

CHARACTERS



Damas

Damas is the leader of the Wastelanders who rescued Jak, Pecker and Daxter from the desert. A stern patriarch, he views Haven City dwellers with clear contempt. The only way to earn his respect is to spill copious amounts of blood on the battlefield – and ideally, not your own. Even then, don't expect more than a cursory grunt of congratulations. Damas is not big with the open displays of affection. Damas expects everyone else to possess the same warrior spirit as himself, which sometimes makes him a little intolerant of slightly weaker individuals.

His hobbies include watching gladiatorial fights to the death in the Spargus Arena and fashioning his unusual tufts of hair into sharp points.



I don't know whether I should take this personally, but Damas has a shoulder pad with huge spikes on it, which would make life very difficult for me in certain places if I ever decided to sit on his shoulder. Damas seems to have a slight problem with anxiety and also with expressing positive emotions. His hair gel use is almost as strange as Jak's.

Kleiver

Kleiver is a Wasteland mercenary who used to work for the equally unscrupulous Krew, as Jak II devotees will recall. An art lover, he's particularly fond of returning lost Artifacts to their rightful home in Spargus City, irrespective of whether they belong there or not. Despite his gruff manner, he's actually rather fond of Jak and Daxter, although he thinks of Daxter mainly as potential finger food. Kleiver provides our heroes with off-road buggies from his collection, as well as helping them find the underground railroad and the entrance to the Catacombs.

His hobbies include picking tiny critters from between his teeth and winning off-road racing tournaments.

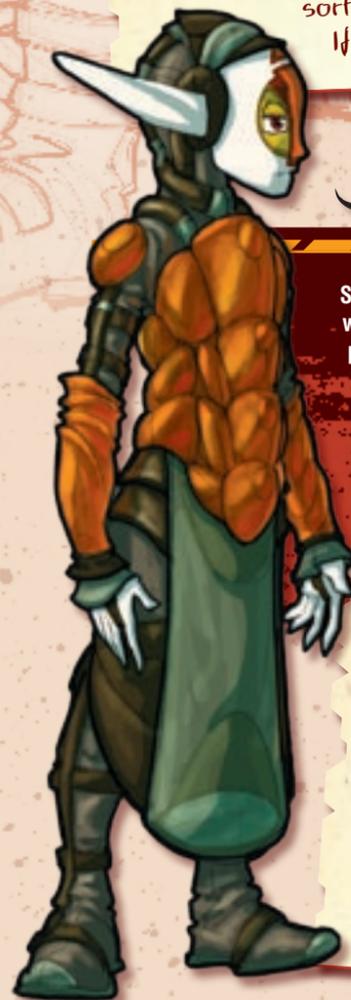


Kleiver is, um... how can I put this politely? Well, he's a big fat lump of lard with a stinking temper and no sense of humor. He also seems to have an issue with small, attractive, wonderfully funny furry animals. It's probably jealousy – and why not? Let's face it, I have the kind of eye-candy physique that would make a Metal Head green with envy. He's threatened to eat me on several occasions, and I'm convinced that the bushy appendage under his nose is some sort of desert road kill fashioned to look like a moustache. If I don't watch out, I'll be next!

Seem

Seem is the spiritual leader of the Golden Order of Precursor Monks, a tribe of nomads who worship the Precursors. Although very young to hold such an exalted and powerful position, Seem, er, seems wise beyond her tender years. She appears to quite literally have the weight of the world on her shoulders. She believes that Jak's Dark Eco side is very dangerous and destructive, but she also sees something in Jak – something that holds the key to the secret of the end of time, which is a bit of a worry for our heroes. She is an authoritative source of info about all things Precursor, as well as a snazzy dresser.

Her hobbies include staring into space, polishing her face and yoga for beginners.



I like Seem. She's very chilled out, almost horizontally so. She likes to talk and talk and frankly I don't understand a single word she's saying, but it sounds really soothing... in a weird, whispery sort of way. I've made a tape of it and set it to whale music and I play it every night to help me sleep. Sometimes I worry that she might have an evil glint in her eye, but that's probably just those shiny facial features and the furniture polish she uses as sun block.



Map



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

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)

Icons: a character who will brief you on your next mission

Green dot over green triangle: bonus mission



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.

