

PlayStation®2



PAL

PETER JACKSON'S
KING KONG

THE OFFICIAL GAME OF THE MOVIE



EmuMovies



UBISOFT

Precautions

• This disc contains software for the PlayStation2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation2. • Read the PlayStation2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation2, always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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See back page of this manual for Customer Service Numbers.

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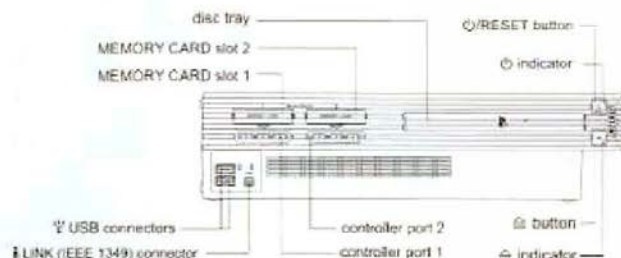
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SLES-53703

1 Player • Memory Card (M4) for PlayStation2; 795KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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GETTING STARTED



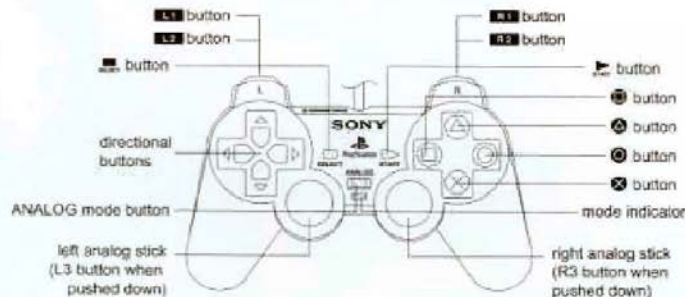
Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the /RESET button. When the power indicator lights up press the button and the display will open. Place the Peter Jackson's King Kong the Official Game of the Movie disc on the disc tray with the label side facing up. Press the button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

STARTING UP

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS



Basic Menu Controls

- Press the directional buttons to browse or cycle through the different options.
- Press the button to select an option, go to the next screen or change the current option.
- Inside the submenu, press the button to return to the previous screen.

Human (Jack) Controls

- button: Drop spear
- button: Check reserve bullets
- button: Call NPC
- button: Reload
- button: Shoot (+ button); Take; Use; Repel
- button: Aim
- button: Crouch
- button: Zoom (+ button)
- right analog stick: Turn/Look
- left analog stick: Move Jack
- START button: Display Pause menu

Kong Controls

- button: Repel; Bite enemy; Fury mode
- button: Dodge; Climb; Swing
- button: Grab/throw V-Rex; Take/drop Ann Throw finish; Unblock path
- button: Hit; Use as weapon
- right analog stick: Free camera
- left analog stick: Move Kong
- START button: Display Pause menu

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 analog stick or the directional buttons to navigate in this menu. Press the **X** button to select a sub-menu or modify an option. Press the **Y** 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:** displays a menu with all the game's parameters (video, audio, etc.).
- **Extras:** displays 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 type of exit sound (stereo, mono, etc.), the display of subtitles, the master volume, and the volume of the dialogues, music and sound effects.
- **Video:** in this sub-menu, you can choose the type of display (4/3, 16/9, 4/3 black stripes) and toggle the special display effects on or off.
- **Controls:** in this sub-menu, you can activate or deactivate the vibration of the Analog Controller (DUALSHOCK®2), 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 left analog stick and the **X** button to choose the desired 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 you have completed the entire game, 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 for the weapon you are holding by pressing the **Y** 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, your 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:** return to the game in progress.



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 playwright 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 swampscrawler



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

A character can only carry one weapon at a 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. 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 don'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 **R2** 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.



- **Wall:** Kong can climb and walk up certain walls which can be recognised by their woven creeper texture. To climb up a wall, press the  button when in contact with it. Once he is holding on to the wall, you can make Kong jump onto other interactive elements by pressing the  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  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  button again. Kong will then jump in the direction in which 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  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 using the left analog stick to see which direction to jump in. Once you have chosen a direction, hold the left analog stick in that direction and press the  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  button. Kong will move under the object and try to lift it. Press the , , , or  button 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  button when you are next to her. Press the  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  button once, Kong gives a basic blow. By pressing the button several times repeatedly, he gives a series of blows. By pressing the  and  buttons at the same time, Kong gives a violent shoulder blow that stuns his adversaries.






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




- **Repel/Knock out:** when you press the  button, Kong swings upward, repelling the enemy on contact. If you press the  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  button, Kong grabs the nearest enemy. Press the  button again to make him throw the enemy in the direction of the left analog stick. Press the  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  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  button. Press rapidly on the  button 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  button. As with the "jaw-break" finish, you must press rapidly on the  button to finish off the monster.



- **Fury mode:** pressing the  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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Thanks,
The Ubisoft Team