



PC CD-ROM

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

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WARNING: READ BEFORE PLAYING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing.

If you experience any of the following symptoms while playing a video or computer game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - **IMMEDIATELY** discontinue use and consult your physician before resuming play.

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INTRODUCTION

Peter Jackson's King Kong is a revolutionary first person/adventure game. Combining action, adventure and survival gameplay elements set inside the world of Peter Jackson's KONG movie, this game offers an extremely innovative approach for a licensee title.

This is a story of the survival of a handful of people who venture into a prehistoric jungle on the one hand, and of a huge gorilla in a New York-like "urban jungle" on the other hand.

The main focus is to create an experience very similar to the one in the movie, following the same scenario line, recreating the same world with the same dangers, empowering the player with a sense of duty and the determination to protect his team members as he plays Jack Driscoll. Further into the game, the player gets another view on the story as he embodies the mighty Kong, pitted against some amazing enemies – all this inside eight different environments while trying to save the beautiful Ann Darrow from the dangers that abound on Skull Island.



GETTING STARTED

System Requirements

Minimum Configuration

Supported OS: Windows® 98SE/2000/ME/XP

Processor: 1 GHz class processors

RAM: 256 MB

Video Card: 3D 64 MB DirectX8.1 compatible

Sound Card: Direct X 8.1 compatible

DirectX® Version: Direct X 8.1

CD-ROM: 8x or faster

Hard Drive Space: 1.5 GB minimum

Recommended Configuration

Supported OS: Windows® 98SE/2000/ME/XP

Processor: Pentium IV 2.8GHZ /AMD ATHLON 2.8Ghz or better

RAM: 512MB

Video Card: 3D 128 MB, supporting Pixel shader 2.0 and Vertex shader 2.0

Screen Resolution: 1280x1024

Sound Card: DirectX9 compatible, EAX

DirectX® Version: DirectX 9

CD-ROM: 32x or faster

Hard Drive Space: 1.5 GB minimum

Ideal Configuration

Supported OS: Windows® 98SE/2000/ME/XP
Processor: Pentium IV 3.0GHZ /AMD 3000+
RAM: 1 GB
Video Card: 3D 128 MB, Pixel shader 3.0, Vertex shader 3.0
Sound Card: DirectX9.0c compatible, EAX 3.0
DirectX® Version: DirectX 9.0c
CD-ROM: 32x or faster
Hard Drive Space: 2 GB minimum

Supported Video Cards at Time of Release

ATI 8500 or better

NVidia GeForce 3 or better

These chipsets are the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, please visit the FAQ for this game on our support website at: <http://support.ubi.com>.

Installation

To install KONG, follow these simple steps:

1. Start your computer.
2. Insert the KONG CD1 into your CD-ROM drive. The Autorun menu should appear.
Note: If the Autorun menu does not automatically appear, double-click on the My Computer icon located on your desktop, then double-click on the icon that corresponds to your computer's CD-ROM drive. The Autorun menu should now appear.
3. Click on the Install button. The installation wizard now walks you through each step of the setup and installation process for the game.
4. After installing the game, select Ubisoft\Peter Jackson's King Kong\Play Peter Jackson's King Kong from your computer's Start menu or double-click the Play King Kong shortcut on your desktop. Doing either starts the game.

Note: The KONG CD1 must be in your CD-ROM drive to start the game.

Uninstalling KONG

To uninstall KONG, follow these simple steps:

1. Start your computer.
2. Insert the KONG CD1 into your CD-ROM drive. The Autorun menu should appear.
3. When it appears, click on the Uninstall button. The uninstall wizard automatically asks you if you really want to uninstall the game. If you are sure you want to remove KONG from your hard drive, click Yes. If you don't want to uninstall the game, click No, which cancels the process.

If you uninstall KONG, all previous saved profiles remain on your hard drive, unless you answer Yes to the "Delete all configuration and saved game files?" question.

Note: You can also uninstall KONG by using Add/Remove Programs in the Control Panel in Windows.

Settings Application

The settings application starts automatically when you launch the game for the first time. This settings application lets you modify your Graphics, Sound settings or customize the controls for either Jack or Kong. This is easily done by accessing the appropriate tab of this application.

If you want to launch the application at any time, you can do so from the Programs\Ubisoft\Peter Jackson's King Kong\ Peter Jackson's King Kong Settings.

