



Introduction

In 1933, director and writer Merian C. Cooper released a film about a giant ape-like creature that lived on a solitary island away from prying eyes and curious minds. Called *King Kong*, this movie was a smash hit upon its initial release. Because of this movie, King Kong has become a household name, with people envisioning his love of Ann, the female lead, and his climb up the Empire State Building in New York City that ultimately led to his tragic demise.



Reincarnated for the 21st century, *Peter Jackson's King Kong* keeps the premise the same and the suspense and action intact from the original, with the same characters throughout. Most famous now for his direction of the *Lord of the Rings* movies, Peter Jackson's vision mimics that of Merian C. Cooper's with the advantage of 70 years' worth of advances in film making and technology.

Our friends at Ubisoft Montpellier have come up big with this title. Following closely to the movie's script, the game sports 42 stages (of which almost all are fully playable) which only cunning and skill can get you through. And as is to be expected, IGN Guides has your back. You want a walkthrough with over 400 screenshots and detailed information for each stage? We got that. You want the 411 on obtaining all of the bonuses and high scores? We have you covered there too. How about detailed appendices on the weapons, characters and creatures in the game? We think you get the idea.

In this Peter Jackson's King Kong strategy guide, you'll find:

- Basic strategy and tips for all aspects of the game.
- Details on your friends, enemies and the weapons used to sort them out.
- Complete Peter Jackson's King Kong walkthrough covering all 39 stages of the game.
- Secrets page with tips for scoring points to unlock more goodies!

So lock and load, Jack Driscoll. Skull Island awaits.

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Basics

This section of the IGN Guide for *Peter Jackson's King Kong* covers the basics in the game...how to control both Jack and King Kong, some pre-game tips, and other goodies that may help you on your journey.

Jack and King Kong

Jack and King Kong are the two playable characters in the game. However, you'll spend roughly 85% of the game playing as Jack, and his stages always seem to be harder. Hence while it's important to learn how to play as both characters, the game necessitates that you learn how to play Jack well enough to get through a great deal of the game before you even get to use King Kong.

Playing as Jack Driscoll

Playing as Jack is the first-person mode of the game. Jack's primary weapons are in the form of both firearms and Spears/Bones. Getting used to him is fairly simple, since he plays like many characters in many first-person shooters, et cetera, but since *Peter Jackson's King Kong* is multi-player and we lack the means to cover all of the platforms the game appears on independently, consult your instruction manual for exact controls.

Tips For Playing As Jack

1.) Ammo Conservation is Key - Although you'll rely heavily on conserving your ammunition when you run through the game a second time in order to score big points, you'll want to conserve ammo on your initial run through the game as well. At times, ammo is in abundant supply and you won't need to worry about over-extending yourself at the most inopportune of times, but most of the time ammunition is in short supply. Because of this you'll need to be wise - supplement gun fire for Spear and Bone throwing when it's feasible, and also remember that your accompanying party can attack also (don't rely on them, but accept that they can do some damage, and should.)

2. Don't Rush - Rushing through the game is a futile endeavor, especially considering that much of the game takes place around pre-planned events and dialogue that you'll need to sit through in order to continue. If you go forward into an area without waiting for your party (unless the walkthrough tells you otherwise), you could be prime for enemy ambush. Instead, feel out your surroundings, allow your party to accompany you at all times, and pay attention to your surroundings.

3. Be Smart When Injured - Jack can't take much damage. As little as two hits from small enemies can do him in, and forget about the damage that he can't sustain when bigger creatures get to him. The health system in the game works in such a way that there is no energy but rather the screen turns darker shades of red the closer you are to death. In these circumstances, don't keep fighting unless you have to. Instead, try retreating to an earlier, already-cleared part of the stage, or take refuge anywhere you can until Jack has time to recover (which doesn't take long at all.)

4. Consciously Reload - Nothing is worse than being caught in a fight with a Pistol that has two bullets left in the magazine when you need four or five to kill the enemy running towards you. Because of this, you should reload your guns often. Even though the ammunition situation in the game is somewhat ambiguous at times, don't be reluctant to reload. Full magazines *aren't* used if your current magazine isn't yet dry, so you're not wasting any bullets. And to check on your ammunition situation at all times, check in your instruction manual to see the control to "ask" Jack how much ammo he has left. But ultimately, the point to be made here is to be actively conscious of having a loaded weapon. Whether or not you choose to use it (see point #1), it pays to be prepared.

5. Save Your Friends - Your friends are people too! But seriously, your party members can take damage; all of them are in some way susceptible to enemy attack and can take about as much damage as you can before expiring. And when they pass on, the stage ends. Therefore, keep a keen ear out for their screams and cries for help, and when you hear them, rush to their aid for they are likely being accosted by some sort of enemy. Even sacrifice a hit or two on your own character by drawing the enemy's attention away from your friend and onto you if it'll mean the ultimate longevity of the team.

Playing As King Kong

We don't get to play as King Kong an awful lot, and because of his immense strength and stamina we are able to blow through his stages as well. However, there is a certain proper technique when playing with King Kong that one must be mindful of. Relying solely on his fists to do the damage Jack relies on so many weapons for, we play the game a little differently with our friend the gigantic ape.

Tips For Playing As Kong

1. Be A Brute - King Kong is massive and strong, so you'll want to naturally use that to your advantage. With any small enemy, he will do absolutely devastating damage in one hit. Even with larger animals he can swipe at them and make them no more in a matter of nanoseconds. Don't be shy when using King Kong; attack, attack, attack, and be the aggressor! It's not until you fight larger animals like V-Rexes and the various military vehicles on the final stage that King Kong will actually be in any real danger... which is what brings us to point #2.

2. Be Mindful of your Health - It's a rarity indeed, but when King Kong sustains enough damage, even his screen starts to flash red, and believe it or not the big ape can die. While this'll likely happen only when fighting enemies like V-Rex, you'll nonetheless want to pay close attention to the damage sustained. Like Jack, a short times' rest will heal King Kong nice and good, but even against small enemies (like the flame-throwing native peoples of Skull Island, for instance), King Kong can take small doses of damage in a short amount of time. Always be mindful, and don't be ashamed to run.

3. Fury! - King Kong's fury mode is an indispensable way to do absolutely massive damage to any enemy in the game. You'll want to reserve it most likely for the epic battles in the game, but because you can use it an unlimited amount, any time is really the right time to Fury. You'd be amazed how quickly King Kong can lay into a V-Rex in Fury mode. A battle that might otherwise take two minutes now takes ten seconds. Don't EVER overlook the Fury!

4. Carelessly Climb (Et Cetera!) - In other words, the game is essentially mapped out (with rare exceptions) to be friendly to King Kong's fits of jungle swinging, wall climbing, and things of this nature. By simply pressing the action button over and over again in conjunction with the appropriate direction on your joystick, King Kong will automatically perform feats that you may think you need to do more to properly accomplish. But don't be fooled! Almost the entire game, it's nearly impossible to mess up with King Kong at these parts (except when enemies knock him from midair). Don't be afraid! Unlike Jack, part of the fun of using King Kong is that he can rush!

5. When In Doubt, Destroy - At times (especially if you aren't following our walkthrough) you may be surprised to find out that you can get out of an area you can't seem to figure out how to escape from by simply destroying some debris, a door, or other obstacles. Sometimes, when you have Ann, it's simply a matter of putting her down and letting her set some thorn bushes on fire. Other times, it's a matter of simply moving a huge stone pillar or smashing through a wooden door. So if you get confused while using King Kong, simply look for things to destroy - it'll likely lead you to the escape you're desperately looking for.

Other Tips That May Help You

These are simply a couple of tips compiled as general to-do's if you get lost or stuck somewhere.

1. Explore - If you're lost, look around. Sometimes the next passageway you're looking for is beyond some debris, behind a waterfall, or beyond some thorn bushes. If it's the latter, simply look for a torch in or around the area, and with a Spear or Bone in hand (and on fire) light the thorn bushes on fire to clear the way.

2. Fire - Speaking of fire, grasses can also be lit on fire. This is especially useful when you want to kill enemies en masse without having to use your actual weapons. Thorn bushes usually have a reason to be destroyed, but not grasses (as they simply slow you down.) Because of this, when you see grass it's usually the game developer's hint to you that you should light it on fire, because who knows, some enemies might be taken down in the flames as well. Just look for torches in which to catalyze the fire, and then watch as it burns, baby!

3. Save - Saving after every stage via the in-game menu is pretty vital. This is because many things can happen. Your game can freeze up, you may need to leave suddenly and not have time to complete the next stage, or you just may not be happy with your current status on the stage. Or, as is sometimes the case, maybe you used too much ammunition and can't finish the stage with mere Spears or Bones, or you forgot something (like a weapon) along the way. Saving (like in all video games) is an important thing to do.

4. Friends - Your accompanying party members will always be able to help you out in ways you may not have thought. Remember how Hayes gives you a handgun in the beginning of the first stage? Well, you can ALWAYS ask your party members for their weapons, which range from Sniper Rifles and Shotguns to Spears and Bones. But it's essential that you do this from time to time, for working strategically with what you have will always work out best. In dire need of Hayes' Pistol after your firearm ran out of ammo? Just ask him for it. You need Ann's Spear to light a fire? Ask her for some help. Don't forget your party members are there for more than to be injured and to make the game harder. Their there to expand your experience, and at times make it even easier.

5. Kill - Whether you're using Jack or King Kong, leave no enemy alive. They can take you from the back when you least expect it, and at times the game won't even let you continue until all enemies are defeated. There's no reason to leave any dinosaur, insect, or sea creature (or ANYTHING) alive. If you don't want to waste ammunition but you think you can get past an enemy, then a Spear or Bone will probably do the trick. It's a good creed to live by - kill all.

Friends

Jack Driscoll

Jack is the main character in the game; a playwright acting on behalf of Carl on your travels to Skull Island. Jack is of a cosmopolitan lifestyle, so his time spent on this adventure are very unorthodox considering the way Jack is said to usually do things. You never really get a great look at Jack (since you spend most of the time playing as him in first person), but you do get a sense for his character traits; brave, quiet, and most of all, resilient. When the going gets tough, there is no weapon in the game that Jack can't do, although he can't take a lot of damage from his enemies either, nor is he a good climber or able to access any other hard-to-reach areas.

King Kong

The mystical and mysterious beast that runs free on Skull Island, King Kong lives a lonely and misunderstood existence. For something of his size, you'd expect that he'd be strong, and he certainly is - the destruction he wreaks on the enemies in this game when you get to use him in lieu of Jack is incredible. Additionally, he can take extreme punishment before even being phased. The most useful and interesting feature of King Kong is his ability to "Fury" - that is, to go into a mode where he becomes even more dangerous, and grows even more in strength. King Kong can use various weapons around him (like stones, trees, and cars in certain circumstances), but his primary weapon is his fist, which is several times bigger than a human being. Just imagine the damage it does.



Ann Darrow

Ann is a little known actress that travels with Carl and Jack to this frightening island in order to hopefully star in the movie that is to follow from the inspiration the team is to get from this trip. Unfortunately for her, she is quickly caught up in the ever-changing situation on this adventure, and does a fair share of fighting herself, arming herself with a Spear or Bone at all times. Ann even befriends King Kong; while the others are scared of the massive beast, she understands him and grows fond of him.



Carl Denham

He is the reason you are in this whole mess. On the verge of losing all he's worked to build in the thriving American film industry, Carl travels to Skull Island in order to gain what he needs to make the perfect film. He spends a lot of time filming the surroundings of the party for the first half of the game, but he eventually gets some sense knocked into him (even though he is also responsible for the huge debacle at the end of the game.) While fighting, Carl can use a Spear or Bone like Ann... but much of the time, Carl won't even bother.



Hayes

The man known only as Hayes is, according to the instruction manual, a World War I veteran, which explains a lot. He is tough, agile, and willing to fight. Even though tragic events later surround him, he is a lot of the reason you will survive early in the game by getting his firearms and having his ability to shoot guns in addition to Jack. Other than Jack and Hayes, no other character in the game shoots guns, so he's actually quite useful to have around. (Like Jack, Hayes can also use Spears and Bones, making him essentially a clone of Jack in regards to his abilities.)



Other characters in the game include the **Native Skull Island Inhabitants**, a young sailor from the ship you start the game out on, **Jimmy**, the **Captain** incessantly flying over the island trying to rescue the party, and the other anonymous men that die en route to Skull Island at the beginning of the game.

Enemies

Flying Dinosaur

The creatures we describe as Flying Dinosaurs are actually described in the game as "Bats," but depending on the size of the creature you're talking about in this classification, they actually don't look like Bats at all. Hence, we thought we'd be more general and King Kong-like in our terminology. Flying Dinosaurs go from small and slow to big and fast, and can take varying amounts of damage. A good technique is to kill them from afar with a Sniper Rifle if you have it - up close range will necessitate something like a Pistol or Spear.



Shell Bug

Shell Bugs, as we call them, aren't described in the instruction manual so we had to go out on a limb here. Their name comes from their resilience to all weapons but Spears; they have a nearly-indestructible shell around their body that means you must literally pump them full of lead for them to expire. As mentioned earlier, Spears (or Bones) are the best weapons to use against them, as they lead to one hit kills. Without those weapons, the next best thing is a Shotgun or Pistol.



Venatosaurus

You'll meet these annoying creatures throughout the game in varying sizes, speeds, strengths and colors. The smallest are fast moving green creatures that are killed easily with any weapon, but the gigantic blue variety take a lot of attention to dispatch. It's best to seek cover and organize your attacks from afar, because once they get a hold of you, you're in a lot of trouble. The bigger ones will only take a hit or two to kill you completely... so always be weary of these dinosaurs.



Giant Crab

Giant Crabs are met often early in the game, always around water (naturally). They are slow moving and do minimal damage but can still be pesky because they often come in fairly large numbers and can overwhelm you rather easily. Because of this you'll want to kill them from afar, especially with Spears and Bones, although firearms can work just as well (especially Shotguns). Their larger incarnate that you meet on the very first level in the game is a horse of different color - for him, only hits under his shell when he exposes his flesh will actually do any damage.

V-Rex

Deriving the "V" in its name from Venatosaurus, these massive creatures are the only things that can one-on-one seriously give King Kong a run for his money. Jack facing a V-Rex? Forget about it... the best Jack does in the game against them is to throw Spears and Bones at them to attempt to ward them off temporarily. These massive creatures use their fast speed and incredible strength to wreak havoc all over the island, but they seem to have a special, very real hate for King Kong.



Giant Flying Dinosaur

Giant Flying Dinosaurs are the mothers and fathers of the smaller Flying Dinosaurs that you find all over the game in great numbers. They are tough to kill, move fast, and live in huge nests; you can't miss 'em. King Kong has little trouble against them (nothing compared to fighting a V-Rex, for instance), but Jack has considerably more difficulty with them. To take them out, Spears and Bones work well, but use whatever you have at your disposal. The game seems to have a funny habit of making you face these foes when you can least afford to do so.



Megapede

Fast moving and gross looking, Megapedes are much-mutated versions of the already quite scary Centipedes and Millipedes. They are quite resilient to all weapons (save Shotgun fire) so anything you have will have to be used on them. Try to stay away from Spears and Bones against them, since they never stop moving and are hence hard to aim at. Any firearm is better than any weapon you must throw against them. And also, remember they sneak up on you, come out of walls and cracks all over the game, and make a hissing noise... all things to watch out for! (And for the last tip, something to listen for to save yourself!)

Green Fish

For lack of a better name, we named the Green Fish after its color. They are more like aggressive man-eating fish, however, with their sharp teeth and uneven temperament. If you're in the water with them, watch out... or better yet, just stay out of the water when you have to share it with them completely. Instead, kill them first (any weapon works well enough) and make things as safe as you can for yourself.

