



1st Chapter

CHARACTERS

Cool racing goggles with HUD (Head-up Display).

Goatee from the tough times spent in prison.

Bold new outfit for a bold new city.

Jak

Jak is the ultimate hero. He can do all the cool stuff, like carrying Daxter on his shoulders, running, shooting, jumping, flying and hoverboarding. Since the Baron got his claws into Jak there's been a change in his character. A darker side of Jak's nature has been revealed and now Jak's fate rests entirely in your hands.

Steel tipped combat boots for tough terrain and hammer-blow spin kicks.



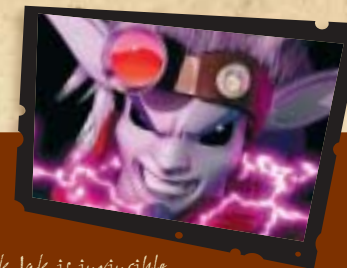
Dark Jak →

After having been subjected to Dark Eco injections during prison experiments, Jak's body has begun to change...

Now whenever Jak is exposed to small amounts of Dark Eco his blood starts to boil. If he reaches a certain rage threshold, he can transform into Dark Jak unleashing an invincible whirlwind of destruction and mayhem.

This shocking transformation is terribly exhausting, leaving Jak badly damaged and down to his last hit point. A dark power not to be taken lightly.

- Dark Jak is invincible.
- Dark Jak moves faster.
- Dark Jak fights with ferocious, rapid attacks.
- Dark Jak can use special items, which might otherwise cause him harm.



Bandana for keeping dust and toxic fumes in the Wasteland at bay.

Morph Gun-changes into four unique weapons and shrinks to fit into a holster carried on Jak's back.

Shoulder armour and arm plate for protection against sharp sidekick claws (Daxter).

Jak's funky new slicked down hairdo makes him less conspicuous when hiding from the law.

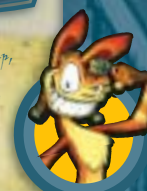
Jet Board: Perfect for racing across tricky terrain. Folds away automatically for handy backpack storage.

Iso-Absorption gloves-protection from Morph Gun recoil with racing grip for added control.



JAK

KOR
TORN
KREW
SIG
VIN
SAMOS
KEIRA
ONIN & PECKER
THE KID
BRUTTER
TESS
ASHELIN
KRIMAZON
GUARD
EROL
THE BARON
MAR
DAXTER



By the way, if you press once you have landed after a long jump, Jak will take a higher jump than usual. However, it's really all just for show, there's nothing much you can do with such a move. I ask you, what are we really doing here? Doing flips, jumping around ... where will it all end? Haven't you got any real abilities, Jak? No attacks? What about your weapons?

Double Jump and Spin



If Jak does a double jump while pressing on to do a spin, he will receive an extra boost. This technique will not only allow him to jump higher, it will also slow his fall and enable him to land with more accuracy.



Pulling Yourself Up



Jak is forever holding onto edges and ledges with his strong fingertips. This only becomes a problem when he tries to pull himself up, and you have to come to the rescue by pressing .



Letting Go After Holding On



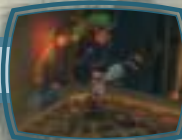
If you're holding onto a ledge, you can let Jak drop down by pressing and tilting .



Activating the Switch



Press to flip a switch. With a strong blow Jak can activate the switch.



Dive



Jump and press while still airborne to make Jak execute an energetic stomp on the ground. This technique will enable you to press various switches that appear or to break through floor panels to reach the level below. If you also press before Jak touches the ground, he will jump up again extremely high after landing.



Well, isn't it just great what the guy can do? He got it all from me, you know! If only he had put his talents to good use, we would have been rid of these problems with the Baron and the Metal Heads a long time ago. I would have taken care of it all myself, of course, but I'm not getting any younger. By the way, where's my walking stick?

Using Things



By pressing you can climb into vehicles, enter warp gates or talk to people. However, these actions are only possible when the relevant instructions are displayed on screen.



Swimming & Diving



When Jak is in water, he will swim automatically. You can move him around quite easily using the left analog stick. When you press he will dive underwater. If you keep holding the button down, Jak will remain under water. As soon as you let go of the button Jak will surface. You can only dive down again once he's been to the surface.



Ducking & Crawling



By pressing Jak will crouch down. By holding the button down and moving the stick, Jak will crawl around on all fours.



Rolling



If Jak is running and you then press , Jak will execute a roll.



Long Jump



Press while Jak is doing a roll. He will then take a long jump at the end of the roll. This is not only the longest jump which he can do, it's also Jak's quickest way of moving.



