

Kong: The 8th Wonder of the World FAQ/Walkthrough

by allamagoosa

Updated to v1.01 on Nov 9, 2007

This walkthrough was originally written for Kong: The 8th Wonder of the World on the GBA, but the walkthrough is still applicable to the DS version of the game.

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- The 8th Wonder Of The World -

FAQ AND WALKTHROUGH BY ALLAMAGOOSA (Mauro Ripamonti)

FIRST VERSION (1.0): 16-10-2007

CURRENT VERSION (1.01): 09-11-2007

VERSION UPDATES

VERSION 1.0 (16-10-2007): first official version of this document. Contains info on the game, a complete walkthrough and the first part of the faq.

VERSION 1.01 (09-11-2007): spell checking and changes to the legal section (added a couple of sites that now can host my guide).

INTRODUCTION

"Kong - the 8th wonder of the world" is a good "Zelda-type" adventure game where you have the pleasure to get little breaks from puzzles while controlling Kong's destructive powers. During the game you control two or three characters at the same time and you have to use them efficiently if you want to progress. That is what I like most of this game and what makes it different from other similar titles. I know it is not as good as many of them (way too short, too linear and sometimes too easy) but it has found a way in my favourites' list from the very first time and sometimes I find myself replaying it.

This summer I was looking for informations about this game and to my surprise I found out that is hard to find any; like I said before, it is not the best game out there, but I think it deserves more, so I've decided to write this little faq/walkthrough for all the ones that like this game and need a little

help to reach the end. It will not cover every single detail, but it will provide all you need to complete and enjoy the game.
On a personal note: this is the first time I write a faq, so every suggestion will be precious and welcome as well as additional material if useful.

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#                               GAME BASICS                               (100)  #  
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                               1.1 CHARACTERS                               (101)  
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You get to play three characters during the game (Jack, Carl, Ann) and Kong in short cutscenes every time he meets, helps or threatens our "heroes".
It is important to understand and learn how to use the characters' skills because you will need them to solve a lot of puzzles, more than your brain...

Jack Driscoll

"Originally from New York, Jack Driscoll has always been Carl's most trusty scriptwriter and friend. Reliable and honest, he'll learn to use his weapons to protect the crew, especially Ann!"

He is the character you'll be using most since he's the only one that can use weapons to kill enemies or cut whatever possible to find items.

Abilities:

- machete: this is your hand to hand weapon. Useful to kill enemies when you run out of ammo and to cut grass and small plants to find materials.

- machinegun: long range and powerful weapon. You need ammo to use the machinegun, but don't worry, you will find ammo boxes almost everywhere and they respawn every time you go to a different map (this means infinite ammo).

- spears: when you find a spear and learn how to make one, Jack gets the ability to throw them around. Nothing special, it is useful only when you need to hit switches too far away from his hands.

Carl Denham

"Carl Denham, a maverick filmmaker, has been chasing fame for years. This time, Carl is determined to make it big! The fearless cameraman will use his ingenuity to make sure he doesn't leave the island empty handed..."

He is really annoying with his camera, taking pictures everywhere and in any situation, but he is also essential in dungeons and to open secret paths. You will need him to move blocks and solve puzzles in almost every room of the dungeons and he can use grenades...if only you could throw away his camera, he would be perfect.

Abilities:

- grenades: to break walls, to kill man-eating (or grenate-eating) plants or just to have fun. You can carry a limited amount (10) try not to waste them. You learn how to make grenades during the tutorial, make sure you always have plenty of them.

- strength: Carl is the only one that can move objects around. Almost every puzzle in dungeons is based on this ability.

- torches: this is the ability Carl learns during the game. As for the lance you need to find a torch in the game before you can make one. Needed to light bracers in dungeons and solve puzzles.

Ann Darrow

"Ann Darrow has travelled far from home to star has the unexpected lead in Carl's film. The beautiful and talented stage actress begins to doubt her decision when she discovers the island's secrets..."

She is the damsel in distress of the game, but when you get to use her, she makes a nice addition to the party. Her healing ability is great to make things easier and you'll need her to get help from Kong or the villagers so don't underestimate her.

Abilities:

- healing: Ann can heal the entire party using herbs you easily find cutting grass. When she is in the party, to die will be almost impossible.

- shouting: Carl is strong, but he can't do everything. When you need a bigger hand, Ann can call Kong, but be careful...he likes to kidnap her...

- bendages: the third ability you learn during the game. You need it only to cure a few villagers you find on your path to get some help from them.

- grappling hook: Ann is the only character that can learn two abilities; the last one lets her reach high places using a hook.

Kong

Since you get to play him too, he's part of the cast of characters. You will take control of the big gorilla only during sequences where you have to fight dinosaurs or in the end. These are like short side-scrolling fighting mini games that I'm sure you'll master with a little practice; just have fun while smashing everything.

He has no special abilities, but he doesn't need any, believe me.

1.2 CONTROLS

(102)

The controls of this game are pretty simple, so I'll just add a short list as a reference. The thing to remember is that you control only one character and the others will simply follow. You can split the party (and you need to in the dungeons) so that only the selected character will move, but remember you can only change map, or room in dungeons, in "party mode".

A: action button, Kong's smash attack

B: ability button, Kong's punch attack

R: switch between abilities

L: switch between characters

SELECT: separate the character you are using from the group (to make the others follow you again, just walk "over" them)

START: open the menu screens (use R, L and SELECT to navigate. A to confirm)

1.3 MAIN MENU

(103)

The menu has five different screens:

- status
- biography
- options
- inventory
- map

In the options screen you can modify the game options or save and load games. The status screen contains information about Ann, Carl and Jack, their abilities, their life bars and the gems, statues and medallions collected (for more informations about gems, statues and medallions please refer to section (400) of this guide). If you want to read about the main characters' life, take a look at their biography.

Since I've covered all the info contained in these screens elsewhere, I won't add anything here.

