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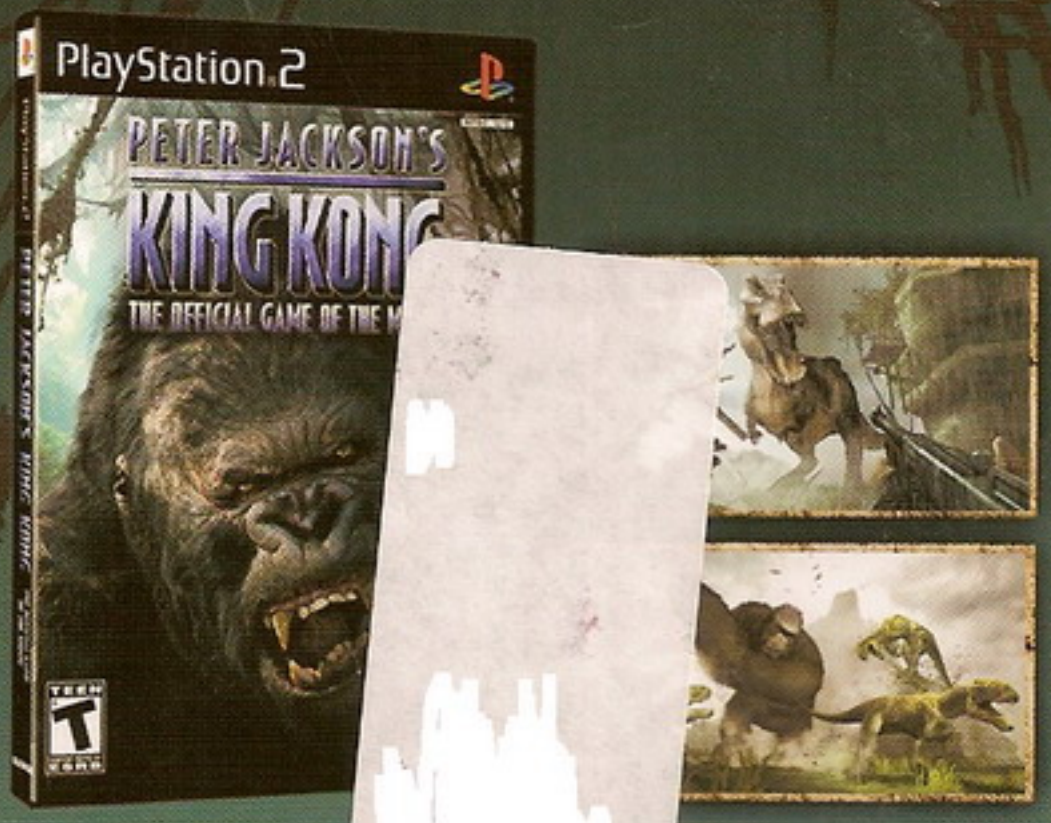

