
PlayStation
NTSC U/C
PlayStation
EVERYONE
E
CONTENT RATED BY ESRB
SLUS-00801
94024
KINGSLEY'S ADVENTURE™
DUAL SHOCK™
PSYGNOSIS™

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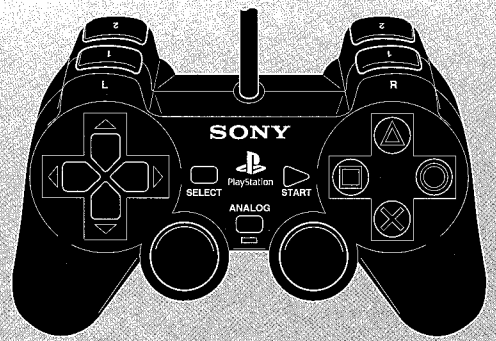
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# How to control Kingsley.

- ⊗ - Jump
- ▣ - Action
- ○ - Defend
- △ - Status
- L2 - Sidestep left
- R2 - Sidestep right
- L1 - Toggle camera height
- SELECT - Weapon select
- START - In-game menu



**Long jump**
Double tap the up directional button then press the ⊗ button

**Aerial attack**
⊗ button + ▣ button

**Push object**
◉ button + up directional button

**Pull object**
◉ button + down directional button

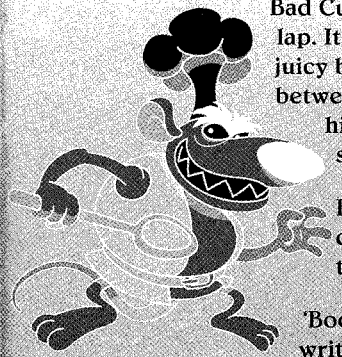
**Look mode**
Press and hold the R1 button

**Backflip**
Press and hold the down directional button, then tap the ⊗ button

NOTE: when using the DUAL SHOCK™ Analog Controller, use the left stick to move Kingsley. To select Analog mode, press the ANALOG mode switch to set the LED indicator to RED.



# PROLOGUE



Bad Custard sat down with the book on his lap. It was dusty and it smelt of mould. Fat, juicy bookworms peered up at him from between the pages and blew raspberries at him, but he just sneered back and squished them between his fingers.

He stroked the leather binding and caressed the gold letters as he read them yet again.

'Book Of Magic', it said. And in a hand-written script at the bottom, it said 'To my dearest Queenie, happy 407th birthday. You don't look a day over 350. Love from the King.'

Bad Custard opened the book and coughed as the dust clouded round him. He pried the crisp pages apart. As he did so, he felt a dark power surge through him. He could tell he was in for some fun...

# CHAPTER I

## In which we meet Kingsley, the hero of the game.

Once upon a time...

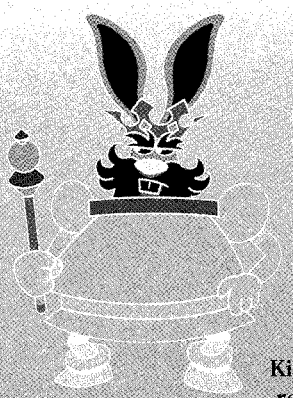
That's how all good fairy tales begin. And it's how this one begins too, although if you're expecting magic beans, glass slippers and the odd long-haired lass stuck up a tower, you'll be sorely disappointed. Because this one features.... well, that would be telling. You'll have to play it to find out. Though I think we're safe in saying it's the first one to include a ninja backflip.

So, let's start again

Once upon a time, there was a fox-cub called Kingsley.

He lived in Carrot Castle, home of the King and Queen of Fruit Kingdom, and though they brought him up as their son, it was obvious from his unmistakable fox features that he didn't really belong to them.





Kingsley knew that his real dad was a brave True Knight who had long since departed the scene. He was proud of him of course - True Knights were the most noble soldiers of the realm after all - but sadly he remained a very distant memory.



# CHAPTER 2
## An ancient badger appears.

Old Wrinkle, an aged badger with a passion for deep wisdom, took the young Kingsley and tutored him in the ways of a warrior.



Kingsley often wondered how a crumpled old creature like Wrinkle came to know the ins and outs of duffing people up, but whenever he plucked up the courage to ask, the knowing badger would reply, "Your father was inquisitive too Kingsley. And look what happened to him. Not that you had the chance to know him."

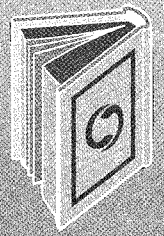
So Kingsley got his head down and learned Old Wrinkle's tricks, and before long he was able to perform some neat attack combos of his own, including the ninja backflip we mentioned before.



# CHAPTER 3
## The Fruit Kingdom and the evil Bad Custard.

Carrot Castle's kitchens were once known throughout the land for the delicious nosh they served up every tea time. Some days it was Squished Mango With Loganberry Dripping, other days it would be Pineapple Lard Topped With Crusty Cranberry Croutons, but whatever it was, it was wonderful and whatever they ate, they ate it with carrots.

