JUST CAUSE 2

AVALANCHE STUDIOS

eidos

SQUARE ENIX

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

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
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
  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®3 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.

NOTICE:
Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PS3™ 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 PS3™ FORMAT DISC:
• 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 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.

JUST CAUSE 2

CONTENTS

GETTING STARTED

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the JUST CAUSE 2 disc with the label facing up into the disc slot. Select the icon for the software title under JUST CAUSE 2 in the PS3™ system's home menu, and then press the ✖ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint   To remove a disc, touch the eject button after quitting the game.

Saved data for PS3™ format software
Saved data for PS3™ format software is saved on the system's hard disk.
The data is displayed under "Saved Game Utility" in the Game menu.

INTRODUCTION

On the island nation of Panau, three rival gangs wage war in the streets while the ruthless dictator Baby Panay exercises a system of oppression and corruption against his own people.

Somewhere on the island, your friend and mentor Tom Sheldon has disappeared with top-secret intel and millions in Agency cash.

As Rico Rodriguez, the Agency's most dangerous weapon, you must infiltrate the island and locate Sheldon, setting off a violent chain of events that will set Panau ablaze.

THE MAIN MENU

These are the options available in the Main Menu of Just Cause 2:

LOAD LATEST AUTOSAVE
Continue a game that you have already started at the last checkpoint.

NEW GAME
Start a new game.

LOAD GAME
Bring up the Load Game menu if a previously created saved game exists.

SETTINGS
Open an options menu, which contains the following sub-menus:
- Controller Settings
- Audio Settings
- Display Settings

DOWNLOADABLE CONTENT
Access the PlayStation®Store.

CONTROLS

L2 button —————————————————————————————— **R2** button
L1 button —————————————————————————————— **R1** button

directional buttons ——————————————————— △ button
                                        ◉ button
                                        ⊗ button
left stick/**L3** button ——————————————— ▣ button

SELECT button ——————————— right stick/**R3** button
                              ▣ button

⊕ button

GENERAL

SELECT	Open PDA
L2	Throw explosives / Fire secondary weapon (while Dual-Wielding)
R2	Fire primary weapon
L1	Fire / Release Grappling Hook
R1	Tap: Evade Roll / Hold: Dash (while running)
↑	Equip two-handed weapon
→	Tap: Toggle one-handed weapon / Hold: Dual-Wield
←	Toggle equipped explosive
↓	Equip Black Market Beacon (△ to activate)
Left stick	Move forwards, backwards and side-to-side
L3	Crouch
Right stick	Crosshair and Camera control
R3	Toggle Shoulder Cam or Scope
⊗	Jump / Open or close Parachute
▣	Reload equipped weapon
△	Activate / Pick up items / Enter Vehicle
◉	Melee attack / Stunt Jump

SWIMMING

You will automatically start swimming when entering deep water.

Left stick	Swim backwards, forwards and sideways
Right stick ↑↓	Swim upwards or downwards

SKYDIVING

You will automatically enter skydiving mode when falling from a high enough altitude.

Left stick ↑	Dive
Left stick ↓	Slow down
Left stick ← →	Steer
⊗	Open and close the parachute

LAND & SEA VEHICLE CONTROLS

Left stick	Steer
R2	Accelerate
L2	Brake/Reverse
▢	Handbrake
◎	Stunt Jump
R1	Fire Primary Weapon (if equipped)
L1	Fire Secondary Weapon (if equipped)

HELICOPTER CONTROLS

Left stick	Pitch/Bank
Right stick	Rotate
R2	Increase Altitude
L2	Decrease Altitude
◎	Stunt Jump
R1	Fire Primary Weapon (if equipped)
L1	Fire Secondary Weapon (if equipped)

PLANE CONTROLS

Left stick ↑ ↓	Pitch
Left stick ← →	Roll
R2	Accelerate
L2	Decelerate
◎	Stunt Jump
R1	Fire Primary Weapon (if equipped)
L1	Fire Secondary Weapon (if equipped)

WEAPONS

EQUIPPING WEAPONS

You can carry one two-handed and two one-handed weapons at the same time.

Use the directional buttons to switch between weapons.

Swap your equipped weapon for a new one by standing over the weapon you want to pick up and then tap ⊿ to equip weapon to primary slot or hold ⊿ to equip weapon to secondary slot.

USING WEAPONS

Use R2 to fire your equipped weapon. When dual-wielding, R2 fires your primary weapon and L2 fires your secondary weapon. You can dual-wield any combination of one-handed weapons.

