

PREDATOR™

CONCRETE JUNGLE™



MATURE 17+



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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.

PREDATOR

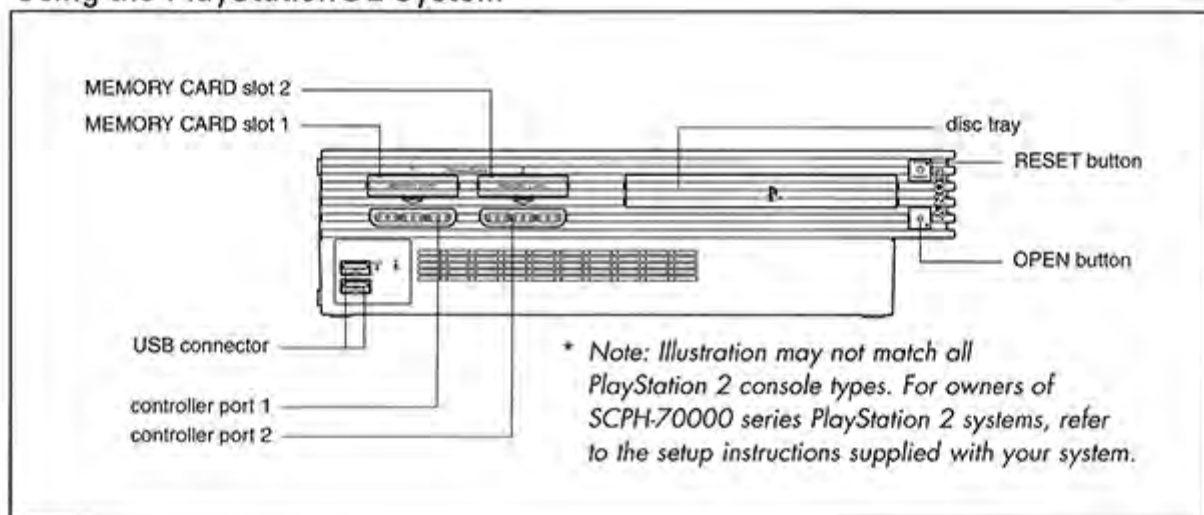
CONCRETE JUNGLE™

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GETTING STARTED

Using the PlayStation®2 System



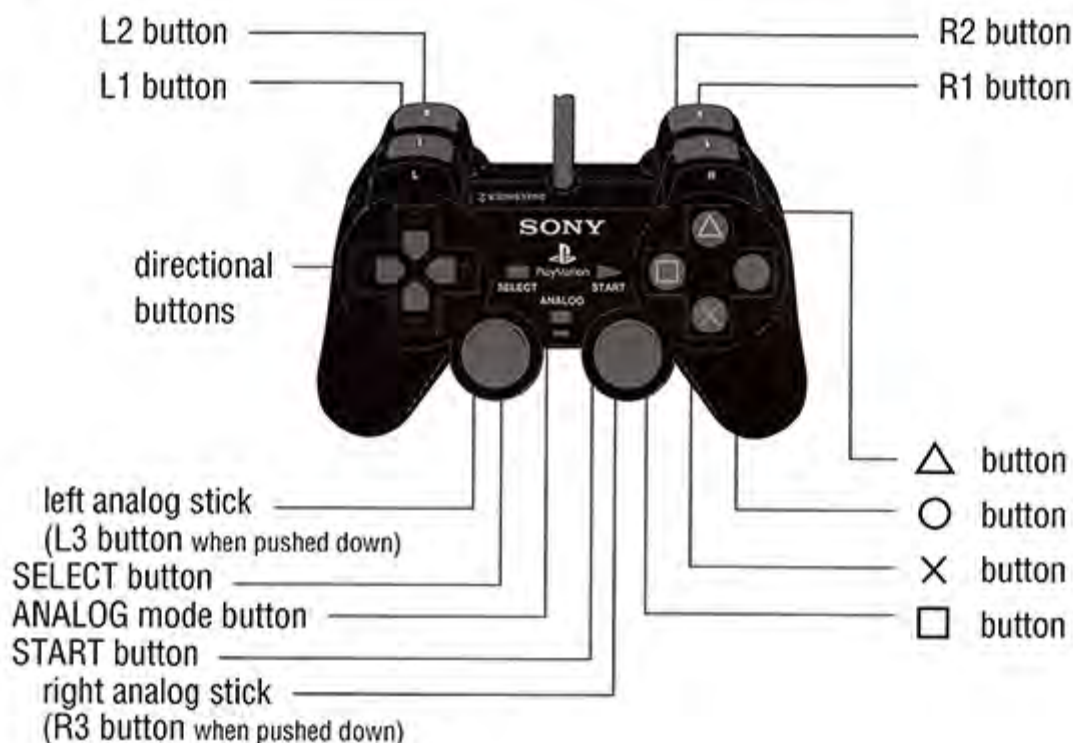
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the *Predator: Concrete Jungle* 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.

