



KRAS CITY RACING MANUAL



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 trigger epileptic seizures 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.

Jak X: Combat Racing™ 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 produced 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

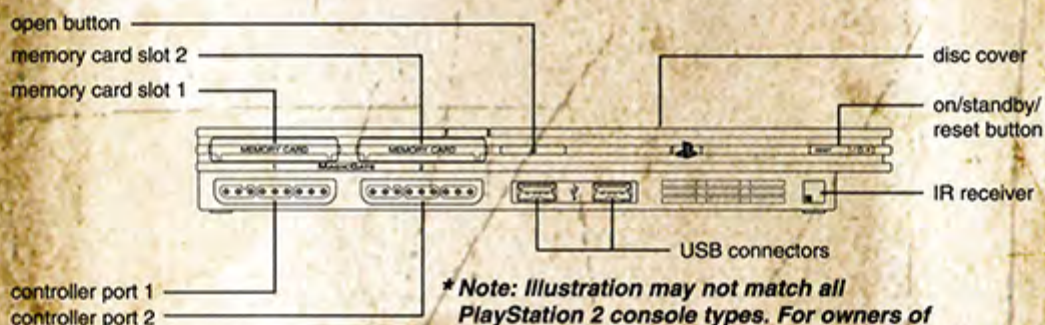
Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

TABLE of CONTENTS

Setting Up	2
Controls	3
Introduction	5
Starting Up	6
Title Menu	7
The Game Screen	10
Driving 101	11
Customizing Your Vehicle	12
Game Events	13
Locations	15
Playing the Online Game	17
Creating a Network Configuration	18
Get Connected to Jak X: Combat Racing™	20
Drivers and Vehicles	21
Finding a Game	22
Online Lobby	23
Creating a Game	24
Clans	25
Ready Room Options	26
Advanced Options	27
Weapons	29
Credits	34
Limited Warranty	41



SETTING UP YOUR PLAYSTATION®2 CONSOLE



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 console according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the  button. When the  indicator turns green, press the  button and the disc tray will open. Place the Jak X: Combat Racing™ disc on the disc tray with the label side facing up. Press the  button again and the disc tray will close. Attach a DUALSHOCK®2 analog controller and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 console. You can load saved game data from the same card or any memory card (8MB) (for PlayStation®2) containing previously saved games. Before playing online, a valid network configuration must be saved to the memory card (8MB) (for PlayStation®2) using either the Network Startup Disc or the Jak X: Combat Racing™ Network Configuration Utility.

Network Adaptor (Ethernet Modem) (for PlayStation®2)

In order to play Jak X: Combat Racing™ Online, you must have installed a Network Adaptor (Ethernet Modem) (for PlayStation®2) on your PlayStation®2 computer entertainment system before playing. Set up the Network Adaptor (Ethernet Modem) (for PlayStation®2) according to the instructions included in its packaging.

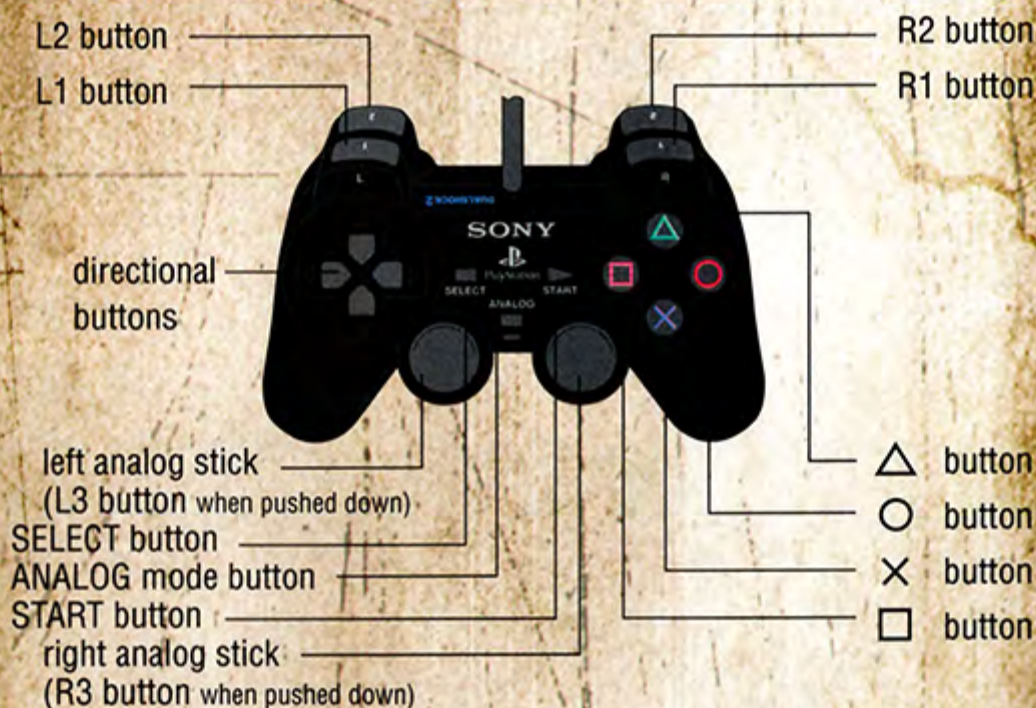
Caution: Unplug the power cord on your PlayStation®2 computer entertainment system before adding any networking equipment to the system.

Note: Jak X: Combat Racing™ must be played over a broadband internet connection (DSL, cable modem, or other high speed connections).

Setting Up the Headset (optional)

Jak X: Combat Racing™ is compatible with both the SOCOM headset and USB headset (for PlayStation®2). The headset connects to either one of the USB (Universal Serial Bus) connectors located on the front of your PlayStation®2 computer entertainment system. With the USB symbol facing UP, insert the cable into one of the USB connectors.

DUALSHOCK 2 ANALOG CONTROLLER CONFIGURATIONS



Menu Controls

- Navigate menu/Highlight menu item directional buttons  or 
- Select highlighted menu item
- Adjust/Cycle menu item directional buttons  or 
- Previous screen/Return to Main Menu

Racing Controls

- Steering left analog stick or directional buttons  or 
- Gas/Accelerate or right analog stick 
- Brake/Reverse or right analog stick 
- Rear View
- Fire Yellow Eco Weapons (when equipped)
- Fire Red Eco Weapons (when equipped)
- Turbo Boost (if available) (hold) or  (double tap)
- Jump Jets
- Handbrake
- Full Brake
- Power Slide or  (tap) while turning
- Quick Turn 180 (hold)
- Toggle First/Third-Person Perspectives
- In-Game Options

Welcome to the wonderful world of Combat Racing!

A destructive vehicular competition called Combat Racing is sweeping through the vast realms of Jak and Daxter's homeland. It is the sport of choice among the elite and the lower-class citizens of the city. The races are full of white-knuckle, adrenaline-pumping action that tests the will and ability of even the most experienced racers. The courses highlight some of the city's most beautiful and deadly venues, providing the perfect backdrop for some intense - and dangerous - racing action.

It takes skill and determination to handle the powerful vehicles that traverse these challenging courses. A driver needs to master every last aspect of these machines if they are to succeed and come out unscathed. If not, they'll be choking on the dust of their competitors as they ride off to victory. Or, worse yet, end up in a smoldering scrap heap at the end of the race. Buckle up and strap yourself in - it's time to explore the intricacies of Combat Racing!

Starting a New Game

Select New Profile at the Title Screen. Use the On-Screen Keyboard* to enter your Profile name. Highlight each letter with the directional buttons and press the **X** button to confirm your choice. When you're finished, either select DONE and press the **X** button or just press the **Y** button. When asked if you would like to Save your Profile, highlight YES and press the **X** button, or select NO to return to the title menu. You can save up to four different user Profiles in Jak X: Combat Racing™.

*Note: For detailed information on using the On-Screen Keyboard, refer to Online Communication on pg. 17.

Saving a Game

Your progress is automatically saved upon exiting the Garage or Options menu, as well as at the conclusion of Races and Events. You can also choose to manually save your game during play by exiting to the Title Menu, selecting Profile and then choosing Save Profile. Select a save slot and press the **X** button to confirm your selection. Selecting Save Profile and saving manually will also re-enable the Auto-save feature.