Native Skull Island Person

As both Jack and King Kong you will have run-ins with these natives. Known for arming themselves with fire-wielding spears, they will play an aggressive and annoying role in the game as both the torturers of King Kong and the would-be captures of Ann, Jack and company. You don't ever really have to deal with them in fighting terms as Jack, though, and to King Kong, they are ants. Their weaponry can do damage to King Kong over time although it does take a lot... Jack on the other hand is quite susceptible, so be cautious!



Other enemies (and other non-human characters of sorts) are **New York City Civilians** that you can't kill when King Kong is in New York City, as well as the **Policemen** and **Soldiers** that he *can* kill while there. Also, there are some **Sea Monsters** that King Kong deals with. **Spiders** also exist in random areas - to get rid of them (as the walkthrough describes), look to use **Dragonflies**, **Larva**, and **Swampcrawlers** as bait on the "food chain."

Weapons

Fists

Jack's fists are pretty useless, but it may be all you have in certain situations (you should at least always try to carry around a Spear or Bone if worse comes to worse). You won't do any damage to most foes with his Fists, but you can knock enemies off of you and away from you by swinging them in the most dire of situations.



Bone

There are dead animals all over Skull Island. Naturally, they leave behind bones, and of course, some of these Bones make damn good weapons. You can pick one up at anytime when you see what is described in the walkthrough as "Bone Piles" (or simply dead animals that have deteriorated to the point that their bones are exposed). They seem to be about as strong as the Spear and can be used to light things on fire (if you have a torch, of course). For some reason, however, you'll probably be more comfortable with the more formidable looking Spear. Speaking of which...



Spear

The “better” of the two throwing weapons is almost certainly the Spear. With it, you can do massive damage to many enemies and light things on fire (much like the aforementioned Bone, however, you must have a fire already lit in order to do so.) Like the Bone, also, the Spear can be re-used and picked up whether you hit an enemy or not, which comes in handy when the going gets tough. Always try to carry a Spear around with you if you can when no firearm is in your inventory. Even when you do have a gun, it’s sometimes good to use a Spear too, in order to save ammunition or in certain circumstances (depending on the enemy) do more damage.



Pistol

The weakest of the four firearms in the game, the Pistol is a common weapon that you’ll have equipped quite often, especially in the early going. First obtained from Hayes in the first level, you’ll become accustomed to the Pistol quickly. It’s reliable and accurate, and although it doesn’t pack an incredible punch, it is in our estimation the best all-around weapon in the game. Unlike the Shotgun, Sniper Rifle, or Machine Gun, which all have setbacks, the Pistol is an average weapon with average uses.



Machine Gun

The Machine Gun is the least-found weapon in the game, and perhaps even the weakest. Its use is more to overwhelm the enemy with firepower rather than to hurt it with single bullets. You’ll need to use a lot of firepower and a lot of ammunition to damage a lot of enemies with this weapon, even weaker enemies like Flying Dinosaurs and Megapedes. We almost never recommend having this weapon, and if there is any other firearm alternative available to you to take over this weapon, we suggest that you do it.



Shotgun

When you want to do close-up damage to an opponent of a massive nature, the Shotgun is where it's at. Useful only in close proximity to any target, the Shotgun, when fired, not only does great damage to your primary target but also to any of his buddies next to him. It's great to use on small enemies who move slow all together, like Giant Crabs and things of that nature. However, if you know you have to do battle with enemies from any distance, you may want to consider another choice. Have a great distance to fire? Well...

Sniper Rifle

...the Sniper Rifle may be where it's at. Equipped with a scope that allows you to magnify what's in front of you many times over, the Sniper Rifle gives you pinpoint accuracy, decent strength, and high reliability. Of course, the gun does have a downside. If you're stuck with it when you have to fight enemies at a close range, it is hard to use. You'll find yourself missing a lot, sustaining a lot of damage - it's almost the antithesis of the Shotgun in many respects! You'll want it a lot, but you'll be finding yourself picking up Spears and Bones at certain times also, even when you have a Shotgun and several magazines on backup!

Walkthrough

Ch. 01	Ch. 02	Ch. 03	Ch. 04	Ch. 05	Ch. 06	Ch. 07	Ch. 08	Ch. 09	Ch. 10
Ch. 11	Ch. 12	Ch. 13	Ch. 14	Ch. 15	Ch. 16	Ch. 17	Ch. 18	Ch. 19	Ch. 20
Ch. 21	Ch. 22	Ch. 23	Ch. 24	Ch. 25	Ch. 26	Ch. 27	Ch. 28	Ch. 29	Ch. 30
Ch. 31	Ch. 32	Ch. 33	Ch. 34	Ch. 35	Ch. 36	Ch. 37	Ch. 38	Ch. 39	

The Venture / Skull Island

As we begin the first stage of the game, you'll find your character, Jack, on a small boat. On your boat in your party you'll also find three important characters to the game - Carl, Ann, and Hayes. Your small boat will automatically be rowed towards the gloomy-looking island ahead, while your ship and the ships accompanying you avoid falling debris from the island while braving the stormy ocean. When you arrive on shore, you'll finally be given control of Jack. Get up off the ground and take a look around. Before following the party into the cave, walk around the beach and get a hang for the controls. Since this is a multi-platform title, an explanation of specific controls would be useless. Make sure to consult your instruction manual and get a grasp for the basics before proceeding. The action comes fast and fierce from here.



Proceeding up the steps towards the cave, your companions will note that the cave is dark. Ann comes to the rescue - she takes the initiative, walks into the cave, and lights a flare so all can see. Be weary! Your first enemy encounter is a short time away. As you enter the cave, Hayes will notice enemies ahead. **Giant Crabs** are ahead, waiting to rough you up. As the game suggests, approach Hayes and take a **Pistol** from him, and fire away at the pesky creatures ahead. Try to stay out of the water that they are coming out of; it's safer if you stay behind the half-destroyed wooden barrier and fire from there, out of harm's way. You may need to proceed deeper into the waters when things calm down to pick off a few more Crabs that may have previously escaped you.

Go forward into the shallow water and pick off any Crabs that alluded you earlier. Follow Ann and her useful light source to the other side of the small, dark cave, where a lone Crab will attack. Make the Crab pay, then bust through the wooden gate as the game prompts you to do so. As you reemerge back outside, follow the linear, winding pathway down to your left, towards a large wooden gate along the shoreline.



When you get down to the gate, grab onto the right-most unlocking mechanism. Start turning it clockwise, and Hayes will grab the other one and do the same (while Carl not surprisingly has Ann take some test shots with him). Suddenly, Giant Crabs come from the shoreline. Abandon trying to open the gate for now and help Hayes take out the onslaught of Crabs, using your Pistol (you could alternatively approach Ann and use her spear, if you wanted to save some ammo... but it's difficult).



Hereafter, the mother of all Crabs (I lovingly call it **Big Crab**) comes out of the water. Don't fret, my friends! Big Crab is a piece of cake. Hayes will direct you to shoot underneath its shell - take his advice. Wait until the Crab goes crazy and shakes, and take a shot at the head area. Several of these shots will take the creature down. You can also keep the Big Crab at bay by shooting at it continuously, but be mindful of your ammo, and reload often as to avoid running out of bullets at the most inopportune of times. When the Big Crab takes a fall, the gate will open thanks to Hayes and Carl. Proceed through - we're almost done with the first stage!



Run beyond the gate and simply follow the party as they lead you on an uneven, skinny pathway that hugs the side of the mountain. On the other side, you and your party will spot Captain Englehorn, seemingly escaping from the dangerous surroundings, but not before dropping you and your party a crate from his low-flying aircraft. Punch open the crate hanging there and discover a **Shotgun** along with some **Shotgun Shells**. Pick them up, discarding your Pistol, and proceed forward.



As Carl insists on taking some more shots, you'll notice that further up the path to your left, a long Crab attacks Ann. Quickly engage the enemy in combat by simply blowing it apart with your new-found (and extremely powerful) Shotgun. After that, go forward and approach the wooden gate. Smash it apart with the butt of your Shotgun (don't waste bullets on destroying it), and then lay into the numerous Crab enemies on the other side of the destroyed gate.

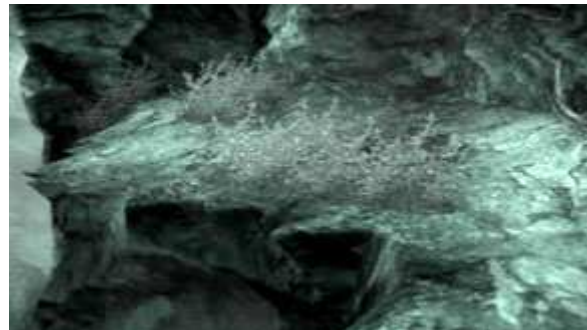


From here, the end of the stage is a straight-forward run. You'll approach another gate, which you must open with the help of Hayes. Go to the left side of the closed gate, pick up the wooden rod there, and place it into the left side opening mechanism. Then, simply turn the mechanism twice counter clockwise and walk through to the other side. Follow the pathway rightward to the end of the stage.

Ch. 01	Ch. 02	Ch. 03	Ch. 04	Ch. 05	Ch. 06	Ch. 07	Ch. 08	Ch. 09	Ch. 10
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Ch. 31	Ch. 32	Ch. 33	Ch. 34	Ch. 35	Ch. 36	Ch. 37	Ch. 38	Ch. 39	

Necropolis

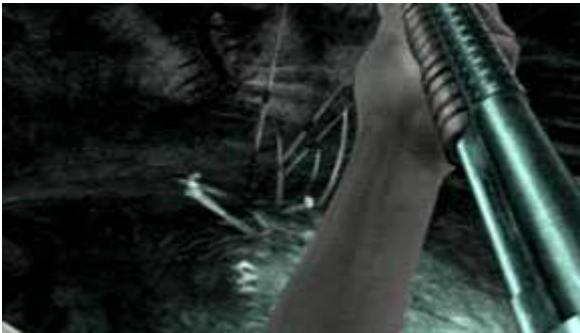
As the stage begins, go forward to a cliff overlooking the waters, where the party spots one of the other boats that was lost during their time in rough seas earlier. After talking to the man in that boat, move over the rock formation ahead carefully. You'll see a broken crate - ignore it, there's nothing inside. Once over the rock formation, pick up one of the **Bones** stacked on the ground in front of you. This will be an initial weapon before shooting your gun, which will save you ammunition. Then, weave your way leftward around the thorn bushes, but not before getting a new **Shotgun** out of the crate hanging over some thorn bushes to your right.



Follow Carl through the small (but linear) pathway ahead, past the hard-to-see thorn bush as the path turns rightward. At the end of this pathway, the party will run into an area with a torch burning in the center of it. Here you'll need to pick up a **Spear** and light it using the torch in the center of the creepy area.



With the torch lit, light the thorn bushes to your left afire and let them burn away the thorn bushes, granting you access to another area. This area is a tomb, which you are not alone in... you'll notice that **Megapedes** will come out of the walls from all directions at you. Protect your party well here, using the Shotgun to blast the suckers to high hell. When your Shotgun ammo runs out, which it probably will, grab Hayes' gun and/or supplement guns for Ann's spear, chucking them carefully at these giant Centipede creatures. When the first wave of creatures stops attacking, don't get too comfortable - more will come before the room is secured and the party can move out of it and onward.



As you move out of this room, you really want to stay on top of Hayes and Carl as they run forward through the linear corridors. They will run into a couple of Megapedes along the way that will give them trouble if you aren't there to bail them out. They will be able to do their share of damage to the creatures, but make sure you are there in case they get in trouble, or simply to deliver the killing blow. As you work your way to the end of this corridor after killing a couple of Megapedes, you can take a deep breath. We're more than halfway through the level.



As you come back outside, aim your gun skyward to kill the creature we here at IGN have lovingly dubbed the **Flying Dinosaur**. Clever, huh? Make sure to aim well with these guys, as they are ever-moving targets. Also, be weary of more Megapedes as you move leftward once outside, who will couple themselves with the Flying Dinosaur enemies to create a double threat to you and your party. After they are all slain, approach the flimsy looking wooden plank crossing the chasm. Cross over it quickly (don't fall!), and on the other side, grab the **Pistol Ammo** from the broken crate.



After your new Pistol is obtained with more ammunition than you'll probably need (or maybe not), you have to protect Ann as she climbs to the area above you. Look leftward toward the rock-face and shoot the Megapedes that come toward her. Make sure to be quick on the trigger! After she gets across, you'll want to traverse the rest of the wooden planks quickly (again, don't fall, and don't dilly dally either, or you'll pay the ultimate price). Once you've gone across the series of planks, simply run towards Ann, and grab a **Bone** from the pile adjacent to her if you are so inclined to save your ammo... although it's not really necessary.



Naturally Ann will run ahead of you from here and down the linear corridor to an opening where a Flying Dinosaur will be flying, and some Megapedes will be on the ground. The idea here is to quickly dispatch the Flying Dinosaur in order to distract the Megapedes, who would rather eat the enemy carcass than deal with your party. This is the perfect time for you to run up on them and kill them unsuspectingly (you don't even have to be that slick!) When all of the foes are dead here, continue forward to another torch, taking a **Spear** from Ann in order to light it there.



With the lit spear, quickly throw it into the spear bushes ahead. This will not only burn them away to clear a path for you, but it will also allow you to kill the Megapedes coming towards you without discharging any bullets. So act quickly here! Ann will again begin to go ahead probably too fast for you. Make sure to kill any Megapedes that give her a hard time as she climbs over the stone wall (couldn't she have just waited for the gate to be opened?) Also, don't neglect to kill the Flying Dinosaur that will come in from behind as you approach the gate. Once through the gate, shoot the two small creatures that are on the skeletal remains of something, which will attract the large spiders blocking your path into another cave. Going forward into this cave will end the stage!



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Scorpions

It's just Jack and Ann now, which will work to your advantage since it means you'll have less characters to protect from creatures. Ann continues her pesky habit of running forward into danger on this level, so you must stay aware and keep on her and protect her, or you won't get very far. Run through the linear pathways until you come to an opening, where Ann will rapidly go forward and start climbing. Remain behind for a minute and kill the lone Flying Dinosaur that comes towards you with your Pistol - then, grab a **Spear** from the pile and run upwards to the top of the "plateau" as Ann describes it, and forward into the next area.



In this area, you'll see many thorn bushes but no flames to destroy them that you can access. The one flame is atop some rocks that Ann will climb. Make sure to protect her by shooting the Flying Dinosaurs that come at her as best you

can. When they are slain, Ann will get to the top of the rock formation, grab a Spear from up there, light it afire, and throw it down, destroying the thorn bushes that are blocking your way. With those out of the way, we can proceed.



Go through where the thorn bushes were and into the water, as Ann suggests. This part is easy, because even though enemies are everywhere (you can at least hear them, if not see them from time to time), as you swim forward you'll never have to deal with any of them. Just don't go too fast and let Ann spear the little bastards to death. Thankfully, when you get to the end of this waterway, she'll offer her hand and drag you out from the water, and Jack and Ann will talk before they proceed through the stage.



In the area you come to after the water part, Ann will again proceed forward into a veritable forest of thorn bushes. You must act quickly here. First, proceed forward and aim your pistol at the Flying Creature hanging from a rock formation in the distance. Killing him should be your first order of business. Once that's done, continue forward and around the path dodging in and out of thorn bushes, and killing the new enemies you come across which the instruction manual doesn't name, but that we name **Shell Bugs** (since they are extremely resilient, yet slow). To kill these pesky enemies with the most ease, don't waste your bullets - one Spear will kill them... just aim carefully!



