TABLE OF CONTENTS

Game Controls	2
Introduction	2
Main Menu	2
Single Player Display	4
Advanced Controls	5
Journal and Upgrades	6
Multiplayer	7
Multiplayer Display	7
Credits	8
Customer Support1	12
Software License Agreement	13



G太前E CONTROLS



INTRODUCTION

The Valley of Peace has been tranquil for many years, under the watchful eye of the most awesome Kung Fu fighters in China: The Furious Five. However, with the sudden daring prison escape of their enormously powerful enemy, Tai Lung, the future of the valley hangs in the balance. It all comes down to an unlikely hero—a panda named Po—and his journey to become a Kung Fu master and the legendary "Dragon Warrior." Take control of his destiny and save the Valley of Peace by playing as Po, Master Shifu and each of the Furious Five, as they battle to stop Tai Lung in his quest to claim the Dragon Scroll and plunge the valley into darkness.

市太い 市王とし

From the Main Menu, you can start a new game, load previously saved games, switch to the Multiplayer menu or access the configuration options. You can also access the Extras menu to view items that have been unlocked or to input a cheat code.

Game

Start New Game – Select this option to begin a new game. After making this selection, you can choose the difficulty level you wish to play. There are three options: Student (Easy), Master (Medium) and Dragon Warrior (Hard).

Load Game – Select this option to load a previously saved game. You can also view the amount of collectibles obtained, as well as your progress in each of the available slots.

Multiplayer – Select this option to play Multiplayer mode.

Options

Sound – Select this option to adjust the music, sound FX and voice volume levels. You can also restore all the sound settings to the default state.

Controls – Select this option to view the game controls.

Display – This option lets you toggle subtitles on or off and change the brightness level of the game. You can also restore all the display settings to the default state.

Camera – Select this option to toggle the inversion settings of the camera. You can invert the X or Y axis of the camera separately or restore the inversion settings to the default state.

Extras

Unlockables – Select this option to view all items that have been unlocked through the course of the single player game.

Cheats – Select this option to enter a cheat.

Credits - View credits.

Madagascar The Crate Escape[™] Video Game Trailer – View the trailer for the upcoming Madagascar The Crate Escape[™] video game.

Save System

Kung Fu Panda^M utilizes an automated checkpoint system to save your game progress. Your game will save each time you reach a checkpoint during a level.

3

SINGLE PLXYER DISPLXY



1. Health & Chi Meter – This displays the amount of Health and Chi for your character. The red meter represents your current amount of Health. Taking damage causes your Health to decrease.

Chi Energy represents the inner energy that Po and other characters expend when using their Special Abilities. Chi Energy comes from two sources: defeating enemies and Chi Energy collectibles. Chi is represented in the world by glowing blue balls of energy. The blue meter represents your current amount of Chi. Using Special Moves will cause your Chi to decrease.

- 2. Awesome Meter This displays your current state of "awesomeness." Filling up the Awesome Meter will make Po "Awesome." Fill up the Awesome Meter by landing multiple hits on enemies. When the meter is full, all enemies around Po will be stunned for a moment and Po's attacks will be more powerful, but only for a limited amount of time.
- **3. Damage Multiplier** This displays the amount of damage your character is causing. The higher the Damage Multiplier, the more damage your character will inflict.
- **4. Interactive Items** Button prompts will display above items in the world that you are able to interact with. Press the button that is displayed to interact with the item.

XDVXNCED CONTROLS

Use your advanced Kung Fu techniques and perform a variety of maneuvers to defeat stronger opponents.

Running Attack – While running, press the Y button to perform the Running Attack.

Jumping Attack – While jumping, press the \bigotimes or \bigotimes button to perform a jump attack.

Charge Attack – To perform a charged strong attack, hold and release the \checkmark button.

Juggle Attack – Use the Juggle Attack to knock an enemy into the air. To juggle an enemy, press the \bigcirc button when near, followed by the \bigcirc button to knock the enemy into the air. Continue to juggle the opponent with the \bigcirc button or press the \bigcirc button to knock the enemy forward.

Special Moves – Pressing the ^(B) button will perform unique Special Moves for each character. Initiate the special move by pressing the ^(B) button, while running or jumping.

Dodge – While blocking, move the **①** in any direction to dodge your opponent's attacks.

