapons.

The Prince can use his superior agility to gain the upper hand on his enemies. For each action, a choice of several new actions is offered to you. In this way, you can create custom combo chains and develop a signature fighting style.

Boosting

The Prince can step on his enemies and jump over them. From there he can grab them, attack them, or rebound into the air.

Grabbing

When his left hand is free, the Prince can grab and hold his enemies. From there he can throw them, attack them, or rebound into the air. He can also use his enemies as human shields.

Aerials

While in the air, the Prince can grab and attack his enemies. He can also rebound from walls to attack with even more force.

Combos

You can perform several combos by entering the correct button configuration.

Single-Weapon Techniques

Right hand

| | |
|----------------------------------|---|
| Single Slash | ■ |
| Double Slash | ■ + ■ |
| Triple Slash | ■ + ■ + ■ |
| Furious Slash | ■ + ■ + ■ + ■ |
| Asha's Fury (enemy on ground) | ■ |
| Right Sword Charge Attack | ■ (only effective with specific swords) |

Left hand

| | |
|-------------------|-----------------------|
| Grab | △ |
| Human Shield | △ (hold) |
| Grab to Boosting | △ + × |
| Grab Slice | △ + ■ |
| Grab Throw | △ + △ |
| Strangulation | △ + ○ (repeatedly) |
| Steal Weapon Kill | △ + ○ (enemy is weak) |

Acrobatics

| | |
|---------------------|---------------------------|
| Rebound from Enemy | .(toward enemy) × + × |
| Aerial Slash | .(toward enemy) × + ■ |
| Landing Slice | .(toward enemy) × + ■ + ■ |
| Aerial Kick Attack | .(toward enemy) × + △ |
| Landing Kick Sweep | .(toward enemy) × + △ + △ |
| Aerial Back Slash | .(toward enemy) × + ○ |
| Aerial Steal Weapon | .(toward enemy) × + ○ + ○ |

Other combos

| | |
|----------------|----------------------|
| Block | .R button (hold) |
| Counter Attack | .R button (hold) + ■ |
| Counter Kick | .R button (hold) + △ |
| Pick Up Weapon | ○ (hold) |

Double-Weapon Techniques

Right hand

| | |
|----------------------------|-----------------------|
| Orontes' Grudge | ■ + △ |
| Zoroaster's Ire | ■ + △ + △ |
| Ptolemaio's Anger | ■ + ■ + △ |
| Wrath of Cyrus | ■ + ■ + △ + △ |
| Rage of Darius | ■ + ■ + △ + △ + △ |
| Azad's Retaliation | ■ + ■ + △ + △ + ■ |
| Azad's Furious Retaliation | ■ + ■ + △ + △ + ■ + ■ |
| Ahriman's Revenge | ■ + ■ + ■ + △ |
| Mithra's Vengeance | ■ + ■ + ■ + △ + △ |

Left hand

| | |
|--------------------------|-----------------------|
| Breeze of Anguish | ⬆ |
| Blast of Sorrow | ⬆ + ⬆ |
| Misery Gale | ⬆ + ⬆ + ⬆ |
| Whirlwind of Pain | ⬆ + ⬆ |
| Oblivion Twister | ⬆ + ⬆ + ⬆ |
| Furious Oblivion Twister | ⬆ + ⬆ + ⬆ + ⬆ |
| Plague Tornado | ⬆ + ⬆ + ⬆ + ⬆ |
| Harassing Cyclone | ⬆ + ⬆ + ⬆ + ⬆ + ⬆ |
| Storm of Remorse | ⬆ + ⬆ + ⬆ |
| Tempest of Agony | ⬆ + ⬆ + ⬆ + ⬆ |
| Furious Tempest of Agony | ⬆ + ⬆ + ⬆ + ⬆ + ⬆ |
| Hurricane of Penitence | ⬆ + ⬆ + ⬆ + ⬆ + ⬆ |
| Tormenting Typhoon | ⬆ + ⬆ + ⬆ + ⬆ + ⬆ + ⬆ |

Acrobatics

| | |
|---------------------|---------------------------|
| Aerial Weapon Throw |(toward enemy) ⬆ + ⬆ |
|---------------------|---------------------------|

Other combos

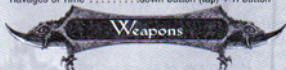
| | |
|---------------------|---------------|
| Weapon Throw |⬆ |
| Charge Weapon Throw |⬆ (hold) |