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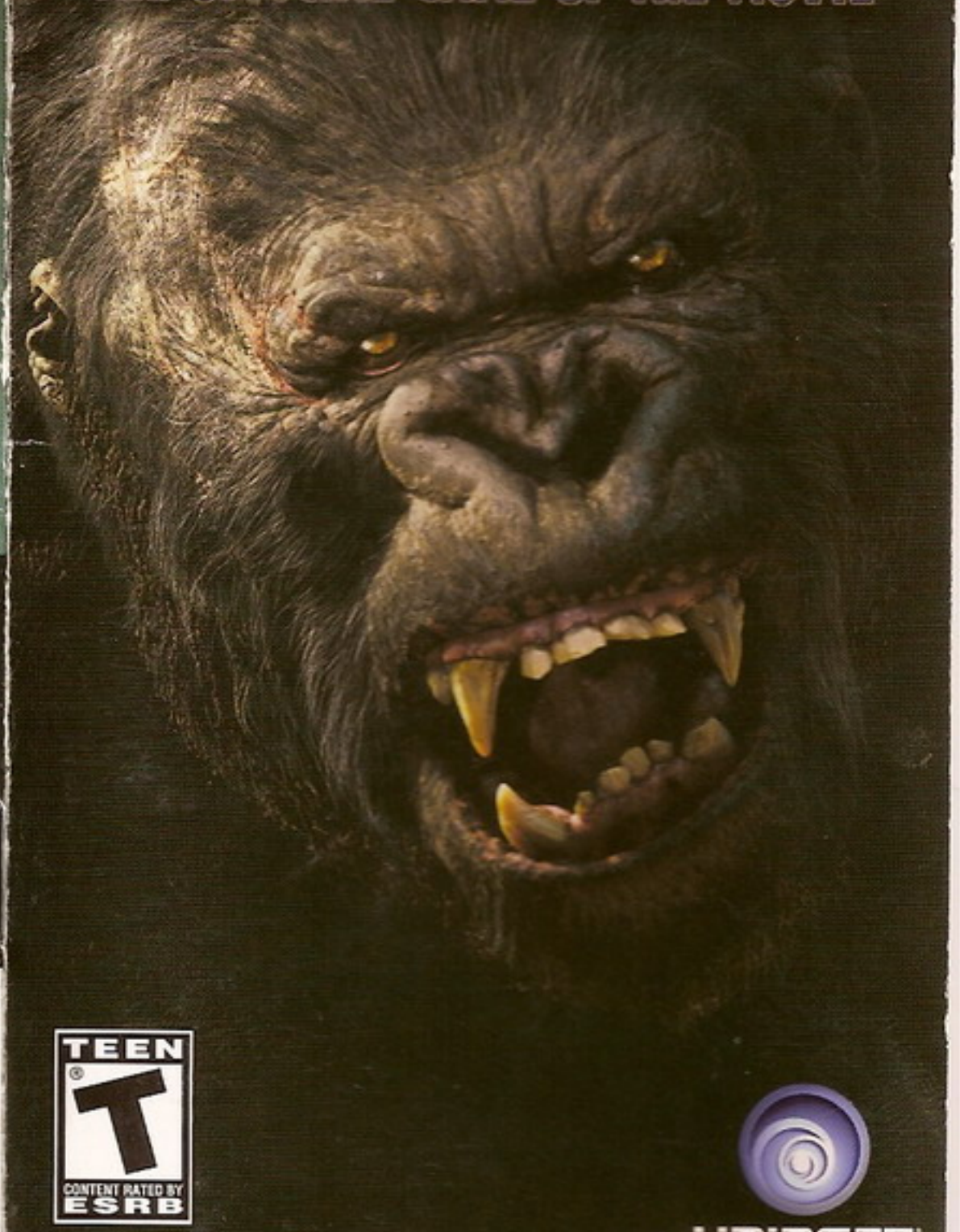
PETER JACKSON'S KING KONG

THE OFFICIAL GAME OF THE MOVIE



TEEN T CONTENT RATED BY ESRB

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For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. • Do not use the system when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

• This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recorded surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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ULUS-10072

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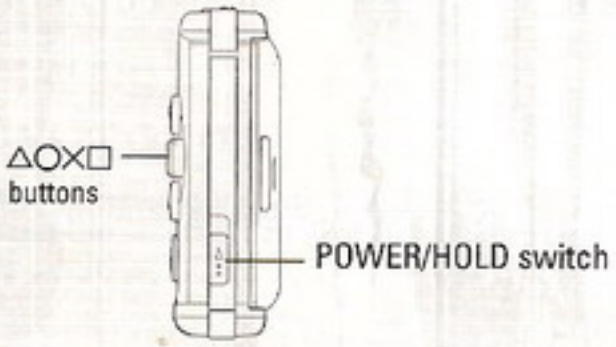
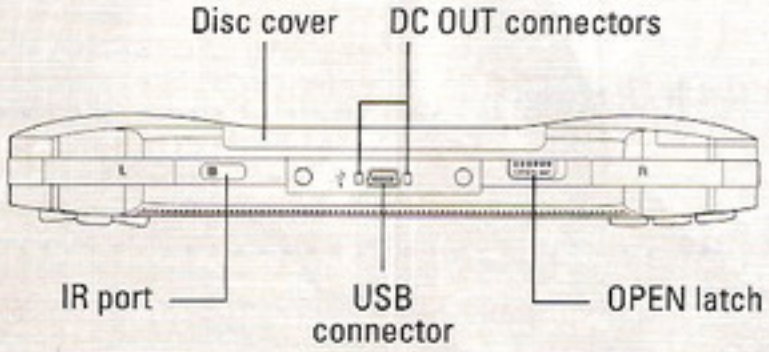
GETTING STARTED

