

PLAY IT ON YOUR MOBILE!

KING KONG

THE MOBILE GAME

**TEXT: KING
TO: 82174
AND DOWNLOAD
THE MOBILE
GAME TODAY!**

Standard SMS and data charges apply



522812-MNL

cingular

verizon wireless

Sprint

UBISOFT

gameloft
www.gameloft.com

© 2005 Gameloft. All Rights Reserved. Gameloft and the Gameloft logo are trademarks of Gameloft in the U.S. and/or other countries. Universal Studios' King Kong movie © Universal Studios. Licensed by Universal Studios Licensing LLLP. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners. ©2005 Cingular Wireless LLC. All rights reserved. © 2005 Sprint Nextel. All rights reserved. SPRINT the "Going Forward" logo, the NEXTEL name and logo, and other trademarks are trademarks of Sprint Nextel. © 2005 Ubisoft Entertainment. All Rights Reserved. Ubisoft and the Ubisoft logo are registered trademarks of Ubisoft Entertainment in the U.S. and/or other countries.



XBOX 360

PETER JACKSON'S

KING KONG

THE OFFICIAL GAME OF THE MOVIE



UBISOFT

WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

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 taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play 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

Technical Support

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems:

<http://support.ubi.com>.

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand. Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST). While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

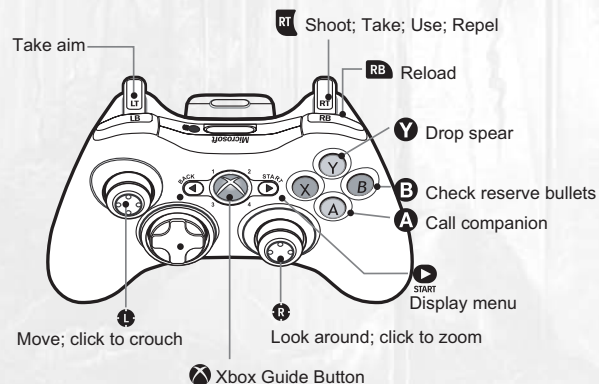
Microsoft, Xbox, Xbox Live, the Live logo and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

TABLE OF CONTENTS

GAME CONTROLS	2
XBOX LIVE®	3
GAME MENUS	4
MAIN CHARACTERS	8
ENEMIES	10
FOOD CHAIN	11
WEAPONS	12
USE OF FIRE	14
KONG GAME	14
WARRANTY	20
TECHNICAL SUPPORT	INSIDE BACK COVER

GAME CONTROLS

JACK



XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

CONNECTING

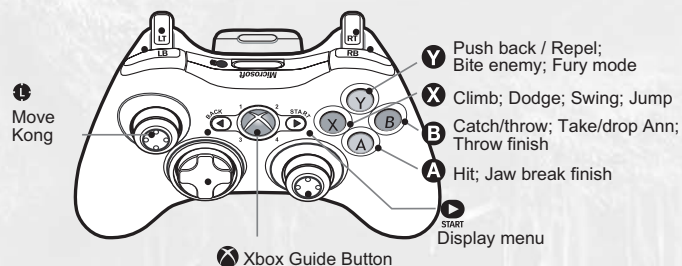
Before you can use Xbox Live, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to www.xbox.com.

Peter Jackson's King Kong: The Official Game of the Movie does not support Xbox Live play.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

KONG



GAME MENUS

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

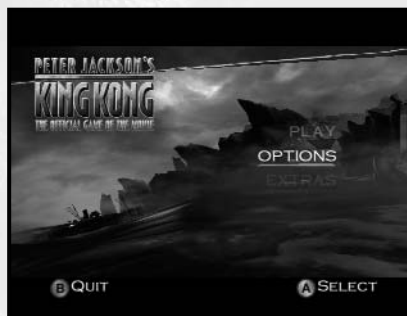
PROFILE SELECTION MENU



When the game starts the Profile Selection screen appears. A profile is a file containing your screen name, progress within the levels, and overall score. From this screen you can:

- Load an existing profile.
- Create a new profile.
- Delete a profile
- Play without saving (and therefore not load a profile). If you choose this option, your progress will be lost as soon as you leave the game.

