

Madagascar

Review Guide (GameCube)

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Introduction

Marty the zebra is celebrating his tenth birthday, but he can't shake the feeling that there's a more promising life for him outside of the zoo. Tired of doing the same thing every day, Marty craves the excitement and freedom of living in the wild. Little does he know what living in the wild really entails...

This is a feeling both adults and kids of all ages can relate to, and it serves as the background for **Madagascar**, a hilarious and engaging full-length action-adventure based on Dreamworks Animation's film of the same name. In **Madagascar**, gamers will race, sneak, solve puzzles, confront wild animals, and explore a humongous variety of action-filled environments. In the process, you'll relive several moments from the movie and explore areas and situations unique to the game.

Writers at DreamWorks Animation, including the film's scriptwriter Billy Frolick, helped create the story for the game, and the result is an experience that reflects the same humor and style as the film.

When some crafty penguins help Marty escape from the zoo, his best friends—Alex the lion, Melman the giraffe, and Gloria the hippo—set off to find him in what turns out to be a bigger adventure than any of them expected.

To survive on their unforgettable journey from the streets of New York City to the island of Madagascar, the four friends will have to get in touch with their true animal instincts. Fortunately, the locals—a band of partying lemurs—are ready and willing to help (when they're not too busy hosting a rave). However, over time, this unlikely band of heroes will discover it's the lemurs who really need assistance when the Foosa, the island's most dangerous creatures, attack.

We hope you take your time enjoying the hilarious dialogue and diversity of play mechanics in **Madagascar**. Activision's strong relationship with film studio PDI/DreamWorks has enabled the company and developer Toys for Bob to authentically capture the personality and humor of this highly entertaining movie in a fun video game experience.

If you have any questions or comments, please feel free to contact us.

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Characters

Much like the blockbuster animated movie upon which it is based, *Madagascar* is chock full of memorable and often hilarious characters.

Main Characters

Alex: Alex the lion loves his life in the zoo and doesn't understand why anyone would want to leave. He lives a pampered, showbiz life as the King of New York and enjoys eating juicy, porterhouse steaks and performing his thrice daily shows for the adoring public.

Marty: Marty the zebra believes there has to be more to life than the zoo. He dreams of one day escaping into the wild. His dream is about to come true – although Marty may find it to be a bit more than he can handle.

Melman: Melman the giraffe is a loveable hypochondriac. He's terrified of almost everything, but is very loyal to his friends. Perhaps his big adventure will help him confront some of his fears.

Gloria: Gloria the hippopotamus doesn't take nonsense from anyone. Smart and independent, Gloria is a cool-headed, take-charge female (literally!) who keeps the bunch together.

The Penguins: Skipper, Kowalski, Private, and Rico have been trying to escape the zoo for years in their quest to get to Antarctica. They are organized, disciplined and, according to Alex, a little crazy.

Other characters

Julian: The king of the lemurs, Julian is a real party animal. But everyone knows that it's really Maurice who keeps the group on track.

Maurice: Maurice is the king's sidekick and the voice of authority in the lemur world. He makes sure everyone is doing their jobs—especially Julian the king.

Mort: Mort is the smallest and cutest of the lemurs. He loves making new friends—when he's not too busy pestering the ones he already has.

Playing *Madagascar*

It's just another ho-hum day at the zoo. The sun is out. People are smiling. Children are annoying the animals. One such kid awakens Marty the zebra from a tranquil daydream. It's his 10th birthday, and Marty can't shake the feeling that life has gotten a little, well, dull.

KING OF NEW YORK, the game's first level, allows you to control all four of the game's main characters in turn. After the introductory movie, get Marty in motion. Right by the treadmill lie three collectible coins. Make sure you grab them—you can redeem them at the game's Zoovenir Shop (press the START BUTTON) to unlock secret outfits and even mini-games like the Lemur Rave. Silver coins are worth one, gold coins are worth five.

To get out of the cozy confines of Marty's pen, he needs to collect the three Power Cards in the area. Once you've done that, you've unlocked his kick attack. Use the KICK button to kick in the hay bales in the small brick building right by the last collectible card. Marty will gain access to a secret area where he can scoop up a few more coins. *Madagascar* has lots of secret areas for players to explore, so keep your eyes open.