Walk/Run/Climb Ladder		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 ○ .	
Jump	⊗	Press ⊗ to make Jak jump in the air.	
Double Jump	⊗ ⊗	Press ⊗ 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.	
High Jump	L1 + ⊗	Hold L1 and press ⊗ to make Jak execute the highest jump of all.	

Menus

The Options Ring

During play you can press **START** 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 **⊗**.

If you wish to exit from the sub-menu and return to the Options Ring, press **△**. If you then wish to exit the Options Ring and resume your game, press **△** again. To return to the action immediately, press **START**.

Show Map

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



Missions

This sub-menu shows the missions that you have completed, as well as the missions currently in progress. The mission names are used as section headings in this guide. Cycle through the missions using either the left analog stick or the directional Buttons.

High Scores

Score tables for the various mini-games and challenges featured in Jak 3 will appear here once you have played them. For more information on challenges and mini-games, please turn to the Secrets chapter.

Inventory

In this sub-menu you will find the various items that Jak has collected during his adventure

Controls

The Controls sub-menu presents a complete list of all analog controller functions, including Basic Moves, Advanced Moves, Weapon Moves, JetBoard Moves, Vehicle Control, plus Dark Jak and Light Jak powers.

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

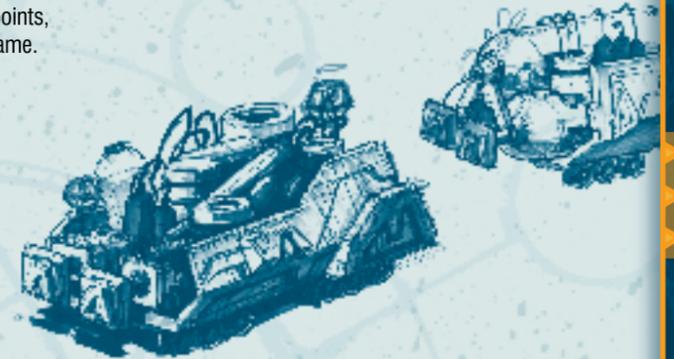
Although your progress will be automatically saved at key points, this sub-menu provides the option to manually save your game.

Secrets

If you collect Precursor Orbs you will be able to unlock the many goodies listed here. And yes, there is a Big Head Mode! 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.



How to use the



WALKTHROUGH



4 [Screenshot of Dark Minkor Satellite] **4**

5 [Screenshot of Pecker's Pathway Advice] **5**

1 [Map icon] **1** [Screenshot of Central Wild Leopards] **1**

2 [Map icon] **2** [Screenshot of Pecker's Pathway Advice] **2**

3 [Map icon] **3** [Screenshot of Pecker's Pathway Advice] **3**

4 [Map icon] **4** [Screenshot of Pecker's Pathway Advice] **4**

5 [Map icon] **5** [Screenshot of Pecker's Pathway Advice] **5**



Overview of Missions

The game consists of three Acts. You will find an overview of the missions at the start of each Act. This is presented in the form of a flow-chart, and will clearly show how the adventure branches out, enabling you to decide which route through the game you wish to take. The missions are listed numerically (1) and you can use the chapter tab system to quickly find the mission that you are looking for. 2 denotes which character will be assigning the mission. 3 indicates which, if any, item you will receive (orange colored if to be received at the mission start or middle; yellow if to be received at the end of the mission). 4 refers to the page number on which the mission starts.

1	2	3	4
1.8	Destroy Metal Head Beasts	56	
	Melver	Sand Shark, Dark Eco Crystal 2	



Greetings, young people. My name is Samos, and I'm a very wise man, or so people tell me. And how did I get so wise? Well, by reading books, of course, such as this excellent tome that you are currently holding in your hands. The adventure that stretches out before you will be wondrous, wild and extraordinary, and this guide will help you make sense of it all. I believe that it also contains so-called 'humorous' comments from the Ottsel, but you can always skip those parts and get to the good stuff. What's that? Why do I have a log on my head? None of your business!



Walkthrough

Everything you need to know about the mission. What to do, how to do it, and why. The result of endless hours of testing by experts, you can rely on the Walkthrough to provide all the answers you seek, as well as lots of handy hints to make your life easier.



Boss Box

You'll encounter four difficult bosses in the game, so we have provided a separate entry for each boss, featuring a detailed step-by-step strategy guaranteed to help you overcome even the toughest opponent.