The inventory screen is essential to the game since you make all the things you need here: on the left you find the materials collected and on the right you can combine them, the list of products is in the next section of this guide. On the bottom there's a list of the items ready to use (made through combination) and of quest items you collect. Quest items usually are "keys" needed to unlock portals, you don't need to worry about them since the game will tell you everytime when to use/find one or the other. Please note that you don't have to equip items or select them in this screen if you want to use them. Once they are found or made, they are ready to use...if you can't use an item, you simply don't need to in that particular situation.

The last screen shows you the map of the island with the zone you are currently in highlighted. You also find your current objective and next step to achieve your objective. Check often this information because it is the only way to know what to do next and where to go because sometimes you won't find this information ingame and could get lost.

When you enter a dungeon, this screen changes to show you the dungeon map, floor by floor when there's more than one, with only the rooms you have visited visible. It is a good idea to navigate in dungeons checking the map after entering every room to see where exits are located and decide your course of actions.

1.4 ITEMS

(104)

This section, intentionally at the beginning of this document, is about the items you find in your inventory once collected, because they are essential to the game. This is not an item list, it is an explanation on how to use and combine them to make what you need to progress in the game (at the moment a complete item list is not in my plans).

During the game, you will collect eight different materials:

- scarab shells
- sulfur
- lianas
- sticks
- logs
- stone blades
- healing plants
- horns

These materials are obtained cutting grass and dropped by the monsters you kill, so you have an infinite supply at your disposal. It is a good idea to always have your inventory full before entering a dungeon (10 is the maximum you can carry of each material).

Healing plants can be used by Ann for her healing abilities, all the others need to be combined to be useful. Remember that you can combine two items only after you have learnt how to do it or you have found their product. For example, to make a spear you need a stick and a stone blade . To be able to make a spear, you first need to find a spear (in the first dungeon).

Here's the list of what you can make and what you need for it:

- grenade: scarab shell + sulfur
- spear: stick + stone blade
- torch: stick + liana

- bendage: healing plant + liana
- grappling hook: liana + horn
- raft: liana + log

Note that the raft and is not related to a character's ability and can be used only in particular places. When you can use it, you're prompted to do so by the game itself; just press the A button and you're done.

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#####
#                                     WALKTHROUGH                               (200) #
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The game starts with a cutscene where you see Jack, Carl and Ann on the "Venture" while they reach Skull Island and set foot on its shores. As soon as you take control of the characters, you will be given a short explanation on their main abilities and game mechanics. In a minute you learn all you need to know to play the game (I hope you don't forget it in a minute) and the real game starts.

Head right and another cutscene will immediately start: the villagers are all gathered shouting "Kong! Kong!" and Carl thinks it is a good idea to strat his movie with this scene, but this is only the beginning of our group's troubles. The villagers spot Carl and the others and don't seem happy about their presence so the three decide to leave for now and come back later. The next cutscene brings you back on the "Venture" during the night with Jack and Ann talking about what happened during the day, but what seems to be a romantic moment suddenly turns into drama: two villagers appear and kidnap Ann taking her on the island. Jack and Carl run after them just in time to see what their real plan is: to present Ann as an offer to Kong! When this long cutscene is over, it's time to play kong's first sequence; just kill all the dinosaurs on your way to Ann using Kong's punch or smash attack (I prefer Kong's punch). It should not be difficult to complete this first sequence, the only problem being the limited amount of time. There's not a strategy here, practice with Kong attacks if needed and you'll easily reach Ann at the end.

In the end Kong takes Ann and leaves and you gain control of Carl and Jack outside of the village. You can explore the village if you want to find materials or just walk right to begin your adventure to rescue Ann. You see your first pole here, so a little explanation is required: scattered on the island you will find a lot of poles with different symbols on them. These are used to mark the paths that cross the island making it easier to reach the different locations you need to visit. I will often use poles to give directions, so you'd better get familiar with them if you want to follow this walkthrough. Press START and go to the map screen to find your final destination and yuor first step to reach it: the swamp. Follow the path marked by poles with two skulls on them and exit to the right.

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#                                     2.1 THE SWAMP                               (201) #
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Follow the path marked by the poles with the skulls paying attention to the insects, crabs and bats you will find on your way; use the machete to kill them or just avoid them. Break the box for more ammo and collect materials on

your way. At the bottom of the map between the village and the swamp, you can find a cave and a path that leads south. You can do nothing right now going south (you still don't have the hook so the path is blocked) but I suggest you stop at the cave for a bonus. Select Carl and use a grenade to open the blocked entrance and enter the cave. Kill the bats and collect your first mystical gem. Exit, take the stairs and turn right; keep following the path all the way up until you reach the exit and enter the swamp.

Unfortunately you're on the wrong side of the swamp and have to find a way to reach the other side since Jack "is not going to swim in that sludge". Jack suggests to build a raft using logs and vines and you'd better follow his advice. Your inventory should be full of lianas, if you have done some collecting on your way here, and you will find a log moving south from the entrance. When ready open the inventory and make your first raft. Keep following the path until you reach a rudimental dock with a vortex in front of it: this is the place to put your raft in the water and board, but before you do, go south and follow the path till the very end. You will find a villager on the ground; you can do nothing now but remember this spot and come back when you have Ann in the group with her bendages to get one of her bonuses.

Back to the raft, before you board make sure that Jack is leading the group with the machinegun ready in his arms. Once you board, the raft will begin its voyage across the swamp and you can do nothing to control its movements. The problem is that there are a lot of rocks and logs scattered on your way and you must destroy everything if you don't want to end your days in this place. It takes two shots to destroy a rock or a log (don't worry if you use more, you will find more ammos in the middle of the swamp...what a swamp eh!) and the obstacles are found while going in these directions:
right(1x), up(2x), right(none), down(none), full circle(none), right(1x), down(1x), right(1x and ammo), up(none), right(none), up(1x), left(none), down(3x), right(none), up(1x), right(none), down(1x), right(2x and ammo).
Finally the raft reaches the other side of the swamp and you can continue on the path marked by two skulls to exit this map from the bottom right corner. Open the menu to find out your next objective: "explore the temple and find the tool to cross the river".

