

JUMPER

Griffin's Story





WARNING

⚠ 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:

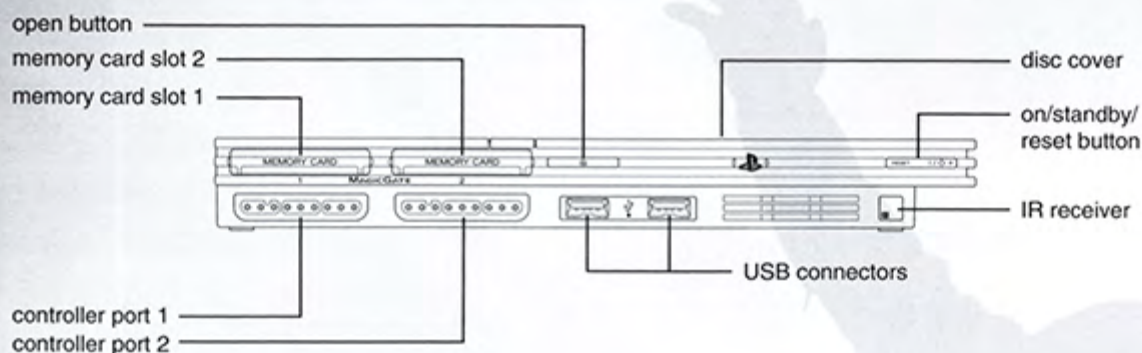
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.



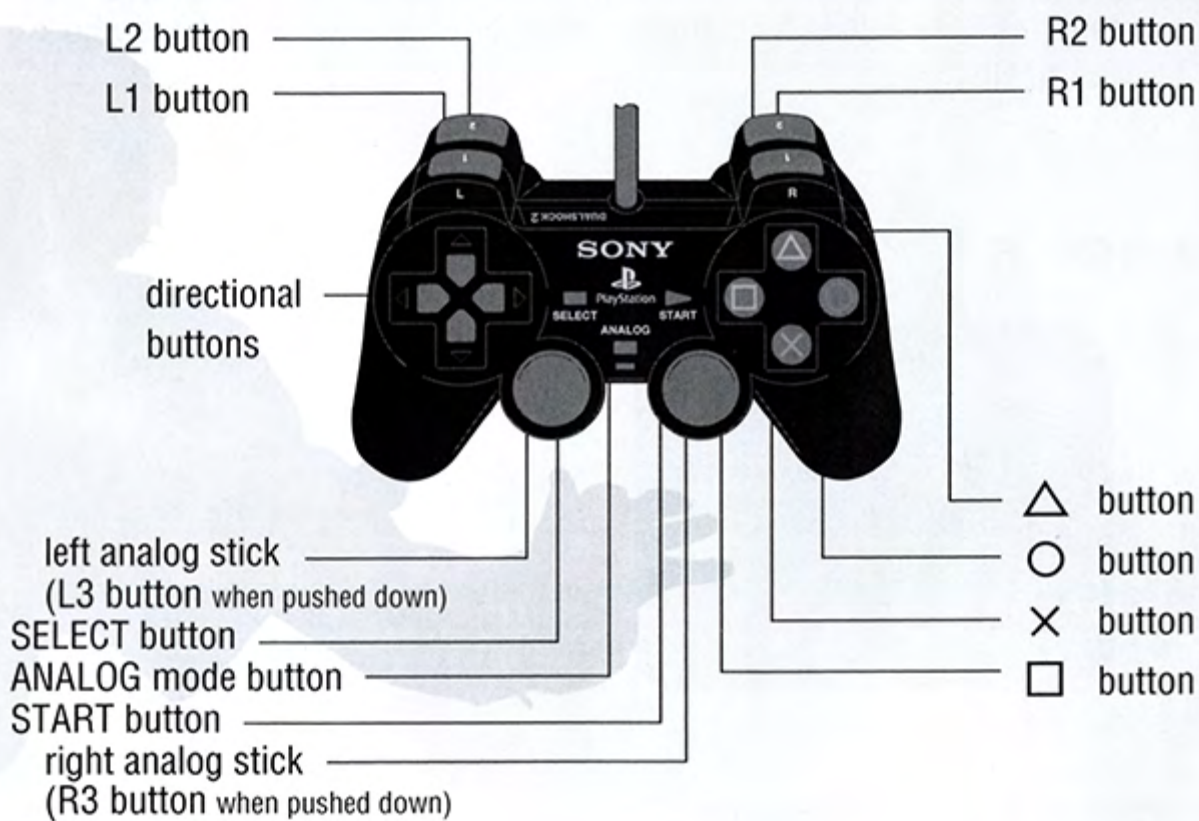
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GETTING STARTED