Right side view



Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the Peter Jackson's King Kong: The Official Game of the Movie UMD™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

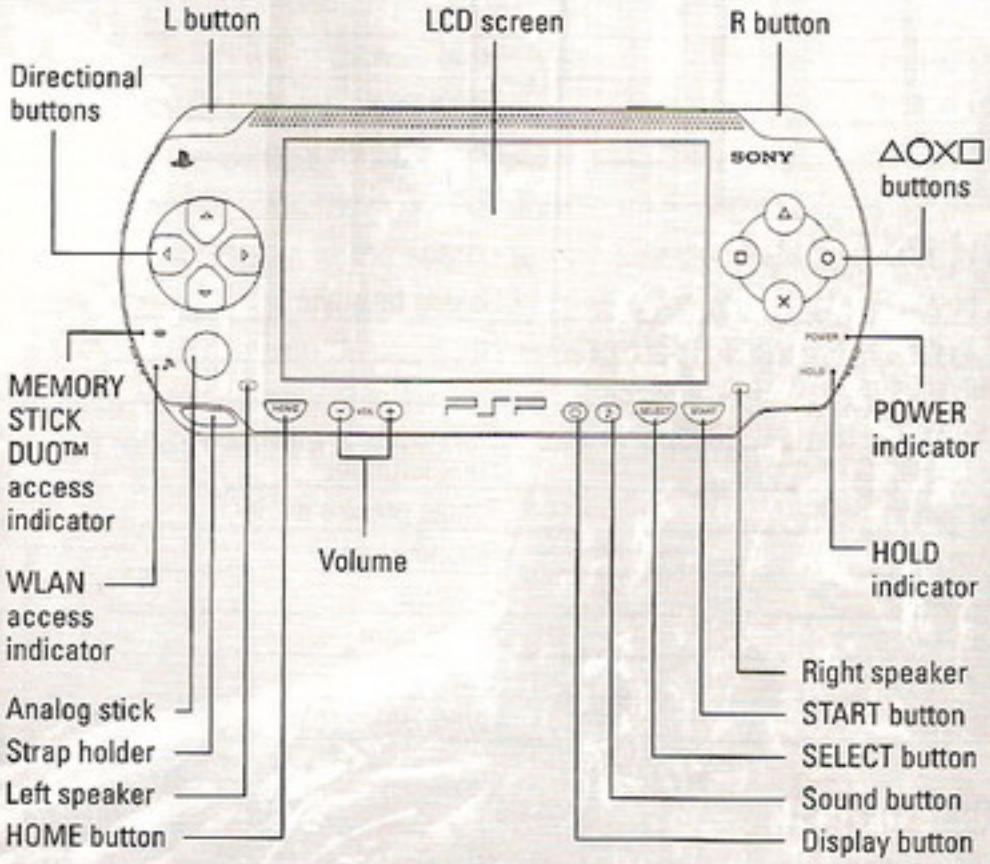
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP™. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP™ (PlayStation®Portable) system configuration



BUTTON CONTROLS

There are three available control options to choose from in the game when you play as Jack:

SETTINGS A (DEFAULT) - JACK

L button	Hold to take aim
R button	Fire
analog stick	Move
↑ button	Toggle precise aiming
→ button	Reload
△ button	Look up
○ button	Look right
⊗ button	Look down
□ button	Look left
START button	Pause/In-game Menu
SELECT button	Inventory

