Daxter™

EXTERMINATOR'S HANDBOOK

For safe use of this product, carefully read the following section of this manual and the precautions section of the instruction manual supplied with the PSP™ (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play. • Do not use the console when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • 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.

Use and handling precautions

• This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc, see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recording surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

DAXTER™ Tips and Hints

Game Hint Guide Information PlayStation Underground Game Guides
For free hints and tips visit us at www.us.playstation.com. Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PSP™ and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.
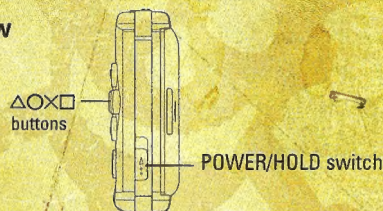
UCUS-98616

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Right side view

△○✕□ buttons

POWER/HOLD switch

Front view

Disc cover   DC OUT connectors

IR port   USB connector   OPEN latch

PSP™ (PlayStation®Portable) system configuration

L button   LCD screen   R button

Directional buttons

△○✕□ buttons

Memory Stick Duo™ access indicator

POWER indicator

WLAN access indicator

Volume +/- button

HOLD indicator

Analog stick

Right speaker

Strap holder

START button

Left speaker

SELECT button

HOME button

Sound button

Display button
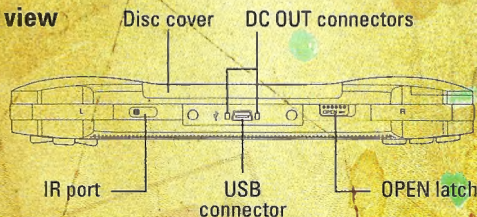
Set up your PSP™ (PlayStation®Portable) system according to the instructions in the instructions manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT **DAXTER™** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press the ✕ button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.
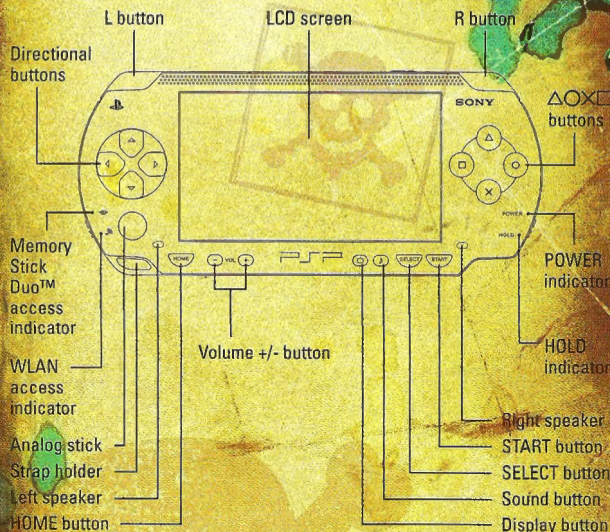
Memory Stick Duo™
Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your PSP. You can load saved game data from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved games.

Note: A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 160 KB of free space is required for a "Save Game" file.

START button	*Pause Game/Open Pause Menu /Resume Game*
↑↓→← buttons	*Navigate Menu/Change Menu Item*
✕ button	*Select Highlighted Menu Item*
◉ button	*Previous Screen/Cancel*

Note: Daxter's movement control default is set to the analog stick. You can change the control configuration to the directional buttons by selecting CONTROLS from the Options Menu, and then choosing DIRECTIONAL BUTTONS CONTROL. Selecting DIRECTIONAL BUTTONS CONTROL enables Free Look mode to be accessed by pressing ↑ on the ANALOG STICK.

Daxter's Basic Moves

Analog stick	Walk/Run/Climb
L button	Rotate Camera Left
R button	Rotate Camera Right
L + **R** buttons	Reset Camera
↑	Free Look/First Person Camera
Analog stick	Look Around (while in Free Look)
↓	Exit Free Look
⊗ button	Jump
⊗ button, **⊗** button	Double Jump
△ button	Sneak/Crawl (Toggle On/Off)
�É button	Swat
SELECT	Game Stats
START	Pause

Note: Press **START** to access the Pause Menu. The Pause Menu will allow you to keep track of the number of items collected, mission objectives and overall progress.

Daxter's Advanced Attacks

Before Daxter can execute these advanced attacks with his Electric Bug Swatter, they must be earned by completing special Dream Sequences. For more information, see Dream Sequences, page 17.