Once you've reached Ann and the torch she is hovering around, grab a **Spear** from the nearby pile (or simply ask Ann for hers) and light it up. Throw it into the nearby thorn bushes to light them on fire, which will catalyze many enemies, both Shell Bugs and Megapedes, to come out of their hiding places. You need to be on your best game here, keeping an eye out all around to protect not only Ann, but yourself as well. Supplement the nearby Spears in lieu of your pistol if you realize you're running low on ammunition, especially when fighting the Shell Bugs. When the enemies stop coming (finally), we can proceed.



Taking Ann's Spear or one of the Bones from the pile near the torch, set it ablaze and throw it into the thorn bushes that are going up the slope, adjacent to where you came to this place via. This will destroy the bushes and grant you access to the area above, but rains will also come and douse the torch, extinguishing the flame. This is of no consequence now, however, so worry not! Instead, follow Ann as she heads up the now-barren hill. The path is linear - as you see Shell Bugs above and to your left, you're closing in on combat (even though they can't yet attack you), so stay aware!



Eventually, you'll run into some thorn bushes that you just can't dodge. If you're astute you would have noticed above the bushes is a torch just hanging there. You know what you must do! Grab a Bone from the nearby pile and carefully aim it at the torch, and knock it down. This will set the thorns ablaze and grant you access into the final area of the stage. Proceeding forward, Jack and Ann will run into Hayes and Carl



Approach where Hayes is and grab the **Sniper Rifle** from him. Then turn around and quickly lay into the Megapedes coming up behind you. The weapon you now have will make short work of them, whether you decide to properly aim or not. When the few enemies are slain, a wooden bridge will fall into place next to you. Cross it to end the stage.



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The Wall

As this stage begins, go forward and smash your way through the wooden gate. You're now in a humongous cannon, with a friendly plane flying overhead, although the plane can't help Jack and Ann due to all of the enemy activity and other obstacles. Be prepared to immediately kill a Megapede that'll come at you from the right, then go leftward and up on a platform that'll give you a nice view of the area below. Snipe the Flying Dinosaur out of the air right in front of you (almost above you), then take aim at the two torches hanging around. One will be straight ahead, the other to your left. When these are knocked down, they will set most of the thorn bushes on fire, which will allow you to go down and do battle with the many enemies below.



Before you go down to meet up with the enemies below, however, do two things. Firstly, shoot down the other Flying Dinosaur that'll be flying around the left side of the screen. Killing him will draw the Shell Bugs to its carcass. Also, grab a Spear from the pile to your left. Remember that Shell Bugs are most susceptible to Spears and Bones... not even your Sniper Rifle does them in, in any less than three shots. So go down and spear the Shell Bugs to death. Any Flying Dinosaurs that come your way should be dealt with using the Sniper Rifle. This area is a little overwhelming, but with smart play and smart use of your weapons (you can keep grabbing Bones to use on the Shell Bugs from the piles around you), you'll come out without a scratch. When the enemy presence in the area is overcome, it's time to proceed, but not before you get the **Sniper Rifle** and Ammo from the broken crate at the center of this area.



Moving through the succeeding areas, you'll find that there's no enemies to be found. Take a breather as you follow the linear pathways behind Ann. When she jumps down to the area below, do the same. Then, follow her into the next enemy-infested area, overrun with thorn bushes galore.



Thankfully, we've been in this kind of position before. As your first order of business, kill the Flying Dinosaur when he flies over the center part of the screen. This will draw the numerous Megapedes and Shell Bugs to his dead, edible carcass. From there, you'll want to immediately take aim at the torch above them, which will not only destroy the thorn bushes below, but also every single enemy that was drawn to the body of the beast, which is, if you're lucky, just about every enemy in the area. Then, use your Sniper Rifle to take aim at the other three clearly visible torches to light the rest of the thorn bushes afire and allow you passage through. Grab a Bone or Spear to use on any Shell Bugs that may have survived as you push your way through.



Thankfully, the rest of this level is completely devoid of enemies. It's linear nature also makes the completion of the stage from here on out to be a piece of cake. Simply follow Ann along the various linear pathways she takes until the party comes across a large wooden door. Ann will volunteer to climb up and open it (she really enjoys climbing, eh?) When she opens the door, go forward into the small, deep pool of water, and swim across to the surface on the other side. She'll do much of the same here - climb up, and open the door. However, when you see the door opening, you'll see something very startling indeed... the indigenous people of this mysterious island! The stage is effectively over. They've captured you... what now!?



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Sacrifice

As you begin this stage, you might be a little startled. You can't move, but that's just because the indigenous peoples have tied you up to watch Ann be sacrificed to King Kong! In a pretty cool scene, the natives lower Ann onto a lone platform with a wooden mechanism, and then King Kong comes out of the jungle and seizes her! But then suddenly, you hear a friendly voice! Jack unties you and after some dialogue, you're able to move out of this creepy holding area. Leave those skeletons behind! Regrettably, however, you'll be without weaponry. But not for too long.



Follow the camera-toting Carl into the cracks and away from the holding area. As soon as you get going, you'll hear screams and yells from the natives - they know you've escaped! This part upcoming seems hard, but it's actually quite simple. Run forward following in the steps of Carl down the pathway, dodging the countless burning spears that come hurtling towards you. Head towards Carl on the right side and things will thereafter die down.



When things calm down, Carl will make a break for it into the jungles behind you. Follow him in. Carl is astonished by what he sees (in a good way!), and takes some shots for posterity. While this is occurring, you'll want to search the wall to his left to find a hole that you can fit through. (If you can't find it, simply see the picture on the right below - it's the crack on the right side). Since there's no where else to go in the previous area, this will be your destination.



You'll need to act quickly here, because Carl will undoubtedly move ahead of you and catalyze an event that you must face head on. Grab a Spear from the pile to your left and throw it at the torch there to burn the tall grasses ahead of you. Then work your way left and forward, and then rightward to flank the **Venatosaurus** that will be hassling Carl. Make sure you have a Spear in hand and ready to attack as soon as you round the corner! Also here will be a Megapede, but make the Venatosaurus your primary concern. Three Spears of the well-aimed variety will do him in. Then, you can take on the Megapede and voila, no more foes in the area.



To finish out this short stage, simply approach the door leading out of the area, the large wooden door. You'll notice that the right-side opening mechanism is missing a handle. To get the handle, grab a Spear and launch it at the torch behind you and to the left (if you're facing the door - if you're confused, just look at the picture below on the left side). This will destroy the plant barrier around the handle, so grab it and insert it into the mechanism. Then, simply turn it a few times clockwise, go through to the next area, and at the suggestion of Carl, the two characters will take a much-needed break.



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On Kong's Tracks

Well-rested and anxious to find what out what happened to Ann, Carl and Jack are ready to get going. Don't bother backtracking the way you came, as you won't find anything of interest. Instead, go forward along the small rock bridge and swing rightward, following behind Carl. You'll hear Ann scream in the distance, along with it some mysterious and scary sounds coming from the beast who captured her. The path you take is linear, so don't worry about getting lost. Don't worry about enemy encounters here either... nothing will take you by surprise.

As you come out of the pathway and back into a jungle area of the stage, you will sight King Kong but can't get to him (not that you'd really want to, anyway!) Run rightward around the obstruction and you'll come out in a more open part of the jungle. Carl will start running leftward toward the beast, and naturally Jack should follow suit. After going up a series of ancient staircases you'll come out of the ruins into an even wider area. Not surprisingly, the area is chock full of enemy goodness.



As you enter the area, Carl will be seized by a humongous flying creature, which we've lovingly dubbed **Giant Flying Dinosaur** (clever, huh?) With the Spears in the area, do as much damage to the beast as you can. When it escapes towards the right, you'll want to follow. The only other enemy in the area is a regular Flying Dinosaur, so grab a Spear and chuck one into it, watching it die thereafter. Then proceed rightward, through the grass, and toward the Spears near the torch. Here is where you'll want to turn left (as going forward will bring you to a large wooden door that you can't open without someone's help.)



Going down the alternate path, you'll cross a waterfall and then arrive at a wooden door. Bust it open with a few shots from your fist or the Spear you're carrying, and then go through the subsequent cave passage and back outside. Here you should be prepared to fight, as a Venatosaurus will round the corner ahead and attack. Fast as they are, the Venatosauruses you encounter here are both smaller and weaker than the one who nearly killed Carl during the last stage. After killing the initial Venatosaurus, go forward and kill more as they come towards you. Make sure to use the pile of Bones as a steady stock of weapons against these foes. Always have one in hand as you proceed forward so you're never caught off guard!



After the onslaught of Venatosauruses comes to an end, so to will the pathway you are on, and you'll come out in another enemy-filled scene. Two Flying Dinosaurs roam the area and will need to be taken care of before you move on. Grab a Bone from the pile ahead of you and lay into each of the enemies. After you throw one, take refuge back in the cave from whence you came, then go back out, grab another Bone and repeat until both foes are slain. Then, go right and circle around the chasm at the center of the area. At the far end of this pathway you'll see a bridge across the chasm made of flimsy looking wood. As you walk, you must be perfectly centered or you will take a fall and die. Thankfully you can take your time and really get your footing, so don't rush!



Once across the treacherous wooden planks, two Flying Dinosaurs will immediately attack you. Throw the Spear you have in your hand at one to injure or kill it, then grab another Spear from nearby to finish them off. If for some reason you run out of Spears, there's a pile of bones ahead and to the left. When both enemies are slain, you can grab a Bone from the aforementioned pile (don't bother going down the pathway beyond it, it's a dead end), and then enter into the cave ahead of you. On the other side of the cave, another enemy-infested clearing is waiting for you.



The Giant Flying Dinosaur has his/her nest here (ironically, a giant nest). Surrounding the nest are numerous Flying Dinosaurs that you damn well know you're going to have to fight. Spear/Bone in hand, break to your right and kill the three Flying Dinosaurs that come at you as you head down the path, using the pile of Bones and the Spears there to replenish your supply after each throw. When the three creatures are dead, take the time to knock the crate ahead out of the air with a Spear or Bone, which will break open upon contact with the ground. What's inside? A **Shotgun** and **Ammo**!



This Shotgun and ammo will come in handy, but not immediately. In anycase, go forward and approach the wood planks leading over the small gap. Slowly and carefully walk over them to the rock platform on the other side, then continue forward and up, through the tall grass that'll slow you down. Atop this pathway is the nesting area of the large beast that captured Carl. **Don't use your Shotgun**. Instead, look for the other side of the nest, where a broken crate will reveal a **Pistol** and some **Ammo**. Grab the Pistol and use it to take out the numerous Flying Dinosaurs coming at you. Keep turning around and checking the skies; they'll come at you from every direction.

When all but two are slain (not including the Giant Flying Dinosaur), the giant will begin its attack on you. Quickly run back to where you traded the Shotgun for the Pistol, and trade back, picking up the Shotgun. Although Spears/Bones and the Pistol will damage the foe, the Shotgun from extremely close range does the best damage. When the beast flies towards you, shoot at it (or better yet, grab a Bone or Spear, chuck it at it to stun it, then shoot it to avoid being damaged). A few minutes of this will do the beast in.



From here we're simply going to backtrack. Do you remember a while ago when we passed by the closed wooden door before going in front of a waterfall earlier in the stage? Well we're going to backtrack *all the way back* to that door, which you can now open since you'll have Carl's services once more. Enemies will reappear en route, but you'll have your Shotgun to help you out... if not, pick up Spears and Bones along the way to kill the Flying Dinosaurs and Venatosauruses you encounter. When you cross back over the waterfall and get to the door, open it up with Carl, and move forward to end this arduous stage.



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Hayes

From the outset of the stage, don't backtrack (it'll lead to a closed door, the one we just came through), but instead go forward along the linear trail as it leads upwards. Make sure to grab a **Bone** out of the pile directly to your left as you start to arm yourself, since your Shotgun is likely in bad shape as far as ammunition is concerned. When you come to a more open room with spiders crawling around to your left, ignore them and continue along the path. Eventually a large area will open up with a couple of Venatosauruses below.

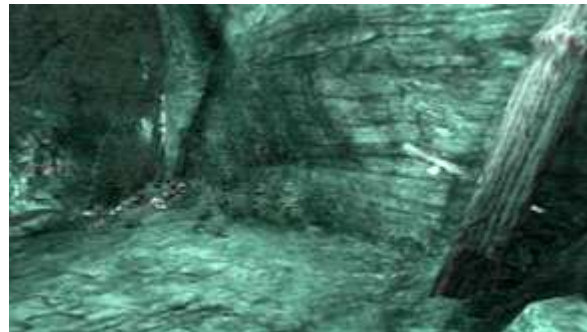


The Venatosauruses will not know Jack and Carl are in the area until they are attacked (as they are feasting on some food) so quickly follow Carl's lead and have Jack go to the little cave area on the far side of the screen. En route you'll want to hit the crate hanging there down, revealing a **Pistol** and some **Ammo**. If you have Shotgun ammo left, leave the Pistol for now, but if not, grab it, as well as a Bone from outside, then go into the cave and up the stairs on the left. Toss

the Bone at one of the foes below, as well as the other two Spears there (lighting them on fire with the nearby torch for extra damage). To finish these foes off, go back outside and use a combination of your firearm and the Bone pile. When they are slain, proceed to the carcass they were feeding on, where a lone Flying Dinosaur can easily be killed.



The next order of business is opening that huge wooden gate in the area where you just laid waste to the two Venatosaurusess. To open it, both wooden opening mechanisms will need to have handles placed into them. The handles are both in pretty vague hiding spots. To get the first one, grab a Spear and light it afire back in that little cave where we first attacked the dinosaurs earlier. Then, jump down and run across the area to the brown colored thorn bushes, lighting them on fire. When the fire is out, grab the first handle and put it into one of the mechanisms. The second is located back where the spiders were that we ignored earlier. To lure them off of the pole where the handle is, grab another spear and slay one of the little larvae walking around in the cave. Then carry it over and throw it near the spiders. When they disperse, grab the other handle, throw it into the wooden mechanism, and with Carl's assistance Jack can open the door and proceed into the next area.



As soon as you enter this area you will undoubtedly notice a broken crate packing a **Shotgun**, a **Pistol**, and a lot of **Ammo**. You can take either gun you want, but the Pistol is recommended as well as all of the ammo. With that in hand, proceed into the ruins further, following the linear pathway until you find yourself back outside. Here a Megapede will attack - lay into it with your Pistol. To save ammo here, grab a Bone from the pile in front of the waterfall. The waterfall, as Carl points out, is your only escape. Jump through it and into the water, and then work your way back on dry land.



When back on land immediately be prepared to do battle with another Megapede. A Bone, Spear, or firearm shots will make quick work of the foe. Then, proceed forward towards the river-like body of water, killing more Megapedes before you get in, and then after you get out. On the other side of the body of water, work your way upwards along the linear pathway, grabbing a Bone from the pile to supplement some of that Pistol ammo you've been using.



The pathway is easy enough to traverse, although be ready to fight a Megapede as you walk through the thinnest part of the corridor. At the other end of the pathway, another wide open area can be found - and there's Hayes! But Hayes is trapped and cannot move from his position. Furthermore, you can't reach him quite yet. Instead, head leftward into the water. On the other side will be two large Venatosauruses. Don't attack them or try to take them on... simply attack one and wait until they run off. You'll deal with them later. Instead, simply get back onto dry land.



As soon as you're on dry land, make for the little rock building ahead of you. Go forward and try to lure the Venatosauruses back out. They'll come out, attack, then run away. They'll repeat this until you kill them. The Pistol is all you really have to rely on here so you'll need to be patient with the minimum damage each shot does on the gigantic creatures. When they are both slain (simply run around and use the various rock buildings as shelter), things are safe... for now.