MAIN MENU



Use the **↑** or the **↓** to navigate in this menu. Use the **A** button to select a submenu or modify an option. 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 appears.
- **Options:** A menu giving all the game parameters (video, audio, controls).
- **Extras:** A menu giving all the bonuses included in the game.

OPTIONS MENU



You can modify the main parameters of the game on this screen.

- **Audio:** In this submenu you can modify the display of subtitles, as well as the master volume and the volume of the dialogue, music, and sound effects.
- **Video:** In this submenu you can toggle the special effects display and horizontal flip on or off.
- **Controls:** In this submenu you can activate or deactivate the controller vibration, toggle the vertical axis of the sight to normal or inverted, turn the aiming visor on or off, and toggle the inventory display on or off.
- **Additional languages:** Choose the language you want to play in.

EXTRAS MENU



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

Extras 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, access the Play menu from the Main Menu and select the level that you want to play again. You can also see your score on the Extras screen. The score is based on the number of bullets fired, the number of enemies killed, etc.

Peter Jackson's King Kong: The Official Game of the Movie allows you, once you've gotten to the end of the adventure, to unlock new extras by replaying the game's levels and earning additional points. If you score well, you can actually change the course of the story!

CHAPTER SELECTION MENU



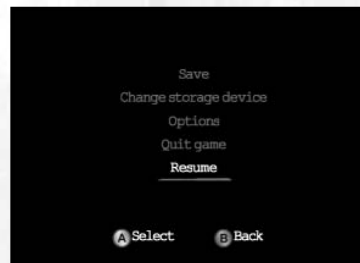
When you load an existing profile and select Play from the Main Menu, the Chapter Selection menu is displayed. This allows access to game chapters that have already been played. You can choose to play any accessible chapter. Chapters that have not yet been played cannot be accessed.

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 reserve bullets you have for the weapon you are holding by pressing the **B** button. (You will hear the voice of your character telling you the number of bullets remaining.)

PAUSE MENU



Press the START button to pause the game and the Pause menu will appear. Here you will have several choices:

- **Save:** When you save your game, the game is saved at the last checkpoint you crossed. It is not saved at the exact place where you find yourself.
- **Options:** This is the same Options menu as the one accessed from 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:** Return to the game in progress.

MAIN CHARACTERS



Jack Driscoll

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



Ann Darrow

Ann Darrow is a down-on-her-luck actress from the world of vaudeville. 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 the first mate on Venture (the boat that takes Denham's team to Skull Island). Denham's dreams of glory have no effect on Hayes, who was an infantryman in WWII and has perfect knowledge of how to handle weapons.



Carl Denham

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



Jimmy

Jimmy is the youngest sailor on Venture. Thanks to Hayes, he was able to escape the streets of New York and be taken aboard. He, too, gets off on Skull Island, in spite of Hayes' reticence.

ENEMIES

Here are some of the game's creatures:



Venatosaurus

The Venatosaurus is a formidable, very mobile hunter. He is able to jump and hunt in groups and catch other creatures to take away and devour in a safe place.



Megapede

The megapede can move 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 can be different sizes (from 6 to nearly 30 feet wide) and can catch other creatures to devour. 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 hurt or kill it. It can destroy stone structures and kill with one hit to the jaw.

FOOD CHAIN

In the jungle, a dead body is not ignored for long. Predators are always waiting for easy prey. Jack can take advantage of this voracious appetite and either ambush an enemy, lure it into a trap, or divert it from his path using the food chain. This means that you both are a target and can create targets, by killing creatures that then attract predators and free the way for you to proceed.