AIMING SYSTEM

When the crosshair is moved in the vicinity of an enemy target, the target is surrounded by an Aiming Reticule and any shots fired will be aimed at that target.

The margins of the Aiming Reticule indicate your accuracy. The closer the margins are to the middle, the more accurate your weapon will be.

Shooting at specific points on targets, for example arms and legs, requires precision targeting with the crosshair itself. When the crosshair is placed over the target, the Aiming Reticule will connect to it, indicating precision targeting.

Use R3 to go into aiming mode to increase accuracy.

EXPLOSIVES

EQUIPPING EXPLOSIVES

You can carry two different types of explosives: Grenades and C4 Triggered Explosives. Use ← to switch between the different explosives.

USING EXPLOSIVES

Use L2 to throw explosives. Each type of explosive detonates differently:

Grenades detonate automatically. Hold L2 to cook-off a grenade before throwing it.

C-4 is detonated by remote trigger. Press and hold L2 after throwing the C-4 to detonate it.

COMBAT TIPS
- Constantly moving and using your evasive roll will lower the accuracy of your enemies.
- Hide behind cover to regain your strength when injured.
- Manually aiming with the crosshair is much more precise than just relying on the auto-lock of the Aiming Reticule.

BLACK MARKET BEACON

Use the Beacon to call on the Black Market supplier who can equip you with weapons and vehicles as well as extract you to a previously discovered location.

Beacons bring up the Black Market menu when thrown. They must be placed in a suitable location to allow for heavy drops.

GRAPPLING HOOK

Rico's signature Grappling Hook is fired with L1. The crosshair will indicate when a target is in range of the grappling hook.

REEL IN / PULL
When the Grappling Hook is attached to a fixed surface, you are automatically reeled in. When the Grappling Hook is attached to a movable object it will pull it towards you.

DUAL-HOOK
The Grappling Hook wire can be attached to two separate targets. This maneuver is called Dual-Hooking. It can be used to stop enemy vehicles dead in their tracks, to drag enemies behind vehicles, throw enemies around, and much more.

To Dual-Hook, press and hold L1 to attach the first end of the wire to a target, then aim at another target and release L1 to attach the second end of the wire.

STUNTS

STUNT JUMP

Press ⊙ to Stunt Jump to vehicles. An icon will appear over vehicles when they are within range of a Stunt Jump.

VEHICLE STUNTS

Vehicle Stunts can be performed on certain types of vehicles. Use the Left stick to move around on these vehicles, or to lean while clinging to the front or rear of a vehicle.

SPECIAL STUNTS

THE SLINGSHOT
Open your Parachute while reeling in with your Grappling Hook to get airborne quickly.

AIR SLINGSHOT
Fire your Grappling Hook at a solid surface while parachuting to "slingshot" your way around the environment. The elasticity of the wire acts like a bungee cord, pulling you in the direction of the tethered surface.

GRAPPLING TO VEHICLES
You can attach your Grappling Hook to vehicles to automatically get to a stunt position when reeled in.

HIJACKING

HIJACKING VEHICLES
When trying to enter an already occupied civilian vehicle by pressing ⊿, you will throw the driver out and commandeer the vehicle.

HIJACK STRUGGLE
If the driver of a vehicle is a soldier or other type of enemy, he will put up a struggle when you attempt to hijack his vehicle. Follow the on-screen button prompts to throw the enemy out and gain control of the vehicle.

When there is more than one enemy in a vehicle, hijacking is not possible until all hostiles are removed from the vehicle.

GAME SCREEN

1. CROSSHAIR

The crosshair indicates where you are aiming, and also whether the target is in range of your Grappling Hook. When the crosshair turns red it means the object can be hit.

2. BUTTON ICONS

Whenever a context-sensitive action is available to you, a set of icons representing the face buttons on your controller is displayed onscreen. This set of icons will explain which button to press to perform a certain action.

3. WEAPONS INFO
This info box shows the type of weapon equipped and the amount of ammunition left for that weapon.

4. EXPLOSIVES INFO
This info box shows the type of explosive equipped and the amount of that explosive left.

5. OBJECTIVES
When you receive a new objective, it will be displayed on the top left-hand side of the screen. Objectives also appear in your PDA.

6. MINI-MAP
The mini-map is found in the top-left corner of your screen. It shows your immediate surroundings as seen from above. The different icons on the mini-map show noteworthy locations and objectives in the game world.