Unfortunately, after self-taught chef Bad Custard joined the crew, there was a spate of food poisonings which left the King sitting on his throne for days on end. Bad Custard was hounded from the castle and in a fit of rage, he stole the Queen's magic book and began to learn all manner of nasty spells.



The magic was strong, and Bad Custard grew more powerful. He enslaved no end of upstanding soldiers, and as his evil influence grew, he moved ever closer to his goal. One day, he would take Carrot Castle for himself!

# CHAPTER 4

**Kingsley asks how he can become a True Knight like his father so he can defeat Bad Custard, and Old Wrinkle tells him he must search for the True Knight items scattered about the Fruit Kingdom.**

Sorry. This chapter hasn't been written yet. You'll just have to take control of Kingsley and finish the story for yourself..

# CHAPTER 5

**Stop hanging around and actually get into it.**

The TITLE SCREEN will be displayed. Press the ⊗ button to access the Main Menu.



Use the up and down directional buttons to highlight either START GAME, LOAD GAME or OPTIONS and press the ⊗ button to confirm.

START GAME (see below),

LOAD GAME (see page 20)

OPTIONS (see page 21)

To get straight into the game, select START GAME from the Main Menu. You'll spin round to face the staircase which leads into Kingsley's adventure - press the ⊗ button to access a short cinematic sequence. Press the ⊗ button to skip the cinematic sequence.



The adventure begins with Kingsley chatting to Aunt Adeline in her chamber. Once the conversation ends, take Kingsley out of the door and down the steps for an important True Knight training session with Old Wrinkle. He'll make sure you experiment with all of Kingsley's basic moves and skills before you go any further.

# CHAPTER 6

**Find out what Kingsley can do.**

### WALKING/RUNNING FORWARDS

Press the up directional button to make Kingsley walk forwards. After a few steps, he'll break into a run.

### WALKING BACKWARDS

Press the down directional button to make Kingsley walk backwards.

### JUMPING

Press the ✕ button to make Kingsley jump. Press the ✕ button while Kingsley's running to make him jump further. Tap the up directional button twice and press the ✕ button to make Kingsley jump further from a standing position. This comes in handy when you don't have room for a run-up!

### BACKFLIPS

Press and hold the down directional button, then tap the ✕ button to make Kingsley do his ninja backflip.



# CHAPTER 7

**In which Kingsley gets to talk a lot.**

It's important to talk to all the characters Kingsley meets, as you never know what important information they might be able to give.

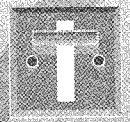
Walk up to a character and press the ○ button to begin a conversation. If the chatter fills more than one screen, press the ○ button or the ✕ button to scroll through the text. Press the ○ button or the ✕ button to alternate between characters speaking.

If you've spoken to a character before and are hearing the same conversation, press the △ button to cancel the chat.

And remember, there isn't much point talking to people if you don't listen to a word they say. Which is also a good lesson for life, frankly.

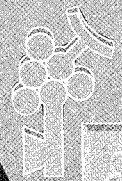
# CHAPTER 8

**Kingsley discovers there are ways and means of reaching inaccessible places.**



## SWITCHES

Look out for switches that could open up closed passageways or doors. To operate a switch, move Kingsley so he's standing in front of it, then press the ◉ button.



## LOCKS

To operate a lock, Kingsley will need a key. These are hidden about the place and have to be searched out before the lock can be opened. Once you've found the appropriate key, move Kingsley so he's standing in front of the lock and then press the ◉ button.



# CHAPTER 9

**The importance of keeping fit and healthy.**

Lots of exercise, lots of sleep and plenty of fruits and vegetables - those are the keys to a long and healthy life. But like anyone else, Kingsley's life energy will go down each time he's hit by a weapon or some other dangerous obstacle. He can also lose energy by falling from a great height or falling into lava pits or deep water.



## FIVE HEARTS

The five hearts in the top left of the screen show Kingsley's life energy. Keep an eye on the hearts, as when they all disappear, Kingsley will lose a life.

# CHAPTER 10

**Learning to use the shield and weapons.**



## SHIELD

As soon as Kingsley begins his adventure, Aunt Adeline will give him a shield which can be used to block attacks. Press and hold the ◉ button to raise the shield.

## WEAPONS

Kingsley will begin the game without weapons, but they can be collected as his adventure unfolds.

If he has more than one weapon available, you can choose which one to use by pressing the SELECT button to display the Choose Weapon screen.

Cycle through the weapons using the left and right directional buttons. When your chosen weapon is highlighted, press the ⊗ button to select it.



### DAGGER

It's the smallest weapon, but Carrot Castle's resident grinder has spent hours fashioning a razor sharp dagger blade for Kingsley's use. For a standard attack move using the dagger, press the ▣ button. For the more effective combo attack, press the ▣ button twice in succession. To use Kingsley's aerial attack, press the ⊗ button to jump and then the ▣ button to attack.