SETTINGS B - JACK

L button	Hold to take aim
R button	Fire
analog stick	Camera
▲ button	Toggle precise aiming
➡ button	Reload
△ button	Move forward
○ button	Strafe right
✕ button	Move backward
□ button	Strafe left

SETTINGS C - JACK

L button	Hold to take aim
R button	Fire
analog stick:	
up/down	Move
left/right	Look left/right
▲ button	Toggle precise aiming
➡ button	Reload
△ button	Look up
○ button	Strafe right
✕ button	Look down
□ button	Strafe left

KONG CONTROLS

analog stick	Move
△ button	Grab
○ button	Rage
✕ button	Jump
□ button	Hit
START button	Pause/In-game Menu

INTRODUCTION

Welcome to Peter Jackson's King Kong: The Official Game of the Movie, a revolutionary survival shooter and adventure game. Mixing action, adventure, and survival gameplay elements inside the universe of the movie, the game will take you on a fantastic journey to deliver a movie-like experience. We hope you will enjoy it.

Following the same scenario line, recreating the same world with the same dangers, allowing you to explore Skull Island as you take the role of Jack Driscoll in the search for the beautiful Ann Darrow, the game will take you beyond the movie and offer you great worlds to discover. Deeper into the game you get to play the powerful Kong against amazing enemies, smashing everything in your way while trying to save Ann from the dangers of Skull Island. We wish you a pleasant journey.

PLAYING THE GAME

PROFILE SELECTION MENU

When the game starts, the Profile Selection screen appears. A profile is a file containing your chosen name, progress within the levels, and overall score. You have several choices on this screen. You can:

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

MAIN MENU

Use the directional buttons to navigate in this menu. Use the ⊗ button to select a submenu or modify an option. Press the △ 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 are restarting an existing game, the Chapter Selection screen appears.
- **Multiplayer:** Play across a Wireless Local Area Network (WLAN).
- **Options:** A menu giving the game parameters.

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 volume of the dialogue, music, and sound effects.
- **Controls:** In this submenu, you can choose which of the three control modes you want to use and toggle the vertical axis of the sight to normal or inverted.

SAVE GAME

You can save your progress to your Memory Stick Duo at any time while playing the game. The Save option is available when entering the Pause menu or when you quit the game. When you load your saved game, you will start at the last checkpoint you crossed in the game.

Chapter Selection Menu

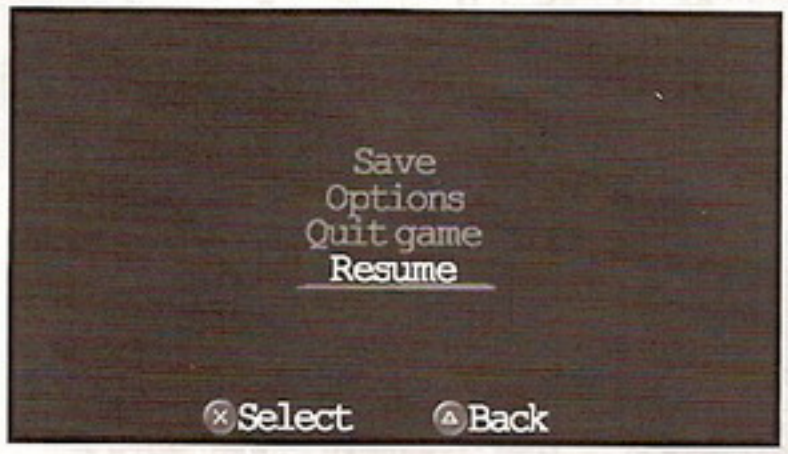
When you load an existing profile and select Play from the Main Menu, the Chapter Selection menu is displayed. This allows access to game chapters that have already been played. You can choose to play any accessible chapter. Chapters that have not yet been played cannot be accessed.

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 SELECT 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:** Saves your progress up to the last checkpoint you passed.
- **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.
- **Start Again:** The second time you play a level you have the option to restart it whenever you want.
- **Resume:** Return to the game in progress.
- **Score:** The second time you play a level you can look at the score you have accumulated for that level.