7. SIGNAL STRENGTH INDICATOR
The Signal Strength indicator, found to the upper left of the mini-map, measures the signal strength of locators fitted to equipment boxes spread around Panau. The higher the signal strength, the closer you are to a box of Weapon Parts, Vehicle Parts, Armor Parts, Cash Stashes or Faction Collectables.

8. HEALTH METER
The Health Meter is found in the top-left corner of the screen, next to the mini-map. Minor injuries will heal themselves when you avoid fire for a short period of time. Major injuries can only be healed at a Health Cabinet.

9. HEAT
Heat occurs when the military considers you a hostile. It is a result of hostile behavior towards the government and civilians or entering a restricted area. As Heat increases, the amount of military response will also increase. If you stay out of sight for long enough, Heat will decrease.

10. SETTLEMENT INFO
Settlements are found all over Panau. In each settlement there is a variety of activities for you to complete. An indicator in the top-right corner of the screen, below the mini-map, shows you the name of any settlement you are in, as well as its completion percentage.

PDA

Access the PDA by pressing SELECT.

1. MAP

A map of Panau is displayed when opening the PDA. The map shows the geography of Panau, as well as points of interest marked out with icons.

- Use the Left stick to pan around the map
- Use the Right stick to zoom in and out
- Place the cursor over an icon and press ✖ to view its Intelligence File
- Use ◉ to place/remove a waypoint marker anywhere in the world

2. ICON LEGEND

Use the Icon Legend to switch the map icons on and off. The icons are:

◎	Objective	⌂	Military base	⒜	Communication Outpost
✪	Agency mission	⌂	Military airport	⚓	Offshore Rig
✪	Stronghold takeover	⚓	Military harbor	⊕	Roaches stronghold
◈	Faction mission	⌂	Civilian village	⊛	Reapers stronghold
⊛	Race challenge	⌂	Civilian city		Ular stronghold
					Military stronghold

3. DATABASE

The Database contains general information on the people and places in Panau. You can access helpful hints in the Operation Intel section and check your progress in the Statistics section. Use **R2** to open the Database section of the PDA.

4. CHAOS

The Chaos value is the sum of all the Chaos you've caused in Panau. It is a vital resource for completing your mission on the island. Chaos is required to destabilize the regime and strengthen the rogue factions, which in turn opens up new opportunities for creating even more Chaos. Furthermore, causing Chaos expands the selection of items available on the Black Market.

5. PROGRESS BARS

Progress bars can be found in the lower right hand corner of the screen when you open the PDA. This displays how much Chaos is needed to reach the next Agency and Faction Missions as well as Stronghold Takeovers, It also displays the amount of Chaos needed to gain access to a new Black Market item.

6. RESOURCES

This displays the amount of Money, Weapon Parts, Vehicle Parts and Armor Parts you've collected.

MONEY: Money is rewarded when you complete missions and other tasks in Panau, or when you pick up Cash Stashes. Money is required for purchasing weapons and vehicles on the Black Market.

WEAPON PARTS: Weapon Parts are awarded by completing missions and can also be found in marked boxes around Panau. They can be used to upgrade weapons on the Black Market.

VEHICLE PARTS: Vehicle Parts are awarded by completing missions and can also be found in marked boxes around Panau. They can be used to upgrade vehicles on the Black Market.

ARMOR PARTS: Armor Upgrades are awarded by completing missions and can also be found in marked boxes around Panau. Your total health will increase slightly with every fifth armor part you acquire.

BLACK MARKET MENU

By positioning a Beacon on the ground, you open the Black Market menu.

EQUIPMENT ACQUISITION AND UPGRADES

From the Equipment section of the Black Market you can unlock new equipment and upgrade existing weapons.

You must cause enough Chaos in Panau for new equipment to become available on the Black Market. The amount of Chaos required differs between equipment.

You can upgrade weapons with Weapon Parts. The different aspects of each weapon can be upgraded in several steps, with each step costing more than the previous one.

Press ● to upgrade the selected weapon. This will upgrade variables such as damage, range and accuracy. Press ✗ to purchase the selected equipment. It will be delivered to your position.

VEHICLE ACQUISITION AND UPGRADES

From the Vehicles section of the Black Market you can unlock new vehicles and upgrade existing ones.

You must cause enough Chaos in Panau for new vehicles to become available on the Black Market. The amount of Chaos required differs between vehicles.

