

FUGITIVE HUNTER™

WAR ON TERROR



WARNING: READ BEFORE USING YOUR PlayStation®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

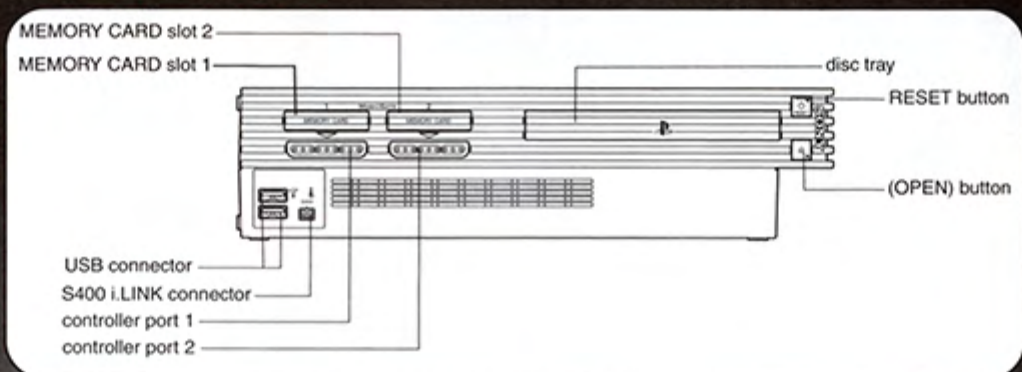
HANDLING YOUR PlayStation 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles 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.

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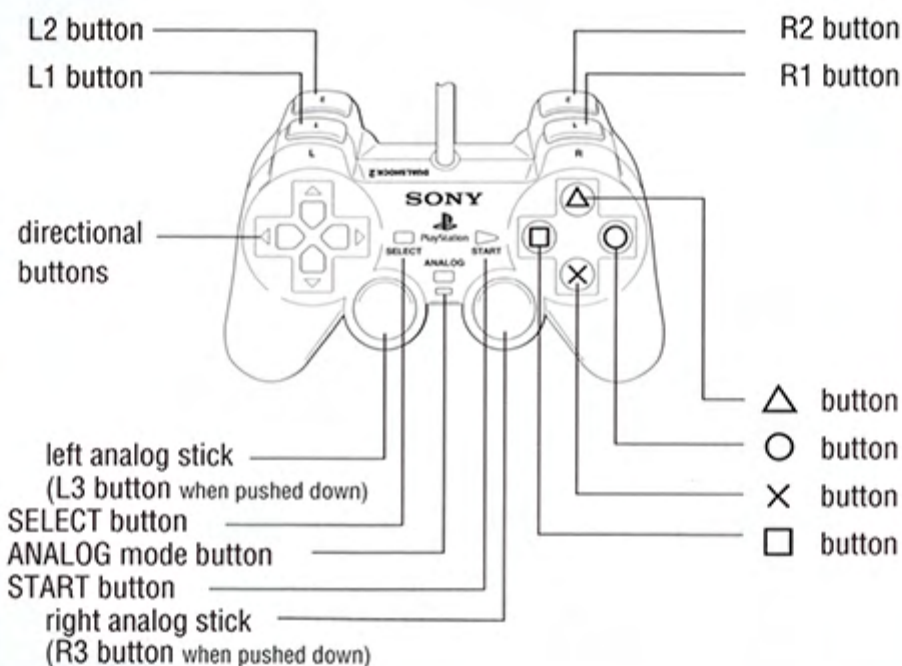
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Fugitive Hunter*™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

CONTROLS

DUALSHOCK®2 analog controller



Fugitive Hunter is best played with the DUALSHOCK®2 analog controller. The controller should be connected to controller port 1, and the mode indicator should be red (ON).

When Vibration is set to ON from the Game Options screen, the controller will vibrate if you are hit or when you fire a weapon.

Memory Cards

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. You can load saved game data from the same memory card, or from any memory card containing previously saved *Fugitive Hunter* games.

At least 80KB of free space must be available on the memory card in order to save. If less free space exists, erase older data before saving. Do not remove the memory card or turn off the power to the PlayStation®2 while data is being saved or loaded, or you may lose game data.