2.2 THE FIRST TEMPLE

(202)

As soon as you exit the swamp, you see another villager on the ground; take note of this spot as you did with the previous one and keep following the path marked by two skulls. At the bottom of the stairs go right to start the second sequence where you get to play Kong. Before he can reach his lair, Kong has to clear the way and kill three T-rex for the joy of Carl who's taking everything on his camera. This sequence is easier than the first one, just use Kong's punch and you'll reach the end in less than a minute.

When you regain control of Carl and Jack, follow the path and exit this map. Continue going north, be careful of traps and exploding plants, and when the road splits turn left and reach the end of the path marked by two skulls. You will end up in front of the temple, but before entering, I suggest you follow the small path going south from the temple to get a little present for Carl. You will find another sealed cave; bomb the entrance to clear the way like you did with the first one and enter to find the first statue to boost Carl's life.

Go back to the temple and enter this time (cut the vines with the machete). In the first room take the exit on the left since the door going north is

blocked. When you enter the second room the door will close behind you, there is no turning back from this point, get ready. Go up the stairs and use Carl's ability to move things around to put the statues on the two switches close to the door. The door leading north will open, use it to reach the next room. Cross the room avoiding the arrows that come from the wall (don't step on the square switches on the ground), equip Jack with the machinegun and exit. As soon as you enter the next room you will be "greeted" by a villager that is throwing lances at you; fire 6 shots to make him drop his shield and fly. Go north until you reach a closed door; use Carl to place the block on the switch and when the door opens take the stairs that will take you to the upper part of the room. Turn right and enter the door in the bottom right corner. Use Carl to clear the way moving the block and to push the rock you find in right end of the room against the wall. This will open a passage that will get you in a new room. Enter and get the key laying on the floor. To exit, use Carl to pull the block and clear the way on your left.

You will be back in the room with the stairs, but now you have a key and can open the closed door; the path will take you to the first floor. The door on the left is locked, you need another key, while the one on the right is closed: this means you have to go down the stairs and kill the two dinosaurs if you want to go on. Once this is done, put the statues on the switches and the door on the right will open; use it to exit the room. In the next room you will find four closed doors with a switch in front of them. The only real door is the third one so press the switch in front of it and keep going. You will find yourself in a room crossed by a river and unfortunately you are on the wrong side. To cross you have to build the bridge moving the blocks on the left side (the ones on the right side will move as in a mirror) so that the ones on the right will end up on the switches. To achieve this, put a block in the bottom right corner and one exactly in the middle of the available paths. Cross the bridge, take the key and backtrack to the first room of this floor. Now that you have the a key, open the door on the left and enter the next room. Follow the path (be careful with the dinosaur) until you reach a new room; before you enter use Carl to move the blocks so that they all are at the end of their possible trails to open the path on the other side of the room. Now enter, hit the switch to build the bridge, cross and turn back in the previous room, just on the left side this time. Keep following the only available path and exit south. Cross the new room avoing the arrows coming from the wall (don't walk over the switches) and take the stairs back to the ground floor with the machinegun ready.

Back on the ground floor you will encounter two more villagers ready to ruin your day. After you have shown again the power of your bullets, take the only possible exit and continue to the next room. Again you find two doors, one locked and one closed...I bet you imagine what to do: find a way to open the closed one and then find the key for the other. Go to the left end of the room and use Carl to push the rock; this will result in a chain reaction that will destroy all the rocks and clear the block's trail. Pull the block so that the one you see in the top of the room will move on the switch opening the door. You will enter a maze of blocks and statues. You can make it really easy if you follow my instructions (there's no need to do all the maze with Carl and Jack, you only need one to grab the key): use Carl to move the first block left till the end of the trail; split your party and leave Jack in the opening above; use Carl to take the block to its original position and finally take Jack out of the maze to grab the key and open the box for more ammos. Now do the same to get Jack back and exit. Open the door with the key, kill the dinosaur and take the stairs back to first floor.

You will find a lance on the ground as soon as you enter the room. Take it and Jack will learn a new ability giving you a little demonstration. From now on you can make lances; celebrate and cross the bridge. I suggest you go down the

stairs before using the door and use a grenade against the cracked wall to discover a secret room where you will find materials, food and ammo. When you are full procede to the next room and kill two dinosaurs to clear the way. At the end you will find an hole in the ground; jump in and you will end up in the ground floor again. Use a lance to hit the switch on your left and cross the bridge that will lead to an exit you could not reach before. This will take you in a room filled with nasty villagers I suggest you simply avoid. First take the door to the north to enter a room divided in sectors with stairs everywhere. Since you can't do anything else, use the stairs in front of you and go up; turn left and go down. If you need ammo take the the top-right stairs otherwise use the bottom-left one to reach a key. Jump down using the hole in the bottom to reach the room with the villagers again. This exit from the south, follow the path and hit the switch to build a bridge. Cross the bridge, use a grenade to clear the way and finally reach the locked door waiting for the key you've got.

The room you enter is just a big puzzle you need to solve splitting the party and that is the first thing to do. Then use Carl to move the statue and place Jack on the switch; cross the bridge with Carl and pull the block to clear the trail for the other block and go back. Leave Carl on the switch this time and cross the bridge with Jack; leave him there on the switch and take control of Carl again. Make him cross the new bridge and pull down the block on the left so that now he can reunite with Jack. When they are together again, use Carl to move the blocks (4 left and 2 right) and open the path and equip Jack with the machinegun. Walk up and right, in front of the big hole in the ground, to begin the final show of this dungeon.

From the hole the head of a T-rex appears and you get to "fight" your first boss. If you need a strategy here or end up dieing, please stop playing games and sell your GBA.

After you kill the T-rex, follow the path on the left of the hole and exit the room. Carl will grab a statue on the floor as soon as he sees it and the temple will start falling apart. Jack and Carl will run out taking the stairs that lead to the first room (the closed door you ignored entering the temple) and will end up outside of the temple.

You will not be able to enter the temple anymore, but you won't need to; you have taken all you need: the lance and the statue that is in the first slot of your quest items' inventory...you will need it later.

(Now that you have the lance you can go back to the first swamp and exit north from the right side to reach a cave and find another statue for Carl; since this is all optional, I won't give any detail here, please refer to section (402) if you need help).