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 Jumper: Griffin's Story 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.

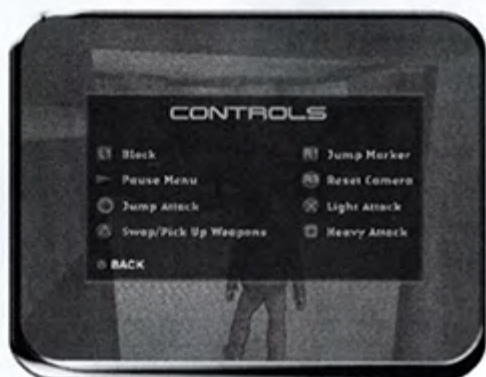
**DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS**



JUMPER GAME INTRODUCTION

Welcome to the world of Jumper where anywhere is possible! You will play as Griffin, a young man with the ability to teleport. Griffin is caught in the ongoing war that has been raging for centuries between "Jumpers" and those who have sworn to kill them.

CONTROLS



PlayStation 2 Dual Shock Controls:

X (button icon) - Light Attack

Square (button icon) - Heavy Attack

L1 button - Block

R1 button - Jump Marker

Circle (button icon) - Jump Attack

Triangle (button icon) - Swap and Pick Up Weapons

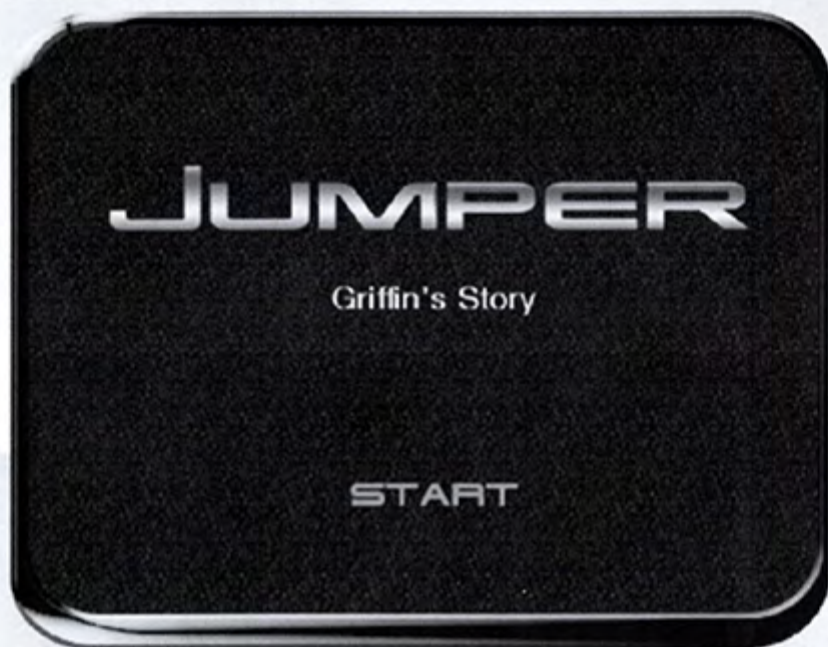
Right Analog Stick - Rotate Camera/Steer Jump Marker

R3 button - Center Camera

Left Analog Stick - Movement/Directional Attack

START button - Pause Menu

TITLE SCREEN



This is the Title Screen. Press Start to enter the game for the first time, or be taken to the Profile Select screen if one has been saved previously.