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 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously-saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLS

L2 button

L1 button

R2 button

R1 button

left analog stick

right analog stick

L3 button

R3 button

△ button

○ button

× button

□ button

Up directional button

Right directional button

Left directional button

Down directional button

START button

SELECT button

1st-person view (on/off)

Center camera (press); Lock on target (hold)

Special move

Ranged attack

Move player (look around in 1st-person view)

Move camera (lean in 1st-person view)

Toggle camera position (3rd person)/

Zoom out (1st person)

Center camera (3rd person)/Zoom in (1st person)

Heavy melee attack

Light melee attack/Context-sensitive action

Jump

Use gadget

Cloak (on/off)

Cancel vision mode

Cycle vision mode

Wrist blades in/out

Pause

Weapon select

INTRODUCTION

Banished to a remote planet for 100 years, the Predator returns to Earth in 2030, seeking to redeem itself for a century-old transgression. When the code of honor protecting the secrecy of an alien race was abandoned, strange and powerful technology fell into the hands of evil men. The Predator must now restore that honor through the complete destruction of those who violate it.

MAIN MENU

- New Game** Start a new game at one of three difficulty levels.
- Load Game** Load a saved game.
- Options** Change options for Controller, Camera, Audio and Game.



Once a new game is started or loaded you will be able to select from the following options:

- Training** A series of three optional training missions available at any time, designed to instruct starting players in Movement, Combat and Gadget use.
- Chapter Select** The main story of Concrete Jungle. Levels must be completed in order, so new levels will become accessible as you progress through the story.
- Ritual Challenges** Defeating powerful enemies in the story Chapters will unlock bonus Ritual Challenge levels.
- Records** Allows you to review statistics regarding your performance throughout the game.
- Hunting Gear** Allows you to examine the weapons currently in your arsenal. Extra weapons will be added to your weapon rack as you find them in the story Chapters.
- Costume Select** Completing bonus missions in the story Chapters will unlock variant Predators for you to play as.
- Trophies** Defeating powerful enemies and completing bonus missions will add skulls and Clan awards to your trophy rack.
- Save Game** Save your progress throughout the game.

PAUSE MENU

Pressing the START button in game will bring up the Pause menu. Press the L1 and R1 buttons to toggle through the various headings and the directional buttons to navigate the sub menus.



- Quit** Allows you to restart current level, view Level Stats, Quit to the Main Menu and Quit Level (quits to Chapter Select).
- Objectives** Review your current and completed objectives.
- Hints** During the game you will receive vital hints and tutorial points. You can review these messages at any point here.
- Options** Adjust various game settings—see Options Menu below.
- Controller** Edit your current controller configuration, including Vibration settings.
- Weapons** Review your available weapons and gadgets.

OPTIONS MENU

Adjust various game settings by highlighting one of the option selections with the up and down directional buttons and pressing the left and right directional buttons. Pressing the \otimes button will enable/disable the highlighted option.



- 3rd Person Invert Horizontal** Toggle between NORMAL and INVERTED for the camera in 3rd person only.
- 3rd Person Invert Vertical** Toggle between NORMAL and INVERTED for the camera in 3rd person only.
- 1st Person Invert Horizontal** Toggle between NORMAL and INVERTED for the camera in 1st person only.
- 1st Person Invert Vertical** Toggle between NORMAL and INVERTED for the camera in 1st person only.

Enter 1st Person

This option changes how the game goes into first-person view. You can choose between the camera view and the Predator view.

Camera Mode

Set your camera mode to AUTO, MANUAL or TRACK.

Action Camera

Toggle whether the camera will automatically spin to show off Executions as you perform them or when you use your Medicomp.

HUD Waypoint Markers

Objectives and points of interest may have markers displayed on screen; this can be toggled between ALWAYS or 1st PERSON only.

Show Subtitles

Turn subtitles on or off.

Sound Mode

Choose between MONO, STEREO or SURROUND sound.

Music Volume

Adjust your music volume.

SFX Volume

Adjust your SFX volume.

Auto-Equip Weapon

Toggle whether or not newly-acquired weapons automatically become your active choice.

GAME SCREEN

1. Alarm Meter
2. Radar
3. Enemy Health Meter
4. Active Equipment
5. Active Equipment
6. Active Equipment
7. Health Meter
8. Energy Meter



① Alarm Meter

Some levels require you to remain undetected by your prey in order to achieve success. The Alarm Meter will rise as enemies or security systems spot your presence, and if it fills completely then your hunt will be over. If you manage to evade your enemies and hide, the Alarm Meter level will drop again over time.

② Radar

The radar shows you waypoints—places of interest in the world—which are also overlaid into your normal view with a range-to-target readout.

Depending on which Vision Mode you are in, the radar will also show nearby characters of various types, and items such as recharge points.

③ Enemy Health Meter

Powerful enemies will have their own health meters displayed on screen while you are fighting them.