First-Person Shooter Mode:

Choose to play using Control Type A (shown), B or C. See Control Options on page 12 for details.

ACTION

CONTROL

JUMP	L1 button
CROUCH	L2 button
FIRE PRIMARY	R1 button
FIRE SECONDARY	R2 button
QUICK 180°	R3 button (double tap)
CENTER VIEW	R3 button + L3 button
NEXT WEAPON	▲ button
TARGET LOCK	■ button (hold to remain locked on)
RELOAD	● button
INTERACT	✕ button
AIM	right analog stick
AIM (slow)	L3 button + right analog stick
PAUSE	START button
INVENTORY	SELECT button
MOVE/STRAFE	left analog stick
LEAN LEFT	left directional button
LEAN RIGHT	right directional button
SNIPER VIEW ZOOM IN	up directional button
SNIPER VIEW ZOOM OUT	down directional button

Fighting Mode:

You can use the following actions in this mode:

FIGHTING ACTION

CONTROL

KICK	✕ button
LEFT PUNCH	▲ button
RIGHT PUNCH	● button
BLOCK	■ button

You can create special moves by combining the directional buttons and the ✕, ▲, ■ or ● buttons.

SPECIAL MOVE

CONTROL

LEFT UPPERCUT

up + ▲ button

RIGHT UPPERCUT

up + ● button

LEFT BODY BLOW

down + ▲ button

RIGHT BODY BLOW

down + ● button

ROUNDHOUSE KICK

left + x button

SUPER PUNCH COMBO

Circle + x button

RANDOM SUPER PUNCH COMBO

Changes from fight to fight. Watch screen closely!

RANDOM SUPER KICK COMBO

Changes from fight to fight. Watch screen closely!

Capture Mode:

Once you have fought the fugitive, capture and cuff them by rapidly pressing the ✕ button.

Movement:

Push the **left analog stick** up, down, left or right slightly to walk in the same direction on screen. Push it all the way to run.

Weap on Fire:

Press the **R1** button to fire the weapon using the primary ammo. Press the **R2** button to fire it using the secondary ammo.

For weapons without secondary ammo, press the **R2** button for a melee attack.

Note: With the Dragon and Tactical Shotgun, you may only fire the secondary attack when the small blue bar (next to the ammo icon) is fully charged.

STORY

At the dawn of the 21st century, the number of fugitives wanted by the FBI soared to record levels. Federal agencies were overwhelmed with unsolved cases. Fugitives became more unpredictable, and the Top Ten Most Wanted were increasingly linked to terrorism. This emergence of worldwide terror networks caused unprecedented casualties abroad and at home. To deal with this crisis, Congress ordered the creation of CIFR ("Sy-fur"), the Criminal Interdiction and Fugitive Recovery task force. Hosted by the state department, CIFR's primary objective is to hunt down the world's fugitives and bring them in alive. Hand-picked by the military to lead CIFR's Alpha-team, Lieutenant Jake Seaver is a veteran of counterterrorism and urban warfare. In 1999, a covert mission was launched to hunt down and capture top terrorist leaders. Seaver was assigned to this mission, on the Afghan/Pakistani border.



As Seaver, a former Navy SEAL and current Fugitive Recovery agent, you must pursue criminals too elusive and dangerous for law enforcement agencies. You'll need to balance analytical prowess and physical strength to gather evidence and defeat your enemies throughout your journey.

The adventure begins in Miami, where your first mission is to capture Jamal Richardson and Casey Webber, leaders of the Biscayne Posse. Initial evidence seems to reveal the gang's connection to militia groups in Utah. You'll travel to exotic locations worldwide, uncovering clues and unraveling a web of terror that leads to the Middle East.

Complete objectives and capture fugitives alive to develop skills, gain reward money, and hunt increasingly dangerous criminals. You must use skill and cunning to overwhelm your targets, force them into submission, and bring them in alive.