Map

The map details the location of the current mission, and displays all relevant information about the mission in icon form for easy reference. At a glance, you will be able to check where to find items such as ammo and health crates. You will also be able to see the start and end point of the mission, the location of the mission goal, and the location of any characters that provide mission briefings. You will even be able to see where all your enemies are lurking, preventing any embarrassing and painful ambush situations! Invaluable.



refers to the corresponding paragraph in the walkthrough that details useful facts pertinent to the indicated location.



Name of Mission

The name is exactly the same as the one that is used in the game, to make it easier for you to instantly find all the information that you want. You can find all the missions listed under Missions in the Options Ring.



Screenshots from the Game

Screenshots are provided to clearly illustrate certain key points in the gameplay. If you're confused about what to do next, they should show you the way forward. They also look great! Especially any featuring Daxter. (He made us say that.)



Pecker's Pathway Advice

During the adventure there will be occasions where you must choose between accepting one of several different missions. Pecker feels that he has expert knowledge on these matters, and therefore offers you his frank and forthright opinion as to what you should do next. It's up to you whether or not you take it!



Introduction

At the start of each mission one of the characters in the game will brief you as to the nature of the mission. Sometimes they'll describe what has to be done in the mission, other times they'll just indulge in some harmless ranting and raving about how dangerous the mission is. Daxter usually writes those bits.



