JAK AND DAXTER

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.
A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 systems with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Jak and Daxter: The Lost Frontier Tips and Hints

Game Hint Guide Information
PlayStation Underground Game Guides For free hints and tips visit us at **www.us.playstation.com**.

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games published by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669
Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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The Story So Far... When Jak and Daxter set out on their first adventure to Mysterious Island they unwittingly started a quest that would pit them toe to toe with the most dangerous villains and evil organizations in the world, consequently transporting the duo 300 hundred years in the future to continue the fight. From Heaven City to the Wasteland to the mean lanes of the Kras City Combat Racing Championship, Jak and Daxter have faced evil wherever it resides.

Now, after the fall of the Krimzon Guards and the Metal-Heads, the destruction of the Day Star, and the defeat of the Dark Makers it finally seemed that Jak and Daxter had earned some well deserved time off. Unfortunately, the world is always in need of heroes and when Eco (the lifeblood and power source of the planet) supplies begin to dwindle, it is up to Jak and Daxter to find a new source. This mission will not be easy -- in these trying times, sky piracy has become rampant and fear once again holds sway in the hearts of the people.

Joined by Keira, an Eco sage in training, Jak and Daxter now travel to a foreign land, filled with new enemies and challenges. They are sure to face many trials and tribulations before the end of this adventure...

Starting a New Game

Press the ▶ (START) button at the Title Screen. At the Main Menu, select New Game. When asked if you would like to create a Jak and Daxter: The Lost Frontier™ save file, choose Yes and press the ✖ button.

Auto Save

As you progress, a special Save icon will appear on screen indicating your progress is being saved. While the icon is on screen, DO NOT remove the memory card (8MB)(for PlayStation®2) or turn off your system.

Manual Save

If the memory card (8MB)(for PlayStation®2) is removed or replaced, the application will disable the Auto Save function until a manual save has been performed. To perform a manual save, access the Save Game option located on the Pause Ring by pressing the ▶ (START) button, then rotating the Ring to the Save Game option.

Loading a Saved Game

If you want to resume a saved game, select Load Game at the Main Menu and then choose the save file you wish to load. You can also load a different saved game file during play by pressing the ▶ (START) button, then rotating the Pause Ring to the Load Game option.

Game Controls

Menu Controls

▶START button	Start Game/Open Pause Ring
left analog stick / directional buttons	Highlight menu item
✗ button	Select menu item
△ button	Previous screen

Jak's Controls

On foot

left analog stick	Walk/Run
right analog stick	Camera Rotate
✗ button	Jump
✗ button then ✗ button	Double Jump
◉ button	Kick Spin
▢ button	Forward Strike
✗ button then ▢ button	Dive Attack
✗ button then ◉ button	Aerial Attack
▢ button then ✗ button	Dashing Uppercut
▶START button	Open Pause Ring
Tap directional button ↑, ↓, ←, →	Equip Gunstaff Mods
L2 button + R2 button, L2 button + ▢ button, or ✗ button, or ◉ button, or △ button	Activate Eco Power
R1 button	Fire Gunstaff
▢ button, R1 button	Rapid Fire Combo
✗ button, ◉ button, R1 button	Rapid Fire Aerial Spin
◉ button, △ button	Wastelander Spin

Dark Daxter's Controls

left analog stick	Walk/Run
✕ button	Dark Eco Bolt
◉ button	Ground Pound
▣ button	Grab An Enemy
▲ button	Frenzy Spin
▶ START button	Open Pause Ring

Flight Controls

left analog stick	Steering/Movement
left or right analog stick	Boost
▣ button	Air Brakes
▲ button	Fire Heavy Rockets
◉ button	Daxter Jack
R1 button	Fire Weapon Bank 1
L1 button	Fire Weapon Bank 2
Directional button ↑	Loop
Directional button ↓	Quick Reverse
▶ START button	Open Pause Ring
Directional button ← / →	Barrel Roll Left/Right

NOTE: *As you progress in the game you will be able to customize your ships' weaponry and firing controls prior to flight-based missions.*

The Pause Ring

Pressing the ▶START button during gameplay will open the Pause Ring (pressing the ▶START button during a cutscene will pause the cutscene). Use the left analog stick or directional button to cycle through your choices and press the ✕ button to confirm your selection. Press the ▲ button or the ▶START button to return to the game.