Auto Save

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

Loading a Saved Game

To load a saved game, select Profile at the Title Menu and then choose Load Profile. Select your Profile and press the **X** button to confirm your choice.

Welcome to Combat Racing



Welcome race fans, I'm GT Blitz, the most recognized voice in Kras City. I'm here to sound off on the most entertaining sport in the land - Combat Racing. Plus, I just like to hear my own voice! As every wheel jockey knows, Combat Racing entails a variety of Events that will challenge the most advanced racer's skills and abilities. So, without further ado, here are the races. Keep the camera on me, though. We want to keep the viewers happy and increase the ratings!

- GT Blitz

Title Menu



Once you've created a Profile, you will be able to select from a variety of menu items at the Title Menu. These include: Adventure, Exhibition, Customize, Profile, Options and Secrets. Use the directional buttons **↑** or **↓** to cycle through your choices and press the **⊗** button to confirm your selection.

ADVENTURE

In Adventure Mode, advance through the ranks while racing against Kras City's finest. Participate in a series of Eco Cup Competitions until you're declared the Kras City Grand Champion. It won't be easy though, you'll have to enter a variety of different Events*, each with its own set of rules, goals, and objectives to win. To choose an open Eco Cup, highlight your choice by pressing the directional buttons **↑**, **↓**, **←** and **→**. Press the **⊗** button to make your choice. You can also press the **⬆** button if you want to return to the Title Menu. Who would blame you?

*Note: For detailed information on Game Events, refer to pg. 13.

Selecting a Combat Racing Event

Each Eco Cup offers a variety of Race and Combat Events on some of the toughest tracks and arenas around. Many Events will be locked when you start and will only become available once you have earned enough Medal Points to unlock them. Select unlocked Events using the directional buttons **↑** and **↓**. As you complete Events, you will accrue Medal Points. Earn enough Medal Points and additional Events will become available. These can be identified by the red "NEW!" text that appears on the Event Selection Screen.

EXHIBITION

Play an Exhibition game against the CPU or a friend via two-player split-screen, over a LAN (local area network), or go online and challenge players across North America.

Offline

Race against a friend or go up against computer-controlled opponents. Set up the match to your liking by choosing the Event type, location and game options, and then show off your skills. For more information on setting up your game, refer to Creating a Game, pg. 24.

Online

Connect to the internet and challenge other racers online. For detailed information on how to get connected and play online, refer to Playing the Online Game, pg. 17.

Online Quick Connect

Once you've saved your online connection settings, you can connect in fewer steps by using Online Quick Connect.

LAN

Play over a local area network through an Ethernet connection. Each player must have installed a network adaptor (Ethernet/modem) (for PlayStation®2) on their PlayStation®2 system, or use the PlayStation®2 with internal network adaptor (Ethernet/modem) (for PlayStation®2), as well as having a copy of Jak X: Combat Racing™.

CUSTOMIZE

Select a vehicle and then trick it out with performance Upgrades, Body Parts, Paint Jobs and Accessories. For more information, refer to the Customizing Your Vehicle section, pg.12.

PROFILE

Create a New Profile, load your current Profile, or re-enable the Autosave feature with Save Profile. You can also view your High Scores from this menu.

OPTIONS

Choose from a variety of Options, which include Game Options, Graphic Options and Sound Options. Use the directional buttons  and  to highlight an option and press the directional buttons  and  to make the adjustment. Press the  button to return to the previous menu. Options settings will be saved automatically upon returning to the Title Menu as long as Autosave is enabled. If not, manually save your settings by selecting Save Profile in the Profile menu.

SECRETS SHOP

Unlock Secrets by purchasing them using Precursor Orbs that you've won during game play. Once you have purchased a secret, you can activate or toggle some of them on and off by pressing the  button.

Scanning for Secrets

Scan data from any memory card (8MB) (for PlayStation®2) containing previously saved Jak & Daxter: The Precursor Legacy™, Jak II™, Jak 3™, and Ratchet: Deadlocked™ game data to unlock secret characters. Insert a memory card (8MB) (for PlayStation®2) containing previously saved data in slot 1 of your PlayStation®2 console, scroll down and highlight SCAN FOR SECRET CHARACTERS, then press the  button.

Daxter™ for PSP (PlayStation® Portable)

You can also scan save data from the upcoming Daxter™ for PSP™ (PlayStation® Portable) to unlock secret characters and vehicles. Connect a PSP™ (PlayStation® Portable) with saved Daxter™ data to one of the PlayStation®2's USB ports*, highlight SCAN FOR SECRET CHARACTERS and press the  button.

*Note: a USB cable with a Mini B type connector is required to connect the PSP™ (PlayStation® Portable) to a PlayStation®2 console.

The Game Screen



Welcome, race fans! Prepare to witness the best of the best, the cream of the crop, the most talented wheel jockeys that Kras City has ever seen! These fearless adrenaline junkies have the courage, desire, and skills to take on all comers. (Just like yours truly!). But to be the best, they had to hop into their vehicles and learn the hard way - practice, practice, practice. Just in case anyone missed our last award-winning episode, check out this important information.

-GT Blitz

Green / Red Eco Meter



Green Eco Meter: The green bar in the bottom left-hand corner of the screen displays your vehicle's damage status. As your vehicle takes damage, this bar will deplete. If it empties completely, your vehicle will explode. The Green Eco Meter is refilled by running over Green Eco pods found along the track and in the arenas.

Red Eco Meter: When you pick up a Red Eco pod, a Red Eco weapon icon will be displayed inside the meter. These are rear-mounted, defensive weapons and are essential to avoiding incoming missiles and attacks from other drivers. Once a Red Eco weapon has been picked up, you can launch it by pressing the **L1** button.

Blue / Yellow Eco Meter



Blue Eco Meter: The meter in the bottom right-hand corner of the screen displays your vehicle's available boost and will fill by one half with each Blue Eco pod you drive through. You can also fill this meter by executing Power Slides or by getting some serious Hang Time. To use your boost, press the **R2** button or double tap the **X** button.

Yellow Eco Meter: When you pick up a Yellow Eco pod, a Yellow Eco weapon icon will be displayed inside the meter. These are front-mounted, offensive weapons that can be used to inflict damage to other racers. Once a Yellow Eco weapon has been picked up, you can launch it by pressing the **R1** button.

Dark Eco Meters

Both your Red and Yellow Eco Meters also have smaller Dark Eco bars located around the top. These meters collect Dark Eco as you destroy your opponents' vehicles or take damage. Once your Dark Eco Meter has filled, your weapons will be upgraded from Level One to Level Two, resulting in more devastating power and, in some cases, new abilities.

Race Information

During most Events, important information will be displayed on the left and right sides of the screen. This information can include your current place in the race, your current lap, your score, the amount of time you have left in an Event and the amount of points you need to earn a Bronze, Silver or Gold Medal.

Driving 101

POWER SLIDING



Power Sliding is a useful tool for getting around aggressive corners and sharp turns. In addition, you can also earn Blue Eco Turbo Boost by Power Sliding. To initiate a Power Slide, press the **□** or **○** buttons while steering to the left or right. The longer you can sustain a Power Slide, the more Blue Eco you earn!

HANG TIME



You can also earn Blue Eco Turbo Boost by jumping great distances and staying in the air for extended periods of time. The longer the Hang Time, the more boost you earn! Press the **L2** button to jump.

Customizing Your Vehicle



City Racing Authority. Trust me, the prizes are good and you'll need them to upgrade your car if you want to "keep up with the Joneses."

- GT Blitz

CUSTOMIZE

To modify your vehicle you can visit the Garage by either selecting Customize from the Title Menu or by pressing the **X** button before entering an Event (in Adventure Mode). Once inside the Garage, you can tune vehicle performance, modify your vehicle with a host of body parts, respray your vehicle's paint job, and change your driver's helmet or add an antenna to your vehicle in Accessories. Use the **↑** and **↓** directional buttons to cycle through the options, then press the **X** button to make your selection.

Select Vehicle

As you progress through Eco Cup Events, you'll gain access to a host of different vehicles, each with their own distinctive look and attributes. For the list, see Drivers and Vehicles, pg. 21.