Swinging



When Jak jumps onto a pole, he will automatically start swinging from it. Press at the right moment and tilt to jump off in that direction.



Hiding



If you're on foot in the city and being chased by the Guards, get out of sight and push the left analog stick towards a wall. Jak and Daxter will get stealthy, which should hopefully make it easier for the dynamic duo to shake off the unwelcome attentions of the Baron's finest. Try this by pressing against a hard surface when being pursued by the Krimson Guards.



Attacks

Of course, Jak & Daxter wouldn't be real heroes if all they did was jump around all day. Luckily, they have a little more to them than a few fancy aerobics moves. Rest assured,

both our heroes have plenty of surprises in store to keep their enemies on their toes.

Spin



By pressing Jak will do a fast spin on his own axis, just like a spinning-top. Or should that be tornado? He can also deliver a hefty kick at the same time. While all the rough stuff is going on, keep moving Jak with the analog stick, to prevent opponents getting too close to him.



Punch



If you press , Jak will lunge forward and throw a punch at the same time. You can rapidly and effectively get within striking distance of your opponent with this attack.



Dive



Take a jump with and then press while in the air. Yes, that's right, we've already mentioned this above as a means of getting around, but this is also a good attacking move.





3rd Chapter

How to use the WALKTHROUGH

Hang on there! Not so fast, young Ottseles. Before we both get started, I'd like to briefly tell you what is in store for us. And then we can begin. Promise!

Overview of missions

The whole game consists of three Acts, each containing around 20 missions. You will find an overview of the missions at the start of each Act. We have listed the missions numerically - (A) - to make it easier to follow, and you will be able to find what you're looking for very quickly using the chapter tab system. You are not compelled to follow the order of the missions described here.

If you are able to choose from several missions, you can select a different order. (B) indicates the character who will assign the new mission. Whether or not a bonus can be collected will be shown with (C). The number on (D) indicates on which page the mission starts.

1	Protect Sig at Pumping Station
ACT 1-8	Krew
(A)	(B)
(C)	(D)

1 Name of mission

These names are also used in the game. You will find them under the option "Missions" in the main menu, and you will always know immediately where to find the information you require.

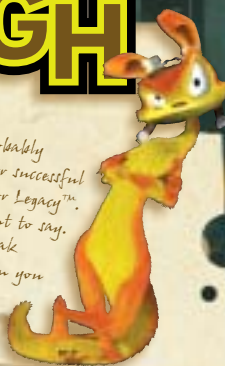
2 Pictures from the game

An old proverb states that a picture is worth a thousand words. That's absolute rubbish. This Mr Proverb hasn't got a clue! I'd like to show him a trick or two. Nevertheless, screen shots are useful to help you understand the content more easily. If you recognise a situation, then you're on the right track!

3 Mystic numbers

Even the old Precursors knew this principle in order to measure progress. If the numbers become bigger, then everything is okay. However, if the numbers become smaller, then ... your best bet is probably to move back in time! AAAH!!! Keep cool, don't panic! No worries, I'm with you!

Hi, my name's Dexter! You probably already know me from an earlier successful game Jak & Daxter: The Precursor Legacy™. I always have something important to say. If you intend to guide my mate Jak through the game successfully, then you can count on me to give you helpful hints.



6 Information box

If any special features appear in the game you will find specific hints concerning new weapons, vehicles, locations of rare Precursor Orbs and lots more. Don't worry if you have missed an Orb. There are more of them in the game than you will actually need.

7 Walkthrough

The best way to get Jak to his goal: what you have to do, what you can do, what you need to watch out for, and the things you would be better off leaving alone. Documented, tried and tested, and recommended by experts.

8 Map

The map indicates the area in which the current mission will take place and will show important things, for example, Jak's face - where you will begin the mission. Other important items include icons belonging to the person who has assigned you the mission, important mission goals, items to be found such as Precursor Orbs, your opponent's whereabouts, Krimzon Guard Grates, the recommended route - basically useful information. The key to the maps is on the back cover inside flap.



4 Characters

This is a brief guide to the characters, and will enable you to get to grips with the personalities in the game. Detailed portraits are in the chapter "Characters".

5 Instructions

A summary of the instructions in the game: "Destroy this, blast that into the air, fetch that, bring that..." How on earth did people cope before Jak and I appeared on the scene? Nobody seems to get anything done if we don't do it. What do you mean? You reckon that the Dexter boxes also sometimes look suspiciously like orders? No, that's not true, I'm only here to help ... would these be ground eyes or vertigo to you?