Show Map

The Map Screen shows the Map of the area you are currently in, important locations marked by icons, as well as your location and the direction you are facing.

Missions

The Missions Screen shows your current Mission in Progress, as well as the Missions Completed list. Use the left analog stick or directional buttons to cycle through them.

Inventory

The Inventory option allows you to view your current inventory.

Controls

The Controls Screen will display the control scheme for the current type of mission that you are on. Make sure to check here if you don't remember how to perform a certain action in the game.

Options

You can adjust the Options before or during your game. The Options Screen allows you to access Game, Graphic, Sound, Picture and Camera options.

Game Options

The Game Options Screen allows you to turn ON/OFF the Vibration Function, Subtitles, and choose the Language for the game's speech and text.

Graphic Options

Adjust game display options.

Sound Options

The Sound Options Screen allows you to adjust the volume levels for the Sound Effects, Music and Speech. Choose each option and use the left analog stick or directional buttons to set the level.

Picture Options

The Picture Options Screen lets you adjust the Contrast and Brightness of the game screen. Choose each option and use the left analog stick or directional buttons to set the level.

Camera Options

The Camera Options Screen allows you to change both the Horizontal and Vertical Camera Control. Use the left analog stick or directional buttons to cycle between the Horizontal and Vertical options, press the ⊗ button to select a choice, then use the left analog stick or directional buttons to choose between the Default and Flipped modes.

The Pause Ring

Load Game

The Load Game Screen allows you to resume a saved game, or load a different saved game file during play.

Save Game

Jak and Daxter: The Lost Frontier™ automatically saves as you progress, but it is also possible to manually save your progress at any time by choosing the Save Game Screen. Jak and Daxter: The Lost Frontier™ has slots for up to 4 different save files.

Secrets

The Secrets Screen is where you find rewards for the Precursor Orbs you've collected with a variety of extra goodies and secrets. Each secret can be purchased with a certain number of Precursor Orbs. Once unlocked, secrets can either be accessed through the Secrets option at the Main Menu, or the Secrets Screen on the Pause Ring. Good luck uncovering them all!

Restart/Quit

You can restart any mission in progress by selecting the Restart/Quit Screen. You can also quit the game and return to the Title Screen by choosing the Quit Game option. If you choose to restart during a flight mission, you will be able to refit your plane.

The Game Screen

Health Meter

Jak's Health Meter can be found in the bottom left corner of the screen. Each green circle represents a portion of Jak's health. Jak can restore his health by collecting Health packs of green eco he finds in crates.

Dark Eco Counter

Jak's Dark Eco Counter can be found next to Jak's Health Meter. The number displayed is the amount of Dark Eco Jak currently has collected. You can collect more Dark Eco by defeating enemies.

Eco Power Gauge

The Eco Power Gauge displays what color Eco power Jak currently has equipped. Each Eco power is assigned a specific button. By holding down the **L2** button and pressing a corresponding Eco power button, Jak can use that Eco power. Using an Eco power will cause the Eco Power Gauge to empty a certain amount depending on which power is being used. The gauge slowly refills over time, however Jak can only use a power when the icon on the gauge is highlighted.

Map

The map in the bottom right corner of the screen displays Jak's surroundings and will have icons indicating enemy locations and the location of important objectives for the current mission.

Gunstaff

The Gunstaff icon is located in the top right corner of the screen. The color and image of the icon corresponds with which gunstaff mod you have equipped. The Gunstaff is Jak's major line of offense.

Blaster

Jak's first Gunstaff mod is a straight forward single shot rifle. It uses a laser sight for improved aiming.

Vulcan Fury

Firing rapid shots, the Vulcan Fury mows down enemies, but uses up ammo quickly.

Scatter Gun

The Scatter Gun fires a concentrated blast that can hit multiple enemies, but has very limited range.