Tune Performance

Cash in your Precursor Orb earnings to upgrade your vehicle's performance across a variety of categories, which include Engine (Top Speed), Gearbox (Acceleration), Armor (Strength) and Turbo (Capacity).

Modify Body Parts

Mix and match a variety of Body Parts to create a unique look and style for your vehicle. Make your monster machine stand out from the crowd as you leave everyone in the dust! Unlock new Body Parts by winning Gold Medals in specific Eco Cup Events. Try snapping on a combination of different Body Parts, like Rear Fenders, Front Fenders, Side Panels, Roof Panel, Hood, Trunk and Wheels for a truly unique appearance. With options like these, your vehicle just might steal the show before the race even starts!

Respray Paintjob

Not only can you modify your vehicle with different parts, you can paint it a variety of colors, too. Use the **L1** and **R1** buttons to rotate the color wheel to select a desired color and the left analog stick to modify the tint. The right analog stick rotates the vehicle, while the **○** button switches between the vehicle's body color and its stripe color.

Accessorize

Trick out your vehicle with a variety of cool Accessories. These items must first be purchased from the Secrets menu before they can be applied to your vehicle.

Game Events



So, you think you're ready to strap on the belts, hit the gas, and dominate the competition? Well, I don't think so, rookie! You still don't know the half of what it takes to become a success on the circuit - much less come close to attaining the star status that I have achieved. That's a story for another time, though; in the meantime, you need to win and win big. Accumulate some serious points by competing in these Events and maybe I'll give you an interview... if you're still around.

- GT Blitz

There are a variety of different Game Events found in Jak X: Combat Racing™. Each Event has a different set of parameters, objectives and rules.

CIRCUIT RACE

This is a racing challenge, but this sport's called Combat Racing for a reason. Everyone on the track will have weapons, and they won't be afraid to use them! You will be up against some pretty tough drivers, so watch yourself. The object of a Circuit Race is to complete the set number of laps faster than everyone else, but also do it in one piece. Just keep your car on the track, be a hard target to hit, pick your battles wisely, and get to the finish line as fast as you can.

Note: The Submachine Gun default weapon is disabled in the Circuit Race.

TURBO DASH

Using your turbo boost is what this Event is all about. Grab one of the Power Cells strewn around the track, charge it up and fire it off by using your boost until the Turbo Charge Meter (which appears at the top of the screen) completely fills. You earn a point for each Power Cell shot, and the point total increases with each completed lap. The driver with the most points at the end of the race wins!

FREEZE RALLY

Racing fast isn't the only important thing in the Freeze Rally Events; you also have to target the Time Freezers on the track to ensure you have the lowest time. Running into the Freezers will stop the clock for a set amount of seconds. The more you freeze the clock, the lower your overall lap times will be. Some Freezers are worth more than others, so pick your path wisely. Beat the lowest times to win.

DEATH RACE

The Death Race is one of the crowd's favorite Events. The object of this challenge isn't just to race, but also to take out as many of the drone vehicles as you can before time runs out. You get points for each vehicle you destroy - just keep moving and keep shooting. You will earn a point modifier for every lap completed, so keep the pedal to the floor. On your second lap, you'll get double points for each kill. On your third lap, triple points! The sky is the limit! It's best to race fast and get to the higher-scoring laps as early as you can.

RUSH HOUR

In this Event, you'll have to apply your quick reflexes and precision skills to weave your way through traffic. Hit Green and Blue drones for points. But be careful! Hit one of the Red drones on the track, and not only will you lose Green Eco, but you will also lose precious seconds.

TIME TRIAL

An exercise in self-improvement, Time Trial will put your skills to the test. This no-frills mode offers only Turbos on the track, the rest is up to you. In Offline Mode, race each track to set your score. Race it again to compete against your "ghost." To see how you stack up against other players, give Online Mode a try and set the bar for others.

DEATHMATCH

Standard Deathmatch rules apply here: it's combat to the death between you and other drivers in an arena. There's no mercy here. No place to hide. It's just head-to-head combat and survival of the fittest. The driver who reaches 10 kills first, or who has the most kills at the end, wins the match. Good luck!

SPORT HUNT

Collect as many points as you can by tracking down your targets and destroying them before your opponents do. But watch out for the other racers - they'll find ways to steal points right out from under you. Show no mercy!

CAPTURE

There is no "I" in team. Work with your teammates to grab a Power Cell and return it to your base for points. The other team won't take this laying down so get some strategy and get moving!

ARTIFACT RACE

The goal of the Artifact Race is to acquire more Precursor Artifacts than the other drivers. The Artifacts spawn throughout the combat arenas, meaning that racers must traverse the landscape to collect them by driving over them. One point is awarded for each Artifact collected, and two Artifacts appear simultaneously at all times. The winner is the first player to nab 10 Artifacts, or the player with the most collected when the four-minute time limit elapses.

ASSASSIN

Fast pace, frenetic action is the name of this game. One racer will randomly be chosen as the target (a targeting reticle will be displayed on the target's portrait). Beat all the other racers to the punch and take the target out! Once one target is destroyed, another is randomly chosen. Be careful as you may be the next target!

Locations

Nothing can beat the scenic beauty found throughout the wondrous Kras City and its surrounding areas. Whether it's the controlled mayhem found inside Kras City, the lush forestry of the Forbidden Jungle, or the secluded nature of the Dirt Stadium, there is a racing venue for every style of driver. Me? I prefer one in which my flowing locks - it's real, folks; don't listen to the rumors - can flap wondrously in the breeze.

- GT Blitz

SPARGUS



Located in the Wasteland outside of Haven City, don't let this primitive desert village fool you. Spargus is full of surprises, including hairpin turns, open areas littered with environmental obstacles, rickety bridges, and a scenic but deadly coastline.

Stay alert, especially on the straight-aways, as they are perfect areas of opportunity for your opponents to send a

barrage of missiles your way.

KRAS CITY



Kras City is a neon-lit, high-rise filled, colorful, crazy resort paradise where people flock to make - and lose - vast fortunes. The city's favorite sport is Combat Racing, the ballistic, high-stakes sport of the wild and reckless. But Kras has a seedy underside too, as a dangerous, unforgiving sin city of death and intrigue.

The Kras City tracks are high-speed dashes through dense urban environments. Towering skyscrapers crowd the skyline, while down below vehicles dash past storefronts and around sharp corners.

HAVEN CITY



Despite its beauty (and familiarity), Haven City offers up many difficult Event challenges for racers. Venues such as the Forbidden Jungle, Clifftop Battlefield and Sewer Raceway come with their own deadly surprises around each tight corner, plunging cliffs and rocky tunnels. Not for the squeamish or faint of heart.

Don't spend too much time admiring the scenery. Use Eco well, watch those tight spots and blind turns, and seek shelter via dry riverbeds and tunnels when competing in Deathmatch Events.

ICELANDS



This frozen tundra has become a vast, snowy wasteland - the perfect venue for death-defying combat racing! The harsh elements and slippery tracks make for some of the most hazardous navigation around. If you can brave the teeth-shattering cold and icy conditions, you may just have what it takes to compete against the big boys.

Frozen patches of ice can lead to death and destruction. Pick your lines carefully on sharp turns and be sure to use the brakes!

Playing the Online Game



If you desire to rise to the ranks of super-stardom, like me, you need to test your driving skills against those from all around Kras City in what we like to call Online Racing. This no-holds-barred driving experience will show all my fans, and all those watching, who really is the top circuit racer.

- GT Blitz

To play an online game, choose Exhibition at the Title Menu and then select Online. In order to log online, you must first create a Profile and have a suitable network configuration saved to the memory card (8MB) (for PlayStation®2). To get more information on creating a network configuration, see Creating a Network Configuration, pg. 18.

ONLINE COMMUNICATION

Communication is the key to success, right? Does that mean trash talking can lead to defeat? If your voice is as booming and profound as mine, the answer is "yes." Who doesn't like to hear my deep-bass voice pounding through their speakers as they listen intently...? Oh, back to the matter at hand. While playing online, you'll find it quite necessary to, how should I say, "provide negative feedback" to other racers. Just put them in their place, like I do to my competition every week!