THE FUGITIVES

MIAMI, FLORIDA, USA

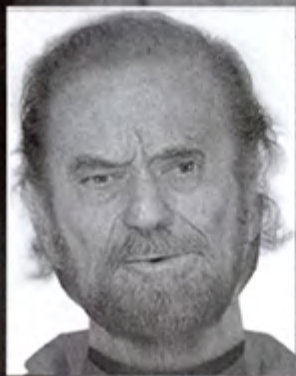


Jamal Richardson was an accomplice in a series of murders and bank robberies perpetrated by the Biscayne Posse. Richardson held two hostages at gunpoint while his partner, Casey Webber, executed them. Richardson should be considered armed and dangerous. Reward: \$15,000.



Casey Webber was the key figure in a series of violent bank robberies that resulted in the death of two security guards and six hostages. His gang, the Biscayne Posse, is heavily armed with handguns, shotguns and grenades. Webber should be considered armed and extremely dangerous. Reward: \$25,000.

THUNDER ROCK, UTAH, USA

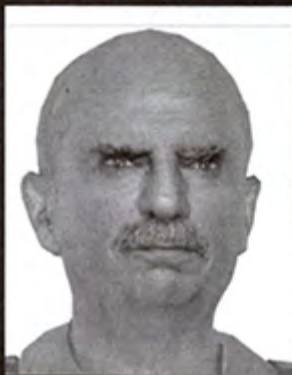


Charles Marcus has been linked to more than 20 homicides in the western United States. Several of Marcus' victims were targets of the Patriots, a militia group that supplies weapons and explosives to criminal organizations. Marcus works primarily as a contract killer for the Patriots and was last seen in Thunder Rock, Utah. Marcus should be considered armed and dangerous. Reward: \$50,000.



Lucas Benjamin Aker is the suspected leader of the Utah-based Patriots militia group. He is believed to be the main supplier of black-market arms and explosives to drug cartels in Latin America, including the notorious Perez Cartel. Aker is alleged to have manufactured several "Suitcase Nukes" for sale to drug cartels and terrorist groups. Aker should be considered armed and extremely dangerous. Reward: \$75,000.

PRIVATE ISLAND, CARIBBEAN



Armando Rojas is the chief of security for Eduardo Perez's worldwide smuggling network. He personally oversees the majority of Perez's operations, and has been linked to the Patriots militia group in Utah. Rojas should be considered armed and dangerous. Reward: \$100,000.



Eduardo Carlos Perez is the alleged head of the Perez Drug Cartel, based on a private island in the Caribbean. Perez uses his drug money to purchase black-market weapons and high-grade explosives. He is believed to be the middleman between the Patriots' bomb-making operation in Utah and Al Say'f terror cells in Paris. Perez is a frequent traveler to France and Spain. Armies of mercenary soldiers protect him, and armed bodyguards travel with him. He should be considered extremely dangerous. Reward: \$250,000.

NORTHERN PARIS, FRANCE



Ali Binasi is a high-ranking member of the Al Qaeda terrorist group and has been implicated in dozens of bombings around the world. He is suspected to be operating an underground terrorist cell somewhere in Paris. He was educated in Europe and is fluent in French, German, English and Arabic. He should be considered armed and dangerous. Reward: \$500,000.



Amand Aziz is the right-hand man to Osama Bin Laden, head of the radical terrorist group Al Qaeda. Aziz is responsible for delivering Bin Yasin's orders and funds to terrorist cell planners throughout the world. Aziz keeps his contacts secret, and his capture could provide crucial information as to the whereabouts of Al Qaeda terror cells. He should be considered armed and dangerous. Reward: \$500,000.



Hostinec Drobek is alleged to have used securities fraud and money laundering to funnel millions of dollars to known terrorist groups, including the violent Al Qaeda organization. Drobek is trained in martial arts, and should be considered armed and extremely dangerous. Reward: \$750,000.



JALALABAD, AFGHANISTAN

Dr. Al Nur is the primary special munitions expert of the Al Qaeda terrorist organization. He is personally responsible for training hundreds of bomb makers at a training camp in Afghanistan. Al Nur is highly educated in nuclear physics, and has manufactured several "Suitcase Nukes" for Al Qaeda. Proceed with extreme caution. Reward: \$1,000,000.



Osama Bin Laden is the known leader and highest-ranking member of the Al Qaeda terrorist organization. He is personally responsible for the funding, planning and operation of the group, which has terrorist cells in over fifty countries. Bin Laden travels with an army of elite terrorist soldiers, and should be considered armed and extremely dangerous. Reward: \$25,000,000.