City Map



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ACT 1.20
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ACT 1.22
ACT 1.23
ACT 1.24

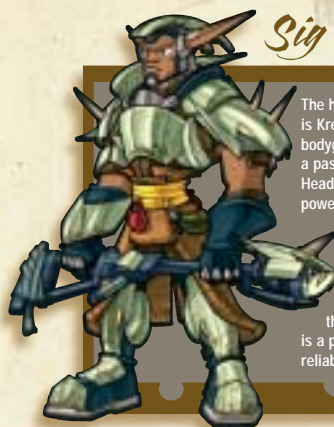
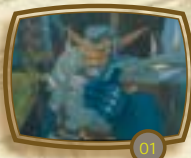
Protect Sig at Pumping Station

ACT 1.8



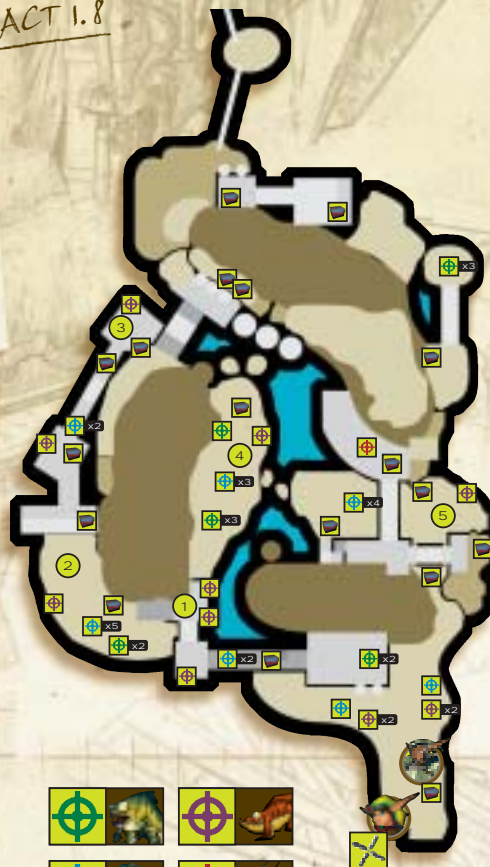
Have you ever thought about a career as a Wastelander? Their job is to find things for me outside the city walls. If you clowns work for me, there's something in it for you. At the moment, I'm looking for someone to cover Sig's back over at the Pumping Station.

The 'X' icon on the map designates the floodgate that leads to the Pumping Station. You will need to get yourself a vehicle and fly back to the Slums via the Industrial Zone before continuing on to the exit in the Water Slums. Outside, you will meet Sig who will explain everything else to you (Fig. 1).



Sig

The huge Wastelander is Krew's personal bodyguard – as well as a passionate Metal Head hunter. With his powerful weapon, the Peacemaker, he has polished off a few trophies for the Hip Hog Saloon here and there. In action, he is a powerful and reliable ally.



Hello Cherries! We're now going after the Metal Heads. Our targets are five very specific specimens. Stay close to me and keep them off my back. I don't work with amateurs!



At the top of the screen you will see a display showing Sig's remaining energy level. You would think that the bloke could look after himself pretty well, but at the moment your help is crucial. Take aim at the Znorkle Tooth and Juice Goons which will appear right in Sig's path (Fig. 2). Try not to attack your team-mate outside of battles. Sig can get violent pretty quickly, even with his supposed buddies.



Don't move too far away from Sig. When he calls "stay with me" be sure to stick close – don't be tempted by a few far-away crates. If Sig feels that you've left him all alone, he will abandon the mission immediately. Sensitive soul.

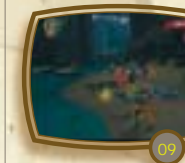
Still, it's nice of him to leave you all the Skull Gems (Fig. 3).

Follow Sig up to the footbridge where he will blast the big tank out of the way. Then it will be your turn to lead the way and eliminate two Juice Goons or at least push them off the footbridge (Fig. 4). At the corner you must jump up onto the bridge end and pull it down with your body weight (Fig. 5). Sig will then take aim at the first target. While he charges up his trusty Peacemaker, you must repel all the Znorkle Tooth monsters that jump up onto the footbridge. Your best vantage point will be standing right next to Sig where you can easily cover both sides (Fig. 6).



After the first Metal Head is iced, proceed down to the beach. You will have to plough through hordes of Glubs and Juice Goons to reach your second destination (Fig. 7). While Sig focuses on his preparation, ward off all the creatures that will come jumping out of the sea. Next, turn north. On your way, you will have to pull down another bridge end. At the end of the

footbridge, repel the advancing marauders for the third time (Fig. 8).