Before we go any further, go to the upper left corner of this area, where you'll see a wooden pole with one of the wooden handles we've used so many times. Grab it and then find the large wooden door nearby. Put the wooden handle in the mechanism; we'll come back to it later. Hereafter, you'll hear screams for help from Hayes. Continue into the area we've yet to go to, jump into the little body of water, then work your way across it and up to the platform across from Hayes. Here you can grab a **Machine Gun** (!) from Hayes. Use it on the Venatosaurus that is attacking him (don't worry, he'll attack you too!) Slay him quickly, since you don't have a lot of room to work with. If you let him live too long, he'll likely get a good hit in on you.



From here, it's smooth sailing. No more enemies are on the entire level! To free up Hayes from his bind, take one of the Spears on the platform where you killed the last enemy, get it to light on fire with the torch there, and give it a good toss into the thorn bushes on the left side blocking Hayes' way. Once the fire is extinguished, Hayes will be able to get through, and he and Carl will meet you at the large wooden door we previously saw (the one where the wooden mechanism now has a handle in it). Open it up and proceed through.



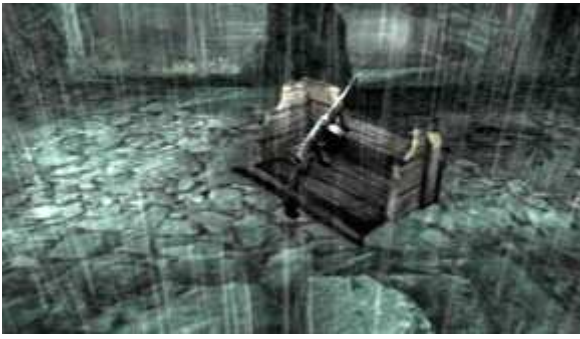
From here it's extremely straight-forward. Work your way through the linear pathway and then to the linear river-like waterway. At the end of it, Hayes will remark that the party should take a break. Head towards the shelter as it starts raining and this long, difficult stage will come to a close.



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V-Rex

As we begin this stage, simply go forward from the shelter, following the simple direction the wide pathway takes. As you turn left, you'll come through to another shelter, in which you should pick up the **Machine Gun** there to replenish your ammunition supply. Thereafter, continue forward, where you'll run into Carl and Hayes, who went ahead of you. Go down to meet them, where they'll begin talking to some members of one of the parties lost earlier in the game. Suddenly, they are attacked and slain by a humongous dinosaur, a **V-Rex**. If you listen to the game's instruction manual (which you should), Jack isn't even able to hurt this beast.



Running away seems to be a good idea here, and run away you should. As you take flight, be mindful of the humongous dinosaur behind you. Don't be too non-chalant or you'll pay the price! In the next area, when V-Rex is struggling to get through the rock formation you and your team just got under, Hayes and Carl will come to a wooden door and attempt to get it open. The only way they can do so without being hurt by V-Rex, however, is for you to distract the dinosaur away from them. Attacking it with your Machine Gun and the numerous Spears in the area is a good place to start. The Flying Dinosaurs in the area make for a good distraction as well. Either way, whatever you do, keep it away from Hayes and Carl, and keep your distance as well! If he gets a hold of you, there's little chance you'll survive.

A good tip here is to simply shoot at him while around the rocks in front of where Hayes and Carl are. When he spots you, he'll go after you. Fire at him intermittently from here and simply do a little circular dance with the V-Rex around the rocks. He'll never catch up to you, and better yet, it'll give Carl and Hayes the time they need to get that door open!



Once the door is open, get the hell out of there! Go through the door and immediately make your way for the very back end of this area. Get in through the rocks and then into the small pool of water behind there. This is the only safe area from the V-Rex, as he'll knock over the rocks in front of the pool of water which will kill you if you're not careful. After a while, the V-Rex will get bored, however, and go look for something else to do. When he does that, come out of your hiding spot.



There are no more enemies in the area, it's just a matter now of getting to where we need to go to end the stage. Backtrack a ways to where we first ran into V-Rex, making sure to pick up a wooden handle from the pole en route (see picture below for location). Insert that into the opening mechanism of the wooden door you come across while Hayes searches for any survivors from the attack. Once Jack and Hayes open the door, head through to the other side, going through a small corridor before coming back outside. Try crossing the wooden plank ahead, which will break underneath your feet. At this point, Carl and Hayes get split up from Jack. Simply go forward thereafter and end this short (yet arduous) stage.



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Ann

From the outset of this stage, go down the linear pathway as it winds past a pile of **Spears** (grab one if you'd like) - then knock down the hanging wooden crate you come across a little further down the path to find a **Machine Gun** and some **Ammo** that you should pick up to replace what you already have. From here, simply work your way into the open area ahead.



This area is swamped with small Venatosauruses and a handful of Flying Dinosaurs as well. The area has tall grasses and a lot of rock formations, et cetera, that will make things even more difficult for you when dealing with the fast-moving Venatosauruses. Although there are Spears strewn across the area to supplement your Machine Gun, it is recommended strongly that you just stick with the Machine Gun. It's your best bet (just don't waste your ammo!) When the grassy field is cleared of an enemy presence, simply go forward (grabbing an auxiliary Spear if you so desire), and you will eventually meet up with Ann who is on the other side of some thorn bushes on a ledge by herself (she really should stop climbing everywhere, it's annoying.)

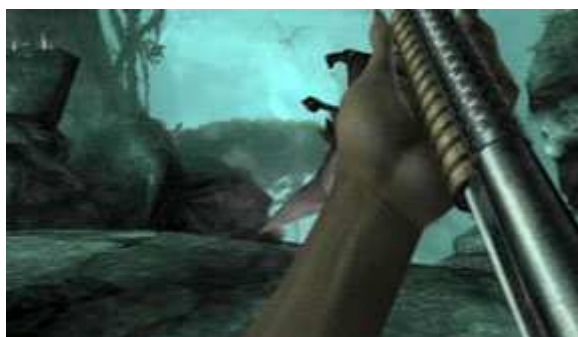


Ann will scream for help soon after you spot her, so run towards your right past the thorn bushes where Ann will stop running and Venatosauruses will come from all angles to attack her. Use your Machine Gun to pick them off. When you've killed all of them, Ann will continue to run to her right. You can't get to her, but you can follow along your own path and stay parallel to her. When you come out on the other side of the rocky pathway, more creatures will attack her.

This time, they'll be jumping on your pathway as well, messing your whole day up.



Thankfully there are two crates in the area. One is already broken and has a **Pistol** and **Ammo**, which is surprisingly effective against the Venatosauruses. In the crate hanging further away from you, if you choose to knock it down, you will find a **Shotgun**. The Shotgun works well against the Flying Dinosaurs. There are also Spears in the area if you so choose to use them. We recommend that you use the Machine Gun until it's dry, then switch to the Pistol, and finally to the Shotgun if needed. When the foes are dead, a large Flying Dinosaur will take Ann. But suddenly, King Kong comes and chases the creature...



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Kong

Yes, my friends, we finally get to use King Kong! The idea here is to follow the creature with Ann, and surprisingly this isn't difficult at all, although you should keep moving or Ann will die and the stage will end suddenly. The game will prompt you (depending on the version you're playing) with the controls for King Kong and with his ability to swing from trees, run along walls, and smash through obstacles, you'll find that the beginning of this stage is rather easy, and quite fun.



But the fun ends very suddenly. Although King Kong kills the infinite number of Flying Dinosaurs with ease (it's kinda

sad considering how difficult it was for Jack to kill just about anything), they come in great numbers and you have to keep moving and act quickly here before Ann dies. Make sure to use anything like a log as a weapon, and when the enemies in one area are slain, move onto the next. It seems confusing but it's actually linear and King Kong can climb on just about anything, so look for vines along the rocks and trees and things of this nature.



At the end of this fast and fierce part of the stage, you'll finally get to do battle with the humongous Flying Dinosaur itself, the **Giant Flying Dinosaur** we fought many stages prior. Thankfully, he's easier here than he was earlier because of King Kong's strength. Before you fight him, the game will prompt you to "Fury"... so do so. This will make his minions easier to kill; once their all dead, the Giant itself will want a piece of you. Each time you hit the giant, more smaller Flying Dinosaurs will come and attack you. Just repeat this process of Furiyng, attacking the smaller creatures, then damaging the big one.



When the Giant Flying Dinosaur has sustained enough damage, the game will prompt you to kill him for good with some button mashing. Do so and watch King Kong obliterate your foe. When the Giant Flying Dinosaur is no more, go to the platform adjacent to where you were fighting previously, and move the fallen stone pillars from the front of the doorway there. Then, have King Kong smash through the wooden doorway to continue.



From here on out, things are pretty simple. If you haven't noticed yet, King Kong doesn't seem to have too much trouble against any enemies coming his way. The Venatosauruses coming at you from here to the end of the stage, therefore, will pose no problems. Smack the hell out of them and they'll be no more. What could be tricky however is what to do after the Venatosauruses stop coming, and you see Ann on a wooden bridge behind you. Well, have King Kong climb along the rock face adjacent to the wooden bridge, and once on the other side, chase the running Ann and grab her as the game tells you to do. End mission.

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The Canyon

We're back to playing as Jack, who starts out this mission armed with a Spear. Go forward along the thin, linear pathway to a clearing up ahead. Adjacent to the massive chasm there, you will see a crate hanging. Break it open with your Spear to find a **Pistol** and some **Ammo**... pick up these goods, but make sure to pick your Spear back up thereafter and continue going forward. As you approach the wooden planks ahead, a great number of Flying Dinosaurs will come your way. Chuck your Spear at the first of these enemies, then quickly lay into the remainder of them with your Pistol.



There is an alternate method that can be employed here, however. A cave to the left of the wooden planks has some Giant Dragonflies within. With the Spear in your hand, stab one and keep it on the end of your Spear. Then, go back to the wooden planks and toss the spear to the rocky platform below. This will temporarily lure the Flying Dinosaurs downward. Quickly cross the wooden plank, and when you get to the other side, equip your Pistol and kill the foes. Either method you choose, however, should get you safely and easily across so we can continue on.



The pathway ahead splits up - one leads to a waterfall, the other stays back outside. However the two passages loop around in such a way that they lead to the same area. To the left of this area is a series of wooden platforms leading across a vast chasm. To the right of that is a little alcove where a broken crate is. In the crate is a **Sniper Rifle**. Grab it, for we'll need it right this very moment!



If you attempt to cross the wooden planks too soon, you're going to be in for a painful surprise. There are a great number of Flying Dinosaurs all over the place... at least 15 of them. The Sniper Rifle is the perfect way to pick them off and clear the way for you without having any enemy interference. To do this simply approach the bridge, aim your Sniper Rifle, and start picking off the enemies with ease using the scope. It's easy and it's fun, so enjoy this easy enemy killing experience! When all the enemies are slain, it wouldn't hurt to pick up a Bone from the nearby pile as an extra form of attack if necessary before moving on.



Cross the wooden planks slowly but surely. Don't fall! - you know Jack won't survive it. When you've crossed over the series of planks, you're going to go forward along the linear pathway without seeing any enemies for a very long time. It's a good chance to take in the scenery. But don't relax too much... the stage isn't over yet.



As the pathway turns into a wide open clearing again, the screen will begin to shake, and you'll witness something extraordinary; an endless herd of humongous Brontosaurus-like dinosaurs walking along. They won't hurt you or bother you in any way, so enjoy their majesty for a little while. As you are in the water going forward adjacent to the huge dinosaurs, you'll eventually see a rocky staircase leading upward to your left. If you don't have a Spear, grab one from across the way, then go up the stairs and light your Spear afire.



With the Spear lit, jump back into the water and continue along to the end of the water, and up some more rocky stairs. Blocking your way will be some thorn bushes - as you may have guessed by this point, simply throw the spear on fire into the thorns to burn them away. When the fire clears the thorns away, continue up the rock staircase and along the ledge. You'll see more huge dinosaurs to your left as you go... but again, they pose no danger whatsoever.



Eventually you'll come to a series of wooden planks leading leftward over the gap below. Carefully cross it (and hear the cries of Carl in the distance!) After crossing over, head down the path and over a waterfall, where a crate is hanging. Knock it down to break it open, which will reveal another **Sniper Rifle** and some **Ammo**. It'll be a good time to grab the goods now to replace your old Sniper Rifle with a new one and some new ammo. The part coming up will make for some intense action, so lock and load!



You may be at a loss as to where to go from here. Well, if you're astute you would have noticed that behind the waterfall is a passageway. Take this passageway into the watery caves. Jump down into the water below and make your way to the left side bank. Here you should grab a Bone from the pile, skewer a Larva there, and throw it into the water. This will lure the three Megapedes you saw earlier into the water. If you don't do this, they'll attack you when you jump in. While they're drawn to the Larva, snipe all three of them, then jump into the water, and back into dryness on the other side.



Continue forward and kill the Megapede in the room with you, then smash through the weak wooden door, where in this next room, more Megapedes will be there for you to slay. Pound through to yet another part of this big area to kill more Megapedes; then jump into the water and go leftward down the ensuing waterway. When you get back on dry land, take out the final Megapede, then approach the stone staircase leading downward.



Once down here, you'll have to deal with some familiar enemies - Shell Bugs and Flying Dinosaurs. Remember that Shell Bugs are good at making you waste firearm ammo, so use the Spears in the area to kill them easily in one shot. The Flying Dinosaurs, on the other hand, should see shots from your Sniper Rifle exclusively. When all of the enemies in this area are slain, go forward and look for the pile of Bones in the area. Pick one up.



With Bone in hand, slay a Swampcrawler in the little pool of water adjacent to the Bone pile. Then, go toward the wooden plank bridge to your right. You'll see Spiders on the wall in the distance that'll hinder you from proceeding if you don't do something about them first. Throw the Bone with the Swampcrawler on the end of it towards them and they'll chase it. Then, have your gun ready and begin to carefully cross the wooden planks. A lone Megapede will come at you - slay him, get to the other end of the wooden planks, and go forward to finish off the stage.



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Millipedes

Go forward from the start of the stage and smash through the wooden gate you come across. On the other side of it, you will see a crate already broken open - take the **Sniper Rifle** and **Ammo** from it, then look for Carl and Hayes in the distance. As you do, they will be assailed by a great number of Megapedes coming from all directions. Use your Sniper Rifle to pick them off as fast as you can while Carl and Hayes take refuge. Also pick off the couple of Flying Dinosaurs flying about too. A good technique to employ before going after any of the foes is, however, to shoot and knock down the torch high above the center of the little area. This will light the grass below on fire and kill some of the Megapedes

who touch it automatically.



When the enemies are slain near your teammates, head leftward down the pathway alongside the mountain. You'll approach a series of wooden plank bridges going rightward across the chasm. Before approaching it, though, use your Sniper Rifle to kill the Flying Dinosaurs in the distance. There should be about six of them there for you to kill. When they are taken care of, then start crossing the bridge, but don't fall!



As you finish crossing the bridge, make sure to swipe the **Sniper Rifle** and **Ammo** in the broken crate to replenish your firearm ammo supply. Then, seek out the screams of Hayes and Carl below. Carl will attempt to hold off the enemies in front of him below, but Carl lets in some enemies through the wooden door there. Our first encounter with Giant Crabs in a very long time indeed! Slay the pair of those that come through the door and make sure the threat to the two of your friends is done away with completely from any Megapedes that Hayes may have missed - then proceed forward.



As you proceed, follow rightward and down the winding (but linear) pathway to an open room full of enemies below. Only Megapedes are here, and as fast as they are, if you stay elevated in the area where you came into this room and patiently snipe away at them, you will have no problems with them whatsoever. When they are all dead, don't go down into the area below before looking for the torch in the upper right corner of the area. Shoot it down to light another torch on the ground on fire. *Then* go down into the room below.



