

⚠ WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: 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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

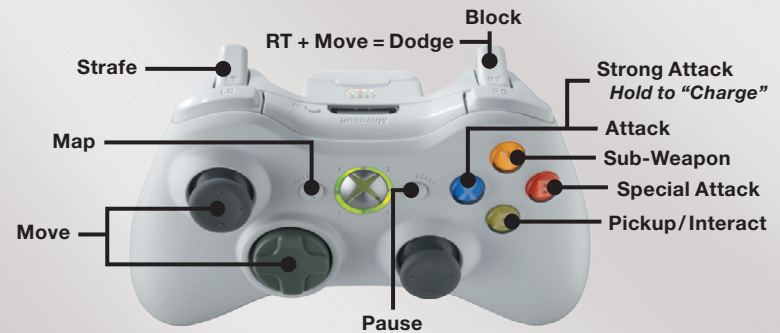
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GAME OVERVIEW

Princess Bubblegum summons Finn and Jake to investigate a rash of thefts and kidnappings that have plagued the Candy Kingdom. She thinks the cause lies within her Secret Royal Dungeon, where only the nastiest monsters and criminals are locked up. If they’ve found a way to escape, the Land of Ooo will be in danger! Select from fan favorite characters from the show, including Finn, Jake, and many more, and team up with your friends in four-player co-operative multiplayer as the Adventure Time world comes to life through beautiful pixel animations, and voiceover from the original cast.

GAME CONTROLS



SAVING YOUR GAME

The progress of your adventure auto-saves in Candy Kingdom (HUB), so that your hard earned characters, sub-weapons, treasure, keys and tokens are accessible at a later time!



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GAME SCREEN



- 1. Heart Icon/Thump:** Represents health or life.
- 2. Food Pick Ups:** Refill a “Thump” or a life.
- 3. Treasure:** Number of treasure collected. Small pile of gold is worth 1 treasure, a larger pile of gold is worth 2 treasures, and Gold Bars are worth 5 treasures. You can find treasure in a chest or may be dropped by a defeated monster.
- 4. Keys:** Dungeon floors with gates require a key. If you find Key-per, this small creature will be added to your key collection.
- 5. Sub-weapon:** These pick-ups provide extra fire power to dungeon crawling heroes. They can be found in chests and sometimes just lying on the dungeon floor.
- 6. Familiar:** Some chests contain Familiars; a small creature who will attach themselves to you and bestow aid or beneficial properties. If the character already has a familiar, the previous familiar will be replaced by the new one.

STAT UPGRADES

Adventure Time: Explore the Dungeon because I DON'T KNOW! rewards you with the following stat upgrades!

- Rowdiness:** The character's Attack stat, detailing how much damage they inflict with Standard and Charge Attacks. This can be upgraded 3 times by paying Treasure to **Princess Muscles**.
- Thumps:** The character's HP, determining how much damage they can take. This can be upgraded 3 times by paying Treasure to **Mr. Cupcake**.
- Focus:** Determines the amount of time necessary to charge a Charge Attack. This can be upgraded 2 times by paying Treasure to **Lady Rainicorn**.
- Imagination:** Determines the number of Special Attacks available to the character. This can be upgraded 2 times by paying Treasure to **NEPTR**.

CUSTOMER SUPPORT

Website: www.d3publisher.us

The best place to go for tips and strategies on playing our games!

Phone: (480)-517-4900

Work Hours: Monday – Friday, 9am – 5pm PST

Email: support@d3p.us

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