Lobber

Jak launches explosive grenades from the Lobber. Powerful and able to hit groups of enemies at range, it also has a small max ammo count.

The Game Screen

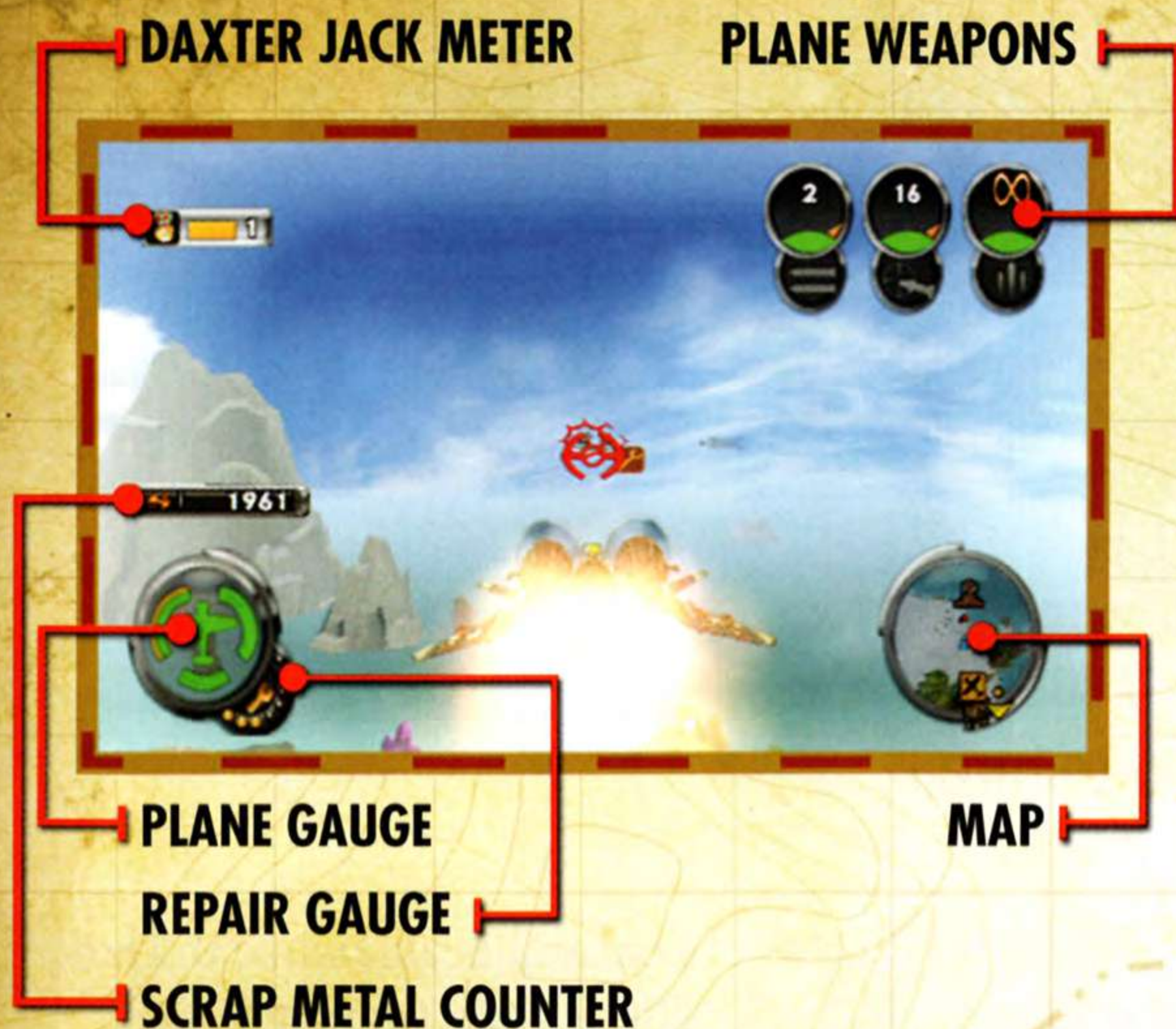→ **HEALTH GAUGE**
→ **DARK ECO COUNTER**

Health Gauge

Daxter's health gauge displays Daxter's current health while in Dark Daxter mode. Daxter can refill his health by collecting green Eco dropped by enemies he has defeated. If Daxter runs out of health then the game ends and the level must be started again from the beginning.