- GT Blitz

Using the On-Screen Keyboard to Enter Data and Send a Message

When data entry is required, the On-Screen Keyboard displays automatically. To send a message to another player in the Online Lobby, select the SEND MESSAGE option and press the **X** button to open the On-Screen Keyboard.

Note: You can only send messages using the On-Screen Keyboard when connected to a Game Room or a Ready Room.

Press the directional buttons to highlight a key, then press the **X** button to select and enter the character in the field.

- Select DEL or press the **□** button to backspace and delete.
- Select SPACE or press the **R1** button to space.
- Select CAPS or press the **L2** button to switch between uppercase and lowercase letters.
- Select SYMBOLS or press the **R2** button to switch between letters and punctuation characters.

- Select DONE or press the  button to enter data or send your message.
- Press the  button to close the keyboard without transmitting or entering data.

Note: Jak X: Combat Racing™ also supports USB Keyboard.

Using the Headset Online

Once in the Ready Room and during each Event, you can communicate with online players by simply speaking into the headset's microphone.

Note: Jak X: Combat Racing™ is designed to conduct 6-way conversations with other players during online games and while in the Ready Room before an Event begins.

Creating a Network Configuration

Note: If you have already created a valid network configuration using the PlayStation®2 Network Adaptor Start-Up Disc or network start-up application for another online PlayStation®2 game and have the memory card (8MB) (for PlayStation®2) containing that configuration in your PlayStation®2 console, skip this section and review the remaining sections.

Before you can play Jak X: Combat Racing™ online, you must have a valid network configuration saved to a memory card (8MB) (PlayStation®2). If you have already created and saved a network configuration using the PlayStation®2 Network Adaptor Start-Up Disc, you are good to go. If not, you can use the Network Configuration application on your Jak X: Combat Racing™ disc.

Note: For more detailed information on creating a Network Configuration, see the PlayStation®2 Network Adaptor Start-Up Disc Instruction Manual.

To Create a Network Configuration using the application on the Jak X: Combat Racing™ disc, have your Internet Settings ready for reference and follow the steps below:

1. Make sure a memory card (8MB) (PlayStation®2) is inserted into MEMORY CARD slot 1 on your PlayStation®2 computer entertainment system.
2. On the Title Menu, select EXHIBITION and then choose ONLINE. If no suitable network configuration is saved to your memory card (8MB) (for PlayStation®2), you will be asked if you would like to run the Network Configuration Utility. Press the  button to launch the Network Configuration Utility and continue.

3. Select ADD SETTING and select MEMORY CARD slot 1.
 - Press the directional button  /  to highlight a menu option and  to accept settings and advance to the next screen.
 - If you change your mind about a setting, press the directional button  to return to the previous screen or the  button to return to the Network Configuration main menu.
4. Select Hardware. Select SCE/ETHERNET (NETWORK ADAPTOR).
 - Press the  button to open the Advanced Settings Menu if necessary. It is highly recommended you leave this setting to AUTO DETECT unless you are sure of a different setting.
5. Select OK at the Prompt and proceed with entering settings. Are a User ID and password required to connect to the internet through your ISP (Internet Service Provider)? Select REQUIRED or NOT REQUIRED. If required, enter the User ID and password.

Note: Some ISPs require a username and password for e-mail, but allow you to connect to the internet without them.

6. Set the IP Address if needed.
 - The usual setting is AUTO and you are not required to enter the IP Address, which is automatically assigned using DHCP (Dynamic Host Configuration Protocol). However, a DHCP host name may also be required. If so, press the  button to open the advanced setting and enter the host name. If your ISP requires a "static IP address," select MANUAL and enter the address. In addition to the IP Address, you must enter the Netmask and probably the address of the Default Router. Check with your ISP if you are not sure about any of these numbers.
7. Set the DNS Address if needed. The usual setting is AUTO and you are not required to enter the IP Address of the Domain Name Server. If required, select MANUAL and enter primary and secondary addresses.
8. You are almost finished. On the Name Your Setting screen, press the  button to display the Virtual Keyboard if you want to give your network configuration a specific name. Press the directional button  and press the  button to save your new setting with the default name. You will be prompted to "Test the Connection" prior to exiting the Setting Guide Mode. This is optional, but recommended.

Get Connected to Jak X: Combat Racing™

Use of the online portion of this game is subject to the terms and conditions under the User Agreement located within the game. A full copy of the User Agreement is available at:

<http://www.us.playstation.com/useragreement.aspx?id=1>

1. On the Title Menu select EXHIBITION and then ONLINE. Choosing your saved network configuration will take you to the Create New Online Account Screen. Press the  button to continue.
2. Press the  button to select Name. Enter a screen name and press the  button or select DONE. Highlight Save Password and choose YES or NO with the directional buttons  and . Selecting YES will save your password to the memory card (8MB) (for PlayStation®2). This is highly recommended. Select PASSWORD, enter a password, then press the  button or select DONE. Select OK to continue to the Choose Online Account Screen.

Note: Passwords must be between 6 and 12 characters long. Be sure to write down or remember your password. Lost passwords cannot be retrieved by SCEA Consumer Services. If you lose your password, create a new player name and password for online play.

3. Highlight and select the Online Account you just created.

Note: When on the Choose Online Account Screen, you can DELETE a created account by highlighting it and pressing the  button. In addition, you can EDIT a created account by highlighting it and pressing the  button.

4. Please read the User Agreement then highlight ACCEPT and press the  button if you agree to the terms.

Note: You must agree to the terms of the User Agreement to connect to Jak X: Combat Racing™.

5. If the player name you have selected is available, you will be prompted to register the account. Press the  button to register that player name. If you receive an incorrect password error, someone has already registered that player name and you must select a new one.
6. Choose a Screen Mode. SINGLE SCREEN is for one player and SPLIT-SCREEN is for two players.
7. At the Jak X Online Lobby, select QUICK PLAY and press the  button. You have two types of games available: Racing and Deathmatch. Select RACING to play in an online Circuit Race then highlight JOIN GAME and press the  button.

Drivers and Vehicles



So what makes Combat Racing the sport of choice for the citizens of Kras City? Perhaps it's the high speed racing action of multiple vehicles grinding through dangerous courses, each driver doing whatever it takes to win. Or maybe it's the drivers themselves, their personalities hitting home with the upper and lower-class citizens of this glorious

city. But, most likely, it's the allure of the all-out, blast 'em up action as these souped-up chariots unload everything they've got against their competitors, shredding their massive metal machines into nothing but a steaming pile of rubble. Or maybe it's me?

- GT Blitz

Whether you're jumping into a Quick Game or creating your own game, you will need to select a driver and car. At the Choose Driver and Car Screen, use the directional buttons **↑** and **↓** to highlight a selection and the directional buttons **←** and **→** to cycle through the available choices. When you're ready to proceed to the race, press the **ⓧ** button.

Driver

Choose from a list of available drivers. You can select familiar faces, such as Jak, Ashelin, and Torn, as well as some new characters including, Shiv, Cutter and Edje. More can be unlocked through Adventure Mode.

Select Vehicle

Choose from the two vehicles available by default: the Road Blade and Basher. Ten more vehicles, such as the Dragonfly, Hammer Head, Street Grinder and Javelin X, can be unlocked through Adventure Mode game play. For more detailed vehicle descriptions, see Customizing Your Vehicles, pg.12.

- Road Blade: A good starter vehicle with adequate top speed and acceleration, but lower armor and turbo.
- Basher: Not the fastest vehicle around, but it comes equipped with extra armor.

Note: If you selected and customized a vehicle from the Title Screen Menu, it will automatically be your default car in Online play.

Body Color

Choose from six pre-made body colors or use your own customized paintjob.

Finding a Game



There are many ways to find a game, ranging from jumping into a Quick Play game that's already set up, to browsing through the available Game Rooms. In addition, you can search for a game that's tailored to your liking by choosing the Find Game option.

Quick Play

1. Select QUICK PLAY and choose from either a Circuit Race or Deathmatch Event.
2. Press the **X** button to select NEXT when you're ready to join the game.