5

Po's Counterattacks – Po has two special counterattacks. While blocking, press the or Y button to perform the Iron Belly counterattack. Po can also use an enemy's attack energy to enter Fun Ball: while blocking, press the 🕒 button.

JOURNAL AND UPGRADES

You can access your Journal and Upgrades through the Pause menu. Your Journal will display critical information relative to your current objective. You can purchase Upgrades by using coins you've collected during your legendary adventure.

Journal

Level Stats – In each level, you will be given objectives or tasks to accomplish. These objectives and their current state will be listed in the Journal.

Upgrades

Basic Stats – This menu allows you to upgrade your basic Kung Fu techniques. It will also allow you to upgrade your Health and Chi levels.

Panda Techniques – This menu allows you to upgrade Po's panda techniques, such as the Panda Stumble, Panda Quake, Iron Belly and more!

Outfits – This menu allows you to purchase a variety of outfits for Po.



DULTIPL_XYER

Play alongside your friends, or battle against them in a variety of Multiplayer games on your Xbox 360[™] console. Each environment provides a different experience. Unlock additional games and playable characters by collecting green coins in the single player game.

Note: Multiplayer supports up to four players on the same console. It does not support play via Xbox LIVE. $\ensuremath{^{\$}}$

MULTIPLAYER DISPLAY



- 1. Player Score Displays current scores.
- 2. Player Health & Chi Displays current Health and Chi levels.
- **3. Character Cursor** Displays the corresponding color associated with your character.
- 4. Remaining Time Displays the current time of the match.
- **5. Power-ups** Power-ups appear during the course of the match. Pick these up to gain the upper hand against your foes.

For more game information, go to www.KungFuPandaGame.com.

LUXOFLUX

Chief Creative Officer & Creative Director Joby Otero

Chief Operating Officer & Executive Producer Marc Struhl

Studio Technical Director Steve Agoston

Lead Gameplay Engineer Carl-Henrik Skårstedt

> **Sr. Producer** Brian Clarke

Lead Environment Artist Chris Otcasek

Lead Character Artist Don Barnes

> Lead Animator Bourbaki Joseph

Lead Designer Chris Hewish

Lead Audio Designer Chris Cowell

Sr. Software Engineers John Harries Vishal Kashyap Dimitar Lazarov Adam Morawiec Matt Rusch Karl Whinnie

Sr. Technical Artists Alex Stein Denis Trofimov

> Sr. Artists Will Huang Yukari Kaneko Khang Pham Tricia Vitug Peter Zoppi

Sr. Designers Richard Yeh Gerald Vera

Sr. Animator Michael McReynolds

CREDITS

Software Engineers

Pablo Cheng Chris Chu Nick Dryburgh Jim Gooding Matt Gosling Clancy Imislund Andrew Phongsamran Aaron Smith

Environment Artists Brummbaer Andy Livingston Jessica Ma

Multi-Player Environment Artist Ben Springer

> Animator Chris Magovern

UI Artist Jason Cohen

Designers Adrian Balanon Sean Madigan

Producer John M. DeHart

Associate Producer Chris Puente

Sr. Audio Designer Alice Bernier

Jr. Environment Artist Luis Zuleta

Production Coordinator Adrian Murphy

Additional Animation Stephen Baker Luis Bolivar Greg Griffith Alex Moon

Additional Engineering Johan Kohler

> Additional Art Ken Brown Gil Doran Justin Thomas

> > 8

Additional Design Harry Luck Chris Tremmel

President, Treyarch & Luxoflux Mark Lamia

> Office Manager Ginny Gilcrease

Voice Over Recording/ Editing/Direction Womb Music

Casting and Voice Direction Margaret Tang Mary Elizabeth McGlynn

> V.O. Recording, Editorial and Post Rik Schaffer

Voice Over Talent Grant Albrecht Greg Baldwin Susanne Blakeslee Steven Jay Blum Ken Bower Jennifer Darling Brian T. Delany **Bill Farmer Rene Harnois** Bobby Holliday James Hong Andrew Kishino Drew Massev Peter McHugh Phil Morris Michale Nardellil Noah Nelson Charlie Schlatter **James** Sie Kath Soucie Fred Tatasciore Erin Torpey Mick Wingert **Music Creation**

Music Creation Kevin Manthie d/b/a KMM Productions Shawn Thomas Odyssey d/b/a Core Conditioning, Inc.