Dark Power Gauge

Daxter's Dark Power Gauge displays how much Dark Eco Daxter has stored up. Daxter can use this power in order to enter Frenzy Spin allowing him to reflect projectiles and break down doors. Defeating enemies and collecting Dark Eco or striking Dark Eco crystals while in Frenzy Spin will fill the Dark Power Gauge.

Flight Screen

DAXTER JACK METER　　**PLANE WEAPONS**

PLANE GAUGE

REPAIR GAUGE

SCRAP METAL COUNTER

MAP

Plane Gauge

The Plane Gauge in the bottom left corner of the screen displays the health of the ship Jak is piloting. Each craft's gauge is divided into three sections, all of which have their own health bar. If a section of the ship becomes too damaged, Daxter can be deployed to repair it if there are supplies. But if the central part of the ship loses all of its health, the ship will crash.

Repair Gauge

The gauge to the right of the Plan Gauge is the Repair Gauge. The Repair Gauge displays the number of supplies Jak and Daxter have left on the ship. Whenever one section of the ship loses all of its health, Daxter will hop out and fix it, restoring a small amount of health. Doing this consumes a supply. If the plane runs out of both health and supplies then it will crash forcing you to start the mission over.

Plane Weapons

You can equip and customize the plane with many different mods and weapons over the course of the game. All weapons and the amount of ammo left for each is displayed in the upper right corner of the screen. Ammo recharges over time, but only when you're not firing, so be sure to pace yourself with your attacks. In battle, red reticles will appear over enemy units. Some weapons will only fire when you have locked onto this reticle.

Map

The map on a flight mission behaves similarly to the map display while controlling Jak. Enemies appear on the display in red and red arrows indicate objectives.

Scrap Metal Counter

Displays how much Scrap Metal you currently have. Scrap Metal is earned by downing enemy ships and through successful Daxter Jacking. Scrap Metal can be used to purchase new parts and upgrade your planes.

Plane mods allow you to add new functionality to your plane such as rear tail armor. Upgrades will improve existing plane parts from increasing the ammo capacity of weapons to increasing max acceleration.

Daxter Jack Meter

This displays the remaining amount of times you can use the Daxter Jack Tether. Once it runs out, it must recharge before you can fire it again. Daxter Jacking allows Daxter to dismantle enemy units and even steal upgrades for your own plane.

Objective Arrows

These arrows point the way towards your next task. It may show the path you must take or point towards the next enemy you must destroy. Some objectives are timed, so be careful not to stray too far away from them.

Essential Items

Crates and Containers

Breaking open Crates, baskets and other containers found throughout the environment will reveal many useful items, including Gunstaff ammunition and Health Packs.

Health packs

These Health Packs contain small amounts of Green Eco. One Health Pack will replenish two spheres of Jak's health.

Dark Eco

Dropped by defected enemies, each collected orb adds to your Dark Eco Counter. Keira will offer eco skill upgrades in exchange for your collected Dark Eco.

Ammunition

There are different kinds of color-coded ammunition, which correspond to each of the Gunstaff mods.

Precursor Orbs

Precursor Orbs are a rare commodity. You can find them hidden in and around each environment, and can also earn them by completing specific tasks and challenges. Once obtained, Precursor Orbs can be cashed in for a variety of Secret options and features.

Missions

Accomplishing missions and tasks is the key to survival, redemption and, ultimately, fulfilling your destiny. Unfortunately, each mission is more dangerous than the last.

Mission Structure

As you progress through the game, new icons will appear on the Map indicating important destinations. Each destination has someone waiting to send you out on a mission. It's possible to have multiple icons on the Map at one time, allowing you the choice of which mission to undertake.

NOTE: Before each aerial mission you will have the option to Purchase new components, Upgrade various aspects, and customize your planes before take-off.