2.3 THE PATH TO KONG'S LAIR

(203)

From the temple go back to the path you left to reach it and this time go right and start following the new path marked by what seems to me an arrow, so I assume it is an arrow. Cross the bridge and before you procede use a grenade to destroy the boulders in the top-right corner to reveal a secret path. This leads to a swamp that you can cross to get to another statue to boost Carl's life. This is all optional so I'll leave the details to the section about this kind of items (402). When you are done with the swamp, go back to the path marked by an arrow and start going south until you reach a broken bridge. Use a lance to hit the switch on the other side, cross the bridge and do the same with the following broken bridge. Follow the path and exit the map.

In the new map, keep following the path marked by an arrow until you reach the

bottom-right corner of the map (two dinosaurs will try to block your way, be careful). Here you will see a path leading to a new map on the right, while the one you are following goes north. If you want to get a mystical gem and a statue, exit the map and go for it, otherwise remain on your path and go north. Again, since all you need to do to reach the gem is optional, if you need the details please refer to sections (401) and (402). Whatever your choice, once you are done, go back on the main path and head north.

You will soon reach a bridge on your left, but don't try to cross right away. On your right, in front of the bridge, there is an hidden corner "guarded" by an insect where you can find another mystical gem. Kill the insect and grab the gem, then go towards the bridge. As you approach, another Kong's sequence will start: this time you have to reach a bridge, fighting dinosaurs, to kill Carl's crew that is crossing that bridge...enjoy the scene.

After you regain control of Carl and Jack, cross the bridge and keep following the same path until you reach the exit. Do not consider the path marked by two monkeys for now, you will take it later in the game.

Cross the following map, you can't do anything else, and you will arrive in the map where Kong's lair is. When you enter go right, then up when the path splits taking the road between two huge stone skulls (the path marked by a dinosaur's head will be useful in a couple of minutes). Cross the big skeleton on the ground, kill the dinosaur and turn left; in the corner behind the big rock there's a mystical gem for you to grab. Go back to the skeleton and go right this time following the path until you reach a long stair going up. Take it and you will reach Kong's lair back entrance. Unfortunately the door is closed and to open it you need to place an idol in the alcoves in front of the entrance. At the moment you only have one (remember the statue you got at the end of the first temple?) so you need to find the second. Place the idol you have in your inventory in the left alcove and go back to the point where you saw a pole with a dinosaur's head on it. This is the path you have to follow to reach the second dungeon and get the second idol. Go down and exit this map.

2.4 THE SECOND TEMPLE

(204)

In the new map there is nothing you can do at the moment; to explore the cave in the top-right corner you need to find a torch first and you cannot use a raft here. Your only choice is to walk up the stairs, turn left, cross the bridge and exit the map. Keep going left and after you kill a dinosaur go down, walk under the bridge, cross the river and follow the path until you reach the bridge again (this time you are on the same level). Do not cross the bridge but exit the map going left to find a statue to boost Carl's health. Once you are done, go back to the bridge and cross it this time, then follow the path until you reach the entrance of the second temple. You are to get what lies inside so get ready and enter the second dungeon of the game.

Cross the first room and take the stairs to reach the first floor. Go down, do not walk over the switches on the floor to avoid arrows, use Carl to clear the way and exit using the south door. Walk right and head for the next room where you find a blocked door in the top-right corner. Use a grenade to open the way and enter the next room. The door this time is sealed and you need to place the statue over the switch to open it. Move the first block to the left to enter the maze, then push it back once you are in. Pull the second block to the right and the first one again to the left so that you open the way also in the upper part of the maze. Place the statue on the switch and exit using the now open door.

You will find yourself in the middle of the main room of the dungeon; your goal is to open the sealed door, and to achieve it you need to light the four bracers placed around the big gorilla statue. Around each bracer there are several symbols representing the four elements: fire (one), air (two), earth (three) and water (four). The number of symbols tells you the order to follow to light the bracers and since you still don't have a torch, you have to find another way. Besides, you can't light these bracers with a torch...

To get started, take the door in front of the bracer with the fire symbol. You will find yourself in a room with a broken bridge on the right and a maze on the left. In the bottom-left corner of the maze there is a torch and you need to take it. To reach the torch do the following: pull the block in the upper part all the way to the right; enter the maze from the right side and pull up one square and then right the block you find there; go down and from the bottom push all the way up the block placed there. This will move also the block on the left opening a passage. Grab the torch and get ready to use it with Carl. Go in front of the broken bridge and light the torch with the bracer on the right, then use the torch to light the bracer on the left and the bridge will magically appear in front of you. Cross it, go up the stairs and hit the switch you find in the last room; this will light the fire bracer in the main room and end your first task. Fall down the hole behind the switch to return in the main room.

Use the door in front of the air symbols this time and cross the first room you enter avoiding the holes in the ground. You will enter another big room, but again the bridge you have to take is missing. You have to do exactly the same to make it appear, but before you have to "close" the holes in the wall on the right or the air will turn off your torches. Place the statues in front of the holes and then use a torch as you did five minutes ago. Cross the bridge and exit the room. Use a grenade to clear the way and keep going up and then left until you reach a room with an earth symbol and an air symbol on the ground. We are working on the air bracer at the moment, but first follow the earth symbol to reach a switch that builds a bridge you will need later. Go back and take the air path; follow the way until you reach a square with four switches in the middle and four blocks in the corners. Of course you have to put a block over each switch to build another bridge and reach the final room. Here, as you did before, hit the switch to light the air bracer and fall down the pit to find yourself in the main room again.

You should know the trick now...take the door in front of the earth symbols and follow the way until you reach the bridge you build before while following the air path. When you are in the middle go down for a second to hit another switch to build another bridge you will use later (I know, this part is really boring). Back on your way, before you enter the next room, make sure you are ready to fight: three dinosaurs are waiting for you there and they are not friendly. Kill them all, go up the stairs, hit the switch to light the earth bracer and fall down to the main room...one more to go.