CHARACTERS

HOW TO PLAY

WALKTHROUGH

ENEMIES

SECRETS

BEHIND THE SCENES

ACT 1

ACT 2

ACT 3

ACT 1.1

ACT 1.2

ACT 1.3

ACT 1.4

ACT 1.5

ACT 1.6

ACT 1.7

ACT 1.8

ACT 1.9

ACT 1.10

ACT 1.11

ACT 1.12

ACT 1.13

ACT 1.14

ACT 1.15

ACT 1.16

ACT 1.17

ACT 1.18

ACT 1.19

ACT 1.20

ACT 1.21

ACT 1.22

ACT 1.23

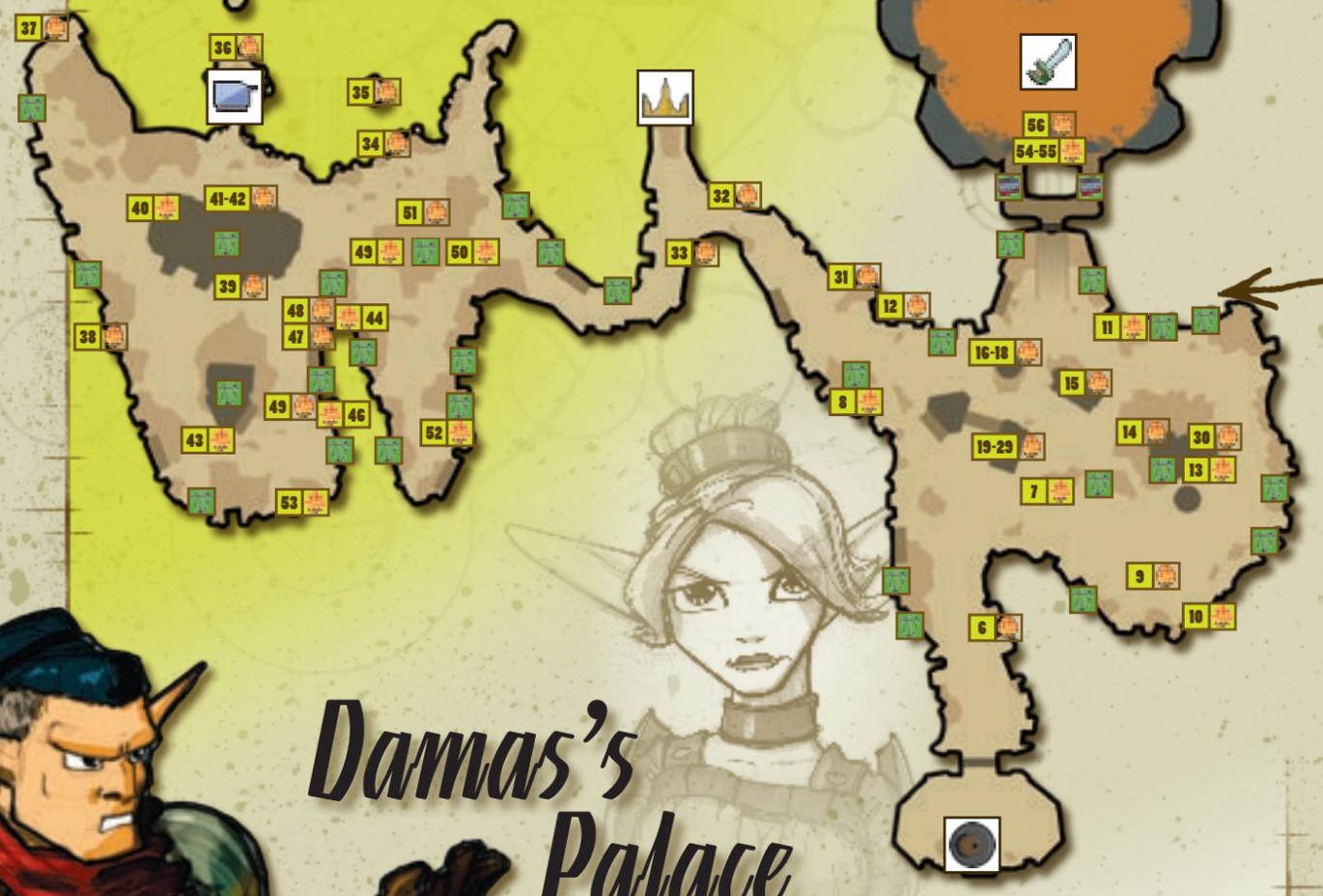
ACT 1.24

ACT 1.25

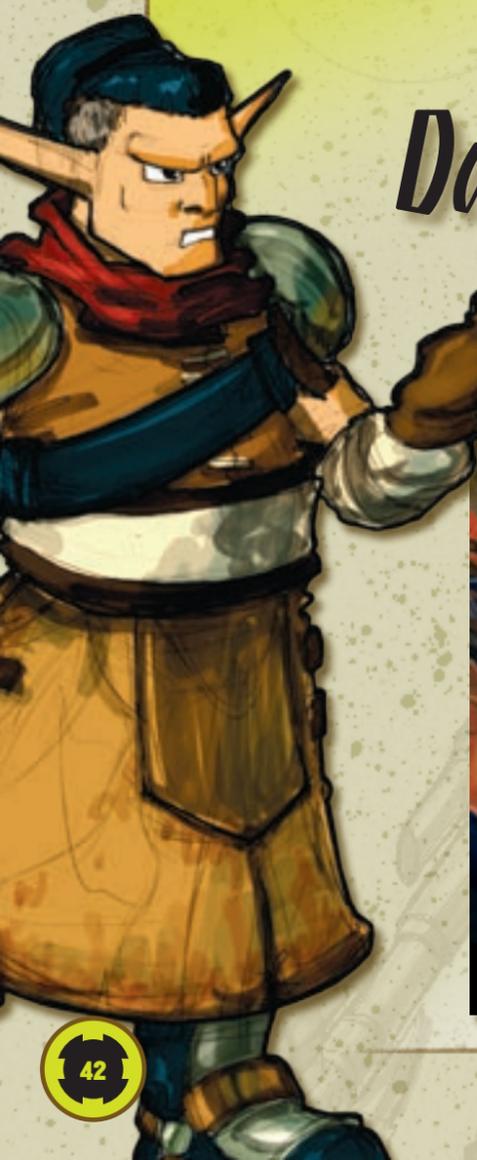
The Wasteland



Sparagus City



Damas's Palace



The Wasteland

ACT 1

1.1	Complete Arena Training Course	45
Damas	Red Gun 1 (Scatter Gun)	

1.2	Earn the 1 st War Amulet	47
Damas	War Amulet 1; Gate Pass; Yellow Gun 1 (Blaster Mod)	

1.3	Catch Kanga-Rats	49
Kleiver		

1.4	Unlock Satellite	51
Seem	Dark Eco Crystal 1	

1.5	Beat Kleiver in Desert Race	52
Kleiver	Tough Puppy	

1.6	Race For Artifacts	54
Damas	New Armor	

1.7	Beat Monks in Leaper Race	55
Seem	Light Eco Crystal 1	

1.8	Destroy Metal Head Beasts	56
Kleiver	Sand Shark, Dark Eco Crystal 2	