Additional Sound Design James McCawley **QA Test Lead** Tyler Sparks

Testers Estevan Beccerra Ian Buchillion Chad Schmidt James Cha Alexander Chong Richard Garcia Alex Mejia Juan Ramirez

Scaleform Portions of this software are included under license © 2005 Sclaeform Corporation. All rights reserved.

> FMOD Ex FMOD Ex Sound System Firelight Technologies

> > Special Thanks Julia Bianco

Darwin Dumlao Paul Golding Josh Heenan Malkai Stanev Will Townsend Sam Wolfson Krassimir Touevsky Wade Brainerd All the family and friends of the folks at Luxoflux!

XCTIVIZION

Producers Doug Pearson Jason Ades

Associate Producer Chris Scaglione

Production Coordinators Jennifer Avina Mike Mejia

> Production Testers Adrienne Arrasmith George Ngo

Additional Production John C. Boone II Gregory Capuano Giancarlo Mori Steve Rosenthal Vanessa Schlais Michael Ward Story Dialogue & Cinematics Script Adam Foshko

Executive Producer Daniel Suarez

VP of Production Thaine Lyman

Director of Production Services ~ Europe Barry Kehoe

Senior Localization Project Manager (UK) Fiona Ebbs

Localization Project Manager (UK) David Cooper

Localization Manager Doug Avery

Localization Consultant Stephanie O'Malley-Deming

> Localization Tools and Support Xloc Inc.

Director of Technology Jean-Marc Morel

Chief Technology Officer Steve Pearce

Director of Central Audio Adam Levenson

> Audio Coordinator Noah Sarid

Central Audio Programmer Blair Bitonti

> Senior Director, Game Design Carl Schnurr

Lead Systems Designer Thomas Wells

Lead Combat Designer Derek Daniels

Central User Testing Manager Ray Kowalewski

9

Global Brand Managers Joanne Wong Vicharin Vadakan

Associate Brand Manager Chris Enock

> Marketing Associate Joe Korsmo

VP of Global Brand Management Kim Salzer

Retail Marketing Managers Sean Dexheimer Jennifer Agens

> Associate Retail Marketing Manager Mike Silbowitz

Marketing Communications Coordinator Kristina Jolly

Marketing Communications Manager Karen Starr

> Manual Layout and Design Ignited LLC

Packaging/Design Hamagami/Carroll, Inc.

Senior PR Director Michelle Schroder

Senior PR Manager Lisa Fields

Senior Publicist Aaron Grant

Jr. Publicist Monica Pontrelli

Global Asset Manager Karen Yi

Business and Legal Affairs Chris Cosby Greg Deutsch Jane Elms Kap Kang Danielle Kim Phil Terzian Mary Tuck Licensing Marchele Hardin

Activision Special Thanks

Mike Griffith Robin Kaminsky Laird Malamed Brian Ward Will Kassov Dave Stohl Nicole Willick Maryanne Lataif Suzan Rude Jill Barry Steve Young Maria Stipp Blake Hennon Matt Rogers Dan Wilson Kelly Lee-Creel Denise Walsh Sarah Mckinnev Jim Gaylord Samual Huang Brvan Buskas Mat Piscatella Jen Fox Debra Haves Manuel Quinones Clarence Bell Michael Carter Adrian Gomez Nick Trutanic Todd Pruvn Ricardo Romero Jason Posada Rodrigo Mora Victor Lopez Dan Morris - You went as you lived: With rhythm We'll miss you.

QA Functionality Leads Bobby Mungia Michael Ortiz

QA Functionality Senior Lead Jason "Fox" Potter Brad Saaverda

QA Functionality Manager Jason Levine

QA Functionality Floor Leads Pedro Aguilar Robert Tai Database Administrator Allan Manangan Geoff Olsen

OA Test Team

Steve Araujo John Caminiti Robert Chaplan Ari Epstein Paul Goldilla Dylan Hendren Craig Jack Cliff Lloret Zachary Mann Charles Moore Dan Mortensen Hideki Omega Peter von Oy Soukha Phimpasouk Timothy Reichenbach Mike Spragg Prommet Srinara Paul Taniguchi Ryan Trondsen Tiffany Wat Marc Williams

