Menus

The Options Ring

During play you can press \( \text{Select} \) to access the Options Ring. Use either the left analog stick or directional Buttons to cycle through the various sub-menus. Select a sub-menu by pressing \( \text{Start} \).

If you wish to exit from the sub-menu and return to the Options Ring, press \( \text{Select} \). If you then wish to exit the Options Ring and resume your game, press \( \text{Start} \) again. To return to the action immediately, press \( \text{Start} \) and \( \text{Select} \).

Show Map

This screen shows the map for your current location, with symbols indicating Jak's position and the major goals for the mission.

General

Blue triangle: Jak or Daxter. The tip of the triangle points in the direction in which you are facing.

Gray circle: parked vehicles.

Flashing circles: mission objective(s)

Green dot over green triangle: bonus mission

Maps

Wasteland

Small red circles: enemy Marauders

Haven City

Small blue circles: Freedom League soldiers, with blue cones indicating their line of sight.

Small red circles: KG Deathbots, with red cones indicating their line of sight.

Small purple circles: Metal Head creatures

The amount of pressure you place on the left analog stick will determine how fast or slowly Jak moves. Tilt the stick in the direction of the ladder to climb it. To slide down a ladder at speed, press \( r \).

Press \( q \) to make Jak jump in the air.

Press \( q \) again when Jak is already in the air and he will jump again. There is only a brief window of opportunity for you to perform this remarkable, gravity-defying feat. It can be used to achieve leaps of greater height and distance. Timing these soon becomes second nature.

Walk/Run/Climb Ladder

\( q \)

Jump

\( q \)

Press \( q \) to make Jak jump in the air.

Double Jump

\( q \)

Press \( q \) again when Jak is already in the air and he will jump again.

High Jump

\( q+\text{Start} \)

Hold \( i \) and press \( q \) to make Jak execute the highest jump of all.

Options

Use this sub-menu to alter Game, Graphics, Sound, Picture and Camera options either before or during the game. Turn to page 15 in this chapter for a description of each.

Load Game

Load any one of four saved games from this sub-menu. Your current game will be lost if you load a previously saved game.

Save Game

Although your progress will be automatically saved at key points, this sub-menu provides the option to manually save your game.

Secrets

If you collect Precursor Orbs you will be able to unlock the many goodies listed here. And yes, there is a Big Head Model! To learn more about secrets, please turn to the Secrets chapter.

Restart/Quit

Use this option to restart your current mission, or return to the Title Screen by selecting Quit.

Actions

Movement

Jak is an agile hero, despite the ever-present distraction of having a chatty lump of orange fur clinging to his shoulder. You should try to master his many athletic abilities as soon as possible.