Here, grab one of the many Spears strewn around the area and light it on fire. If you try to pass through the waterfall into the next room with your lit spear, however, it'll be doused. To avoid this, light the spear and then go to the left of the waterfall. Throw the spear through the hole in the wall there, making sure it lands on the small area of dry land to the far left. Then, go through the waterfall and back to the spear to retrieve it. It should still be on fire. Cross rightward across the water and then down the path beyond that to the final area of the stage. First and foremost, get rid of the lit spear by throwing it into the thorn bushes to the right. We'll get back to what that revealed in just a moment.



But first, lets take care of the enemies in the area. The first thing that'll be coming at you from below on both sides are more Giant Crabs. Take care of them with your Sniper Rifle, grabbing the additional **Sniper Rifle** and **Ammo** in the broken crate ahead of you if needed. When Giant Crabs stop coming, go forward toward the water to make the rest of them appear. Then, jump in the water and start to swim toward Carl and Hayes' location, but turn back quickly. This'll trigger a few Megapedes out of the walls who will attack your teammates. Back on land, kill all of the foes, then run back up to where the thorn bushes were burnt. Grab the wooden handle from the pole there, swim across the water, put the pole into the opening mechanism, and open the door. Beyond the door is the end of this level.



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Brontosaurus

Follow Carl and Hayes as they run down a linear corridor and back outside. The large Brontosaurus-like dinosaurs will be walking right where you're standing. Don't be hasty here, or you will be crushed! Instead, work your way leftward

amongst the humongous dinosaurs (in the direction they're walking, that is), dodging in and out of them. Run across and around the thorn bushes, then back towards where you came into this area from, but a little further down. Here a crate will be hanging; break it open to reveal a **Shotgun** and some **Ammo**, which you should take before proceeding.



Working your way forward into a more open area of this Brontosaurus path (well, what else should I call it!?) you'll start to come across actual enemy resistance. Venatosauruses who are seemingly-resilient to Shotgun damage will be the foes here. However, fast and ever-moving, they are better to fight with the Shotgun than the hard-to-aim Spear or Sniper Rifle we've been accustomed to the last couple of stages.



More Venatosauruses will come around randomly to give you a hard time. Remember to shoot them as close in proximity as you can to do maximum damage with a weapon like the Shotgun. The thorn bushes become heavier in volume as you get deeper into this area (right after you go through some buildings in the center for some cover), so work your way rightward and up some stairs. Here, some wooden planks act as a bridge alongside the right rock face. Once on the other side, have your Shotgun prepared for more fighting.



At least a few Venatosauruses will come at you at this point in the level. Deal with them the best you can, reloading when you get a chance. If you pay attention to the right side of this area, you'll finally see a flame that'll allow you to do something about the ever-increasing number of thorn bushes. Grab a Spear next to the flame, light it on fire, and chuck a single lit spear into the thorn bushes ahead of you. This'll likely draw out some more Venatosauruse, so use your heightened position to your advantage when doing battle with them.



With that all said and done, you might wonder what to do now. Well the peculiar looking thorn bushes that are a little thinner and shorter in this area can't be destroyed with fire or otherwise, so that stops us from continuing. We have to backtrack now, which involves setting afire more thorn bushes. But how do we do that with a waterfall the only way out of this area? Well, light a torch on fire, throw it onto the ground away from the water, then go through the waterfall and retrieve it. Don't know what we mean? See the screens below.



With your lit spear in hand, backtrack down the area we were previously in now-vacated of humongous dinosaurs. Adjacent to the original lit torch we just used is an unlit torch. Light this torch up, then use the lit spear to destroy some thorn bushes further up ahead. Any Venatosauruses you come across should be slain as well. Then, grab another Spear, light it on fire in the second torch, and use it to light up another torch in the middle of the area as you backtrack further, throwing that spear into the thorn bushes ahead thereafter.



Ahead of this third torch is a **Shotgun** and some **Ammo**... you should grab the goods, since you likely will be needing them by this point. Then, go forward and continue backtracking. While we can't do anything up here yet without fire, it's important we force any Venatosauruses, big or small (both varieties are here) out of their hiding spots so we can kill them before lighting a final torch on fire and escaping this area. Also you'll notice that the Brontosaurus dinosaurs have returned. You'll need to dodge them all around once more.



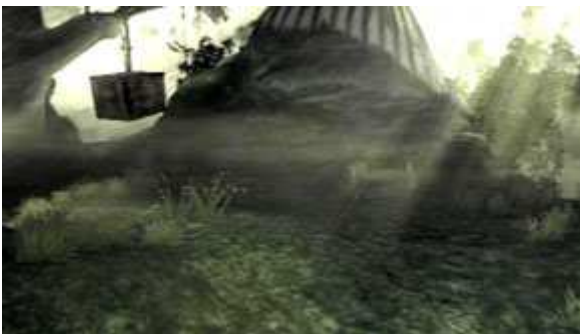
In anycase, backtrack all the way until you run into a downed Brontosaurus. Obviously, as you've probably figured out, only a V-Rex can do that kind of damage to a dinosaur so big! But we won't have to deal with him yet... once back to this downed dinosaur, run back to the third torch (after all enemies are killed). This time, grab a Spear, light it on fire, and return to the downed Brontosaurus. Then, quickly head left into one of the cave doors and quickly throw the lit spear into the thorn bushes ahead while Carl and Hayes look on. Then quickly run forward when the flames are gone to end the stage before the V-Rex captures you or one of your teammates and kills them.



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Jimmy

Run forward as the stage begins, following Hayes and Carl. Almost immediately you'll come across a crate hanging in the air to the left of a broken crate on the ground (which is regrettably empty). Break this crate open and grab the **Sniper Rifle** and **Ammo** from it. Then, continue leftward, pass Carl and Hayes, and run down to the first area where we'll encounter enemies.



The Sniper Rifle will be key here, as you can use it right off the bat to kill the Flying Dinosaurs ahead. When they're slain, move downward and forward into the field ahead. This is when small, agile Venatosauruses will come and attack you. Stay as far away as you can from them so you can use your scope on your Sniper Rifle to kill them accurately from afar. If they get close to you, however, use your Sniper Rifle without the scope the best you can - it'll be your only option.



Moving further into this area will reveal more enemies of both the Flying Dinosaur and Venatosaurus variety. Lay into them and reload at opportune times, in between waves of action. Use all of the space you just covered behind you to back up and get good shots at these final enemies in the area. Getting caught up in the fray with a weapon like the Sniper Rifle is bad news... but thankfully Carl will be going at it with his Spear, and Hayes with his firearms, so you should be okay!



Continue along the path as it winds rightward - make sure to snipe the Flying Dinosaurs here before proceeding. Remember, distance is the best thing to keep between you and enemies! Continuing into the next clearing, you will see estranged party member Jimmy being assailed by many a Venatosaurus. Lay into these foes with your Sniper Rifle as they attack not only Jimmy but the you and your party as well as you move into the area. They come primarily from the hills above and to the right, so keep your Sniper Rifle pointed up there to try and pick some of them off before they get down to you. And of course, the crate hanging in front of you to the left has a **Shotgun** and some **Ammo** if you need it (and you most definitely will). When the enemy threat is eliminated, Hayes orders Jimmy onto the native raft in the water next to him.



For some reason, Hayes sends Jimmy down the river by himself... meaning we have to keep walking. Go right and stay adjacent to the water Jimmy is going down on the raft. The path from here is extremely linear, when the path stops following the waterway. Simply follow it along in the only direction you can until you come to another opening.



In this opening, approach the huge wooden door and wait until it starts to open on its own. When this happens, back up a bit and prepare the Shotgun you picked up previously. Wait for small Venatosauruses to start coming out from beyond the door in waves, and pick them off as they do - they are small and susceptible to the Shotgun. You'll know that you've killed all of the enemies in the area when Carl and Hayes begin to run towards the door from the back of the area. Follow suit. (The **Sniper Rifle** and **Ammo** can either be picked up or ignored... it's all about personal preference, keeping in mind there are more enemies ahead that you'll need to do battle with in close proximity.)



Running into this next area, the native peoples will begin hurling flaming spears at Jack and the party. Quickly run forward and then leftward and seek refuge in the cave after waiting for some of the fire from the native's spears burns some thorn bushes in your way. If the natives' spears aren't doing the trick on their own, pick one of them up (if it's still on fire) and make your own way through the thorn bushes.



Follow Carl and Hayes up and rightward towards Jimmy's raft. Pick up the **Pistol** and **Ammo** from the broken crate there after killing the Venatosauruses in the area, and then board the raft quickly. Going down the river from here is automatic - just make sure to keep on your toes and dodge any stray flaming spears that will be raining down from above you thanks to the angry native peoples.



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On the Raft

This entire short stage takes place aboard the raft we just got onto on the previous stage. To give you the 411 on what's going on here, you're basically going to go down the river at a pretty slow speed. While going down this initial part of the river, be prepared to fight off a number of Megapedes that will be swimming in from the water at all angles towards you. Your Pistol works fine on these creatures; so do Bones that are on the raft in an infinite supply (just in case!... but you should be fine on Pistol ammo.) When you get to the bridge crossing over the river above with natives on it, you'll know you're making good progress away from the first wave of Megapedes.



Dodging the natives' spears can be hard, and it's really all about luck here. Thankfully a lot of their stray spears will actually set fire to their own protective thorn bushes and bridges right off the bat, making their ranks a little thinner. Additionally, you can pick off the natives with your pistol if you're sharp enough, and Hayes will do the same.



Eventually, Megapedes come back into the picture in addition to the burning spears from the natives, so keep your eyes both on the water and above to identify and expel both threats. When the water gets a little faster and the raft begins to move rapidly for a time, take a breather. On the other side, an even stauncher native resistance is waiting for you.



Here Hayes will give you the recommendation to use the natives' own weapons against them. A huge, tall bridge with several natives on it is in the distance. When one of their spears lands on your raft, pick it up and throw it back at the bridge. This will burn it down and kill the rest of the enemies in the area automatically. With that, the raft will go forward for just a short amount of time before the level is over.



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Rapids

Yet another level spent exclusively on the raft. Terrifyingly enough, you're actually expected at the very outset of this level to kill not one, but TWO V-Rexes. One hit from these foes and you're toast, so you must act quickly and definitively here. Your Pistol will work fine on them until it runs out of ammo - then rely on the Bones here on your raft to do the damage. The idea is to hit the V-Rex when it's about to come in on you and eat you - damaging him from that close range quickly will make him recoil.



The V-Rex on your left (once you turn around) is the one you're going to want to deal with first. When he gets close, shoot at him and repeat as necessary. Eventually the V-Rex will be temporarily thrown off by an obstacle in his way - meanwhile, the V-Rex on the other side seems to get closer to you, but in reality you still don't have to deal with him yet. Instead, deal with the Flying Dinosaur coming directly behind your raft. Killing him will distract the V-Rex, as he stops for a quick and easy meal as your raft continues down the river. Further down the river from here, you'll have to compete with a few more Flying Dinosaurs as well, so fend them off as best you can.



This last part of the stage is hardest, and it's going to be trial and error for you. Don't be frustrated in dying (even if you do have to start at the very beginning of the stage), because surviving this part is about memorization. The same V-Rex that was attacking you earlier will be the same V-Rex that attacks you here, but you have to keep an eye on the other one too, especially when he tries to intercept you a couple of times when he thinks you're distracted. But stay focused on the one that seems to be giving you most trouble, the one we've been dealing with for most of this stage already. Finally, the stage will end after a long and difficult last part of the stage (again, memorize to succeed!) after the party enters into a watery cave.

On the other side, it seems like certain doom has finally met you and your party. V-Rex is waiting! But then, the most unlikely of saviors comes to aid you...



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Fight

This stage is essentially one huge boss fight. Playing as King Kong, you are vested with the honor of slaying three V-Rexes (first one alone, then the other two in unison). Thankfully, this pseudo boss fight really isn't that difficult at all!

At the outset, King Kong has Ann in his hands. Drop her so that you have both hands free to attack, and then *immediately* go into Fury mode. If the V-Rex is making it difficult to do so, run away from the fight for a second and Fury up! Then, go back and beat the V-Rex mercilessly. He'll survive about ten seconds with your immense power in Fury mode... eventually, King Kong will do him in, leaving the other two V-Rexes to be dealt with at the end of this short stage.

Approach the fallen stone pillar in this area now and, as the game prompts you to do, move it out of the way, smashing through the wooden doorway behind it. Then, go forward and begin swinging and climbing and running your way along. Eventually you'll run into a huge wooden door that you must smash through. Do so while taking care of the Venatosaurus in the area (they are nothing for King Kong to smash). Then, continue along swinging, running and jumping until you come across the final two V-Rexes who are endangering Ann.



Defeating these V-Rexes may seem like a daunting task, but worry not - Furiyng will again save the day here. All you have to do is get enough space from the two foes to Fury, and the rest is really child's play. Simply smash the two of them to bits in this Fury mode, protecting Ann from them if applicable (they may or may not even have the time to go after her before you've killed them both). When they are slain, this stage is over! Easy, right?



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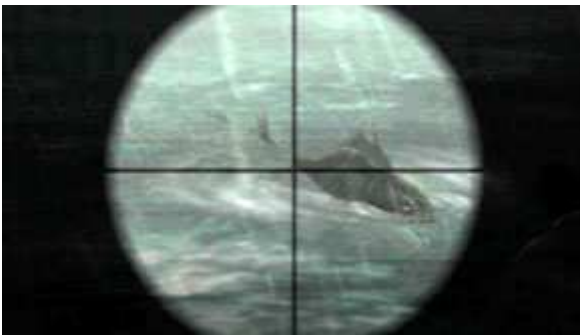
Swamps

Goodies will be awaiting you as soon as you begin this level. In the broken crate to your left as you move forward, you will find some **Ammo**. You may be puzzled as to how to access the intact crate to your right, however, behind the thorn bushes. Well, go to your right and grab a Bone from the pile there, then go to the torch where you started the level. Light the Bone, throw the Bone into the thorn bushes, and voila! Within the crate once you break it open is a **Sniper Rifle** and some more **Ammo**, both of which you should pick up before continuing.

Going forward into the water, don't be too hasty. Before the water gets too deep (hence forcing you to lose your ability to shoot), use your scope to look ahead and kill the **Green Fish** fast approaching you from the waters ahead. Once that lone enemy is slain, go forward into the water, and then go left and onto dry land on the other side. Once here, look forward and up with your scope to locate a lone Flying Dinosaur hanging there. Snipe him down.



You'll notice that when this creature falls into the water below, he'll attract several Green Fishes towards him. This is a nice time to take potshots at them and kill them in unison. The rest of the Green Fishes in the water will be drawn out as soon as Hayes and Carl stupidly go into the deep water and can't defend themselves. Naturally, it'll be up to you to defend them from the shore. Kill all of the Green Fish harassing both characters, and when they get onto dry land on the other side, it's your turn - jump in and follow their lead. Any remaining Green Fishes can be lured out here - either retreat back to where you came to take care of them, or simply rely on Hayes to do the dirty work for you.



Once you've reassembled with your party, continue forward. Here, slews and slews of **Green Fishes** will come from ahead toward your party. Because of the incessant moving of Carl and company, it'll be up to you to really protect them from the enemy threat. Lay into the enemies with your Sniper Rifle as you move forward. The fighting gets heavy at times, especially in the deeper waters at the center of the area.



Your vigilance will start to pay off here as the enemy threat dissipates. Simply follow your party to dry land on the other side (the right side of this area is vacant, believe it or not). Any remaining enemies should see the round end of your Sniper Rifle - Hayes will help too (as he did when he was in the water... thank god for Hayes!) Once back on land, make sure to pick up the **Sniper Rifle** and **Ammo** from the broken crate in order to refill your firearm stock.