CHOOSE A PROFILE

If a Profile has been saved previously, you will be shown the Profile Select screen after pressing Start and before entering the game. From this screen you can start a new game, load a previous game, or delete a game. There are three separate profiles available.



Note:

To save a profile, you must have a memory card (8MB) (for Playstation®2)

Jumper saves game progress to the selected profile by using Autosave.



THE LAIR



After selecting a profile, you will enter into Griffin's secret Lair. The Lair serves as Griffin's central hub. Here you will find the Menu Room and Griffin's Trophy Room.

THE MENU ROOM

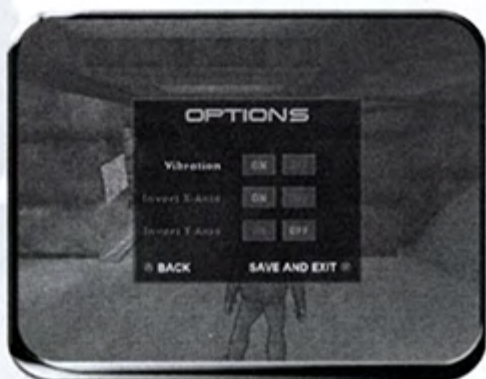
When first entering the Lair, Griffin will start out in the Menu Room. There are interactive objects in this room which can be selected to continue the current game, set options, view unlocked cut scenes, replay a chapter, or jump to the Trophy Room. Simply walk up to a Menu Item and press X (button icon) to access that Menu Item.





OPTIONS MENU

Set options such as sound volume, vibration, or camera rotate preferences. Use the D-Pad to cycle through and make changes to the various Options settings, and press the X button to save the settings and return to the Menu Room.



To cancel any changes made, just press the Triangle button to back out. The Options Menu is also available through the in-game Pause Menu.

CUTSCENE VIEWER

Unlocked Cutscenes can be viewed by selecting this menu icon.





REPLAY CHAPTER

Here you can replay any level in the game that you have already completed. There are many Hidden Items, Weapons, and Secret Rooms to find. Try to find them all!

TROPHY ROOM



In the Trophy Room you can examine all the collectables that you have found in the game so far. Collectables include Hidden Items and Weapons that can be found throughout the levels, or in Hidden Rooms. Weapons that you have acquired will be found on the Weapon Rack. Here you can choose one un-

locked weapon for each of the 5 weapon classes to bring into the game. Walk up to the Weapon that you would like to equip and press the Triangle button.