Now follow Sig down to the beach (Fig. 9). Before he can take aim at the fourth target, you will need to clear the vicinity of all Juice Goons.

On your way to the fifth trophy, Sig's weapon will suddenly malfunction underneath the bridge (Fig. 10). While he is busy with his stubborn Peacemaker, you'll have to contain all the suicidal Juice Goons who will rashly jump down on you from above. Changing into Dark Jak may well prove useful here.

Having survived all this mayhem, you will now be very close to your destination. A few metres ahead, Sig takes care of the fifth and final target, while you must once again silence the obnoxious Znorkle Tooth gang (Fig. 11).

Job done, you will be free to return to Haven City through the floodgate – the cocktail glass on the map will indicate that Krew once again wants to call upon your services.

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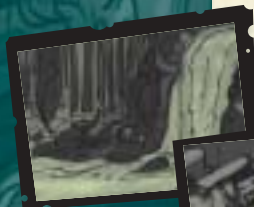


4th Chapter

ENEMIES

Jak & Daxter have a hard job on their hands: everyone is after them. Baron Praxis, his ubiquitous Krimzon Guards, numerous Metal Heads and even the usually mild-mannered local fauna are all united in their burning desire to turn Daxter into a decorative fur collar. We certainly can't blame them for such an understandable aim, although it's possible that the fluffy little treasure would look more fetching as a kidney belt. He'd probably enjoy it, too.

Just as well that you will be collecting a powerful arsenal of weapons during the game in order to keep this alarming situation under control. As some old military strategist probably once said, attack is the best form of defence. Don't be nervous, because your opponents certainly won't be. Unless they get anywhere near water, that is. Most of these critters don't like to bathe and will do anything to avoid it. If you can throw, push, prod or persuade your opponent into water, he'll never bother you again. Good to know. Also, don't forget to keep a look out for the yellow Skull Gems that defeated Metal Heads leave behind. You can trade these in at the Oracle's shack in the Water Slums to learn special abilities for Dark Jak. Good luck! You'll need it.



Hostile Creatures



Glub

1

ATTACK POWER

1

ARMoured PLATING

2

ATTACK GROUP

Glubs can be found mainly in swamps and sewers. But that's no life in the long run. Even a small green Glub needs an occasional holiday from such a glum existence, and where better than an idyllic Pumping Station? Sadly, even on vacation the hapless Glub is not safe from Jak & Daxter.

The goggle-eyed Glub's main mode of attack is to hop tentatively towards Jak and try to look cute. Halt this opponent's progress instantly with a well-aimed spin attack. It will only take one hit to send the friendly animal into the world beyond. One hit from a Glub will cost you a single energy unit. Glubs are ill-equipped to counter-attack your superior firepower.

LOCATED: DEAD TOWN, PUMPING STATION, SEWERS



ATTACK POWER



ARMoured PLATING



ATTACK GROUP

Zorkle Tooth

Biologists have deemed the Zorkle Tooth to be the greatest discovery since the duckbilled platypus: what other living thing can snorkle, I mean *snorkel* with its teeth and swim so gracefully at the same time? This animal has been gliding through water ever since prehistoric times, but sadly hasn't gained any more intelligence since then.

When these creatures are on land, they will waddle towards anything that their short-sighted eyes think they can eat. Should they sense that their territory is under threat their cheeks will puff out alarmingly as a warning signal. After emitting a strange frog-like croak these opponents will lash out with their impressive tongues at their startled prey. Don't be alarmed by all the posturing, a Zorkle Tooth can generally be overpowered with two hits, and a gun is even more effective.

LOCATED: DEAD TOWN, PUMPING STATION, SEWERS



ATTACK POWER



ARMoured PLATING



ATTACK GROUP

Fodder

The Fodder is a bizarre cross between an aromatic flatfish and an aggressive bulldog. In actual fact this opponent only wants to spend the day (and most of the night too) wallowing in tepid water and sleeping. If a Fodder happens to be disturbed by a hero and his furry friend it will usually get stinkingly angry. As if a Fodder doesn't stink enough already...

Fodders believe that they can approach their victim from the water without being seen and can then surprise them. This plan would be more effective if it weren't for the fact that their fins are clearly visible from a long way off ... As a result, you can counter their spongy attacks with a little help from your weapon, which will indeed soon make fish fodder out of them.