④ ⑤ ⑥ Active Equipment

These icons indicate your currently selected ranged weapon and gadget, along with whether you have your Wrist Blades extended or not.

⑦ Health Meter

Your health meter decreases when you take damage. If you let this drop to zero, you will die.

⑧ Energy Meter

Your energy meter decreases as you use your Cloak, Plasmacaster or Smart Disc. If this drops to zero, these items will no longer function until you find a recharge point.

ACTIONS

Walk/Run


- Move the left analog stick slightly to walk in any direction.
- Move the left analog stick all the way to run in any direction.




Controlling the Camera

- Move the right analog stick to adjust the camera.
- Press the L3 button to toggle through the default camera positions.
- You can re-center the camera behind you at any time by pressing the L1 button or by pressing the R3 button.

(Actions continued on next page)






Jump

(Default  button)

- Press the  button to jump.
- Use the left analog stick to aim your landing.
- Press and hold the  button to crouch jump.
- Wall bounce by pressing the  button again when you jump against a vertical surface.
- Jump straight at a climbable surface to attach to it (see Tech Vision Mode on page 10).

Attack


(Default controls)

- Press the  button to perform a Light Attack using your Wrist Blades or Unarmed.
- Press the down directional button to extend or retract your Wrist Blades.
- Press the  button to perform a Heavy Attack using your Combistick, Glaive or Maul.
- Perform combinations of both buttons to vary your attacks and perform different finishing moves.
- While locked onto a target (see Target Lock-on section below), an icon will appear over the target's head when you can perform various special attacks by pressing the  button or by pressing both the  and  buttons together. See the training levels in game.
- Press the R1 button to launch a Ranged Attack with your projectile weapons.
- Attacking an enemy Unarmed will allow you to stun and grab them, after which you can carry them around or perform specialized killing moves.

Switch Weapons

(Default SELECT button)

You can have one light and one heavy melee weapon assigned to your attack buttons at any time, plus one ranged attack.

- Press the SELECT button to bring up the Weapons select screen.
- Press the up and down directional buttons to select the item, then press the left and right directional buttons to cycle between the various items available.
- Press either the SELECT button or the  button to return to the game when you are happy with your choices.


Target Lock-On

(Default L1 button)

- Press and hold the L1 button to target the nearest enemy.
- When locked on to a target you can switch targets by pushing the right analog stick in the direction of the alternate target.
- When locked on, your movements become relative to the target.
- When locked on, you can perform special moves on an enemy, such as Grapples and Executions—see the training levels in game.

Healing

(Default  button)

- Make sure you have the Medicomp as your active gadget, and press the  button to use it when your health is low. Your Medicomp uses up Healing Charges, so use it carefully.

Cloaking

(Default controls)

- Press the up directional button to activate your Cloak.
- To deactivate your Cloak, press the up directional button again.
- Your Cloak is most effective if you remain motionless; the faster you move, the more chance the prey will detect your presence.
- Note that your Cloak will not work in wet conditions so avoid these wherever possible while in stealth mode. Certain enemies and security systems may also be able to defeat your Cloak.

Vision Modes

(Default controls)

- Press the left directional button to activate your vision mode.
- To deactivate your vision mode, press the right directional button.
- Press the left directional button to cycle through your three vision modes (see below for details).
- Note that Vision Modes are only available when you are equipped with your Predator Mask.

Thermal Vision Mode

This highlights prey based on their body heat. Performing a detailed scan (by locking on to the target in first person) will analyze a target's armor and physical structure for weaknesses. By studying the resistance to the various attacks in your arsenal, you can choose the most efficient weapon for each kill.

Neuro Vision Mode

This is tuned to the electrical activity of the human brain and its pheromone signatures. This allows you to determine the current primary emotion of the prey, as shown by the following color key:

- Green: Passive (non-threatening)**
- Flashing Green: Panicking**
- Yellow: Hostile (potentially aggressive)**
- Red: Aggressive**
- Flashing Red: Violent (attacking you)**

A detailed scan (performed by locking on to the target in first person) will evaluate the prey's loyalty and highlight any nearby individuals who share that loyalty. Markers will be added to your HUD to allow easy detection of this prey group, even through intervening physical obstacles.

Tech Vision Mode

This detects fluctuating energy signatures which can be useful or harmful to you. Energy sources which can be used to replenish your power supply, mechanical enemies, electronic security systems, and surfaces which you can climb are the most common items highlighted.

A detailed scan (performed by locking on to the target in first person) will analyze a target's weaponry and technological equipment, plus any cybernetic augmentations. The scan can also be used to discover the properties of electronic security devices such as cameras. This will allow you to evaluate what threat the prey may present, and act accordingly to achieve a successful hunt.

1st-Person Mode

(Default)

- Press the L2 button to enter 1st-person mode. Pressing the L2 button again will exit 1st person.
- Move the left analog stick while in 1st person to look around.
- Move the right analog stick while in 1st person to lean from side to side.
- Pressing the R3 button allows you to zoom in; pressing the L3 button allows you to zoom out.

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