Find Game

1. Select FIND GAME.
2. On the Find Game Menu, select and change each game parameter using the directional buttons **←** and **→**. Once you've set the parameters to the game description you want, highlight SEARCH and press the **X** button.
3. Scroll through the games list based on your preferences and select the one you want to join. If the maximum number of players are already in the game, select a different game.

Game Room



1. Select GAME ROOM, make a game selection from the list displayed inside the Games window on the top left corner of the screen and press the **X** button.
2. Select JOIN GAME.
3. If there are no available games in the Game Room, select CHANGE GAME ROOM to find one that has players available, or select CREATE GAME to make a game of your own.

Online Lobby



After you establish an online connection, you will be taken to the Online Lobby. The Online Lobby is broken down into eleven sections:

Quick Play

Jump straight into a game! Choose from either a Racing or Deathmatch Event.

Create Game

Create a custom game. You choose the settings!

Find Game

Join a specific game from a list. An available games list with details (game type, etc.) will be displayed at the top of the screen.

Game Room

Choose a chat room and join up with other players inside. Chat, view player stats and details, and add buddies to your Buddy List in here.

Buddies

This option will allow you to manage your Buddy List.

Clans

Create a Clan and invite others to join. From this menu you can view details, such as Recent Clans, Invites Received and Clan Challenges, as well as chat with other clan members. For more information, see Clans, pg. 25.

Stats

View your accumulated game play stats to see how they stack up against the competition.

The Garage

View, select, customize and tune up your vehicles with an array of customizable body parts and accessories.

Change Password

Enter a new password.

Screen Mode



Choose a Screen Mode. Single Screen is for one player and Split-Screen is for two players.

Announcements

Select this option to review the server announcements from the network administrators displayed after you successfully connect to the Jak X servers online.

Creating a Game



Use the Game Room chat to issue an invitation - or a challenge - to the other players in a Game Room, and then make a game using the CREATE GAME option. Selecting CREATE GAME will take you to the Choose Game Name Screen.

The On-Screen Keyboard will appear - either accept the default Game Name, which is the same as your Online Account name, or use the keyboard to

enter a new game name. Next you will be taken to the Choose Event Screen, where you can pick the type of game you want to host. Highlight each option on the Choose Event Screen and press the directional buttons ◀ and ▶ to make your choices. Here are the choices you can make on the Choose Event Screen:

Event

Choose from any of the online Events. For more information, see Game Events, pg. 13.

Location

Choose from a variety of different locations. For more information, see Locations, pg. 15.

Humans

Adjust the number of human-controlled vehicles in your game from as low as two to as high as six.

CPUs

Adjust the number of CPU-controlled vehicles in your game from zero to five, or choose Maximum to fill up your game with CPU players to a total of six players, no matter how many human players join the game.

Performance

Choose between Rookie, Pro and Custom Vehicle Performance types. Rookie and Pro will automatically set all vehicles to either a beginner or advanced level of upgrade. Custom will use the levels of upgrade you have chosen for your vehicles in the Garage, and will pit your vehicles against whatever the other players online have set for their vehicles.

Screen Mode

SINGLE SCREEN is for one player and SPLIT-SCREEN is for two players.

Buddy Slots

Use this option to reserve a number of places in the Ready Room that can only be filled by players on your Buddy List.

Clan Slots

Use this option to reserve a number of places in the Ready Room that can only be filled by players in the same Clan as you.

Note: If you choose Offline for an offline Exhibition game, your choices will be a bit different. Instead of Humans, you can set the number of CPUs (computer-controlled cars). Buddy Slots and Clan Slots will not be available.

Clans



From this menu you can Create a Clan and invite others to join, view the details of the Clan that you belong to or are the leader of, see a list of Clans that you have recently encountered, and see any invitations to join Clans that you have received.

- If you are a member of a Clan or the leader of a Clan, you can choose CLAN DETAILS to see more information about the Clan, and access a list of options, including "Clan Room" - a private Game Room where you can chat with other members of your Clan.
- You can also select ENABLE/DISABLE CLAN VOICE to toggle Clan Voice Chat on and off. Clan Voice Chat allows you to talk to your fellow Clan members on the USB headset, no matter where you and they are in the online interface (with the exception that either you or they are playing in a game).
- If you are the leader of a Clan, you can issue a Clan Challenge by going to another Clan's Clan Details Screen, and then selecting the ISSUE CLAN CHALLENGE option that appears there.

- You can reach another Clan's Clan Details Screen either by selecting RECENT CLANS and picking a Clan from the list of recently encountered Clans, or by selecting a player under "Players" in any Game Room - if they are a member of a Clan, you can select CLAN DETAILS at the bottom of the list that appears when you select the player.
- Once you have issued a Clan Challenge, a CLAN CHALLENGE selection will appear at the bottom of your Clan's Clan Details Screen. Select this option to see a list of Clans that you currently have open Clan Challenges with. Select one of the Clans, and you will be taken to the Clan Details Screen for the Clan you are challenging. On this screen you are able to cancel the Challenge (by selecting "Cancel Challenge"), or you can go to the Challenge Room.
- The Challenge Room is a special Game Room that can only be entered by members of the Clans involved in the Challenge. You can chat with any other players present, and create games that only the players who are members of the battling Clans can join. Members of the two Clans will automatically be sorted into Red and Blue teams, along Clan lines, in the Ready Room. Clan Challenge stats are also tracked here.

Ready Room Options



Players waiting to begin a game in the Ready Room can access a list of Ready Room Options by pressing the  button. The available options are:

- Select Vehicle and Driver – choose this option to go back to the Choose Driver and Car screen, and change your selections.
- Advanced Options/View Advanced Options – see Advanced Options, below.
- Invite Buddy – select this option to send an invitation to join the game to any of the players on your Buddy List who are currently online.
- Send Message to All Players – select this option and the keyboard will appear. Type a message and select "Done", and the message will be sent to all the players with you in the Ready Room.

Advanced Options



Before entering a Combat Racing Event, the winning conditions and some other aspects of Events can be edited by the host by pressing the  button, and then selecting Advanced Options to access the Advanced Options Screen. Only the host of the game - the person who created the game - can edit the Advanced Options. Other players can see what Advanced

Options the host of the game has set by pressing the  button on the Ready Room Screen, and then selecting View Advanced Options.

- Press the directional buttons  and  to change the settings for the Event you are editing.
- Press the  button to access the PICKUPS menu in order to configure the weapons and items you want in your race. Use the directional buttons  and  to highlight a Pickup and then press the  button to turn it on / off.
- Pressing the **L1** button + the **R1** button will reset the options to the default.
- Press the  button to leave the Advanced Options Screen and return to the Ready Room.

The list of configurable options is below:

All Events

Time of Day: choose between the Default Time of Day for that track, or select a Time of Day from the list.

Circuit Race

Number of Laps: 1 - 20 (increments of 1)

Death Race

Time Limit: 1 - 10 minutes, 1 minute increments

Deathmatch

Team Game: Yes/No

Friendly Fire: Yes/No (Note, this option may only be set if the Team Game option is set to "Yes")

Limited Time: Yes/No

Time Limit: 1 - 10 minutes, 1 minute increments

Limited Kills: Yes/No

Winning Score: 1 - 20 (increments of 1)

Artifact Race

Team Game: Yes/No

Friendly Fire: Yes/No (Note, this option may only be set if the Team Game option is set to "Yes")

Limited Time: Yes/No

Time Limit: 1 - 10 minutes, 1 minute increments

Limited Win Score: Yes/No

Winning Score: 5 - 20 (increments of 1)

Turbo Dash

Team Game: Yes/No

Friendly Fire: Yes/No (Note, this option may only be set if the Team Game option is set to "Yes")

Time Limit: 1 - 10 minutes, 1 minute increments

Sport Hunt

Team Game: Yes/No

Friendly Fire: Yes/No (Note, this option may only be set if the Team Game option is set to "Yes")

Limited Time: Yes/No

Time Limit: 1 - 10 minutes, 1 minute increments

Limited Kills: Yes/No

Winning Score: 5 - 40, increments of 1

Time Trial

Use Ghost: Yes/No

Assassin

Limited Time: Yes/No

Time Limit: 1 - 10 minutes, Increments of 1

Limited Kills: Yes/No

Winning Score: 5 - 40, Increments of 1

Yellow Eco Weapons

Submachine Gun

The default weapon on vehicles, this weapon is average at best.