Finally it is time to take the water route; exit the main room and follow the path (watch out for the villager that will attack you) until you reach a room with a big waterfall. Behind the waterfall there is an hidden room where you can find materials and ammos, I suggest you grab everything you can. When you are ready cross the first and the second wooden bridges and place Carl over the switch; split th party, cross the bridge with Jack and leave him on the switch on the other side. Now cross the bridge with Carl and leave him on the switch near the second bridge this time. Again cross the newly created bridge with Jack, turn left and follow the path going north till the end. Use a lance to hit the switch in front of you and build another bridge, and go back to the small island between the two wooden bridges with both Carl and Jack. Cross the last bridge and go up the stairs, the last switch is there waiting for you.

This finally puts an end to the main room's puzzle and the sealed door opens.

After a little and well deserved celebration, exit the main room using the stairs that will take you back on the ground floor. You will find ammos and food, in case you need them, and a door leading to the boss of the second dungeon: the giant crab. You can find a strategy to beat it in section (302) of this guide if you need help.

After you kill the giant crab, exit through the door behind it and claim your prize: the second idol you need to enter Kong's lair. Finally hop on the raft that will take you out and land in an abandoned village.

The first thing you will notice is a pole with a dinosaur's head on top; as you may guess, it is time to follow this path again. First go through the village and reach the last house in the bottom-left corner. Enter and take the stairs going down in a cave. Cross the cave avoiding spikes and poison and go up the stairs you find on the other side of the cave. They leads you out and back in the map where there is the entrance of the second temple; a couple of dinosaurs are waiting for you there so come prepared. Go left and enter the cave near a blue flower that will take you back in front of the entrance of the second temple. From this point just follow the path marked by a dinosaur's head and go back to Kong's lair, it is time to rescue Ann!

2.5 FINALLY TOGETHER

(205)

When you reach Kong's lair, place the second idol in the alcove on the right and the door to enter Kong's lair will finally open. As soon as you enter a new sequence where you get to play Kong will start: this time don't worry about fighting because you cannot win and well...you have to let the dinosaur hit Kong. This will end the sequence and leave Kong unconscious for a while giving Jack the opportunity to rescue Ann (she is at the end of the path). After the three are finally together, exit Kong's lair and enjoy a small cutscene where Ann thanks Jack for the rescue and gives him a bone disk that will be useful later in the game. The cutscene ends with the three back to the entrance of the village where everything started; the problem is that the doors are closed and they cannot enter. You have to find another way in since the boat you need to reach your ship is still there.

If you open the map, an 'X' will give you an hint on your next step: to reach the abandoned village. The first thing to do is to follow the path marked by two skulls, reach the swamp and cross it like you did in the beginning. Follow the path till the very end and reach the entrance of the first temple. Here take the path marked by an arrow. Follow this path until you reach the beginning of the path marked by two monkeys (right after the bridge where Kong killed Carl's crew) and take it. Cross the bridge, follow the road killing the insects and a dinosaur and exit the map going down to reach your destination.

As soon as you enter the map you will find a villager on the ground, like the ones you have already seen near the swamp, but this time he will ask for your help. Ann decides to help and tells you what she needs to make a bendage: an healing plant and a liana. From now on you can make bendages and heal all the villagers you find on the island; they will give Ann a medallion to boost her life bar, so I suggest you do so.

Make your first bendage to heal the villager and receive your gift. The villager will also tell you how to remove the log that is blocking the way: go behind the tree and use Ann's shouting ability. This will call Kong on the scene for another sequence where he will break the log in the end. Before his arrival you have to hide if you don't want Kong to take Ann again to his lair

at the end of the sequence. The best spot is the tree right over the spot Ann uses to call Kong; in any case, to be sure you are not seen, watch the tag in the bottom-right corner of the screen that simply tells you if Kong can see you or not.

If Kong takes Ann back to his lair, you have to go there again and come back, otherwise the road now is clear and you can proceed. Go south and exit the map to reach another abandoned village.

The wood-disk you are looking for is found in the house in the bottom-right corner of the map; if you explore a little you will also find a cave in the bottom-left corner with a villager on the ground. Heal him using bandages to get another medallion for Ann.

Leave this place and follow the path with two monkeys back to the path marked by an arrow. Take it and go back to the first temple and the path marked by two skulls. Just before you reach the first swamp the path splits and on your left you will see a pole with a big skull on it: this is where the path to the third and last temple starts. Use a grenade to feed the blue flower and exit the map going left.

Cross the new map always following the path and exit from the south to reach a closed gate. To open the gate you have to place the disks you have found on both sides of the gate; do so and enter.

Walk up the stairs and search behind the giant rock skull on the right to find a mystical gem, then go south and enter the Lost Temple, the third and final dungeon of the game.

2.6 THE THIRD TEMPLE

(206)

This temple is bigger than the first two and full of puzzles, so get ready for a little challenge.

From the entrance cross the first room and exit from the opposite side. As soon as you enter the second room, the door will close behind you, leaving you with only one choice: to find another way to exit the temple. The first step is to kill the dinosaurs and the villager that will attack you when they spot you; then exit using the door in the bottom-right corner (this is the only thing you can do at the moment, we will come back later). Again, you can only walk right and exit to reach another room. Cross the room, pay attention to the wind that will get you off the path and make you fall, and exit using the only other door. Keep going and use the stairs that will take you down to the basement of the temple. When you enter the first room of the basement, shot the villager and cross the room avoiding the switches on the ground; then exit going north. Hit the switch in the top-left corner with a lance and cross the bridge. On the other side split the party, place two characters on the switches (it doesn't matter who you choose) and with the third one grab the key on the other side of the newly created bridge. Go back upstairs and return in the room with a closed door; use the key to open the door and proceed.

You will find yourself on the first floor now; cross the first room avoiding traps and exit, then turn right. Shot the villagers in this room and use a torch to light the bracer and open the sealed door. Go north and enter the maze you find on your left. Use Carl to move the statues as follows: push left the one placed in the middle, then place in the corners the statues up north clearing the way they are blocking; go back to the bottom of the maze and pull up the statue on the left. Turn around and pull left the same statue so that you can reach the switch. Split the party and place Ann over the switch. With Carl light a torch and cross the bridge to find a bracer; light the bracer and make Ann cross too and reach the others since now the bridge is

fixed. When the party is reunited take the stairs going down; you will find yourself in a corner of the first room you entered in the beginning. The only thing you can do here now is to fall in the hole in the ground and go back to the basement.