⊗ button, **�É** button	Jump Swat Spin
�É button, **⊗** button	Swat Uppercut
⊗ button, **�É** button,	
�É button	Dive Swat
⊗ button, **⊗** button,	
⊗ button	Combo Attack

Spray Gun

At the outset of his adventure, the only thing between Daxter and the Metal Bugs is his sizzling Electric Bug Swatter. However, the furry ottsel's exterminating arsenal will eventually include a handy Spray Gun that has the ability to temporarily stun his enemies. With the addition of some nifty upgrades, this handy weapon can pull off some pretty cool tricks. For more information, see Spray Gun, page 11.

◉ button (hold)	Spray Stream
⊗ button, **◉** button (hold)	Spray Hover

Vehicles

During the game, Daxter will get the opportunity to pilot a variety of Zoomers. While some Zoomers have unique abilities, such as releasing Bug Spray or carrying an extra rider, they all feature similar controls.

Analog stick	Steer Vehicle
L + **R** buttons	Rotate Camera Left/Right (when stopped)
⊗ button	Accelerate
◉ button	Brake/Reverse
R button or **◉** button	Release Spray/Fire Weapon
L button (tap) + **⊗** button (hold)	Quick Hop
△ button	Dismount

Note: In order to dismount some Zoomers, the vehicle must be hovering over a launch pad.

At the Title Menu, use the directional buttons ⬆ and ⬇ to highlight a selection and press the ✖ button to confirm your choice.

New Game
You can start **Daxter™** from the beginning.

Load Game
You can resume the game from previously saved data.

Options
You can adjust the Options before or during your game. The Options Screen allows you to access Controls, Game and Sound options.

Secrets
URL: secrets.ottsel.com
Jak X: Combat Racing™ (PlayStation®2)
You can also scan saved data from **Daxter™** to unlock secret bonus content. Connect a PSP™ (PlayStation®Portable) with save **Daxter™** data to one of the PlayStation®2 USB connectors, highlight "scan for secret characters" and press the ✖ button. You must have a **Jak X: Combat Racing™** game disc for this function to work.

Note: A USB cable with a Mini B type connector is required to connect the PSP™ system to a PlayStation®2 console.

Combat Bugs
Collect special Combat Bugs and other valuable items throughout Daxter's adventure, and then use them in head-to-head challenges against computer-controlled challengers, or in Ad-Hoc multiplayer battles against your friends. For more information, see Bug Combat, page 18.

OPTIONS

Highlight an option with the directional buttons ⬆ and ⬇ and press the ✖ button to make your selection. Use the directional buttons ⬅ and ➡ to toggle/adjust the choices. Press the ✖ button to accept the changes. Press the ■ button to reset the options to their defaults. Press the ● button to return to the previous menu or resume the game.

Controls
Camera: Toggle Camera control between NORMAL and REVERSE.

Control: Toggle Controls between ANALOG STICK and DIRECTIONAL BUTTONS.

Game Options
Subtitles: Toggle Subtitles ON/OFF.

Autosave: Toggle the Autosave function ON/OFF.

Sound
**Sound FX Volume:** Adjust the game's Sound FX volume.

Speech Volume: Adjust the game's Speech volume.

Music Volume: Adjust the game's Music volume.

Note: Any changes made to the game's settings must be accepted in order to save the changes. Hit the ⊗ button to do this. If you just back out of the Options menu using the ⊙ button, your changes will not be saved.

Autosave
As you progress, a special Save icon will appear on screen indicating your progress is being saved. While the icon is on screen, DO NOT remove the Memory Stick Duo™ or turn off your system.

Note: If the Memory Stick Duo™ is removed or replaced during gameplay, the application will disable the Autosave function. To reactivate the Autosave function, access the Autosave option located in the Game Options Menu by pressing the ⬤START button.

Loading a Saved Game
If you want to resume your most recently saved game, choose LOAD GAME at the Title Screen.

