



MONSTERVERSE™

KONG

SURVIVOR INSTINCT

REVIEW GUIDE



THANK YOU FOR TAKING INTEREST IN REVIEWING OUR GAME!

We really appreciate it as **Kong: Survivor Instinct** is our biggest and most important project to date. We hope this short guide will give you easy access to **all the key information** while writing.

We ask you to publish your review
no sooner than on **October 22nd, 2024, 07:00 (AM) PT.**

We will also appreciate it if you **limit discussing story details in your review to the Residential Area and the Downtown**

(that is: up until the showdown between David and Alan Jonah).

Thank you for your cooperation,

LEVELS Team



THE GAME IN A NUTSHELL

Kong: Survivor Instinct is a 2.5D action-adventure game that combines realistic platforming, challenging combat, and metroidvania-style exploration.



This is an official, canonical Monsterverse story set shortly after the events of the **Godzilla vs. Kong movie (2021)**. It also follows up on some story points of **Godzilla: King of the Monsters (2019)**, such as the character of **Alan Jonah** and the device called **ORCA Σ** (Sigma).



The game is meant to complement the franchise with a fresh perspective and a different approach, rather than simply adapt movies as an interactive experience.



STORY INTRO

Premise:

The story begins with an unexpected **Titan** attack on an American city. In all the chaos that ensued details are scarce, but it seems that enraged **Kong** is among the attackers. The army and **Monarch** order a city-wide evacuation to limit casualties. You, as **David Martin**, discover that **your daughter Stacy** is not among those safely evacuated.

What's worse, she's not answering your calls. Without hesitation, you decide to ignore the official warnings and obvious risks, and enter the collapsing city to find your only daughter yourself.



The Objective:

David enters the city with a single-minded purpose: to find **Stacy** no matter the cost. Yet, the experience is about to change him in ways he would never expect.

Early in the game, you come into possession of a prototype device called **ORCA Σ**. It can be used to influence Titans' behavior - a useful thing when you try to survive their attack, - provided it is first synchronized to a proper frequency. Thus it becomes a matter of survival to synchronize it with acoustic biowaves left by the Titans whenever you come across them.



KEY CHARACTERS



David Martin :

The protagonist. A single father of a now adult daughter, David is an oil rig worker in his early fifties who lives a peaceful, solitary life in a small town. The type of guy who doesn't pry into affairs of others and expects the same for himself.



Stacy Martin :

David's only daughter, 30 years old. She moved out to the city several years before when she was about to go to university. At the onset of the game, she's considered missing.



Alan Jonah :

A defected MI6 special agent and former eco-terrorist, Alan is now the leader of a crime syndicate known as the Hyenas. Internationally wanted.



Omisha Bhat :

A high-ranking scientist working for the Hyenas.



Anna :

A member of Monarch's Search & Rescue team operating in the city.



TITANS & MONSTERS

Kong:

A primate of such size and ferocity that his very existence rewrites every chapter of evolutionary theory. More mountain than mammal, he walks upright on two legs, his towering form shaking the ground with each thunderous step.

With his natural habitat of **Skull Island** endangered by vicious storms, **Monarch** set out to find **Kong** a new home. Along the way, **Kong** discovered his ~~heredity~~ **Meahgodeila** ~~uniting~~ forces with **Godzilla**, they defeated Apex's mechanical monster together, effectively ending the feud between both **Titans**. Regarding each other as equals and allies, **Godzilla** returned to the ocean, while **Kong** withdrew to the **Hollow Earth**, embracing it as his new home and kingdom.



Abaddon:

A titanic Arachnid creature - a fossorial species that travels the globe through underground tunnels and can hide beneath the surface for years or even centuries.

Deep earth scanning of the Vile Vortices revealed a Titan spider den with an elephant skeleton partially cocooned on a gigantic spider web, acting as both a prey snare and a warning to rivals not to proceed further.





TITANS & MONSTERS

Plague Weavers :

The spawn of **Abaddon** itself. While not as imposing in size, the Plague Weavers are still larger and more dangerous than any other arachnid species known to mankind.

Birthing from internal egg-sacs inside **Abaddon's** womb caverns, on reaching maturity they emerge through the skull-shaped "eye sockets" positioned above the **Titan's** head, creating the nightmarish image of **Abaddon** "weeping" its children into the world.



Skull Spawn :

The early stage of development of the **Skullcrawler**, soon after hatching. While the beast's visage is not as horrifying as that of an adult, anyone fooled by it is sure to die a horrible, though quick, death. Extremely agile and unrelenting, a pack of **Skull Spawn** can strip all flesh from a human skeleton in under a minute.





TITANS & MONSTERS

Tiamat :

A bioluminescent demon of the ocean that ventures out to feed on electricity. **Titanus Tiamat** is believed to be the inspiration for the sea serpent myth told among sailors throughout history.

Chemoreceptors embedded in her venom hood release a phosphorus ink that bleeds through the water to blind her opponent and burn their eyes. She can also act as a conductor creating an underwater electrical maelstrom within a dense cloud of viscous **Titan** bile.





GAMEPLAY TIPS

- ✘ If you're not sure where to go next, bring up the map to see the current objective and any encountered but unscanned biowaves. You can also check how many biowaves are needed before you can summon a **Titan**.
- ✘ Scanning biowaves lets you synchronize the **ORCA Σ** to a **Titan's** frequency, pinpoint the location of nearby enemies or survivors, and even eavesdrop on radio conversations.
- ✘ If you're having trouble in combat, expand your bullet clip and health. Explore thoroughly to find these upgrades.
- ✘ You can fast travel between any two already visited checkpoints. It's super useful when you find out you've missed some biowaves.
- ✘ If you want to refresh your memory, you can check all collected text files, broadcasts, and **Monarch Logs** in the **ORCA Σ** menu. The Journal tab provides a summary of the most recent events.