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 WWI 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 bite.

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 Repel function) and thus capture them without attracting anything. You can then throw the spear anywhere and create diversions 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. 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 shot 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 (image above, top) does a lot of damage to an enemy, whereas the bone fragment spear (image above, bottom) 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 (image above). 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 second function: by pressing the R 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 Jump button when in contact with it. Once attached to the wall, Kong can jump onto other interactive elements by pressing the Jump button again. Kong can also climb walls while carrying Ann.

Swing

Some environmental elements 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 Jump 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 Jump button again – Kong will jump in the direction he is looking.

He can use this ability while holding Ann.

Climb Up a Column

There are columns in the environment with trees on them; this indicates that Kong can climb them. To climb, place Kong at the bottom of the column and press the Jump 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 directional buttons to see which direction to jump in. Once you have chosen a direction, hold the directional button in that direction and press the Jump 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 Grab button. Kong will move under the object and try to lift it. Press one of the four action buttons (Grab, Jump, Hit, or Rage) until the object has been cleared from the path.

Hit

When you press the Hit 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 Jump and Hit buttons at the same time, Kong gives a violent shoulder blow that stuns his adversaries.

Dodge

Use the Jump button to dodge during a fight. As mentioned above, pressing this and the Hit button at the same time delivers a blow that stuns the enemy on contact.

Repel/Knock Out

When you press the Rage button, Kong swings upward, repelling the enemy on contact. If you press the Hit 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 Grab button, Kong grabs the nearest enemy. Press the Grab button again to make him throw the enemy in a direction indicated by the directional buttons. Press the Rage 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 Hit button to use the object or creature as a weapon.

Jaw Break Finish

When a V-Rex is down (after several hits/throws), press the Hit button to make Kong move to the "jaw break" finish. Press repeatedly on one of the four action buttons to kill the monster.

Throw Finish

When a V-Rex is down (after several hits/throws), press the Grab button to make Kong move to the "throw" finish. As with the jaw break finish, press repeatedly on one of the four action buttons to kill the monster.

Fury Mode

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

MULTIPLAYER

Wireless (WLAN) Features

Games that support Wireless (WLAN) functionality allow you to communicate with other PSP™ systems, download data, and compete against other players via connection to a Wireless Local Area Network (WLAN).

You can adjust the network settings to allow connection to a WLAN. There is one WLAN mode compatible with Peter Jackson's King Kong: The Official Game of the Movie – Ad Hoc mode. Ad Hoc is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.