Health Meter
Map
Spray Meter
Precursor Orb Count
Metal Bug Gem Count
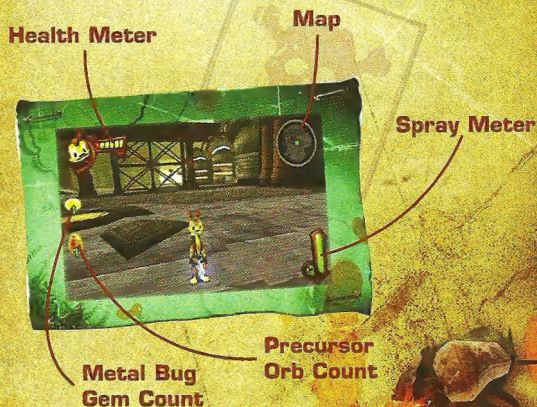
THE GAME SCREEN

Health Meter
Daxter's Health Meter can be found in the top left corner of the screen. Daxter starts with a total of five Health Bars, but he can gain more throughout his adventure. One bar will be lost each time he takes damage. When his Health Meter is empty, Daxter's life will be lost. Health can be restored by absorbing Green Eco from Health Packs found in and around Haven City. For more information, see Essential Items, page 14.

Metal Bug Gems

The current number of Metal Bug Gems collected in the current area. For more information, see Essential Items, page 15.

Precursor Orbs

The current number of Precursor Orbs collected in the current area. For more information, see Essential Items, page 15.

Spray Meter

Daxter's Spray Meter can be found in the lower right corner of the screen. The Spray Meter displays the amount of Bug Spray left in Daxter's Spray Gun. Once it's empty, you will not be able to use his Spray Gun until you collect more Green Eco.

City Map

The City Map will help you navigate the streets of Haven City and is an essential tool for navigation. The green arrow represents Daxter's current position and the direction he is facing. Icons show the destination of your next mission.

EXTERMINATION 101

As a crack exterminator, Daxter will have a few tools to help him rid Haven City of its Metal Bug infestation and get the job done.

Electric Bug Swatter

Daxter's trusty Electric Bug Swatter can stun and finish off the various Metal Bugs he encounters. Pressing the ⊙ button will cause Daxter to swat the nearest bug. If there are multiple Metal Bugs within swatting range, pressing the ⊙ button repeatedly will allow Daxter to pull off chained combo attacks, eliminating them quickly.

Spray Gun

In addition to the Electric Bug Swatter, Daxter will receive a Spray Gun. The Spray Gun squirts toxic Bug Spray, which temporarily stuns Metal Bugs, allowing Daxter to get up close and personal with his Bug Swatter. To fire a stream of Bug Spray, press and hold the ⊙ button.

Not just a handy weapon, the Spray gun can also help Daxter get through, over and above some tricky obstacles.
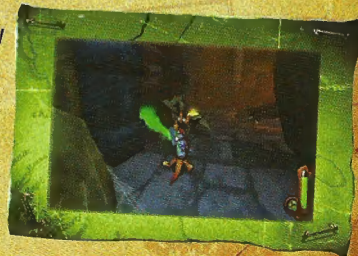
Spray Hover

With a special modification, Daxter can use the Bug Spray inside the Spray Gun's canister to temporarily hover in the air, allowing him to get across gaps as well as fly up to hard to reach areas. To Spray Hover, press the ✗ button to jump then press and hold the ○ button. Daxter will only be able to stay in the air for a limited amount of time before he runs out of Spray, but can continue to hover by collecting more Green Eco while in mid-air.

Spray Fire

When combined with a fire source, the volatile Bug Spray inside Daxter's Spray Gun turns into a powerful flamethrower. Shoot Spray at a fire source to change it into a stream of molten heat and then use it to melt through barriers and obstacles. In addition, you can use flames to get an extra boost while spray hovering.

Upgrades

The Spray Gun has two upgrade attachments that are granted over the course of the game. Once an upgrade has been acquired, selecting DIRECTIONAL BUTTONS CONTROL and pressing ← and → on the analog stick will cycle between attachments.

Flamethrower Attachment - This upgrade gives Daxter the option of using the flame all the time, wreaking fiery death on bugs, and allowing greater spray distance and height.

Ultrasonic Attachment - This upgrade allows Daxter to launch a projectile attack with radial damage. Hovering height is unchanged by the Ultrasonic Attachment.

Ottsel Mode

Haven City is a cruel and dangerous place and Daxter will oftentimes be required to rely on his Sneaking/Crawling skills to get past an angry critter or get through a small opening. To enter Ottsel Mode, press the △ button. To stand back up, press the △ button a second time.