Follow the path and use the door in the top-right corner to exit. Cross the following room avoiding the arrows coming from the walls and take the stairs back to the ground floor. When you enter the room be careful of the two dinosaurs waiting there for a snack and exit from your left. To reach the other side of the next room, you need to find a hook to get to the switch first, so at the moment you can only exit going north and taking the stairs. Exit going south then use the door on the right to enter a big room. As soon as you enter, the door will close behind you, leaving you with four dinosaurs to kill to open it again. Before you go back once all the dinosaurs are dead, go north and up the stairs, then follow all the path around until you get a key. Go back to the first room and exit going south this time. Follow the way that will take you back in the room you just left, just on the other side of the river. Use the key to open the door and proceed.

Follow the path through the spikes and then south until you reach the end; you will see a closed door on the right and an open one on the left. Go left to get the key first. Use Carl to clear the way (split the party so you can move easily): enter the little maze and go down; pull up one space the block you are facing, enter the middle of the maze and then push all the way up the same block. Grab the block in the top-left corner and pull it right to open the way and reach the key. Once you have it, go back and exit the room. Use the key to open the closed door and go right. As soon as you enter the new room walk up the stairs and follow the path to the end. Use a lance to hit the switch on the right side and go back to the entrance. Take the path under the one you just used, cross the bridge and use the stairs to reach the second floor of the temple.

In the first room you will find a nice puzzle. Hit the switch to build the bridge leading north; use it to reach the middle of the room and then a platform on the right side where you find also two switches. Time to split the party again: place Ann over the switch on the left, leave Carl on the platform and go south with Jack. After you cross the bridge hit the switch to build another bridge on the left and cross it. On the other side hit another switch that will make the last bridge disappear and build a new one that will take you back to the entrance. Follow the same path you used the first time and reach the platform where you left Carl and Ann; finally place Jack over the second switch. Cross the bridge with Carl and Ann and place one of them over the switch on the right; move Jack from his platform to the one Jack and Ann have just reached and place him over the switch on the left. Repeat the same procedure to take the entire party on the platform in front of the sealed door. Place Ann over the switch on the left and cross the bridge with Jack and Carl; place Jack over the switch and go back to the entrance with Carl. Take the bridge going right and use the bracer to light a torch, then go back to the sealed door and light the two bracers to open the door. Take Jack back to the platform in front of the door and after the group is together again, exit.

At the end of the following room you will find the last item you can make in this game: the grappling hook. Take it and fall through the hole in the ground that will take you back to the first floor and then to the ground floor, right in front of an ideal spot to try the hook. Select Ann and use the grappling hook to reach the high platform in the bottom-left corner. Hit the switch on the platform to build a bridge in the middle of the room and use it to exit the room from the left. Here a stair will take you back to the basement.

Cross the first room and keep going south until you reach the bottom, then turn left. You will reach a closed door and some stairs; take the stairs and exit to look for a key. Go left, down the stairs, then north to enter the room where the key is found. Place a statue on the switch to build the first bridge and cross it; place a statue in front of each hole in the wall and light a torch. Go to the other side of the room and light the bracers to build the second bridge and reach the key. After you get the key go back to the closed door and open it. Use a lance to hit the switch on the other side of the pit and build the bridge, then take the stairs back to the ground floor.

You will enter the room at the entrance again, but this time you are on the platform in the top-left corner. Place the statue over the switch to build the bridge and reach the main room again. Kill the dinosaurs and the angry villager to clear the room, then go to the top-right corner where there is a small platform only Ann can reach with the hook near a sealed door. Once Ann is on the platform, hit the switch you find there to open the sealed door and use it to exit the room. Cross the following room and get ready for the boss guarding the exit of the dungeon: T-rex II. If you need a strategy please refer to section (303) of this guide.

After you kill the second T-rex a bridge will appear and you can reach the other side of the room; follow the path until you finally reach the exit of the third temple. From the exit go down the stairs and exit the map.

2.7 BACK TO THE SHIP

(207)

In the new map, after using a grenade to feed the blue flowers blocking the way, you will reach a dead end. To continue you need some help from Kong again. Go near the log on the right and use Ann to call Kong on the scene (remember to hide behind a tree before he appears or he will take Ann to his lair and you have to rescue her again). Kong, at the end of his sequence, will make a log fall on the path we are following, making a perfect bridge to cross the hole that was blocking the party. Say 'thank you' to the big gorilla and use the log to reach the other side, then exit the map going right.

When you enter the new map go north, up the stairs, and hit the switch you find after the fall; then go back and cross the bridge you just built. In this map there are a lot of dead ends that will lead you to materials and ammos I suggest you collect if you need them, otherwise just follow the main path: cross the bridge, go south, right and up the stairs; go all the way north and hit the switch on the other side to build another bridge; cross the bridge, go north, left and down the stairs to exit.

You will find yourself in a map with a crashed plane in the middle. There's nothing special you can do here, so just follow the path and reach the exit on the left (watch out for the poisonous mushrooms on the way). This will take you back in the map with the path marked by a big skull we used to reach the third temple. Take this path and go back to its beginning right under the first swamp. Enter the swamp and go up to the top, then left to reach a small dock where you can put a raft in the water. Step on the raft and reach the left side of the swamp firing at whatever is on your way (a log and two rocks, really easy). From this point follow the path marked by two monkeys and exit the swamp from the left.

Keep following the path until you reach the bottom of the map, where the path splits; here take the stairs going down and enter a map we didn't explore in the beginning of the game. When you enter go down and stop in front of the

broken bridge; if you need materials and ammo explore the cave on the left, otherwise split the party and leave Ann alone. Use the hook to reach the platform over the cave and follow the path until you find a switch. Place Ann over the switch to build the bridge and take Jack and Carl to the other side. When the group is together again go south all the way to the coast. Here you will find another small dock where you can put a raft in the water; do so and step on the raft to finally reach the village where everything started.