Rate of Fire - Low, Damage - Low

Vulcan Fury

A step up from the basic Submachine Gun, the Vulcan Fury packs more power than the default weapon.

Ammo Count: 50

Level 1 - Vulcan Fury

Rate of Fire - Medium, Damage - Medium

Level 2 - Coil Gun

Rate of Fire - High, Damage - High

Grenade Launcher

This handy weapon fires metal-crushing grenades toward an opponent's vehicle.

Ammo Count: 3

Level 1 - Fragmentation Grenade

Launch Count: 3

Level 2 - Skullsplitter Grenade

Launch Count: 5

Tracking Missiles

Perhaps the most reliable weapon available, the Tracking Missiles home in on targeted vehicles in front of your vehicle. Unfortunately, the missiles will not target enemy vehicles that are in close proximity.

Ammo Count: 2

Level 1 - Homing Missiles

Launch Count: 2

Level 2 - Strike Missiles

Launch Count: 4

Super Nova

This powerful blast of energy is without a doubt the most powerful of all the weapons. When used properly, it destroys all vehicles in front of you. If it's not used within 10 seconds, it backfires.

Ammo Count: 1

Level 1 - Super Nova

Destroyed vehicles take three seconds to reset.

Level 2 - Stellar Nova

Destroyed vehicles take five seconds to reset.

Peace Maker

This awesome weapon is the tool of choice to retaliate against the driver in first place. The missile locks onto the vehicle in first place and destroys it.

Ammo Count: 1

Level 1 - Peace Maker Missile

Zeroes in on the vehicle in first place and destroys it. If the missile makes contact with another vehicle during its path to the leader, it will also destroy that vehicle too!

Level 2 - Super Peace Maker

This version of the Peace Maker locks onto each and every vehicle ahead of you, destroying them and helping clear the path in your journey towards first place.

Red Eco Weapons

Use a rear-mounted weapon to play a dirty trick on a car directly behind your vehicle. It will drop a land mine, an orbiting mini-gun, or some other device that will play havoc with the competition.

Static Mines

These stationary mines are dropped directly behind the vehicle, remaining in place to cause damage to a passing vehicle if the vehicle runs into it.

Ammo Count: 1

Level 1 - Magno-Mine

Three magnetic mines are dropped onto the track, and stick to any vehicle passing nearby. To dispose of these leech-like devices, the affected vehicle must side-swipe into walls or perform three jumps to shake off each one. If an opposing vehicle doesn't hit them, beware on the next lap, as your vehicle is vulnerable to the damage they cause.

Damage - Medium

Level 2 - Land Mine

This is a large, stationary mine that remains in place where it is deployed. When a vehicle makes contact with it, it explodes, dealing a large amount of damage. Like the Magno-Mine, it can cause damage to the deploying player's vehicle as well.

Damage - High

Gun Tower

These turrets lie in wait for opposing vehicles, strafing them with continuous fire.
Ammo Count: 1

Level 1 - Gun Tower

The Gun Tower is a sentry post that sits on the track and shoots at any vehicle that comes within range. A shot from a Yellow Eco weapon can put a quick end to this pest, and it can also be destroyed by ramming it. Take note: vehicles don't take damage from ramming a Gun Tower – except from the incoming gunfire as they approach it head-on.

Damage – Medium

Level 2 - Missile Tower

Similar to the Gun Tower, the Missile Tower sits on the track and shoots Tracking Missiles at any vehicle that comes within range.

Damage – High

Smoke Screen

The name says it all! When this weapon is used, the vehicle will unleash a ribbon of thick smoke behind it, effectively obscuring the sightline of those trailing.

Ammo Count: 1

Level 1 - Smoke Screen

Leaves a trail of smoke behind your vehicle that lingers for approximately 30 seconds.

Level 2 - Shock Screen

Leaves behind a trail of electrically charged smoke that lingers for approximately 30 seconds, and inflicts damage to any vehicle that passes through it.

Oil Slick

The tried-and-true Oil Slick is also cause for concern on any track.
Ammo Count: 1

Level 1 - Oil Slick

This defensive weapon unloads oil behind your vehicle that causes vehicles to lose traction when they hit it. The Oil Slick lasts for approximately 30 seconds.

Level 2 - Flame Slick

This flaming Oil Slick leaves behind a strip of burning oil that not only causes vehicles to lose traction after touching it, but also sets them on fire, causing damage! The Flame Slick lasts for approximately 30 seconds.

Shield System

This weapon encases your vehicle in an elliptical Eco power shield that not only prevents you from taking damage, but dishes some out, as well!

Ammo Count: 1

Level 1 - Damage Shield

The Damage Shield protects your vehicle from damage, and also inflicts damage on any vehicle that comes into contact with it.

Level 2 - Deadly Shield

A step up from the Damage Shield, the Deadly Shield protects your vehicle from damage and also completely annihilates any vehicle that comes in contact with it, destroying it completely.

Saucer Drone

Level 1 - Blind Drone

A 'chicken' drone that drives backwards along the track, following the ideal race line, for a maximum of 120 seconds. Explodes on impact with any vehicle, destroying it.

Damage - Extreme

Level 2 - Homing Drone

Same as the Blind Drone, but can see and homes towards any vehicle it encounters.

Damage - Extreme

Attack Drone

The Attack Drone serves as a secondary weapon, circling the player's vehicle and unloading a ton of destruction on any unsuspecting vehicles that stray within its range.

Ammo Count: 1

Level 1 - Attack Drone

The Attack Drone orbits the player's vehicle and shoots its guns at any nearby targets.

Damage - Medium

Level 2 - Psycho Drone

The Psycho Drone circles the player's vehicle and shoots upgraded guns at any nearby targets, causing immense damage.

Damage - High

Turbo Assist

Want to slow down an opposing vehicle that's burning a little too much Blue Eco for your liking? Then use the Turbo Assist to stop them from boosting, and to max out your boost.

Ammo Count: 1

Level 1 - Turbo Assist

The Turbo Assist prevents any other players from using Turbo, and more importantly, fills your vehicle's Turbo Gauge to maximum, for a duration of 4 seconds.

Level 2 - Ultra Turbo Assist

The Ultra Turbo Assist prevents others from using Turbo, and keeps your vehicle's Turbo Gauge filled to maximum, for a duration of 6 seconds.

**Created and Developed by
Naughty Dog, Inc.**

Evan Wells
 Stephen White
 Bob Rafei
 Justin Monast
 Charlotte Francis
 Greg Omi
 Eric A. Iwasaki
 Erick Pangilinan
 Rob Titus
 E. Daniel Arey
 Malcolm Hee
 Mark Koerner
 Jane Mullaney
 Ammie Puckett
 Don Poole
 Rob Adams
 Adam Marquis
 Christopher Christensen
 Paul Moya
 Josh Scherr
 Greg Griffith
 Reuben Shah
 Dan Liebgold
 Toby Tobler
 Michael Fadollone
 Hirokazu Yasuhara
 Christophe Balestra
 Tate Mosesian
 Bruce Swanson
 Andrew Gilmour
 Charles DeLay
 Amir Ebrahimi
 Troy Adam
 Herman Cheng
 Eric Baldwin
 Jonathan Lanier
 Brian Patenaude
 Brian Beppu
 Henry Cheng
 Kion Phillips
 Ben Stragnell
 Edvard Toth
 Elan Ruskin
 Richard Lemarchand

Neil Druckmann
 Taylor Kurosaki
 Travis McIntosh
 Hugo Martin Jr.
 Edwin Rosell

Special Thanks NDI:

Bruce Straley
 Pål-Kristian Engstad
 Christine Korkosz
 Jeremy Lai-Yates
 Mike Hatfield
 Naty Hoffman
 Manny Ko
 Keith Bruns
 Scott Shumaker
 Amy Hennig
 Swami Narayanan
 Jason Hughes
 John Morgan
 Ben Weston
 Sergiy Migdalskiy
 David Peng
 Carlos Gonzalez Ochoa
 Rick Lamb
 Vitaliy Genkin
 Judd Simantov
 Jon Olick
 Victoria Fortson
 Cort Stratton
 David Simpson
 Frank Bonniwell
 Alex Vlachos
 Laurent Ancessi
 Matthew Rusch
 Jason Scanlin
 Emil Dotchevski
 Marshall Robin
 Pogo

Special Thanks:

Jason Martinsen
 Adam Schimpf
 Dan Fowler
 Ready At Dawn
 Insomniac Games
 Sony Santa Monica Studios
 Josh Brooks

**Special Thanks For
Use Of Cars:**

Pål Engstad
 Toby Tobler
 Cliff Chiu
 Jonathan Lanier
 Amir Ebrahimi
 Jason Rubin
 Steve Rowe
 Brian Nathanson

**Super Extra Special
Thanks:**

Andy Gavin
 Jason Rubin

HI-REZ MARKETING
 RENDERS AND
 COMPOSITING:
 Matt Morgan
 Troy Slough

CONTRACT SOUND
 DESIGN AND
 IMPLEMENTATION:
 Eight Ball Sound Inc. /
 Caron Weidner

CINEMATIC SOUND
 DESIGN:
 Technicolor Interactive
 Services
 Michael Gollom
 Phillip Kovats
 Lydian Tone
 Patrick Giraudi
 Morgan Gerhard
 Jussi Tegelman

MUSIC COMPOSED BY
 Billy Howerdel

CINEMATIC MUSIC:
 Larry Hopkins

CAR AUDIO RECORDING
 SERVICES:
 CAR RECORDING FACILITY
 Shonestreet

REMOTE DYNO OPERATOR:
 Shawn Church

CAR ENGINE RECORDIST:

John Fasal

ADR SERVICES:

Pop Sound (LA)

Michael Miller

Courtney Bishop

Tim West

Gavin McNiece

Howard Schwartz Recording, Inc (NYC)

Bill Higly

Blindlight, LLC

VOICE ACTORS:

Daxter: Max Casella

Jak: Michael Erwin

Samos the Sage: Warren Burton

Keira: Tara Strong

G.T. Blitz: Phil LaMarr

Sig: Phil LaMarr

Mizo: Phil LaMarr

Razer: David Herman

Ashelin: Susan Eisenberg

Pecker: Chris Cox

Torn: Cutter Mitchell

Kleiver: Brian Bloom

Rayn: Jeannie Elias

Krew: William Minkin

Ratchet: James Arnold Taylor

Osmo: Dana Kelly

Kaeden: Phil LaMarr

Taryn: Susan Eisenberg

Ximon: David Herman

Thugs: Chris Cox, Phil LaMarr,

David Herman

TESTERS:

Adam "Garbage" Root

Andrew "Odie" Odella

Justice "Falco" Sommer

Michael "Funke Drummer" Hourihan

Michael "Byte Me" Jorgensen

Tris "Tristophe" Coffin

Tony "Pops" Black

Nigel "Chauncey" Smart

Eric "G-Elvis" Bitton

Spencer "Steeve" D'Amelio

INTRO**MOVIE****MUSIC:**

"Song For The Dead"

Performed by
Queens of The
Stone Age

Written by Josh Homme,

Nick Oliveri and Mark Lanegan

© Used by Permission of Board Stiff

Music, Inc. (BMI), Natural Light Music

(BMI) and Ripplestick Music (BMI). All rights reserved.

Courtesy of Interscope Records under license from Universal Music Enterprises

"You Think I Ain't Worth A Dollar But I Feel Like A Millionaire"

Performed by Queens of The Stone Age

Written by Josh Homme, Nick Oliveri and Mario Lalli

© Used by Permission of Board Stiff Music,

Inc. (BMI), Natural Light Music (BMI) and

Blood Onion Music (BMI). All rights reserved.

Courtesy of Interscope Records under license from Universal Music Enterprises

Published by Sony Computer Entertainment America**SCEA Product Development****SENIOR PRODUCER:**

Grady Hunt

ASSOCIATE PRODUCERS:

Sam Thompson

Greg Phillips

DIRECTOR OF PRODUCT DEVELOPMENT:

Connie Booth

VICE PRESIDENT OF PRODUCT**DEVELOPMENT:**

Shuhei Yoshida

EXECUTIVE VICE PRESIDENT:

Jack Tretton

DIRECTOR OF TOOLS, TECHNOLOGY AND SERVICES:

Buzz Burrowes

MUSIC DIRECTOR:

Chuck Doud

MUSIC PRODUCTION COORDINATOR:

Tammy Tsuyuki

SOUND DESIGN MANAGER:

Dave Murrant

SENIOR SOUND DESIGNER:

Greg Debeer

SOUND PROJECT COORDINATOR:

Davina Mackey

DIRECTOR, FIRST PARTY QUALITY ASSURANCE (FPQA):

Michael Blackledge

SENIOR MANAGER of TEST OPERATIONS:

Ritchard Markelz

GAME TEST MANAGERS:

Bill Person

Sam Bradley

GAME TEST ENGINEERS:

David Meagher

Jim Harper

QUALITY ASSURANCE ANALYSTS:

Will Cline

Marvin Blanton

Matt Dahlgren

Jarrett Jamilli

CONTINGENT GAME TEST ANALYSTS:

Damon Buteau-Anderson

Lawrence Mann

Peter Chow

Alex Angulo

Alexandra Fonseca

Andrew Miranda

Audrey Lee

Brendon Murray

Brian Bostwick

Chanda Thomas

Chris Seto

David Kertesz

Eduardo Camacho

Edward Adams

Erick Caceres

Jim Hamilton

James Long

James Shen

Jason Mahar

Jason Mullins

Jason Norton

Jason Raines

Jesse Clerici

Joe Morrison

Joel Manzano

Johnathan Wong

Jorge Villalobos

Josh Morrison

Kaycee McNeil

Kenneth George

Miguel Zamora

Mike Adam

Patrick Salazar

Rob Chaitin

Samir Gupta

Scott Weir

Sebastian Casallas

Shawn Johnson

Steven Saunders

Tony Felice

Tracy Jasperson

LAB TECHNICIAN:

Ara Demirjian

SUPERVISOR, PROJECT MANAGEMENT:

Eric Ippolito

PROJECT MANAGEMENT ASSISTANT:

Justin Flores

QUALITY ASSURANCE SUPPORT MANAGER:

Ken Kribs

APPLICATIONS MANAGER:
Kevin Simmons

APPLICATIONS ADMIN:
Christian Davis

SCE-RT Online Technology
DIRECTOR ONLINE TECHNOLOGY:
Glen Van Datta

SENIOR PROJECT MANAGER:
Greg Becksted

GAME INTEGRATION LEAD:
Mohammed Khan

SENIOR PROGRAMMERS:
Adam Harris
Ken Miyaki

ENGINEERS:
Juan Arce
Rob Colbert
Mark Jacob
Ramana Prakash
Tom Sawyer
Steve Schneider
Baylor Triplett

PRODUCTION:
Erika Kato
Trang Ho
Steve Slover

SCEA Marketing
DIRECTOR OF PRODUCT AND ONLINE
MARKETING:
Susan Nourai

SENIOR PRODUCT MANAGER:
John Koller

PRODUCT MARKETING SPECIALIST:
Charles Lacson

SR. DIRECTOR PROMOTIONS AND
SPORTS PRODUCT MARKETING:
Sharon Shapiro

PROMOTIONS:
Aimee Duell
Bob Johnson
Blair Elliot
Tracy Hanchett
Andrew Adams
Mary Thomas
Jill Grabenkort

SR. DIRECTOR OF COMMUNICATIONS AND
BRAND DEVELOPMENT:
Molly Smith

PUBLIC RELATIONS MANAGER:
Jennifer Clark

PUBLIC RELATIONS SPECIALIST:
Tina Casalino

DIRECTOR OF DIRECT AND ONLINE
MARKETING:
Steve Williams

DIRECT AND ONLINE MARKETING:
Jesse Caid
Chris Hagedorn
Eric Lempel
Josh Meighen
Jonathan Ries
Cyril Tano