After grabbing the goods, go forward and round the corner. Don't rush forward, however! Instead, employ the use of your scope to look ahead and above at three Flying Dinosaurs hanging there. Take them out one by one so there is no threat to the party in the immediate future. Then, continue along the linear pathway to the next opening, where you'll hear a growl, and Jimmy will note that there is a fire (hence the native peoples are around). But your first order of business here should actually be to snipe the lone Flying Dinosaur in the area before he attacks.



To the left of this area is a thin stone passageway to a torch lit above. Since you and your party can't work its way through the thorn bushes in front of you, this is the obvious choice. Go up above and kill a few Flying Dinosaurs that come towards you from up there, and then grab one of the Spears there, light it on fire, and throw it down and to your right, at the thorn bushes. This will allow your party to begin crossing the water to the other side. Naturally, en route, they'll be attacked by many Green Fishes, so use your heightened position to kill them with your Sniper Rifle as they come.



When your party is on the other side, it's your turn to cross. Make sure no Green Fishes remain from your party members' crossing, and then go down into the water. A few Green Fish will come to attack you here - either let Hayes take care of them, or back up to where you can stand and fire your gun, and take care of them yourself. Then, scurry forward as quickly as you can to avoid any remaining enemies, and once on the other side, go up the staircase and then another subsequent staircase to end the level.



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Chased By V-Rex

We're back to playing as King Kong again, and the action begins immediately, as soon as the stage begins. King Kong will be initially armed with a huge tree in his hands that he can swing around to kill the Venatosauruses in the area. Make sure to protect Ann from these fiends! Pick up Ann when the enemy threat is eliminated (your particular game, whatever system you're playing on, will prompt you with how to do this) and climb the nearby stone pillar as instructed by the game. Here, you should put Ann down so that she can help you out of a bind.



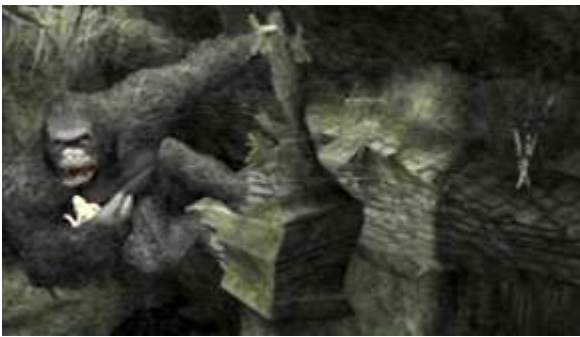
When you drop off Ann, she'll grab a Spear, light it on fire, and burn some thorn bushes near her to help you out so you can get out of the area you're in. Work your way to the left side of the screen (fending off more foes of both the Venatosaurus and Flying Dinosaur variety), and climb up the vines there. Now that the thorn bushes are no more, we can proceed. When your climb is over, a rushing river will be ahead. Ann will begin to run from King Kong, so chase after her.



As you chase her, Venatosauruses will attack you. Stop and kill the foes before you get any closer to Ann, and when they are no more, jump down the waterfall you come across, where Ann will be waiting below. Have King Kong grab her once more and proceed forward to another fall that you can't go down. Instead, have Kong run and hold along the wall, swinging on branches (et cetera) while going forward. You'll finally have a rock face to climb at the end of this fun little adventure.



At the top of this climb, enter into the little cavern and dispatch the three Flying Dinosaurs that will attack King Kong, killing them with ease. Since you likely released Ann when dealing with those foes, pick her pack up and climb the pillar on the right side of this room. Drop Ann off, wait for her to get a Spear, then pick her back up. This time, carry her to the upper left corner of the room. Smash the wooden door so she can get through to the other side, where she'll run in, have her spear lit on fire, and then run back out trailed by Venatosauruses.



Ann mustn't be injured here, so make sure to take care of the Venatosauruses. Also, watch your back for Flying Dinosaurs that'll come into the picture (you likely fought a second wave after Ann grabbed the Spear). Both enemies come in large quantities so this fight will last a surprisingly long time. Since Ann will stay stationary in the upper lefthand corner, simply stay around her and make sure none of the enemies touches her.



When all is calm once more, pick up Ann and bring her back to the stone pillar on the right side of the screen. Climb up it, release her, and watch as she burns some thorn bushes ahead, along with other obstacles, so you can climb up there and continue. This will, unfortunately, catalyze many enemies to come out of their various hiding spots, so kill the Flying Dinosaurs the best you can here (no Venatosauruses to worry about in this particular wave of foes). When the enemy threat is yet again eliminated, climb up the vines in the upper right corner to proceed.



After climbing up another clump of vines, you'll be in a beautiful open area. However, Ann runs away from King Kong once more, and naturally, we have to chase after her. Run towards your left and start to climb and swing your way forward. Eventually you'll come to a circular area when some fallen stone pillars blocking your way forward. Kill the Venatosauruses accompanying you and begin to push them out of the way to proceed. One of the two V-Rexes that appear will then suddenly break through. Fight!

To do this effectively it is in your best interest to Fury. One V-Rex and more Venatosauruses will act quickly here, so Fury immediately. (Thankfully you don't have to fight the second V-Rex). As you fight with the foe, it shouldn't last long before you belt him enough in Fury mode to get him to calm down, and subsequently end him. Of course, you'll need to fend off small Venatosauruses also. When all enemies are slain, proceed toward Ann, where she'll jump into King Kong's hand to be saved by the large V-Rex near her. But suddenly, Hayes is seen shooting King Kong in the back...



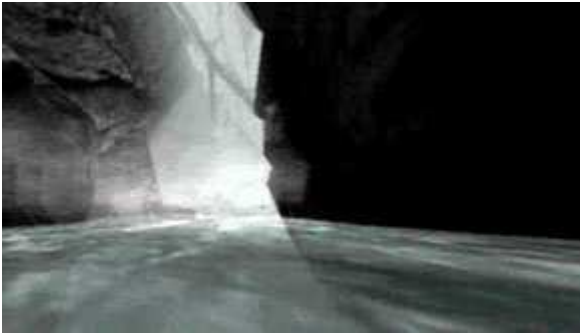
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The Log

Subsequently, as your point of view changes from King Kong to Jack, nothing really happens that you can control. King Kong will be attacking Jack and the rest of the party, when suddenly King Kong gets tired of being shot at and destroys the fallen tree their standing on. The party falls to the jungle floor...



As Jack regains consciousness, he hears the screams of his party members. Go forward and into the water, swimming down the stream to meet up with them. When you meet up with them, the party will talk, and then you will simply have to go rightward back onto dry land and run briefly to the right, towards the screams of Ann. Then, this short stage will end suddenly.



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The Skull Islanders

And just like that, we have control of King Kong once more. This time, he's being assaulted by the indigenous peoples of the island! Making matters much worse is the presence of Venatosauruses as well who want a piece of King Kong as much as anyone. Luckily, the Venatosauruses act as our salvation from the native peoples who are chucking flaming spears at you! Oh the irony! Head towards the back of the area where Ann is and kill the Venatosauruses that come your way. The game will prompt you to throw the enemies, so do so... two of them will be automatically directed at either area with enemy natives on them. That will dismantle their high position real quick!



When all is quiet, head towards the huge stone pillar blocking the wooden door beyond it. Move it out of the way and then have King Kong smash through the door to continue, but not before grabbing Ann and having her along for the ride. With her in hand, jump forward and swing to the native village below. Here King Kong can obliterate the humans who have tortured him - and it's damn fun, too! Go forward through this small village and kill any native in your way. Hell, destroy their buildings while you're at it.



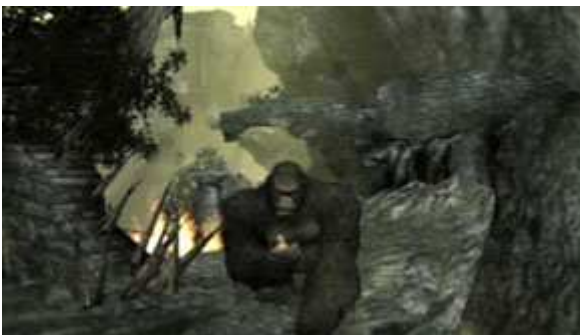
At the end of this small residential area, King Kong will swing to a platform over a chasm ahead. Run forward once more to jump over one more chasm and into another area inhabited by the island's native peoples. Scurry around the area and dispatch any enemy you see quickly before King Kong takes too much damage. Enemies are both human and Flying Dinosaur alike, so be ready for a hodge podge of enemy attacks. Also, release Ann as soon as you can so she can begin doing what she needs to do here.



What Ann needs to be doing, in case you're curious, is to light some thorn bushes on fire at the upper right part of this area. While she's running to do this, make sure to take care of enemy enemies in the area. A seemingly infinite amount of natives will run out of the three caves on the right side wall, so make sure to keep a close eye on that area. Finally, given enough time, Ann will light her spear on fire and take care of the thorn bushes so we can proceed.



From here, the rest of the stage is a piece of cake. Climb up towards Ann and grab her. Then, proceed to climb, swing and run forward to the end of the stage. While there will be natives en route to your destination, King Kong will trample them... he doesn't even have to worry about them! Simply go forward and finally climb around a pathway and up some stairs. Begin to move a stone pillar from the front of a door when suddenly a V-Rex smashes through, sending King Kong falling, and Ann scrambling for shelter.



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To Save Ann

Now we're controlling Jack once more. Confused yet? Anyway, proceed forward along the waterway you're in to the outside world. Once there, you'll see the V-Rex that just knocked King Kong out of the fight chasing Ann. One must act quickly here! Once outside, head leftward around the area down a linear pathway while ignoring Ann's screams for help. The pathway will eventually loop back around to ground level, where V-Rex and Ann both are.



Quickly rush toward the V-Rex as he gets closer and closer to Ann. To do this, head leftward and jump back into the water so you come out underneath the V-Rex. While Ann is screaming for you to hurry, continue past the V-Rex (he hasn't spotted you thankfully) and to the end of the waterway. Then, go around the thorn bushes to where three Spears are sticking out of the ground. Have Jack grab one and simply chuck it at the humongous dinosaur to get his attention off of Ann... at least temporarily.



Once that's said and done, V-Rex isn't very happy. Your best bet is to continue to run/swim back to the left side of the area and into another open field with stone ruins. This is where we will continue to do battle with the V-Rex. The ensuing fight is all about giving Ann enough time to get through the area and open the door so they can both escape. Hence, you must distract V-Rex often, and run around like a maniac. Trial and error may be involved here, depending on your skill level. Spears are strewn about, so again, use them often.



The door (located at the back end of this area) will eventually be opened by Ann so that the two can proceed out of harm's way. Still split up, run parallel to Ann. The thorn bushes seem to block your way, but a crack in the wall to your left will allow you to proceed. Keep on running, even through the tall grass that will slow you down significantly.



Eventually Ann will be trapped from the V-Rex and need Jack's help to proceed. Give it to her, of course - Jack will haul Ann up to his high position out of the V-Rex's reach. Then, run down the pathway and into a cave pathway, at the end of which will be Hayes (et al). Simply run past them to end this level.



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The Cave

This short stage has no enemies on it, so there's no worry about dying here. With the party reunited, they decide to go forward into a watery cave. As you follow along the linear passageway, King Kong will make his presence known. He'll try to grab for Ann once but miss. Further down the pathway, the party meets King Kong together, and realize he's not so bad after all.





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Venatosaurus

Hurry forward and up the stairs from the starting point into a large, wide-open cave with some stone ruins inside. Run straight forward. Venatosauruses will begin appearing, but we must get quickly to the top of these stairs in order to equip ourselves (since we have no weapons) before dealing with them. There's a crate hanging up at the top of the stairs - knock it down to get a **Shotgun** and some **Ammo**.



With the Shotgun in hand, turn around and face the music. More than ten Venatosauruses will come at you, one or two at a time, which is quite the challenge. Remember to wait for them to get nice and close to you, *then* fire at them to do maximum damage to them. Also, if any of your fellow party members are in trouble, help 'em out by killing the animal nearest them/attacking them. Between you and Hayes (the only two capable attackers) this will take a long time and will pose a challenge, but you should escape unscathed, especially if you remain atop the stairs and use your position on the high ground to your advantage.



When you try to work your way back down the stairs, an oversized Venatosaurus will run onto the scene. You'll have to deal with this guy as well as smaller Venatosauruses. Ironically enough, the bigger guy will kill the smaller ones he comes across - but even if this is so, you'll still want to attack him all the same, because the threat posed to you on him is much bigger than to simply be ignored. If you need to reload your Shotgun, do so from a distance. The bigger Venatosaurus is extremely fast.



When the huge Venatosaurus and the small ones alike are dead finally, it's time to move on. One way out of this humongous room is to go through the passage beyond the waterfall on the lefthand side. Once in there, go straight into the narrow corridors, where you'll have to kill a few Megapedes and a Venatosaurus right off the bat.



Now there's a really neat technique you can use up here to really kick the enemies ass. After killing the previous foes, head left, and then right, and then left again into a small room with a torch and some Spears. Grab a Spear and light it on fire. In the adjacent room are some large Venatosauruses feasting upon a Megapede. Throw the lit spear down there into the grass they're walking in. The grass will light on fire and kill all of the enemies below quickly and easily!



When the fire dies down, jump down into the area below. A few more Megapedes will appear here - kill them with your Shotgun. Then run up to the top of the room and grab the handle from the wooden pole there. With it in hand, run back upstairs via the staircase at the other end of the room, then back into the primary room we had the big melee in earlier. Put the handle in the wooden opening mechanism on the left hand side at the top of the stairs.



With that done, run down to the right side of the area now and find the thing, circular tunnel leading into the rock face. As you walk into the tunnel, a lone Megapede will attack you, so be prepared for that. When he's slain, work your way even further into this tunnel as it opens up wider, eventually to a small body of water you must cross. Once back onto dry rock, you'll need to go into shallow water one more time, and go forward (although no enemies should give you a hard time yet.)



As the corner turns leftward, the tunnel will open up even wider until you can see into a room below. Ann informs Jack that he must go get fire from the torch below. Jump down from above and quickly make your way out of the water, avoiding the Giant Crabs in the area. Use your Shotgun on the Giant Crabs from close range for maximum damage. Since you're likely running out of ammo by this point, the pile of Bones in the center of this area near the fire come in especially handy.



When you've cleaned the area up completely from Giant Crab infestation, take a Bone from the center of the room and light it on fire. Then, toss it up at the thorn bushes on the balcony where Ann is. This will destroy them and also light the torch on fire there as well. With that done, run back up via a slope near the waterfall on the left, and backtrack with a fire-lit Spear in your hand. Run all the way back fighting Megapedes and lighting the various torches as you go. Make sure to light each one you come across so that if your torch goes out (as it will since you'll likely be throwing them at the Megapedes) you can light it up without having to backtrack completely.



Once back in the previous large room where the door is that's being blocked, run up to the thorn bushes in front of the door and burn them out of the way. Then, simply wait for your party members to open the door. Once it's opened, proceed into the next area and this stage will end.



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In The Mud

Run forward from the starting position of this stage into an open room. Take the stairs downward - in the distance you'll see a pair of Venatosauruses running at you and your party. Since you'll likely be weaponless, run along the right side of the room and then move your way inward. You'll find a broken crate when you do, which will have a **Machine Gun** and some **Ammo** in it. With those in hand, kill the two previously mentioned foes if they haven't already been slain by Ann and Hayes.