You can upgrade vehicles with Vehicle Parts. The different aspects of each vehicle can be upgraded in several steps, with each step costing more than the previous one.

Press ● to upgrade the selected vehicle. This will upgrade variables such as top speed, handling and armor. Press ✗ to purchase a selected vehicle. It will be delivered to your position.

EXTRACTION

You can quickly extract to any previously discovered location using Extraction from the Black Market menu.

Move your Cursor over a settlement and Press ✗ to extract to that destination.

PANAU

THE FACTIONS

There are three criminal factions in Panau that all strive to lead a revolution and take control of the nation for themselves. Forming an allegiance with these factions and playing them against the government is crucial to your success on the island. The three factions and their leaders are:

ROACHES

Leader: Razak Razman

Once in bed with the governing Panay family, the Roaches have long been the island's most feared organized crime syndicate. Rooted deep in every town and city they have a loyal hierarchy and are highly organized.

REAPERS

Leader: Bolo Santosi

Since the 1930's the Reapers have been a thorn in the side of the Panauan government. Based in the agricultural flatlands which sprawl across the island, these Maoist villagers have long preached revolution.

ULAR BOYS

Leader: Sri Irawan

Much of the island of Panau is rain forest, and the inhabitants of this forest area have long claimed the right to independent rule. The many disparate tribal groups have in recent years come together to form one terrifying and volatile, even blood-thirsty, force known as the Ular Boys.

CHAOS

Chaos is a resource necessary to complete your mission on the island. You can cause Chaos in several ways:

AGENCY MISSIONS

Agency Missions are missions that advance the main story of the game. They are made available by causing Chaos in Panau, and completing missions for the different factions. Once Agency Missions are completed, new Strongholds are made available for takeover, creating opportunities for new activities and more Chaos – which in turn will help you unlock further Agency Missions.

STRONGHOLD TAKEOVERS

Strongholds are centers of power belonging to the different factions of Panau.

Most Strongholds in Panau are under government control when you first reach the island. As you progress through the game the factions you work with will grow stronger and want to take these Strongholds for themselves. Targeted Strongholds are marked out on your map. Once you've helped in taking them over, an Area of Influence will appear around that Stronghold.

AREA OF INFLUENCE

Each faction's Area of Influence expands as Chaos increases in Panau. When the Area of Influence covers the location of an activity on the map, that activity is made visible to you in the form of an icon. Some activities are only available when the Area of Influence covers them, so be sure to seize every opportunity to cause Chaos.

FACTION MISSIONS

Faction Missions are handed out by the leaders of the different factions. Faction missions can be located using the map. Detailed mission information can be viewed in the mission's Intelligence File, accessible through the PDA.

SETTLEMENTS AND INSTALLATIONS

Panau is filled with government controlled settlements and installations, and each is filled with opportunities to cause Chaos. Destroy all government property and find all collectables in order to score 100% completion for that particular settlement or installation.

OTHER ACTIVITIES

Other activities to cause Chaos and earn money include Military Colonels that can be assassinated, objects that can be acquired for the criminal factions and much more.

RACE CHALLENGES

You will find illegal Race Challenges, that you can take part in, all over the island. By completing these Race Challenges, you can earn money to purchase things in the Black Market.

NOTES

NOTES

WARRANTY

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To obtain warranty service, please send the defective Product, together with a copy of your original sales receipt, your return address, name and telephone number, should contact be necessary, and a brief note describing the defect to SEI at the following address:

Square Enix, Inc., Customer Warranty, 999 N. Sepulveda Blvd., 3rd Floor, El Segundo, CA, 90245

THE DEFECTIVE PRODUCT MUST BE POSTMARKED WITHIN NINETY (90) DAYS FROM THE DATE OF PURCHASE. PROOF OF PURCHASE IN THE FORM OF A DATED RECEIPT MUST BE INCLUDED TO OBTAIN WARRANTY SERVICE. The shipping costs for sending the defective Product to SEI is a sole responsibility of the Customer. SEI will not be liable for any damage or loss that occurs during shipping. To minimize loss during shipping, you may opt to use a tracking method when shipping.

CUSTOMER SUPPORT
If you have warranty questions, or require technical or customer support, please visit:

www.square-enix.com/na/support

There you will be able to contact a representative live through our chat support system, view our hours of operation and review additional support details. You can also contact Customer Support at 310-846-0345. Please note that toll charges do apply when contacting us through phone support. For toll free service, please contact us through chat support or email.

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