MAIN MENU



New Game

Start a new mission.

Load Game

Load the last saved mission.

Training

Watch the training videos to learn more about gameplay, features, controls and tips.

Options

See page 12 for details.

Special Features

Check this out to see lots of surprises!

SAVING AND LOADING

With Auto Save enabled (from the Game Options menu), games are automatically saved after you complete a level. To Load a saved game, select Load Game from the Main Menu.

MISSION SELECT



You must play the missions in order and you cannot return to a prior mission.

OPTIONS

Select Options from the Main Menu to display the Options menu. From here, select Control Options, Game Options or Audio Options.

CONTROL OPTIONS



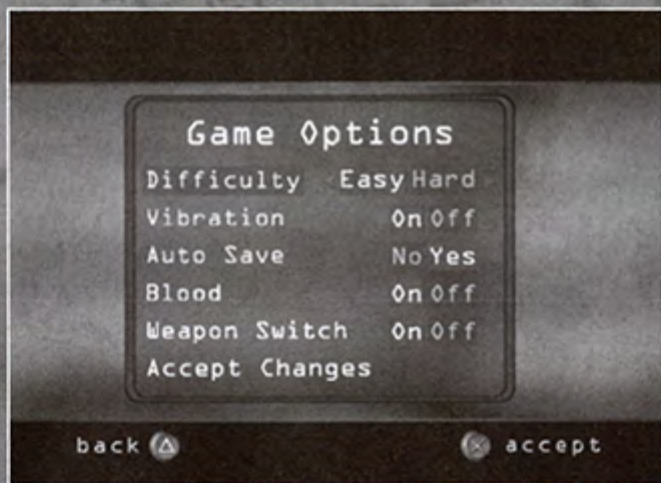
Control Type

Select Control Type A (standard/recommended), B or C.

View Controls

Show the difference between Control Types A, B and C.

GAME OPTIONS



Difficulty

Select the Easy (more continues) or Hard (fewer continues) setting.

Vibration

Turn vibration ON/OFF.

Auto Save

Turn ON to automatically save your game in each level.

Blood

Turn ON to show blood in the game.

Weapon Switch

This option allows you to control whether or not the game switches automatically to a new weapon when you pick it up. Turn ON to enable this option.

AUDIO OPTIONS



Setup

Select the Stereo, Dolby or Mono setting.

Music Volume

Adjust the music volume.

SFX Volume

Adjust the sound effects volume.

Speech Volume

Adjust the speech volume.

WEAPONS AND AMMO

PICTURE	WEAPON	PRIMARY	SECONDARY
	ENFORCER	BULLET	MELEE ATTACK*
	FLÉCHETTE DARTGUN	DART	MELEE ATTACK*
	TACTICAL SHOTGUN	BULLET	FLASH EFFECT
	DOUBLE-BARREL SHOTGUN	BULLET	MELEE ATTACK*
	GRENADE LAUNCHER	GRENADE	GRENADE**
	DRAGON	FLAME	FLAME-BOMB
	AKS-74U	BULLET	MELEE ATTACK*
	RPG-7	ROCKET	MELEE ATTACK*
	SNIPER RIFLE	BULLET	MELEE ATTACK*
	CAR4 ASSAULT RIFLE	BULLET	MELEE ATTACK*

*These weapons come with only one type of ammunition. The rest can fire a secondary ammo type.

Variable Velocity Grenade (press and hold **R2 button for additional distance)

WEAPONS MODIFICATIONS

You can modify certain weapons by adding a scope and/or a silencer:

WEAPON	SCOPE	SILENCER
ENFORCER	YES	YES
FLÉCHETTE DARTGUN	YES	NO
TACTICAL SHOTGUN	YES	NO
DOUBLE-BARREL SHOTGUN	NO	NO
GRENADE LAUNCHER	YES	NO
DRAGON	NO	NO
AKS-74U	NO	YES
RPG-7	NO	NO
SNIPER RIFLE	ATTACHED	YES
CAR4 ASSAULT RIFLE	YES	YES

As you find scopes and silencers in each level, they will be automatically attached to your weapons. You can remove them via your Inventory (see page 18).