Your party will automatically approach some thorn bushes that they can't get through. To destroy them you need to obviously light them on fire. However, access to the torch on the left side of the area is blocked by Spiders. To get around them, jump into the water with a Spear in hand on the far left side of the area, approaching the Dragonflies flying around. Spear one and bring it back to the Spiders. Throw it anywhere on the ground to draw the Spiders to it, and then go forward, grabbing another Spear and lighting it on fire. Thereafter, simply return to the aforementioned thorn bushes and light them on fire to destroy them.



When the fire dies out, go forward beyond their position. Eventually you will come across a wooden plank leading over most of the body of water ahead. Go over it and jump into the water, then quickly swim to the steps on the other side. Once out of the water, turn around and help out your team as they are attacked by a few Green Fishes. Once the threat is dissipated, move forward and into the next cave ahead.



This cave has no enemies, so you can simply run through it and back outside. Once you work your way to the pyramid-like structure in the middle of the area, you'll notice that the enemy presence here is heavy. Flying Dinosaurs of all sizes are in the area. The big one is going to be an especially difficult creature to deal with. Use your Machine Gun to damage whatever enemies you can. However you should be running out of ammo by this point, so use the Spears and Bones in the area to finish off the enemies when that happens. Also, attempt to stay off of the top of the pyramid structure until most of the enemies (minus the large one) are defeated. Going up there will spring the otherwise docile large Flying Dinosaur into action.



Work your way back into the water after the fight with the airborne enemies is over. Ahead you will spot hanging from a rock formation a lone Flying Dinosaur. Kill it from afar before it springs into action, then proceed forward. As you move farther down the waterway, Green Fishes will appear behind you. Also, Venatosauruses appear in front of you. First and foremost, turn around and Spear the Green Fishes. Then, quickly run to where the Venatosauruses are and grab the **Sniper Rifle** and **Ammo** from the broken crate on the right side, and run back into the water.



From here you can safely kill all three foes without having to worry about them hurting you at all. Since they can't come into the water after you (as it is too deep for them), the water is a safe place to be once the Green Fishes are dispatched. In any event, once both the Green Fishes and Venatosauruses are slain, jump into the water to the left of the platform where the Venatosauruses were and proceed to swim forward, veering rightward.



The rest of this stage is fairly straight forward. At the end of the waterway the team will come to a mostly-submerged wooden doorway which Jack should bust open. In this water cavern of sorts, you'll have to bust through some wooden doors and kill some Green Fishes in order to survive. The general idea is to go forward about halfway through the area, then head left and forward one more time to the staircase. Once up the staircase, the stage is over. Not too hard, right!?



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Call Kong

Things are optimistic for the first time in a while for Jack and the other party members. As you run forward through the linear cave and out into the open, you see and hear your rescue plane! Hell, you even see it land straight ahead of you. But I'm afraid the celebration is a big pre-mature. Just as things look like they're going to turn around for the party, BOOM!... a V-Rex smashes through from the left side, and the plane is forced to take off again, stranding you once more.



Once the plane takes off, it should come as no surprise that Jack and company will be the V-Rex's next target. Thankfully you won't need to fight it (yet), but instead simply run from it. The escape from the V-Rex can be initially complicated; it's in your absolute best interest to stay directly behind the rest of the party and follow their every twist and turn, leading you to safety. If you lose the party you may get caught by the V-Rex because it's somewhat of a labyrinth escaping it (which is odd because Hayes seems to know exactly where he's going). Eventually the party will cross into the next area with a huge stone wall as a temporary buffer between them and the V-Rex. Temporary rest time.



The party will converse for a little while on what to do next. Ann suggests luring King Kong over here to help save them from the V-Rex even though Hayes thinks it's a terrible idea. Work your way towards the back of this area (grabbing the **Sniper Rifle** and **Ammo** from the broken crate in the center of the area en route), and Ann will begin climbing to begin work on her plan. But suddenly, V-Rex breaks through, making you quite vulnerable to death once more.



As soon as the V-Rex comes into the area, the party will run back towards the beginning of the area, and then turn leftward into a little watery manmade cave that will serve as protection. Hayes and Jimmy will stay in the water below, but you should run up the stairs to the side of this protective cove in order to get a better place to use that Sniper Rifle. Ann, on the other hand, will begin to climb to a higher place in order to alert King Kong that the party needs his help.



V-Rex must be distracted and kept away from Ann at all costs. As Hayes suggests, shooting the Flying Dinosaurs in the area with your Sniper Rifle will distract the V-Rex, since he'll go to the corpse to eat it once it falls to the ground. However, this alone won't do it. Kill the first two Flying Dinosaurs you come across with the Sniper Rifle. Then, jump down and grab a Spear and throw it at V-Rex to make him turn around, away from Ann, and head towards you. Run back to where Hayes and Jimmy are; this should give Ann enough time to alert King Kong that he's needed.



The stage ends hereafter, but not before Hayes is mauled by the V-Rex when he shoots at King Kong, and not before King Kong and V-Rex fall to an area below...

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Kong to the Rescue

Right off the bat we're fighting as King Kong again, and will have to do battle with a V-Rex. However, this isn't hard at all. Since the V-Rex will be drawn not to King Kong, but to Ann, use this as a chance to immediately go into Fury mode. Then, smash around the V-Rex and do him in quickly. Take out whatever Flying Dinosaurs you can as well, although they aren't really important right about now, since after the V-Rex is slain, a Giant Flying Dinosaur will swoop in and take Ann.



Immediately go to the top right of the screen and move the huge stone pillar out from in front of the wooden door. Then, smash through the door and run up towards the Giant Flying Dinosaur, who will then take off with Ann to a new location. From here it's a simple game of follow the leader. Have King Kong jump, run, hang, et cetera, along chasing the Giant Flying Dinosaur. Initially, anyway, any enemies you come across can simply be ignored.



As this part of the stage drags on and on you'll start to see more and more Flying Dinosaurs coming at you from ahead. Be careful when you're jumping between walls here moving forward, because if you are hit at the proper angle when

jumping by these foes, you'll be knocked into the abyss below. And seriously, who wants that? In anycase, you'll eventually land on solid ground after the final straight-away of the swinging/running./jumping part of the stage. Here is where you'll do battle with the Giant Flying Dinosaur.



Actually we won't be fighting only one Giant Flying Dinosaur, but actually two of them. Furthermore, there will be a countless amount of smaller Flying Dinosaurs that'll also want to do battle with you. You must be careful on all fronts here! Your first order of business to make things twice as easy should be to go into Fury mode. From there you can literally just swing King Kong's arms and fists wildly with no real strategy and you'll kill all of the creatures in a matter of 90 seconds.



When things calm down and all of the enemies are dead, have King Kong climb the vines to the platform above. After having him move the gigantic stone pillar and smash through the door, proceed forward, but don't forget to grab Ann before you do! On the other side, you'll have to swing and climb over some "liquid hot magma" (in the words of Dr. Evil... and YES WE KNOW magma is considered lava once it's above ground... it's just a joke.) The only challenging thing here is to make sure to jump off of the tiny little stone pillar sticking out of the lava before it sinks. Other than that, work your way to the other side of this lava pool and climb up to the next area.



Working your way forward from here, you'll almost immediately have to jump back down to an area below again. But as you do, you'll notice that there are THREE V-Rexes just jonsing to end King Kong's life. Quickly put down Ann and then go into Fury mode so that this fight becomes a little more fair (although with a 3 on 1 such as this, there is no fair about it.) Start laying into the V-Rexes from here one at a time.



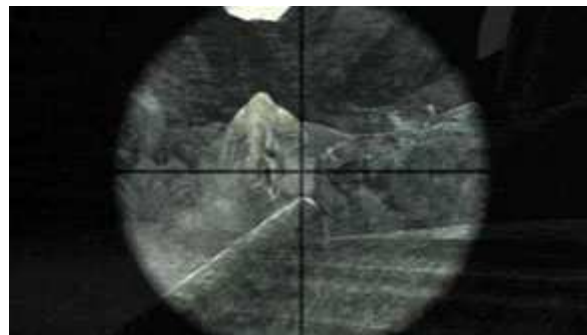
The V-Rexes, especially if you're in Fury mode, are simple, so don't fret too much here. Instead, take them one at a time. One they're slain, head to the south end of this area to grab Ann (she'll be atop a tree watching the action), and then work back to the north end of the area. Simply move the stone pillar from the front of the door, smash through it with King Kong's strength, and the stage will end.



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To the Plane

We're back to playing as Jack again (excuse the rhyme). Don't sit around and watch Jimmy freak out following Hayes' death. Instead, work your way down the short corridor, up the stairs, and outside before Jimmy does. Because he'll run ahead he is vulnerable to attacks, so prepare to help him out. Two rather large Venatosauruses will be the targets here. Keep your distance so you can use your Sniper Rifle, and Spears work well too. If one or both of the Venatosauruses run away, don't be fooled - they'll be back. Only death will stop them.



When both enemies are killed, Jimmy will run forward and to the left, do a door that needs to be opened for the two to proceed. Grab the other opening mechanism and help Jimmy open the door. Once on the other side of the door, go forward and then right (going left and down will bring you back to the previous area, so it's a waste of time to even try). Once through into this next area, you'll see many foes ahead.



First and foremost, fire at and kill the lone Flying Dinosaur ahead. This will draw the attention of both Venatosauruses in the area. Then, run forward to Jimmy's position and grab Spear. Attack one of the Venatosauruses with it, and then retreat backwards. Arm your Sniper Rifle and kill the Venatosaurus when he comes towards you. The other one shouldn't stop eating at this point, so do the same thing to him. Subsequently, you should kill the Flying Dragons drawn to the corpses of the Venatosauruses before continuing on.



As you move forward, weaving in and out of the thorn bushes, you'll come across another lone Venatosaurus that you should quickly do away with. Then, working your way to the right side of the screen once your route is cut off indefinitely by thorn bushes, you will be attacked by numerous Flying Dinosaurs. The Sniper Rifle should be employed from as much of a distance as possible in order to achieve maximum safety. When the threat from the air is destroyed, grab a Bone from the pile adjacent to you and enter the small cave. Light the Bone on fire and then throw the lit Bone into the thorn bushes below so Jimmy and Jack can continue.



As you continue along, you'll need to jump down to the area below after crossing several wooden bridges towards your left. Quickly smash open the crate hanging there to reveal a **Machine Gun** and **Ammo** that you should immediately take. Then, lay into the two Venatosauruses that charge you, and use the little rock alcove to your left as cover when they get too close. Also, Flying Dinosaurs will be drawn to the area, so keep your eyes on the sky as well and shoot down any incoming foes.



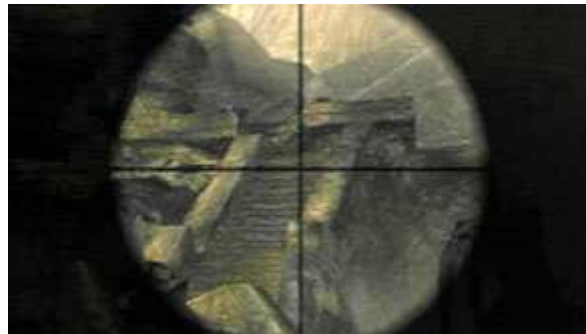
vWith the enemy presence completely destroyed in this level, grab a Spear and work your way to the right side of the screen. Enter a small alcove to light your Spear once more, and throw it at the thorn bushes in front of the plane that just landed. Then, approach the plane. Jimmy will be taken to safety, leaving Jack alone to finish his business.



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To the Lair

From the outset of the level you'll want to follow the linear pathway to a hanging crate. Smash it open to retrieve a **Sniper Rifle** and some **Ammo**. With it in hand, proceed down the rest of the corridor as it heads up and into the next area, a beautiful, serene looking area with several Flying Dinosaurs hovering about. Use the scope on your weapon to kill the four or five of these enemies that you see initially. You'll see the wings of a Giant Flying Dinosaur in the distance, but you can't do anything about him yet.



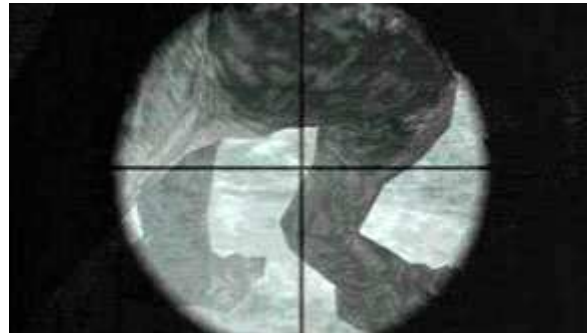
Cross the water and work your way up the stairs on the other side. At the top of each of the two staircases, slews and slews of Flying Dinosaurs will come toward you and try to ruin your day. The Sniper Rifle is good here, but resort to the Bones that are in abundance as well in the area. At the second ledge you come to, kill the Flying Dinosaurs in the distance with the Sniper Rifle, dealing with any that you miss and come your way with the Bones right on the ledge.



Finally as you work your way to the top of the huge stone staircase, you'll need to deal with a few Flying Dinosaurs before proceeding. Since you're almost definitely out of ammo by this point, use the Bone pile in the top left of the area as your source of weaponry. Following this, bust through the wooden door blocking your way and head into the waterway. You'll come out into a huge watery cave that you just know is holding some wonderful surprises for you.



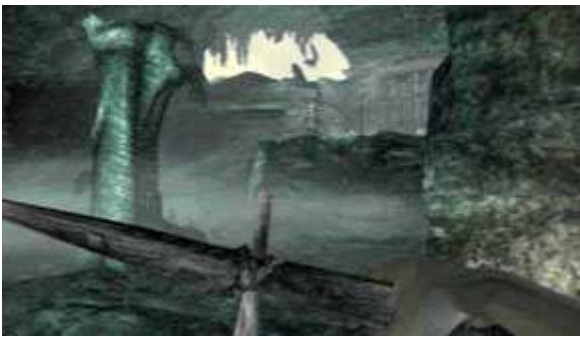
Go around and up to a platform with a locked door on it. You can browse over the situation. A large sized Venatosaurus is roaming around below by himself. You can choose to use the three Spears right in front of you to inflict some initial damage to him (in fact, it's a good idea), then lure him to the left side of the screen, and quickly make for the weak looking stone structure on the right. Break through the wooden gate there quickly, climb the stairs, and break open the crate for another **Sniper Rifle** and some **Ammo**. With this in hand, kill the oncoming Flying Dinosaurs.



Continue to search the rest of the area for Flying Dinosaurs hanging about in various places so you don't have to deal with them when they take flight. When you finally kill the large Venatosaurus below, another one will come and take his place. Since you're out of both ammo and Spears almost definitely by this time, you need to make a break for the other side of the room, where a similar platform exists with more Spears on it. You'll access it by breaking through a wooden gate (same as earlier), and use the Spears there to finish off not only the Venatosaurus below, but also the Flying Dinosaurs that come in at you.



From here the stage is relatively sane. Light a Spear on fire with the nearby torch and throw it at the thorn bushes at the top end of the screen, which are blocking a pathway upward to an area we need to access. Once up there, kill the lone Flying Dinosaur and then grab the wooden handle there for the door's opening mechanism. Then, make a break for the door on the other side, putting the handle in the mechanism, opening the door, and proceeding into the next room. Before smashing through the wooden door on your right to end the stage, make sure to get the **Shotgun** and **Ammo** from the crate.



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Kong's Lair

As we start out what is to be a fairly short level, go down the narrow linear corridor that leads outside. Take a Spear as you head leftwards and throw it at the hanging crate there to knock it down. However, if you still have a Shotgun and some ammo (which you should), first run up the stairs ahead and unleash on the Flying Dinosaurs up there with the Shotgun. Once dry, you should then run back downstairs and grab the **Sniper Rifle** and **Ammo** from the now-broken crate. Then, use the scope to kill any other Flying Dinosaurs you can see in the distance, including those who will likely be coming at you quickly, due to their being alerted of your presence.