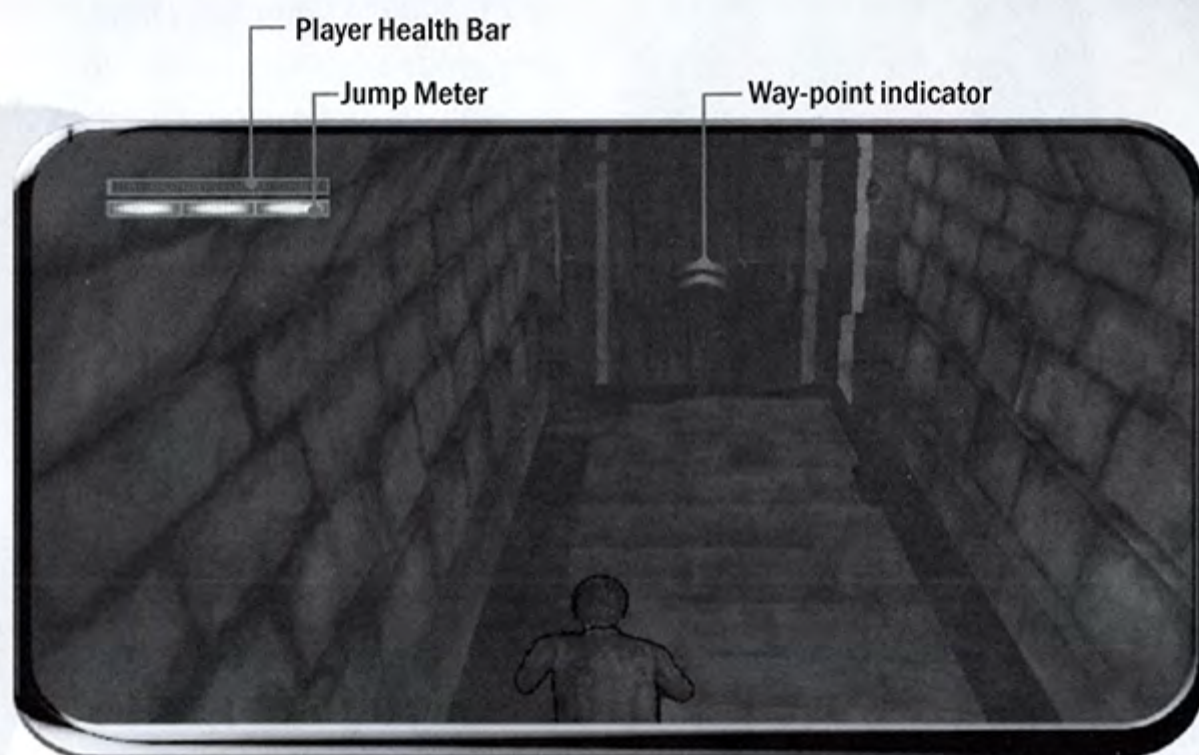
CONTINUE GAME



This selection will enter Griffin into the game where he last left off.



MAIN GAME SCREEN



Griffin's Health: This represents your health. If it is emptied completely, you must start over from the last checkpoint. Griffin's health slowly regenerates over time.

Jump Meter: Each time Griffin successfully attacks an enemy, his Jump Meter fills. Pressing the circle button will release the Jump Meter and Griffin will perform a special Jump Attack. There are 3 levels of Jump Attacks, the more the Jump Meter is filled, the more devastating the attack will be.

Way-point Indicator: These arrows will appear on either side of the screen or will point directly over the intended target to help guide Griffin through the level. The color of the indicator shows how far you are from the intended target. The color fades from Blue to Red as Griffin moves closer to or farther away from the target. Blue represents being far from the target and Red represents being very close.



JUMPING



Griffin can use his unique ability as a Jumper to jump away from dangerous situations, sneak up on enemies, or navigate through certain obstacles. Press and hold the R1 button, and you will see the Jump Marker appear on screen. Use the Right Analog Stick to steer the Jump Marker, then release the R1 button to jump Griffin to that point.

JUMPER COMBAT

Griffin integrates his Jumping ability into every facet of combat. He can freely jump to and attack an opponent from any angle. Press the Left Analog stick in any direction while attacking an enemy to jump to and attack him from that angle.

There are five classes of weapons in the game:

Griffin can carry one unlocked weapon from each of the 5 weapon classes at any time. Use the (Triangle) button to switch between weapon classes. Here are the weapons and the weapon classes that they belong to:





Short Cudgels

Tonfa
Rattan Sticks
Baton

Long Cudgels

Baseball Bat
Wolftooth Mace

Short Blades

Bowie Knife
Tanto
Kukri
Gladius

Long Blades

Katana
Kanetsune Odachi

Specials

Flamethrower
Grenades



Each weapon has two basic attacks:

Light Attack (X icon) button

Heavy Attack (SQUARE icon) button

You can chain and create combos with these two attacks.

TARGETING AND ATTACKING



Green indicator arrow appears above the currently targeted enemy.

JUMP ATTACKS

As you fight, you will charge up the Jump Meter. It has three segments. When one or more segments are filled, hitting the (CIRCLE ICON) button will release very powerful Jump Attacks. If all three levels are filled, the Jump Attack will inflict damage onto multiple enemies.



PAUSE MENU

During the game, pressing the START button will bring up the pause screen. Here you can enter the options screen, look at your current statistics, view the controller layout, return to the game, or quit and return to the Lair.



STATS SCREEN

The Stats screen shows your progress in acquiring the Hidden Items per level. You can also see which weapon class Griffin has been using most often, as well as view stats such as total number of kills, kills per weapon, and kills per Jump Attack.





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A series of horizontal lines for writing notes, spanning most of the page width.



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In the U.S. send to:
Warranty Replacements
Brash Entertainment
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