1.9	Earn 2 nd War Amulet	57
Damas	Red Gun 2 (Wave Concussor), War Amulet 2; Yellow Gun 2 (Beam Reflector)	

1.10	Corral Wild Leapers	58
Damas	Dune Hopper	

1.11	Rescue Wastelanders	60
Damas	Dark Eco Crystal 3	

1.16	Beat Turret Challenge	69
Kleiver	Light Eco Crystal 2	

1.17	Defeat Marauders in Arena	70
Damas	Blue Gun 1 (Volcan Fury)	

1.18	Destroy Eggs in Nest	71
Damas	Gila Stomper	

1.12	Climb Monk Temple Tower	62
-		

1.13	Glide to Volcano	64
-		

1.14	Find Satellite in Volcano	65
-	Shadow Invisibility	

1.15	Find Oracle in Monk Temple	68
Seem	Light Regeneration	

Requires both to move on

1.19	Defend Ashelin at Oasis	73
Ashelin	Seal of War; JetBoard	

1.20	Complete Monk Temple Tests	74
-	Light Flash Freeze	

1.21	Travel Through Catacomb Subrails	76
Onin	Light Shield	

1.22	Explore Eco Mine	78
-	Leg Armor	

1.23	Escort Bomb Train	80
-		

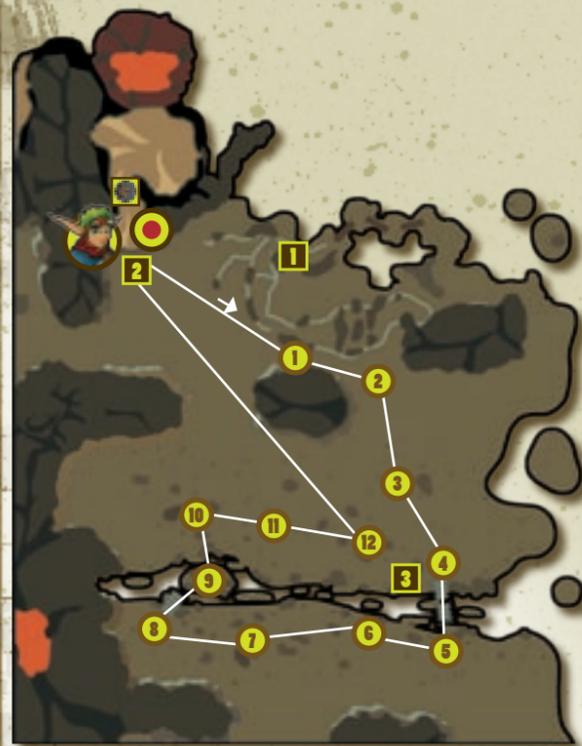
1.24	Defeat Veger's Precursor Robot	82
Veger	Blue Gun 2 (Arc Welder)	