PICK-UPS

Walk over these objects to gain additional health, armor, ammunition or lives.

Health Packs

If you've taken damage, walk over one of these to receive an immediate health increase.



First Aid Kit

Each First Aid Kit restores 2% health. If your health is already at the maximum (100%), the First Aid Kit will remain on the ground for later use.



Medical Bag

Each Medical Bag restores 50% health. If your health is already at the maximum (100%), the Medical Bag will be added to your Inventory for later use. To access the Medical Bag(s) in your Inventory, press the **SELECT** button, cycle to the Medical Bag icon, then press the **X** button. One bag will be used each time you press the **X** button.

Armor

Body armor plates are held together with titanium weave to provide C1FR agents maximum protection while on a mission. If your current armor rating is the maximum allowed, light armor remains on the ground for later use.



Light Armor

This restores 50% of armor.



Heavy Armor

This equips you with 200% armor (twice the standard protection).

Ammo



WHITE BOX ENFORCER AMMO

YELLOW BOX CAR4 ASSAULT RIFLE AND AKS-74U AMMO

GRAY BOX DOUBLE-BARREL / TACTICAL SHOTGUN AMMO

RED BOX SNIPER RIFLE AMMO

RED GRENADE BOX AIRBURST GRENADE

GREEN GRENADE BOX HOMING GRENADE

BLACK GRENADE BOX TV-GUIDED GRENADE

ROCKETS RPG-7 ROCKETS

FUEL CANISTER DRAGON FUEL

LIGHT BLUE BOX FLÉCHETTE DARTGUN

If you don't have enough room to hold new ammo, it remains on the ground for later acquisition.

Continue



Hidden in each level area are one or more secret Continue tokens. You will get an extra life for each one that you find.

GAME SCREEN



A Heads-Up Display shows important character statistics:

Health

Displays how much health you have.

Armor

Displays how much armor you have.

Identification Icon

Helps to identify fugitives (orange), goons (red) and civilians (blue).

Radar

Displays your orientation and your current objective.

Ammo

Shows the amount of ammo the equipped weapon has in the clip and the number of rounds held in reserve.

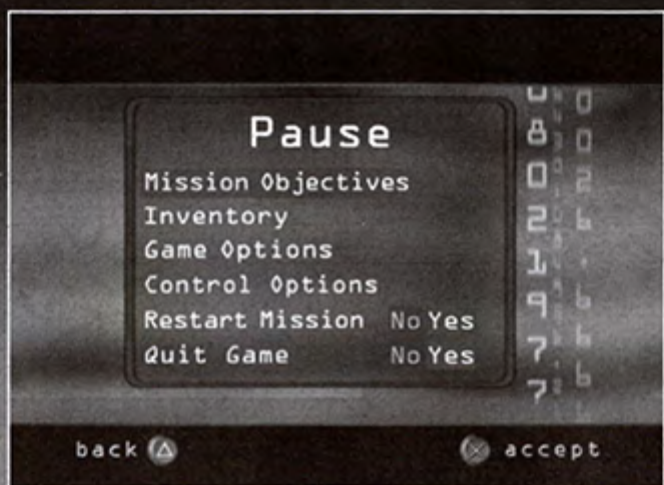
Continues

Displays the number of your remaining lives.

Weapon Equipped

Shows the currently equipped weapon.

PAUSE SCREEN



To pause the game and view this screen at any time, press the **START** button. Then choose from the following:

Mission Objectives

See page 18 for details.

Inventory

See page 18 for details.

Game Options

See page 20 for details.

Control Options

See page 12 for details.

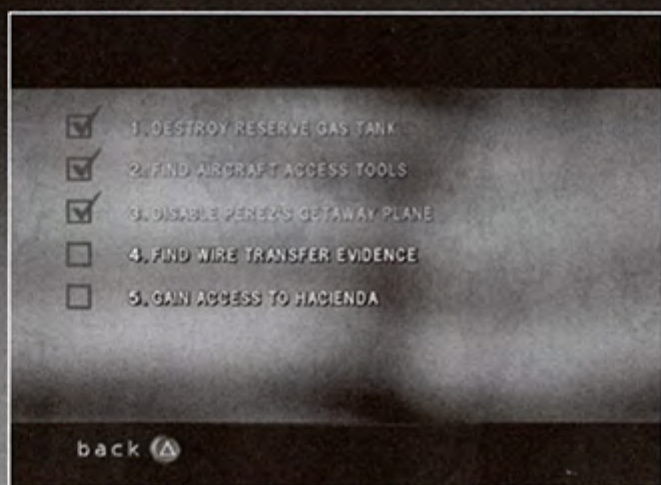
Restart Mission

Start the mission over again.