Saving your game: Occasionally during the game, you'll see a penguin spinning in the bottom left-hand corner of the screen. This is a sign that the game is saving your progress. DO NOT turn off your gaming system when you see this icon; otherwise you may damage your data.

Ready to move on? Good—it's time for Marty to escape his immediate confines and visit his friends. Use the KICK button to bash through the gates. Then walk up to Alex the lion, who's getting mentally prepared for one of his daily shows.

Help Alex limber up

In *Madagascar*, you'll frequently switch back and forth between characters, each of which will present you with different play styles and challenges. After a short and funny movie, you're now in control of Alex the lion. Your goal is to collect three power cards. The first is to Alex's immediate left. To get to the second, move to the middle of Alex's massive habitat, and jump on the platform to your left. To find the third, jump on the platforms to the left of this area. Alex will be granted the highly coveted double-jump, activated by double-tapping the JUMP button!

After Alex has received the double-jump, it's on to the next stage of his show. To complete this challenge, you need to jump through the seven hoops located around Alex's pen. This is a great chance to gather some extra coins. The first hoop is in front of you; jump through it and you'll gain access to a secret area. You'll land on a grate, which will open up access to a secret area containing

three silver coins. Another secret area containing a gold coin can be activated by stepping on the grate near the massive pillars holding up Alex's stage.

After a quick diversion caused by some overly aggressive pigeons (you can disrupt their attacks by using the ROAR button), it's time for your grand finale. Climb to the top of the platform and execute a perfectly timed jump to swish through the remaining rings—and collect a handful of coins. If you miss, no worries, you can use the water jets to spring back up into the air.

Once you're finished, climb back up to the top, give 'em a roar, and strike a pose!

Racing Gloria

Once Marty finishes coaching Alex through his routine, you take control of the angst-ridden zebra again. Let's go find Gloria the hippo. Kick in the gates directly in front of Marty. You'll encounter Melman the giraffe, who is in a rather agitated state right now because his medicine is 38 minutes late.

Make a right turn in front of Melman's pen, and kick through the hay bales to find Gloria. To gain access to another interactive secret area, make a right turn right after you come through the hay bales and enter the service area to your right.

When you're finished, walk up to Gloria, who is in the middle of being challenged to a race by a few ostriches. Help Gloria win the race by running over the chili peppers strewn about the course. These give her a special turbo boost.

Move to the gate with the silver coins behind it – in *Madagascar*, coins often denote the path you should take – and make a left. Kick through the hay bales and you'll find a group of penguins behaving quite suspiciously.

Penguin Posse

Walk up the penguins, who are engaging in a highly sensitive fishing operation. You'll take control of a rookie penguin and engage in a fishing mini-game—one of the numerous mini-games in *Madagascar*. First you'll fish for blue fish, and then you'll have to exercise increased skills and snag other colors of fish as well. Make sure you don't let the fish nibble the bait for too long, or they'll swim off with it, leaving you fishless.

In a hilarious twist, once you've succeeded at fishing for fish, you're challenged to use your lure to grab stuffed animals and other prizes from the human visitors. The same technique applies here. Simply target the desired item—sometimes you'll have to hit a moving target—and reel away. You might also want to use this opportunity to grab a few extra coins lying around.

Back to Melman

Once you've finished with the penguins, Marty decides to go see if Melman has mellowed out and received his medicine. Move straight ahead on the path – you'll see some healing Life Tiki power-ups ahead. Grab these to heal your character throughout the game and collect 10 to gain an extra life, which will definitely come in hand when things get dangerous.

Melman is in a tough spot. His pen is dirty, and the cleaning crew is late. Marty encourages the giraffe to clean up his own area. Reluctantly, the neurotic giraffe agrees, launching you into another entertaining mini-game.

In this game, you have to help him clean up his area by using his spin. Press the SPIN button to blow trash and pigeons and pigeon mess out of his area before time runs out. Poor Melman.

You've just completed your first level! At this point, you should definitely visit the Zoovenir Shop, which can be accessed on the map, just above the King of New York level.. You can visit the Zoovenir Shop at any time during the game by pressing the START button.