Vehicles

In the extermination field, sometimes hoofing it on paw just won't cut it. That's where Zoomers come in. Daxter can hop on a variety of Zoomer vehicles and use them to hover across large expanses and uneven landscapes, sometimes spraying, ramming and tracking down pesky Metal Bug critters. Press ← and → on the analog stick to steer. Press the ✕ button to accelerate. Press the ● button to brake or reverse. To execute a hop, press the **L** button while accelerating. To dismount a Zoomer, press the △ button.

Some Zoomers will come with extra functionality, such as the ability to release Bug Spray, while others will allow a co-pilot to come along for the ride. When the Zoomer has a second function, press the **R** button to use it.

Note: In order to dismount some Zoomers, the vehicle must be hovering over a launch pad.

ESSENTIAL ITEMS

Health Packs

These Health Packs contain small amounts of Green Eco. One Health Pack will replenish two bars of Daxter's Health Meter.

Metal Bug Gems

These shiny yellow gems can be acquired from fallen Metal Bugs and must be collected to complete Daxter's extermination mission objectives.

Precursor Orbs

Precursor Orbs can be found stashed in and around each environment. Find enough of these valuable Orbs and Daxter will be able to unlock and access new Dream Sequences, which can be completed to earn more powerful Electric Bug Swatter moves and Health Bars. For more information, see Dream Sequences, page 17.

Bug Spray

Used to stun Metal Bugs, you can find globules of this toxic green spray in and around the environment. One globule of Bug Spray does not always refill a quarter of Daxter's Spray Gun Meter. Many of the Green Eco pickups vary on how much they refill Daxter's Spray Tank; 1/2, 1/3, full tank, etc.

Bug Cages

These contain Combat Bugs, and are prized discoveries throughout Haven City! For more information, see Bug Combat, page 18.

Battle Tokens

These incredibly valuable items are the key to a winning strategy in Bug Combat. For more information, see Bug Combat, page 18.

Bug Juice Vials

Scattered around the city, these vials allow you to level-up Daxter's bugs. For more information, see Bug Combat, page 19.

Accomplishing missions and tasks is the key to survival, and, ultimately, saving Jak. Unfortunately, being a Metal Bug exterminator is not all it's cracked up to be — each mission is more dangerous than the last.

Mission Structure

Daxter spends the first part of his adventure earning his stripes as an exterminator for the Kridder Ridder Extermination Company, which grants him the access he needs to explore Haven City in search of Jak. Osmo, Daxter's boss, will send him to various assignments around the city. After a while, however, Daxter begins to sense a sinister plan at work, and takes matters into his own hands... and Bug Swatter. As you progress through the game, new icons will appear on the City Map indicating important destinations. Each destination typically has someone waiting for you to send you out on a mission. Most of the time you can re-play levels you've already completed to seek more Precursor Orbs, or give the bugs an extra thrashing. The City Map is key in helping you know where to go next in Haven City.

Dream Sequences

Always one to embellish a story or situation, Daxter's tall tales aren't only for waking hours. Help Daxter achieve victory in a variety of far-fetched and outlandish dreams. Dream Sequences are unlocked with Precursor Orbs. Once Daxter has collected the required amount, a Dream Sequence will become available to play. To access unlocked Dream Sequences, Daxter needs to hop on his bed and take a snooze at the back of the Kridder Ridder shop. Once unlocked, you can play Dream Sequences over and over in an effort to better your score and achieve higher medals.

In every Dream Sequence, you must time and match your button presses and/or directional movements to the corresponding button icons as they appear or flash on screen.

Daxter can also learn and execute a variety of advanced Electric Bug Swatter attacks by completing Dream Sequences, which must first be unlocked using Precursor Orbs. These moves include:

✖ button, ⬤ button	Jump Swat Spin
⬤ button, ✖ button	Swat Uppercut
✖ button, ⬤ button, ⬤ button	Dive Swat

Bug Combat is a mini-game where you will have the opportunity to collect special Combat Bugs and then pit them against both computer and human opponents in head-to-head combat via the PSP™ system's Ad-Hoc mode. You can select the Bug Combat game from the Title Menu.

Bugs

There are hundreds of known species of Combat Bugs that are found in Haven City, all with different strengths and weaknesses. Bugs begin at a certain level, but can be leveled up using bug juice vials.