- Graphics Settings tab: you can change your resolution and refresh rate settings as well as the DirectX version manually to either increase the visual quality or the overall game performance.
- Sound Settings tab: you can choose which sound card you will use in the game as well as enabling or disabling the EAX and FX reverb settings.
- Advanced Settings tab: you can change the AfterFX level, Gamma and Vegetation density in order to improve your graphic quality or overall performance of the game.
- Jack Control settings tab: you can customize the control keys for when you are playing as Jack Driscoll.
- Kong Control Settings Tab: you can customize the control keys for when you are playing as Kong.

GAME SETUP

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 mouse or the directional keys to navigate in this menu. To select a sub-menu or modify an option, left-click or press **ENTER** once you have made your selection. Press the **ESC** key 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 started.



- **Options:** a menu with all the game's parameters (video, audio, etc.)
- **Extras:** a menu with all the bonuses included in the game.
- **Quit:** quits 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 output 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.
- **Interface:** in this sub-menu you can customize the user interface by choosing the Aiming visor and Ammo left to be displayed or not. You can also choose to display subtitles or not during the game.)
- **Controls:** in this sub-menu, you can view the key configuration (that you can change in the Settings applications before starting the game), 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 mouse or the directional keys 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.



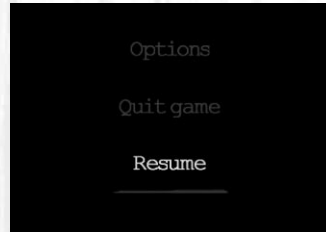
Game interface and inventory management

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

Game menu

During the game, pressing the **ESC** key pauses the game and displays the game menu. In it, you have several choices:

- **Options:** This is the same Options menu as the one accessed via Main menu.
- **Quit Game:** quit the game and go back to the Chapter selection menu. You will be prompted 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 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 another.



Giant Crab

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



V-Rex

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



FOOD CHAIN

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

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

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

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

The giant dragonfly



The small larva



The small swampcrawler



There are two ways of using these creatures in the food chain: you can either shoot them with standard weapons (which is going to immediately attract other creatures), or skewer them with a spear (using the Repel key) 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 won't inflict 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.



small
crawler



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 Fire key, 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. To use the actual ranged attacks using weapons, you must first press the Arm key (that brings up the weapon), then press the Fire key to shoot.



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 as well as the player himself if he gets too close.

KONG GAME



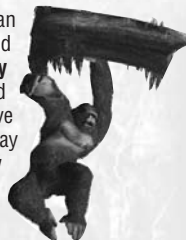
When you are Kong, both the controls and the character's abilities are completely different from Jack Driscoll's. Kong can move about by interacting with his environment and also fight the fiercest creatures.

- **Walling:** Kong can climb and walk up certain walls which can be recognised by their woven creeper texture. To climb up a wall, press the **Jump key** when in contact with it. Once holding on to the wall, you can make Kong jump onto other interactive elements by pressing the **Jump key** again. Kong can also climb walls whilst 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 **Jump key** 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 **Jump key** again. Kong will then jump in the direction in which he is looking.

He can also use this ability whilst 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 **Jump key**. Kong will then 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 **directional keys** to see which direction to jump in. Once you have chosen a direction, hold the directional key in that direction and press the **Jump key**. 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 **Grab key**. Kong will then move under the object and try to lift it. Press on one of the 4 action keys (Grab, Jump, Hit and Rage) 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 has to put her down in order to fight effectively. To pick Ann up, press the **Grab key** when you are next to her. Press the **Grab key** 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 **Hit key**, Kong gives a basic blow. By pressing the key several times repeatedly, he gives a series of blows. By pressing the Jump and Hit keys at the same time, Kong gives a violent shoulder blow that stuns his adversaries.



- **Dodge:** press the **Jump key** to dodge during a fight. As above, pressing this key and the **Hit key** at the same time delivers a violent blow that stuns the enemy on contact.



- **Repel/Knock out:** when you press the **Rage key**, Kong swings upward, repelling the enemy on contact. If you press the Hit key 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 **Grab key**, Kong grabs the nearest enemy. Press the Grab key again to make him throw the enemy in the direction of the directional keys. Press the **Rage key** to make him bite the enemy. If he 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 **Hit key** 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 **Hit key**. Press rapidly on one of the 4 action keys (Grab, Jump, Hit and Rage) 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 **Grab key**. "Like the "jaw-break" finish, you must press rapidly on one of the 4 action keys (Grab, Jump, Hit and Rage) to kill the monster."



• **Fury mode:** pressing the **Rage key** 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

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 <http://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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