Race for Artifacts

ACT 1.6

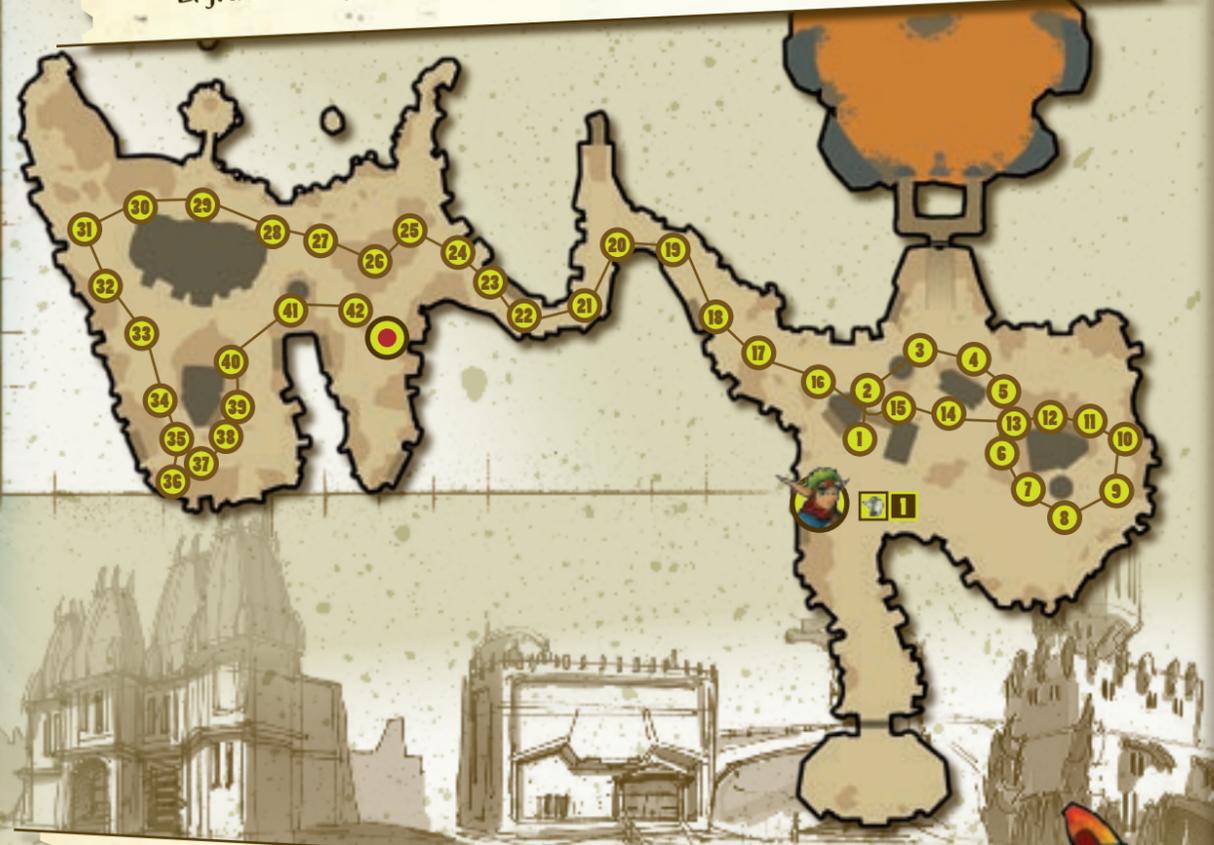
I like a man who can take risks and live to tell the tale. But that doesn't mean I like you specifically Jak, you understand. Now that you've proved your prowess behind the wheel I've got a little job for you that involves only a moderate to high risk of painful death. Find the buried Artifacts in the desert before the sandstorms come. Be sure not to hang about, or the winds will rip your flesh off...



Beat Monks in Leaper Race

ACT 1.7

To sin is easy. But to exercise, now that's really hard. Especially when you're tired. You can lead a Leaper to water, but can you make him drink? And if you do, will he be sick afterwards? Such are the great questions that we wise ones must ponder. I don't usually like to gamble, but if you win this race against my brother monks, I'll reward you with a Light Eco Crystal.



I'm not too keen on bouncing up and down on these Leapers; they make me chafe in all the wrong places. You concentrate on trying to steer the stupid beast through the blue rings, and I'll keep an eye out for those crazy monks to make sure they don't get too close. That's the secret for keeping on course and winning the race.



1 To start this act you must first drive to meet Damas in your newly acquired buggy. Head for the tire icon on the map! On your way, Marauders in vehicles will try to block your progress and shoot at you. You'll find Damas in the garage where Kleiver parks his buggy collection.

2 Drive out into the desert. You'll immediately notice a timer counting down at the top of the screen. You must reach the first Artifact, which is surrounded by a beam of light, before your allotted time expires (Fig. 1). You will have only a limited amount of time to reach each artifact, so once you've obtained one, immediately start looking for the next as the new countdown starts. They are marked as green blinking dots on the map.

Marauders in vehicles will try and disrupt your treasure hunt by attacking you (Fig. 2). They will appear as red dots on the map. Simply dodge them and concentrate on finding the next Artifact. If you allow yourself to be distracted by their antics, you'll run out of time.

3 After collecting the fourth Artifact you must hop over the broken bridge to reach the next one. When you approach the edge, hold **C** to leap across (Fig. 3). After collecting the eighth Artifact use the bridge to avoid falling into the water.

When Daxter yells that you've got the last Artifact, don't be surprised to see another beam of light in the distance. Could your furry friend have made a mistake? Sadly, no. It seems that Daxter is right as usual, as much as we'd like to make fun of him. The beam of light will actually lead you back to Kleiver's buggy garage where Damas will reward you with the first piece of Armor. If you don't make it back within the time limit you will be enveloped by the storm and the mission will fail.