Tokens

Tokens are a key part of Bug Combat, and can be played during battle for a strong strategic impact. For example, there are simple, less powerful Tokens that add extra power to your bug's Attack or Defense, but more advanced Tokens will allow you to change your attack type, reverse an opponent's attack, or execute many other strategic plays. Each player is allowed three Token plays per battle. Tokens are not used up – once collected, you will always have the Token.

Vials

These collectibles can be found in and around the environment during Daxter's adventure. Once collected, Bug Juice Vials can be added to bugs of any level, resulting in an increase of your bug's stats when used. Vials can be used only once on only one Combat Bug.

Gameplay

When you're ready to pit your Combat Bug against an opponent, gameplay occurs in three phases. Once these phases have been completed, you will get to watch your bug in action. The bugs continue to battle until one has lost all its health.

Phase 1: Choose Attack
During this phase, you can cycle between three attack types, each of which defeats one of the others in a rock, paper, scissors type of contest. The three attack types

are **Spit** (projectile), **Claw** (melee) and **Trap** (ambush). Spit defeats ambush, Ambush defeats Claw, and Claw defeats Spit. Cycle between the three attack types using the directional buttons ⬅ and ➡ and choose your attack by pressing the ✖ button.

Phase 2: Choose Power
Next, you must attempt to maximize your bug's Attack and Defense power. The two bars that surround the attack selection represent the **Attack** (yellow) and **Defense** (blue) strengths of the bug for that attack type. The white line is placed at the high point of attack power. Press the ✖ button to initiate the Strength Meter. The objective is to stop the Strength Meter as close as possible to the white line, which will give your bug maximum power.

Phase 3: Opponent's Attack Revealed; Token Play
The final phase will reveal your opponent's attack, and the big red scratch marks indicate which bug is the loser. However, it's not over yet! Your Tokens now appear above the 'Spinner' on the right of the screen. Use the directional buttons ⬆ and ⬇ to select between your available Tokens and press the ✖ button to use them. You can choose to play one or all of the Tokens (or none) in order to influence the ultimate outcome of the battle. Tokens must be played before the timer counts down, and their effects occur in real time – your play is immediately revealed to your opponent and vice versa. (Your opponent's Tokens are shown on the left).

Once all Tokens are played, the final attack is played and the round is complete. This continues until one of the bugs resigns or is defeated.

Bug Browser

The left side of the Bug Browser screen displays your available bug cages. You can scroll through your choices by pressing the directional buttons ↑ and ↓. As the cages scroll, the selected bug comes out of the cage, and on the right side of the screen its stats are displayed. When you find the one you want to use, press the ✕ button to select it.

Once a bug has been selected, you can choose to apply any Bug Juice Vials you've collected. You can scroll through your choices by pressing the directional buttons with the ← and → buttons. Press the ● button to apply a vial. When you're ready, press the ✕ button to continue to the Token Screen.

If you have collected any Tokens, you will be able to select them now. Press the directional buttons ← and → to cycle through your available Tokens and press the ● button to select and confirm your choice. Once you've selected your Tokens, they are moved into positions similar to the positions they will take on the Battle Screen. Press the ✕ button to begin the battle!

WI-FI PLAY

Challenge your friends using the PSP™ system's wireless abilities. Select HOST TWO PLAYER or CONNECT TO BUG COMBAT HOST from the Combat Bugs Menu and then load a **Daxter™** save file. One player must host. The other player must join. However, the play is the same for both.

Ad Hoc Mode

Wi-Fi Mode uses 2 PSP™ systems connected wirelessly using the LAN feature (Ad Hoc mode).

Before beginning Bug Combat Mode, make sure each person participating does the following:

Set-up the same Ad Hoc Settings in the "Settings" area of the PSP™ system's Home Menu, and check that all users set the "Ad Hoc Mode" settings to "Auto".

Play Close By:
The 2 PSP™ systems used in battle should be within 100 feet of each other.

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Trevor Ehle
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**Senior Creative
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**Creative Services
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Peggy Gallagher
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Marie Macaspac

**Point of Purchase
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Miguel Godinez

**Packaging and
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Petrol Advertising

Manual Documentation
Greg Off

**Legal and Business
Affairs Group**
Shelly Gayner
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