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

- They are attracted to dead bodies.
- Once dead, they attract nearby monsters and become priority targets.

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



The giant dragonfly



The small larva



The small swampcrawler

You have two ways to use these creatures in the food chain. You can either shoot them with classic weapons (which will immediately attract other creatures) or spear them (using the **RT** to take the spear, the **LT** + **RT** to shoot the spear, and the **Y** button to drop it) and thus capture them without attracting anyone. You can then throw the spear anywhere and create diversions or traps for your enemies.

WEAPONS

A character can only carry one weapon at the time, plus a spear. The only exception is that levers can be transported in addition to a weapon and a spear.

Pistol



This is a classic firearm. The pistol is not very powerful, but it can repel an enemy. However, it will be difficult to kill with this weapon. 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 contains five cartridges.

Sniper Rifle



This gun has a long range but a low firing rate. It is particularly useful for drawing out enemies without being seen. The magazine contains five 7.62 mm cartridges.

Machine Gun



This weapon has a high firing rate. The bullets do not do a lot of damage; only the quantity fired can make the difference. The machine gun has an average range. The magazine contains 50 11.43 mm cartridges.

Spear



The spear is a primitive weapon found on the island. There are two different versions. The developed spear (top in the image above) does a lot of damage to an enemy, whereas the bone fragment spear (bottom in the image above) 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 break if used too much.

There are a limited number of powerful spears (left image below). There are an unlimited number of the less powerful carcass bones (right image below).



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 indigenous people of Skull Island. This object is considered an inventory object and can be carried along with a classic weapon.

All the weapons have a secondary function: when you pull the **RT** button, they allow you to repel an enemy. With regard to 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 using this function.

USE OF FIRE

It is possible to use fire with the spear. In fact, there are flaming bowls that will light the spear if it is put into them. To do this, put the spear near the bowl and use the Repel function.

To use fire on the environment, throw the flaming spear into the long grass or brushwood and it will catch fire. It is also possible to 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 grass or brushwood will catch fire and kill all the enemies in it.

KONG GAME

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

Walling



Kong can climb and walk up certain walls, which you can recognize by their woven creeper texture. To climb up a wall, press the **X** button when in contact with it. Once he is attached 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 elements of the environment stick out more than others and allow Kong to swing. For example, Kong can catch 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 see an environmental element that allows you to carry out this action. If you leave Kong attached to the environmental element, he will stay suspended indefinitely. To detach him, press the **X** button again – Kong will jump in the direction he is looking.

He can 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 up to the top of the column and catch hold of the tree. Once attached, you can move Kong 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 jump in the desired direction and catch hold of any interactive elements he may come across.

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 pathway. 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**, or **Y** button repeatedly until the object has been cleared from the path.

Pick Up/Put Down Ann



During a fight, Kong cannot deliver all his blows if he is carrying Ann. Therefore, 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; so do this as little as possible.

Hit



When you press the **A** button Kong gives a basic blow. When you press the button several times in succession, he gives a series of blows. When you press the **A** button and **X** button at the same time, Kong gives a violent shoulder blow that stuns his adversaries.

Dodge



Use the **X** button to dodge during a fight. As mentioned above, pressing this button and the **A** button 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 violent downward blow, knocking out the enemy on contact.

Repelling also results in discouraging an enemy that could have climbed onto Kong. The Venatosaurus and the megapede are able to climb onto Kong 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 a direction indicated by the **L**. Press the **B** button to make him bite the enemy. If Kong takes too long to catch/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 **B** 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 move Kong to the Jaw Break finish by pressing the **A** button. For this you need to press repeatedly on one or several of the **+** in order to kill the monster.

Throw Finish



When a V-Rex is down (after several hits/throws), you can move Kong to the Throw finish by pressing the **B** button. As with the Jaw Break finish, press repeatedly on one or several of the **+** buttons in order to kill the monster.

Fury Mode



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