1 Time to head back to Spargus and look for Seem's icon. The object of this street challenge is to beat the monks to the finish line after jumping through a series of blue rings on a Leaper (Fig. 1). You won't have much trouble beating the monks, but where you might come unstuck is making it through all the rings. Miss even one and it's Mission Failed. You need to be looking out for the location of the next ring while clearing them, but practice makes perfect, so don't worry if you mess up on the first few runs. Once you're familiar with the sudden changes in direction required to reach some of the more difficult rings, you'll be able to complete the challenge wearing a blindfold. There's no easy way to win this race. It takes equal measures of practice and patience, but keep at it and you'll soon be teaching the monks a lesson in humility.





Metal Jacket

3 16 4-6
Size/m Speed m/s Hit Points

These insect-like creatures generally act in swarms. They fire at their prey from their explosive rear ends and are able to snipe from a distance: their gossamer wings allow them to hover in the air. Use the Yellow Gun to knock them out of the skies with pinpoint accuracy.

Location: Volcano, Monk Temple



Wasp

4 14 6
Size/m Speed m/s Hit Points

Somewhat obsessive-compulsive, Wasps like to do everything in twos; twin jet burners help them to hover in mid air; twin lasers mercilessly cut down their opponents, many of whom are momentarily beguiled by the pretty pink color of the deadly beams. The sociable Wasps even like to patrol in pairs! Quite cute really, it seems that even Metal Heads need a hug and a kind word from time-to-time! But let's not get too sentimental-Wasps can be incredibly devious; they have a sneaky habit of pretending to fall when hit, only to rise up, seemingly from the dead, when their unwitting opponent momentarily lets their guard down. Several blasts from the Yellow Gun 2 will put a stop to such devious trickery.

Location: Sewer, Palace Ruins



4 8 8
Size/m Speed m/s Hit Points

Spyder Gunner

Spiders, sorry, Spyders, with guns? Has the world gone mad? Arachnophobics beware, these mutated aberrations have shed a couple of legs and replaced them with arm-mounted lasers. However, their cumbersome armor tends to slow them down, rendering them easy targets for your trusty Blue Gun.

Location: Palace Ruins



35 12 14
Size/m Speed m/s Hit Points

Sling Blaster

In a gentler, more peaceful time, the Sling Blaster would have enjoyed a career in the world of athletics, with its wiry frame and impressive throwing arm. Sport's loss is combat's gain. The Sling Blaster uses a quaint, old-fashioned sling shot to hurl great balls of energy at opponents. Hardly what you'd call a rapid-fire weapon, but don't laugh too loud; the Sling Blaster is able to hurl these damaging projectiles over a surprisingly long range. Use the Blue Gun 2 to cut it down before it gets a chance to aim.

Location: Sewer



Metal Mantis

3 30 2
Size/m Speed m/s Hit Points

The Mantis is possibly the most terrifying of all Metal Heads, which is really saying something! They transfix their horror-struck enemies with bizarre exhibitionist antics, bouncing around gleefully in a macabre dance of death before lashing out with razor-sharp talons. Happily one blast from the Red Gun 1 brings an abrupt and messy end to their idiotic capering.

Location: Volcano, Palace Ruins



4 7 5
Size/m Speed m/s Hit Points

Grunt

The Metal Head Grunt is not one of life's great tacticians. The name tells you all you need to know about its finesse-free fighting style. Your typical Grunt favors rushing head-long towards its enemies and deciding what to do when it gets there. Only when staring down the barrel of a gun does a Grunt stop to think it may have made a mistake. By then, it's usually too late. Use Blue Gun 1 to penetrate the Grunt's thick hide.

Location: Eco Mine, Metal Head City



Juice Goon

3.5 8 9
Size/m Speed m/s Hit Points

What's in a name? Does the uncharacteristically whimsical moniker indicate that the Juice Goon is a thoughtful and kind Metal Head that likes to fetch refreshing fruity drinks as a treat for its fellow Metal Head warriors? It would be nice to think so, but bitter experience indicates that in this case 'juice' refers to the blood-red bolts of energy that flow from the Juice Goon's trademark rod. Resembling demented wizards from a bygone age, Juice Goons shuffle around in their slippers and prod their opponents to death with their mighty staves. Return the favor by introducing them to your Blue Gun 2.

Location: Sewer