Multiplayer Game Modes

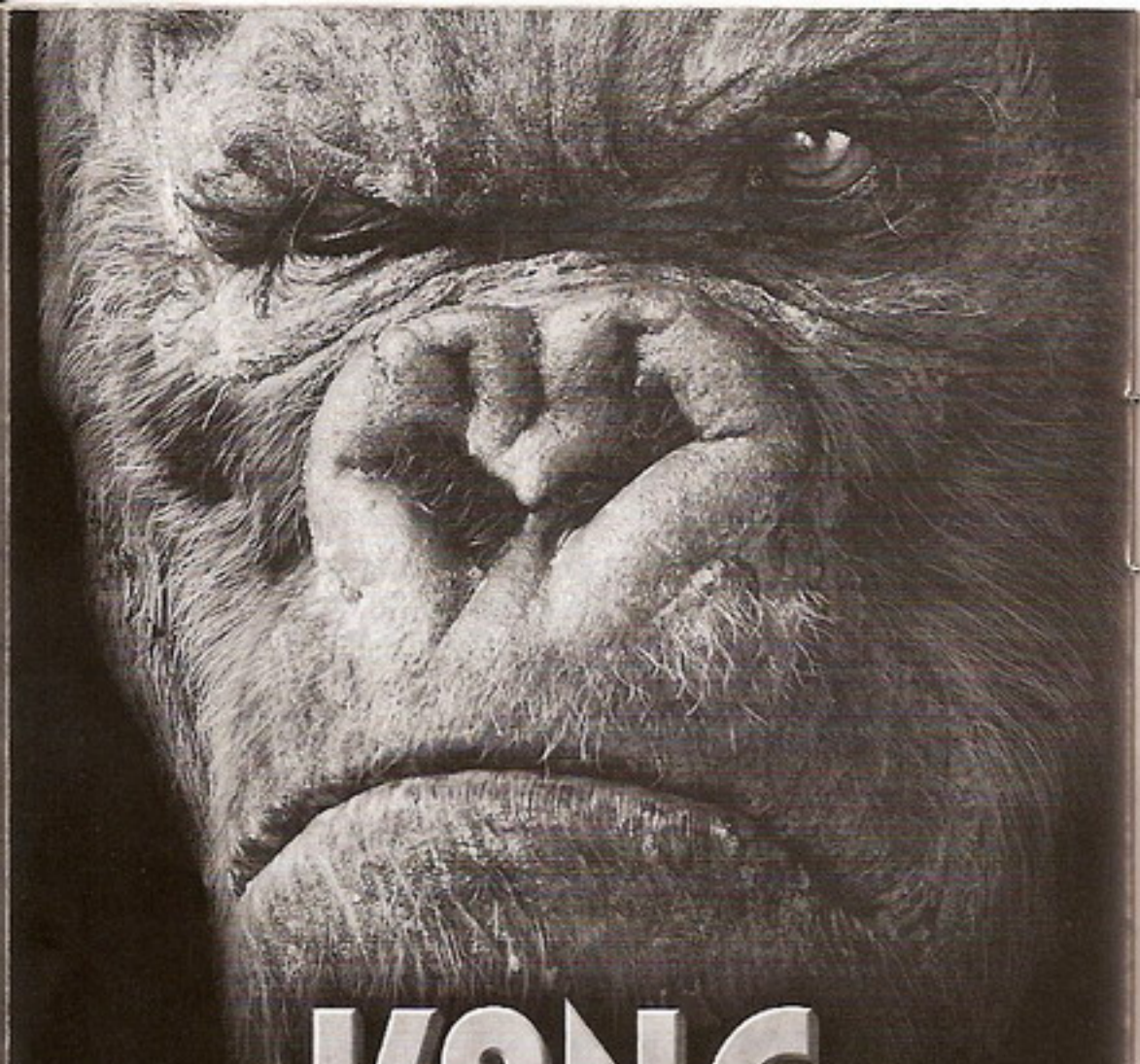
The multiplayer game is for two players and has two modes of play: Cooperative and Competitive. In both the Cooperative and Competitive modes, both players play the same map at the same time. They are not able to see each other, but each player's actions influence the world of the other. The main difference between the two modes is the type of influence (negative or positive).

In Cooperative mode, if one player kills an enemy, it dies for the other player; this way, the two players can decide as they go through the level which enemies they will kill on their own and which they will kill together. The enemies for this mode will be considerably stronger and harder to kill than in the single-player version. A player is awarded points based on how much damage he or she does to each particular enemy killed. At the end of the level, each player is shown the number of points he or she has gained, to stimulate positive competition between the two cooperative players.

In Competitive mode, when one player kills an enemy, it makes the game harder for his opponent – whoever kills an enemy first will make the same enemy twice as hard for his opponent to kill.

SPECIAL THANKS

Special thanks to Phoenix Studio for its participation in level design and adaptation of existing game content.



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Thanks,

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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.

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Ubisoft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubisoft products are sold "as is," without any expressed or implied warranties of any kind, and Ubisoft is not liable for any losses or damages of any kind resulting from use of its products. Ubisoft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubisoft. Any implied warranties applicable to Ubisoft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubisoft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubisoft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE

Ubisoft reserves the right to make improvements in its products at any time and without notice.

REFUNDS

Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit http://support.ubi.com for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778. Hours: 9am–9pm (EST), M–F

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

Please use a traceable delivery method when sending products to Ubisoft.

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