LOCATED: TOMB



NYFE-Racer

After you've won the Air Racer missions, the races will now also be available as Mini-Games. They can be accessed in the same way as the Jet Board Game, using the energy shield in the cul-de-sac in front of the Stadium. If you manage to beat the prescribed times, you will be awarded with up to nine Precursor Orbs for each Class. You will have to activate the Reverse races in the Secrets menu before you can use them.



NYFE-Racer Class 3

GOLD	SILVER	BRONZE
2:19	2:24	2:29

Prerequisite: Win Class 3 Race at Stadium (Act 2)

NYFE-Racer Class 2

GOLD	SILVER	BRONZE
2:10	2:15	2:20

Prerequisite: Win Class 2 Race at Stadium (Act 3)

NYFE-Racer Class 1

GOLD	SILVER	BRONZE
2:13	2:18	2:22

Prerequisite: Win Class 1 Race at Stadium (Act 3)

NYFE-Racer Reverse Class 3

GOLD	SILVER	BRONZE
2:48	2:53	2:58

Prerequisite: Win Class 1 Race at Stadium (Act 3), Secret with 135 Precursor Orbs unlocked

NYFE-Racer Reverse Class 2

GOLD	SILVER	BRONZE
2:25	2:30	2:35

Prerequisite: Win Class 1 Race at Stadium (Act 3), Secret with 135 Precursor Orbs unlocked

NYFE-Racer Reverse Class 1

GOLD	SILVER	BRONZE
2:20	2:25	2:30

Prerequisite: Win Class 1 Race at Stadium (Act 3), Secret with 135 Precursor Orbs unlocked

There are two street races outside the Stadium too. You can start the City Race at the question mark terminal next to the Hip Hog Saloon. Activate the Port Race using the terminal in the east of the port.

NYFE-Racer City Race

GOLD	SILVER	BRONZE
2:07	2:12	2:17

Prerequisite: Beat Erol in Race Challenge (Act 3)

NYFE-Racer Port Race

GOLD	SILVER	BRONZE
2:12	2:17	2:22

Prerequisite: Win Class 1 Race at Stadium (Act 3) and bonus mission: Orb search 3.



Onin Game

In Onin's Tent you must prove your skills as part of the Act 2 mission **Beat Onin Game** (see page 105). Afterwards, the test will be available as a Mini-Game. Enter the tent and talk to Onin. If you manage to get 1,000 points or more, you will be awarded three Precursor Orbs the first time round.



Whack-A-Metal

After the Act 3 mission **Beat the Whack-a-Metal Game**, you can go back to playing around with Krew's machine in the Hip Hog Saloon at any time. Once again, the best scores will be stored in the High Scores menu, but sadly there is no flowerpot to be won.



Well, maybe not a flowerpot. But what about fame and glory ... and being admired by Tess. What are all these Precursor Orbs for anyway? What, that will be explained in the next section? Well, then, let's see if that's any good. I would be happy if we could at least get rid of Jak's ridiculous little beard! He is beginning to look as unkempt as old Samos!

Secrets Menu

You can toggle some of the Secrets functions in the menu on and off. Others, such as the Reverse Races, will be unlocked automatically, and will then be available to you in certain sections of the game. There will also be some options, such as the Scrap Book, that will appear in the additional Secrets menu on the intro screen.

You will need 200 Precursor Orbs to reveal all the secrets. By getting High Scores in the mini-games, completing successful bonus missions or, if you want to do it the boring way, collecting them throughout the various levels, you can get as many as 286 Orbs:

- 94 are hidden in various levels
- 36 are awarded in the Gun Course
- 9 for the Jet Board Mini-Game
- 3 for the Onin Mini-Game
- 72 for the bonus missions
- 72 for the NYFE races

Secrets in the main menu

Secrets can be unlocked with Precursor Orbs in the Secrets section of the main menu. At the top of the menu you will see the total number of Orbs you have collected so far. Below it you will see a list, which tells you what kinds of secrets you can activate. The number next to the individual items on the list tells you how many Orbs are required to unlock it. Many secrets will be initially displayed simply as a row of question marks. This is the case if, apart from the required number of Orbs, you must meet another requirement, before you can have access to a particular secret. Some functions will only be available after you have defeated the final boss. After watching the final video sequence you can continue playing the game in the port.

Toggle Jak's Goatee

Precursor Orbs: 5

Depending on the current fashion, you can switch Jak's little green goatee on and off. "On" means that the beardless version is displayed, i.e. the beard will be gone – in the game as well as in the interim sequences.



Mirror World

Precursor Orbs: 15

The entire game environment is mirrored. This is very useful for co-drivers who always mix up left and right.



Big Head Mode

Precursor Orbs: 30

Jak is carrying a huge melon on his shoulders.