### AXE

Previously used for felling giant cucumber trees across the Fruit Kingdom (as Fruit Kingdom's citizens just hate cucumbers), the axe delivers a crunching blow. Use the standard axe attack by pressing the ▣ button once. Press the ▣ button twice in succession to perform a 2-hit combo attack. Kingsley will execute a nifty leaping swing attack if you press the ⊗ button to jump and then press the ▣ button to attack.



### SWORD

Much bigger and heavier than the dagger, the sword is a match for any pirate's cutlass. Press the ▣ button once for a standard sword attack, or 3 times in succession for a combo attack. Like the dagger, Kingsley will execute a stunning aerial attack if you press the ⊗ button to jump and then the ▣ button to attack.



### CROSSBOW

Perfect for sniper attacks, the ▣ button pressed once fires the crossbow. However, you can easily improve your accuracy by holding down the R1 button when the crossbow is selected, then using the directional buttons to move the crosshair. Keep the R1 button held as you press the ▣ button to fire. When the crossbow is selected, a number at the bottom of the screen lets you know how many arrows you have available. Kingsley can sidestep while in crossbow aim mode - a useful tactic for dodging enemy arrows.

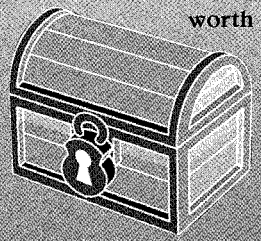
# CHAPTER II

## Kingsley discovers some useful objects.

Apprentice True Knights have a reputation for inquisitiveness and Kingsley is no exception. Given half a chance he'll have a good old snoop around and Kingsley particularly likes delving into treasure chests. This is a good thing because treasure chests are littered around the Fruit Kingdom and they contain goodies for Kingsley to collect.

Position Kingsley in front of a treasure chest and press the ⊗ button to open it.

Who knows what will be lurking inside a treasure chest?



There could be gold coins worth 10 points, silver coins worth 5 points or bronze coins worth 1 point, (collect coins to the total value of 50 points to gain an extra life).

There could be energy-giving hearts.



There could be extra lives.

There could even be things that harm Kingsley...

Some of the treasure chests will be locked shut, but the key cannot be far away, can it?

Finally, as Kingsley explores the Fruit Kingdom, he will collect and be given special items that he will help him in his quest. These special items will then be displayed in Kingsley's inventory - but we're not telling you what they are! You will just have to discover them for yourself. Remember, what we said at the beginning of this chapter - be inquisitive!

# CHAPTER 12

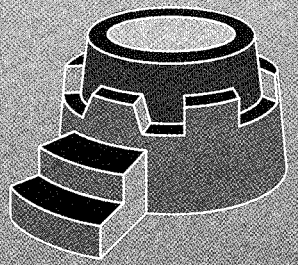
**Saving and loading games.**

## SAVING GAMES

When Kingsley jumps into a foxhole (as illustrated below), you are offered the choice to SAVE his progress or CONTINUE without saving. Choose SAVE to create a new saved game. Alternatively, choose OVERWRITE to save over the current saved game.

## LOADING GAMES

Choose LOAD GAME from the Main Menu. You'll be taken to the Load Screen where previously saved Kingsley games (if any) can be scrolled using the left and right directional buttons. When your chosen game is highlighted, press the ⊗ button to confirm.





# CHAPTER 13

**In which the Options Screen comes to life.**

The Options Screen is selected by choosing OPTIONS from the Main Menu.

## MUSIC VOLUME

Press the ⊗ button, then use the left and right directional buttons to alter the volume of in-game music.

## SOUND EFFECT VOLUME

Press the ⊗ button, then use the left and right directional buttons to alter the volume of in-game sound effects.

## SCREEN ADJUST

Use the directional buttons to move the screen and press the ⊗ button to confirm. Alternatively, press the △ button to cancel.

## CONTROLLER OPTIONS

Use the left and right directional buttons to cycle through the four different controller configurations. Press the ⊗ button when your chosen configuration is displayed.

## VIBRATION FUNCTION

Use the left and right directional buttons to turn the vibration function on or off. NOTE: this option only applies when using a DUAL SHOCK™ analog controller.

# CHAPTER 14

## Bring the In-Game Menu to life too!

Press the START button during the game to access the In-Game Menu.

### CONTINUE
Returns you to the current game.

### QUIT
Abandons the current game.

The following on-screen message will be displayed:

Really quit the game?
⊗ for Yes
△ for No

Press the △ button to return to the In-Game Menu. Press the ⊗ button to return to the Main Menu.



### OPTIONS
The in-game options allow you to adjust both the MUSIC VOLUME and SFX VOLUME. If you want to alter the position of the game screen on your TV, select ADJUST SCREEN POSITION then use the directional buttons to move the screen and press the ⊗ button to confirm. Alternatively, press the △ button to cancel. Highlight VIBRATION and press the ⊗ button to turn this function on or off. NOTE: this option only applies when using a DUAL SHOCK™ analog controller. Choose BACK to return to the In-Game Menu.