Before taking the boat to the ship, Ann suggests to warn the villager that an angry Kong is coming their way, so the group enters the village. Unfortunately Kong is already at the entrance of the village and in a minute he breaks the portal that was closed in the beginning of the game (all this going around for nothing...). To make this happen, you get to play Kong's last sequence on the island, enjoy.

Kong enters the village and everybody runs in fear but before everything is lost, Carl has the ultimate idea: he throws a couple of gas bombs at Kong putting him to sleep for a while and capturing the big gorilla.

2.7 NEW YORK

(207)

The scene takes our "heroes" back on the Venture where they consider what has happened on the island and the fact that they are going back home with "the 8th wonder of the world" with them...is this a good idea?? Ann and Jack do not agree with Carl's idea to take Kong to New York, but they cannot change his mind already focused on the money he will make, so the big gorilla reaches the city with them.

In New York we meet everybody in a theatre: Carl, Jack and Ann are showing a chained Kong to the audience. Kong soon gets angry, breaks the chains and runs away...taking Ann with him course.

This time Kong is the one to be saved from the American army, and to end the game there are still two sequences to complete. During the first one Kong, with Ann riding on his back, will take a "walk" in New York City. Infantry men and tanks will try to stop him, so you have to use Kong's destructive power: walk over men to scare them away and hit the tanks to destroy them, two hits will do the job. This sequence is easy and really fun, you just have to avoid cannon balls fired by tanks and keep going until you reach the Empire State Building. Here the second and most famous sequence will start: after Kong reaches the roof, he is surrounded by planes trying to take him down. To survive avoid bullets and hit the planes with a punch to crash them; you need to time your attacks to achieve this, but it is not difficult with a little practice.

When all the planes are down, your part in the game will be over. Enjoy the last cutscene and the end of the game...I will not spoil it.

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#####  
#                               BOSSES                               (300)  #  
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At the end of each dungeon you have to defeat a "boss" to continue your adventure: a couple of T-rex and a giant crab. The only one that needs a real strategy is the crab, so you should not have problems dealing with the others.

The first T-rex you encounter is one of the easiest boss I've ever seen in a game. Equip Jack with the machinegun and fire, 25 bullets will do the job, that's it. The T-rex will remain in the hole at your disposal, no need to worry about a defensive strategy or anything else. If you manage to die here, you don't deserve to play a game anymore.

3.2 GIANT CRAB

(302)

The giant crab is the only boss that requires a little preparation to beat it and the use of two different characters too. If you want to hurt the giant crab you must throw grenades at it while standing on the same platform it is guarding, otherwise they won't be effective; so the first thing to do is to make it move back and land on the platform. After this is done, 3 grenades will do the job.

Here's how you achieve this: first of all make sure your inventory is full of grenades and torches, you have a raft and you have ammos. Ammos can be found in the room before the one you are in and the materials needed for the rest can be collected killing the insects that keep on spawning in the bottom left corner. When you are ready, put your raft in the water and select Jack as your active character with the machinegun ready. Step on the raft and when you are in front of the crab's pincers, fire so that the crab will retreat them from the two bracers at its side. Once you can reach the bracers, switch to Carl and use a torch to light the bracers. This will make the crab step back leaving you plenty of space to get off the raft and land on its platform. Use your grenades now and blast the creature. If you take too much time in the process it may come back to its original position before you can finish it off; in this case just use a raft and repeat. The first grenade will destroy its left pincer, the second grenade will take out the right one and the last grenade will end its life.

3.3 T-REX II

(303)

The second T-rex you find in the game is almost the same (maybe the same) as the first one, just a little stronger; but you still have the advantage since this time you have Ann with you and her healing ability.

Start using your machinegun, use all your ammos (50 won't be enough), then switch to the machete and take him down. The T-rex is in a big hole also this time, so using the machinegun you will be safe and you need to watch only his bites when you close in with the machete. If you get hurt in the process just retreat to a safe spot and use Ann's healing ability.

 # MYSTICAL GEMS, STATUES AND MEDALLIONS (400) #
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This section is dedicated to mystical gems, statues and medallions, the only real "secrets" of this game. These are the only items you don't need to complete the game and that you will not find just following the story. If you

find them, you get a nice bonus since they boost the characters health, but you can complete the game with no problems even if you don't collect any (and this is something I don't really like...try to beat a Zelda game without collecting hearts!).

Mystical gems will boost Jack's health, statues are for Carl and medallions will make Ann happy, but you can collect them with the character you like; you can even get them also if the character that will get the bonus is not in the party (if you don't need his/her abilities of course).

I will list them in the order I usually get them and since the game is pretty linear I suggest you do the same to avoid backtracking. Sometimes I have put a note about these items also in the walkthrough because they are found just exploring a map you have to cross to reach your destination; when this is the case, I will end the description with a reference to that section of the walkthrough. Use it if you're still having troubles finding the right spot.

4.1 MYSTICAL GEMS

(401)

1) The first gem is found early on in the game, in the map between the village and the swamp. At the bottom of the map there's a stair leading down; When you reach the bottom, you should see a path on your right that leads to a sealed cave; use a grenade to clear the entrance and enter the cave. The gem is in the top left corner of the cave waiting for you. (Found in section 2.1 of the walkthrough).

2) On the path marked by an arrow, in the map after the first temple, you will find a path in the bottom-right corner that takes you in a new map on the right. Follow this path until you reach a rocky region where the road is blocked by three rocks. Use a grenade to clear the way and go down, then up the stairs on your left. Kill the two dinosaurs guarding the area and cross the bridge going south. Turn left and go down the stairs. At this point turn left and use a grenade to feed the blu flower (If you take the path on the right, you will reach a statue at the end). Use the stairs, cross another bridge and keep going until you reach a sealed cave. Use a grenade to clear the way and enter.