Movement Techniques

| | |
|--------------------|--------------------------------|
| Jump |⬆ |
| Jump Slash |⬆ + ⬆ |
| Jump Kick |⬆ + ⬆ |
| Roll |(direction) ⬆ |
| Roll Pierce Attack |(direction) ⬆ + ⬆ |
| Escape Roll |(lying on the ground) ⬆ |
| Stand Up Attack |(lying on the ground) ⬆ |
| Stand Up Spinwheel |(lying on the ground) ⬆ |
| Wall Dive Attack |(run toward wall) ⬆ |
| Wall Spinkick |(run toward wall) ⬆ |
| Angel Drop |(vertical wall run) ⬆ |
| Angel Drop Finish |(vertical wall run) ⬆ + ⬆ |
| Bladewhirl Attack |(vertical wall run) ⬆ |
| Column Shredder |(toward column) ⬆ |
| Column Spinkick |(toward column) ⬆ |

Time Powers

| | |
|------------------|------------------------------------|
| Recall |down button (hold) |
| Eye of the Storm |down button (tap) |
| Breath of Fate |down button (hold) + R button |
| Wind of Fate |down button (hold) + R button |
| Cyclone of Fate |down button (hold) + R button |
| Ravages of Time |down button (tap) + R button |



The Prince can use a vast array of deadly weapons, split into four main classes. Each class generates a different experience, as it forces the Prince to use a different fighting strategy. Each weapon can sustain a certain number of hits before it breaks, has a specific rate of attack, and deals different amounts of damage. Additionally, each class has a unique special attack.

Here are the most common weapons the Prince will find during his journey:



Primary weapons: Swords.



Primary weapons: Swords – well balanced.



Secondary weapons: Axes – heavier damage, low speed.



Secondary weapons: Maces – knock down on strong attacks.



Secondary weapons: Daggers – short reach, high speed.

The Prince can find and use a huge number of secondary weapons during the game. They are all consumable, and they all have different attributes (strength, speed, and combo). You will have to find all of them to finish the game with 100% completion.

Special Items

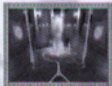
Sands of Time

Sand clouds allow the Prince to use his time powers: rewind, slow motion, and special time attacks. He can find the sand clouds mainly by killing enemies, but it is also possible to find some in breakable objects. Each sand cloud will fill one of the Prince's empty sand slots.



Water of Life

Drinking water from a fountain or other source will restore a wounded Prince to health. Press and hold the R button to drink until your life bar is fully replenished.



Warp Rooms

These rooms not only allow the Prince to travel from the present to the past (and vice versa) but also allow him to gain new time powers and sand slots.

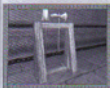


Life Upgrades

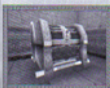
The Prince can also gain some life by completing a corridor full of traps.

Breakable Objects

Throughout the game the Prince will come across objects that he can destroy. By doing so, he might discover hidden rewards:



Weapon racks: The Prince can find new weapons.



Artwork chests: These unlock sections of the artwork gallery.

Hints and Tips

- Don't forget to block! When fighting, press and hold the R button to protect the Prince from most enemy attacks.
- During combat, don't just stand in one place! Use the Prince's athletic abilities to stay on the move and take advantage of his surroundings: walls, pillars, ladders, etc.
- Sword upgrades are available as you progress.
- Don't forget to rewind!
- Take advantage of slow motion to help you fight and to avoid traps.
- Use the first-person camera to look around, and the landscape camera to get the big picture of where you are.
- Don't fight your enemies one by one. If you're surrounded, a more effective tactic is to divide your attacks among them in quick succession, using the Prince's superior agility to your advantage.
- Always remember to pick up dead enemies' weapons.
- **Don't forget to break destructible objects – you may discover hidden rewards.**

TECHNICAL SUPPORT

NEW: To serve you better, UBISOFT is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to www.ubi.com/uk/ and visit the UBISOFT Frequently Asked Questions first!

By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7!

If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us a web-mail, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, Our support representatives can assist you from 8:00 am until 10:00pm daily (excluding Bank Holidays) on Telephone: 0905 - 482 - 0109. Calls cost 30p per minute. Please be at your system when calling Ubisoft for support.

Australian technical support
Technical Support Info Hotline
1902 262 102

(calls are charged at \$1.98 per minute including GST. Higher from public and mobile phones).

HINTS & TIPS

Looking for cheats to go up to the next level? Call our 24 hour automated Hints line: 0906 - 646 - 8477. Calls cost £1.00 per minute. Please ask permission from the person who pays the phone bill before making the call.

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Customer Support, Ubisoft, Chantrey Court, Minorca Road, Weybridge,
Surrey, KT13 3DU

Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.

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| Danmark <i>support@dk.playstation.com Man-fredag 18-21. Løe søndag 18-21</i> | 70 12 7013 |
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| Malta <i>Local Rates</i> | 23 436300 |
| Nederland <i>interkale kosten. Gesprekken kunnen voor trainingsoverblijfsen worden opgenomen</i> | 0495 574 817 |
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| Sverige <i>supportline.playstation.com Måns fre 15-21. Løe söndag 12-15</i> | 08 587 822 25 |
| UK <i>National rate. Calls may be recorded for training purposes</i> | 08705 99 88 77 |

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