Lead Database Administrator Jeremy Richards

> Floor Lead Database Adminstrator Kelly Huffine

Database Administrators Marcus Dorsey Doug Fan Geoff Olsen

> Richard Pearson Christopher Shanley Timothy Toledo Wayne Williams

QA Mis Manager Dave Garcia Gomez

CSQA Technology Manager Indra Yee

QA Mis Technicians Karlene Brown Teddy Hwang Todd Komesu Brian Martin Jeremy Torres

Lawrence Wei

Burn Room Coordinator Joule Middleton

Burn Room Technicians Danny Feng Kai "The Ninja" Hsu Sean Kim Christopher Norman

TRG Senior Manager Christopher Wilson

TRG Submissions Lead Dan Nichols

TRG Platform Leads Kyle Carey Sasan "Sauce" Helmi Marc Villanueva

TRG Project Leads Jason Harris Teak Holley Todd Sutton

TRG Floor Leads Jared Baca Zac Blitz Menas Kapitsas Keith Kodama James Rose Jon Sheltmire Tomo Shikami Eric Stanzione David Wilkinson

TRG Testers Benjamin Abel Melvin Allen Eddie Fernando Araujo Brian Baker Rich Bantegui Brian Bensi Bryan Berri Scott Borakove William Camacho Paul Carrion Pisoth Chham John McCurry **Daniel Fehskens** Jason Garza Justin Gogue Lucas Goodman Christian Haile Kumiko Kashii Colin Kawakami

Jeff Koyama Rhonda Ramirez Mark Ruzicka Kirt Sanchez Edgar Sunga Jacob Zwirn

Manager ~ Resource Administration Nadine Theuzillot

QA Operations Coordinator Jeremy Shortell

Adminstrative Assistant Denise Luce

> Volt On-site Program Manager Rachel Overton

Volt On-site Program Coordinator Aileen Galeas

Customer Support Managers Gary Bolduc Michael Hill

Director ~ QA Functionality Marilena Rixford

> Director, Technical Requirements Group James Galloway

Vice President ~ Quality Assurance Rich Robinson

Localisation QA Leads Conor Harlow Glen Moran Sarah Brennan

Localisation QA Testers Alfred Essemyr Carlos Losada Baena Claudio Perazzo Daniele Celeghin Gary Jacob Guido Lomanto Hannibal Zembski Hugo Bellet Jaak Pieterse John Wille Jon Galpasoro Lozano Jordi Gallopin Loic Brioude Marc Delamontagne Markus Pfeifer Michael Baynes Philipp Stahr Raffaele La Gala Raja Hussain Robin Hamnstrom Stefano Meneto Sundiata Arnaud Werner Nemetz QA Special Thanks

Willie Bolton Julian Bongat Evan Button Chanel Campbell Matt McClure Paul Colbert Alex Coleman Thom Denick Adam Hartsfield Anthony Korotko John Rosser Stephanie Russell Frank So Henry Villanueva Glenn Vistante Paul Williams

DREXMWORKS

Lisa Baldwin Wes Burian Jennifer Caruso Melissa Cobb Paul Elliott Chris Fahland Andrea Frechette Rodolphe Guenoden Lawrence Hamashima **Rene Harnois** Amy Krider **Richard LaForge** Nicholas Marlet Markus Manninen Molly Martuza Brendan Murphy Mark Osborne Sunny Park **Chevion Reese** Rick Rekedal John Stevenson Jason Turner Todd Whitford Raymond Zibach

11

XPEC

Director of Production Devin Hsieh

Director of Marketing & Business Development Wonder Lin

> Producer Albert Lee

Coordinator Efan Lin

Art Director Tieno Liao

Lead Environment Artist Richard Peng

Lead Character Artist Ernie Juan

Environment Artists Mos Chen Tina Chen Yiling Hsieh Austin Lee Katyh Lin Civie Shen

Character Artist Anpere Wang

Lead Animators Indiing Lin Sunwei Lo

> Animators Hsiang Hsu Aric Huang Robert Lin Sid Shih

QA Test Lead Aaron Hsu

QA Tester Nick Lee

CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: http://www.activision.com/support

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet support is handled in English only.

Note: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255~2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/ refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

Register your product online at http://register.activision.com so we can enter you in our monthly drawing for a fabulous Activision prize.

To view a full length manual, including credits, visit www.activision.com/en_US/manuals/

For hints and tips about this title, please visit:



www.bradygames.com

WARNING Before playing this game, read the Xbox 360[®] Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.