From here you'll engage in a zany, far-reaching adventure that will take Marty across the globe in search of his destiny. Along the way, each of his friends will learn a little something about themselves.

We encourage you to enjoy **Madagascar** – it's an experience that's full of humor on various levels, and is perfect for playing along with your kids or other children. And again, if you have any questions regarding the game, please feel free to contact us.

GameCube Control Scheme

GENERAL CONTROLS

Rotate camera
Switch character (near a totem pole)
Use/talk (context sensitive)
Pause game
Rotate camera to match character facing

CONTROL STICK

X
X
START
L1

MARTY

Run/turn
Jump
Long-jump
Kick
Crawl/Slide

LEFT ANALOG STICK

A
A, A
B
Y

ALEX

Run/turn
Jump
Double-jump
Roar
Use claws
Throw mangoes

LEFT ANALOG STICK

A
A, A
B
X
Y

GLORIA

Run/turn
Jump
Butt Bounce
Tumble
Hip Check

LEFT ANALOG STICK

A
A, A
B
Y

MELMAN

Run/turn
Jump
Helicopter
Spin
Head Bash

LEFT ANALOG STICK

A
A, A
B
Y

Penguins

Run/turn
Jump
Attack
Finishing move

LEFT ANALOG STICK

A
B
B (when enemy is down)

Four Exciting Key Levels

Over the course of your *Madagascar* adventure, you'll engage in a number of exciting and hilarious adventures that will challenge and entertain you in a variety of ways. Many of these levels will also allow fans of the movie to relive their favorite moments.

Penguin Mutiny: Alex, Marty, Melman and Gloria wake up in crates on board a giant cargo ship. Little do they know that the penguins are also on board and are plotting a mutiny to re-route the ship from Africa to Antarctica. This level incorporates different stealth elements and some uniquely penguin-style combat as the penguins explore both the interior and exterior of the ship, waylaying sailors to reach the bridge and throw the ship off-course.

Mysterious Jungle: After making their bold escape, the zoo animals find themselves washed up on a mysterious island. Is this Madagascar? If so, it sure is dangerous! This level, which incorporates a number of platform-gaming challenges, begins with Alex exploring the island, avoiding numerous dangers, and helping several native animals find pearls and flowers. Eventually, the player will help all four characters find each other and begin formulating a plan for getting off this crazy island.

Back to the Beach: Marty, Gloria, and Melman decide that it's time to leave the island and get back home to New York City. To do so, they decide to build a rescue signal that resembles the Statue of Liberty. In this level, which challenges gamers with successfully completing 10 entertaining, action-oriented mini-games, you'll help them find all the parts to assemble the rescue signal. Each character will have to use their strengths—the player can switch between Marty, Gloria, and Melman using a series of Totem Poles.

Marty to the Rescue: Alex disappears at the worst possible time—right when the characters are about to get off the island. Marty the zebra sets off to rescue the lemur king. To do so, he has to make his way through a frightening cave and engage in an awesome water-sliding sequence against an alligator with an attitude. At one point, the player will even control Mort the tiny lemur in a bouncing, fruit-collecting mission.

Did You Know?

- Alex, Gloria, Marty, and Melman can all learn new moves such as the double-jump, kick, and sneak, by picking up three Power Cards with each character's image on them.
- **Madagascar** features three separate mini-games that players can unlock by using the coins they collect throughout the game. The three mini-games are Shuffleboard, Tiki Golf (an entertaining and complete mini-golf game), and Lemur Rave, a rhythm-based game.
- The player can also use the coins they collect to unlock funny hats, glasses, and other accessories that the characters can wear in any level.
- The player can also use coins to unlock a variety of other power-ups.
- In the King of New York zoo level, run for a couple of minutes on the treadmill in Marty's pen to receive 3 gold coins.
- The game features a handful of hidden arcade-style games. Keep your eyes open!
- Interactive objects are found throughout every level. Most objects do not have a visual clue indicating they are interactive – the player must explore and experiment with their controls to interact with these objects. Some will give coins or items the player must collect while others are there just for fun.
- Breakable objects can be found in every level. Boxes, hay bales, and other stationary objects are around for the animals to break. Sometimes these need to be destroyed in order to get past them to another area of the game.