- ✘ Experiment in combat! You can use enemies as human shields, shove them off ledges, push them into fire, and more.
- ✘ Remember you can avoid gunfire with well-timed dodges. If the game proves too easy or too difficult, you can change the difficulty setting at any moment.



FAQ

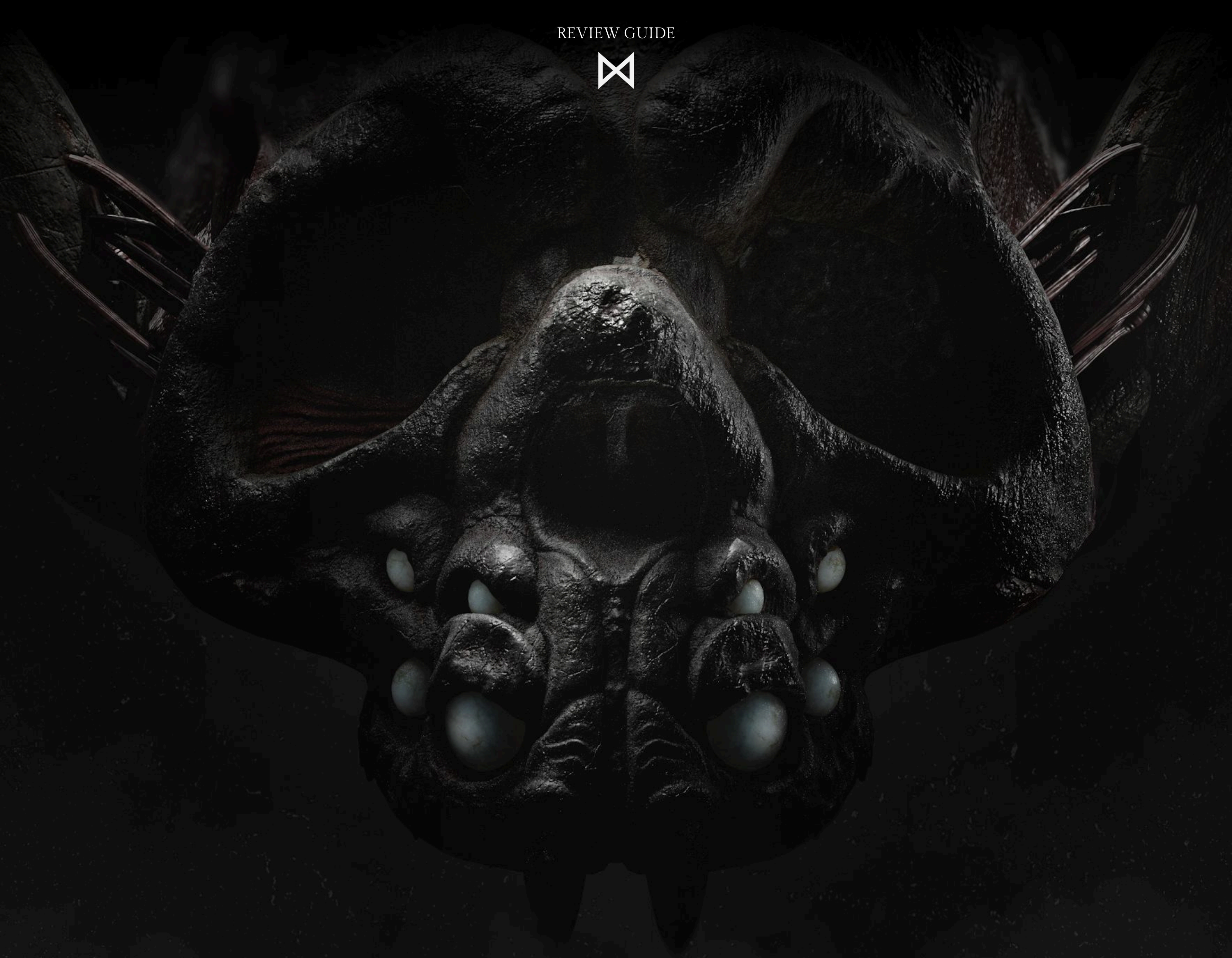
- ✘ **KONG: Survivor Instinct** is an official **Monsterverse** game set in the franchise created by **Legendary Pictures**.



- ✘ Titanus Tiamat is alive in the game because **KONG: Survivor Instinct** takes place between **Godzilla vs. Kong** and **Godzilla x Kong: The New Empire**.
- ✘ The game features **Alan Jonah**, a returning character known from the movies. However, actor Charles Dance was not involved in the production of the game.



- ✘ The game does not feature **Godzilla**. He is mentioned on a few occasions, though.
- ✘ The game has been developed and self-published by **7LEVELS**.
- ✘ We're an indie game developer and publisher based in Krakow, Poland. Our previous in-house titles include **Castle of Heart** and **Jet Kave Adventure**.
- ✘ As of now, the game is available only digitally. The price is **\$24.99**.



KNOWN ISSUES

THINGS THAT ARE NOT PRESENT IN YOUR REVIEW COPY BUT WILL BE FIXED BEFORE THE RELEASE

Sound design of the cutscenes is not in the final quality and will be improved.

Specific locations will be further optimized for optimal performance.

Other minor improvements and overall polishing.