DIRECTOR OF LOYALTY AND CHANNEL
MARKETING:
Ed DeMasi

CREATIVE SERVICES MANAGER:
Quinn Pham

CREATIVE SERVICE SPECIALIST:
Steve Ervin

CREATIVE SERVICES:
Alicia Beam
Peggy Gallagher
Marie Macaspac
Jack Siler
Ted Jalbert

MERCHANDISING:
Miguel Godinez

PACKAGING AND MANUAL DESIGN:
Petrol Advertising

MANUAL DOCUMENTATION:
Greg Off - Off Base Productions



LEGAL AND BUSINESS AFFAIRS GROUP:

Lisa Lunger, Brian Fukuji, Mary Nappi,
Ninalei Morrison, Sue Nopar,
Jim Williams, Suzanne Williams

SPECIAL THANKS:

We would like to thank each individual at
Sony Computer Entertainment
America for their contributions, support
and dedication to the success of
Jak X: Combat Racing™ with special
recognition to the Executive Management
team including:

Kaz Hirai
Andrew House
Frank O'Malley
Steve Ross
Jack Tretton
Riley Russell
Jim Bass
Glenn Nash
Shuhei Yoshida

**Published by Sony Computer
Entertainment Europe****PRODUCER:**

Elodie Hummel

PRODUCT MANAGER:

Colin Kennedy

PR MANAGER:

Charlotte Panther

ASSISTANT PR MANAGER:

Rebecca Rice

LOCALISATION MANAGER:

Vanessa Wood

LOCALISATION CO-ORDINATOR:

Nadege Josa

COMMUNITY MANAGER:

Joel Meadows

INTERNAL QA MANAGER:

Dave Parkinson

INTERNAL QA SUPERVISOR:

Phil Green

LEAD TESTERS:

Ian McEvoy, Craig Hopper

TESTERS:

Liam Robertson, Neil Moran,
Matthew Nuttall, Lee Thomas,
Carl Seddon, Ross Wilkie,
Terry Matthews, Paul Kelly, Mark Cooney,
Matthew Adderley, Daniel Johnson,
Terri Harrison

TRC SUPERVISOR:

Paul French

LEAD TRC AUDITOR:

Chris Atkinson

TRC AUDITORS:

John Hale, Michael Kennedy, Keith Derby,
Dan Giles, Martin Houghton, Dave Hill,
Dan McCreadie, Greg Munt

QA LOCALISATION SUPERVISOR:

Nadine Martin

LOCALISATION LEAD TESTER:

Pauline Brisoux

LOCALISATION TESTERS:

Yolanda Akil, Silvia Ferrero, José Flores,
Rafael Deogracias, Alberto Pérez,
Mathias Donoso, Cedric Gérard, Mathieu
Youna, Alexandre Bastien, Paolo
Parrucci, Daniele Tacconi, Gianni
Bianchini, Daniele De Blasio, Katharina
Tropf, Matthias Pokorny, Julia Aigner,
Silke Weishaupt

SPECIAL THANKS:

Sean Kelly, Isabelle Tomatis, Ramana
Prakash, Daniel Brooke, Shawn Layden,
Alex Pavey,
our public beta trialists, and all of the
translation and recording studios

FRENCH VOICE ACTORS:

Daxter - Xavier Fagnon
Jak - Damien Boisseau
Samos the Sage - Marc Alfes
Keira - Sophie Arthuys
G.T. Blitz - Antoine Tomé
Sig - Pascal Renwick
Mizo - Antoine Tomé
Razer - Mathias Kozłowski
Ashelin - Vanina Pradier
Pecker - Pascal Renwick
Torn - Thierry Mercier
Kleiver - Martial Le Minoux
Rayn - Véronique Desmadryl
Krew - Alain Dorval

Ratchet - Marc Saez
 Osmo - Denis Boileau
 Kaeden - Stéfán Godin
 Taryn - Emmanuelle Bondeville
 Ximon - Marc Saez
 Thugs - Xavier Fagnon, Cyrille Artaux,
 Martial Le Minoux

ITALIAN VOICE ACTORS

Daxter - Daniele Demma
 Jak - Claudio Moneta
 Samos the Sage - Giovanni Battezzato
 Keira - Stefania Patruno
 G.T. Blitz - Diego SabreSig
 Mizo - Diego Sabre
 Razer - Luca Sandri
 Ashelin - Stefania Patruno
 Pecker - Oliviero Corbetta
 Torn - Oliviero Corbetta
 Kleiver - Tony Fuochi
 Rayn - Emanuela Damasio
 Krew - Stefano Albertini
 Ratchet - Simone D'Andrea
 Osmo - Massimo Rovatti
 Kaeden - Andrea Denisco
 Taryn - Angiolina Gobbi
 Ximon - Massimo Di Benedetto
 Thugs - Giovanni Battezzato,
 Andrea Denisco, Gianni Quillico

GERMAN VOICE ACTORS

Daxter - Erik Borner
 Jak - Andreas Gröber
 Samos the Sage - Michael Lucke
 Keira - Sylvia Steiner
 G.T. Blitz - Gilles Karolyi
 Sig - Peter Wenke
 Mizo - Gilles Karolyi
 Razer - Sebastian Walch
 Ashelin - Susanne Grawe
 Pecker - Peter Wenke
 Torn - Michael Betz
 Kleiver - Achim Barrenstein
 Rayn - Rita Rhingeanu
 Krew - Mario Hassert
 Ratchet - Dirk Fenselau
 Osmo - Michael Deckner
 Kaeden - Karl-Jürgen Sihler
 Taryn - Petra Buschkämper
 Ximon - Linus Kraus
 Thugs - Achim Barrenstein, Klaus Philipp,
 Marc Ermisch

SPANISH VOICE ACTORS

Daxter - Blanca Rada
 Jak - Ricardo Escobar
 Samos the Sage - Aparicio Rivero
 Keira - Mercedes Cepeda
 G.T. Blitz - Jorge Teixeira
 Sig - David García
 Mizo - Jorge Teixeira
 Razer - Alejandro García
 Ashelin - Mercedes Cepeda
 Pecker - Jorge Teixeira
 Torn - Roberto Encinas
 Kleiver - Salvador Aldeguez
 Rayn - Conchi López
 Krew - Salvador Serrano
 Ratchet - Javier Romano
 Osmo - Rafael Torres
 Kaeden - Antonio Fernández
 Taryn - Mayte Torres
 Ximon - Jesús Pinillos
 Thugs - David García, Roberto Encinas,
 David García

The communication function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see LIBEENET.TXT in the disc.

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

THX is a trademark or registered trademark of THX Ltd. All rights reserved. Dolby, Pro Logic and the double-D symbol are trademarks of Dolby Laboratories. Development tools and related technology provided under license from Logitech. © 2002 Logitech. All rights reserved. Data compression by oberhumer.com.

**IN THIS GLADIATOR BATTLE,
ONLY ONE WILL SURVIVE...**



**COMMAND RATCHET THROUGH STRATEGIC BATTLES AS HE FIGHTS
FOR HIS FREEDOM IN AN ATTEMPT TO TAKE DOWN A DERANGED
MEDIA MOGUL AND HIS EVIL EMPIRE.
WILL OUR HERO BREAK FREE?
STAY TUNED...**

AVAILABLE NOW



www.us.playstation.com
www.rcarsenal.com

INSOMNIAC
GAMES



PlayStation 2



Online play requires internet connection. Network Adaptor (for PlayStation®2) or PlayStation®2 with internet network connector, and Memory Card (8MB) (for PlayStation®2) each sold separately. Online icon is a trademark of Sony Computer Entertainment America Inc. Ratchet, Deadlocked is a trademark of Sony Computer Entertainment America Inc. Developed by Insomniac Games. © 2005 Sony Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY (7669) to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.



Jak X: Combat Racing is a trademark of Sony Computer Entertainment America Inc. Created and developed by Naughty Dog, Inc. Daxter is a trademark of Sony Computer Entertainment America Inc. Developed by Ready At Dawn Studios, LLC. © 2005 Sony Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The Sony Computer Entertainment logo is a registered trademark of Sony Corporation.