When you're satisfied that most (if not all) of the threat is taken care of, begin climbing the series of stairs leading upward. Make sure to kill any remaining Flying Dinosaurs you may come across. At the top of these series of stone stairs, work your way into a large cave-like dwelling. Within here, no enemies can be found, so feel free to explore, but

you're ultimate goal is to work your way to the back of the huge area.



Once in the back of the area, swing leftward and then jump into the waterway ahead. Start swimming forward. Eventually, you will see a sleeping King Kong on the ground near the end of the water. Ann is sleeping also, in his hand. The game will prompt you to call for Ann, which when you do, will wake her up. She'll jump into the water to meet Jack, but is almost instantaneously attacked...



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Fight in the Lair

To defend Jack and Ann from these **Sea Monsters**, King Kong should be ready to fury almost immediately. The battle itself with the Sea Monsters (of all sizes) isn't hard, but with the numerous enemies in the area it could prove to be somewhat difficult. Make sure to concentrate on the biggest of the Sea Monsters (grabbing them to ultimately kill them, as the game prompts you to do), but also fend off the various smaller varieties as well. When the foes are all defeated (make sure to keep King Kong in Fury mode or he'll have more difficulty), the short stage suddenly ends.





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Free!

Nothing happens in this stage that we need to worry about. Simply follow Ann's lead, head outside, and jump into the water below where a raft is waiting. Some dialogue will ensue as the pair begin their way down the river, but King Kong catches up eventually...



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Chased by Kong

Run forward with Ann as the level begins, and jump into the water with her. Swim along the linear waterway/passageway (grabbing a Bone from the pile as you move through), and then follow Ann along a wooden plank. The team will run through a waterfall, go through a few more rooms, and finally go up some stairs, where the enemy's presence can be felt.

You'll hear the noises of Venatosauruses in the background, and as you get closer to their location, you'll see where they are. One Venatosaurus will kill the other one, so there'll only be one of them here, as well as some Flying Dinosaurs. Armed with only Bones and Spears, Jack will have a difficult time here. However, what must be done must be done. When Ann looks to a rocky building to the right, follow her. Grab Bones from the pile there and lay into the Venatosaurus from the safety of the structure. You don't even have to deal with the Flying Dinosaurs here, which should miraculously disappear after you kill the Venatosaurus.



When the coast is clear, run straight across the area to another similar structure on the left. In here, grab a Bone or Spear and run up the staircase to a lit torch. Lighting the Spear or Bone on fire that you have in your hand, you can then run back downstairs and toward the thorn bushes in the upper right corner of the area. Throw the Spear into them to light them on fire, then simply wait for the fire to dissipate.



Once the thorn bushes are gone, run upwards (King Kong is looking for you!) and continue along the linear pathway. It's really not too hard from here on out, with no enemies standing in your way. Eventually you'll move toward another torch lit in a building in the distance (after King Kong makes a grab for you)... this'll end yet another short stage.



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Heading Back

Finally... another level of actual substance. It's about time (since we're nearing the end of the game!) that we have something like this. However, it's not as long as levels we've been to previously... but whatever. In any event, head forward in pursuit of Ann from the outset. Things may look familiar eventually because we've been here before. When you come across a lit torch, you can either go right, or go straight. Naturally, you'll want to follow Ann and go straight. You'll run into a Venatosaurus and a Flying Dragon - deal with the Venatosaurus (the Flying Dragon will magically disappear) with the Spears in the area (if you wanted to, you could light a Spear on fire before getting here to have at least one that'll do extra damage.)



When the Venatosaurus is slain, you'll notice many thorn bushes to your left. A torch hangs on the left wall adjacent to these thorn bushes, so obviously you know what you must do. Throw a Spear at the torch to knock it down, setting the thorn bushes ablaze. Once the first extinguishes itself, proceed forward, where two more Venatosauruses will need to be met head on. Use the Spears given to you in the area once more to kill them, and take out the two Flying Dinosaurs that accompany them in the distance for good measure.



Ann will automatically rush forward here - and as she does, another Venatosaurus will appear. As he charges you, hit him with some Spears to knock him down, then deliver the killing blow. Remember how fast these foes are when you do battle with them, and wisely keep your distance! Also, if you didn't deal with the aforementioned Flying Dinosaurs yet, now's the time to do so.



Proceeding forward, four more Venatosauruses will come and attack you. These are small and fast, so they don't take a lot of damage to kill, but are hard to hit (especially with Spears of all things). However, they must be dealt with. If you feel like you're being overwhelmed, simply run back to the previous area (where you burned the thorn bushes down). They can't follow you here, so no worries! However, you must also worry about Ann holding her own, and they will kill her if you give them too much time, so be very weary indeed.



Finally, when they are dead, Ann will lead the way rightward into another winding pathway. As you follow this pathway, it seems innocent enough, but suddenly the natives will begin throwing flaming spears down at you, lighting the grasses you're walking on fire. Walk back and wait where Ann is until the fire disappears, then quickly continue forward. Dilly-dallying will simply get you killed! Eventually, as you run towards a small rock structure, the stage will end.



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Back to the Village

Run forward at the outset of this level, which is yet again another short one. When you go up the stairs you'll come back out in the outdoors with no enemy resistance to be seen. You'll need to use your brain here a little bit to figure out what to do. First, turn around and face the door you just came in through and look to your left. Grab a Bone or Spear from the area and knock that torch off the wall to light the thorn bushes below on fire. Then, go beyond the area that the burned thorn bushes now open up to you to find yet another torch to be knocked down.



Beyond this area, go forward and hug the wall to find another torch to knock down. However, instead of going straight along the wall some more, veer leftward and look for a little nook in the rock wall there, where you can go through and spot another torch on your right. This will clear the way for you and Ann to proceed. In case you're wondering what the torch in the little alcove to the left of the entrance does... it does nothing (you can knock it down to burn the thorn bushes for fun however, if you wanted to.) Follow Ann down the linear pathway thereafter, to "where it all started."



This final part of the stage is simply a matter of following Ann's lead. She'll act as if she's going to go away from the area, but as you follow her she turns around and returns to the previous area. When she comes up with an idea, the native people of the island trap Ann, and Jack's screams can do nothing to save her.

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Kong's Capture

Back to playing as King Kong, we begin the level at the location where we last left Ann and Jack. They couldn't cross the huge chasm ahead, but naturally King Kong can. Run up the stairs and jump over the chasm, and King Kong will grab onto the wooden beam there and smash through the large wooden door ahead. Beyond this area, you'll run into a native encampment. They're all armed, they're all angry. It doesn't take a lot of skill or technique to kill these little foes however - just run around this preliminary area and smash around not only the natives but also their various wooden/straw/stone buildings.



Various natives tossing flame-laden spears at you will be all over the place, and regrettably you won't be able to kill them all initially so you'll just need to proceed onward the best you can. You'll notice that if just one (or more, naturally) of the natives in the area are alive, King Kong won't have the strength to move the pillar ahead of him out of the way so he can proceed. Therefore, this means all enemies in the area must eventually be killed. To kill the natives on the platform on the right, have King Kong swing over to them and jump onto the platform, where they can be knocked around easily. As for the harder-to-reach natives on the other side (closer to where we entered the area), smash through the wooden door on the left side, and then climb and jump onto their platform to eradicate their presence. Then, simply move the pillar out of the way at the door adjacent to them, and proceed forward.

Running forward into this thin area, there will be a high concentration of natives here. It's funny, because they build these wooden structures in order to attack from like King Kong couldn't knock it over by breathing on it, nonetheless by smashing it with his humongous hands. In anycase, here you'll want to kill all of the enemies as we did in the last screen. Since it's harder to maneuver here, if you start to take a lot of damage, make sure to retreat into the previous area devoid of enemies until you recover. Smash through the subsequent door after killing the enemies, and then swing over the humongous lava lake beneath in order to get to Ann, where you should have King Kong grab her.



With Ann in hand, jump forward and hang from a tree there. Here you'll want to put Ann back down, since she can take a Spear and light it on fire via the adjoining torch and destroy some debris so King Kong and she can escape. Once that's done, go beyond the destroyed debris. Here, you'll go forward only a little bit before King Kong falls into a waterway below. Ann will beg him not to continue, but naturally, he does.



As you proceed briefly down the waterway, some of Carl's friends shoot at King Kong. Knowing that they won't damage him with bullets, they shoot gas at him. Things start to get blurry as you have King Kong attack the shooters. After putting Ann down gently, King Kong collapses...



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Kong Struck Down

You'll now be in control of Jack again, wielding a Spear. Carl proudly stands on the knocked-out body of King Kong while Ann screams in protest. After Carl talks about his plan to have Kong as "The Ape Wonder of the World," the short stage ends. Just watch and listen.



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In the Streets of New York

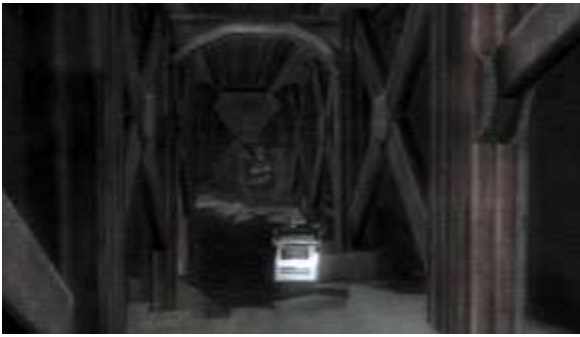
Suddenly we're transported to New York, where Carl's dream of exploiting this creature seems to be taking shape. As he's unveiled to the public, you'll see that King Kong is chained to two huge metal beams. Can King Kong even escape such a strong hold on him? Of course he can! Mash the buttons on your controller... it'll take a while but eventually King Kong will break free from these metal beams. Now it's time for retribution.



Jump off of the stage and go forward into the dispersing crowd. Your first order of business should be to climb the building on your left to kill the lone gunman there. You can practice picking up and tossing cars as well. Go forward and smash through the chainlink gate, and then go forward and follow the linear streets where you'll need to smash through another chainlink gate in order to proceed.



You'll eventually come to a corridor lined with red-colored steel. Run forward and swing over the gap in this corridor and once on the other side, it's time to cause more havoc. However, more staunch opposition will meet you here. The military is out, as well as the police. Your primary concern here is actually the humongous mounted guns that can be shot at you with great accuracy, which also do great damage. Throwing cars from a distance is one option, or you can simply rush the threat and destroy it head on. Either way, you'll want to kill the police and military personnel as soon as you see them. As for the citizenry of the city, you'd have probably noticed by now that they can't be hurt.



Continue on and continue to destroy everything you can in your path. You may feel like you're getting lost, but the flow of police and military will draw you to your destination ultimately, so just follow the noise and the action. As the resistance increases, so should your resolve to do something about it. Going into Fury mode at this point couldn't hurt. Also, hide if you start to take too much damage, or you'll die! Remember that you can climb buildings if soldiers firing from the tops of buildings become too much for you.



The flow of the game will bring you to a gate blocked by a bus. In this area you'll need to kill all of the police cars and military personnel before you can move the massive, heavy vehicle however (since it takes considerable time to lift it at which point you'll probably be shot, drop the bus, and have to start all over again). Ideally, take care of the police in the area completely, but at least the shooter on the building to the right of the bus. The shooter on the left side must be dealt with by throwing a car at him. Then, lift the bus out of the way and smash through the gate it was blocking.



Beyond this gate, more military resistance is to be found. You're approaching the Empire State Building, which is making the citizenry quite nervous indeed. You can actually bypass fighting all of the military trucks in the alleyways on both sides as you run towards a barricade of trucks ahead. Here, Ann will meet up with King Kong and she'll approach him and go into his hand. Now, it's time to climb the Empire State Building!



Ch. 01	Ch. 02	Ch. 03	Ch. 04	Ch. 05	Ch. 06	Ch. 07	Ch. 08	Ch. 09	Ch. 10
Ch. 11	Ch. 12	Ch. 13	Ch. 14	Ch. 15	Ch. 16	Ch. 17	Ch. 18	Ch. 19	Ch. 20
Ch. 21	Ch. 22	Ch. 23	Ch. 24	Ch. 25	Ch. 26	Ch. 27	Ch. 28	Ch. 29	Ch. 30
Ch. 31	Ch. 32	Ch. 33	Ch. 34	Ch. 35	Ch. 36	Ch. 37	Ch. 38	Ch. 39	

The Empire State Building / Kong's Death

The end for King Kong is near. As you finish climbing the Empire State Building, fighter planes will come and attack you. How many you kill and how quickly or slowly you die here is really up to you - the result is the same. King Kong will eventually take enough damage and die.



However, to attack the planes, simply swing around the pole you're hanging on (you can't fall) and attack. You can use the top of the building as a sort of barrier between you and the planes' fire, but all-in-all, it really is useless to make the fight last longer than it actually has to. When King Kong falls, the game is over...



Secrets

The Scoring System

The scoring system that in the game exists only after you've obtained 100% in the game, have saved your file, and go back to the "Play" option in-game. With it, you can not only judge how well you play the game (the high score on each stage is 20,000 points, which is actually rather difficult to attain on many levels), but it also has a greater use - it enables you to unlock things in the game, including a brand new ending. The system works something like this:



Each level in the game when going for a score is the same as it was before you beat the game. Your score is partly earned and partly inherent. In other words, some of your score is given to you, but other parts of it are earned. The only "given" here is your "Chapter Bonus" which varies from stage to stage. It'll usually make up at least half of your score, however. The other points are divided out like this:

CIRCUMSTANCE	POINT VALUE
Big Predators Killed	+5,000 Points
Big Predators Killed	+1,000 Points
Big Predators Killed	+500 Points
Bullets Used	-100 Points
Spears Used	-20 Points
Deaths	-5,000 Points
Injuries	-1,000 Points
Friends Injured	-1,000 Points
Attacks Attempted (KK)	-25 Points
Time Per Second (KK)	-10 Points

** Please note that some of these scores are halved on some stages, depending on the circumstances.*

Keep in mind that any enemy that one of your party members killed *does not get added to your score*, but they can help you kill something... as long as you deliver the killer blow.

The scoring system is fun, and it's a good way to gauge your skill level, but you only need to obtain 250,000 points throughout all of the levels to unlock the hardest-to-unlock feature of the game. Beyond that, it'll be up to you to keep on using the score feature for nothing other than personal gratification. Of course, you can also go onto www.kingkonggame.com to enter your score there (via in-game passwords), where you can judge yourself against other gamers, get secret codes to insert back into the game, and unlock all there is in the game. Speaking of secret unlockables...

Bonus Material

These are the unlockables in the game, which have been verified against the official game website (www.kingkonggame.com) for accuracy...

REQUIREMENT	UNLOCKED ITEM
None	Trailer
None	Credits
5% Game Completion	Weta Artworks: Environments Part 1
15% Game Completion	"Old Movie" Filter
25% Game Completion*	Weta Artworks: Environments Part 2
50% Game Completion	Weta Artworks: Creatures
75% Game Completion	Weta Artworks: Kong Part 1
100% Game Completion	"High Contrast" Filter
100% Game Completion*	Horizontal Flip
20,000 Points Scored**	Weta Artworks: Kong Part 2
50,000 Points Scored**	Weta Artworks: Environments Part 3
75,000 Points Scored**	Peter Jackson Interview
100,000 Points Scored**	Weta Artworks: Kong Part 3
150,000 Points Scored**	Weta Artworks: Kong Part 4
200,000 Points Scored* / **	Philippa Boyens Interview
250,000 Points Scored	Save Kong...

* - Only works in conjunction with "Online Code" - see www.kingkonggame.com.

** - Only once you've gotten a 100% completion rate does the scoring system take effect.