Quit Game

Quit without saving.

MISSION OBJECTIVES



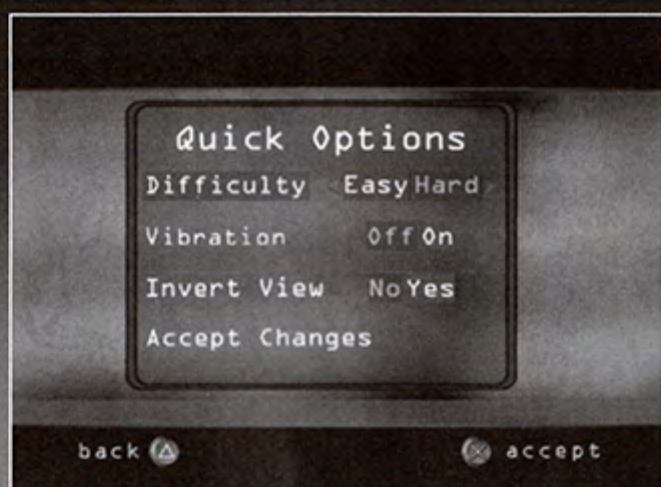
This screen reviews all objectives required to complete the mission. There is always at least one task listed in each load area. A check mark appears next to each task entry once it has been completed.

INVENTORY



Items in your Inventory may include Weapons, Ammo, Bare Hands, Health, Scope and Silencer. To access your items at any time, press the **SELECT** button to bring up the Pause screen and then select the Inventory option. In the Inventory, use the directional buttons to make a selection, then press the **X** button to confirm your choice.

QUICK OPTIONS



When you begin a game, this menu allows you to set up certain options.

Difficulty

Select the Easy (more continues) or Hard (fewer continues) setting.

Vibration

Turn vibration ON/OFF.

Invert View

When this option is turned ON, the **right analog stick** works like an aircraft control stick (pressing up tilts the view down, pressing down tilts the view up).

PAUSE / GAME OPTIONS



When you pause during gameplay, then select Game Options, you can access the following:

Music Volume

Adjust the music volume.

SFX Volume

Adjust the sound effects volume.

Speech Volume

Adjust the speech volume.

Invert View

When this option is turned ON, the **right analog stick** works like an aircraft control stick (pressing up tilts the view down; pressing down tilts the view up).

Vibration

Turn vibration ON/OFF.

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Mr. Re/Haru/Lost Angels
Kadosha
Ark 21
Chico N' Coolwaada
Ron Fish
Opus 1 Production Music Library, LLC

Music Supervisor

Maissa Dauriac, Syncopé
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"Istanboogie"

"Boozaza"

"Tin Tin"

All tracks written by Oojami

All songs published by IRS Music
(BMI)

Oojami appear courtesy of ARK21

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- Product name
- A description of the problem, including error messages
- A list of steps that lead to the problem

Our Customer Service representatives can be reached at 1-310-719-2890 Monday-Friday 8:00AM to 5:00PM (PST). Please be advised that this is not a toll-free call and we do not provide game play support.

Unfortunately, we cannot provide game play support or manuals for the 500-plus titles we distribute. However, please visit the Fugitive Hunter website www.fugitive-hunter.com. Our technical support is limited to ensuring that the product or game runs on your system as designed. Many of our games have built in help menus and/or read me files that accompany them. Please be advised that Encore does not control, and disclaims any responsibility or liability for, the functioning and performance of third-party web sites and any content on or available through third-party web sites. Beyond that, the Internet is a great resource for information.

NOTES:

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NOTES:

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In the US send to: Encore Software, Inc. 16920 South Main Street, Gardena, CA 90248 Attn.: Customer Service

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