This cave is like a small dungeon, but to reach the end is not so difficult. In the first room take the bridge going north, the other one leads to a dead end, and get ready to fight two dinosaurs. When they are dead, proceed north until you reach the last room where you need to solve a puzzle before you can get the gem. To open a way do the following: enter the maze and push the first block. Move the second block to the right, and the one below it goes down in the corner. You can now reach the last block on the right; push it to the right and walk to the exit to get your reward. (section 2.3)

3) On the path marked by an arrow, in the map after the first temple, near the bridge where Kong's third cutscene takes place. Close to the brigde, on the right, there is an hidden corner "guarded" by an insect. Kill the insect and search the corner to find the gem. (section 2.3)

4) In Kong's lair map, after the big dinosaur's skeleton you see on the ground right in the middle of the map, turn left and search behind the big rock. The gem is there partially hidden. (section 2.3)

5) In Lost Temple's map, before the entrance, there are two giant rock skulls. The gem is found looking behind the one on the right. (section 2.5)

1) From the first temple, go south using the small path on the left until you reach a sealed cave; use a grenade to clear the entrance and enter the cave. The statue is there on the floor. (section 2.2)

2) After you beat the first temple, go right, cross the bridge and use a grenade to destroy the rocks in the top-right corner of the map. This will reveal an hidden path that will take you in a swamp. To cross this swamp you need to build a raft and board it from the dock you find at the bottom-left corner of the swamp. Obstacles are found in these directions:
up(1x), right(1x), down(1x), right(1x), down(2x), right(1x), up(1x), left(1x), up(1x), right(2x).

After you reach the other side, go north and then follow the path all the way left until you find the statue on the ground. Use the hole in the ground to go back to the other side of the swamp when you're done. (section 2.3)

3) From the right side of the first swamp go north, use a grenade to feed and destroy the blue flower and exit the swamp. Follow the only possible path, using grenades when blue flowers are blocking your way, until you reach a cave. Hit the switch with a lance and destroy the cracked wall with a grenade. Cross the bridge and proceed further in the cave taking the north exit. Go up the stairs and turn left; go down the stairs, kill the dinosaur and take the stairs going down. Pay attention to the holes in the ground and go south, then left. Use Carl to move the blocks to clear the path and press the switch at the same time. Exit from the door that just opened, go up the stairs, kill the insects and take the stairs back up. Shot the villager with the machinegun and finally reach the statue.

4) On the path marked by an arrow, in the map after the first temple, you will find a path in the bottom-right corner that takes you in a new map on the right. Follow this path until you reach a rocky region where the road is blocked by three rocks. Use a grenade to clear the way and go down, then up the stairs on your left. Kill the two dinosaurs guarding the area and cross the bridge going south. Turn left and go down the stairs. At this point turn right and follow the path until you reach the end and the statue. (If you take the path on the left you will reach a gem in a cave). (section 2.3)

5) From Kong's lair go south taking the path marked by a dinosaur's head. In the next map, walk up the stairs, turn left, cross the bridge and exit the map. Keep going left and after you kill a dinosaur go down, walk under the bridge, cross the river and follow the path until you reach the bridge again (this time you are on the same level). Do not cross the bridge but exit the map going left to find the last statue. (section 2.4)

1) The first one is obtained simply following the story; when Ann learns to make bandages and heals the first villagers on the route marked by two monkeys, she will also get the first medallion. (section 2.5)

2-3-4-5) After you heal the first villager, you can get the other medallions healing the other four villagers you find on the island.

- One is found in the abandoned village where you get the wood-disk: it is in

the cave in the bottom-left corner of the map. (section 2.5)
- The second is at the bottom of the swamp, on the left side. (section 2.1)
- The third is in the map south of the swamp. As soon as you enter the map from the swamp you should see him. (section 2.1)
- The last one is in the map south of Kong's lair. In the top-right corner there is a cave. Enter and kill the dinosaurs then go right. Leave the maze alone and use a spear to hit the switch and make the bridge appear. Cross the bridge and light a torch, then go back to the entrance and go north this time. Use the torch to light the bracer and build another bridge. On the other side you will find the last villager.

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#                               FAQS                               (500)  #  
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- Q. I have all the materials needed but I cannot create "X", why?
A. To create something you first need to learn how to make it. Usually you're told how to build things when you need them or when you find them. If you can't make it, you still don't need it.
- Q. I'm lost, I don't know what to do, can you help?
A. If you're not sure on your next step, always look at the map. There you will always find your next goal and an 'X' marking your next destination.
- Q. Will I get every coin, mystical gem and bear available just following the story?
A. No, this is the only element that requires a little exploring. I have added a section about these items if you need help finding them.
- Q. Do I need to collect every coin, gem and bear to complete the game?
A. No, those just boost your characters' health and make your life easier. For a little challenge, try to beat the game without collecting any of them.
- Q. While on the raft I keep hitting rocks and trees. How can I select the course of the raft?
A. You can't control the raft, you have to destroy everything you find on your path with the machinegun. Do not worry about ammo, you will find more on your way through the swamp.
- Q. I keep firing, hitting, bombing etc. the giant crab at the end of the second dungeon but nothing happens. How can I defeat it?
A. You can find the only possible strategy in section 3.2 of this guide.
- Q. What are the poles you often see in the game for?
A. They simply mark the paths crossing the island. They are really useful to reach the various locations once you learn where they lead.
- Q. After the sequence where Ann calls Kong to help the group, Kong kidnaps Ann again and brings her back to his lair. Is there a way to avoid this?
A. Yes, you have to hide before Kong arrives. The best spot is behind the tree right over the spot Ann uses to call Kong; to make sure Kong will not see you, watch the tag that appears in the bottom-right corner of the screen telling you if Kong can see you or not in the place you are standing.

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Well, this is the end; I hope you found my guide useful and completed the game with its help. If you wish to add something or leave a comment, feel free to send me a mail; every addition or feedback will be really appreciated and added in the credits section.

6.1 CONTACT DETAILS (601)

If you want to contact me, you can write to allamagoosa@yahoo.it (yes I am Italian). I check the mail daily and I usually reply quickly, but only if the content is really worth it. Please avoid sending spam mails, chain mails or childish mails: I will simply block the user and act accordingly. Also make sure your message is clear; English is not my native language so please keep it plain and simple if you want an answer. Thank you.

6.2 LEGAL INFO (602)

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6.3 CREDITS (603)

Nintendo and Ubisoft for making such a nice game and many more I have in my collection.

Gamefaqs for providing such a great service for more than ten years.

The people at gamefaqs for the help and suggestions.

You for reading my guide and reaching the vey end.

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